



DARK HORSE VENTURE



The Australian Trefoil Guild has arranged to run this scheme for Trefoil Guild members (only). With agreement of The Dark Horse Venture UK, Australian Trefoil Guild will print and distribute all necessary literature, register applicants, manage activity notifications and assessment reports and arrange the issue of certificates.

In line with Trefoil Guilds in the UK and New Zealand we will accept applicants to The Dark Horse Venture who are aged 50 and over.

The Dark Horse Venture was introduced in Britain and now has International links. Any retired or older person can join the scheme, no matter how fit or frail they are, and irrespective of their background or present circumstances.

The Venture aims to discover the hidden talents and abilities of older people, and put them to creative and practical use, whilst helping themselves and their wider community.

Becoming a Venturer is a journey of self discovery and presents opportunities for people to get involved in new activities, hobbies and studies, and encourages them to achieve their personal best. Participants join the scheme by taking up an activity of their own choice, at a level they have not seriously tried before. They set themselves a goal and a target within their chosen subject and must continue to undertake their Venture for at least 12 months, though longer time periods present no problem.

The Venture has encouraged thousands of older people world-wide to regain a focus on their lives. This is very important for those people who struggle with loneliness and boredom. Others who enjoy a busy and active life also find the scheme helpful in providing them with encouragement and recognition for their achievements. Isolated people and those with disabilities, or live alone are particularly encouraged to join.

Venturer's find themselves someone who is willing to act as a support or guide to them, This will be someone who is suitably qualified, experienced or familiar with the subject they are following. This could even be a friend or a member of the family if they have reasonable knowledge of what the Venturer is undertaking. The person will act as a kind of 'Mentor' to the Venturer and will be asked, on completion of the activity, to verify the targets or goals originally set have been met within the spirit of the Dark Horse Venture.

There are four categories in which people can participate, and any activity people can think of will fit into one of these. Venturers can select an activity in any one, or indeed all the categories. Those who achieve a certificate in any three different categories receive the Gold Seal Award.

Giving and Sharing

Encourages people to give of themselves by helping others and their wider community in a voluntary capacity.



DARK HORSE VENTURE



Learning and Doing

Presents opportunities for people to discover their hidden talents and abilities in such things as music, arts, crafts, languages, studies, creative writing etc.

Exercising and Exploring

Is for activities of a more physical nature e.g. bush walking, cycling, sports, exercises, or a range of explorations including travel, museums, local sites, National Trust properties etc.

Cross Generational

Aims to draw retired people in to contact with children and young people, perhaps as a classroom helper, sports coach, story teller, dance groups supporter, volunteer youth helper, advocate etc.

To join it is necessary to obtain a Personal Journal which registers a person for the scheme. This will include all necessary forms and information to get a Venturer underway. A Help Pack is included.

The personal Journal can be obtained by sending \$25 together with the completed application form. This joining fee entitles Venturers to participate in as many categories as they like for as long as they choose.