**High Adventure Apprentice Program Statement**

The High Adventure Apprentice Program is a teen-focused initiative designed to allow teens the opportunity to become leaders in select high adventure activities. In the past the program has been limited to 32 participants over the course of the year and training activities have been limited to archery and slingshots. In order to become involved in the program teens applied and completed an interview.

To provide a more inclusive and accessible program the Camping Department has decided to amend the program to include any scout who meets the following requirements:

1. Age 16 years or older: With the expansion of training opportunities into more High Adventure activities the minimum age has been raised. Scouts are required to be 16 by the date of the training they are participating in.
2. Can complete the training course requirements: While the goal is to increase access for teens for them to become facilitators, they must demonstrate the skills necessary to be certified in each high adventure activity. This may mean that some scouts are not able to complete the physical requirements of some activities. In those instances, we encourage the teen to seek alternative high adventure options.
3. Pass a shadowing with a qualified facilitator: A current component of the HAAP is the shadowing process. Teens are required to successfully complete a shadowing experience with a qualified facilitator. The shadowing experience allows the teen a chance to practice their facilitation skills as well as ensure that they have the necessary skills and knowledge to safely lead the high adventure activity. *Teens will complete as many shadowing experiences as necessary to receive a passing result by a facilitator.*
4. Passionate about high adventure and being a mentor for younger scouts: This program is designed for scouts looking to create opportunities and positive experiences for younger scouts. Any teen who seeks to participate in the HAAP should have a strong passion for high adventure, girls scouting and guiding younger scouts towards becoming confident and resilient teenagers.

With the expansion of the program, the HAAP now includes more programs. All scouts who meet the above requirements are now eligible for the following training through the council.

* + Archery: USA archery level 1 certification
  + Canoe/Kayak: Paddle sports Safety Facilitator
  + Slingshot/Tomahawk/Knives: In house training
  + Low Ropes: In house training

Teens who complete the training and pass the shadowing are automatically enrolled in the HAAP and are eligible to receive council hours for their services.

NEED HELP? Email [jharris@gscnc.org](mailto:jharris@gscnc.org) for assistance.

**How to Sign up for Courses**

The process of teens signing up for high adventure training requires more steps than adult volunteers. Outlined below is the process required for teen scouts to enroll in the high adventure apprentice program.

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**Stage 1: Signing Up**

***\*\*Before a teen scout can sign up for any course they must get access to the online components with GSLearn. \*\****

1. Scouts will indicate their intent to join the program by completing this jotform: <https://form.jotform.com/GSCNCCamping/high-adventure-apprentice-program>
   1. In addition to filling out the form the teen must provide these completed documents upon submitting the jotform:
      1. High Adventure Apprentice Reference Form: <https://drive.google.com/file/d/1g_Pu2glcXSi5Dw-3W5ZWrvxjP2sHYLfU/view?usp=sharing>
      2. High Adventure Apprentice Permission Form: <https://drive.google.com/file/d/1VHxoRPKcNi-McrSAAV6_ye1UWTwZn6ni/view?usp=sharing>
2. The High Adventure Specialist and the camping specialist will review the submissions as they occur
   1. They will use the information from the jotform to create a GSLearn account for the scout
   2. A welcome email from GSLearn will be sent to the scout when the account has been set up.

**Stage 2: Signing up for classes**

1. After receiving their GSLearn login, the scouts will select the high adventure activities they are interested in and begin the online portion of the trainings
2. Simultaneously they will follow this link:[**bit.ly/gsupcomingcourse**](https://docs.google.com/document/d/1TRB7DxMdEiSjT5OvpdNfi-CKrLtIpVunvxW5P3tVyjs/edit?usp=sharing) to access upcoming training sessions and register on gsevents.
   1. Each course will be set up with a set number of girl spaces vs adult spaces in general training. If scouts’ space is unavailable, then they may enroll in the waitlist.
3. Scouts will pay the required price to attend the course. If a scout is unable to pay for the training they can apply for the training grant using this link: <https://form.jotform.com/212775228381055>. Adult Volunteer Development will reach out and complete the next steps regarding the grant application with individual participants.
4. Scouts will receive a registration email following their registration for the course which will have the confirmation details of their registration.

**Stage 3: Attending the Course:**

1. Scouts will arrive at the camp at least 15 minutes prior to the training.
2. Scouts will act in a manner that does not inhibit the learning of others at the training and demonstrates proper maturity for the course being attended.
3. When the course has been completed, if the scout has passed the course, they will receive a signed form from the trainer which they will input into the proper GSLearn module.
4. The High Adventure Specialist will review the codes weekly and mark the courses complete at that time.
5. Once the course has been marked complete scouts may move onto the next part of the High Adventure Apprentice Program which is shadowing.

**What is shadowing and how to do it?**

Shadowing is the process by which teen scouts will prove their skills and knowledge of the high adventure activity they wish to facilitate. Shadowing allows teens the opportunity to practice their skills as a facilitator under the guidance of a qualified adult. All teens who are trained in any high adventure activity are required to pass the shadowing component for each high adventure activity they are trained in. The teen will be required to complete as many shadowing attempts as required to receive a passing result. For some teens this may require more than one shadowing to pass.

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The process to sign up to shadow is as follows:

1. **Complete a high adventure course**
   1. The opportunity to shadow is only available to scouts who have completed a high adventure training. In order to be able to shadow the scouts must have completed all steps outlined above.
2. **Connect with a qualified facilitator**
   1. Rallyhood
      1. Start by going to Rallyhood.com and creating an account. Once you have created an account click on this link: <https://rallyhood.com/33537> to join the High Adventure Volunteer Facilitator rallyhood
      2. Post in the rallyhood that you are looking for a facilitator who will let you shadow them.
      3. If a facilitator reaches out to you about a facilitation opportunity confirm the date and time of the reservation with the facilitator in the rallyhood
   2. Service Unit
      1. Contact your service unit to inquire about high adventure activities that are happening within the service unit and ask them to assist in connecting you with a facilitator.
3. **Complete the shadowing**
   1. Once a facilitator has been secured the teen will attend the high adventure activity with that facilitator on the day of the activity.
   2. Teens are expected to lead the activity to the best of their ability. The qualified facilitator is there to assist and maintain safety.
   3. Teens should bring a copy of the High Adventure Facilitator survey form with them for their shadowing experience unless other arrangements have been made with the facilitator
   4. At the end of the shadowing experience the facilitator will fill out the assessment form and return it to the scout.
   5. The scout will upload an image of the form (front and back) to the GSLearn module of the high adventure activity they are participating in.
   6. The high adventure specialist will review and provide a pass/fail assessment of the form uploaded.
   7. For scouts with a passing assessment, they will then be permitted to facilitate that high adventure activity. Youth who do not pass, will need to shadow again until a passing score is earned.