

PATROL
LEADER
NOTEBOOK

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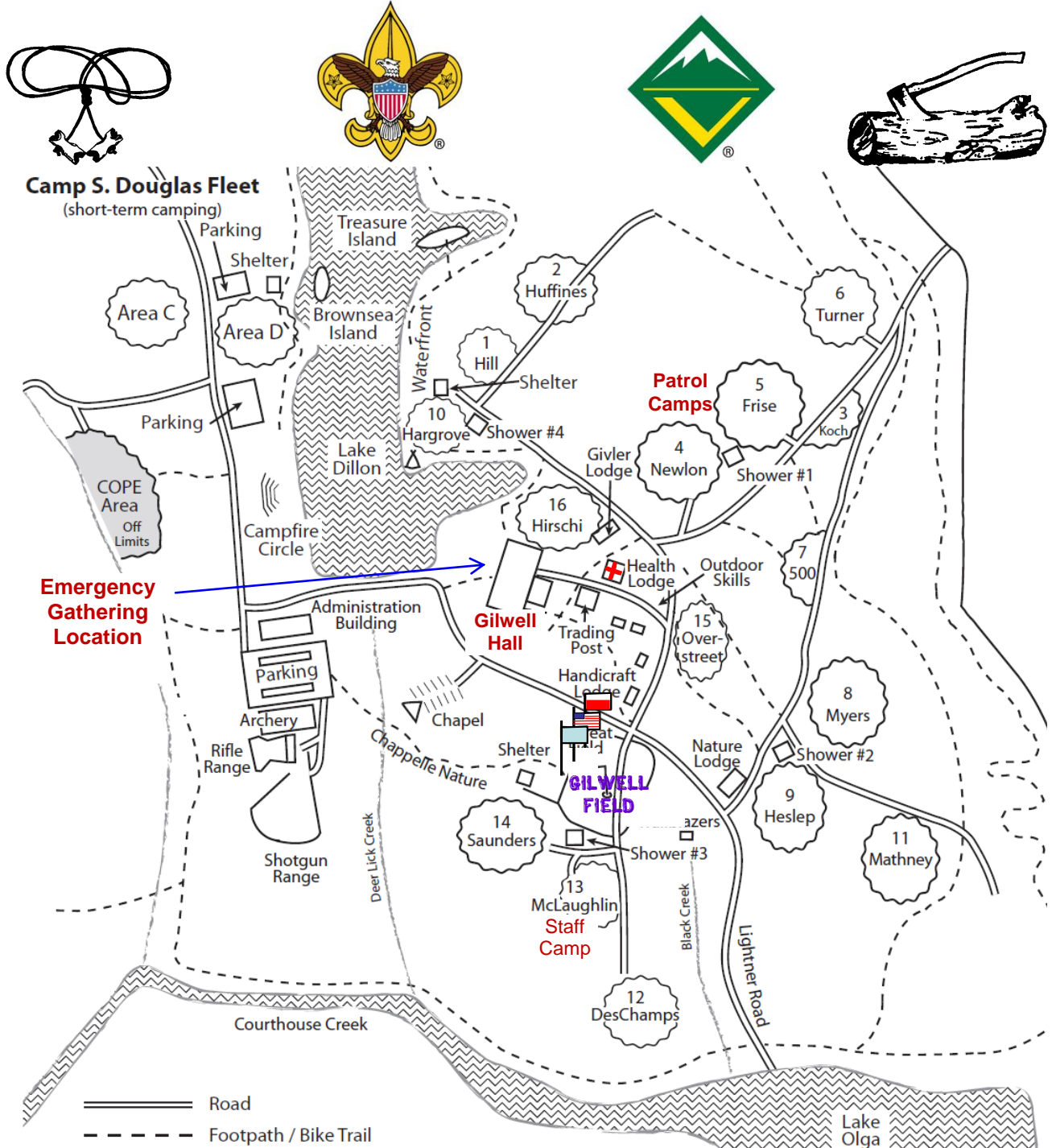
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COURSE INFO

Cub Adventure Camp Map



Camp T. Brady Saunders Map



WOOD BADGE

Traditional Order for Wood Badge Patrols



Beaver



Bobwhite



Eagle



Fox



Owl



Bear



Buffalo



Antelope

Responsibilities of the Program & Service Patrols

Day	Program		Service	
	Patrol	Responsibilities	Patrol	Responsibilities
One	Buffalo	Retire Flags at Dusk Offer grace for Dinner Day 1 & Breakfast Day 2 Flag Ceremony Morning Day 2	Owl	Meal Condiments & Table Wipe down Monitor Restroom Supplies Trash Disposal
Two	Antelope	Opening for Troop Meeting Retire Flags at Dusk Offer grace for Lunch & Dinner Day 2 and Breakfast Day 3 Flag Ceremony Morning Day 3	Bear	Meal Condiments & Table Wipe down Monitor Restroom Supplies Trash Disposal
Three	Beaver	Help as needed with Interfaith Service Opening for Troop meeting Offer grace for Lunch Retire Flags at Afternoon Gilwell Flag Ceremony Morning Day 4	Fox	Meal Condiments & Table Wipe down Monitor Restroom Supplies Trash Disposal
Four	Bobwhite	Retire Flags at Dusk Host Participant Campfire Flag Ceremony Morning Day 5	Buffalo	Monitor Restroom Supplies Trash Disposal Fire Building & Clean-up for Campfire
Five	Eagle	Retire Flags at Dusk Flag Ceremony Morning Day 6 Assist with Patrol Presentations Set-up	Antelope	Monitor Restroom Supplies Lead Troop Service Project Trash Disposal
Six	Fox	Help as needed with Interfaith Service Help as requested with Closing Lunch including Grace	Beaver	Assist Chaplain Aides w/ physical needs Table Condiments & Wipe down Monitor Restroom Supplies Trash Disposal

Start, Stop, Continue

The Start, Stop, Continue (SSC) tool is used for a variety of purposes. In the process of developing your Patrol, it will be very helpful to assess team interaction and to modify actions and behaviors to move you towards a stronger performing team. Here is a brief outline of the steps to follow in using the Start, Stop, Continue worksheet.

1. Think about your patrol's activities for the day

Take some time to think about what you are doing as it pertains to actions within both your patrol and in the troop. Ask yourself these questions:

- In our patrol, what should we put in place to improve?
(Something we should START).
- In our patrol, what is not working?
(Something we should STOP).
- In our patrol, what is working well?
(Something we should CONTINUE).

2. Record your Start, Stop, Continue assessment

Use the Start, Stop, Continue Worksheet to:

- List up to three (3) things that we should START doing that would improve our performance.
- List up to three (3) things we are currently doing that we should STOP.
- List up three (3) things we are currently doing that should CONTINUE.

3. Consider using SSC any time

- Before, during, or after an activity you can always stop and check how it's going by using the SSC tool.

Start, Stop, Continue Worksheet

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

DAY

ONE

OMHIWDMB

Patrol Leaders' Council Meeting Agenda

Day One

1. Welcome
2. Introduction of attendees
3. Purpose of the meeting – what we need to accomplish
4. When the meeting will end
5. Announcements
6. Assessment of Day One Troop Meeting
7. Assignments for the Day Two Troop Meeting
8. Reminder of Service and Program patrol assignments
9. Discussions – patrol projects & left and lost Items
10. Morale – how each patrol and patrol leader is doing
11. Close

Patrol Meeting Plan
DAY ONE

1. Program Patrol/Service Patrol
 - Review the patrol’s assignments and responsibilities
2. Patrol Project – Initial planning
3. Patrol Totem – Initial planning
4. Patrol Leader – Elect patrol leader and define patrol leader schedule
5. Introduce Start - Stop - Continue

Roles and Responsibilities

Role and Responsibilities of a Patrol Member

For a patrol to succeed as a team, each of its members must

- Fully participate in the Wood Badge course and achieve all he or she can.
- Practice using the team development skills introduced during Wood Badge presentations.
- Help his or her patrol meet its obligations to fulfill assignments including the development and presentation of the patrol project.
- Set a good example by living up to the Scout Oath and Law.
- Have fun!

Role and Responsibilities of the Patrol Leader

- Take a leading role in planning and conducting patrol meetings and activities.
- Encourage patrol members to fully participate in the Wood Badge course and to achieve all they can.
- Represent the patrol as a member of the patrol leaders' council (PLC).
- Practice using the leadership and team skills being presented during Wood Badge presentations.
- Ensure that daily patrol self-assessments are carried out in a timely, effective manner.
- Provide patrol members with all the resources and information they need to succeed.
- Empower the patrol to become the best it can be.
- See that the patrol is prepared for all course presentations and activities.

Role and Responsibilities of the Assistant Patrol Leader

- Assume the responsibilities of the patrol leader whenever the patrol leader is unable to do so.
- Encourage patrol members to fully participate in the Wood Badge course and to achieve all they can.
- Assist the patrol leader in empowering the patrol to become the best it can be.

Role and Responsibilities of the Patrol Chaplain Aide

In concert with all the chaplain aides, the patrol chaplain aide will

- Learn what resources are available that can be used for religious observances during the course, and make that information available to the rest of the patrol.
- Develop and help present the participants' interfaith worship service on Day Six.
- Assist in conducting any other religious observances that may arise during the Wood Badge course, including graces at patrol meals and troop meals when their patrol is the program patrol.

Role and Responsibilities of the Patrol Scribe

- Provide interesting and timely material about the patrol to the publisher of *The Gilwell Gazette*—the daily newspaper of the course.

<p><i>The troop scribe will communicate guidelines to help scribes fulfill their duties and may briefly meet with all the patrol scribes to discuss how best they can assist in making the Gazette worthwhile.</i></p>
--

- As needed, keep notes in the *Patrol Leader's Notebook*.

Service Patrol

- Be responsible for the general cleanliness of the camp, especially for the latrines, washing places, campfire circle and meeting areas.
- Assist the quartermaster just prior to and after meals.
- Assist the quartermaster with the evening cracker barrels.
- Lay campfires, when requested, and extinguish the fires when done.
- Provide Leadership for the Day Five service project.

Program Patrol

- Conduct the morning flag-raising ceremony.
- As part of the flag-raising ceremony, present a brief history of the historic flag for the day and lead the group in a song associated with that flag.
- Lower the flags in the evening.
- Provide leadership for the Day Four participant campfire.
- When requested, provide grace at meals.

Patrol Leadership Positions

Daily Roster

Day	Patrol Leader	Assistant Patrol Leader	Scribe*	Chaplain Aide**
One				
Two	someone other than the Chaplain Aide			
Three	someone other than the Chaplain Aide			
'tween				
Four	someone other than the Chaplain Aide			
Five	someone other than the Chaplain Aide			
Six				

*The positions of scribe and chaplain aide may be held by the same individuals throughout the course, or they may rotate among several or all members of the patrol.

**Because of their involvement with the chaplain aides meeting on Days Two, Three, Four and Five, the person or persons serving as chaplain aide should be patrol leader on days other than Days Two or Three or Days Four or Five.

Between: If a patrol has 7 members, one will serve as patrol leader during the period between the two course weekends. If a patrol has 6 or fewer members, the patrol will choose which patrol member will lead during this 'tween period.

Note: **Each day a different member will serve as leader of your patrol**, thus allowing each person to have at least one chance during a Wood Badge course to experience that leadership opportunity. The person assigned as assistant patrol leader will become patrol leader on the following day.

The Patrol Project

The patrol project encourages Wood Badge course participants to focus their efforts on the production of a tangible product and to experience the satisfaction that results from participating as a member of a high-performing team.

During this morning's orientation session, everyone saw the project developed and presented by members of the Wood Badge staff. Each patrol is now assigned the challenge of creating a patrol project of its own.

The projects will be presented to the entire Troop on **Day Five**.

- The project must illustrate a program element or theme of Scouting that is clearly a part of all four programs – Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing – and must consist of both a self-explanatory display and an oral presentation.
- The project will focus on “best practice” solutions to share with the troop.
- Possible topics include (but are not limited to) advancement, adventure, athletics, citizenship, codes of ethics, conservation, diversity, family involvement, finance, leadership training, learning, outdoor activities, public service, recognition, recruiting, safety, and uniforms.
- Elements of the project could be a game, role-play, demonstration, or narrative. There are no restrictions on creativity or method of presentation other than no electronics, electricity or videos may be incorporated. The project must be constructed in such a way that patrol members can transport it to their backcountry campsite.
- Patrol members must reach a consensus regarding the topic of their project by the morning of Day Two. The patrol scribe will write a brief description of the topic to be presented by the patrol leader to the senior patrol leader for approval. Approval must be gained no later than the **Day Two** patrol leaders' council meeting.
- Each patrol will have a set amount of time to presents its project to the rest of the troop –15 minutes maximum. Patrol members must keep that time limit in mind as they prepare and rehearse their presentations.
- The quality of each project should meet or exceed the standard set by the staff exhibit observed on the morning of Day One.

The Patrol Project (continued)

- In keeping with the Leave No Trace standards of Wood Badge, patrols may not use native materials found at the course sites.
- At patrol leaders' council meetings from Day Two through Day Five, patrol leaders will offer status reports on the progress of their patrol projects.
- On the morning and afternoon of Day Five, the patrol projects must be presented in a manner in which all patrol members have substantial participation.
- At the patrol leaders' council meeting on the morning of Day Four, the SPL will assist patrol leaders in discussing and reaching a consensus regarding a plan for the presentation of the projects.
- All Wood Badge participants are expected to contribute to the success of their patrols during the development and presentation of projects. The final product should clearly reflect the combined efforts of many individuals.
- After presenting their projects, patrol members will complete a self-assessment to explore the process by which they developed their project and to reinforce their understanding of team development.

Whenever possible, the patrol projects will not be discarded after the Wood Badge course, but should be used as permanent exhibits to promote the Scouting program within participants' units, districts, and councils.

Troop Meeting Plan

DAY ONE

ACTIVITY	DESCRIPTION	RUN BY	TIME	Clock
PREOPENING <i>15 minutes</i>	Making a woggle	Troop Guide	0:15 min.	1:00
Opening Ceremony <i>40 minutes</i>	Patrol Member introduction - Patrol members introduce each other - Name, Scout Role, one Scout point of interest	Troop Guide and patrol members	0:25 min.	1:15
	New Scout Induction Ceremony (includes Scout Oath, Law, and Scoutmaster welcome)	Staff	0:05 min.	1:40
	Welcome New Scouts (including neckerchief)	Scoutmaster and Senior Patrol Leader	0:10 min.	1:45
Skills Instruction <i>15 minutes</i>	<i>Aims and Methods of the Boy Scouts of America</i>	Troop Guides	0:15 min.	1:55
Patrol Meetings <i>20 minutes</i>	Role of patrol leader, patrol totem, flags, responsibilities	Troop Guides	0:20 min.	2:10
	Election of Patrol Leaders	Patrol Members		
	Introduction of Start, Stop, Continue	Troop Guides		
Interpatrol Activity <i>10 minutes</i>	The Patrol Method Game	Senior Patrol Leader	0:10 min.	2:30
Closing <i>5 minutes</i>	Patrol Leader Installation	Senior Patrol Leader and Scoutmaster	0:05 min.	2:40
	Scoutmaster's Minute	Scoutmaster		
Total minutes:			1:45 min.	2:45

DAY
TWO

Wood Badge Course Schedule

Day Two

DAY 2	
7:00 AM	Breakfast & patrol self-assessment, quick-peppy song
8:00 AM	Gilwell Field Assembly
8:30 AM	Troop Meeting
9:45 AM	Inter-patrol Activity & Debrief
10:15 AM	Break
10:30 AM	Leveraging Diversity Through Inclusiveness (Troop Presentation)
11:00 AM	Stages of Team Development (Troop Presentation)
11:50 AM	Break
Noon	Lunch (+ Grace)
Noon	Patrol Leaders' Council Meeting
Noon	Patrol Chaplain Aides' Meeting
1:10 PM	Photos
2:10 PM	Communication (Patrol Presentation)
3:10 PM	Project Planning (Troop Presentation)
3:40 PM	Ticket Talk
3:50 PM	Rocket Competition (Inter-patrol Activity)
5:10 PM	Patrol Meeting
6:20 PM	Dinner
7:00 PM	Wood Badge Game Show (Troop Activity)
7:50 PM	Break
8:00 PM	Game of Life (Troop Activity)
8:50 PM	Debrief
9:00 PM	One Youth Ceremony
9:30 PM	Cracker Barrel

Start, Stop, Continue Worksheet

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

Day Two Flag Ceremony

Program Patrol Day One: BUFFALO

Recall that details regarding Flag Ceremony Guidelines are in the *Wood Badge Handbook*, and that all songs are in the songbook. Retrieve 3 flags from the Friendly Quartermaster. They will be placed on the counter in the Administration Building.

SPL forms troop and asks SM if can proceed

SPL calls troop to attention and asks program patrol to present the colors

Program patrol advances to the flag poles without moving across Gilwell Field.

Color Guard hooks up the US Flag on center pole, and the Troop Flag on the right pole.

PL calls for Scout salute

Color Guard hoists (only) US flag swiftly

PL leads the Pledge of Allegiance

PL calls Two! for Troop to lower salute

Color Guard hoists the Troop Flag (do not salute)

Color Guard displays the historic flag so the troop can see.

PL reads the paragraphs below:

The *Serapis* Flag

Designed with 13 stripes alternating red, white, and blue, this flag was raised by Captain John Paul Jones on the British frigate *Serapis* during the most famous Revolutionary War naval battle.

In 1779, after conducting sea raids on the coast of Britain, Jones took command of a rebuilt French merchant ship that had been renamed the *U.S.S. Bonhomme Richard* in honor of Benjamin Franklin. In September of that year, Jones engaged the British Frigate *Serapis* in the North Sea, sailing in close, lashing his vessel to the British ship, and fighting the battle at point blank range. During the fight, two cannon burst on the *Bonhomme Richard*. The British captain asked Jones if he was ready to surrender.

Jones replied, 'Sir, I have not yet begun to fight!' Eventually it was the crew of the *Serapis* that surrendered, though the *Bonhomme Richard* was severely damaged. The American sailors boarded the *Serapis* and watched from the deck as the *Bonhomme Richard* sank beneath the waves.

Color Guard hoists historic flag (The Serapis Flag) on left pole. (Do not salute.)

PL continues reading the paragraphs below:

Let us honor this flag with a song that also honors America. Today's featured song is "Columbia, Gem of the Ocean" which is found on page 6 of your songbook. In our country's early days, this song was at times considered to be our national anthem. The "Columbia" was a famous warship but the Columbia in this song likely refers to the United States as a ship of state—with a crew of citizens riding safely through a storm.

PL (or designate) leads troop in singing Columbia, The Gem of the Ocean.

Patrol reforms and returns to place in line.

The patrol leader (silently) salutes the senior patrol leader.

The SPL will signal taking control of the troop by returning the salute.

Troop Meeting Plan, Day Two

ACTIVITY	DESCRIPTION	RUN BY	TIME
PREOPENING <i>20 minutes</i>	Zulu Toss Game	Patrol Leaders	20 min
	Back to Gilwell	SPL	5 min
Opening Ceremony <i>5 minutes</i>	Scout Oath and Law	Program Patrol	5 min
Skills Instruction <i>15 minutes</i>	Backpacking Stoves	Troop Guides	15 min
Patrol Meetings <i>20 minutes</i>	What Are You Most Afraid Of?	Troop Guides	20 min
Interpatrol Activity <i>25 minutes</i> <i>10 minutes</i>	Front End Alignment Debrief	Troop Guides	25 min 10 min
Closing <i>5 minutes</i> <i>Total 105 minutes of meeting</i>	Scoutmaster's Minute	Scoutmaster	5 min

Troop Meeting – Day Two

Pre-Opening Activity

Zulu Toss Game

Materials

One tennis ball or other toss-able item (ball) per patrol member

Procedure

- Each patrol forms a circle. The patrol leader (participant A) tosses (sends) one ball to participant B, who receives it and then tosses (sends) it to participant C, etc., until the ball has been touched once by every individual. The last to touch it sends it back to the patrol leader.
- Toss the ball around the circle several more times until everyone is accustomed to receiving from and sending to the same individuals every time.
- The patrol leader tosses the ball to participant B again to start it on another trip around the circle. When that ball is midway through the participants, the troop guide hands the patrol leader a second ball, which he or she then tosses to participant B, participant B to participants C, and so on. There are now two balls being sent and received around the circle. As long as everyone receives from the same person and sends to the same participant each time, the balls will continue to move smoothly through the system.
- The troop guide gradually hands the patrol leader more balls, timing their introduction into the circle to keep the balls moving, until all balls are in play.

Debrief

- The troop guide will lead a reflection on the activity.

Patrol Leaders' Council Meeting Agenda

Day Two

1. Welcome
2. Introductions
3. Announcements
4. Patrol leader reports on patrol progress
 - Morale and productivity – How are we doing?
 - Exhibits – Topic Approval
 - Totems approved
5. Assessment of the Day Two troop meeting
6. Agenda and assignments for the Day Three troop meeting
7. Distribution of patrol leaders' copies Day Three course schedule
8. Review of the assignments for program patrol and service patrol
9. Assign the organization of the participants troop campfire
10. Summarize the important points of the meeting and review assignments
11. Adjourn

Patrol Meeting Plan

DAY TWO

1. Review any upcoming responsibilities as the Service Patrol or Program Patrol.
2. Plan the pre-opening activity for the Day Three Troop meeting.
3. Discuss the patrol meeting portion of the Day Three Troop meeting and determine any preparations that will be needed.
4. Review progress on writing Wood Badge tickets.
5. Review progress on the patrol project.
Devote remaining meeting time to working on the exhibit.

The Campfire Program Planner

How to use this sheet: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The master-of-the-campfire organizes songs, stunts, and stories in a good sequence considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

Cheer Planner	Spot

Song Planner	Spot

Campfire Program Planner			
Group or Individual	Description	Type	Spot
Opening	Main event		
Closing			
Headliner			
Song leader			
Cheerleader			

CAMPFIRE PROGRAM

Place _____	Campers notified _____	Area set up by _____
Date _____	Campfire planning meeting _____	_____
Time _____	MC _____	Campfire built by _____
Camp director's approval _____	Song leader _____	Fire put out by _____
_____	Cheerleader _____	Cleanup by _____

Spot	Title of stunt, song, or story	By _____	Time
1	Opening (and firelighting)		
2	Greetings (introduction)	MC	
3	Sing Yell		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

DAY
THREE

Wood Badge Course Schedule

Day Three

7:00 AM	Breakfast, Self-assessment
8:00 AM	Gilwell Field Assembly
8:30 AM	Interfaith Worship Service (Troop Activity)
9:20 AM	Break
9:30 AM	Troop Meeting
10:50AM	Break
11:00 AM	Leading EDGE / Teaching EDGE (Troop Presentation)
Noon	Lunch
12:15 PM	Patrol Leaders' Council Meeting
12:15 PM	Patrol Chaplain Aides' Meeting
1:30 PM	Conservation Project Planning
2:20 PM	Break
2:30 PM	October Sky (Troop Activity)
4:30 PM	Closing Gilwell Field Assembly
5:00 PM	Patrol Time
6:00 PM	Departure

Start, Stop, Continue

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

Day Three Flag Ceremony

Program Patrol Day Two – Antelope

Recall that details regarding Flag Ceremony Guidelines are in the *Wood Badge Handbook*, and that all songs are in the songbook. Retrieve 3 flags from the Friendly Quartermaster. They will be placed on the counter in the Administration Building.

SPL forms troop and asks SM if can proceed

SPL calls troop to attention and asks program patrol to present the colors

Program patrol advances to the flag poles without moving across Gilwell Field.

Color Guard hooks up the US Flag on center pole, and the Troop Flag on the right pole.

PL calls for Scout salute

Color Guard hoists (only) US flag swiftly

PL leads the Pledge of Allegiance

PL calls Two! for Troop to lower salute

Color Guard hoists the Troop Flag (do not salute)

Color Guard displays the historic flag so the troop can see.

PL reads the paragraphs below:

By 1795, Vermont and Kentucky had joined the union, bringing the number of states to 15. The Stars and Stripes on the flag were increased from 13 to 15 on May 1, 1795. It was this flag of 15 stripes that flew over Fort McHenry in Baltimore on the memorable night of its bombardment in 1814 and inspired Francis Scott Key to write the verse of our National Anthem.

The actual flag that flew over Fort McHenry that night is now preserved in the Smithsonian National Museum of American History.

Color Guard affixes the flag to the halyard.

PL calls for Scout salute

Color Guard hoists The Star Spangled Banner on left pole.

PL calls Two! for Troop to lower salute

PL continues reading the paragraphs below:

The Star-Spangled Banner lyrics appear on page 7 of your songbook. Let us honor this flag by singing the first verse of the song it inspired.

PL (or designate) leads troop in singing The Star Spangled Banner.

Patrol reforms and returns to place in line.

The patrol leader (silently) salutes the senior patrol leader.

The SPL will signal taking control of the troop by returning the salute.

Spring Open Burning Laws

Effective from February 15 - April 30

The VA Department of Forestry burn laws went into effect on February 15th and remain in effect until midnight of April 30th. Also known as the “4 pm law”, open burning is permitted from 4pm until midnight and is required to be constantly attended at all times. The listed dates are typically the more dangerous of the fire season due to dry materials that have fallen over the winter and higher winds during the daytime hours. For more information, contact the local VA Department of Forestry at 556-4145.

What does this mean to the units camping at the Heart of Virginia Scout Reservation?

- No campfires may be ignited before 4 PM and must be extinguished at Midnight.
- Propane stoves are allowed.

Friendly Quartermaster Note:

Each patrol site will be provided with one metal barrel (about 2 feet in diameter and less than a foot deep) to contain your patrol fire. The intent is that if you use charcoal or dutch ovens, here is where it goes.

Some answers to frequently asked questions – (These answers are from the Virginia Division of Forestry website)

Can I have a campfire if I put rocks around it?

NO. Campfires are considered an open air fire.

Can I use my charcoal or gas fire fired barbeque grill?

Yes, however you must take proper care and precaution by clearing all flammable material from around it and you must stay with it until it is completely extinguished or turned off.

What is the penalty for violating the 4 p.m. law?

Violation of the 4 p.m. law is a class 3 misdemeanor with a fine of not more than \$500.

The Scout Reservation does not get an exemption from the law. We have an excellent working relationship with the local Forest Wardens and do not want to do anything to damage that relationship.

Patrol Leaders' Council Meeting Agenda

Day Three

1. Welcome
2. Introductions
3. Announcements
4. Purpose of the meeting – what we need to accomplish
5. Assessment of the Day Three troop meeting
6. Distribution of patrol leaders' copies of the Day Four course schedule
7. Discussion of the upcoming Outdoor Experience
8. Patrol leader reports on patrol progress
 - Morale and productivity – How are we doing?
 - Exhibits
 - Daily Duties and Assessments
9. Reports on the progress being made on the Participant Campfire
10. Review of the assignments for program patrol and service patrol
11. Summarize the important points of the meeting and review assignments
12. Adjourn

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.
Patrol Meeting Plan

Troop Meeting Plan

Day Three

ACTIVITY	DESCRIPTION	RUN BY	TIME
PREOPENING <i>20 minutes</i>	"Back to Gilwell" How to Pack for the outdoor experience Note: see Wood Badge Outdoor Experience in the Appendix of the <i>Wood Badge Handbook</i>	SPL Patrol Leaders	20 min
Opening Ceremony <i>5 minutes</i>	Outdoor Code Note: use Outdoor Code cards	Program Patrol	5 min
Skills Instruction <i>15 minutes</i>	Leave No Trace Note: use Leave No Trace packcards	Troop Guides	15 min
Patrol Meetings <i>20 minutes</i>	Planning for the upcoming outdoor experience	Patrol Leaders	20 min
Interpatrol Activity <i>10 minutes</i>	Kim's Game	Troop Guides	10 min
Closing <i>5 minutes</i> <i>Total 90 minutes of meeting</i>	Scoutmaster's Minute (relating to the outdoor experience)	Scoutmaster	5 min

Patrol Leader Assignments for the Day Three Troop Meeting

Pre-Opening Activity for the Day Three Troop Meeting “How to Pack for the Outdoor Experience”

The Wood Badge Outdoor Experience is an opportunity for each patrol to travel together to a remote location, establish a camp, and take part in several days of outdoor activities. Patrol members will pack and carry their own gear and clothing, appropriate for the backcountry.

The members of each Wood Badge patrol represent a wide range of skills and backgrounds. The goal of the Day Three troop meeting pre-opening activity is for patrol members to share their knowledge with one another in order to ensure that each person has access to the necessary gear and clothing, and that everyone will be able to pack their equipment for traveling to the patrol’s campsite.

In addition to drawing upon their own experiences, patrol members may also refer to *The Boy Scout Handbook*, *Fieldbook*, Camping, Hiking, and Backpacking merit badge pamphlets; and Venturing publications highlighting camping and backpacking.

Patrol Meeting

Patrol leaders can use the patrol meeting portion of the Day Three troop meeting to begin planning the details of the upcoming outdoor experience. Among the topics to consider are the following:

- Food
 - Budget for meals
 - Menus
 - Preparation time, cleanup time
 - Food repackaging, transport, and storage
 - Ingredient lists
 - Shopping
- Group gear
 - For camping
 - For cooking

Plan what to go over during the troop meeting, and what to defer to the patrol meetings you’ll be having between Day Three and Day Four of the course.

Wood Badge Outdoor Experience

One of the purposes of Wood Badge is to simulate a month of a Boy Scout Troop. Days One, Two and Three simulate troop meetings and programs leading up to a campout. Days Four, Five and Six are intended to represent that outdoor experience. With that in mind, your patrol will also experience life as part of a Boy Scout patrol in an outdoor adventure. Weekend Two (days four, five and six) will be held in the out-of-doors at Camp T. Brady Saunders. The following information should help your patrol plan and prepare for that experience.

When we return for Weekend Two, you'll arrive at the Administration Building parking lot for Camp T. Brady Saunders at 7:00AM sharp. Once your entire patrol has arrived, you will pack all necessary gear, food, and other articles into a pickup truck provided by your patrol. The friendly quartermaster can provide a truck if specified in advance. Once packed, one of the friendly quartermasters will drive the truck to your designated campsite. All patrol members should be prepared to go on a short hike, simulating a backpacking outing, to their campsite carrying their personal gear. Further instructions about this hike will be given when you arrive on Day Four. No vehicles will remain in camp—the truck will be parked in the parking lot for the weekend. A reverse procedure will be used on Day Six when it is time to break and leave camp. At 8:00AM on Day Six, a member in the patrol may bring one truck to campsite for pack up of camp equipment. Only one vehicle is allowed at site. The gear will be transported back to parking lot.

Personal Equipment

Each patrol member will be responsible for providing their own personal equipment, i.e. sleeping bags, pack, etc. that they will need for a three-day outdoor experience. For reference, a suggested personal equipment list is found in the *Boy Scout Handbook* (12th ed.) on pages 292-293.

Patrol Equipment

Each patrol will plan menus for several meals (see menus and food, below) and should determine the equipment necessary to prepare, cook, and clean up for these meals. You will also need to identify any equipment needed (such as a dining fly) or desired for camp life. The patrol will be responsible for acquiring all equipment needed for their weekend in the woods. Please note that while the friendly quartermaster will not provide any equipment for the patrol's use, they, as well as other staff members, are always willing to help locate whatever the patrol cannot acquire for themselves.

Stewardship

When planning your outdoor experience, be sure to keep in mind the patrol will be responsible for following the **Outdoor Code** and for practicing the principles of **Leave No Trace**. All equipment for the patrol must be able to fit in the bed of a single pickup truck. All items "carried in" will be carried back out as well. The patrols are expected to leave the campsite "better than they found it." A suggested gear checklist is found in the *Boy Scout Handbook* on pages 294-295.

Patrol Project

When your patrol arrives at the parking lot behind the Administration building, your patrol project will be placed in a separate truck to be taken directly to Gilwell Hall. That is, your patrol project does not go with you to your campsite. Your patrol project will be returned to the patrol on Day Six.

Menus and Food

See the Cooking section in the *Boy Scout Handbook*, beginning on page 314. Each patrol shall plan for and prepare the following meals:

- Day Four Lunch (4-5 guests)
- Day Four Dinner (3-4 guests)
- Day Five Breakfast (3-4 guests)
- Day Five Dinner (no guests)
- Day Five Cracker Barrel (no guests)
- Day Six Breakfast (no guests)
- (Staff will provide Lunch on Days Five and Six)*



Members of the staff will be eating with the patrols on a rotating basis. Meals should be planned so that preparation, serving, and cleanup can be accomplished within the constraints of the course schedule. Please note that guests will be evaluating the patrol's performance and cooking for each meal. The coveted Golden Spoon will be awarded to the patrol which best demonstrates their abilities in outdoor cooking. Other awards may be given at the discretion of the staff. More information regarding patrol cooking during weekend two will be given at the closing Gilwell Assembly on the afternoon of Day Three.

When planning meals, each patrol shall keep in mind that the **total expenditure for food should not exceed the budget set at the PLC**. Original store receipts for all purchases **MUST** be submitted by the patrol leader to the senior patrol leader at the Day Four patrol leaders council meeting. Reimbursement for all costs up to the food limit will be made to the patrol before leaving camp on Day Six. A Scout is thrifty! Patrols should not exceed the food limit including the retail value of any donated food.

While it is the patrol's responsibility to plan for their own outdoor experience, they are encouraged to use resources at hand within their unit, troop guides, the friendly quartermasters, and the rest of the staff are all prepared to assist should you request help with planning. It is the entire staff's desire that your outdoor experience be safe, educational, fun, and a time in which your patrol truly performs as a high performance team.

Wood Badge Cooking Guidelines

1. The patrol may spend only the monetary allotment set at the PLC.
2. The retail value of donated food counts towards your allotment.
3. You must make a full accounting to the SPL at the Day 4 PLC. Accounting to include original store receipts and written explanation of expenditures or gifts.
4. Your patrol will have up to 4 guests at every meal. Guests will likely bring their own cup.
5. Each meal will be eaten as a patrol. Food will be served when all guests and patrol members are present. The meals will be eaten with everyone sitting together at a table and be served family style or buffet style.
6. The meals will be nutritionally well-balanced.
7. Grace will be said at every meal.
8. The cooking area will be clean and sanitary in appearance.
9. The portions will be reasonable. Did everyone have enough to eat?
10. The meal will be evaluated based on the following:
 - a) Served on time
 - b) Appropriateness for youth to prepare during a Scout outing
 - c) Taste and appearance
 - d) Nutritional balance
 - e) Creativity and fun
11. Food will be stored in your campsite. Ice will be provided at your request.
12. Since all patrol members must attend all presentations, the patrol must make appropriate plans for preparation and clean up.

The meals you will be cooking in your campsite include:

- Day 4 – Lunch and dinner (guests at both meals)
- Day 5 – Breakfast (guests) and dinner (no guests)
- Day 6 – Breakfast (no guests)

Cooking Checklist

Outdoor Cooking Experience Checklist				
Patrol:				
Meal:			Date:	
Guests:				
	Yes		No	
Were there accommodations for you?				
Were all the patrol members present?				
Did the patrol eat as a group?				
Was the food served family style or buffet?				
Was a blessing said before the meal?				
Did everyone appear to have enough to eat?				
Was the food served on time?				
Was the food stored properly? Iced sufficiently?				
	Great	Good	Ok	Not Ok
Rate the presentation of the food (attractiveness)				
Rate the taste of the food				
Rate the nutritional balance of the meal				
Rate the cleanliness and sanitation of the cooking area				
Rate the appropriateness of the meal as camp cooking				
Special Notes About the Meal:				

Give to the SPL immediately after the meal, one per patrol.

Gear Lists

The following is a list of suggested gear for the patrol for camping trips:

- » Cookware (as needed for menu)
 - » Coffee Pot
 - » Cooking utensils (as needed for menu)
 - » Can Opener
 - » Measuring Cup/Spoons
 - » Cooler
 - » Water Cooler
 - » Water jugs/ containers
 - » Stove and fuel (Follow BSA policies)
 - » Dutch Oven (if needed)
 - » Tarp(s)
 - » Rope and Twine
 - » Axe, saw, and safety equipment
 - » Lantern(s)
 - » Shovel & Rake
 - » Trash bags
 - » Paper towels & napkins
 - » Aluminum foil
 - » Plates and utensils for patrol/guests
 - » Dishwashing soap, pads, & bleach
 - » Matches or lighter
 - » Hand soap or sanitizer
 - » Fire buckets
- No electronics or generators (we don't allow them for the youth on campouts . . .)

Gear Lists

The following is a list of personal gear that should be packed by Scouts for camping trips:

- » Back pack with waist belt fitted to your back
- » Sleeping bag
- » Sleeping pad / air mattress
- » Tent and ground cloth
- » Camp Chair
- » Matches/lighter/fire starter
- » Compass
- » Notebook
- » Personal First Aid Kit
- » Jacket suitable for expected weather
- Field & activities uniform (shirt, pants or shorts, belt, socks, hat)
- Work pants & shirt
- Sleeping clothes
- » Warm dry socks (wool and cotton)
- » Raincoat or poncho
- » Wash cloth/towel/small bar soap/zip-lock bag
- » Toothpaste and brush
- » Toiletries & Medications
- » Small mirror / comb
- » Pocket knife
- » Canteen or water bottle (one or more)
- » Flashlight with extra batteries & extra bulb
- » Lip balm
- » Large plastic bag
- » Mess kit with utensils
- » Sunglasses
- » Day-pack

BETWEEN

Patrol Meeting Plans

The patrol will want to successfully address all of the following:

- Progress on finalizing Wood Badge tickets
- Upcoming responsibilities as the service patrol or program patrol
- Planning for the Outdoor Experience
 - Gear
 - Food
 - Other...
- Finish and rehearse the presentation of the patrol project
- How, exactly, will every patrol member arrive on time during the early morning of Day Four?
- Patrol Flag, totems, etc.
- Morale. How's everyone doing?

DAY
FOUR

Wood Badge Course Schedule

Day Four

7:00 A.M.	Participants Arrive Gazette in Parking Lot Outdoor Experience Model Campsite
	Camp Set-up
	Change into Field Uniform
9:45 AM	Gilwell Field Assembly
10:20 AM	Gilwell Hall
10:30 AM	Leading Change (Troop Presentation)
11:20 A.M.	Break
11:30 A.M.	Patrol Leaders' Council Meeting
11:30 A.M.	Chaplain's Aid Meeting
	Change into Activity Uniform
Noon	Lunch
1:00 P.M.	Generations in Scouting (Troop Presentation)
1:50 P.M.	Break
2:00 P.M.	Problem Solving and Decision Making (Troop Presentation)
2:45 P.M.	Problem Solving Round-Robin (Patrol Activity)
4:00 P.M.	Managing Conflict (Patrol Presentation)
5:00 P.M.	Patrol Meeting
	Change into Field Uniform
6:00 P.M.	Dinner
7:30 P.M.	The Diversity Game (Patrol Activity)
8:30 P.M.	Participants' Troop Campfire
9:30 P.M.	Patrol Cracker Barrel

Start, Stop, Continue

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

Day Four Flag Ceremony

Program Patrol Day Three: BEAVER

Recall that details regarding Flag Ceremony Guidelines are in the *Wood Badge Handbook*, and that all songs are in the songbook. Retrieve 3 flags from the Friendly Quartermaster. They will be placed on the counter in the Administration Building.

*SPL forms troop and asks SM if can proceed
SPL calls troop to attention and asks program patrol to present the colors*

*Program patrol advances to the flag poles without moving across Gilwell Field.
Color Guard hooks up the US Flag on center pole, and the Troop Flag on the right pole.*

PL calls for Scout salute

Color Guard hoists (only) US flag swiftly

PL leads the Pledge of Allegiance

PL calls Two! for Troop to lower salute

Color Guard hoists the Troop Flag (do not salute)

Color Guard displays the historic flag so the troop can see.

PL reads the paragraphs below:

By 1908, the United States of America had grown to encompass states from the Atlantic to the Pacific. Nearly all of the territory in between had also been recognized with state-hood. When Oklahoma joined the Union, the U.S. flag changed to include 46 stars, a design that would last for only four years and the administrations of two presidents, Theodore Roosevelt and William Taft.

Color Guard affixes the flag to the halyard.

PL calls for Scout salute

Color Guard hoists historic flag (The 46 star Flag) on left pole.

PL calls Two! for Troop to lower salute

PL continues reading the paragraphs below:

For us, there is further significance. This is the flag that was flying over America in 1910 when the Boy Scouts of America had its beginnings. God Bless America appears on page 7 of your songbook. Let us honor this flag with a song that also honors our land.

PL (or designate) leads troop in singing God Bless America.

Patrol reforms and returns to place in line.

The patrol leader (silently) salutes the senior patrol leader.

The SPL will signal taking control of the troop by returning the salute.

(No Scout Oath or Law, as Gilwell Field Assembly continues into Venturing Induction including Venturing Oath and Code, led by SM).

Patrol Leaders' Council Meeting Agenda

Day Four

1. Welcome
2. Introduction
3. Announcements
4. Patrol leaders report on patrol progress
5. Review patrol leaders' copies of the Day Five course schedule
6. Discuss the Day Five patrol project presentations.
7. Review the plans for the Day Five conservation project
8. Review the Day Five staff departure
9. Review the plans for the Day Four participant campfire
10. Review program patrol and service patrol assignments
11. Summarize the important points of the meeting and review assignments
12. Adjourn

Patrol Meeting Plan

DAY FOUR

Troop Campfire

Review the patrol's contributions for the troop campfire occurring on the evening of Day Four.

Conservation Project

Review the patrol's involvement in the conservation project that will occur on Day Five.

Tickets

Review progress on writing Wood Badge tickets.

Program or Service Patrol

Review any upcoming responsibilities as the service patrol or program patrol.

Patrol Project

Review progress on the patrol project. Devote remaining meeting time to working on the project.

DAY

FIVE

Wood Badge Course Schedule

Day Five

7:00 AM	Breakfast and Patrol Self-Assessment
8:00 AM	Gilwell Field Assembly
8:30 AM	Interfaith Worship Service (Troop Activity)
9:15 AM	Patrol Project Setup and Presentations
9:30 AM	Round One of Presentatons
10:45 AM	Break
	(Grungies for Conservation Project)
11:00 AM	Conservation Project (Troop Activity)
12:30 PM	Lunch
12:30 PM	Patrol Leaders' Council - Working Lunch
12:30 PM	Chaplain Aides' - Working Lunch
	In activity uniform, please
1:35 PM	Round Two of Presentation
3:00 PM	Coaching and Mentoring (Troop Presentation)
3:55 PM	Round Two of Presentations
4:30 PM	Ticket Review and Collection
6:00 PM	Patrol Dinner
7:30 PM	Patrol Meeting
8:00 PM	Patrol Campfires and Cracker Barrel

Start, Stop, Continue

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

Day Five Flag Ceremony

Program Patrol Day Four: BOBWHITE

Recall that details regarding Flag Ceremony Guidelines are in the *Wood Badge Handbook*, and that all songs are in the songbook. Retrieve 3 flags from the Friendly Quartermaster. They will be placed on the counter in the Administration Building.

*SPL forms troop and asks SM if can proceed
SPL calls troop to attention and asks program patrol to present the colors*

*Program patrol advances to the flag poles without moving across Gilwell Field.
Color Guard hooks up the US Flag on center pole, and the Troop Flag on the right pole.*

PL calls for Scout salute

Color Guard hoists (only) US flag swiftly

PL leads the Pledge of Allegiance

PL calls Two! for Troop to lower salute

*Color Guard hoists the Troop Flag (do not salute)
Color Guard displays the historic flag so the troop can see.*

PL reads the paragraph below:

The British Union flag, sometimes called the Union Jack, was carried by the Jamestown settlers in 1607 and by the pilgrims who arrived on the Mayflower in 1620. Today, it is the official flag of the United Kingdom. Its design can be found in the Hawaii flag and several flags of other nations, including New Zealand and Australia.

Color Guard hoists historic flag on left pole. (Do not salute.)

PL continues reading the paragraphs below:

My Country Tis of Thee appears on page 6 of your songbook.

<p><i>MY COUNTRY, 'TIS OF THEE</i> <i>My country, 'Tis of Thee,</i> <i>Sweet land of liberty,</i> <i>Of Thee I sing;</i> <i>Land where my fathers died,</i> <i>Land of the pilgrims' pride:</i> <i>From every mountainside,</i> <i>Let freedom ring.</i></p>
--

PL (or designate) leads troop in singing My Country Tis of Thee.

Patrol reforms and returns to place in line.

The patrol leader (silently) salutes the senior patrol leader.

The SPL will signal taking control of the troop by returning the salute.

PL commands Troop to display Boy Scout Sign and leads reciting the Boy Scout Oath and Law

Patrol reforms and returns to place in line

PL (silently) salutes the SPL

SPL returns the salute.

Patrol Leaders' Council Meeting Agenda

Day Five

1. Welcome
2. Introductions
3. Announcements
4. Review the morning's conservation project
5. Patrol leaders report on patrol progress
6. Patrol project presentation
7. Review patrol leaders' copies of the Day Six course schedule
8. Discuss the Day Six departure from the site of the Outdoor Experience
9. Review assignments for the program and service patrols
10. Summarize the important points of the meeting and review assignments
11. Adjourn

Patrol Meeting Plan

DAY FIVE

1. Determine how to handle any final patrol project issues such as returning materials, displaying significant display pieces in unit, district, or council settings, etc.
2. Conduct the Patrol Project Self-Assessment, using the form distributed at the patrol leaders' council to focus the thoughts of patrol members and to guide the discussion facilitated by the patrol leader.

Wood Badge Patrol Project Discussion Guide

Objectives

1. In what ways did your patrol project describe a program element or theme that can be clearly identified as being associated with Cub Scouting, Boy Scouting, and Venturing?

2. How did your patrol project relate this program element or theme to the aims and methods of Scouting?

3. List the ways in which the presentation of your patrol project involved both a static display and an oral presentation.

4. How did the presentation of your patrol project involve every member of your patrol?

5. Did your patrol project represent your patrol's best effort?

Processes

1. During the development of your patrol project what decision-making processes did your patrol use to reach consensus regarding selection or a topic?

2. During the development of your patrol project did a single member of your patrol assume leadership for the project? If so, on what basis was this patrol member selected?

3. During the development of your patrol project did conflict ever arise? If so, how did your patrol manage the conflict?

4. During the development of your patrol project, were the unique talents of the individual members of your patrol used to their fullest?

5. As a consequence of developing your patrol project, did the members of your patrol learn about aspects of the Scouting program in areas other than those in which they are involved?

6. As a consequence of developing your patrol project, did the members of your patrol develop a more global view of the Scouting movement?

Team Development

Below, graph your patrol's enthusiasm (morale) and skill level (productivity) over the course of the first four days of Wood Badge. To what extent does your graph correspond to the Stages of Team Development?

Day One	Day Two	Day Three	Day Four
(+)			
(-)			

DAY

SIX

Wood Badge Course Schedule

Day Six

6:30 AM	Breakfast and Patrol Self-Assessment In Field Uniform , please
8:00 AM	Gilwell Field Assembly
8:30 AM	Servant Leadership (Troop Presentation)
9:15 AM	Patrol Time
9:15 AM	Patrol Leaders Council Meeting
11:15 AM	Course Assessments
11:45 AM	Closing Luncheon
1:30 PM	Summary Session (Troop Presentation)
1:45 PM	BREAK
2:00 PM	Leaving a Legacy (Troop Presentation)
3:40 PM	Closing Gilwell Field Assembly
4:15 PM	Participants Depart

Start, Stop, Continue

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

Day Six Flag Ceremony

Program Patrol Day Five: EAGLE

Recall that details regarding Flag Ceremony Guidelines are in the *Wood Badge Handbook*, and that all songs are in the songbook. Retrieve 3 flags from the Friendly Quartermaster. They will be placed on the counter in the Administration Building.

SPL forms troop and asks SM if can proceed

SPL calls troop to attention and asks program patrol to present the colors

Program patrol advances to the flag poles without moving across Gilwell Field.

Color Guard hooks up the US Flag on center pole, and the Troop Flag on the right pole.

PL calls for Scout salute

Color Guard hoists (only) US flag swiftly

PL leads the Pledge of Allegiance

PL calls Two! for Troop to lower salute

Color Guard hoists the Troop Flag (do not salute)

Color Guard displays the historic flag (the Virginia state flag) so the troop can see.

PL reads the paragraphs below:

On April 30, 1861, this flag was adopted when Ordinance No. 30 was embraced by the Virginia Convention of 1861.

“Be it ordained by the convention of the commonwealth of Virginia, that the flag of this commonwealth shall hereafter be made of bunting, which shall be a deep blue field with a circle of white in the centre, upon which shall be painted or embroidered, to show on both sides alike, the coat of arms of the state, as described by the convention of seventeen hundred and seventy-six, for one side of the seal of state, to wit:

Virtus, the genius of the commonwealth, dressed like an Amazon, resting on a spear with one hand, and holding a sword in other, and treading on tyranny, represented by a man prostrate, a crown fallen from his head, a broken chain in his left hand and a scourge in his right. In the exergon the word Virginia over the head of Virtus, and underneath the words ‘Sic Semper Tyrannis.’

This flag shall be known and respected as the flag of Virginia.”

Color Guard hoists historic flag on left pole. (Do not salute.)

PL continues reading the paragraphs below:

Today, we will be reading an excerpt from Baden-Powell’s final message to Scouters. It was found among his papers after his death in 1941. These words were written during his final years while living in Kenya. He was buried in Nyeri, within sight of Mt. Kenya and a

simple stone marks his gravesite. On it are the symbols for Boy and Girl Scouting as well as a circle with a dot inside—the symbol for “gone home”.

“Dear Scouts, I have had a most happy life and I want each one of you to have as happy a life too. I believe that God put us in this jolly world to be happy and enjoy life. Happiness doesn’t come from being rich, nor merely from being successful in your career, nor by self-indulgence. One step towards happiness is to make yourself healthy and strong while you are young, so that you can be useful and so can enjoy life.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than you found it and when your turn comes to die, you can die happy in the feeling that at any rate you have not wasted your time but have done your best. “Be Prepared” in this way, to live happy and to die happy—stick to your Scout promise always... and God help you do it.

Signed, Baden-Powell”

PL commands Troop to display Boy Scout Sign and leads reciting the Boy Scout Oath and Law

Patrol reforms and returns to place in line.

The patrol leader (silently) salutes the senior patrol leader.

The SPL will signal taking control of the troop by returning the salute.

Patrol Leaders' Council Meeting Agenda

Day Six

1. Welcome
2. Introductions
3. Review the patrols' return from the Outdoor Experience
4. Review copies of the Day Six schedule to the patrol leaders and review the events for the remainder of the course
5. Discuss what is expected of the patrols to make the camp breakdown as efficient as possible
6. Discuss Closing Lunch
7. Review assignments for the program and service patrols
8. Summarize the important points of the meeting and review assignments
9. Adjourn

Start, Stop, Continue

Patrol: _____

Category	Assessment
Start	In our patrol, what should we put in place to improve? (Some things we should START) 1. 2. 3.
Stop	In our patrol, what is not working? (Some things we should STOP) 1. 2. 3.
Continue	In our patrol, what is working well? (Some things we should CONTINUE) 1. 2. 3.

SPL
SCRIPTS

Patrol Leaders' Council Meeting Agenda

Day One

1. Welcome

- Ask each patrol to turn to page 9 of the PLNB: OMHIWDMB
- This is all you need to do to be a successful patrol leader....but you can do no less
- Turn to page 10 for the agenda of this meeting. I suggest you take notes on page 11.

2. Introduction of attendees

- SPL, ASPL, patrol leaders, Quartermaster, Scribe, and other staff

3. Purpose of the meeting – what we need to accomplish

- What is a PLC? Who attends? How structured? How often?
- WHY do Troops use PLC's?
- Explain why this meeting is “in-the-round” and different from other PLCs
- PLs to convey PLC information to patrol members AND vice versa.
- Effective method to use with Scouts, a committee meeting, or even a business team

4. When the meeting will end

- This meeting will take no more than 1 hour.

5. Announcements

- Patrol Totems designs need to be submitted to SPL no later than the PLC on **D2**
- Patrol Scribes provide items for Gilwell Gazette by 7:00PM put USP in basket.
- Interfaith Worship Service on the morning of Day Three. There will an opportunity to participate in “Act of Friendship” offering at the service.
- There will be a Catholic Mass offered tomorrow at 6:00pm at the Welcome Center. Those that attend Mass will need to return quickly to the Dining Hall for a very quick dinner, as the program will continue at 7:00pm.
- D2 PLC will take place at 12:10 at the in front of dining hall (inclement weather, Welcome Center). Only patrol leaders and troop guides attend.
- A chaplains aide meeting at 12:10 on D2 under awning outside of Dinning Hall. (inclement weather, Handicraft Building)
- Troop and patrol pictures will be taken tomorrow at 1:10. Assemble in the Dining Hall. When your entire patrol and troop guide are gathered, please queue up for your patrol picture. You will need your patrol flag and be in your activity uniform.
- Announcements from ASMs, FQM, Scribe, SM.
- Uniforms: Activity vs. Field

6. Assessment of Day One Troop Meeting

- What was the purpose of the meeting?
- How was the purpose accomplished?
- How can we make future meetings more effective?

7. Assignments for the Day Two troop meeting

- Refer to Troop Meeting Plan for D2, under Day 2 Section page 23.
- Explain and run the Zulu Toss Game (Handout in PL Notebook, Day 2, page 24)
- Explain and Run the Inter-patrol Activity (Front End Alignment information will be given at the time of the activity)

- D2 Program Patrol (Antelope) will open Troop Meeting with the Scout Oath and Law (see page 5 for all the S/P patrol responsibilities)

8. Reminder of D2 Service and Program Patrol assignments

- D2 Service Patrol – (Bear) - D2 Trash and as requested by FQM (see page 5).
- D2 Program – (Antelope) - Retire flags at dusk tomorrow night and leave on counter in Admin Building. Fold if dry, hang if damp/wet. D3 Gilwell Flag ceremony (see page 32). Flags on counter in Admin Building. Your chaplain's aide should be prepared to offer graces at troop meals, if asked.
- D1 Program Patrol (Buffalo) - Retire flags at dusk tonight and leave on counter in Admin Building. Fold if dry, hang if damp/wet. D2 Gilwell Flag ceremony (page 21). Find flags on counter in Admin Building. Your chaplain's aide should be prepared to offer graces at troop meals, if asked.

Discussion – Patrol Projects

- See the handout in PL notebook beginning on page 15.
- Each patrol will develop and present (D5) a patrol project that meets or exceeds the level presented by the TG's this morning.
- Patrols must reach consensus on the subject of their project and present this for approval at the **D2** PLC. Have an alternate subject to present in case there is duplication.
- The presentation must cover aspects of Cub Scouts, Boy Scouts, Venturing, and Varsity Scouts, and **must include the concept of best practices in Scouting**.
- The project must stand alone and should not use electronics or computers.
- All patrol members must contribute and participate in the presentation.
- A report of the patrol's progress on the project will be made at each PLC through Day 5.

Discussion – “Lost and Left” Items

- Patrol Tables, flags and sleeping areas are “safe”. Don't bother them.
- Lost and Left patrol & staff items may be adorned, but not permanently modified. Please return them to their owner or leave them where you found them.

9. Morale & Productivity - how each patrol and patrol leader is doing?

- Patrol Cheers.
- Don't forget to do patrol self-assessments, at the very least at every breakfast. In the PL Notebook, they are the first thing after the daily schedule—which should remind you.

10. Close

- Recap key points of the meeting
- Reminders of who is to do what, when it will be done
- Stress performing at high levels of quality and communication
- Final Questions?

11. Adjourn

Patrol Leaders' Council Meeting Agenda Day Two

1. Welcome

- Welcome to the D2 PLC
- This meeting must end by 1:10 PM. See page 25 for our agenda today.

2. Introductions

- Introduce staff at meeting
- Patrol leader introductions

3. Announcements

- Reminder of the photos after the meeting.
- All orders from FQM by 12:00 Sunday.
- Be on time

4. Patrol Leader reports on Patrol progress

- Morale and productivity – How are we doing?
- Patrol Projects – topic approval at this meeting
- Totems – submit by now
- Table totems
- Reports and cheers
- Flags

5. Assessment of the D2 troop meeting

- What was the purpose?
- What was learned?
- How could we make it better?

6. Agenda and assignments for the D3 troop meeting

- See D3 Troop Meeting Plan (page 36).
- Discuss the upcoming outdoor experience; refer to resources in WBHB.
- Program Patrol (Beaver) to present “The Outdoor Code” as the Opening – in PL Notebook, Day 3. Note that we will have done the Oath and Law on Gilwell Field, so don't do them again.

7. Discuss course schedule for D3

- See page 30 and comment on any changes.

8. Review of the D3 assignments for Program Patrol and Service Patrol

- See all the S/P Patrol responsibilities on page 5.
- D3 Program Patrol (Beaver) - Present the Outdoor Code, Assist with Interfaith Service if needed; Retire flags on Gilwell in the afternoon, D4 Gilwell Flag ceremony. Offer graces for troop meals, if requested.
- D3 Service Patrol (Fox) – Trash, latrines, etc. on D3.
- D2 Program Patrol (Antelope) – Retire flags at dusk tonight. Fold and leave on counter in administration building or hang if wet/damp. D3 Gilwell Flag ceremony. Offer graces for troop meals, if requested.

9. Assign the organization of the participants troop campfire

- Refer Campfire Planner Sheet, page 27.
- Bobwhite Patrol as Program Patrol on D4 is host and will need to get participation from all other patrols. Approval of all skits and songs prior to PLC on Day 4.
- Buffalo Patrol is Service Patrol and in charge of building, maintaining, and extinguishing fire

10. Summarize the important points of the meeting and review assignments

- Review Assignments
- Questions

11. Adjourn

Patrol Project Topics

Patrol	Topic
Beaver	
Bobwhite	
Eagle	
Fox	
Owl	
Bear	
Buffalo	
Antelope	

Patrol Leaders' Council Meeting Agenda Day Three

1. Welcome

- Welcome to the D3 PLC
- This meeting must end by 1:25 p.m.

2. Introduction

- Staff
- Patrol leaders

3. Announcements

- Remember to leave Fort Ferguson clean and better than you found it.
- All Participants need to be away from camp by 6:00 PM tonight.
- Day 4 PLC in Eagle Area (between Dining Hall and Trading Post)-for days 4-6.
- **CA at Handicraft for days 4-6.**
- There will be a Catholic Mass offered on Day 4, at 6:00pm at Handicraft Center. Those that attend Mass will need to return quickly to the Dining Hall for a very quick dinner, as the program will continue at 7:00pm
- Email *Gilwell Gazette* articles to Scribe by **7:00 PM**. Email address is in D1 Gazette

4. Purpose of the meeting – what we need to accomplish

- Prepare for the second weekend.

5. Assessment of the Day Three troop meeting

- What was the purpose?
- What was learned?
- How could we make it better?

6. Review patrol leaders' copies of the Day Four course schedule

- The schedule is on page 47.
- If required, highlight any changes to this.

7. Discussion of the upcoming Outdoor Experience

- **All** patrol members arrive by **7:00 am on Saturday October 4th**. Camping the night before at Douglass Fleet is permitted.
- Park at the Brady Saunders Admin Building.
- You will arrive with all your gear in **one** pickup truck, except for personal gear you backpack in. If needed, the QM staff will provide truck to haul camp gear.
- FAQM's will deliver the trucks to patrol campsites.
- Food cost per patrol **\$245.00** and reimbursement. Receipts must be to Quarter Master by 5:00 pm on day return
- Up to 4 staff members will eat with each Patrol for Lunch D4, Dinner D4, & Breakfast D5.
- Outdoor meal guidelines (see page 40)
- Questions?

- 8. Patrol leader reports on patrol progress**
 - Morale and productivity – How are we doing? Each PL reports
 - Patrol Projects?
 - Daily Duties and Assessments

- 9. Reports on the progress being made on the Participant Campfire (Bobwhite/Buffalo)**
 - See page 5 for all the P&S Patrol responsibilities.
 - Review of the assignments for D4 program patrol and service patrol
 - D3 Program Patrol (Beavers) – D4 Gilwell Flag ceremony (page 49). Offer grace at troop meals if requested.
 - Program Patrol – Bobwhite – Retire Flags D4, Campfire Host D4, Flag Ceremony on D5 (see page 55). Note that the song is not in the WBHB but it is in the songbook.
 - Service Patrol – Buffalo – Build, light and put out Campfire, Latrines, Trash on D4

- 10. Summarize the important points of the meeting and review assignments**
 - Review Assignments
 - Questions

- 11. Adjourn**

Patrol Leaders' Council Meeting Agenda

Day Four

1. Welcome

- Welcome to the D4 PLC
- This meeting must end by 11:55 a.m. See page 50 for our agenda today.

2. Introductions

- Staff
- Patrol Leaders

3. Announcements

- There will be a Catholic Mass offered this evening at 6:00pm at Handicraft. Those that attend Mass will need to return quickly to their Patrol Sites for a very quick dinner. Please let your Patrol members know if you plan to attend Mass.
- D6 instructions
- Activity uniform for lunch
- Field uniform for dinner and
- Activity Uniform for Campfire, if desired
- Receipts due at this PLC; get them in to FQM by 5:00 Today

4. Patrol leaders report on patrol progress

- Interim patrol meetings
- Making camp, settling into the outdoor experience.
- Working with Venturers
- Golden Spoon Cooking Awards.
- Questions or concerns?

5. Review patrol leaders' copies of the D5 course schedule

- See page 53
- If needed, highlight changes.

6. Discuss the Day Five patrol project presentations.

- (Patrol leaders should work together to determine the following)
- Location of presentations
- 12 minutes per patrol, one behind another-stay on time
- Pay attention to all presentations
- Order for patrol projects presentations (Group 1 – Morning, & Group 2 - Afternoon)

- 1.1 – _____
- 1.2 – _____
- 1.3 – _____
- 1.4 – _____
- 2.1 – _____
- 2.2 – _____
- 2.3 – _____
- 2.4 – _____

- 7. Review the plans for the D5 conservation project**
- Meet at _____ at 11:00 am Where are they meeting
 - Bring water & gloves, wear grungies
 - D5 patrol leaders may depart early for PLC
 - Troop will all have Lunch together at the Gilwell Hall at 12:30
 - D5 PLC will be at 12:30 grab your lunch first; go to PLC site (Eagle Area)
 - D5 CA will be at 12:30 grab your lunch first; go to Handicraft.

- 8. Review the D5 staff departure**
- Staff will depart camp at 6:00 pm
 - In an emergency, someone will be at the Health Lodge
 - Evening program at 9:00. Directions provided by SM earlier in evening

Review the plans for the Day Four participant campfire

- All skits and activities approved?
- Any special instructions from the Bobwhites
- Are the Buffalos ready for the fire (heat, starter, tinder, wood, water, shovel (see QM)
- Arrival Time?
- Bring chairs!

- 9. Review D5 program patrol and service patrol assignments patrol**
- See page 5 for all P & S Patrol responsibilities.
 - Service Patrol – Antelope – Latrines and Trash on D5, assist with Troop Service Project as needed,
 - D4 Program Patrol (Bobwhite) – Retire flags at dusk tonight. Fold and leave in Gilwell Hall or hang if wet/damp. D5 Gilwell Flag ceremony.

- 10. Summarize the important points of the meeting and review assignments**
- Review Assignments
 - Questions

11. Adjourn

Patrol Leaders' Council Meeting Agenda

Day Five

1. Welcome

- Welcome to the D5 PLC
- This meeting must end by 1:25 pm latest. See page 56 for our agenda.

2. Introductions

- Staff
- Patrol Leaders

3. Announcements

- Reminder of Staff Departure at 6:00 p.m., please stay away from Dining hall side of camp
- Emergency procedures
- Evening ceremony, information provided by SM in evening when he drops by for a visit.
- PLC meeting at 9:15am on D6 for PL – 30 min.; PLC site.
- D6 break of camp – After Breakfast; Finished by 9:30 a.m.; Truck packed and ready to transport
- D6 @ 3:35 pm, assemble on the road near the old super shower, line up by patrol. Wait for Kudu Horn signal and march as troop to Gilwell: March as a patrol at sound of Kudu Horn
- Remind of opportunity for contribution to the World Fellowship Fund at Interfaith Service
- Inform that the Course Assessment will be completed at 3:00 pm; PLs will ensure all are completed and left in stack on table.

4. Review the morning's conservation project

- Reflection

5. Patrol leaders report on patrol progress

- Camping issues – questions or concerns
- Morale & Productivity

6. Patrol project presentation

- Review the presentation schedule for 2nd round start promptly at 1:35
- 2.1 - _____
- 2.2 - _____
- 2.3 - _____
- 2.4 - _____
- Discuss the Patrol Project Assessment used by each patrol (see page 58).

7. Review patrol leaders' copies of the D6 course schedule

- See page 61.
- If necessary, highlight any changes.

- 8. Discuss the D6 departure from the site of the Outdoor Experience**
 - Start cleaning up camp at 7:00 am after breakfast, or sooner. A member from the patrol may bring one vehicle to campsite to transport gear early in the morning
 - Must clean latrines and campsites before leaving
 - Take trash to the dumpsters behind Dining Hall
 - Be ready to assemble on Gilwell Field by 8:00

- 9. Review D6 assignments for the program and service patrols**
 - See page 5 for all P & S Patrol responsibilities
 - Program Patrol – (Fox) – Help as needed w/ Closing Lunch; assist as requested with Interfaith Service
 - Service Patrol – (Beaver) – Latrines, Trash, Help w/ Lunch; assist as requested with physical setup needs for Interfaith Service
 - D5 Program Patrol (Eagle) - Retire flags at dusk tonight. Fold and leave on counter in administration building or hang if wet/damp. D6 Gilwell Flag Ceremony (see page 63).

- 10. Summarize the important points of the meeting and review assignments**
 - Review Assignments
 - Questions

- 11. Adjourn**

Patrol Leaders' Council Meeting Agenda

Day Six

1. **Welcome**
 - Welcome
 - This meeting must end **by 9:30 am**. See page 65 for our agenda.
2. **Introductions**
 - Staff
 - Patrol Leaders
3. **Review the patrols' return from the Outdoor Experience**
 - Did your patrol enjoy the outdoor experience?
 - Was there anything learned that can be taken back to your unit?
 - Is there anything we can do to make the experience better?
 - How is morale in the patrol?
 - Permanent Patrol Leader selected?
4. **Review copies of the D6 schedule to the patrol leaders and review the events for the remainder of the course**
 - See page 61
 - If necessary, highlight changes
5. **Discuss what is expected of the patrols to make the camp breakdown as efficient as possible**
 - Camp breakdown should be happening now and complete by 8:00
 - One vehicle can be brought to your camp to transport all gear out of camp
 - Clean latrines and campsites before leaving
 - Take trash to the dumpsters behind Dining Hall
 - Assemble at Gilwell Field by 8:00
 - Turn in Symbols of Office, original Patrol Flags and Position Patches at lunch
6. **Discuss Closing Luncheon**
 - Each patrol will be allowed **two** minutes to make any introductions, tributes, acknowledgements, or other presentations they wish. Patrol leaders should discuss this with patrol members before the luncheon to determine whether they wish to use their two minutes and, if so, in what manner. **No grey areas allowed!**
 - These are meant to be presentations that would be understood and appreciated by the whole troop. The patrol will want to make patrol-specific presentations during a meeting of the patrol.
7. **Review assignments for the program and service patrols**
 - See page 5 for all P & S Patrol responsibilities.
 - Program Patrol – Fox– Help as needed w/ Closing Lunch as requested, including, but not limited to, offering grace; help with Interfaith Service as requested
 - Service Patrol – Beaver – Latrines, Trash, Help w/ Lunch as requested; assist with Interfaith Service setup as requested

- 8. Summarize the important points of the meeting and review assignments**
 - Review Assignments
 - Questions
- 9. Adjourn**