

# NSS Venturing Officers Association Presents

## *2019 URBAN ADVENTURE*

The VOA brings you an AdVenture like no other, exploring the Twin Cities using the Metro Transit Light Rail. NEW ROUTE THIS YEAR as Scouts start from Fort Snelling LRT South Lot and travel through the transportation corridors of the Blue and Green Lines to locate places and objects of interest. The teams take pictures of each site with their crew and the pictures are posted to social media to earn the team points. The finish line is Base Camp Leadership Center.

### **How It Works**

Venturing Crews and Scouts BSA (14 - 17) form teams called crews. Teams consist of 5-10 youth and two adults. Each crew should have smart phones to take pictures and post them to Instagram. Crews will get Metro rail passes to travel the light rail (& bus transfers) to various points on a list. At 4:00 pm the race ends; the crews must all arrive at the finish line at Base Camp for a wrap-up by 4:30 pm. The crew earning the most total points wins.

### **Rules of the AdVenture**

- ALL team members must be in pictures (*except the photographer*)
- Crews may not split up. Travel together and practice the Buddy System.
- Pictures must include the Urban AdVenture placard/sign. Only "Scout-like" pictures.
- Crews are responsible for their own lunch (money or their own food).
- Two deep leadership is required
- Emergency contact information must be provided by each crew at registration.

### **Locations**

Each location/waypoint has a point value. Locations farther from Base Camp, Saint Paul College, and/or a Light Rail Station tend to have more points.

Locations are generally public and include businesses, parks, points-of-interest, landmarks and other general locations. Remember you represent your crew, Northern Star Scouting, and the BSA all day.

Some locations may be within other locations. Example: MOA, MSP Terminals, Fort Snelling, U of M, Union Station, Target Field, and others.

Locations or Special VOA PRESIDENT Point opportunities will be announced while crews are out and about. These special points are high items that typically have either a limited time, or are just for the first team to respond.

### **Crew Membership**

Crews consist of Venturers and Venturing age youth being recruited to join Venturing. Scouts BSA must meet the same Venturing age requirements (14-17). All non-BSA youth need a BSA application at registration.

### **Emergencies**

Should a crew emergency occur; crews should contact 911 for police or medical assistance. Then contact Command Central to let organizer know an emergency exists and to get possible additional instructions.

Should event staff declare an Emergency, all crews will be contacted with instructions on actions they need to take related to the declared emergency.

### **Metro Transit Pass**

Each member of your crew will be provided a 24 hours Metro Transit Pass. This pass/ticket must be on your person when using any Light Rail or Metro Bus. Should a crew member lose their Metro Pass, they will be required to purchase a new one. *A Metro Pass is required to ride any Metro Light Rail train or bus.* Metro Transit Police may request to see your pass so **Be Prepared** to show your pass.

## Rules of the Road

- All crew members must travel together
- Two deep leadership is a BSA requirement
- Act in a "Scout-like" manner, and have fun
- Follow the "rules of the road" and honor anyone who requests you not photograph them. *Ask permission before taking their picture.*

## Earning Crew Points

Crews travel along the Light Rail Lines (Blue and Green) to their choice of available Way Points. At any selected Way Point, the crew takes a picture (with everyone and the Urban AdVenture placard/sign), and then upload the photo to Instagram. **Post to both @NorthernstarBSA and @ MetroTransitMN. Make sure the post is Public.**

Teams must include the following hashtags and YES you need them ALL on each photo to be scored.

**#TeamName, #urbanadventureBSA, #MetroTransitMN, #WaypointName+Points**

Trackers at Command Central will monitor the account and keep a total of points the crew is earning. They may post messages, so watch the account. At the end of the day the crew with the most points wins!

A crew may lose points (*or points may not be awarded*) if a photo: is not scout appropriate, does not display the Urban AdVenture placard, does not have all youth crew members in the picture (*less the photographer*), does not have the correct hashtags, or if the crew arrives late at Base Camp.

## Bonus Points

Bonus points may become available during the day as the Council VOA President may announce special Waypoints for bonus points. There may also be special tasks to earn even more points so watch for them while your crew is out and about.

## Starting At Fort Snelling Park & Ride South Lot

The event starts with all crews at Fort Snelling Park & Ride South Lot, look for the pop-up tent. Please park in the Fort Snelling Park & Ride Lots (South or North), not at Base Camp. At the start teams will get any last minute changes, the list of Waypoints and their individual point values, Metro Transit passes, and a Urban AdVenture Placard/Sign.

At the start signal, crews can use the Waypoints List to determine where and how they will get their points. Crews can determine which points they plan to collect. There is no required order, so crews can visit any waypoint, at any time, in any order. You can even skip waypoints for greater point values or Waypoints with greater interest for the crew.

## Finish On Time: At Base Camp!!!!

Crews need to finish at Base Camp Leadership Center, Page Conference rooms, by 4:30 pm. Crews returning late will have penalty points applied to their total score. A Five Point penalty for each minute the crew is late during the first five minutes. The penalty then doubles for the next five-minute period, and triples for following five-minute period. Team arriving more than 15 minutes late will forfeit all points.

**Arrive Between the times below and lose points per minute as shown**

On-Time	4:31-4:35	4:36-4:40	4:41-4:45	After 4:45
No Penalty	-5 pts/min	-10 pts/min	-15 pts/min	All pts forfeit

Event Crews are considered "At-Base-Camp" when **all** members are in the designated location! **Don't be late!**

## Crew Equipment

Each crew should have the following items:

- Fully charged Smart Phones with Camera and Instagram Account (*Recommend at least two*)
- A separate fully charged phone for Emergency Contact Use (*NOT one of the phones above*)
- Extra phone battery and/or chargers
- Water & money or food for lunch or snacks (*Respect posted limits on food & beverages*)
- Proper clothing for the day's weather

**Check-in/Registration Information Needed:**

Team Name# \_\_\_\_\_

Emergency Contact phone # \_\_\_\_\_

Youth Leader #1 \_\_\_\_\_

Youth Leader #2 \_\_\_\_\_

Adult Advisor #1 \_\_\_\_\_

Adult Advisor #2 \_\_\_\_\_

Additional Crew Members

Name & Unit #

Name & Unit #

Name & Unit #

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**Emergency Contact** Phone Number: \_\_\_\_\_

**This is the phone Command Central will call to contact the team. Make sure the ringer is on, someone is listening for any calls, and the battery stays charged at all times.**