

The Patrol Method – Dos and Don'ts



Scouts DO the following:

- ✓ Follow the Scout Oath, Law, Motto, and Slogan in their daily life.
- ✓ Adhere to the Troop's By-laws, available on _____.
- ✓ Contribute to the troop's success by participating to the maximum extent possible, leading as appropriate, and helping to guide the troop's direction.
- ✓ Pay dues on time (if applicable).
- ✓ Provide signed permission slips when reporting for troop activities (camping trips, etc.).
- ✓ Obtain and wear the prescribed uniform to meetings, activities, camping trips, boards of review, etc.
- ✓ Regularly review the Troop calendar, available on _____, and plan accordingly.
- ✓ Report to troop meetings and activities on time, in order to ease logistics and maximize the fun that all participants can have.
- ✓ Review the troop's general equipment list, and obtain the necessary equipment for scheduled activities/camping trips.
- ✓ Contact a troop adult (scoutmaster, Asst. Scoutmaster, or Troop Committee Member) if they are experiencing any concern about how to obtain uniforms or necessary equipment.
- ✓ Make the Patrol Method effective by being good followers and servant leaders, as appropriate.
- ✓ When serving in a leadership role, be a good example to younger Scouts, and assist younger Scouts in learning how to be a truly "First Class" Scout.
- ✓ Show proper respect to and consideration to troop adults and guests, such as speakers, BSA volunteers or officials, and organizations that are assisting the troop by hosting or sponsoring its activities. In particular, respect all aspects of the troop facilities, equipment, and grounds.
- ✓ Adhere to all direction that affects the safety of a Scout, adult, or family member.
- ✓ Understand their rights to protection from abuse during BSA activities, and know how to safely report concerns to the troop leaders.
- ✓ Work to eradicate hazing from all scouting activities. Scouts observing such activity will take immediate measures to stop it.

Scouts DO NOT:

- ⊗ Bring /use any electronic devices (for example, cell/smart phones, iPads, iPods, MP3 players, portable gaming devices, etc.), except when authorized to have them while traveling to/from activities.
- ⊗ Violate written or spoken safety guidance given by troop adults or the staff of activities in which the troop is participating.
- ⊗ Intentionally destroy, damage, or deface troop, personal, private, or public property.
- ⊗ Cause or help perpetuate the disruption of troop activities or activities going on among other groups where the troop is currently located.
- ⊗ Resist troop adult efforts to restore order when they are working to prevent or quell unruliness.
- ⊗ Participate in any activity that could be interpreted as hazing.
- ⊗ Curse, or use speech that is disrespectful to any race, creed, ethnic group, or physical condition. Take disciplinary matters into their own hands when other scouts fail to respond to proper leadership. Scout leaders shall refer unresolved discipline issues up the troop's chain of leadership.
- ⊗ Shirk duties properly assigned by the troop's youth and adult leaders.
- ⊗ Steal; physically or verbally abuse another person; use or possess any form of tobacco product; use or possess any form of alcoholic beverage; abuse prescription or non-prescription drugs; cause harm to the environment by willfully disregarding scouting guidelines; lie; possess any form of fireworks, firearms, or ammunition; possess sheath knives (outside of campouts/summer camp); or possess sexually explicit materials.

Lessons and Suggestions on Boy-Run troops

(Excerpts from "Boy Run Troops Part II" by Barry Runnels, edited by Chuck Boblitz)

While scouting is for boys, it is under the guidance of adults. The adult's control 100% of the direction of the Troop, and it is their responsibility to develop a boy-run program. This may seem complicated but it really isn't. **Guidance, Vigilance** from a distance, **Patience, Understanding** the boys point of view, **Trust** in your skills as a trained leader, **Trust** in the Boy Scout program as it was designed by the BSA, and **Trust** in the boys themselves, are some keys for adults helping to foster a Boy Run Troop.

Here are some habits that help a troop grow towards a boy run program.

- No matter what his age or experience; the SPL runs the troop meetings.
- It's not the job of the adults to take the responsibility for the scouts, but to guide the scouts in their responsibilities.
- The PLC and SM must look at troop activities, situations, and meetings and ask, "If the adults weren't here, could this part of the program still run with only the scouts?"
- The SPL runs the Troop, so there is no reason for an adult to assume the role for any reason. Any concerns by adults should be addressed through the SM and SPL.
- All behaviors, good and bad, are the scout's responsibility. Most boy-run programs have very few behavior problems where adults need to get involved.
- Adults should never lead a group of scouts. I am always amazed watching adults lead their troop around at summer camps and camporees.

There are some clear signs of when adults are over-involved in running the troop:

- All scouts are dressed perfectly.
- Adults who stand with scouts or in front of scouts during activities are usually a sign of a more adult run Troop.
- A troop focuses on advancement, to the exclusion of other elements of the program.
- A troop focuses on outings, to the exclusion of advancement and leader-ship.
- **Watch for these other signs of adults taking over the program:**
 - Who sets the time to wake up or lights out, adults or scouts?
 - Who picks the places to set up the tents, tarps and eating area?
 - Who sets up the times to eat, and program activities?
 - Who loads the Troop trailer, and who says when it's time to go?
 - Who counts the scouts in the cars to make sure everyone is there?
 - Who decides what kind of camping gear the troop should buy?
 - Who decides when it's time to go home from the campout?

Degrees of Participation



9. Youth Initiated and Directed: Designed and run by youth and decisions made by youth.

8. Youth Initiated, Shared: Designed and run by youth Decisions with Adults who share decisions with adults.

7. Youth and Adult: Designed and run by youth and Initiated and Directed adults in full partnership.

6. Adult Initiated, Shared: Designed and run by adults Decisions with Youth who share decisions with youth.

5. Consulted and Informed: Designed and run by adults who consult with youth. Youth make recommendations that are considered by adults.

4. Assigned but Informed: Youth do not initiate, but understand and have some sense of ownership.

3. Tokenism: Symbolic representation by few. May not have genuine voice. May be asked to speak for the group they represent.

2. Decoration: Adults use youth to promote or support a cause without in- forming youth. Youth are not involved in design or decisions.

1. Manipulation: Youth involvement used by adults to communicate adults' messages.