

Troop 194 Operations Manual

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1-Introduction / General Information

1.1 Information about this document

This document is intended to provide a framework by which all functions of the troop can be adequately prepared for and carried out. Inside you will find information about the troop and its functions, as well as comprehensive plans for most functions and activities the troop engages in. All plans included in this document are provided as a tentative plan for a course of action. None of these plans are set in stone, rather they are very much changeable as time goes on and new possibilities are exposed.

1.2 Troop Rules and Regulations, Behavior Policy

We recognize that for our boys to grow into responsible men, they need to be held accountable for their actions. Therefore, any scout who intentionally participates in an activity that has the potential to cause harm to himself or to other Troop members, or behaves in a manner that reflects negatively upon the troop or the Boy Scouts of America, or intentionally participates in any activity that may cause damage to public or private property, will be disciplined. Behavior that is cause for disciplinary action as outlined in the Discipline Policy procedure includes, but is not limited to, the following.

1. Not following Scoutmaster's or Leader's Orders.
2. Significantly Unsafe actions
3. Physical or verbal hazing or harassment of another person
4. Use of offensive gestures
5. Excessively rowdy, unruly, loud, disrespectful, disobedient, or disruptive behavior
6. Smoking or use of any controlled illegal substance

We expect that with this policy clearly stated, Scouts will know where they stand and be comfortable with an atmosphere of tolerance toward other's rights that helps build a secure feeling of trust and brotherhood in Scouting.

Discipline Procedure

The leader in charge will discuss the infraction with the Scout at the time of violation, reminding him of the Behavior policy. Three warnings during a single activity of disruptive behavior will result in a conference with an adult leader. The Scout may not be permitted to attend the next meeting. The Troop Committee Chairman and parents will be notified if the behavior continues.

A Scout who is involved in serious misbehavior on a campout or at a meeting will be subject to having his parents called to come get him from the activity. The Scout may be suspended from attending any Troop activities until a Disciplinary Hearing has met with the parents. In such a case, the Scoutmaster will notify the Troop Committee Chairman immediately.

1.3 Requirements for Ranks

Troop 194 pursues an active program designed not only for enjoyment but also to encourage and facilitate advancement along both individual and group paths. Each Scout is strongly encouraged to work

toward and earn Scouting's highest honor, the rank of Eagle Scout. The Troop closely monitors each Scout's progress along the advancement trail both to keep interest at a high level and to maintain a desired level of quality in the advancement program. Scouts and parents are reminded that Scouting stresses both individual initiative and close participation in group accomplishments.

A scout advances from one rank to the next by fulfilling certain requirements and tenure adhering to the high standards of the Scout Oath and Law, participating in Troop activities and in selected projects of community service, learning and demonstrated various Scout skills, and by earning various Merit Badges. Rank Advancement and Merit Badges are earned by participating in the Troop's program under the direction and guidance of the Scoutmaster, his assistants, and the members of the Troop Committee, and by individual efforts under the direction of specific councilors approved by the Scoutmaster and Troop Committee. Unlike Cub Scouting, rank requirements and badges are signed off only by the approved counselors and Scoutmasters and not by the parents. A Merit Badge or a badge of Rank is recognition of what a boy is able to do, not a reward for what he has done.

Each rank advancement requires a Scoutmaster's Conference and then, a Board of Review. The Scoutmaster's Conference is conducted by either the Scoutmaster or an Assistant Scoutmaster, and the Board of Review is conducted by members of the Troop Committee. Advancement to the next rank is achieved when the scout passes the Board of Review.

It should be a major goal of each Scout to achieve the rank of First Class within one year of joining Scouts. The attainment of this rank signifies that a Scout has learned the skills required to enjoy the outdoors safely. Without these skills, a Scout cannot participate in the more advanced and more exciting activities enjoyed by the Core Patrols and Adventure Patrols. Every Scout is provided a high level of encouragement and numerous opportunities to learn the skills required for First Class.

Many opportunities are also provided for the remaining advancement to the rank of Eagle, but the level of active encouragement is reduced. Each Scout's advancement beyond First Class is dependent upon his own ambition and initiative. Our Troop goal is to build safe and competent campers. Personal drive is required to attain further advancement and the goal for advancement is at least one rank advancement a year for Scouts below the Life rank.

1.4 Troop Hierarchy

The troop is organized so that the scouts are the functional leaders. The Senior Patrol Leader (SPL) operates the troop in accordance with the rules and regulation of the Boy Scouts of America. He is assisted by the Assistant Senior Patrol Leaders (ASPL) and the Patrol Leaders who meet monthly at a Patrol Leader Conference (PLC). The Scouts are organized into patrols with a Patrol Leader and an Assistant Patrol Leader leading each unit. The goal is to have approximately eight scouts in each patrol.

Scouts entering the troop are organized in New Scout Patrols. These patrols work at advancing their members to First Class. The outdoor program is designed to develop their outdoor skills and advancement.

Core Patrols are made up of Scouts who are in 7 th grade and up. They should be First Class rank or actively working on achieving that rank, which makes them eligible for more rigorous activities that make use of the skills learned through First Class.

Venture Crews are made up of boys from Core Patrols who choose to participate in additional exciting outdoors activities such as canoeing or long distance backpacking. They must be First Class and 14 years old.

The Scoutmaster makes patrol assignments with the advice of each patrol's Assistant Scoutmaster, trying to put each boy into a patrol with his friends and other Scouts of similar skills and abilities. Patrol meetings, outside troop meetings, are held at the discretion of the patrol.

Scoutmaster- The Scoutmaster and his Assistants supervise the Troop's operations. This includes membership, meetings, campouts, special events and activities, equipment, discipline, and advancement. The Scoutmaster reports to the Troop Committee.

Assistant Scoutmaster- Each patrol is assigned an adult Assistant Scoutmaster, who counsels and advises the boys while monitoring their progress, advising, and encouraging them. The Assistant Scoutmaster is the primary adult resource to the Patrol Leader.

Troop Committee- The Troop Committee has the general responsibilities of providing and supporting competent adult leadership for the Troop, providing adequate meeting facilities, carrying out the policies of Boy Scouts of America, helping with the acquisition and maintenance of Troop equipment, supporting the advancement program, helping the Troop recruit new boys, supporting the outdoor program, and keeping the boys and their parents informed. The Committee is responsible for finances, adequate funds, and disbursements in line with the approved budget plan.

1.5 Honor Patrol System:

1) At each event, one ASPL is assigned to score each patrol using the following system:

Uniform-	10 points
Focus/Behavior-	20 points
Formation-	10 points
Contribution to Program-	10 points
Total-	50 points

2) At the end of the last meeting of each month, the results will be announced to the troop. Those patrols that score 75% or less of the possible points, will be assigned as service patrols for the following months. Those patrols scoring 90% or greater will be given an award. The patrol with the best score will be given an award for their patrol flag. If no patrol scores less than 75% the patrol with the lowest score will be required to serve as service patrol in the following month.

3) Further explanation of Categories:

Uniform- Boy Scouts are expected to attend meetings in the appropriate uniform. If all members of the patrol are in full uniform, the patrol will score a perfect 10. Deviations from full uniform will cause deductions from the patrols score at the scoring ASPL's discretion.

Focus/Behavior- As the behavior and focus of the scouts is the largest factor in the success of a troop event, this category is assigned the highest point value. Patrols will lose points if any of their members are disruptive or deviate from proper behavior at any point during the meeting. Patrols are expected to remain together and on task during "Patrol Corners". If one member of a patrol continues disruptive behavior despite the best efforts of the patrol leader, this patrol leader should promptly seek the assistance of a junior leader or ASM to prevent loss of points.

Formation- The formation is the area that requires the most focus and best behavior from all scouts. Points will be awarded based on stance, attention, noise level and straightness of patrol lines.

Contribution to program- Contribution to the program of a troop meeting can vary based upon the experience and abilities of the members of a patrol. Patrols containing mostly new and inexperienced scouts will be scored based upon their willingness to learn new things and level of cooperation with any teachers. Patrols containing mostly older and more experienced scouts are expected to further their knowledge, as well as providing their services in the teaching of younger scouts. All patrols are expected to provide regular feedback on the quality and effectiveness of the program. Scores will be based on the effort by the patrol to contribute in the way that best suits them. Judging this effort is left to the ASPL's discretion.

Bonus Points- Bonus points can be awarded to patrols who take actions that are "above and beyond" the normal requirements of patrol participation. Program patrols will be determined on a volunteer basis and bonus points will be awarded to these patrols based upon the quality and evidence of preparation in their opening presentation.

2-The Troop Meeting

2.1 The Anatomy of a troop meeting

The weekly troop meeting during the scout year, held (when possible) on the scheduled meeting night selected by the troop committee, is the backbone of the scouting experience and is essential for advancement, organization and planning. It is during these meetings that informational announcements are made, events are planned, patrols gather to discuss various patrol business, and required information for advancement in scouting and in life is taught. These meetings depend on an efficient and ordered routine that allows enough time for all of the many things to be covered. The knowledge of how and why this routine works is essential to effectively participate in it. Therefore a scout's complete understanding of the process which governs a meeting is essential to maintaining the order and efficiency of its design.

A normal troop meeting consists of five main parts: the opening, program, patrol corners, a game, and the closing. Each section of the meeting serves a specific purpose in accomplishing the objectives of the troop and of the scouts. It is recommended that all scouts and parents familiarize themselves with the function of each of the parts of the meeting in order to ensure efficient operation and achievement.

2.2 The Program

The program section of the meeting is provided to allow scouts to complete any requirements they may need to achieve their next rank. The material covered is based on a monthly theme. These themes are designed to allow a maximum amount of material to be covered in an ordered, logical manner, thus allowing each scout to work on his next rank in an efficient manner. These programs also include material that may not be required for BSA rank advancement. This material is included in the program to supplement the general knowledge of the scout above and beyond what is strictly required by BSA regulations.

Each program is designed to benefit all of the scouts participating, accounting for the wide range of skills and abilities displayed by the members of the troop. Generally a program will include elements on three ability levels. The first level, or tier, is designed to benefit the youngest scouts, working toward their advancement to the rank of Tenderfoot. The activities in this level introduce basic scouting ideas and skills; mastery of these skills is important for all active members of the troop. The second tier is intended for those scouts working toward the rank of Second Class or First Class. These scouts strive to complete their knowledge of basic scouting skills and principles. The program that they are involved in allows them to complete requirements and become a better member of the troop. The last tier is intended for scouts who have already completed the rank of First Class and wish to further their knowledge of the skills associated with the Boy Scouts. These individuals often wish to pursue activity above and beyond that of normal troop functions, and thus participate in the venture crew. This allows them to use their prior experience to further themselves within the scouting organization.

A well designed program has the ability to fulfill the needs of each of the three levels while maintaining focus on a single monthly theme.

2.3 Patrol Corners

An essential but often over-looked portion of the meeting is the "Patrol Corners". This part of the meeting should be an invaluable time for the individual patrols to meet and discuss important matters. Far too often are these meetings only used to take attendance and fool around. The Patrol Leader of the patrol should take charge of his scouts and ensure that order is maintained as they discuss the following matters:

- Plans for up-coming events such as camping trips.
- Discussion of satisfaction with troop meetings or other functions.
- Discussion of suggestions and of complaints for the patrol leader to bring before the PLC.
- Review and prepare for upcoming meetings, trips or other events, keeping with desired monthly themes and available resources.
- Discussion of possibilities for future meetings and troop events. It is important to remember that none of the plans in 2.1 are unchangeable. Any modifications a patrol desires should be brought to the attention of the SPL or -brought before the PLC.
- Any other matter that the Patrol Leader feels is important.

This part of the meeting should allow for voicing of grievances to avoid bad vibes. Assistant Scoutmasters should coach and assist the Patrol Leader where needed.

2.4 The Game

One of the most anticipated parts of the meeting for many scouts is the game. This game serves as a supplement to the program and allows the members of the troop time to release their energy. The nature and scope of the game on any given occasion is left up to the judgment of the individual or group charged with organizing and running the game. An appropriate in-meeting game should accomplish at least some of the following:

- Teamwork building.
- Education (as a supplement to the current program).
- Development of athleticism.
- Development of basic logic and strategy skills.
- Fun.

2.5 Other

Every meeting includes a brief opening and closing which allows time for important announcements to be made by various members of the troop. An effective meeting can also include many other elements as is demanded by the situation. Many periodic necessities can be included in the weekly meetings. These might include, but are not limited to, the following:

- **Patrol Leader Elections-** These elections usually take the form of an extended patrol meeting in which the members of a patrol discuss the duties and responsibilities of a Patrol Leader. They then decide which member of their patrol is capable and willing to shoulder these responsibilities, usually through an informal election. After a Patrol Leader has been chosen, he appoints an assistant and a patrol scribe. This event takes place twice every scout year, in September and January, unless a replacement Patrol Leader is required.
- **Senior Patrol Leader Elections-** This troop-wide election is held once every year to choose the Senior Patrol Leader and assistants for the following year. Interested candidates are allowed time to make a short speech to the troop outlining their reasons for seeking these positions. A secret ballot election is then held to determine the winners. This event usually takes place in May or June.
- **Order of the Arrow Elections-** These elections are held to choose new members for the Order of the Arrow, which promotes camping and service. Members of the troop are given the opportunity to vote for eligible scouts in a secret election run by O/A representatives. This event takes place once a year, usually in early spring or late winter.
“ Youth membership qualifications. All members or, or candidates for membership in, the Order of the Arrow who are under 21 years of age shall be youth members or candidates for youth membership, subject to the following requirements:
 - Be a registered member of the Boy Scouts of America.
 - Hold the First Class rank of the Boy Scouts of America, as a minimum.
 - After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two year period prior to the election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.”

“Unit Leader Approval. To become eligible for election, a Boy Scout or Varsity Scout must be registered with the Boy Scouts of America and have the approval of his unit leader prior to the election.

The unit leader must certify his Scout spirit (i.e., his adherence to the Scout Oath and Law and active participation in unit activities). The unit leader must also certify that the nominee meets all specified requirements at the time of this annual election.”

Some Boy Scout Councils offer a variety of specialty camps some of which might not be suitable for satisfying the OA long-term camping requirement. If a scout intends to use a specialty camp to satisfy this requirement he should get the Scoutmaster’s approval before attending this camp.

See: <http://www.oa-bsa.org> for a more complete discussion of the Order of the Arrow.

- **Guest Speakers and Special Presentations-** Whenever possible, the troop attempts to bring in guests to supplement the program. These guests tend to take up more time than the normal program presentation and thus take time away from other parts of a meeting.
- **Court of Honor, Parties, and other special meetings-** These events supersede an entire meeting and are covered in greater depth in Chapter 5 of this manual.

3-The Camping Trip

3.1 The Anatomy of a Camping Trip

Camping trips are considered by many to be the most interesting and important elements of the scouting experience. As the oft repeated phrase says, " Outing is 3/4ths of SCOUTING." Troop 194 recognizes this enthusiasm and thus plans at least one camping trip in every month of scouting activity. Regular attendance of these camping trips is strongly recommended for scouts of all levels.

The monthly camping trips are designed to complement and enrich the program of the weekly troop meetings. These trips are excellent opportunities for all scouts to gain experience, advance in rank, and have a good time. The camping trips take place at both Boy Scout Reservations and private camps.

A camping trip actually begins right here in Flemington. The troop meets to arrange carpools, gather troop gear, and depart for the camp. Parents are called upon to transport scouts and/or equipment to the camp. Parent volunteerism is essential to the operation of this system.

On arrival at the camp, scouts help to unload and set-up the troop gear. After this is complete, scouts can attend to their own personal gear and sleeping arrangements. Tents and dining tarps are set-up when needed. The scouts are now prepared for a weekend consisting of structured program time for scouts of all ranks, self-cooked meals, games, free time, campfires and other enjoyable activities. At the conclusion of the trip, camp is broken down and the scouts return to Flemington. Once there, the troop equipment is returned and scouts are picked up by their parents.

3.2 Overnight Procedures

Camping Rules

- Scouts should not bring food or candy on any troop camping trip, unless cleared by the Scoutmaster.

- Parents should make arrangements if medication needs to be dispensed to a scout. Either a parent must be present to dispense medication or the child must manage his own medication. Under no circumstances will any adult other than the legal guardian dispense prescription medication.
- Scouts should bring a minimum of money when attending any campout.
- Scouts should not bring any electronic devices (radios, CD players, TVs, portable games, etc.) or any offensive or non-required reading material. Travel board games and playing cards are permitted.
- Parents should check their son's pack prior to them departing.
- Scouts are expected to obey the Scout Oath and Law.

4-Other Troop Functions

4.1 Service

A large function of the Boy Scouts is beneficial community service. In our troop, this service takes a wide variety of different forms as we continually strive to better our surrounding community. Service time is required for several important rank advancements within the Boy Scouts. The troop partakes in many organized service projects, which may include:

- Road Clean-up (Troop fund raiser)
- Maintenance of Morales Park
- Food Drives.
- Appearing in Memorial Day Parade
- Sale of nutritious Trail's End Popcorn (Troop fund raiser)
- Scout service projects to support individual eagle scout projects

4.2 Parties/Recreation

On special occasions, the troop organizes parties and recreational events. These events are usually held around major holiday seasons such as Halloween and late December. These events can take the form of either a party, complete with music, food, games, and prizes or a day at a recreational location, such as a roller rink. Either way, these functions provide a safe, fun time for all scouts involved.

4.3 Summer Camp

One of the pinnacle events of a scout year is the annual weeklong summer camp. Over the years, the troop has taken part in the summer camp program of several camps in the area. In all of these camps, some needs of the scouts are met some of which would not be addressed in other parts of the program. This includes the following:

- Time to work on merit badges under the direct supervision of a qualified councilor.
- Opportunities for earning special awards.
- Participate in the team building Dan Beard Program for helping new Scouts achieve the rank of First Class.
- Free swim, rifle shooting, archery, and participation in special camp events.
- Opportunities to win awards as a Troop.
- Evening Campfire Program.
- Boating that includes sailing, rowing, and canoeing.

- Meeting new friends.

Summer camp is considered by most Scouts to be the highlight of their scouting year. National statistics show that Scouts who attend summer camp are more likely to remain Boy Scouts and advance to the rank of Eagle.

Merit Badge Camp

A merit badge camp is one of the specialty camps offered by various Boy Scout Councils. Merit Badge camp is usually one week long at which scouts only work on merit badges. This is not a troop organized activity; scouts make their own arrangements to attend this type of camp.

Certain of the merit badges that are offered at this camp have prerequisites, that is, requirements that must be completed before the scout goes to camp in order that the badge can be completed at camp. This is also true for the troop summer camp. In the interest of fairness and uniformity, Troop 194 requires that the prerequisites must be signed off by the Troop 194 counselor for that badge prior to the scout going to Merit Badge Camp. This is especially true for Eagle required badges. If this is not done, the troop will most likely not approve the subject merit badge.

Merit Badge Camp does not provide the same type of camping experience that the troop's regular summer camp does.

4.4 Court of Honor

A court of honor is a special awards ceremony held approximately twice a year. These events are held to recognize Scouts who have advanced in rank. Merits Badges, Special Awards, and Rank pins and cards are presented at this public ceremony. Parents of the Scouts are not only invited, but are encouraged to attend and show their support for the boys. Adult Leaders and committee members are also recognized during this event.

5-Scout Job Descriptions

All count toward upper rank advancement

Senior Patrol Leader:

- Reports to the Scoutmaster and to the PLC (Patrol Leaders Council)
- Plans and steers troop meetings, activities, and efforts
- Keeps the patrols informed through communication with Patrol Leaders
- Plans and conducts the monthly the PLC meetings
- Follow all troop requirements of attendance, behavior, uniforming etc.....
- Set a good example

Assistant Senior Patrol Leader-1:

- Reports to the SPL
- Acts as Senior Patrol Leader in the Senior Patrol Leaders absence.
- Helps the SPL plan and run meetings, campouts and other activities.
- Attends the PLC meetings (usually monthly)
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Assistant Senior Patrol Leader-2:

- Reports to the SPL
- Coordinates and supervises Quartermaster, Scribe, Historian, Bugler, Librarian.
- Acts as Senior Patrol Leader in the Senior Patrol Leader's and ASPL-1's absence.
- Attends the PLC meetings (usually monthly)
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Assistant Senior Patrol Leader-3:

- Reports to the SPL
- Coordinates and supervises Troop Guides and Den Chiefs.
- Coordinates Webelos and other visitors interested in joining the troop.
- Acts as Senior Patrol Leader if both the SPL and other ASPL's are absent.
- Attends the PLC meetings (usually monthly)
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Patrol Leader:

- Reports to the SPL
- Plans and steers patrol meetings, activities, and efforts
- Keeps the patrol informed through regular communication
- Attends the PLC meetings (usually monthly)
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Assistant Patrol Leader:

- Reports to the PL
- Acts as Patrol Leader in the patrol leader's absence
- Helps the patrol leader fulfill his responsibilities
- Oversees patrol officers (quartermaster, grubmaster etc..)
- Attends the PLC meetings if Patrol Leader cannot attend.
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Troop Guide:

- Reports to the ASPL-3
- Guides new Scouts through early activities, teaching them the basics of camping, uniforming and troop and patrol operation
- Helps new Scouts reach First Class rank
- Instruct new Scouts in skills and help recruit other teaching help as needed
- Assists the new Scout patrol wherever necessary
- Attends the PLC meetings with the new Scout Patrol Leader (usually monthly)
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Scribe-1:

- Reports to the ASPL-2
- Records individual Scouts' attendance, advancement etc..
- Works with ASM Records- Attends and record PLC meetings (usually monthly)
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Scribe-2:

- Reports to the ASPL-2
- Researches, authors and publishes a monthly newsletter and distributes it to all Troop 48 families.
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Scribe-3:

- Reports to the ASPL-2
- Researches, authors and publishes the Troop 48 Web Page.
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Quartermaster:

- Reports to the ASPL-2
- Keeps track of troop equipment and keeps it in good, working order
- Works with the ASM for Equipment
- Checks out troop equipment to patrols and is responsible for its timely return.
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Assistant Quartermaster:

- Reports to the QM
- Helps the QM in all equipment matters.
- Acts as the Quartermaster in the quartermaster absence.
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Librarian:

- Reports to the ASPL-2
- Responsible for troop library and its use, including check-out of books.
- Actively seek out new books for the library
- Discard outdated material
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Historian-1:

- Reports to the ASPL-2
- Coordinate patrol photographers and assemble slide shows and/or photo displays
- Responsible for flags of defunct patrols and trophy case
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Historian-2:

- Reports to the ASPL-2
- Researches past Troop history and continues to compile a scrap book of old troop events
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Bugler:

- Reports to the ASPL-2
- Plays various bugle calls as needed at campouts or other special ceremonies
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Den Chief:

- Reports to the ASPL-3
- Works with a den of Cub Scouts to advance in rank, have fun and learn Scouting skills
- Encourage Webelos Scouts to become Boy Scouts
- Attends weekly den meetings and monthly pack meetings
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example

Instructor:

- Subjects include Cooking, Map and Compass, First Aid, Knots and Lashing, Swimming and others at the discretion of the Senior Patrol Leader or Scoutmaster
- Reports to the ASPL-2
- Responsible for teaching subject, arranging merit badge classes
- Passes Scouts on Tenderfoot, Second Class and First Class requirements which fit his subject, reviews topics with Scouts before Board of Review
- Responsible for Camporee practice sessions in his subject
- May be called upon to help with Troop program in subject
- Follow all troop requirements of attendance, behavior, uniforming etc..
- Set a good example