



# **Introduction to Leadership Skills for Troops**

## **Training Handbook**

**Warren Air Force Base  
Cheyenne, WY**

**March 10-12, 2017**

# **TROOP 114**

## **INTRODUCTION TO LEADERSHIP SKILLS FOR TROOPS**

### **TRAINING HANDBOOK**

#### **TABLE OF CONTENTS**

- 1) Weekend Itinerary
- 2) Training Agenda
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- 13) How to Conduct More Successful Meetings
- 14) The Youth Leadership Training Continuum

**Introduction to Leadership Skills for Troops**  
**Campout Agenda**  
**March 10-12, 2017**

**Friday**

- 5:00 Meet at Scout Hut and pack trailer
- 5:45 Depart for Warren AFB
- 8:00 Arrive at Warren AFB and set up
- 8:30 Welcome and purpose of weekend  
Form patrols, make patrol flags, determine patrol names, yells, etc.
- 9:00 Team building activity  
Sacker and free time
- 10:30 Lights out

**Saturday**

- 6:50 Wake up
- 7:20 Flags
- 7:30 Breakfast in the dining hall
- 8:30 ILST – Module 1
- 9:45 Break
- 10:00 ILST – Module 2
- 11:15 Break for Lunch
- 11:30 Lunch in the dining hall
- 12:30 ILST – Module 3
- 1:45 Break
- 2:00 Troop / Patrol Activities
- 5:50 Retire the Flags
- 6:00 Dinner – Pizza
- 7:00 Bowling / Movie followed later by sacker and free time
- 10:30 Lights Out

**Sunday**

- 6:50 Wakeup
- 7:20 Flags
- 7:30 Breakfast in the dining hall
- 8:30 Scouts' Own Service
- 8:45 Debrief
- 9:15 Cleanup and pack trailer
- 10:15 Depart for the Scout Hut
- 12:15 Arrive at Scout Hut

## Introduction to Leadership Skills for Troops

### TOPIC

### RESPONSIBLE

#### **Module One – Troop Organization (60-90 min)**

- |  |                             |
|--|-----------------------------|
| • Introduction to the Course—5 minutes               | Jonathan Tarr               |
| • Introduction to Vision—5 to 10 minutes             | Jonathan Tarr               |
| • Troop Organization—20 to 35 minutes                | Jonathan Tarr & Zach Mullen |
| ○ Activity – role balancing                          | Jonathan Tarr               |
| • The Scout Led Troop—25 to 30 minutes               | Zach Mullen                 |
| ○ Game – Yurt circle                                 | Scout                       |
| ○ Group Discussion: Patrol Leaders Council           | Zach Mullen                 |
| ○ Game – Helium Stick                                | Scout                       |
| • Introduction to Servant Leadership—5 to 10 minutes | Jonathan Tarr               |

#### **Module Two – Tools of the Trade (60-90 min)**

- |  |               |
|--|---------------|
| • Introduction to the Tools of the Trade Session—5 minutes | Jonathan Tarr |
| • Communications—20 to 30 minutes                          | Zach Mullen   |
| ○ Game – telephone game                                    | Scout         |
| ○ Game – The Whole Picture                                 | Scout         |
| • Planning—20 to 30 minutes                                | Zach Mullen   |
| ○ Activity – Plan a Campout                                | Scout         |
| • The Teaching EDGE—15 to 25 minutes                       | Zach Mullen   |
| ○ Activity – EDGE Experience                               | Scout         |

#### **Module Three – Leadership and Teamwork (60-90 min)**

- |   |                             |
|---|-----------------------------|
| • Introduction to Leadership and Teamwork Session—5 minutes                 | Jonathan Tarr               |
| • Teams and Team Characteristics—5 to 10 minutes                            | Zach Mullen                 |
| • Stages of Team Development and Styles of Leadership—15 to 25 minutes      | Zach Mullen                 |
| • Inclusion—10 to 15 minutes  | Zach Mullen                 |
| ○ Game – Inclusion  | Scout                       |
| • Leadership Ethics and Values—15 to 25 minutes                             | Jonathan Tarr               |
| • Vision—5 minutes  | Zach Mullen                 |
| • Wrap Up the Introduction to Leadership Skills for Troops Course—5 minutes | Zach Mullen & Jonathan Tarr |

# Introduction to Leadership Skills for Troops

Jonathan Tarr — Scoutmaster  
Zach Mullen — Senior Patrol Leader



F.E. Warren AFB -- March 10-12, 2017

## Introduction to Leadership Skills for Troops

- 🌀 Module One – Troop Organization
  - Leadership Positions
  - Organization
  - Introduction to Vision
  - Servant Leadership
- 🌀 Module Two – Tools of the Trade
  - Core Skills to Lead
  - Communicating, Planning and Teaching
- 🌀 Module Three – Leadership and Teamwork
  - Teams and Team Characteristics
  - Stages of Team Development
  - Ethics and Values of a Leader

## Module One — Unit Organization

- 🌀 Introduction to the Course
- 🌀 Introduction to the Vision
- 🌀 Troop Organization
- 🌀 Team-Based Troop
- 🌀 Introduction to Servant Leadership

## Course Introduction - Purpose

- 🌀 To provide the foundational unit-level leadership skills every Scout leader should know.
- 🌀 To give each Scout a clearer picture of how his position fits in the troop and how he can make a difference.
- 🌀 To give him additional tools and ideas for fulfilling his role as a leader in the troop.
- 🌀 To understand how the troop is organized and what other Scout leaders and adults each Scout can rely upon in his leadership role.
- 🌀 To review some key leadership skills and ideas to help every Scout leader fulfill his role in the troop.



## The Senior Patrol Leader

- ☞ Preside at all troop meetings, events, activities, and annual program planning conference.
- ☞ Chair the patrol leaders' council.
- ☞ Appoint Scout leaders with the advice and consent of the Scoutmaster.
- ☞ Assign duties and responsibilities to other Scout leaders.
- ☞ Work with the Scoutmaster in training Scout leaders.
- ☞ Set and enforce the tone for good Scout behavior within the troop.



## Assistant Senior Patrol Leaders

- ☞ Be responsible for training and giving direct leadership to the following appointed Scout leaders: historian, Order of the Arrow troop representative, scribe, librarian, instructor, quartermaster, troop guides and chaplain aide.
- ☞ Help lead meetings and activities as called upon by the senior patrol leader.
- ☞ Guide the troop in the senior patrol leader's absence.
- ☞ Perform tasks assigned by the senior patrol leader.
- ☞ Function as a member of the patrol leaders' council.
- ☞ Help set and enforce the tone for good Scout behavior within the troop.





## ASPL — Programs Duties

- ☞ Responsible that Monthly Themes are prepared IN ADVANCE of meetings with a Scout assigned to plan and work with MB counselor
- ☞ Responsible for sufficient leadership for the meetings (including MB Counselors)
- ☞ Responsible for coordinating “merit badge make-up
- ☞ Responsible that alternative activities are available” opportunities
- ☞ Responsible for having ALL Scouts participating in a planned and productive activity

## ASPL — Camping Duties

- ☞ Responsible for collecting 15 day plans from Patrol Leaders
- ☞ Responsible for seeing that all Patrols have planned meals
- ☞ Responsible that campout activity and campfire is planned
- ☞ Work with the Committee to insure a location and adequate transportation
- ☞ Promote attendance at all camping activities
- ☞ Attend ALL campouts

## ASPL — Advancement Duties

- ☞ Responsible for assisting Patrol Leaders in getting all Scouts to 1<sup>st</sup> Class by utilizing Troop Guides
- ☞ Assign individual Scouts to assist in advancement
- ☞ Responsible for helping arrange 1<sup>st</sup> Class and below, SMCs and BORs
- ☞ Report to PLC on advancements and those Scouts falling behind

## The Patrol Leader

- ☞ The elected leader of his patrol
- ☞ Plan and lead patrol meetings and activities.
- ☞ Keep patrol members informed.
- ☞ Assign each patrol member needed tasks and help them succeed.
- ☞ Represent the patrol at all patrol leaders' council meetings and the annual program planning conference.
- ☞ Prepare the patrol to take part in all troop activities.
- ☞ Show and help develop patrol spirit.
- ☞ Work with other troop leaders to make the troop run well.
- ☞ Attend all Troop meetings and campouts. Encourage patrol members to do the same.
- ☞ Complete 15 Day Plans and Patrol Reports.



## The Assistant Patrol Leader

- Is appointed by the patrol leader and
- Help the patrol leader plan and lead patrol meetings and activities.
- Help the patrol leader keep patrol members informed.
- Help the patrol leader prepare the patrol to take part in all troop activities.
- Lead the patrol in the patrol leader's absence.
- Show and help develop patrol spirit.
- Represent the patrol at all patrol leaders' council meetings in the patrol leader's absence.



## Patrol Organization

- Patrol scribe - keeps patrol log, attendance records, dues, budgets for patrol activities
- Patrol grubmaster - menu planner, food shopper, sees the patrol "eats right"
- Patrol quartermaster - keeps patrol gear in order
- Patrol cheermaster - leads songs, yells, stunts, and campfire programs
- Patrol chief cook - organizes cooking meals

## Troop Guides

- Assigned to a specific patrol
- Introduce new Scouts to troop operations.
- Guide new Scouts through early Scouting activities.
- Help set and enforce the tone for good Scout behavior within the troop.
- Ensure older Scouts never harass or bully new Scouts.
- Help new Scouts earn the First Class rank in their first year.
- Work with the patrol leader at patrol leaders' council meetings.
- Attend patrol leaders' council meetings with the patrol leader of their assigned patrol.
- Assist the assistant Scoutmaster with training.



## Den Chief

- Serve as the activities assistant at den meetings.
- Meet regularly with the den leader to review the den and pack meeting plans.
- If serving as a Webelos den chief; help prepare boys to join Boy Scouting.
- Project a positive image of Boy Scouting.



## Troop Historian

- ☞ Gather pictures and facts about past activities of the troop and keep them in scrapbooks, wall displays, or information files.
- ☞ Take care of troop trophies and keepsakes.
- ☞ Keep information about troop alumni.



## OA Troop Representative

- ☞ Serve as a communication link between the lodge or chapter and the troop.
- ☞ Encourage year-round and resident camping in the troop.
- ☞ Encourage older-Scout participation in high-adventure programs.
- ☞ Encourage Scouts to actively participate in community service projects.
- ☞ Assist with leadership skills training in the troop.
- ☞ Encourage Arrowmen to assume leadership positions in the troop.
- ☞ Encourage Arrowmen in the troop to be active participants in lodge and/or chapter activities and to seal their membership in the Order by becoming Brotherhood members.



## Troop Librarian

- Establish and maintain a troop library.
- Keep records on literature owned by the troop.
- Add new or replacement items as needed.
- Have literature available for borrowing at troop meetings.
- Maintain a system to check literature in and out.
- Follow up on late returns.



## Troop Quartermaster

- Keep records of patrol and troop equipment.
- Keep equipment in good repair.
- Keep equipment storage area neat and clean.
- Issue equipment and see that it is returned in good order.
- Suggest new or replacement items.
- Work with the troop committee member responsible for equipment.



## Troop Scribe

- ✧ Attend and keep a log of patrol leaders' council meetings.
- ✧ Record attendance and dues payments of all troop members.
- ✧ Record advancement in troop records and on the troop advancement chart.
- ✧ Work with the appropriate troop committee members responsible for finance, records, advancement, honor patrol points and standings.



## Troop Instructors

- ✧ Instruct Scouting skills as needed within the troop or patrols.
- ✧ Assist Merit Badge counselors during meetings.
- ✧ Prepare well in advance for each teaching assignment.
- ✧ Prepare and make special presentations that will be educational for troop meetings
  - games with a point, from *Woods Wisdom*, etc.
  - learning can be fun, if you make it so



## Chaplain Aide

- ☞ Leads the troop with meeting closings
- ☞ Keep troop leaders apprised of religious holidays when planning activities.
- ☞ Assist the troop chaplain or religious coordinator in meeting the religious needs of troop members while on activities.
- ☞ Encourage saying grace at meals while camping or on activities.
- ☞ Lead worship services on campouts.
- ☞ Tell troop members about the religious emblems program for their faith.



## Webmaster

- ☞ Establish and maintain a safe and secure Troop website
- ☞ Ensure the Troop website is a positive reflection of Scouting for the public
- ☞ Manage the Troop's electronic communication tools
- ☞ Work with the Scouts to provide up-to-date Troop information
- ☞ Work with the Scribe





## Leave No Trace Trainer

- ✧ New leadership position
- ✧ The troop Leave No Trace Trainer helps minimize impact on the land by teaching members the principles of Leave No Trace and improving Scouts' outdoor ethics decision-making skills.



## Adult Positions

- ✧ Committee Chair – Scotty Nash
- ✧ Scoutmaster – Jonathan Tarr
- ✧ Assistant Scoutmasters – there are many
- ✧ Committee Members – there are many
- ✧ Chartered Organization Representative – Rick Barber

## Review Troop & Patrol Job Descriptions

- Any questions in general about troop and patrol jobs?
- Do you have any questions about your specific job?
- What do you plan to do better than your predecessor did?
- How will you do it?
- What help can the rest of us give you?

## Activity — Role Balancing



## Scout Led Troop

- ☞ Leadership in Scouting
- ☞ Value of the Scout-led troop
- ☞ Empowering Scouts to be leaders is one of the core principles in Scouting. As youth leaders, you should be comfortable tactfully telling an adult if they encroach on your responsibility.
- ☞ Scouting is designed to help Scouts prepare to participate in, and give leadership to, American society
- ☞ A troop is a small democracy
- ☞ Scouts plan and implement the troop program
- ☞ Scouts serve in positions of responsibility to make that happen

## Game — Yurt Circle

## Game — Helium Stick

## Servant Leadership

- ☞ Why should scouts choose to be leaders?
- ☞ What is a servant leader
  - Servant is the primary characteristic
  - Part of the service is to act as a leader
- ☞ Characteristics of a servant leader
  - Desire to serve
  - Awareness of member needs
  - Foresight

## Module Two — Tools of the Trade

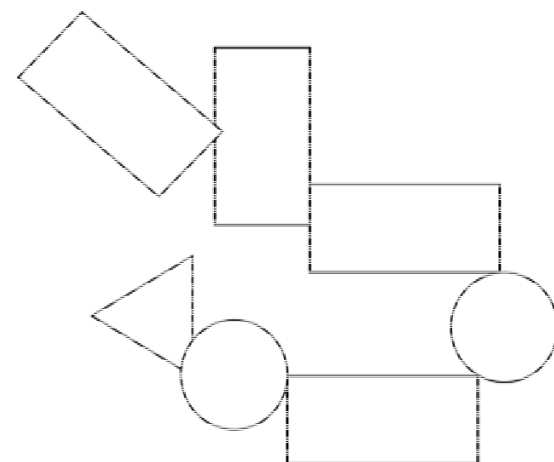
- ✎ Communication
- ✎ Planning
- ✎ EDGE

## Communication

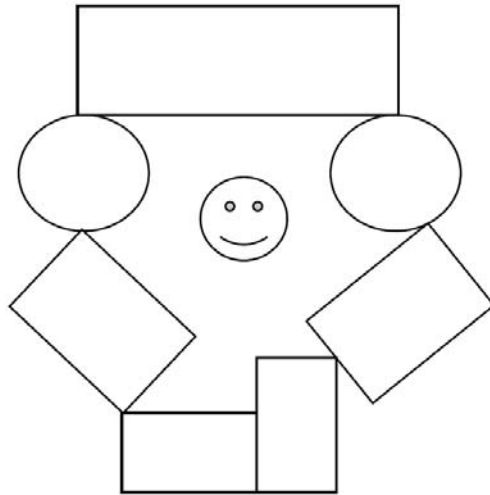
- ✎ The Greek philosopher Aristotle broke communications down into three parts:
- ✎ **A sender—A message—A receiver.**
- ✎ **Receiving (Listening)**
  - Understanding the value of being a good receiver is a helpful foundation for a leader.

# Communication

🌀 Telephone Game



## Game — The Whole Picture



## Planning

- ☞ Good planning is an essential skill for every effective leader
- ☞ Things don't just happen
- ☞ Good Planning = FUN
- ☞ Poor Planning = everyone suffers
- ☞ Planning – really just thinking ahead
  - Basics - who, what, when, where, why and how
    - When includes “How long will it take?”
    - Never as long as you think
  - What if scenarios
  - Who is responsible for what?

## Plan a Service Project at a Park

- ☞ Install 50' of split rail fence around a tree to protect it
- ☞ Remove old plants and undergrowth under the tree (500 sq feet)
- ☞ Laying down weed block
- ☞ Spreading mulch in the area just cleared

## Plan the Sand Dunes Campout

- ☞ Break into Patrols
- ☞ Create a 15 Day Plan for Sand Dunes
- ☞ Create a Duty Roster for a Weekend Campout
- ☞ Create a 2 - Day Menu Plan
- ☞ Share Ideas on Menu and Cooking



## EDGE

- ☞ Explain
- ☞ Demonstrate
- ☞ Guide
- ☞ Enable



## EDGE Experience

- ☞ How to build/fold a paper airplane
- ☞ How to tie a knot
- ☞ How to tie a shoe
- ☞ How to toss a small object into a coffee can from a short distance
- ☞ How to properly fold the U.S. flag
- ☞ How to perform a basic first-aid activity

## Module Three — Leadership & Teamwork

- ☞ Teams and Team Characteristics
- ☞ Stages of Team Development
- ☞ Styles of Leadership
- ☞ Inclusion
- ☞ Leadership Ethics and Values
- ☞ Wrap-up

## Teams and Characteristics

- ☞ What is a team?
  - Group working together for a common purpose
  - Could be temporary or permanent
  - Dysfunctional vs high performing team
- ☞ Characteristics
  - Have a common purpose
  - Interdependence
  - Roles, Structure and Process
  - Leadership and Competence
  - Team climate
  - Performance Standards
  - Clarity and Understanding of Boundaries

## 4 Stages of Team Development

☞ **FORMING** High enthusiasm/ Low skills

☞ **Storming** Low enthusiasm / Low Skills

☞ **Norming** Rising Enthusiasm/Growing Skills

☞ **Performing** High enthusiasm/ High skills

☞ Do It All Again!!!

☞ Never linear – teams move up and down this scale depending on how familiar they are with the task and based on the individual members mood, role, etc.

## Inclusion

- ☞ Learning to effectively include, engage, and develop each member of your team is an important skill.
- ☞ Leaders want to look at their team and see how best to involve and develop the skills of every person, not just a few friends or the strongest individuals.
- ☞ Leaders also want to understand the needs and goals of each individual person and how all the members of the team can help each team member achieve their individual goals.

## Game - Inclusion



## Leadership Ethics and Values

- ☞ *On my honor . . . as a leader:*
- ☞ *. . . I will do my best . . . as a leader.*
- ☞ *. . . to do my duty . . . as a leader.*
- ☞ *. . . to God and my country . . . as a leader.*
- ☞ *. . . and to obey the Scout Law . . . as a leader.*
- ☞ *. . . to help other people at all times . . . as a leader.*
- ☞ *. . . to keep myself physically strong . . . as a leader.*
- ☞ *. . . mentally awake . . . as a leader.*
- ☞ *. . . and morally straight . . . as a leader.*

# Leadership Ethics and Values

∞ A Scout is:

- Trustworthy
- Loyal
- Helpful
- Friendly
- Courteous
- Kind
- Obedient
- Cheerful
- Thrifty
- Brave
- Clean
- Reverent

# The Integrity Game

∞ Thanks for Playing !!!

# Servant Leadership

- ☞ What is the relationship between a leader and the team?
- ☞ Is the leader part of the team?
- ☞ When a leader recognizes that he is responsible to the team (and not the other way around) and acts accordingly, he becomes a “servant leader.”
- ☞ Servant leader’s goals are:
  - enable the success of those led,
  - remove barriers for them to the best of the leader’s ability, and
  - create an environment for the team to succeed.
- ☞ Servant leaders:
  - **Need to listen** and know when the time for discussion is over.
  - **Achieve consensus** and know when to preserve things that are good without foundering in a constant storm of question and reinvention.
  - **Set/maintain standards** and know when to reject what does not maintain those standards or the team vision.
  - **Serve their customers** and know how to make a difference with the team.

# Course Review

- ☞ Be a Troop Leader Game

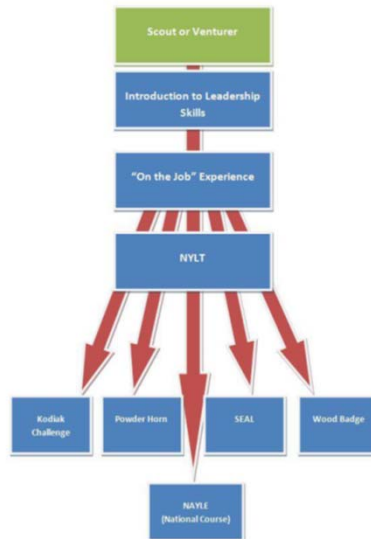
## Vision

- 🌀 What is the Troop's vision of success?
- 🌀 How will we use our leadership skills to achieve success?

## Wrap Up

- 🌀 What is youth run troop?
- 🌀 What is a successful troop?
- 🌀 How will you use your leadership skills to help the troop be successful?

# Youth Leadership Training Continuum





# Scout Roster

<u>Name</u>	<u>Home Phone</u>	<u>Current Rank</u>	<u>Date of Rank</u>	<u>Age</u>
<b>SENIOR Patrol</b>				
Allen, Christopher	(720) 387-6266	Life	05/08/14	15
London, Cory	(303) 781-2314	1st Class	11/13/14	17
Mullen, Zach	(303) 734-1107	Life	12/17/15	14
Thompson, Joseph	(303) 798-1912	Life	08/15/13	17
<b>FALCON Patrol</b>				
Allen, Jeffrey	(720) 387-6266	Life	02/02/17	13
Alvarez, Alexander	(303) 346-0474	Scout	03/31/16	11
Curless, Sawyer	(303) 738-0634	Tenderfoot	11/12/15	12
Failor, Nicholas	(303) 224-0252	Tenderfoot	02/02/17	12
Fortin, Gavin	(303) 815-8118	Scout	06/02/16	11
Nelson, Jeremy	(303) 494-5004	1st Class	05/12/16	13
Shefte, Thomas	(303) 948-1901	1st Class	02/04/16	14
Strobl, Tyler	(303) 683-4133	Scout	03/31/16	11
Tarr, Ian	(720) 219-1481	Eagle	11/29/15	16
<b>PANTHER Patrol</b>				
Graham, Charles	(720) 283-6446	Star	11/05/15	14
Huggins, Jack	(303) 589-4109	Tenderfoot	07/28/16	11
London, Cameron	(303) 781-2314	Tenderfoot	04/21/16	13
Osborne, James	(303) 797-0508	2nd Class	06/25/16	14
Smith, Gabriel	(720) 999-5107	Scout	06/09/16	12
<b>VIKING Patrol</b>				
Barber, Colin	(303) 972-0551	1st Class	06/02/16	14
Gallegos, Anthony	(720) 496-5182			11
Holmes, Ben	(303) 794-3795	Star	08/11/16	15
Jojola, Spiero	(303) 929-9903	2nd Class	01/24/16	14
Lofas, Finn	(720) 475-1549	Star	12/10/15	17
Montegna, Parker	(303) 762-1730	Life	03/05/15	16
Pasquariello, Jack	(303) 555-5555	Scout	12/08/16	14
Purdum, Corbin	(303) 619-3149	Scout	07/16/15	13
Roetz, Bradley	(303) 862-2858	Scout	05/19/16	11
Roland, Eric	(303) 730-9678	Life	07/15/15	16
Scott, Joe	(303) 777-1931			12
<b>SHARK Patrol</b>				
Graham, Oliver	(720) 283-6446	Tenderfoot	01/26/17	12
Hatfield, Max	(720) 484-6792	Scout	05/05/16	12
Hoffmann, Nate	(303) 933-6932	1st Class	12/10/15	14
How, William	(303) 722-5022	Tenderfoot	07/14/16	12
Johnson, Brady		Scout	06/18/15	12
Jonsen, Christian	(720) 283-4303	Scout	07/23/15	13
Nash, Garrison	(303) 794-8234	1st Class	10/27/16	14
<b>DRAGON Patrol</b>				
Bartsch, Ethan	(720) 985-0221	1st Class	06/15/16	14
Hansen, Jordan	(303) 514-8700	Star	01/30/14	16
Hashbarger, Logan	(303) 961-1953	1st Class	05/29/14	15
Moradi, Darius	(720) 981-5619	Star	08/21/14	15

## Scout Roster

<u>Name</u>	<u>Home Phone</u>	<u>Current Rank</u>	<u>Date of Rank</u>	<u>Age</u>
<b>DRAGON Patrol</b>				
Osborne, Andrew	(303) 797-0508	Star	07/15/15	17
Ryan, Nathan				12
<b>WOOD CHUCK Patrol</b>				
Abbott, Jacob	(303) 794-2667	Scout	04/21/16	11
Anderson, Benjamin	(303) 734-0184	2nd Class	12/22/16	13
Garvin, Alex		Scout	05/05/16	11
Hobson, Joseph	(720) 922-2905	Scout	09/26/13	15
Kitchens, Tyler	(720) 537-4254	Scout	04/21/16	12
Mitchell, Alex	(303) 495-4306	1st Class	11/03/16	13
Murphy, Jacob	(720) 331-6912	Star	07/15/15	16

# The Senior Patrol Leader

- Preside at all troop meetings, events, activities, and annual program planning conference.
- Chair the patrol leaders' council.
- Appoint Scout leaders with the advice and consent of the Scoutmaster.
- Assign duties and responsibilities to other Scout leaders.
- Work with the Scoutmaster in training Scout leaders.
- Set and enforce the tone for good Scout behavior within the troop.
- Set a good example.
- Enthusiastically wear the Scout uniform correctly.
- Live by the Scout Oath and Scout Law.
- Show and help develop Scout spirit.

*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*



---

Scout Signature

# ASPL – Programs Duties

- ☞ Responsible that Monthly Themes are prepared IN ADVANCE of meetings with a Scout assigned to plan and work with MB counselor
- ☞ Responsible for sufficient leadership for the meetings (including MB Counselors)
- ☞ Responsible that alternative activities are available
- ☞ Help lead meetings and activities as called upon by the senior patrol leader.
- ☞ Guide the troop in the senior patrol leader's absence.
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- ☞ Assign individual Scouts to assist in advancement
- ☞ Responsible for helping arrange 1<sup>st</sup> Class and below, SMCs and BORs
- ☞ Report to PLC on advancements and those Scouts falling behind
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Scout Signature

# The Patrol Leader

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- ☞ Plan and lead patrol meetings and activities.
- ☞ Keep patrol members informed.
- ☞ Assign each patrol member needed tasks & help them succeed.
- ☞ Represent the patrol at all patrol leaders' council meetings and the annual program planning conference.
- ☞ Prepare the patrol to take part in all troop activities.
- ☞ Show and help develop patrol spirit.
- ☞ Work with other troop leaders to make the troop run well.
- ☞ Set a good example.
- ☞ Enthusiastically wear the Scout uniform correctly.
- ☞ Live by the Scout Oath and Scout Law.
- ☞ Show and help develop Scout spirit.

*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*



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Scout Signature

# The Assistant Patrol Leader

- Is appointed by the patrol leader
- Help the patrol leader plan and lead patrol meetings and activities.
- Help the patrol leader keep patrol members informed.
- Help the patrol leader prepare the patrol to take part in all troop activities.
- Lead the patrol in the patrol leader's absence.
- Show and help develop patrol spirit.
- Represent the patrol at all patrol leaders' council meetings in the patrol leader's absence.
- Set a good example.
- Enthusiastically wear the Scout uniform correctly.
- Live by the Scout Oath and Scout Law.
- Show and help develop Scout spirit.

*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*



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Scout Signature



# Troop Guides

- ☞ Introduce new Scouts to troop operations.
- ☞ Guide new Scouts through early Scouting activities.
- ☞ Help set and enforce the tone for good Scout behavior within the troop.
- ☞ Ensure older Scouts never harass or bully new Scouts.
- ☞ Help new Scouts earn the First Class rank in their first year.
- ☞ Work with the patrol leader at patrol leaders' council meetings.
- ☞ Assist the assistant Scoutmaster with training.
- ☞ Set a good example.
- ☞ Enthusiastically wear the Scout uniform correctly.
- ☞ Live by the Scout Oath and Scout Law.
- ☞ Show and help develop Scout spirit.



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Scout Signature

# Den Chief

- ☛ Serve as the activities assistant at den meetings.
- ☛ Meet regularly with the den leader to review the den and pack meeting plans.
- ☛ If serving as a Webelos den chief; help prepare boys to join Boy Scouting.
- ☛ Project a positive image of Boy Scouting.
- ☛ Set a good example.
- ☛ Enthusiastically wear the Scout uniform correctly.
- ☛ Live by the Scout Oath and Scout Law.
- ☛ Show and help develop Scout spirit.



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Scout Signature

# Troop Historian

- ✧ Gather pictures and facts about past activities of the troop and keep them in scrapbooks, wall displays, or information files.
- ✧ Take care of troop trophies and keepsakes.
- ✧ Keep information about troop alumni.
- ✧ Set a good example.
- ✧ Enthusiastically wear the Scout uniform correctly.
- ✧ Live by the Scout Oath and Scout Law.
- ✧ Show and help develop Scout spirit.



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Scout Signature

# OA Troop Representative

- ☞ Serve as a communication link between the lodge or chapter and the troop.
- ☞ Encourage year-round and resident camping in the troop.
- ☞ Encourage older-Scout participation in high-adventure programs.
- ☞ Encourage Scouts to actively participate in community service projects.
- ☞ Assist with leadership skills training in the troop.
- ☞ Encourage Arrowmen to assume leadership positions in the troop.
- ☞ Encourage Arrowmen in the troop to be active participants in lodge and/or chapter activities and to seal their membership in the Order by becoming Brotherhood members.
- ☞ Set a good example.
- ☞ Enthusiastically wear the Scout uniform correctly.
- ☞ Live by the Scout Oath and Scout Law.
- ☞ Show and help develop Scout spirit.

*I acknowledge the responsibilities of my position and  
commit to carrying them out to my fullest abilities.*

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Scout Signature

# Troop Librarian

- ✧ Establish and maintain a troop library.
- ✧ Keep records on literature owned by the troop.
- ✧ Add new or replacement items as needed.
- ✧ Have literature available for borrowing at troop meetings.
- ✧ Maintain a system to check literature in and out.
- ✧ Follow up on late returns.
- ✧ Set a good example.
- ✧ Enthusiastically wear the Scout uniform correctly.
- ✧ Live by the Scout Oath and Scout Law.
- ✧ Show and help develop Scout spirit.

*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*



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Scout Signature

# Troop Quartermaster

- Keep records of patrol and troop equipment.
- Keep equipment in good repair.
- Keep equipment storage area neat and clean.
- Issue equipment and see that it is returned in good order.
- Suggest new or replacement items.
- Work with the troop committee member responsible for equipment.
- Set a good example.
- Enthusiastically wear the Scout uniform correctly.
- Live by the Scout Oath and Scout Law.
- Show and help develop Scout spirit.

*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*



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Scout Signature

# Troop Scribe

- Attend and keep a log of patrol leaders' council meetings.
- Record attendance and dues payments of all troop members.
- Record advancement in troop records and on the troop advancement chart.
- Work with the appropriate troop committee members responsible for finance, records, and advancement.
- Set a good example.
- Enthusiastically wear the Scout uniform correctly.
- Live by the Scout Oath and Scout Law.
- Show and help develop Scout spirit.



*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*

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Scout Signature

# Troop Instructors

- ∞ Instruct Scouting skills as needed within the troop or patrols.
- ∞ Prepare well in advance for each teaching assignment.
- ∞ Prepare and make special presentations that will be educational for troop meetings
  - games with a point, from *Woods Wisdom*, etc.
  - learning can be fun, if you make it so
- ∞ Set a good example.
- ∞ Enthusiastically wear the Scout uniform correctly.
- ∞ Live by the Scout Oath and Scout Law.
- ∞ Show and help develop Scout spirit.



*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*

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Scout Signature



# Chaplain Aide

- ☞ Leads the troop with meeting closings
- ☞ Keep troop leaders apprised of religious holidays when planning activities.
- ☞ Assist the troop chaplain or religious coordinator in meeting the religious needs of troop members while on activities.
- ☞ Encourage saying grace at meals while camping or on activities.
- ☞ Lead worship services on campouts.
- ☞ Tell troop members about the religious emblems program for their faith.
- ☞ Set a good example.
- ☞ Enthusiastically wear the Scout uniform correctly.
- ☞ Live by the Scout Oath and Scout Law.
- ☞ Show and help develop Scout spirit.

I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.



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Scout Signature

# Leave No Trace Trainer

- Keep troop leaders apprised of religious holidays when planning activities.
- Assist the troop chaplain or religious coordinator in meeting the religious needs of troop members while on activities.
- Encourage saying grace at meals while camping or on activities.
- Lead worship services on campouts.
- Tell troop members about the religious emblems program for their faith.
- Set a good example.
- Enthusiastically wear the Scout uniform correctly.
- Live by the Scout Oath and Scout Law.
- Show and help develop Scout spirit.



*I acknowledge the responsibilities of my position and commit to carrying them out to my fullest abilities.*

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Scout Signature

## 2017 Annual Calendar Overview



Month	Campout Theme / Activity	Monthly Merit Badge(s)
January	Winter Camping College	Communication & Winter Camping College
February	Spelunking	Law
March	Leadership Campout F.E. Warren AFB, Cheyenne WY	Plumbing
April	Sand Dunes	Swimming
May	Rafting	First Aid
June	Camp Alexander Summer Camp	Cooking
July	BSA National Jamboree Seabase - US Virgin Islands	Sports
August	Horsemanship	Horsemanship
September	Ghost Town	Personal Management
October	Backpacking (14er)	Backpacking
November	Science	Automotive Maintenance
December	Urban Survival	Programming

### Recurring Meetings

#### Troop Meetings

- Every Thursday from 7:00 pm to 8:30 pm
- PLC first Thursday of every month from 8:00 pm to 8:30 pm

Committee Meetings – 2<sup>nd</sup> Tuesday of every month at 7:00 pm

Scoutmaster Breakfast – 1<sup>st</sup> Saturday of even numbered months at 7:00 am at Toast restaurant

*As of: 10/15/16*

January 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
January 1	2	3	4	5	6	7
	LPS Winter Break					
8	9	10	11	12	13	14
	LPS No School					
15	16	17	18	19	20	21
	MLK Day - No School				Winter Camping College Campout	
22	23	24	25	26	27	28
Winter Camping College Campout						
29	30	31	February 1	2	3	4

Merit Badge(s) this Month:

- Communication

Winter Camping College



February 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
January 29	30	31	February 1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
Scout Sunday					Spelunking Campout	
19	20	21	22	23	24	25
Spelunking Campout	Presidents Day - No School					
26	27	28	March 1	2	3	4

Program this Month:

- Law



March 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
February 26	27	28	March 1	2	3	4
5	6	7	8	9	10	11
					Leadership Campout	
					LPS No School	
12	13	14	15	16	17	18
Leadership Campout						
19	20	21	22	23	24	25
26	27	28	29	30	31	April 1
	LPS Spring Break					

Merit Badge(s) this Month:

- Plumbing



April 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
March 26	27	28	29	30	31	April 1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
				Maudy Thursday		
16	17	18	19	20	21	22
Easter				Spring Court of Honor	Sand Dunes Campout	
23	24	25	26	27	28	29
Sand Dunes Campout						
30						

Merit Badge(s) this Month:

- Swimming



May 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
April 30	May 1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
Mothers Day					Rafting Campout	
21	22	23	24	25	26	27
Rafting Campout					LPS - Last Day of School	
28	29	30	31	June 1	2	3
	Memorial Day					

Merit Badge(s) this Month:

- First Aid



June 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
May 28	29	30	31	June 1	2	3
4	5	6	7	8	9	10
Camp Alexander						
11	12	13	14	15	16	17
18	19	20	21	22	23	24
Fathers Day						
25	26	27	28	29	30	July 1

Merit Badge(s) this Month:

- Cooking



July 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
June 25	26	27	28	29	30	July 1
2	3	4	5	6	7	8
		Independence Day				
9	10	11	12	13	14	15
			National Jamboree			
16	17	18	19	20	21	22
National Jamboree						
23	24	25	26	27	28	29
National Jamboree						
30	31					
Seabase - US Virgin Islands						

Merit Badge(s) this Month:

- Sports



August 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
July 30	31	August 1	2	3	4	5
Seabase - US Virgin Islands						
6	7	8	9	10	11	12
Seabase - US Virgin Islands						
13	14	15	16	17	18	19
				LPS School Starts		WWW Parade
20	21	22	23	24	25	26
					Horsemanship Campout	
27	28	29	30	31	September 1	2
Horsemanship Campout						

Merit Badge(s) this Month:

- Horsemanship



September 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
August 27	28	29	30	31	September 1	2
3	4	5	6	7	8	9
	Labor Day					
10	11	12	13	14	15	16
Annual Planning Meeting					Ghost Town Campout	
17	18	19	20	21	22	23
Ghost Town Campout						
24	25	26	27	28	29	30

Merit Badge(s) this Month:

- Personal Management



October 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
October 1	2	3	4	5	6	7
8	9	10	11	12	13	14
				Fall Court of Honor		
15	16	17	18	19	20	21
				LPS No School		
					Backpacking Campout (14er?)	
22	23	24	25	26	27	28
Backpacking Campout (14er?)						
29	30	31	November 1	2	3	4

Merit Badge(s) this Month:

- Backpacking





November 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
October 29	30	31	November 1	2	3	4
5	6	7	8	9	10	11
					Science Campout	
12	13	14	15	16	17	18
Science Campout						
19	20	21	22	23	24	25
	LPS No School					
				Thanksgiving		
26	27	28	29	30	December 1	2

Merit Badge(s) this Month:

- Auto Maintenance



December 17						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
November 26	27	28	29	30	December 1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
					Urban Survival Campout	
17	18	19	20	21	22	23
					LPS Winter Break	
24	25	26	27	28	29	30
	LPS Winter Break					
31	Christmas					

Merit Badge(s) this Month:

- Programming



## **TROOP 114 GUIDELINES**

Updated: March 12, 2011

1. Any Troop activity or function outside of meetings must have a minimum of two Committee persons present in addition to an adult Scouter, with the ideal proportion of 1 adult per 5 Scouts.
2. The Scoutmaster has authority to cancel campouts, without prior Committee action, if ample parent participation is not available.
3. Camping and other activities must be approved by the Committee in advance.
4. Patrol Leaders are authorized to collect camping fees in advance. If the fees are not paid by the deadline, the Scout may, or may not, be allowed to attend that function.
5. If a Scout indicates he plans to attend a function that involves any cost or fee (for food, etc), he forfeits that fee if he cancels after money has been spent by another Scout.
6. An active Scout or his immediate family may borrow Troop equipment. Arrangements must be made through the Troop Quartermaster.
7. Troop equipment may be loaned to organized youth groups with approval of the Scoutmaster and the Committee Chairperson.
8. A new boy must attend at least three (3) meetings/activities before being inducted into the Troop.
9. A boy must be an active registered Scout with the troop before he may attend Troop campouts.
10. Any activity performed as a Scout activity must have prior approval of the Scoutmaster or his designate. This includes Patrol meetings, hikes, projects, conservation or community service, and all outings.
11. A Scout is expected to attend as many Troop meetings as possible. Inactive Scouts may not hold a leadership (warrant) position, attend campouts, or be a member of the Senior Patrol.
- 12. Throwing rocks, snowballs, pine cones, etc. is forbidden.**
13. No open fires (stoves, lanterns, candles, matches, etc.) are permitted in tents.
14. Rock and tree climbing is prohibited. The exception is the Troop's organized rock climbing program, which is under strict adult training and supervision.
15. No Scout may leave a camping area without a "Buddy", and permission of the Senior Patrol Leader.
16. Hands will be washed with soap and water before handling food and before eating.
17. Scouts must earn a Totin' Chip card before using any knife, saw, hatchet or splitting wedge without supervision. They must pass a "Stove Training" program before being permitted to light camp stoves without supervision.
18. Scouts are not permitted in the adult Committee camping area without permission of the Committee.
19. The date for notifying Patrol Leaders of attendance on camping trips is generally the first (1st) Troop meeting of the month or the Patrol Leaders Council Meeting before the event. Menus and camp plans are due at the PLC.

## **Troop 114 Guidelines**

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20. Scouts are not permitted to leave the Scout Hut during Troop meetings except as part of a supervised activity. Scouts should be picked up by their parents or their designate at 8:30 p.m. on regular meeting nights. On nights of a PLC meeting, those scouts not attending the PLC should be picked up at 8:00 PM and those attending the PLC should be picked up at 8:45 PM.
21. No cell phones or other electronic devices such as games or music players should be brought on campouts unless previously authorized. Exceptions may be made for long driving trips such as Jamboree or Camp Bartle.
22. Do not bring soda pop on campouts, other than as part of the sack dinner in the car on Friday night. High-caffeine energy drinks should never be brought on campouts or in the car.
23. Do not use cots in troop tents, as they tend to damage the tent floor.

(Program feature)

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week \_\_\_\_\_

Activity	Description	Run by	Time
<b>Preopening</b> ____ minutes			
<b>Opening Ceremony</b> ____ minutes			
<b>Skills Instruction</b> ____ minutes	<ul style="list-style-type: none"><li>• New Scouts</li><li>• Experienced Scouts</li><li>• Older Scouts</li></ul>		
<b>Patrol Meetings</b> ____ minutes			
<b>Interpatrol Activity</b> ____ minutes			
<b>Closing</b> ____ minutes Total ninety minutes of meeting	Scoutmaster's Minute	SM	
<b>After the Meeting</b>			

## **Honor Patrol Points**

### **Advancement**

- 20 Rank advancement
- 15 Eagle required merit badge completed
- 10 Non Eagle required merit badge completed

### **Patrol Spirit**

- Contest (meeting or campout)
- 60 First Place
- 40 Second Place
- 20 Third Place
- 75 Campout Honor Patrol
- 50 Patrol flag displayed on campout
- 30 Skits at campout (including all in attendance)
- 25 Campout honor camper (max 1 honor camper/10 scouts (rounded up))
- 25 Patrol yell given (no more than once per event)
- 20 Song at campfire

### **Attendance**

- 100 Bonus for entire patrol at a special event
- 100 Bonus for entire patrol in attendance at a campout
- 100 Perfect attendance at a patrol meeting
- 50 Bonus for entire patrol in attendance at meeting in uniform
- 50 Patrol meeting held (minimum 4 scouts in attendance)
- 20 Representative at PLC
- 15 15-day Plan complete and turned in on time
- 15 Patrol Reports complete and turned in on time
- 10 Each member at campout
- 10 Each member at Eagle Court, Scout Sunday, service project, etc.
- 5 Each member at a meeting (full uniform)

## National Honor Patrol Requirements

The very best patrols exhibit enthusiasm, teamwork, and camaraderie - that special spark known as patrol spirit.

The National Honor Patrol Award is given to patrols whose members make an extra effort to have the best patrol possible. Your patrol can earn the award by doing the following over a period of three months.

Your patrol may earn multiple award patches by meeting the requirements in additional 3 month time periods.

- Have a patrol name, flag, and yell. Put the patrol design on equipment and use the patrol yell. Keep patrol records up-to-date.
- Hold two patrol meetings each month.
- Take part in at least one hike, outdoor activity, or other Scouting event.
- Complete two Good Turns or service projects approved by the patrol leaders' council.
- Help two patrol members advance in rank.
- Have at least 75 percent of members in full uniform at troop activities.
- Have a representative attend at least three patrol leaders' council meetings.
- Have eight members in the patrol or experience an increase in patrol membership.

Each unit leader determines if a patrol qualifies for the National Honor Patrol Award. The patch is an embroidered gold star (BSA No. 00367) worn around the patrol emblem and purchased at Scout shops or council service centers. There is no application form.



**PATROL REPORT**

MONTH \_\_\_\_\_

PATROL \_\_\_\_\_

PATROL LEADER \_\_\_\_\_

**ADVANCEMENT:**

Status of Each Scout in Patrol

Name	Current Rank	Date of Last Rank	Advancement since Last PLC
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

The following Scouts need Scoutmaster Conferences:

Name	Rank
_____	_____
_____	_____
_____	_____

The following Scouts need Boards of Review

Name	Rank
_____	_____
_____	_____
_____	_____

**PATROL MEETINGS:**

Since the last PLC we have held the following meetings:

Date	What we did	Number Attending
_____	_____	_____
_____	_____	_____
_____	_____	_____

Our next patrol meeting will be \_\_\_\_\_

**NEXT CAMPOUT**

\_\_\_\_\_ Scouts are attending the next campout.

Our food will be purchased by \_\_\_\_\_

**OTHER INFORMATION**

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## TROOP 114 - 15 DAY PLAN

PATROL: \_\_\_\_\_

CAMPOUT: \_\_\_\_\_

PERSON BUYING FOOD: \_\_\_\_\_

### SCOUTS ATTENDING

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### EQUIPMENT NEEDED

_____
_____
_____
_____

### MENU

#### SATURDAY BREAKFAST

_____
_____
_____

#### SATURDAY LUNCH

_____
_____
_____

#### SATURDAY DINNER

_____
_____
_____

#### SUNDAY BREAKFAST

_____
_____
_____



# How to Conduct more Successful Meetings

By Doug Staneart

How would you describe meetings you have attended in the past? Last Tuesday, I was facilitating a workshop on how to facilitate more successful meetings, and to start things off, I asked the group that very question. The answers that they provided were very similar to answers that I have received from hundreds of workshop participants over the last ten years.

The first two responses were...

"Meetings are loooooooooooooong," and

"Meetings are BOW-ring (this workshop was actually held in my hometown of Fort Worth, Texas - thus the Texas twang.)"

Those two responses almost always come up when I ask the question. Others that also come up a lot are: Wastes of time, non-productive, confrontational, inefficient, repetitive, and a number of other negative descriptions. Every once in a while, I get a response like positive, informative, or necessary, but usually the other participants gang-up against the person very quickly.

Most people believe that business meetings are necessary evils, and in many cases, they are. But one of the most important things we can remember about business meetings is to NOT have one unless it is absolutely necessary. When your employees and coworkers are in staff meetings, they are not producing. Nothing is ever produced until after the meeting is over. Some one of my first pieces of advice to people who want to make meetings more effective is to have fewer of them.

About five years ago, I made this statement in a class, and a young lady in the front row raised her hand and said, "That sounds really good, but my whole job description involves going to meetings." I was intrigued, so I asked her to tell me more. She was a personal assistant to a manager of a Fortune 500 company, and she was hired by her boss to attend the meetings that he could not attend himself because there were not enough hours in the day. After class, she and I sat down and identified 32-hours of wasted meeting time that she was participating in every week. These were meetings that neither she nor her boss was actually needed for, but that one of them attended every week. Over the next year, this one person increased productivity of her team by over 200%. Granted, this is an extreme case, but there are probably hours in each of our weeks that are wasted by ineffective meetings.

The tips below are strategies that I have collected over the years from class members who swear by their effectiveness. I hope they work for you as well.

1. **Have an Agenda:** Outline ahead of time what points will be covered in the meeting. Write it out, and distribute it to participants ahead of time. This will help avoid the "chasing of rabbits," and help participants be more prepared for the meeting.
2. **Follow the Agenda:** This sounds very elementary, but you'd be surprised by the number of people who take the time to create an agenda, and then totally disregard the agenda during the meeting.
3. **Limit the Agenda to Three Points or Less:** Ask yourself, "What are the three most important things we need to cover in the meeting?" Limit the agenda to these three points. The rest of the

things you wanted to cover, by definition, weren't really that important anyway, so why waste everyone's time?

4. **Set a Time Limit:** I would suggest setting the time limit for the meeting to be no longer than 30-minutes. In future meetings, shorten the time by five minutes until the time limit is 15-minutes or less. The leader of the meeting will become much more efficient, and the participants will become much more focused as well. When the time limit is up, end the meeting. You may not get to cover every single thing that you wanted to the first couple of time you try this, but within a short time, you will find that the major information points are being discussed and decisions are being made very efficiently.
5. **Encourage Participation from Everyone, but don't Force Them:** Instead of going around the table and asking for opinions or input, just ask a question and let people volunteer their answers. There will be times during any meeting that each person will "phase out" (especially if it is a loooooong and BOW-ring meeting.) If we call on every person, it wastes time, and puts people on the spot. Other ways of encouraging participation is to just ask a question, and after someone answers, say something like, "Good, let's hear from someone else." If there are people in your meeting who rarely speak, instead of calling on them directly, you might say something like, "I value the opinion of each of you, does anyone else have something to add." Then, just look at the person you want to hear from. If he or she has something to say, he or she will say it if encouraged in this way. If he or she doesn't, then you haven't embarrassed the person.

Meetings can be a very powerful way to communicate and solve problems. In past workshops that I have facilitated, we have shown leaders how to identify the root-cause of a problem, come up with dozens of possible solutions, come to a consensus as group on the best possible solution, and create a written plan of action that is measurable in 15-minutes or less. Your meetings can be that efficient and that powerful too if you use these simple tips.

# The Youth Leadership Training Continuum

**Vision:** The Boy Scouts of America is the premier leadership development organization for youth in the United States of America.

**Methods:** The youth leadership training continuum represents the scope and sequence of leadership training courses available to youth members of the Boy Scouts of America. Courses are available for youth ranging in age from 11 through 20, delivered in a range of engaging methods using case studies, games, discussions, and experiential education models.

**Courses:** *Introduction to Leadership Skills for Troops, Introduction to Leadership Skills for Teams, Introduction to Leadership Skills for Crews, and Introduction to Leadership Skills for Ships*

*Introduction to Leadership Skills (ILS)* provides an introduction to leadership skills for youth in Boy Scout troops, Varsity Scout teams, Sea Scout ships, and Venturing crews. The training course is delivered to the youth of the troop, team, ship, or crew by older and more experienced youth as soon as a young person has been selected by his or her peers for a leadership position. Youth are introduced to the skills of leadership and the tools they will use to implement their vision of adventure and leadership in their role as a youth leader in their troop or crew. The syllabus is available from the BSA through the youth training link on the BSA's Training web page:

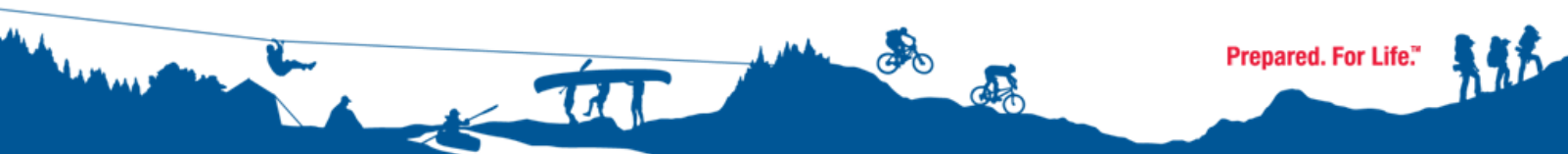
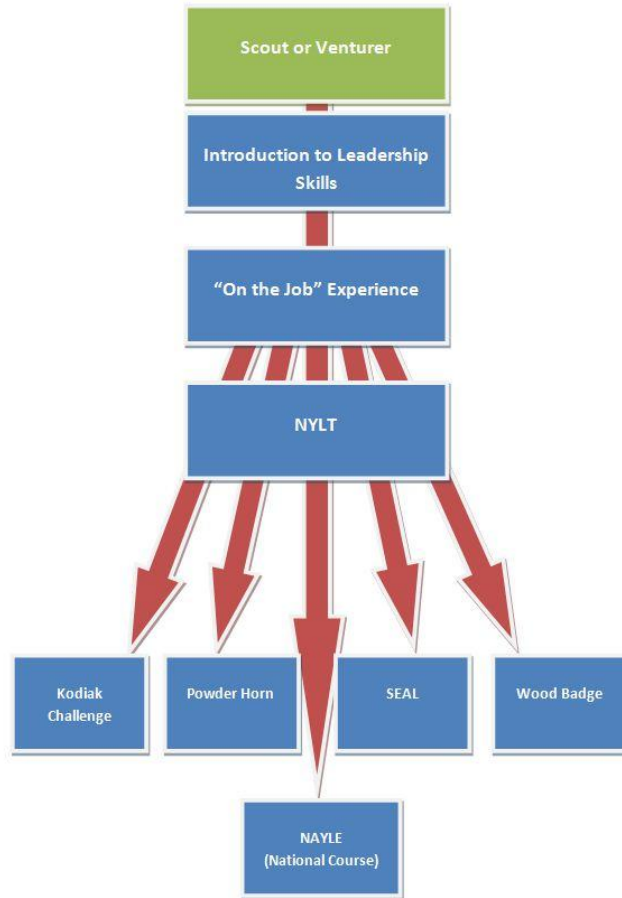
[www.scouting.org/Training/Youth](http://www.scouting.org/Training/Youth)

## *National Youth Leadership Training*

The *National Youth Leadership Training (NYLT)* conference is a leadership training course delivered by the local council to help youth further develop their capacity as leaders. The leadership skills introduced in ILS are developed in greater detail, and the weeklong training course delivers the skills by modeling a month in the life of a Scouting unit. Youth who function in leadership roles in their troop or crew will benefit from the experiences developed in this course.

## *The Kodiak Challenge*

*The Kodiak Challenge* is an adventure that pushes the boundaries of every participant—an experience that will encourage a young person to try new things beyond his or her comfort zone. It is an experience, but it is grounded in the application of the leadership skills learned in ILS, NYLT, and/or NAYLE. It is, as is all of Scouting, an adventure with a purpose. Participants design and implement an adventure of their choosing, and through the assistance of a Kodiak guide, explore the leadership skills in the context of their adventure. Kodiak treks should be implemented by the leadership of a troop or crew. The syllabus is available online at [www.scouting.org/Training/Adult](http://www.scouting.org/Training/Adult). Approval by your council's leadership training chairman is required for a unit to deliver a Kodiak training course. Boy Scout participants must be at least 14 years of age to participate; Venturing youth must be at least 13 (and have completed the 8th grade) to participate; in either case, participants must be approved by their unit leader to participate in Kodiak. ILS is a prerequisite for participation in Kodiak.



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# The Youth Leadership Training Continuum

## *Powder Horn*

While not a leadership development course per se, completion of *Powder Horn* provides access to program information that will be of value to any Boy Scout or Venturer. Described as a high-adventure resource management course, *Powder Horn* exposes participants to elements of high-adventure programming and how to develop the resources necessary to implement the same high-quality programming into troops and crews. *Powder Horn* is offered through the local council level or a cluster of local councils. Boy Scout participants must be at least 14 years of age to participate; Venturing youth must be at least 13 (and have completed the 8th grade) to participate; completion of NYLT is recommended for youth participants and required for youth staff members. The syllabus is available by council request from the Volunteer Development Team at the national office.

## *SEAL*

The *Sea Scout Advanced Leadership* course is a leadership development course for Sea Scouts. Based on the application of seamanship, piloting, and navigation skills, SEAL challenges the most proficient Sea Scouts to use their seamanship skills as a vehicle for leadership development. Youth must be at least 13 (and have completed the 8th grade) and achieved the Sea Scout Ordinary rank, and secure a nomination from their Ship's Skipper to participate. [www.newseascout.org](http://www.newseascout.org)

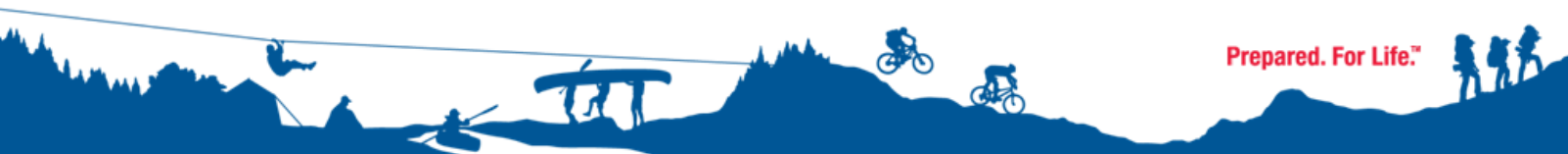
## *Wood Badge*

Open to adults and Venturers ages 18 through 20, the *Wood Badge* course is an internationally recognized leadership development course. Wood Badge serves as the advanced leadership training program for all branches of Scouting, including the Cub Scouting, Boy Scouting, Varsity Scouting, Sea Scouting, and Venturing programs. Wood Badge allows an in-depth exploration of leadership skills as well as a supervised implementation of the skills through a multipart delivery plan referred to as a "ticket." Venturing participants in Wood Badge need to have completed Introduction to Leadership Skills for Crews prior to enrolling in the Wood Badge course. The Wood Badge leadership development program is offered through a local council or on a cluster-council basis.

## *National Advanced Youth Leadership Experience*

The *National Advanced Youth Leadership Experience* (NAYLE) is an exciting program of the Philmont Training Center in Cimarron, New Mexico where young men and women enhance their leadership skills in the Philmont backcountry. Scouts will expand upon the team-building and ethical decision-making skills learned in National Youth Leadership Training (NYLT). NAYLE uses elements of the Philmont ranger training as well as advanced search-and-rescue skills to teach leadership, teamwork, and the lessons of selfless service. NAYLE will offer Scouts an unforgettable Philmont backcountry wilderness experience where they live leadership and teamwork, using the core elements of NYLT to make their leadership skills intuitive. Boy Scout participants must be at least 14 years of age to participate; Venturing youth must be at least 13 (and have completed the 8th grade) to participate; in either case, participants must be approved by their unit leader to participate in NAYLE. NYLT is a prerequisite for participation in NAYLE.

**Resources:** BSA Training: [www.scouting.org/Training](http://www.scouting.org/Training)  
Youth Training: [www.scouting.org/Training/Youth](http://www.scouting.org/Training/Youth)



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