



T.I.P.

(Troop 201 Introduction Program)
2010



100 YEARS OF SCOUTING
Celebrating the Adventure • Continuing the Journey



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Attendance at the T.I.P. sessions and completion of the T.I.P. requirements above are required in order to earn the T.I.P patch. If you miss a T.I.P. session, then you must make it up a one of the Troop meetings or on a campout if you want to earn the T.I.P. patch.

1. Troop 201 New Scout Patrol Introduction

The Troop operates under what is known as the Patrol Method. This means that each group of 5-8 Scouts is formed into a patrol in the troop. Each patrol has an appointed leader and each scout within the patrol should have some job that they are responsible for. This is the nucleus of the management structure within the troop.

We place all our new Scouts in a special New Scout Patrol, led by an experienced senior Scout called the Troop Guide. We also assign a Junior Assistant Scoutmaster and an adult Assistant Scoutmaster to work with the Troop Guide as an advisor. Most boys join the troop in the winter and spring, and will remain in the New Scout Patrol until after summer camp. At most troop meetings, the Troop Guide plans a program for his new Scouts separate from the regular troop meeting program. Mostly, they will work on the Troop 201 Troop Introduction Program (TIP), basic Scout skills, and work toward Tenderfoot rank. On campouts, the New Scout Patrol camps like any other patrol, with the Troop Guide teaching them the basic skills. Although an adult may teach some things, most teaching is done by the Troop Guide and by other senior Scouts that he may ask to help out.

The Patrol: New Scouts or Webelos you have just crossed over (ages 10 to 11).

Size: No less than 6 and no more than 10.

Patrol Leader (Acting): Each patrol member will have a chance to act as the patrol leader for one month. Time varies depending on the numbers of patrol members.

Advisors: Troop Guides, JASM, and Assistant Scoutmaster.

Why did we decide to try a New Scout Patrol?

- Concerned with the new scouts transition to boy scouts.
 - More than 65% of all scouts drop out during their first year of scouting.
- Approximately 80 – 85% of Troop 201's new scouts stay in for their first year.
 - Why do you think this happens?
 - What makes our troop different?
- Webelos programs are not as focused on the scout transition, as we would like.
- Great success from other troops across the United States.
- Needed to have direct focus on the new scouts.
- Wanted to improve the interaction between new scouts from different Packs.
- Give them a "taste" of leadership and its accountability.
- Improve Troop 201's program.

Objective of the New Scout Patrol

- Give every scout the best opportunity to succeed.
- Show them our Troop!
- Meet the older scouts at their own pace.
- Learn about the Troop 201 way.
- Have fun!!!!

"To ensure that each, and every new scout of Troop 201 has every opportunity to succeed right from the start."

2. Troop 201 Basics

a. Troop Meetings:

Troop 201 Meets Every Tuesday Night from 7:00 – 8:00 in one of the Olmsted Falls Schools. Our primary meeting location is in the cafeteria of Falls Lenox Elementary School, but from time to time, we may also meet at The Middle School. The exceptions to this are **NO SCHOOL DUE TO SNOW, HOLIDAYS, or OTHER DAYS THAT THE SCHOOLS ARE CLOSED.** During the summer months, we meet at the German-American Club, in the Pavilion near the Soccer Fields. In addition there are nights, such as special elections or Court of Honor, that we will not meet at the school. These nights will be communicated in our News Letter, on our website (www.troop201.org), and during the announcements at the end of every troop meeting.

b. The Troop Meeting Order of Events:

Pre-Opening (5 minutes). As you and the other Scouts begin to arrive, the Senior Patrol Leader (or an older Scout assigned by him) will get you involved in a game or activity designed so that it is easy for additional Scouts to join in as they arrive. While you and the other Scouts are involved in the game or activity, the Assistant Senior Patrol Leader(s) is preparing for the meeting – setting up equipment, arranging chairs, giving assignments, and doing whatever else must be done.

Opening (5 minutes). The Senior Patrol Leader will call the meeting to order at the appointed time, instructing the Scouts to line up in formation by patrols. The patrol responsible for the opening will conduct a flag ceremony and lead the troop in reciting the *Scout Oath and Law*. Visitors, new Scouts, and special guests will be introduced.

Patrol Corners/Patrol Meeting (10 minutes). At the conclusion of the Opening, the Senior Patrol Leader will send each patrol to its designated area. The SPL will provide an agenda for the patrol meetings each week. Patrol Leaders will take charge during this portion of the meeting. They will focus on skills needed to participate in an upcoming activity, or skills you must have to complete requirements for advancement. Other matters to be handled include taking attendance, planning the patrol's involvement in upcoming troop activities, selecting menus for hikes and campouts, assigning patrol members to specific tasks, and working on any other patrol business. This is a time to let your Patrol Leader know what advancement requirements you are working on or need to complete in order to earn your next Rank.

Scout craft/Skills Instruction (25 minutes). Due to the various ages and levels of expertise with the troop, this activity will be organized at three levels – basic information for new Scouts (TIP), more advanced instruction for Tenderfoot and Second Class Scouts, and more challenging for First Class and above. The sessions with the older Scouts may include working on a merit badge, planning for a service project or High Adventure activity, or working on Venture requirements.

Inter-Patrol Activity/Game (10 minutes). This is an activity or game that tests the skills Scouts are learning for an upcoming event or just for fun. The event will allow patrols to interact with one another in a competition or in a cooperative effort.

Recognition/Announcements/Closing (10 minutes). The closing is time for announcements regarding upcoming events, reminders for meetings, service projects, or campouts. The closing can also include a simple ceremony, a song, or a prayer.

After the Meeting (10 minutes). At the end of the meeting, the Senior Patrol Leader should meet briefly with the Scoutmaster and Patrol Leaders to review the meeting, go over plans for the coming activities, and plan for the next meeting. In addition, all of the equipment that was used for the meeting or returned from the previous campout will be collected and returned to the troop trailer.

c. The Troop's Meeting and Campout Schedule:

Troop 201 publishes a schedule, which is maintained on the Troop 201 website (www.troop201.org). This schedule details the different parts of the meeting. These details include what patrol is responsible for leading that part of the meeting, what each group of scouts (beginner, Intermediate, and Advanced) will be learning, and who will be instructing them. It also has a comment section, which gives you friendly reminders such as, upcoming camps, payments due, and other useful notes. The Troop also sends out a weekly email that describes the message of the week and highlights of upcoming events.

d. Troop / Patrol:

Troop 201 has been operating since October 1926, which makes Troop 201 one of the oldest Troops in the area. Troop 201 is part of the Quarrylands District of the Greater Cleveland Council of the Boy Scouts of America. The Olmsted Falls Kiwanis sponsors Troop 201.

Patrols: The Troop operates under what is known as the Patrol Method. So, patrols are the building block of Troop 201. A patrol is made up of a small group of boys who are similar in age, development, and interests. This means that each group of 5-8 Scouts is formed into a patrol in the troop. Each patrol has an elected Patrol Leader and appointed Assistant patrol Leader. Each scout within the patrol should have some job they are responsible for. This is the nucleus of the management structure within the troop. Working together as a team, patrol members share the responsibilities of making the patrol a success. Each patrol member gains confidence by serving in positions of Patrol Leadership. As part of the patrol activities, each Scout is learning more and more about what it means (and takes) to be a leader.

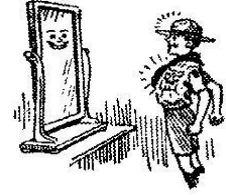
Troop 201 typically has 5 to 7 Patrols, with names like the Dragons, Beavers, Hawks, Panthers, Sharks, and Eagles. The Venture patrol is made up of older Scouts who do not have senior leadership positions.

Troop: Together all the patrols make up Troop 201. Troops have the size and leadership to take on projects and adventures larger than those that can be done by a single patrol.

Troop 201 has always been, and will always be, a boy-lead troop. At times, this means we are not always on schedule or have to adjust our schedule due to the weather, time constraints, or other reasons. Sometimes the meals would not meet the standards of fine restaurants. Think of each activity as a learning experience. No matter how it turns out, we will have learned something from the experience. We learn more through failure than we do from success.

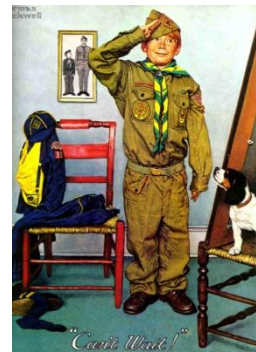


e. Boy Scout Uniform:



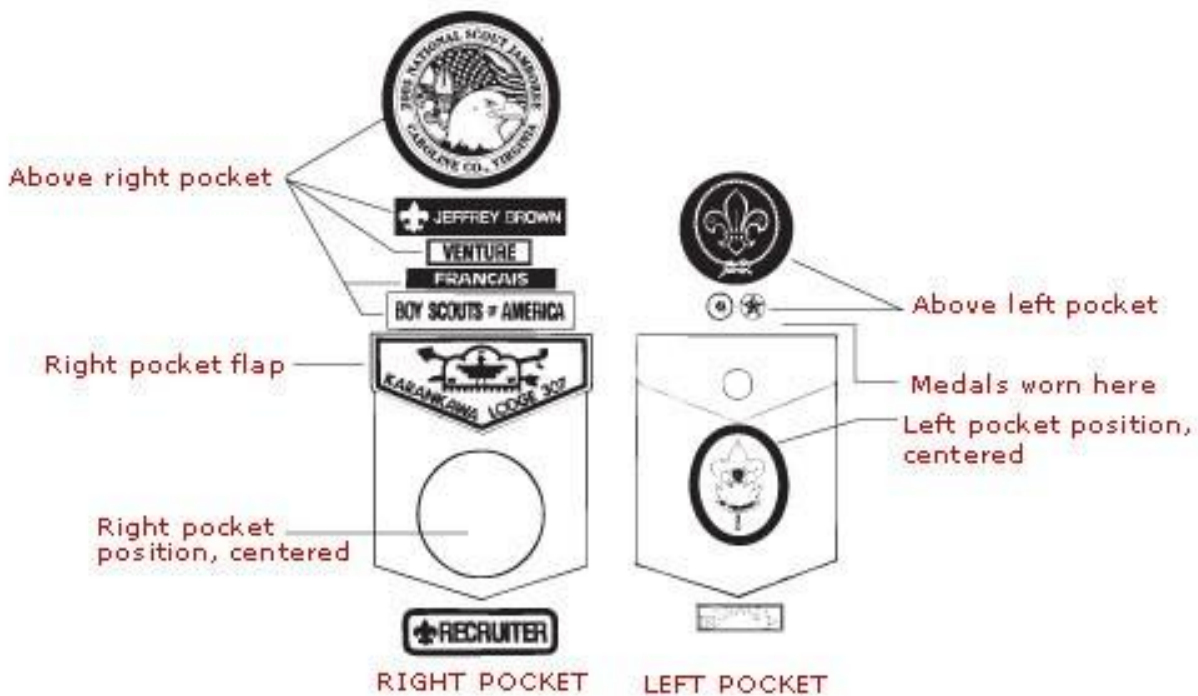
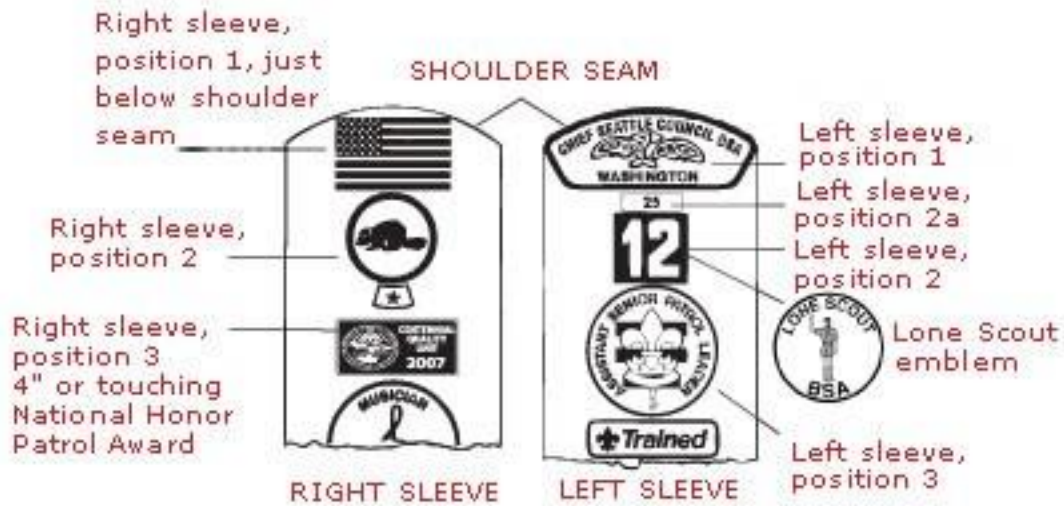
The uniform makes the Boy Scout troop visible as a force for good and creates a positive youth image in the community. By dressing alike scouts show they are equal. Your uniform is a sign to yourself and to others that you are a person who can be trusted. You can be counted on to lend a hand when help is needed. The uniform is practical attire for Boy Scout activities and provides a way for Boy Scouts to wear the badges that show what they have accomplished. Troop 201 has two classes of uniforms, Class A and Class B. It is because of Scouting, and the uniform that goes with it, that you have many of the opportunities that you do. ***Be proud of the uniform and wear it with pride!***

Class “A” Uniform: The Class A uniform consists of the Scout Long or Short sleeved shirt, Scout pants or Scout shorts (if shorts are worn you must wear Scout socks), scout belt and buckle. The class A uniform is worn at the Troop Meetings, some camping trips, and some service projects. The neckerchief and sash are added to the Class A uniform during Ceremonies, Court of Honors, and other special functions when announced. It is understood that scouts will sometimes get dirty, after all that is part of the fun, however as a Scout in Troop 201 you do your best to wear your Class A uniform clean, ironed, and **with your shirt tucked in**. A picture of the Class A uniform, with the proper insignia (patch) locations, can be found inside the front and back covers of the Boy Scout Hand Book.



Class “B” Uniform: The Class B uniform consist of a Troop or other Boy Scout T-Shirt, Scout pants or shorts, and an optional scouting cap. Remember the scout socks must be worn with shorts. Even though this uniform is not as official looking as the Class A uniform, it still is required to be worn clean, pressed, tucked in, and worn with pride.

Uniform & Gear Exchange Program: The uniform exchange program is a collection of experienced uniforms and gear used by other scouts. All scouts of Troop 201 are eligible for this program. The only requirement is that you return the experienced uniform when you have grown out of it. It is NOT guaranteed that your size will be available. To find out what sizes are available and to obtain a uniform please go to the Troop’s website (www.troop201.org), and click on the “Uniform & Exchange” link.



Sources of BSA Uniforms:

The Scout Shop, located inside the Cleveland Scout Council offices downtown, is a good source for camping gear and official Boy Scout Uniforms. The Scout center is located at E22nd and Woodland Avenue. The Scout Shop Phone is: (216) 274-0814. The Council Office Phone is: (216) 861-6060. Another way is to order from BSA's Scout Stuff website: <http://www.scoutstuff.org/bsasupply/>

f. Basics of Boy Scouts (You need to know this for your Scout Badge)

Scout Sign: The scout sign shows you are a scout. To give the scout sign, use your right hand, cover the nail of your little finger with your right thumb, then raise your right arm bent in a 90 degree angle, and hold the three middle fingers upright. These three fingers represent the three parts of the Scout Oath (highlighted below). Your thumb and little finger touch to represent the bond that unites scouts all over the world.

You give the Scout sign each time you recite the Scout Oath and Law. When you see scout or scouter raise the sign you should also raise the sign and come to silent attention.

Scout Salute: The scout salute shows respect. To give the scout salute, start by making the scout sign (remember the right hand) and then bring that hand upward until your forefinger touches the brim of your cap or the arch of your right eyebrow. The palm of your hand should face down.

You salute the Flag of the United States of America, and you may also salute a scout leader or another scout. The Scout Salute can only be used when you are in Class A or B uniform.

Scout Handshake: The scout handshake is a token of friendship. To give the scout hand shake extend your left hand to another scout and firmly grasp his left hand. Do not interlock fingers.

Scout Oath:

***"On my honor I will do my best
To do my duty to God and my country and to obey the scout law;
To help other people at all times;
To keep myself physically strong, mentally awake, and morally straight."***

Scout Law:

***"A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind.
Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent"***

Scout Motto: "Be Prepared"

Scout Slogan: "Do a Good Turn Daily"

Outdoor Code:

***"As an American, I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors, and
Be conservation – minded."***

The Troop will recite the **Scout Oath and Law** at the beginning of every meeting and at the beginning of every Board of Review for Rank advancement.

g. Required Books

Boy Scout Hand Book is required for all Scouts. The rank advancement activities are spelled out in this book along with the information that is needed to pass the requirement. We also Sign-off the requirements for rank advancement in this book. The troop recommends each Scout spend 10 minutes per day reading the handbook to prepare them for rank advancement.

h. Recommended Books

Boy Scout Field Book is a good source of additional information and in-depth information on material covered in the *Boy Scout Handbook*.

i. Communications

Each meeting will have a period of Troop announcements during the last 10 minutes of the meeting. If you provide us with an e-mail address, we will send the message of the week to you, giving you details for the upcoming meeting and troop activities. Another way to get the message of the week is to access the troop web page at www.troop201.org. Every few months, we will publish a troop newsletter (The Bugle) and distribute it to all of the Scouts. The newsletter will include updates on campouts, troop activities and service projects.

Troop e-mail address: scoutmaster [@troop201.org](mailto:scoutmaster@troop201.org)

Troop web page: www.troop201.org



3. Advancement



a. The Boy Scout Ranks

The Boy Scout program is based on advancement through several ranks. Each scout progresses at his own rate. Some requirements are completed at Troop meetings, some at campouts, and some must be done independently. All advancements are earned individually.

In the Boy Scouts of America, a new Scout first earns the SCOUT badge, which is a sort of starter badge, after a Scout passes some basic requirements, like knowing the Scout Law and Oath, and the meaning of each (basically what they learned to earn the Webelos Arrow of Light Award).

The first basic rank, on what we call the Trail to eagle, is TENDERFOOT, in which the Scout learns a variety of things like basic first aid, safe hiking, and the basics of camping, and takes part in troop activities. The next ranks are SECOND CLASS and FIRST CLASS, where they learn camping and cooking skills in more detail, more first aid, more knots and lashings, and other skills that will be useful throughout scouting.

The next three ranks are STAR, LIFE, and EAGLE. For these ranks, Scouts earn a certain number of merit badges for each rank. Hold troop leadership offices, and perform a certain number of service hours. Additionally, scouts going for Star rank must complete a review of skills learned during the earlier ranks. The troop considers this review to fall under showing Scout Spirit and is important to showing that the scouts are ready for High Adventure, which will require the Scouts achieve the First Class rank. Some of the merit badges for Eagle are specifically required, while other merit badges can be selected by the Scout based on their interests. For Eagle candidates, besides earning merit badges, an Eagle service project must be performed for a charity, church, school, or community.

When do I work on Rank Advancement?

Rank advancement requirements can be worked on before or after Troop meetings, during Patrol Time at the meetings, or be scheduled with a Patrol Leader or Troop Guide. There is also time available on most campouts to work on rank advancement requirements.

Who can sign off requirements?

Only Patrol Leaders and Troop Guides (First Class and above) can sign off on advancements for the Ranks of Scout through First Class. Adult Leaders can also sign-off on requirements. Only the SPL and the Scoutmaster can sign off on THE SCOUT SPIRIT requirement for each Rank.

b. Scoutmaster Conference & Board of Review

Before receiving each Rank, a Scout must demonstrate Scout Spirit, complete a Scoutmaster's Conference, and pass a Board of Review.

Scout Spirit: Scout spirit means active participation in Scout activities, including regularly scheduled meetings and campouts.

Scoutmaster's Conference: Once all of the requirements for a Rank have been completed, the Scout will need to sign up to schedule a Scoutmaster's conference. Please sign-up for a Scoutmaster Conference on the clip-board signup sheet to get on the schedule. A Scoutmaster's conference is a discussion with an adult leader about your scouting accomplishments, school, family activities, and future scouting goals. And, it is to help you get ready for your Board of Review.

Board of Review: Once you have passed your Scoutmaster's conference, you are ready to sign up for a Board of Review. The Board of review is conducted by three adult leaders. The Board will ask questions about what the Scout has learned in working on his next rank. Once a Scout has passed his Board of Review, he has achieved his Rank at that moment. He will receive his Rank badge at the Troop's next Court of Honor (typically in October and April/May).

c. Merit Badges



As you earn merit badges you can learn things about sports, crafts, science, trades, business, and future careers. There are more than 100 merit badges. Any boy scout may earn any merit badge at any time. You do not need to have rank advancement to be eligible. More information on merit badges can be found at:

<http://www.usscouts.org/usscouts/meritbadges.asp>

or

<http://www.scouting.org/scoutsource/BoyScouts/AdvancementandAwards/MeritBadges.aspx>

Of the more than 120 merit badges, 11 are required to earn the Rank of Eagle Scout.

- | | | |
|---------------------------------|---|----------------------------------|
| a) First Aid | f) Personal Fitness | i) Personal Management |
| b) Citizenship in the Community | g) Emergency Preparedness OR Lifesaving | j) Swimming OR Hiking OR Cycling |
| c) Citizenship in the Nation | h) Environmental Science | k) Camping |
| d) Citizenship in the World | | l) Family Life |
| e) Communications | | |

The steps to earn a Merit Badge.

1. Pick a subject (Merit Badge), and check out the Merit Badge book from the troop library. *(If you have any question please ask one of the Troop 201 Librarians.)*
 - a. In the Troop Library you will find a plastic box with an index card for all the books in the library. Choose the card that matches the book you would like to take out.
 - b. Put your name and date on index card and book number.
 - c. When you have finished reading/reviewing the book. Return the Merit Badge Book back to the Troop Librarian to put in the library, and he will cross your name off the index card.
2. Ask the Scoutmaster, or designated Assistant Scoutmaster, for the name(s) of a registered Merit Badge Counselor for the Merit Badge you'd like to work on. Ask for and get a signed merit badge card (blue card) from the Scoutmaster, or an applicable Assistant Scoutmaster if designated before you proceed to work on the Merit Badge or call a Merit Badge Counselor.

3. Call and meet the counselor. A counselor is someone who has special knowledge in the merit badge you have selected. Scout Buddy System. **YOU MUST HAVE ANOTHER PERSON WITH YOU AT EACH MEETING WITH THE MERIT BADGE COUNSELOR.** This person can be another scout, your parent(s), or guardian, a brother or sister, a relative, or a friend.
4. Get a signed merit badge card (blue card) from your counselor and review what is expected to complete each requirement. Complete the requirements.
5. Once you have completed the merit badge requirements arrange a meeting to meet with your counselor to demonstrate what you know about the Merit Badge.
 - a. Know your work. Answer the counselor's questions.
 - b. Get the badge. When the counselor is satisfied that you have met the requirements he or she will sign your application. Give the Signed application to the Advancement Chairman.**IT IS YOUR RESPONSIBILITY TO RETURN THE SIGNED BLUE CARD. NO CARD MEANS, NO MERIT BADGE.** At the next Court of Honor you will be given the actual Merit badge.

4. LEADERSHIP POSITIONS



a. Troop Leadership Positions



The Senior Patrol Leader (SPL)

The Senior Patrol Leader is the focal point of the troop. He needs to attend as close to all troop functions as possible. One of the major parts of the SPL's job is to appoint other troop leaders. He must choose leaders who are able, not just his friends or other popular Scouts. Elected by the members of the troop.



The Assistant Senior Patrol Leader (ASPL)

The Assistant Senior Patrol Leader is the second highest-ranking patrol leader in the troop. The Assistant Senior Patrol Leader acts as the Senior Patrol Leader in the absence of the SPL or when called upon. He also provides leadership to other junior leaders in the troop. The most important part of the ASPL position is his work with the other junior leaders. The ASPL should be familiar with the other positions and stay current with the work being done. Appointed by the Senior Patrol Leader



The Patrol Leader (PL)

The Patrol Leader may easily be the most important job in the troop. He has the closest contact with the patrol members and is in the perfect position to help and guide them. The Patrol Leaders, along with the Senior Patrol Leader and Assistant Senior Patrol Leader are the primary members of the Patrol Leaders' Council. Elected by the members of the troop.



The Assistant Patrol Leader (APL)

The Assistant Patrol Leader is appointed by the Patrol Leader and leads the patrol in his absence. Substituting for the Patrol Leader is only part of the Assistant Patrol Leader's job. The APL actively helps run the patrol. Appointed by the Patrol Leader.



The Instructor

The Instructor teaches scouting skills. The Instructor will work closely with both the Troop Guide and with the Assistant Scoutmaster for new Scouts. The Instructor does not have to be an expert but should be able to teach the Scoutcraft skills needed for Tenderfoot, Second Class, and First Class ranks. The troop can have more than one instructor. Appointed by the Scoutmaster.



The Troop Guide

The Troop Guide works with new Scouts. He helps them feel comfortable and earn their First Class rank in their first year. The first year as a Boy Scout is a critical time with new places, new people, new rules, and new activities. The Troop Guide is a friend to the new Scouts and makes the first year fun and successful. This is an important position. Appointed by the Scoutmaster.



The Den Chief

The Den Chief works with the Cub Scouts, Webelos Scouts, and Den Leaders in the Cub Scout pack. The Den Chief provides knowledge of games and Scout skills that many Den Leaders lack. The Den Chief is also a recruiter for the troop. This function is important because no troop can thrive without new members and most new members will come from Cub Scouting. Appointed by the Scoutmaster.



The Troop Librarian

The Troop Librarian takes care of troop literature, especially the Troop Merit Badge Library. The library contains books of historical value as well as current materials. All together, the library is a troop resource worth hundreds of dollars. The Librarian manages this resource for the troop. Appointed by the Scoutmaster.



The Troop Quartermaster

The Troop Quartermaster keeps track of troop equipment and sees that it is in good working order. The Quartermaster does most of his work around campouts. There are times when the Quartermaster has to be available to check equipment in and out. Appointed by the Scoutmaster.



The Troop Scribe

The Scribe keeps the troop records, and writes newsletter articles. He records the activities of the Patrol Leaders' Council and keeps a record of dues, advancement, and Scout attendance at troop meetings. To be a good Scribe you need to attend nearly all troop and Patrol Leaders' Council meetings. Appointed by the Scoutmaster.



The Chaplain's Aid

The Chaplain Aide works with the Troop Chaplain to meet the religious needs of Scouts in the troop. He also works to promote the religious awards program. "Duty to God" is one of the core beliefs of Scouting. The Chaplain Aide helps everyone in the troop by preparing short religious observations for campouts and other functions. The Chaplain Aide does not always lead the observation himself and can have other troop member's help. Appointed by the Scoutmaster.



The Troop Historian

The Troop Historian keeps a historical record or scrapbook of troop activities. The true value of a good Historian does not show up until years later. The Historian provides material for displays and presentations of current activities. In addition, the work of the Historian provides a link with the past. Appointed by the Scoutmaster.



The Junior Assistant Scoutmaster

The Junior Assistant Scoutmaster serves in the capacity of an Assistant Scoutmaster except where legal age and maturity are required. He must be at least 16 years old and not yet 18. The Scoutmaster appoints him because of his leadership ability. In many cases the JASM has the same responsibilities as an Assistant Scoutmaster.



Troop Webmaster – New Position for 2010

The Troop Webmaster reports to the Senior Patrol Leader. Responsibilities for this position in the troop are still being defined. Appointed by the Scoutmaster.



Leave No Trace Trainer – New Position for 2010

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. The senior patrol leader may appoint a Scout, 14 years or older who has successfully completed the official 16-hour Leave No Trace Trainer training course, to serve as the troop Leave No Trace Trainer. A Scout under the age of 14, or who has not completed Leave No Trace Trainer training, may serve as an instructor teaching Leave No Trace skills until he obtains the necessary training.

b. The Patrol Leaders' Council (PLC)

The Patrol Leaders' Council is made up of the Senior Patrol Leader, who presides over the meetings, the Assistant Senior Patrol Leader(s), all Patrol Leaders, and Troop Guides. The Patrol Leaders' Council plans the yearly Troop Program at the annual Troop planning retreat and Leaders Camp. It then meets monthly, during one of the normal Troop meeting nights, to complete the plans for the upcoming months.

The Patrol Leader, the Scout is a member of the Patrol Leaders' Council, and the Patrol Leader serves as the voice of his Patrol members. Patrol Leaders should present the ideas and concerns of their Patrol and in turn share the decisions of the Patrol Leaders' Council with his Patrol members.

c. Troop Leadership Position Process

The Troop selects its Leaders every 6 months, in March and April. Prior to elections, the Troop will make a call for Scouts who are interested in leadership positions for the next 6 months to fill out and submit a Leadership Position interest form.

The SPL and PL are positions that are elected by the Scouts in the Troop. The SPL and PL candidates make a speech on why they want the position and what they would do in the position. The SPL and PL's would then select their respective ASPL(s) and APL's. Scouts interested in the remaining positions would interview for the desired position(s) with the Assistant Scoutmaster who oversees that position. The adult leaders caucus following the interview process and make the selections for the remaining leadership positions.

Once selected, all leadership candidates will need to complete a Leadership Commitment Form which they will need to get signed by their parents, basically saying that they understand their duties and will do their job to the best of their abilities for the upcoming year.



5. CAMPOUTS

Troop 201 camps at least one weekend a month and attends one week long camp during the summer. The camping schedule is printed on every monthly newsletter. Each camp has a theme to follow. The themes range from canoeing to the Civil War. The theme of each camp is printed next to the date of the campout on the monthly newsletter. Before camp consider the theme/camp schedule, and then check your list of advancement requirements and plan what you can do during advancement time at camp before you get to camp.

a. Standard Schedule:

Friday Night:

1. Meet at the High School Troop Locker carpool to campsite.
2. Set up camp. This includes troop gear and tents if needed. *Tents and cooking equipment are supplied by troop.*
3. Snack. A good feeding of sugar is just what a scout needs to sleep.
4. Bedtime

Saturday:

1. Wake up 7'ish. Prepare, eat, and clean up breakfast.
2. Activity, game, and or scout craft as it relates to the theme.
3. Prepare, eat, and clean up lunch.
4. Activity, game, and or scout craft as it relates to the theme.
5. Prepare, eat, and clean up dinner.
6. Advancement time.
7. Campfire with skits, songs, cheers, and scout spirit.
8. Snack. Can't let them go to sleep without lots of sugar.
9. Bedtime.

Sunday:

1. Wake up 7'ish. Prepare, eat, and clean up breakfast. *This meal is generally a cold meal requiring minimal clean up.*
2. Break down camp. Pack troop gear in trailer.
3. Assign troop gear to scouts. The scouts are assigned one of the following a tent, or Dutch oven. **The scout is to clean and return to the troop gear at the next meeting.** Cleaning instructions are below.
 - a. **Tent.** Set up or hang on clothesline with doors and windows open to allow air to dry. DO NOT USE SOAP ON TENTS. Just let them air dry and brush dirt off. Report any rips or damage you notice to a Quartermaster when you turn it in.
 - b. **Dutch Ovens:** The Dutch ovens are simmered with hot water after use on Saturday and cleaning is relatively simple. DO NOT USE ANY PAD OR TOOL THAT WILL SCRATCH THE INSIDE. Wash by hand using a sponge and NO SOAP to wash and then dry completely. DO NOT USE SOS OR ANY OTHER ABRASIVE PADS.
4. Church Service: A passage from the bible is read and discussed. A closing prayer is said. Time for personal reflection and or prayer. GO HOME.

b. Packing List:

A complete packing list can be found on the troop website Scout Handbook or you may use the one below.

Standard Items:

- Scout Uniform, *the troop travels to and from camp in Class A uniform.*
- Sleeping bag
- Ground cloth
- Sleeping bag
- Foam pad or Sleeping pad
- Garbage bags (2)
- Jacket (suitable for the weather)
- Boots (hiking or water-proof winter boots depending on the weather)
- Pants (2 - 3)
- Rain suit (preferred) or Poncho
- Shirts (2 - 3) Suitable for weather
- Hat
- Underwear
- Socks (2 - 3 pairs)
- Sweatshirt / sweater (2)
- Pillow (Nice to have)
- Extra pair of shoes
- Sweat suit / pajamas for sleeping
- Boy Scout Handbook and/or Field Guide
- Pencils and paper
- Personal first aid kit
- Personal drinking cup
- Water bottle (2)
- Mess Kit with Silverware
- Pocket Knife (only if you have earned Totem Chip)
- Flashlight (with fresh batteries)
- Backpack / duffle bag for gear

- Towel
- Washcloth
- Soap
- Toothbrush / toothpaste
- Comb
- Kleenex
- Toilet paper (in plastic bag)

Cold Weather Items:

- Long underwear
- Jacket and Pants suitable for weather.
- Gloves (2)
- Flannel Shirts (2)
- Wool Socks (4)
- Winter hat (2)
- Rubberized winter boots (No sneakers or hiking boots)
- Winter Sleeping Bag in plastic bag or waterproof bag

Warm Weather Items:

- Shorts (3)
- Bathing Suit
- Warm weather sleeping bags or Blanket in plastic bag or waterproof bag.

Stuff not to Bring:

- Food, candy, pop
- Comic Books and magazines.
- Radios, walkmans, MP3 Players, iPods, Cell Phones, etc...
- Hand warmers
- Gas or kerosene lanterns
- Electronic Games
- Sheath Knives

6. Summer Camp

The adventure and fun of summer camp with Troop 201 will be an unforgettable experience. Summer camp is a week "short" camp where all sorts of activities and merit badges can be earned. As a first year scout you will be taking usually take two merit badges and possibly a third one if you are ambitious.

Troop 201 summer camps at Seven Ranges Reservation in Kensington Ohio, encompassing nearly 900 acres of rolling hills, woods, meadows, lakes and ponds. "Reservation" is the proper term used to describe a large tract of land that has multiple camping facilities. On our Seven Ranges Scout Reservation, we have Camp Algonkin, Camp Calumet, Camp Akela, and many other activity areas. Camp Algonkin has 25 troop sites, a central area Dining Hall, waterfront, rifle, shotgun and archery ranges, campfire area, trading post building, and parade ground with flagpoles. The waterfront has both swimming and boating areas. The boating area is equipped with canoes, motorboats, funyaks, rowboats, and sailboats. If you enjoy fishing then you will enjoy dropping a line in the water. If you enjoy hiking, you can take a five-mile orienteering hike. If you like to fire a rifle, shotgun, or bow, or would like to learn how, then this camp is the place.

When the troop first arrives at summer camp we will check in as a troop, and then bring our gear to our campsite. The check-in process is quick and painless with just a couple of questions. What is your name and do you want to have fun and learn? After check-in we go for a swim test and spend the rest of the day setting up camp.

Our campsite has canvas wall-tents on wooden platforms and has very comfortable cots for your sleeping pleasure. Bringing a foam pad will increase your sleeping pleasure. The Troop sets up large dinning flys for eating and working on advancements. You and others in your patrol will get the chance to cook 3 meals during the week, the rest of your meals will served in the camp Dining hall, where you will eat with hundreds of other scouts who are also attending summer camp. There are waiter assignments for every meal that rotate throughout the week, so you don't always have to serve and cleanup.

On Friday evening of camp, after a week of fun and learning, you will have the opportunity to participate in a one of a kind Pipestone Honors Program, which you will find out more about during the week.

You will be asked to focus on three things at summer camp. Earning merit badges, advancement and learning, and most importantly, HAVING FUN!!!

7. High Adventure

As you earn the rank of First Class and enter the age of 13 you become eligible to get invited to go on High Adventure trips. High Adventure trips are special trips just for the older, more experienced Scouts. Normally, they require many of the Scout skills learned as a younger Scout, and require more strength and stamina. High Adventure is an elite weeklong or even longer camping trip that is full of fun and challenges. On high adventure you could sail the waters of the Florida Keys, hike the mountains of Colorado, or even white water raft the rivers of West Virginia. Trips are decided one to two years in advanced and sometimes take that long to plan and coordinate. A scout must earn the right to attend a high adventure trip. The selection process looks at facts such as attendance at campouts and meetings, service hours, rank advancement, and much more. The most important quality to have to be selected for High Adventure is scout spirit!!!

The BSA also has it's own High Adventure camps: Philmont a back-packing camp in New Mexico, the Northern Tier canoe base in the Boundary Waters of Minnesota / Ontario, and Sea Base in the Florida Keys. Many Council's also maintain their own High Adventure camps; Cleveland's is called Tinnerman, which is a canoe base off of Georgian Bay in Ontario. Every 4 years the Boy Scouts have a National Jamboree where Scouts from all over the country, and even other countries, come together for the biggest and grandest summer camp experience you could ever imagine.



8. Community Service

“Do a Good Turn Daily” is the Boy Scout slogan and is one that Troop 201 prides itself on. Troop 201 performs many (thousands) of hours of service in Olmsted Falls and other communities throughout the year.

Every year we set a goal of total scout service hours we want to perform for our town. There are two types of projects that can help with the total hours of service given to Olmsted Falls by Troop 201.

- a. **Service Projects** – A service project is a 2-16 hour project in which some sort of service is performed by the Troop. These projects range from helping the elderly build birdhouses to planting gardens at the Historical Society, or setting up flags in our cemeteries, to participating in a city-wide leaf raking.
- b. **Eagle Projects** – An eagle project is a project planned by a Life Scout working towards the rank of eagle. These projects can take anywhere from 80 to 150+ scout hours. The project is led and coordinated by the Eagle Scout candidate.

9. Awards, Recognition, and Religious Emblems

Boy Scout Awards

- Hiking
- 50 Miler Award
- Historic Trails Award
- Aquatics
- Board Sailing BSA
- BSA Life Guard
- Kayaking, BSA
- Mile Swim
- Scuba, BSA
- Snorkeling BSA

Service, Conservation, and Scoutcraft

- Den Chief Awards
- Fireman Chit
- Hornaday Awards
- Leave No Trace Patch
- Paul Bunyan
- Totin' Chip
- World Conservation Award



Other

- Emergency Preparedness Award
- Heroism Awards
- International Activity Badge
- International Youth Exchange
- Interpreter Strips
- Physical Fitness Award
- Recruiter Strip
- Religious Emblems
- Spirit of the Eagle Award
- Ready and Prepared Award (UNIT LEVEL)
- National Honor Patrol Award

The Mile Swim and Snorkeling BSA emblems are designed to be worn on only the Scout's swim trunks. That's the same place where the Aquatics Instructor, BSA and the Scout Lifeguard emblems go as well.

The Paul Bunyan Woodsman Award goes on a Scout's backpack or blanket or on a patch jacket or vest. The same goes with the full color Historic Trails and 50-Miler emblems. The leather emblems only go on a backpack.

You can find out more information about the various awards at the following website:

<http://usscouts.org/awards.asp>

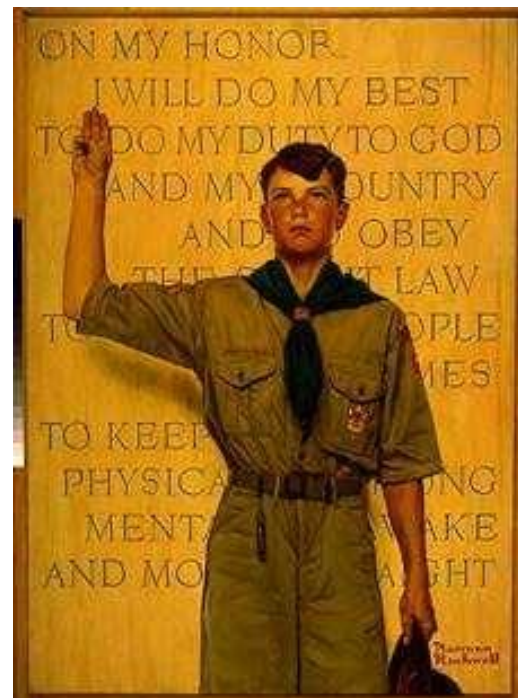


Religious Emblems for Boy Scouts

"A Scout is Reverent." All Scouts show this by being faithful in their duty to God. Some go further and give special service. This can qualify them for a religious emblem. Such an emblem is not a Scouting award. His religious leader confers it on a Scout. Each faith has its own requirements for earning its emblem. Listed below are the BOY SCOUT and VARSITY SCOUT emblems and where to find out about them. Before writing or visiting your local council service center, check with your religious leader. For more information, see the BSA website for the religious awards program:

<http://www.scouting.org/scoutsourc/Awards/ReligiousAwards.aspx>

Most of the awards consist of bar pins, ribbons, and pendants, and are worn on the uniform above the left pocket on formal occasions. In addition, youth or adults who earn any of the religious awards may wear the Religious Emblem Square knot, shown at the top of this page, on the uniform over the left pocket. One or more miniature devices are affixed to the knot to indicate which level(s) of the award was earned.



Appendix

a. Troop 201: Troop Guide Responsibilities

Responsibilities:

- **New Scout Patrol(s) Leader**
 - Organize/lead new patrol
 - Help new scouts learn about troop operations
 - TIP sessions
 - Meeting structure
 - Games
 - Troop assemble procedures
 - Help them learn to function in a patrol at camp
 - Show how to make duty roster
 - Explain cooking procedures and supervise
 - Explain KP procedures and supervise
 - Assign tents/cook kits for home cleaning and explain HOW to do cleaning
 - Help them advance (goal is Tenderfoot by the end of summer camp)
 - Guide them through troop activities
 - Shield new scouts from harassment
 - Teach basic scout skills
- **Plan, Organize, and Run Monthly Patrol Challenges**
- **Assist with Patrol Corners**
- **Set Good Example**
 - Uniform
 - Behavior
 - Attendance - communicate with the team!
 - Advancement - keep up with your own!

Works with JASM/ASM of Troop Guides

- Notify of missing camps/TIP sessions
- Notify of any problems you are having

Summer Camp:

- Organize tour of camp (utilize Program director)
- Review how merit badge schedule works
- Assist with helping them with advancements during free time (you may need to guide them/organize learning session)
- Continue leading/supervising patrol

A leader always works with two things: a task and a group. You can always tell when a leader succeeds, because:

1. The task gets done.
2. The group stays together.

b. JASM Troop Guides

JASM of Troop Guides:

- Reports to ASM of Troop Guides
- Understands and knows duties of Troop Guides
- Organizes Troop Guides
- Coordinates planning of Patrol Challenges
 - Should be planned at monthly meeting after Advancement meeting
 - Submits them to ASM in advance (at end of Advancement meeting)
 - Coordinates getting supplies organized for challenge
 - Confirms who will be at camp to run challenge
- Makes sure things are getting done!
- Fills in as needed with any duties
- Know if any Troop Guides will be missing at campouts or TIP

A leader always works with two things: a task and a group. You can always tell when a leader succeeds, because:

1. The task gets done.
2. The group stays together

c. The Troop Guide Challenge

What YOU can do to make the New Scout Patrol meet our Objectives?

- Be a mentor / share your experience.
- Listen / Make them feel important
- Make a great positive impression
- Teach and be taught
- Initiate conversation
- Provide feedback on program (good and bad)
- LEAD!!!

Top 5 things New Scouts learn never forget.

1. The way YOU first treat / interact with them.
2. The first time YOU ask them to help you.
3. The first story they tell YOU.
4. The first time YOU make them feel important.
5. The first time YOU help them.

Be the leaders we know you are!!!

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