

Troop 50 Goals 2011 – 2012

Aims

Boy Scouting works towards three Aims:

1. Growth in moral strength and character
 - We may define this as what the boy is himself; his personal qualities, his values, his outlook.
2. Participating citizenship
 - Used broadly, citizenship means the boy's relationship to others. He comes to learn obligations to other people, to the society he lives in, and to the government that presides over that society.
3. Development in physical, mental, and emotional fitness
 - Fitness includes the body (well-tuned and healthy), the mind (able to think and solve problems), and the emotions (self-control, courage, and self-respect).

Methods

The methods are designed to accomplish these aims. Thus it is important that you know and use the methods of Boy Scouting. Other methods are good, but they may bring different results -- results quite different than we are seeking.

1. Advancement
 - Scouting provides a series of surmountable obstacles and steps to overcome them through the advancement method. The Scout plans his advancement and progresses at his own pace as he overcomes each challenge. The Scout is rewarded for each achievement, which helps him gain self-confidence. The steps in the advancement system help a boy grow in self-reliance and the ability to help others.
2. Ideals
 - The ideals of Scouting are spelled out in the Scout Oath, Law, motto, and slogan. The Scout measures himself against these ideals and continually tries to improve. The goals are high, and as he reaches for them he has some control over what he becomes.
3. Patrols
 - The patrol method gives Scouts an experience in group living and participating citizenship. It places a certain amount of responsibility on young shoulders and teaches boys how to accept it. The patrol method allows Scouts to act in small groups where they easily can relate to each other. These small groups determine troop activities through their elected representatives.

4. Outdoors

- Boy Scouting is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and activities practiced at troop meetings come alive with purpose.
- Being close to nature helps Scouts gain an appreciation for God's handiwork and mankind's place in it. The outdoors is the laboratory for Scouts to learn ecology and practice conservation of nature's resources.

5. Adult Association

- Boys learn from the examples set by their adult leaders. Troop leadership may be male or female, and association with adults of high character is encouraged at this stage of a young man's development.

6. Personal Growth

- As Scouts plan their activities, and progress towards their goals, they experience personal growth. The Good Turn concept is a major part of the personal growth method of Scouting. Boys grow as they participate in community service projects and do Good Turns for others. There probably is no device so successful in developing a basis for personal growth as the daily Good Turn.

7. Leadership Development

- Boy Scouting encourages boys to learn and practice leadership skills. Every Scout has the opportunity to participate in both shared and total leadership situations. Understanding the concepts of leadership helps a boy accept the leadership roles of others and guides him toward the citizenship aim of Scouting.

8. Uniform

- The uniform makes the Scout troop visible as a force for good and creates a positive youth image in the community. Boy Scouting is an action program, and wearing the uniform is an action that shows each Scout's commitment to the aims and purposes of Scouting. The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals.
- The uniform is practical attire for Scout activities, and provides a way for Scouts to wear the badges that show what they have accomplished.

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- 1. Dues Awareness** (Methods:2)
 - 2 dues awareness meetings; one fall, one spring
 - 80% of all Scouts turn in dues
 - Dues collected at door
- 2. 2500+ Service Hours** (Methods: 1, 2, 6)
 - 1 Troop Service Project every 3 months
 - Patrol Leaders log hours for Service Projects
 - Scribe logs service hours
- 3. PLC in Different Locations** (Methods: 4, 7)
 - Patrols have 100% representation at PLC's
- 4. Run 7 out of 9 Trips Efficiently** (Methods: 2, 5)
 - A "thumbs up, thumbs down" voting method will be used during Thorns & Roses at trips to decide whether or not they were run efficiently
- 5. 4 Honor Patrols, including Leadership** (Methods: 1, 3, 5, 6, 7)
 - Honor Patrol requirements posted on Troop bulletin board
- 6. ASPL does Messages Spot Checks** (Methods: 2, 6, 7)
 - Scouts will be encouraged to write down messages
- 7. 1-2 Low Cost High Adventure Trips Summer 2012** (Methods: 4, 6)
- 8. Game Night held Every 4 Months** (Methods: 4)
- 9. 2 Meetings Devoted to Recruitment** (Methods: 1)
 - 75% of all Scouts bring a friend to a meeting
 - Scribe will log Scouts that bring a friend
- 10. Quartermaster Goals** (Methods: 2, 5, 6, 7)
 - Gear Goo must have at least one Quartermaster present
 - Keep track of gear on a spreadsheet
 - 4 Quartermaster Days
 - Patrol Quartermaster is the Assistant Patrol Leader
 - Patrol gear will NOT be replaced if lost
 - A master list must be kept of all gear
- 11. Scribe Goals** (Methods: 2 5 6 7)
 - Monthly Schedule is given out 2 weeks in advance
 - 1st draft of Monthly Schedule must be presented at PLC
 - Thorns & Roses logged
 - Service hours logged by Scribe
 - Logs Scouts that bring friends to meetings

12.90% of Scouts earn one Merit Badge outside of Summer Camp (Methods: 1, 6)

13. Grubmaster (held by an ASPL) Goals (Methods: 2, 5, 6, 7)

- Menus due 2 meetings in advance of trips
- Most creative menu will earn KP done for that Patrol
- Cooking theme for all trips
- Creative menus will be entered into Troop cookbook
- Menus will be judged

14.100% Advancement up to Life Scout Rank (Methods: 1, 6, 7)

15.50% of Current Life Scouts obtain Eagle within next 2 years (Methods: 1, 6, 7)

16.2-4 Scouts earn Recruitment Award (Methods: 1, 6)

17. Patrol Meeting Goals (Methods: 3)

- New Honor Patrol requirement: 50% of all Scouts in Patrol must earn a Merit Badge as a Patrol activity
- 1 Patrol meeting per month
- Calendar of Patrol meetings turned in at beginning of the year

18. Leadership members sit with the Troop during Instructions (includes Patrol Leaders)

(Methods: 2, 7)

- **Troop Leadership sets example 100% OF THE TIME!**

19. Uniform Goals (Methods: 8)

- Proper uniform achieved 100% of the time
- 4 uniform inspections, 2 will be unannounced
- Class A must be worn properly

20. Instructors Goals (Methods: 2, 5, 6, 7)

- Creative and informative demos
- Use EDGE method 100% of the time
- Email to Scoutmaster and SPL describing plans for the week
- Get 4 demos together at the beginning of each month
- Attend all PLC's

21. Den Chief Goals (Methods: 2, 5, 6, 7)

- Inform Packs about BSA
- 4 earn the Honor Award
- 6-8 Den Chiefs in Troop

22.4 Scouts Attend NYLT as Participants or Staff (Methods: 2, 5, 6, 7)

23.100% TYLY Participation by Troop Leaders (Methods: 2, 5, 6, 7)

24.6 Scout Run Trips, 1 of these run by Venture Patrol (Methods: 2, 4, 5, 6, 7)

- SWAT trip is to be run by Venture

25. Leadership members must attend at least 7 Trips Each (Methods: 2, 4, 6, 7)

26. Trips are Original and Creative (Methods: 2, 4, 6)

27. Historian Goals (Methods: 2, 5, 6, 7)

- 1 Troop Scoop published every other month
- Historian writes a part of the church newsletter for Ebenezer UMC

28. OA Rep Goals (Methods: 2, 5, 6, 7)

- 80% of inducted arrowmen get Ordeal
- 3 achieve Brotherhood
- OA rep attends Lodge meetings
- OA rep promotes camping and helps to “sell” trips

29. Class A on All Trips (Methods: 8)

30. CREATIVITY IS ESSENTIAL!!! (Methods: 2, 6)