

Selection Panel

Youth Venture Selection Criteria

This is the chart that the Panelists will use at your Selection Panel to help the group move toward the next step of launching as a Youth Venture Team. Refer to the chart before going to Panel, and ensure that all of your Venture’s criteria on the left fall under the “Strong” category on the right.

Criteria	Inadequate	Barely Adequate	Good	Strong
Makes a Difference in the Community	Venture has little or no impact on the community, other than on the Venturers themselves.	Venture will impact a small number of people beyond the Venturers.	Venture will be a resource and source of pride for many in the community.	Venture potentially will make major positive impacts in building the community and demonstrating nationally that youth are resources.
Youth Created, Led and Managed	Appears adult led. Youth play supporting roles and do not have substantial responsibility.	Youth lead most aspects of the Venture. Adults are engaged in some aspects.	Youth lead almost all aspects of the Venture. Adults are involved minimally.	Young people lead all aspects of the Venture – the creating, planning and execution.
Designed to be a Lasting/ Ongoing Organization	Venture is structured as a one-time project, and is not likely to continue.	Venture has the potential to become ongoing, but plans are vague. The Venture is not structured for the future.	Venture has good potential, a good plan, and is structured to handle future Venturer turnover.	Venture has clear plans to become ongoing, including transition plans & structured roles of responsibility for future Venturers.
Involves a Strong Team	Venture is not structured as a team.	Venture involves no other youth other than the core Venture Team.	Venture has a strong core leadership team, and has a plan for broader youth involvement in the Venture.	Venture has a strong core leadership team, and has a strong team of additional youth in place to implement the activities of the Venture.
Clear, Attainable Goals	Venture has no clear goals.	Venture may have some vague goals, but has little or no explanation of how they will be reached.	Venture has clear short-term goals, but has not developed longer-term goals.	Venture has clear goals for short term and clear and viable long-term goals.
Credible Plan and Budget	Venture has no plans for future sustenance and no budget.	Venture has an outline of a plan and a vague budget, or a budget that does not match the activity plan.	Venture has a clear and credible plan and budget, though revisions or more detail are needed, and/or the grant request is somewhat ill-justified.	Venture has a clear, focused plan and budget outlining how the Venture will meet its goals, and the grant request is justified.
Energy and Skills to Succeed	Youth show limited energy and commitment and are missing skills needed to succeed.	Youth show some energy and commitment, and have some abilities needed to succeed.	Most youth have high energy, a high level of commitment, and most of the abilities needed to succeed.	Youth demonstrate high energy levels, commitment, and the abilities to make the Venture succeed.
Involves an Ally	Venture has no Ally.	Venture has an Ally, but the Ally’s strength or commitment is unknown.	Venture has an Ally who has demonstrated generally good support to the Venture team.	Venture has a strong, clearly committed Ally who supports effectively, leaving youth in charge.
Ethical Standards	Youth show tendencies to engage in unethical behavior.	Youth understand right from wrong, and guide their actions ethically.	Youth demonstrate pride in their strong morals and integrity.	Youth are role models in their community for ethical behavior.