

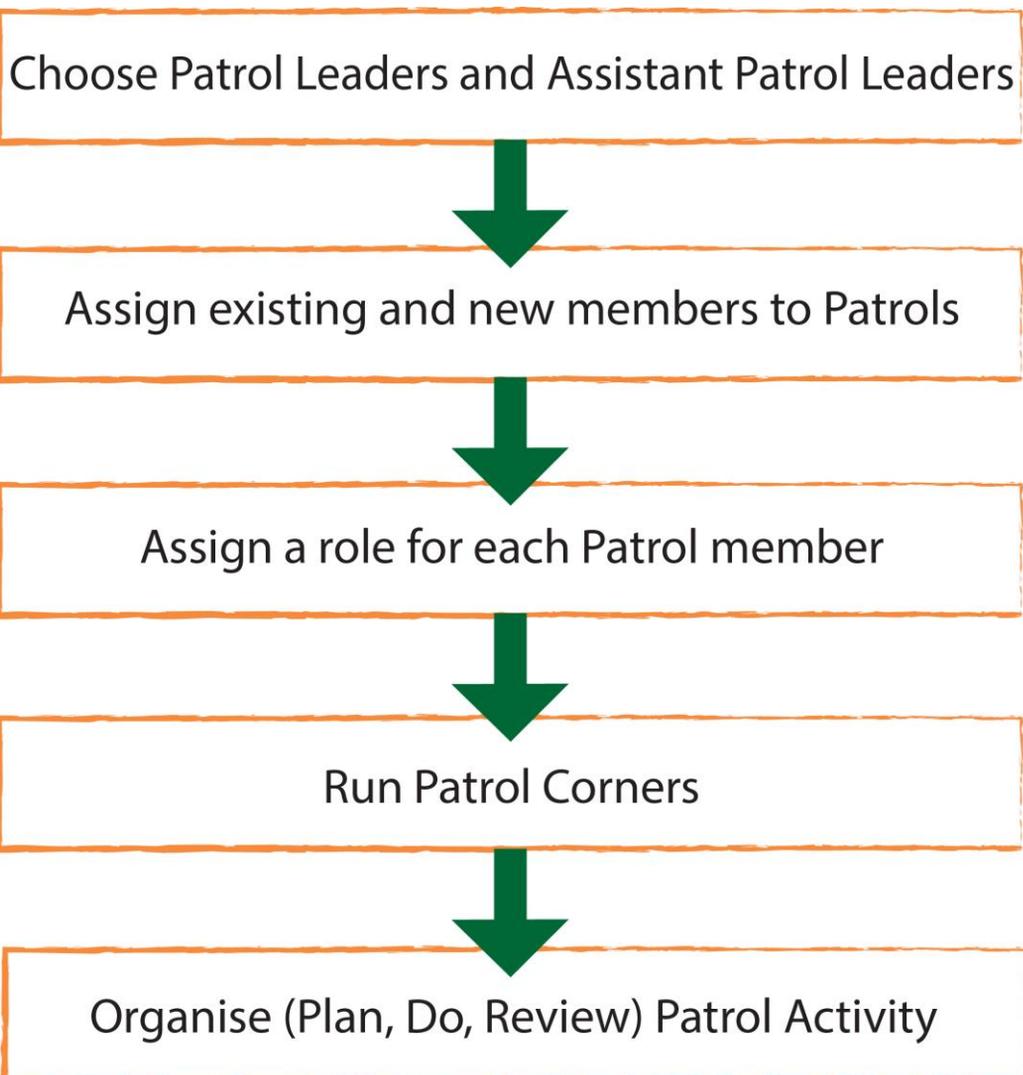
Starting Up: First 6 Weeks

The Scout Programme should be focused on the patrol. From Patrol Corners that plan and review, to the running of activities in small groups, and the assessment of progress in badgework, everything should revolve around the patrols. Even in a Troop with small numbers, every effort should be made to have at least two Patrols. This resource is a guide to helping you get the Patrol System up and running in your troop.

Week 1	First night back Games and icebreakers Introduce new members
Week 2	Form Patrols, new PLs/APLs, assign Scouts Patrol Corner: run a short patrol meeting
Week 3	Patrol challenges Skills practice, eg. navigation or knots Patrol Corner: Look at Crean Awards Patrol Leaders Council: plan a troop adventure
Week 4	Learn a skill, eg. GPS or lashings, to be used on the troop adventure Prepare for the adventure, eg geocaching or 10 min tower PLC runs a troop adventure, with time for each patrol to run their own short activity
Week 5	Develop skill used on activity, eg. navigation and building with spars Patrol Corners: review activity and progress in Crean Awards
Week 6	Patrol challenges and skills practice Patrol Leaders Council: review first few weeks

Forming Patrols:

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Deciding on PLs and APLs

Different troops have different ways of choosing which scouts would make the best PLs and APLs. Here are some approaches:

- PLs and APLs are elected by the scouts and scouters, or the current/outgoing PLs and Scouters meet to decide on which scouts should become new PLs and APLs, or a mixture of both systems.
- Personal progression is also important in this system, allowing for scouts in their first year to participate in the programme, scouts in their second year take an active involvement with some leadership roles, and scouts in their third/final year tend to lead as PLs, APLs, or activity leaders.
- Before taking up a role the incoming PLs/APLs should discuss it and commit to fulfilling it as best they can.
- Leadership and programme training should be provided as soon as possible; although it is advisable for scouts to have undertaken this training as APLs or as active scouts.

Assigning Members

Here are some approaches that troops use:

- The PLC can work together on dividing the troop in patrols.
- Several factors are generally taken into account, including scouting experience, existing members of patrols, friendship groups, and social dynamics.
- Patrols tend to have scouts at different stages of their Crean Awards, reflecting the personal progression of the programme and the patrols system.
- When matching PLs and APLs consider their capabilities/circumstances (eg. a new APL with a more experienced PL, or a having a gender mix).



Roles in the Patrol

It is important that everyone in the patrol has a role. This ensures that each scout plays an active part and contributes to the patrol. Two scouts can work on the one role together, if required. Here are a selection of common patrol roles:

- **PL:** The scout who organises the patrol. They will support other scouts in their roles and make sure the daily rota is working.
- **APL:** The scout who helps the PL in their role and deputises for them when required.
- **Quartermaster:** The scout who organises and maintains the Patrol's equipment.
- **First Aider/Safety Officer:** The scout who maintains the first aid kits and gives first aid, with the help of scouters.
- **Treasurer:** The scout who plans the patrol's budget and administers the patrol funds, with the PL.
- **Photographer/Scribe:** The scout who records the activities of patrol for the log.
- **Record Keeper:** The scout who maintains the records, such as the roll and programme book.
- **Leave No Trace Officer:** The scout who makes sure the patrol is following the principles of Leave No Trace.
- **Grubmaster:** Responsible for planning and buying of food.

In the general running of the programme, scouts should take on individual roles relevant to the activity. These roles should reflect their personal progression: scouts in their first year participating (Discovery/Terra Nova), scouts in their second taking an active involvement (Endurance), and scouts in their third/final year leading and organising (Polar).

Patrol Corners

These are a short patrol meetings within your troop meetings. Typically these should take up about 20-30mins. During these meetings patrols will:

- Plan Programme
- Review Activities
- Assess progress in Badgework

Getting patrol corners up and running in your troop can help establish the Patrol System. By participating in these meetings, scouts will begin to appreciate how they are a part of a team and will think about scouting in terms of their patrol. For more information on Patrol Corners, check out this other resource: goo.gl/OFx2tO

Patrol Activities

Next, try to get the Patrols to do activities in their patrols. Initially, base games and other activities during weekly meetings on the patrols. Then, encourage troop adventures where each Patrol operates independently – such as a series of bases they rotate through, or each patrol could light and cook on their own fire.

Gradually, you can suggest that each patrol might try to do something different to the others on troop adventures. This would be very useful for helping with badgework; as at their Patrol Corner the Wolf Patrol might decide to the Air Activities Adventure Skill and the Raven Patrol is going to work on their Environmental Special Interest Badge. Both activities could be accommodated within a troop adventure.

Running a Patrol Leaders Council

The Patrol Leaders Council (PLC) is made up of the PLs, APLs, and Scouters. The PLs and APLs take ideas from their Patrols and turn them into a planned programme of activities for the Scout Troop. The PLC is also responsible for introducing a code of conduct, awarding badges, and any for generally running the Scout Troop.

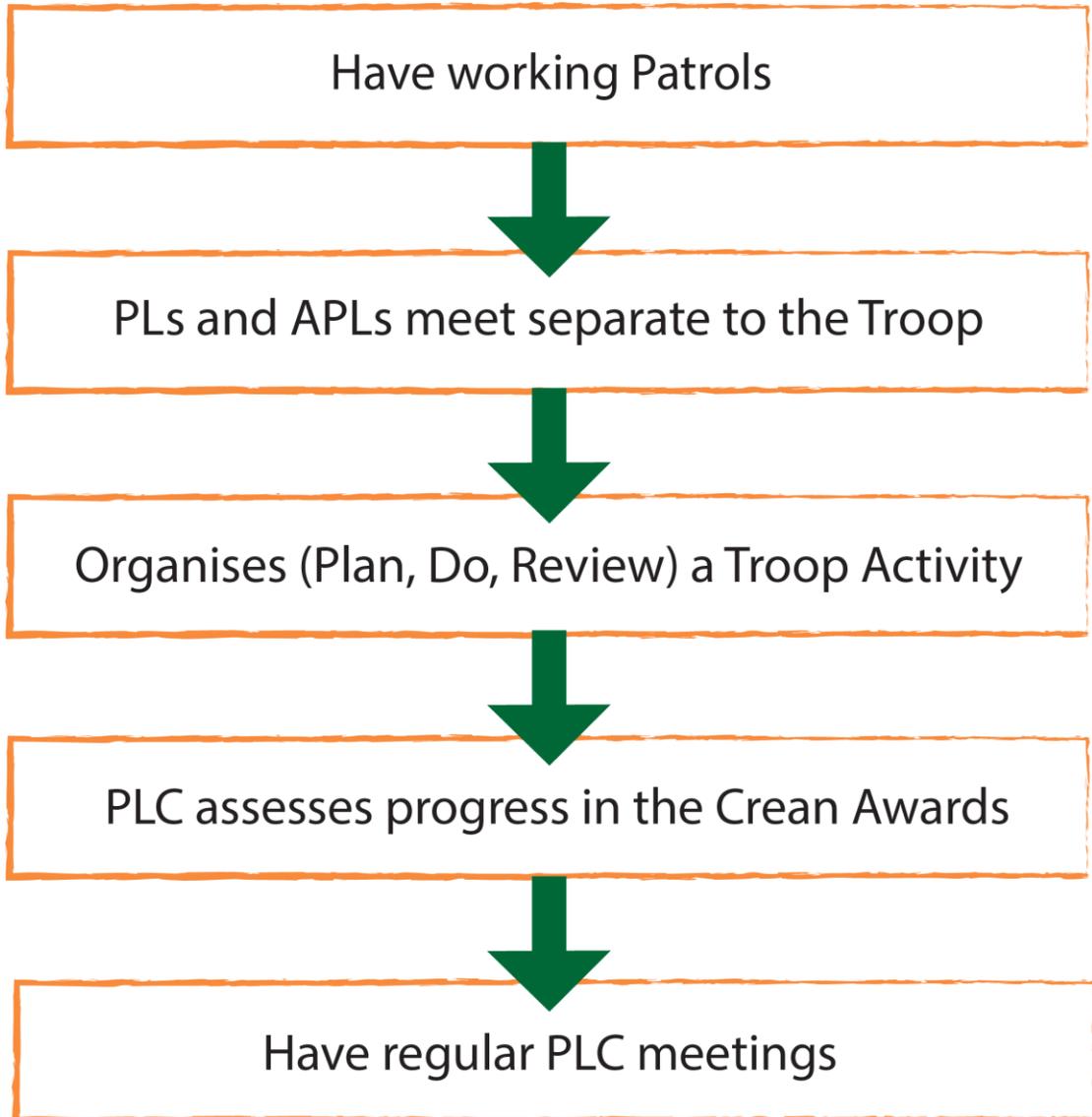
PLC - Areas of Responsibility

So what are the things that your PLC should be looking after? Here are a few of the main tasks involved:

- 1. Running the Troop Programme:** The PLC should plan, run, and review the troop programme. Taking ideas from patrols the PLs, APLs, and Scouters should come up with a detailed programme.
- 2. Award Crean Awards and other badges:** The PLC should approve the awarding of badges to the Scouts. Each PL/APL should know about the progress of each Scout in their Patrol and this should be shared with the others at PLC meetings. The PLs and APLs should work with each other and the Scouters in completing their own Crean Awards.
- 3. Organise the Troop:** With the help of Scouters, the PLs and APLs should organise and run the scout troop. The PLC also implements the Troop Code of Conduct; it is a space for PLs/APLs to discuss matters of concern in a confidential, respectful, and positive manner. The PLC can also represent the Troop at Group Council and other events.

Setting Up a PLC

Getting a PLC up and running in your troop can be done by building on the experiences and capabilities of the scouts and scouters.



PLC Meetings

A PLC should have regular meetings, usually about once a month. These meetings can be a separate part of troop meetings, can be held before/after troop meetings, or can be on a separate night. They need only be 20-30 mins long, unless something important is being discussed. The main thing is to have regular meetings.

Suggested format for these meetings:

- 1. Patrol reports:** Each PL should give a summary of their Patrol and how its getting on. It should include the patrol's review of activities, ideas for new adventures, update on badgework, and any other matters.
- 2. Troop Report:** The PLC should discuss how the troop is doing in general. This should include general conduct.
- 3. Scouters Report:** The Scouters should pass on relevant information from Group or County meetings. The Scouter can also talk about things that may have been discussed at Scouter meetings.
- 4. Planning & Reviewing:** The PLC should complete their own review of the Programme. Using ideas from the review and from the patrols, they should then make out a detailed plan for the activities of the next Programme Cycle. Also, include badgework opportunities for scouts to progress in their Crean Awards.
- 5. AOB:** The 'Any Other Business' section of a meeting covers any other topics or points that need to be discussed. It allows people to bring up items which are of concern or interest to the PLC.