

Notes:

Troop 333 AVON , Ohio

Avon United Methodist Church

Scout's Handbook



2011

Boy Scouts of America

Heart of Ohio Council

Great Frontier District

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Troop 333 - Scout's Handbook

Boy Scouts of America – Troop 333, AVON, Ohio

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Scout Motto:

Be Prepared

TROOP 333's Philosophy for a Boy - Lead Troop

Give a boy adequate training, the tools he needs to do his job and then your full support ... but always remember what Baden Powell said, "Never do for a boy what he can do for himself."

Discipline

The philosophy of Boy Scouts is that the Scouts "run" the Troop (Plan activities, etc.) Adult Leaders are there to provide guidance and protect Scouts at all times. Neither hazing nor abusive or offensive language will be tolerated from anyone. Discipline is made by the Patrol leaders and if not controlled, the SPL will step in to settle. If the matter requires more attention the Scoutmaster or his Asst. will take the corrective action.

WEBSITE; www.leaguelineup.com/avontroop333

All calendars and current information are feed through this site. We encourage all the boys to make use of the site and bookmark it!!! Boys tell your parents of this site also.!!!!

Be Prepared

Troop 333 - Scout's Handbook

The Troop

Patrols

Each Scout is assigned to a patrol, ideally a group of 8 Scouts. In your 1st year with the Troop, you will be part of a New Scout Patrol. After that, you will be in an Experienced Scout Patrol. Once you reach 13 and are at least a 1st Class Scout, you may be in an Older Scout Patrol. Each of these patrols has skills instruction tailored to your experience level.

Service Projects

Participation in Troop Service Projects is asked of **ALL** Boys whether it is required for advancement or not. A service Project is a means to provide volunteer assistance to the community, the Charter Organization, Churches, and other non-profit organizations. It is **not** a fundraising project. Most ranks contain a requirement for Scouts to participate in a Service Project (length of time varies by rank). The scoutmaster should pre-approve every service project undertaken and has final authority in service project matters.

Fun Nights

The Troop may schedule a Fun Night instead of a Troop meeting at times during the year. These might include a swimming party, a Christmas party or some other fun event.

Behavior

Hazing or fighting is **NOT** allowed in Scouting. Abusive or offensive language is inappropriate in any situation, particularly in Scouting, and will not be tolerated.

Buddy System

The long history of the **Buddy System** in the Boy Scouts has shown that it is always best to have two boys paired together when doing any outdoor or strenuous activity. In addition to always having a buddy for each event, you should always get permission from an adult when leaving the campsite or other event area to go anywhere else with your buddy and then check back in when you return.

Fundraising

The Troop provides numerous fundraising during the year so you have the opportunity to earn money for your Escrow account. Money in your Escrow Account can only be used for Scout-related costs or events.

Troop Meetings

Troop meetings are held on Thursday nights from 7:00-8:30pm at the "BARN Community Center" 37711 Detroit Rd.

Minimum dress for all scheduled meetings will be **Class "A" Uniform** (**Boy Scout Shirt** and **Neckerchief**) during the school year or **Class "B" T-Shirt** (any t-shirt with a Scouting theme) during summer months.

The meetings are fast-moving and broken down into 5 parts (Opening, Patrol Meetings, Skills Instruction, Interpatrol Activity and Closing). Troop meetings are where you learn new skills, organize campouts, service projects and other activities, as well as learn about leadership, patrol spirit and how to cooperate with one another.

What You Should Bring to Every Meeting

- Uniform
- Boy Scout Handbook
- Pencil & Paper

Parts of the Troop Meeting

Opening

At 7:00, the Senior Patrol Leader (SPL) calls the Troop to attention for the opening ceremony. We line up in patrols with the patrol leader in front of group. Once we're lined up, there is an opening ceremony followed with announcements for this meeting by the SPL.

Patrol Meetings

After the Opening, the SPL dismisses the Troop to the patrol meetings, where the Patrol Leader takes charge. In the patrol meeting, attendance is taken and planning is done for upcoming openings/closings, upcoming skills, upcoming interpatrol activity, other troop activities and campout menu/duty rosters.

Skills Instruction

This is the part of the meeting where you will learn skills for an upcoming activity or campout or, for younger Scouts, skills to complete requirements for advancement. Generally, Scouts will teach skills to each other in a 'hands on' manner so that you can learn more effectively, but sometimes an adult leader or another adult with expertise in a given area will teach the skill. Each month, there is a different program theme, see your calendar.

Interpatrol Activity/Competition

The Interpatrol Activity/Competition is where the patrols get to interact with each other in a game or competition, usually centered around the monthly theme.

Closing

Usually around 8:20, the SPL gets the Troop back together for the Closing. At this time, he will share any announcements that the Scouts and/or adults might need for upcoming meetings, events or campouts. When all the announcements are finished, it is time for the Scoutmaster's Minute, a short story based on some Scouting value. The meeting ends with a Closing Circle where everyone puts their right

arm over their left and joins hands with the person next to them in a circle. The SPL then leads us all in the closing.

Boy-Led Troop

Troop 333 strives to be a **Boy-Led Troop** where you, through your elected and appointed leaders of the **Patrol Leaders' Council** (the **PLC**) plan the Troop's program and then take responsibility for running the program. The Scoutmaster and other adult leaders are here to be advisors and provide training/learning experiences for you.

Scout Positions of Responsibility

Elected positions of responsibility are: Senior Patrol Leader, Patrol Leader. Positions of responsibility **assigned** by the Senior Patrol Leader with the approval of the Scoutmaster are: Assistant Senior patrol leader Bugler, Chaplain's Aid, Den Chief, Historian, Instructor, Librarian, Photographer, Quartermaster, Scribe and Troop Guide. Patrols then elect their Patrol Leaders: who then **assign** their assistants also with the scoutmaster's approval.

Senior Patrol Leader

The Senior Patrol Leader (SPL) is the junior leader with the most responsibility in the Troop. The SPL runs the Troop meetings and is in charge of the Scouts on the campouts.

Troop Elections

Election of your leaders is held every six months. To be eligible for Senior Patrol Leader a Scout must be 13 years or older, Star rank or higher and has participated in 50% or more of the Troop's activities since the last election (activities include: Troop Meetings, Service Projects, PLC Meetings, Courts of Honor and Campouts). This means 50% of the **total** Troop activities; some participation in each activity type is expected, with the approval of the Scoutmaster.

Junior Leader Training (JLT)

Soon after Troop Elections, the Scoutmaster and his assistants will hold a Junior Leader Training session, usually on a Saturday. As a newly elected or appointed leader, you will learn what Individual Job Descriptions are required of you. You will learn what you need to know to plan the Troop's program and how to run the program. Topics usually include an overview of the BSA, the Troop meeting, the Patrol meeting and the PLC. We will also work on team building.

Patrol Leaders' Council (PLC)

The PLC meets once a month at an assigned place, to discuss Troop business and plan the following month's program in detail. In the late summer, the PLC does annual planning by choosing the program themes

for the coming year in addition to setting the dates for campouts, courts of honor, Webelos night and other Troop events.

Assistant Scout Masters

Members of the Adult Patrol are assigned **Scout Mentors** to work with the Younger Scout patrols to help focus on the planning process during Patrol meetings. The Scout Mentors also work with the Younger Scout patrols on ideas for "Mini-Adventures" (1-day events) for the younger Scouts much like the Mini-Adventure concept for the older Scouts (these could be day hikes, field trips to museums, sporting events or other things that interest 10, 11 and 12 year olds). They also make sure the young Scouts are heard, guide new Scouts through early Scouting activities, help teach basic Scout skills and help new Scouts earn the First Class rank in their second year. The Scout Mentors coach the patrol leader of the new-Scout patrol on his duties and coach individual Scouts on Scouting challenges.

Advancement

Registered adult leaders and Boys that are two ranks above what they are signing for [Scout, Tenderfoot, 2nd Class and 1st Class requirements]. It is required that it has to be signed by someone other than your parent.

The Boy Scouts of America recommends that each Scout reach the rank of 1st Class within one year of joining. Ranks must be earned in order.

The **Time Period** between Ranks is as follows:

Scout to Tenderfoot..... None	• 1 st Class to Star 4 Months
Tenderfoot to 2 nd Class None	• Star to Life 6 Months
2 nd Class to 1 st Class None	• Life to Eagle 6 Months
Position required for advancement	• Eagle Palms.....3 Month

How to Earn a Merit Badge

1. See your **Scoutmaster** and tell him of your wish to pursue a particular Merit Badge. He will give you a signed Merit Badge **Blue Card** and will help you find a counselor for the Badge. **Note**; only 3 badges per Counselor; of which will not be the boy's parents, only at "group meetings" will a parent be a counselor.
2. Get a current issue of the Merit Badge Pamphlet. You can buy one or borrow one from the Troop Library, from another Scout or from other sources.
3. Contact the Merit Badge Counselor and make arrangements to meet with him/her. You must be in **uniform** and use the **buddy system** when meeting with the counselor. Your buddy can be a parent or another Scout. The Counselor will review the requirements with you.

4. When you've completed the requirements for the Merit Badge, the counselor will **sign the Merit Badge Blue Card**. He/She will keep the counselor's portion and give the remainder to you.
5. Return the remainder of the Merit Badge Blue Card to your **Scoutmaster** for his signature. He will give the Troop's portion to the Advancement Chairman.
6. It is very important that you keep the Scout's portion of the Blue Card, for each Merit Badge you earn, in your **"Personal Scout File"** at home.

What's a "Personal Scout File"?

A "Personal Scout File" is a binder that you should maintain at home, in which you keep all your Scouting Awards, Advancements, Merit Badges, etc. In short, you keep in it anything that you earn as a Scout. These records are valuable if you intend on becoming an Eagle Scout. We cannot stress the importance of this point enough.

When You Are Ready for Rank Advancement

Scoutmaster Conference

Contact the **Scoutmaster** and ask him for a Scoutmaster's Conference. The Scoutmaster Conference is a visit between the Scoutmaster and you that is held each time you complete the requirements for a rank. This is a good time to discuss your Scouting experiences with the Scoutmaster. You must be in **Class "A" uniform** and have your **Boy Scout Handbook** with you when attending a Scoutmaster's Conference. During the Scoutmaster Conference, you can expect to cover the following items:

1. The Scoutmaster will make sure that your Handbook has been **filled out and signed properly**. You will talk about the requirements you have done for this rank.
2. You will discuss the **requirements for the next rank** and set some **goals** for reaching it.
3. The two of you will discuss **things you are doing well** and ways to continue improving on these.
4. You will also talk about **things you might not be doing so well** and ways to improve.
5. You will talk about how it is important to be part of the Troop 333 'team' by **participating** in the various Troop activities (Troop Meetings, Service Projects, PLC Meetings if you're an elected or appointed leader, Courts of Honor and Campouts.), all of which contain life lessons. You will discuss that some participation is expected in each type of activity.
6. You will discuss **Scout Spirit**
 - a. Doing your best to live by the Scout Oath

- b. Doing your best to live by the Scout Law

Board of Review

When you have successfully completed the Scoutmaster's Conference, he will need to arrange for a Board of Review. He will contact the **Advancement Coordinator** to schedule one. Reviews are conducted on regular Thursday meetings as needed or scheduled on calendar.

You must be in **Class "A" uniform** and have your **Boy Scout Handbook** with you to meet with the Board. When entering the Board of Review area, introduce yourself, stating your name, present rank, and the rank you are trying to obtain.

The Board members **will not retest you**, but they will want to make sure you have completed all the requirements. They will also ask questions to see how things are going for you in the Troop, and will also discuss how you are living up to the Scout Oath and Scout Law.

When you pass the Board of Review, you will also receive recognition and the badge at the next Court of Honor.

Court of Honor (Awards Ceremonies)

Courts of Honor are held 3 – 4 times a year. It's the place where you and the other Scouts are honored for your achievements. You should attend the Courts of Honor in full Class "A" uniform.

Parents and other members of your family should attend so they can share in your accomplishments.

The Troop Camping Program

Active participation in the camping program is essential to timely advancement, since this is where you develop and practice most of the skills required for the first three ranks. Every August, the **Scouts decide where the Troop will go camping** for the next year.

Monthly OUTINGS

There is an outing every month, as shown on the Troop Calendar. You are expected to wear you Class "A" uniform as appropriate as the outing dictates. Fees and permission slips must be turned in advance of the event. We dress for all kinds of weather, ask your Patrol leader!!

Summer Camp

Summer Camp is a week-long camping experience where you can take advantage of all phases of the Scout program. From New Scouts to experienced Scouts, there are activities and advancement opportunities.

Camp Alaska (NEW and COMING) ***

Each year, during the winter, the Troop goes on a 'Camp Alaska' (cold weather campout). Each person carries his own gear, builds his own shelter and takes his own food and water. Before going, you will be trained in a number of areas so the experience can be both safe and enjoyable. Training includes: Winter Shelters / Creative Uses of Plastic, Types of Clothing for Winter, Bedding & Camp Equipment for Winter Use, Cooking & Campsite Care, Fires for Outdoor Cooking, First Aid for Hypothermia & Frostbite and Low-Impact Camping. Some requirements should be taken, wilderness survival and of 1st class.

High Adventure

The High Adventure is generally a week - long experience that is more challenging than other parts of the Camping Program. It is for Scouts who are a BSA swimmer, who are 1st Class or higher in rank, who have participated in 50% or more of the Troop's activities and some times of a certain age. You will gain a sense of accomplishment from participating in High Adventures and we highly recommend that you participate in at least one High Adventure during your Scouting career.

Mini-Adventures

Older Scout patrols plan mini-adventures as part of their activities. These activities are more challenging outdoor adventures and are usually 1-3 days in length. They can be backpacking, bike hikes, cross-country skiing, downhill skiing, hiking, rock climbing and whitewater rafting. Younger patrols have 1 day adventures geared to their interests.

"Scout in Charge"

For each outing, there will be a **Scout in Charge** who works with the Assistant Scoutmaster for the outing to make reservations and set a cost for that outing. He may be asked to make announcements about the outing at Troop meetings and then write an article for newspapers about the outing, highlighting attendance, activities done during the outing and any special events that were part of the outing. This is within a Patrol outing.

Troop Campout (Senior Patrol Leader)

The Scoutmaster will assign a Scout to be the Campout SPL, if the SPL or his Asst. is not on each campout. The CSPL is in charge of the Scouts during the campout. He will monitor to make sure the duty roster is followed, give instructions and announcements when necessary. He will check a log of which Scouts used which tents with the Quartermaster. After returning from the campout, the CSPL will submit the roster of Scouts and adults attending the campout to the Advancement/Records Coordinator and the Scribe to be recorded.

Tote 'n Chip / Fireman Chit/ Paul Bunyan

Camping is a lot of fun, but before you can carry a pocket knife or use a hatchet or saw, you must learn and demonstrate your knowledge of wood tools and safety by earning the **Tote 'n Chip**. Likewise, before you can light a fire, you must learn and demonstrate your knowledge of fire safety by earning the **Fireman Chit**. These can be earned at Summer Camp, on one of the campouts, or one of the regular Thursday meetings. Paul Bunyan "Woodsman" is the advanced form to which both of the above must be earned, then achieve one of the requirements that set and met.

Order of the Arrow (OA)

To be eligible for the OA, you have to be at least 1st Class in rank and complete 15 nights of camping in the last two years, 6 nights of which are at a long-term camp, like Summer Camp. You must then be elected by the other Troop members and pass an OA Ordeal.

Camping Equipment

The Troop owns a good bit of equipment including stoves, ice chests, water coolers, lanterns, tents, canopies, etc. Personal equipment of this nature is prohibited unless specific permission has been given by the Scoutmaster in advance. Electronic entertainment devices such as handheld games, radios, CD players and the like, are **not welcome** in camp, unless approved by the Scoutmaster for safety or instructional purposes. **Put your name on all personal equipment!!!**

What You Should Bring on Campouts

General Camping

- | | | |
|---|---|---|
| <input type="checkbox"/> Backpack | <input type="checkbox"/> Silverware | <input type="checkbox"/> Soap & Towel |
| <input type="checkbox"/> (Duffel bag) | <input type="checkbox"/> fork, knife, spoon | <input type="checkbox"/> Tooth Care Kit |
| <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> |
| <input type="checkbox"/> (plastic bag cover) | <input type="checkbox"/> Flash Light | <input type="checkbox"/> |
| <input type="checkbox"/> Sleeping Pad | <input type="checkbox"/> Extra Batteries | <input type="checkbox"/> |
| <input type="checkbox"/> (Tent Camping) | <input type="checkbox"/> Compass | |
| <input type="checkbox"/> Rain Gear | <input type="checkbox"/> Fire Starter Kit | |
| <input type="checkbox"/> Proper Clothing | <input type="checkbox"/> Watch | |
| <input type="checkbox"/> (Uniform, Jacket, Hat) | <input type="checkbox"/> Cup to Drink from | |
| <input type="checkbox"/> Proper Footwear | <input type="checkbox"/> (Hot or Cold) | |
| <input type="checkbox"/> (Boots, Tennis shoes) | <input type="checkbox"/> Pencil & Paper | |
| <input type="checkbox"/> Mess Kit | <input type="checkbox"/> Scout Handbook | |
| <input type="checkbox"/> (Mesh Bag to dry) | <input type="checkbox"/> (Zip Bag) | |
| <input type="checkbox"/> Playing Cards | <input type="checkbox"/> Pocketknife | |
| <input type="checkbox"/> Water Bottle | <input type="checkbox"/> Bug Repellent | |
| | <input type="checkbox"/> Sun Screen | |