

TROOP 2970

NEW BOY PATROL LEADER

INSTRUCTIONAL

HANDBOOK

Eastern Loudoun



Virginia

Table of Contents

Pg 3: Introduction

Pg 4: Starting Off the Patrol

Pg 7: Camping

Pg 10: Duty Roster and Menu

Pg 11: Planning Campouts

Pg 12: Other Important Information

Pg 15: Reference

Introduction

Congratulations!

You are a New Boy Patrol Leader. This will be a challenging, learning experience that will prepare you for more advanced positions later in your scouting journey. You will have between 8 and 12 boys in your patrol. These boys are new to Boy Scouts, which is completely different from Cub Scouts. They are confused, and they need a role model. You will be that role model. Your goal is to lead them on this new path of scouting and to have them respect and listen to you as a friend and as an authority figure. Remember, your job comes before their friendship, but both are important.

This is a job, and a challenging one, too. Your patrol will be expected to be polite, responsible, know scout skills, advance, and make the troop a more enjoyable atmosphere. You will plan campouts, patrol meetings, and menus. Your patrol will be challenged with activities which develop scouting skills and general scouting knowledge such as, first aid, cooking, and knots. Your patrol will be judged on how well you do these assignments. This manual is a guide to help you be a successful patrol leader. Good luck!



Starting Off the Patrol

NAME

Your patrol needs a name. That name can be any of your choosing. Let the boys decide the name, not you. Remember, it is their patrol. There have been patrols in this troop named Duct Tape, Snow Bananas, Man Bear Pigs, and even Sliced Bread. The possibilities are endless! Check out patrol names on the web before your first meeting. Have some suggestions ready, but make sure that the boys vote and decide on their name together. Here are a few hints:



- People like funny names!
- Sometimes weirder is better!
- Let the boys decide!
- You would want a patrol patch. You could create your own or pick from ones already made at <http://www.patchtown.com/>.
- Try not to copy other patrols from past. You might have to try to live up to a view of the former patrol.
- NOTHING INAPPROPRIATE!!!

YELL

All patrols must have a yell. It is actually one of the first new scout signoffs. It may be something that you might only use once, but it helps unite the patrol and is used as a motto. For example, the Frog Patrol's yell might be, "Ribbit!" The Falcon Patrol's could be, "Fly, Falcons, Fly." A yell is just something for the group to scream at a campout or other scouting event. Here are some hints:

- Shorter is better. No one wants to listen to a fifteen second yell.
- Have it be relevant to your patrol.
- Make it funny!
- NOTHING INAPPROPRIATE!!!

FLAG

To show your patrol pride, make a flag. You need one. It is, also, a great way to get together and meet one another. Your flag should be bold and fun! Have your patrol name and image on it, but don't forget color. Here are a few more helpful hints:

- Color is everything!
- Make it 3D!
- Relevance is key!
- Humor is success!
- Make it stand up by itself!
- PVC pipe is great!
- Lighter weight equals more fun!
- NOTHING INAPPROPRIATE!!!



GETTING KNOW YOUR PATROL

Getting to know your patrol is very important. If you don't know everyone's name, it is impossible to be a good leader. Play a game like you would do on the first day of school. This is called an icebreaker! Get your patrol to know each other by one of these games. It is fun and helpful. The following is a list of some fun game ideas:

ADJECTIVE NAME GAME: The group is formed in a circle, and each group member is required to think of an adjective that describes him/her AND rhymes with the individual's first name. Each group member will amplify their new creative name, and the rest of the group will repeat that name and all the names of the previous people.

GROUP JUGGLING: The group **starts** in a circle formation. The leader of the group will begin with one object in hand (i.e. a small ball). The leader will ask one group member to repeat their name, and then the leader will gently toss the object to that group member. The group member will reply "Thank you, (the leader's name)!" The leader will reply by saying, "You're welcome, (the individual's name)!" The object will continue around the circle in the same manner, making sure everyone has received the object, until the object ends up in the hands of the original leader. NOTE: During the first round, once a group member has tossed the object, have them cross their arms to prevent repetition. The same pattern will start again with the leader adding more objects. Once an object has been dropped, the pattern starts all over with the first object. NOTE: The leader should mix up sizes and shapes of objects (i.e. a rubber chicken, toilet paper, etc.)

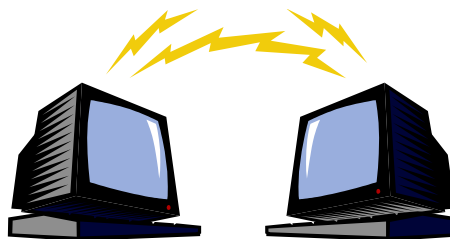
MOTION NAME GAME: Have everyone stand in a circle. Anyone can begin the game by saying his/her name and demonstrating a [physical] motion to go with it. When the person is done, the entire group repeats the name and the motion. Then, the second person (on either side of the first) introduces him/herself and does a motion. The entire group repeats that name/motion and then the first name/motion. This will continue until each person has given their name and done their motion, and the entire group has repeated everyone's name and motions

WHOMP 'EM: One person is the "Whomp 'Em Master." That individual stands in the middle of circle with the "Whomp 'Em Sword." (Could use Styrofoam tube or rolled up tube of newsprint, etc.) The rest of the group sits in a circle with legs out toward center of circle (leaving enough room for person standing in middle). The object of the game is for the "Whomp 'Em Master" to get stuck in the middle of circle. Someone starts off round by saying the name of a member of the group. The Master must "Whomp" (hit) the legs of that member, before that member says the name of another member. The game goes on until the Master hits an individual before that individual can say another person's name (can not repeat name that has been said in round already.) When the Master succeeds in "Whomping" an individual, that individual becomes the new Master. Quite crazy...but loads of fun! Best if played following another name game, so individuals have a sense of who each other are.

COMMUNICATION

You will want to know how to get in touch with every patrol member or the entire patrol. Don't rely on the troop list. These scouts are too new to the patrol and the information may not have been updated, yet. Have every person in the patrol write down their email address and one or both of their parent's email address. Make sure that they give you at least one parent's email address, because most young boys never check their own email. Also, have them write down their home phone number and cell phone number for communication. This will help you remain in constant contact with them when needed. Here are some ideas to use these communication ways effectively:

- Email constantly!!!
- Text patrol members for quick and short messages.
- Make a group in your email. Then, all you have to do is type in that group to email your entire patrol
- Communication is a key to success!
- Once or twice a week is about as much as you should email, except for the week leading up to a patrol campout or other important event.
- Always reply to questions from patrol members as soon as possible.
- Sometimes one call equals ten emails.



Camping

The first thing to remember while camping with your new boy patrol is that this is all new to them. They may be completely new to scouting or if they were cub scouts, they have never truly camped on their own (setting everything up, cooking, cleaning, etc.) They will be nervous and they will be completely unhelpful unless you tell them what to do. They will not know how to set up a tent or how to start a stove. You will know, and will want to just do it for them. Don't do everything by yourself, but guide the new boys through the steps. Try to make everyone as happy as possible, but be the leader.

TENTS

There are two main issues associated with tents and new boys. One is, how to set a tent up, and the other is, who is going to sleep in which tent. The first problem is easy. If a new boy campout is held prior to your first campout, the new scouts will be taught tent set up at that campout. If not, you and your assistant will need to demonstrate how to set up your tent in front of them. Make sure all of the new boys are paying attention so you do not get questions later. Also, make sure you are telling them what you are doing while you are doing it. Just setting up the tent without instructions and pointers won't help them understand the key instructions.



Now for the second problem; who is going to sleep in which tent? This may not seem like a big problem, but it usually is. First, try to let the boys in the patrol pick their own tent mates and intervene only when necessary. If there are arguments, try to arrange the boys by their personality and who would work the best with whom. Finally, if you have an odd man out or it just isn't working out and absolutely necessary, one boy could sleep in your tent with you and your assistant patrol leader. Try not to let this happen, so that all of the boys can meet the other boys and become closer.

MY EXPERIENCE

DO NOT grab the best tent for yourself. Give it to someone else. Sharing is caring and you are more skilled to deal with a tent that has issues (i.e. rips, holes, broken zipper). Also, place friends together to avoid confrontations. At my first campout as a new boy patrol leader, two kids fought and it ended with a broken water bottle and personal belongings being thrown out into the rain.

COOKING/CLEANING

Cooking is always difficult with new scouts. Everyone wants to help cook, and no one wants to help clean. In order to make this process go as smoothly as possible, assign cleaning jobs at your patrol

meeting before the campout, when you are planning the trip, making the menu, and filling out the patrol duty roster.

Cooking

This is an easy job. All boys enjoy cooking. Remember, you, the leader, will mainly cook each meal on your first campout with the new boys assisting you. You will also need to be the grub master and buy all the food. Your assistant can share this job with you if you work it out ahead of time and he needs the sign off. Your job is to take the boys through every single step in the process of cooking. You will teach them how to set up the stove and propane tank, which pots to use, how to use the items in the chuck box, etc. Teach the new boys how to do each thing using the E.D.G.E method.



E.D.G.E Method

Explain

Demonstrate

Guide

Enable

After setting up, you will begin to cook. At this time, you can explain what you're doing and how you are preparing the food safely. The new scouts can get First Class sign-off 4d from this activity. After you have taught this skill, dismiss the boys to get their mess kits, and finish cooking. It would be a good idea to bring extra plastic utensils and a few paper plates in case someone forgets a mess kit. When the food is ready and you are about to eat, please do not forget to say a prayer to start the meal. Remember; a scout is reverent. Then, begin to eat. The next meals, boys could, and should help you cook.



MY EXPERIENCE

When I was a new boy patrol leader, I remember cooking with the new boys. They all like to cook for one reason; they won't have to clean if they cook. They will just stand and watch just to say

they cooked. To give them that cleaning immunity, make them work for it. If I could do it again, I would tell them after they cooked that they didn't have to clean. Try to give everyone a chance to cook, so that no one feels left out.

Cleaning

Cleaning is like a bad word in scouts. Everyone hates to clean. To avoid conflict in this area, if possible, make sure everybody only cleans once. Everyone should clean, too, even if three or four people are cleaning every meal. You and your assistant will clean the first meal. Use the three-bin method to show them how to clean effectively. The less dirty things, like mess kits, come before a really dirty thing, like a chili pot.

MY EXPERIENCE

Make sure that EVERYONE CLEANS, especially you! It will cause a confrontation if you don't. Trust me, I know. Also, do not pull the "I'm the Patrol Leader" pawn. The new scouts will not feel like you are team player and grow to dislike you.



Troop 2970

Campout Duty Roster & Menu

Patrol Name: _____

Event: _____

<p>Patrol Leader for Event: _____</p> <p>Quartermaster for Event: (Tents?) _____</p> <p style="text-align: center;">MENU</p>	<p>Duty Roster</p> <hr/> <p>Preparation Before Campout:</p> <p>Buy Food: _____</p> <p>Bring Cook Box: _____</p>
<p>Friday Dinner:</p>	<p>Fireman: _____</p> <p>Cook: _____</p> <p>Clean UP: _____</p>
<p>Saturday Breakfast:</p>	<p>Fireman: _____</p> <p>Cook: _____</p> <p>Clean UP: _____</p>
<p>Saturday Lunch:</p>	<p>Fireman: _____</p> <p>Cook: _____</p> <p>Clean UP: _____</p>
<p>Saturday Dinner:</p>	<p>Fireman: _____</p> <p>Cook: _____</p> <p>Clean UP: _____</p>
<p>Sunday Breakfast:</p>	<p>Fireman: _____</p> <p>Cook: _____</p> <p>Clean UP: _____</p>
<p>Break Camp & Other Duties:</p>	<p>Take Camp Box Home & Clean: _____</p> <p>Troop Wash Stand Duty: (assigned)</p> <p>_____</p>

SPL's Approval: _____

Scoutmaster's Approval: _____

Planning Campouts

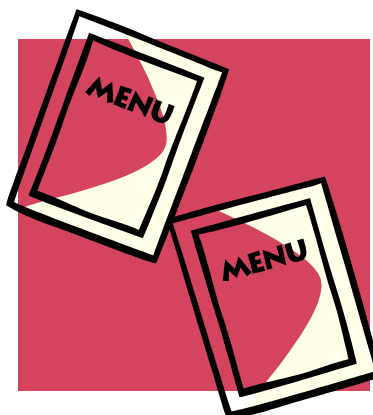
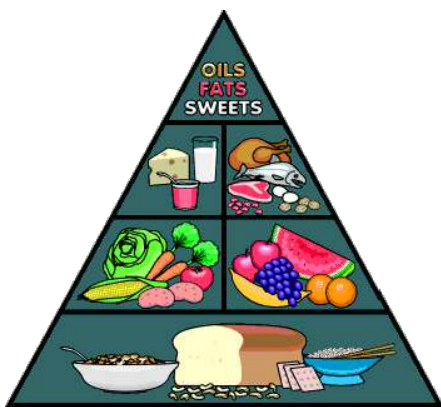
Planning a campout can be very rigorous, tiring, and annoying, but it has to be done. Here are the things that must occur for a successful campout. Make sure you have a planning patrol meeting at least one week prior to the campout. This will allow plenty of time for the necessary shopping, food preparation, and packing. Make sure to also plan the duty roster at this time. This way the new scouts will know what they need to do before they get to the event.

MENU

Having a menu is crucial to a successful campout. Scouts have to eat and eat well to be happy. The first thing you should do when creating a menu is to decide who is going to be the grub master. The grub master will have the deciding vote on the menu since he will be responsible for buying all the food and then cooking it. After the grub master has been selected, let the boys pick their favorite dishes for the menu. You should be there to encourage good ideas and to remind them of cooking limitations and cooking time. Also, be there to rule out anything too extravagant. Suggest ideas that are easy, but still require preparation and are delicious. This will be hard, but try to get every food group into every meal. Also, you will want to plan an easy lunch so that you will have more time during the day for fun activities. After a plan is made, make sure that you and the grub master both have a copy of the menu. Finally, make sure you check for allergies before closing the meeting. Have fun and be creative with the menu.

MY EXPERIENCE

As a New Boy Patrol Leader, one thing that was always enforced was that every meal should have a dessert. It can be as simple as s'mores or as complicated as a cake. New scouts will go crazy without one, and love you with one. Remember, though, that you still want to try to keep all the main food groups.



Along with the duty roster, is a menu template for you to copy and use. Make sure to give a copy to the grub master.

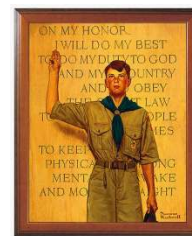
Other Important Information

HOW TO MAKE THE MOST OF A NEW BOY CAMPOUT



The first thing that you have to remember when you are on the new boy campout is the fact that this is a new scout's first real boy led campout. These boys have camped before, but usually with full parent supervision. You should be conscious of safety, but also make sure that the boys have fun. That is really what they are there for. Games are a fun way to teach the new scouts things about scouting and also make the learning fun. You could even do a requirement or two for tenderfoot in the game. Here are some other tips:

- Play Games (Kids love games)
- Interact with the boys/. Get to know your patrol (Ask them about their school life, sports, etc.)
- Bring plastic plates and utensils. (Someone will forget a mess kit, and they will enjoy their campout much better with a temporary one)
- Hope it doesn't rain, but plan for it. (It is awful when it rains on a new boy campout; trust me, but when prepared, it will go over much better)
- Teach them how to set up their tents properly (Having a tent set up incorrectly could be a disaster, especially in the rain (hint: ground tarp location)
- Be nice (No one likes a mean patrol leader on their first campout)
- Don't make one person clean every meal (Everyone cleans; including YOU)
- Try to know everyone's name (It is important Be positive (No one wants a negative patrol leader on their very first campout)
- DON'T TEASE ANYBODY (That will get you in a lot of trouble, and might even cause the new scout to drop out of scouting COMPLETELY)
- Be a leader, but do not be too serious. (Too serious = No Fun)
- Try to include everybody (Everyone wants to have a job or be a part of the group)
- Do not show favoritism to anybody (I know it is hard not to, but try to not show it)
- Have fun yourself (This is your campout, too)



My Experience

As a new boy, my first campout was just all right. I had a group of friends to sleep with, nobody I really hated, and good food. The negative things I remember most are the attitude of my patrol leader, the rain, and the stations. First of all, my patrol leader never talked to us, just his assistant. I never felt

included. Also, it rained nonstop; more than 2 inches in one night. There were puddles everywhere and all my stuff got wet (tent not set up properly). Finally, all of the leaders at the stations were mean and not friendly. You will know the station leaders. Make sure that they are nice to the boys. These new scouts are the future of our troop.

The next year, I decided to take on a new boy patrol to make it a great experience for the new scouts. As a new boy patrol leader, things didn't go perfectly and new obstacles presented themselves. Two of my new scouts ended up in a fight with their belongings thrown into the mud at 10:00 pm, and it once again poured. The stations were better and friendlier, but as a 12 year old boy, no one respected me or would listen to me. Make sure that the boys understand that you are the patrol leader and therefore in charge. Setting the ground rules in the beginning would have made a difference for me.

HOW TO USE THE TROOP INSTRUCTORS

The Troop has designated instructors that are there to teach, so let them teach. Ask for a meeting with the instructors so that they can teach your new patrol a skill for a sign off. Take the extra step and have an ASM (Assistant Scoutmaster) there to sign off on the requirement immediately. This will help your new scouts advance more quickly and keep them interested in the advancement goals. Remember, you are there to lead them on this new path. Do not be afraid to ask the other members in your Troop for help. They are there for you and ready and able to help.

My Experience

I have actually never had an experience with an instructor as a new boy patrol leader. They are new as of the last few years. I am sure that I would have used them if they had been available. Don't be shy. Use the instructors.



FINAL TIPS

- Use your Patrol Guides, too (That's what they are there for)
- Don't be afraid to ask for help. (I didn't when I needed to. BIG Mistake)
- Job first, old patrol second. (This is your job. Do it well. You can socialize with your former patrol, but these new boys come first.)
- Teach the new boys about troop procedure. (They are the troop's future)
- Have fun (This is your experience, too)



REFERENCE

<http://www.residentassistant.com/>

www.troop2970.org/