

# Webelos to Boy Scout Orientation

## *The Adventure Begins!*



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### Troop Organization

**The Patrol Method** – In 1888, Lord Baden Powell wrote, "The formation of the boys into Patrols of from six to eight and training them as separate units each under its own responsible leader is the key to a good Troop."

**Patrols** are the building blocks of Scouting. As a member of a patrol, you plan together, learn together, and all of you pitch in to turn exciting plans into action. Patrols are such an important part of Scouting that a part of each troop meeting is usually set aside for each patrol to meet by itself. Every patrol has a name and every Scout in the patrol wears a patch on their right sleeve with their patrol's emblem. Each patrol has a flag they make that they carry at troop meetings a campouts. Every patrol has a yell, too. You give the yell when your patrol wins a contest or performs well at any other event.

Your patrol will elect one of its members to serve as **patrol leader**. The patrol leader is in charge of the patrol at troop meetings and during outdoor adventures, and he represents the patrol on the patrol leaders' council. While there is only one patrol leader, every member of a patrol shares the duties of leadership. You could be the one who finds the way on a hike, who is the chief cook in camp, or who teaches other Scouts how to tie a knot.

The **new-Scout patrol** is a group of boys who have just become Scouts. They are helped by a **troop guide** – an older, experienced Scout who can show the way. Members of a new-Scout patrol choose their patrol leader, plan what they want to do, and take part in outings and troop meetings just like any patrol. They also learn the basic skills they need in order to enjoy hiking, camping, and other Scout adventures. Before long, members of a new-Scout patrol will discover that they are passing many of the requirements for the ranks of Tenderfoot, Second Class, and First Class.

**SPL** – Senior Patrol Leader. This is the top boy leader of a troop and is elected by all of the Scouts. With guidance from the Scoutmaster, he is in charge of troop meetings and the patrol leaders' council, and does all he can to see that the patrols succeed.

**Patrol Leader Council** – The activities of your troop are planned by a patrol leaders' council (PLC) made up of you patrol leaders, senior patrol leader, Scoutmaster, and other troop leaders. The PLC discusses future meetings and outings for the whole troop. Your patrol leader's responsibility is to share the ideas that have come from you and other Scouts in your patrol to the PLC and to report back decisions made by the PLC back to you and the patrol

**Scoutmaster** – The Scoutmaster is the main adult leader of your troop. He is responsible for signing for rank advancements, training the Senior Patrol Leader, meeting with each boy as they are ready for advancement (Scoutmaster Conference), and directing the activities of the various assistant scoutmasters.

**Meetings** – Unlike Cub Scout packs, most troops meet every week of the year, including summer. In addition, there are usually separate patrol meetings (1 to 2) a month, a monthly outdoor activity such as a campout, and a number of service projects.

## **How to visit a troop**

**Who to call** – Many troops will designate one person to be their main contact point for arranging visits. This could be the Scoutmaster or one of his assistants acting as the Webelos coordinator. Trail of Tears District maintains a web site ([www.totscouting.org](http://www.totscouting.org)) where all the troops in the district are listed along with their meeting place and contact points.

While any troop would welcome you at any time, it is best to call ahead especially if more than one Webelos will be visiting.

**When to visit** – Most troops hold an Open House where they gear their program for that night specifically to visiting Webelos. While these are definitely great events and worth going to you should be aware of two things. First, these are usually not held until February and you really want to start looking at troops before then. Second, with all the special things that they are doing for you at the meeting you don't get to see how the troop behaves normally. Try to visit a troop at one of their regular meetings. If a troop looks interesting visit them more than once. Don't wait until February to start visiting, start now and visit as many troops as you can.

**Deciding on a Troop** – Every troop has its own personality and what you need to do is to find one that you will be comfortable with and will grow with for the next few years. Some of the factors that give each troop its character are:

**Meeting Time and Place** - When looking at troops don't limit yourself to those in the same town. Unlike Cub Scout packs that are often based around an elementary school, troops usually have

members that come from a very wide geographical area. Though you may not want to pick a troop clear across the county (though some Scouts do), don't be afraid of an extra 15 or 20 minute drive if you find a troop that really meets your goals. The only real consideration for this factor is what day of the week the troop meets. If the troop meets on a day you know you will have conflicts with, look for another troop.

**Size of the Troop** – With more Scouts and more adult support, large troops often have a more varied list of activities. On the other hand, large troops often have more competition for leadership positions and new Scouts can sometimes feel overlooked. Small troops will often have a closer bonding of Scouts but may sometimes have trouble getting some activities going because of fewer adult leaders. Try to decide what size troop fits your needs best and when looking at troops find out what size they plan to grow to. It is not uncommon to decide that you want to be in a small troop, find one of about 20 Scouts that you like to join, and then discover that 30 other Scouts have decided to do the same.

**Age Distribution of Scouts** – When visiting a troop look to see how many older Scouts are present. These older Scouts help to provide more experienced boy leadership to the troop. Try to find out what "challenges" the troop offers the older Scouts to keep them interested in Scouting. This is important because soon you're going to be one of those older Scouts and will want to do more than just your basic camping.

**Chartering Organization** – The Chartering Organization is the group that "owns" the troop you are visiting. Try to find out what they do to support the troop (leadership, funding, events). Some Chartering Organizations may help by emphasizing certain programs, for example, a church may help its Scouts earn the Religious Emblem.

**Camping (how often, where, what type)** – All troops camp. Try to find out how often they go out, whether they just camp locally or travel a bit, and what types of camping they do. Some may do special yearly events such as a beach campout or a canoeing expedition. If they do a lot of hiking you may want to plan on getting better boots than you normally would. Find out what the costs of a camping trip are and how do they work out the transportation issues. Ask about what summer camps they go to and when and where they are planning to go to this year. Also ask what fund raisers the Scouts do to earn money for camping.

**Troop "specialties"** – Many troops over time develop programs on one or more types of activities that they may do more often, or with more proficiency, than other troops. These could be such

things as hiking, canoeing, rock climbing, or spelunking (caving). If you find a troop whose "specialty" matches your own interests you may want to look more seriously into joining them.

**Quality Unit** – There are a number of requirements (advancements, adult leader training, on time rechartering) a troop must meet in order to earn their Quality Unit patch. If you don't see the Scouts in the troop you're visiting wearing the Quality Unit patch try to find out why and what steps they have done to make sure that they get it next year.

**Crossovers** – The Crossover is a special ceremony where the troop you've joined recognizes that you have crossed over from Cub Scouting into Boy Scouting. This can be done either by the troop visiting your pack and doing the ceremony in front of the entire pack or by the troop having all its new members come to one location where they will do the ceremony for all.

The main thing to know here is that you don't have to wait for this ceremony to start attending troop meetings. As soon as you decide on a troop and have earned your Arrow of Light start going to the meetings. If you wait for the crossover then you've missed a month's worth of information about summer camp and may have missed that first campout that the troop holds that is specifically designed for the new Scouts.

## **Boy Scout Advancements**

**Scout Badge** – All Scouts when joining a troop must pass the requirements listed on page 4 of the Scout Handbook for the Scout Badge. This is much like earning the Bobcat badge when you joined your pack.

**1<sup>st</sup> year Program (Tenderfoot, Second Class, First Class)** – The first year program, with the ranks of Tenderfoot, Second Class, and First Class is designed to teach the camping, first aid, and safety skills needed to go camping to new Scouts. Though called the 1<sup>st</sup> year program there is no time requirement on when the advancements must be completed. Some Scouts can do all of the requirements in less than a year, some will take longer. Unlike Cub Scouts there is no age determined advancements. All Scouts go through the same advancement program no matter how old they are or when they join.

You may pass any of the requirements for Tenderfoot, Second Class, and First Class at any time. For example, if you fulfill a First Class requirement before you are a Second Class Scout, you may check off the First Class requirement as completed. You may not receive a rank, however, until you have earned the one before it.

**Handbook** - This is the Scout "Bible". It explains all the requirements and lists out all of the information you need to know in order to reach First Class. This is also the place where your requirements get signed off. Most Scoutmasters expect this book to be always with you at troop meetings and campouts.

**Scoutmaster Conference** – One requirement that Boy Scouts have for rank advancement that Cub Scouting doesn't have is that whenever you complete the requirements for a rank you need to have a Scoutmaster Conference. At this meeting the Scoutmaster will review the requirements with you to make sure that they have been learned correctly, he will help you to set up the goals for the next advancement, and he will have you share your ideas about the troop (how its going from your viewpoint, what you would like the troop to do more of, problems you see occurring...)

**Board of Review** – Another difference in Boy Scout requirements is that all rank advancements (except the Joining Requirements) require a Board of Review. The members of a Board of Review can be any adult in the troop except for the Scoutmaster or any of his assistants. The main purpose of the Board of Review is not to retest the skills a Scout has learned, but to see what the Scout's spirit is and how the troop is doing is helping the Scout along and meeting Boy Scout objectives.

**Court of Honor** – When you complete a rank advancement you will usually be given the badge at the next troop meeting. About four times a year, the troop will hold a special meeting called a Court of Honor. This is a formal ceremony to recognize you and your fellow Scouts for rank advancement and other Scouting achievements. This event is held with an audience of family, friends, chartered organization officials, and troop leaders.

**The Path to Eagle** – Once a Scout has reached First Class and learned the basic skills of Scouting, he is ready for the challenge of becoming an Eagle Scout. The Path to Eagle has three ranks, Star Scout, Life Scout, and Eagle Scout. Here the requirements for advancement consist of earning merit badges, doing service projects to help the community, showing that you can lead other Scouts as a patrol leader or some other leadership position, and demonstrating to others that you have Scout spirit.

**Merit Badges** – A merit badge is an invitation to explore an exciting subject. With more than a hundred to choose from, some merit badges encourage you to increase your skill in subjects you already like, while others challenge you to learn about new areas of knowledge. Many of the merit badges are designed to help you increase your ability to be of service to others, to take part in outdoor adventures, to better understand the environment, and to play a valuable role in your family and community. Earning a merit badge can even lead you toward a lifelong hobby or set you on the way to a rewarding career.

The requirements for each merit badge appear in the current BSA merit badge pamphlet for that award, and in the book *Boy Scout Requirements*, available at Scout shops and council service centers. When you have decided on a merit badge you would like to earn, follow these steps:

- Obtain from your Scoutmaster a signed merit badge application (blue card) and the name of a qualified counselor for that merit badge.
- Along with another Scout, a relative, or a friend, set up and attend your first appointment with the merit badge counselor.
- Complete the requirements, meeting with the counselor whenever necessary until you have finished working on the badge.

Some important facts to know about merit badges:

- Any Scout, regardless of rank, can earn merit badges.
- Though there are over a hundred merit badges there are fifteen special ones (pages 188 – 189 of the Scout Handbook) that must be earned in order to become an Eagle Scout. These are referred to as the Eagle Required Badges and have a silver instead of a green border.

**Other Awards** – There are two other Scout awards that are usually of interest to first year Scouts: The Totin' Chip and the Firem'n Chit.

When a Scout demonstrates that he knows how to handle woods tools (knife, axe, saw) he may be granted totin' rights. Until a Scout has earned his Totin' Chit he is not allowed to carry a pocketknife. If found handling wood tools incorrectly, a corner of the Totin' Chip card is often cut off. When all four corners are gone, so is the Scouts totin' rights.

The owner of a Firem'n Chit has demonstrated knowledge of safety rules in building, maintaining, and putting out camp and cooking fires. Until a Scout has earned his Firem'n Chit he is not allowed to carry matches.

### **Camping and Equipment: Scouts Pay Close Attention**

**Overall** – In general the first year of camping will be pretty tame. New Scouts need time to learn camping skills and what is expected of them from the Troop and their patrol. Parents may, or may not, be invited to attend campouts, depending on Troop policy. Once a Scout has reached First Class he may start participating in more "fun" campouts. When Scouts become 14 years old they may start participating in High Venture campouts.

**Summer Camp** – This is a week long campout usually focused on earning merit badges. New Scouts may be enrolled in a "Davy Crockett" program that is focused on learning their First Class camping skill. As soon as you decide on a troop begin going to their meetings and find out where they are going for summer camp, how much it will cost, and what forms you need to start filling out.

**Equipment** – There is a lot of equipment you need to go camping, but that does not mean that you have to go out and immediately buy a lot of expensive gear. When looking for camping equipment keep in mind two things: (1) new Scouts start off small and grow rapidly (a sleeping bag that fits today will be too small tomorrow) and (2) new Scouts will not be doing major hiking or extreme weather camping their first year.

**Troop and Patrol Gear** – Most troops have their own tents and cooking gear that are supplied to the patrols. Patrols will supplement this with purchases of their own for such things as pot holders, paper towels, etc. Parents, however, usually have to supply their own tent.

**Backpacks** – When you pack more than 25% of your body weight in a pack you've overpacked. Those great big packs that you see older Scouts and adults use are much too big for new Scouts. Look for a small, inexpensive backpack for the first year (borrow one preferably) and wait for them to reach their growth before buying a bigger, better one. Also since the distance most first year Scouts have to travel is from the back of the car to the tent, a duffle bag is often sufficient. Until a Scout learns how to properly pack, an external frame pack is usually best. They are cheaper, allow for more freedom in packing, and the frame helps keep the lumps in the pack away from the back.

**Sleeping bags** – A 25° (F) sleeping bag is more than adequate for the type of camping a new Scout will do in the first two years (including winter camping). Even when the temperature goes down to zero the Scouts will be sleeping inside tents with other Scouts, dressed, and with a bag liner or blanket inside the bag. Sleeping bags filled with down are to be avoided. Though they are the "warmest and lightest" they lose almost all of their insulating ability when they get wet (a common occurrence for new Scouts) and cannot be dried out on a camping trip. The new synthetics are almost as good as down, retain most of their insulating capability when wet, and can be dried on a camping trip. Mummy bags are good because they heat up faster, are lighter and easier, and usually come with a hood to keep the head warm. They can sometimes be uncomfortably for new Scouts, however, because they feel constrictive.

**Boots** - Boots are an essential for camping. Sneakers do not provide any ankle support and quickly get wet with a little rain. Boots should go above the ankle and should have a gusseted tongue (the tongue has extra material to the sides that attach to the boot) so that water and dirt are kept out. Look for a minimum number of sewn seams (because they all have to be waterproofed) and a cemented or sewn sole. Get a good foot liner to help wick moisture out of the boot. See pages 200-201 of the Scout Handbook for more information about boots and socks.

**Flashlights** – The preferred flashlight for Scout is the MagLite, with a belt holder. They are small, easily carried, always with you, and have a spare bulb inside. You can also buy a headband for them so that you can use them hand free. Headbands with attached lights are also good. The rule here is that if it takes a D cell, its too big. Also remember that having spare batteries is often as important as having the flashlight.

**Mess kits** – Don't go out and buy those army style mess kits where everything fits inside everything else. They are made of metal which lets the food get cold quickly and easily get bent out of shape. What you want is a good sturdy plastic plate and bowl that will not break when dropped or stuffed into a pack on the way home. Utensils can be any old mismatched set of knife, fork, and spoon that you won't worry about if it doesn't come home. For drinks use a good plastic mug. Don't get a collapsible cup.

**Raingear** – Almost everyone goes through what we call an "evolution" in raingear. First year Scouts usually wear a poncho. It's easy to pack, quick to put on, and works for about five minutes in a downpour, unless you're hiking. By the second year they've switched to a plastic or rubber coated rain suit. While this offers more protection Scouts eventually realize that they are sweating inside as much as it's raining outside. Finally they end up in a nylon or Gore-tex rain suit that lets the body breath and also serves as a jacket when it is cooler.

**Water Bottle** – A water bottle is essential for camping. This can be either a canteen or a plastic water bottle. Either way, it should have a strap or holder to allow for easy carrying.

**Who packs** – Scouts, never let someone else pack for you, even your parents. You are the one going camping and in the middle of the night when your flashlight dies and you need your spare batteries, you are the one who needs to know in what pocket of the backpack they are in. Your patrol leader should be inspecting your pack for the first campout or two to show you how and to



make sure that you haven't forgotten anything. Also, if it has a battery in it and it is not your flashlight, leave it home. Never bring anything camping that you're not afraid of losing or breaking.

### **Arrow of Light Requirements:**

*After you have completed all five of the above requirements and after a talk with your Webelos den leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Have a conference with the Scoutmaster. Complete and turn in a "Join Boy Scouting" application to the Scoutmaster during the conference.*

From [www.USScouts.org](http://www.USScouts.org):

**The following is NOT part of the Official BSA Requirements.**  
**It is our interpretation of the last requirement above.**

The last sentence of Requirement 6 does **NOT** say "Join a Boy Scout Troop", it says "**complete and turn in**" an application.

Since:

the Arrow of Light can not be earned after a boy has transferred into a Boy Scout Troop,

the troop where the boy has his conference is not necessarily the one he ultimately may join, and

there may be an extended period between the time he has the conference and the time he actually joins a Boy Scout Troop, since he may want to stay in the Pack to earn more Activity Badges or transition with the other members of his den, **we recommend** the following procedure be followed:

a. Do EXACTLY what the last sentence of requirement 6 says:

"Complete and turn in a "Join Boy Scouting" application to the Scoutmaster during the conference."

### **Then do the following:**

Have the Scoutmaster sign the application during the conference, as proof that the conference took place.

At the end of the conference,

1. **take the application back,**
2. **bring it to the next Webelos den meeting,**

**3. show it to the Webelos den leader, as proof that the requirement was done, and**

**4. ask the leader to initial requirement 6 in his book.**

**Once the boy has completed the other requirements, and received his Arrow of Light, and when he is ready to transfer to a Troop:**

**5. turn in the application to the troop of the family's choice,**

**6. pay any fees for transferring or joining, and**

**7. ask that the form be processed.**

**If it is a different troop, just use a new application form.**

## Glossary of Some Common Scout Terms

As in any organization, acronyms and unfamiliar terms are often used that can be confusing. Does your son return from a scouting activity and seem to be speaking a foreign language? Do you note some strange words on a flyer or calendar?

This glossary is an effort to help define some of the more frequently used terms. If someone uses a term you are not familiar with simply ask them to explain it (we too all had to learn it some where), or sneak a glance at this glossary if your bashful about asking.

**Adult Patrol:** When the troop goes camping, all of the adults form their own patrol for meal planning, shopping, cooking, eating, and sleeping. The adults try and set a good example of how a patrol should operate.

**Annual Planning Meeting:** The PLC (see

below) meets to plan the next years activities with the guidance of the Scoutmaster. This plan is then present to the Troop Committee (see below) for approval to make sure the plan meets BSA guidelines and that necessary resources can be provided. This normally occurs in the spring to plan the next school years activities.

**APL - Asst. Patrol Leader:** See Patrol Leader below.

**ASM - Asst. Scoutmaster:** See Scoutmaster below.

**ASPL - Asst. Senior Patrol Leader:** See

Senior Patrol Leader (SPL). Troops often have more than one ASPL

**Baden-Powell:** Lord Baden-Powell was the founder of the scouting movement.

**Be Prepared:** The motto of Boy Scouting.

**Blue Card:** In order to work with a Merit Badge Counselor the scout must first obtain a Blue Card from the Scoutmaster. Blue Cards are the record of Merit Badge progress and are turned in to receive the Merit Badge after all the requirements have been met and the counselor has signed off the card. The scout should keep his copy of the blue card until after he has reached the Rank of Eagle. The plastic baseball trading card holders work well for storing completed Blue Cards.

**Board of Review - BOR :** As a requirement for each rank advancement a scout must appear individually before a group of three to six adults (members of Troop Committee) to ensure that the scout has met the requirements for that rank. By policy the Scoutmaster and Assistant Scoutmasters cannot sit on a BOR. A

Board of Review takes place after a Scoutmaster Conference (see below) for Rank Advancement, or when a Scout requests it or if the Troop Committee feels the Scout needs it. Eagle boards are conducted at the district level.

**Boy Scout Ranks** (in order of increasing rank)

Tenderfoot  
Second Class  
First Class  
Star  
Life  
Eagle  
Eagle Palms: Bronze, Gold, Silver

**Bridging:** A ceremony where Webelos Cub Scouts cross a ceremonial bridge to signify their transition from Cub Scouts to Boy Scouts. This is normally done at a Cub Scout Pack Meeting with Boy Scouts from the Webelos' new troop participating. This is NOT a graduation ceremony from Cub Scouts, it is rather an induction ceremony into Boy Scouts.

**BSA Lifeguard:** A 3-year certification awarded to scouts or scouters who meet prescribed requirements in aquatic skills.

**Buddy System:** When ever a scout needs to go somewhere at camp, hiking, Merit Badge Class, etc. it is always done in groups of at least two. A scout always takes a "buddy" scout with him. Also used as part of the "Safe Swim Defense" program.

**Camporee:** Campout attended by several troops within the district.. Usually there are various competitions between the patrols attending.

**Chaplain:** Adult member of the Troop Committee who provides guidance to scouts related to observance of the 12th point of the Scout Law - A Scout is Reverent. This adult works with the Chaplain Aide, a youth leader.

**Charter Organization:** The organization that is officially chartered by the Boy Scouts of America to carry out the scouting program. The main liaison between the charter organization and the troop is the Chartered Organization Representative (COR). Your COR could be a church, school, PTA/PTO, civic club or a business.

**Class A or B Uniform:** Different types of activities require different uniforms. Class A is a complete uniform; Class B is a scout polo shirt or T-shirt often worn for camp or for other activities.

**Commissioner:** Adult volunteers working at the district or council level. Unit commissioners are assigned to units and should be a friendly resource to the unit leaders.

**Committee Chairperson:** A registered adult appointed by the Chartered Organization to chair the Troop Committee. This person presides at Troop Committee meetings and works closely with the Chartered Organization Representative (COR) and Scoutmaster (SM) to ensure the scouting program meets BSA guidelines.

**COPE:** Challenging Outdoor Personal Experience. (Boy Scout activity involving heights, trust and team building).

**COR:** Chartered Organization Representative -A person assigned by the chartering organization to be the liaison between the troop and the charter organization.

**Council:** A group of Districts make up a Council.

**Court of Honor - COH:** An awards ceremony, usually held quarterly, at which scouts are recognized for their rank advancements, merit badges earned, and other awards.

**Cracker Barrel:** A scout term for a social gathering with refreshments after a meeting or activity. Often an evening activity at camp before taps.

**Den Chief:** A Boy Scout who helps a Den Leader direct the activities of a Cub Scout den.

**District:** A subdivision of a council. The Longs Peak Council has six districts: Arapahoe, Centennial, Cheyenne, Great Plains, Snowy Range, and Thompson-Poudre.

**Dutch Oven:** A large cast iron covered pot used to bake and cook in over a wood or charcoal fire.

**Fast Start Training:** This online training is a quick orientation for new leaders. See [www.scouting.org/boyscouts/faststart/](http://www.scouting.org/boyscouts/faststart/)

**Firem'n Chit:** A certification given to Scouts who know and understand fire safety rules.

**Friends of Scouting (FOS):** Friends of Scouting - annual fund raiser for the council. The council does not get any share of your registration fee and is grateful for your donation.

**Good Turn:** "Do a Good Turn Daily" is the scout slogan. A good turn is something you do without being asked or expected to do it and for which you expect no reward.

**Guide to Safe Scouting:** This booklet is the Bible when it comes to safety related issues in scouting. Those items in **BOLD** print are rules that **MUST** be followed. Everything else in the booklet are recommendations that should be

followed. Troop leaders frequently consult this to see if planned activities are being done safely and within prescribed BSA policy.

**Grubmaster:** the person responsible for buying food for a campout

**Jamboree:** Scout meeting or camp out on a grand scale. There are district, regional, national and international jamborees.

**Jamboree On The Air (JOTA):** Scouting and ham radio join forces to make many international contacts through the "air" waves. Traditionally the 3rd weekend in October.

**JASM - Junior Asst. Scoutmaster:** A youth between 16 and 18 who has already held major leadership positions within the troop. Appointed by the Scoutmaster to help in guiding the troop and youth leaders.

**Junior Leader Training (JLT):** A training class taught by the senior youth leaders for newly elected and appointed youth leaders generally in the fall.

**Klondike Derby:** A winter/snow oriented camporee. Overnight camping experience in the snow with team building games and activities.

**Leadership:** To advance in the more senior ranks a scout must hold a leadership position for a set period of time. The rank requirements in the Boy Scout Handbook (as revised) lists the leadership positions that qualify.

**Leave No Trace (LNT):** A set of guidelines that set standards for outdoor activities that are environmentally sound and considerate to others using the same area.

**Merit Badge Sash:** As scouts earn Merit Badges they are sewn on a Merit Badge Sash (available at the Scout Shop). The Merit Badge Sash is normally worn only for formal occasions such as a Court-of-Honor.

**NESA:** National Eagle Scout Association. Open to membership to any youth or adult who attained the rank of Eagle Scout.

**New Leader Essentials (NLE):** An introductory training session that highlights the values, aims, history, funding, and methods of Scouting.

**Northern Tier High Adventure Base:** Northern Tier is a Boy Scout High Adventure Base which is focused on canoeing in the Boundary Waters area of Minnesota and Canada.

**Order of the Arrow (OA):** A national brotherhood of scout honor campers of the Boy Scouts of America. Members are elected by their peers after meeting basic requirements of camping knowledge and experience. Boys and adults leaders can be elected to the OA. The OA motto of "Cheerful Service" indicates their purpose. They are often found improving scout camps, running council events,

and providing service to the scouting community.

**OA Ordeal:** The initiation ceremony experience for new OA members generally involving personal introspection, service to improve camp or trail and ceremonies based on Indian legend or lore.

**Palms, Eagle:** After a scout reaches the rank of Eagle, they can earn a Palm for every 5 additional Merit Badges they complete. You may wear only the proper combination of Palms for the number of merit badges you earned beyond the 21 required for the rank of Eagle. The Bronze Palm represents five merit badges, the Gold Palm 10, and the Silver Palm 15. For example a scout with 20 additional Merit Badges would wear a Silver and a Bronze Palm.

**Patrol:** The Patrol is the basic unit within a troop. Made up of 6-10 scouts who camp, cook and eat together. They work as a team at various activities and events. They elect their own leader.

**Patrol Equipment:** The Patrol Equipment consists of tents, stoves, lanterns, and cooking equipment. The Patrol is responsible for the storage and upkeep of this equipment. This equipment is stored and transported in Patrol Boxes which need to be cleaned after each outing.

**Patrol Leader (PL):** The elected leader for the patrol. An Assistant Patrol Leader can be elected or appointed by the PL to help in running the patrol.

**Patrol Leaders Council (PLC):** Made up of the youth leadership of the troop. They meet once a month to plan the following month's activities and annually to plan the upcoming year.

**Permission Slip:** In order to go on any outing the scout must have a Permission Slip signed by his parent. The Permission Slip also provides details about uniform, departure time, food, etc. Many troops post Permission Slips on their web sites. It is the Scout's responsibility to make sure they have the appropriate Permission Slip signed and turned in by the due date noted on the Permission Slip.

**PFD:** Personal Floation Device (PFD) otherwise known as a life vest. Those used in scouting must be U.S. Coast Guard approved.

**Scoutmaster Conference:** A formal meeting that takes place at a Troop meeting or activity between a Scout and the Scoutmaster, or a person he designates, to review a scout's progress. A Scoutmaster Conference takes place at advancement time prior to a Board of Review, when a Scout requests it or if the Scoutmaster feels the Scout needs it.

**Scoutmaster-Specific Training:** The basic Adult Leader Training. Although this is sometimes called Scoutmaster Fundamentals, this is an excellent training program for any adult wanting to become more involved in the Boy Scout program, or who just wants to learn more about how the program works.

**Scouting for Food:** National Good Turn: Every year, Scouts collect food for the fight against hunger. The food is turned over to local food banks for distribution to needy families. Scouting for Food is a national "Good Turn" of the Boy Scouts of America.

**Scout-O-Rama:** Large scouting event. Cub Scout Packs and Boy Scout Troops display some of their favorite activities. The scouts help out their units and also get time to visit other units displays.

**Scouts Own:** Non-denominational religious observance of reflection usually conducted on camp outs. Allows each Scout the opportunity to obey the twelfth point of the Scout Law in his own way Let your troop leaders know if you do not want your son to participate in this activity, as we wish to respect every family's religious beliefs.

**Scout Spirit:** The way a scout tries to live up to the Scout Oath, Law, Slogan, and motto in his everyday life.

**Seabase:** A high adventure Scout camp located in the Florida Keys.

**Service Star:** A pin worn over the left shirt pocket of the uniform to denote the number of years of service.

**Silver Beaver:** A recognition given by the National Court of Honor for distinguished service to youth within the council.

**Senior Patrol Leader (SPL):** The senior most elected youth leader of the troop. The SPL is in charge of the troop at all functions and activities. He appoints one or more assistants (ASPL) to help him in running the troop.

**Totin' Chip:** A certification that enables the bearer to use knives, axes, and saws. It must be earned by the Scout through educational and hands-on safety sessions led by an adult leader or older scout appointed by the scoutmaster. Any time a Scout is observed doing something unsafe with a sharp tool, a corner is cut off his Totin' Chip card. When all four corners are gone, the card is taken away and must be re-earned.

**Tour Permit:** A document that must be filed with the council office before any official scouting activity can take place. Special permits are required for travel out-of-state, over 500 miles, or for flying activities.

**Troop Committee:** Adult committee of registered adults that provide oversight, assistance, and guidance to the Scoutmaster in carrying out the scouting program within the troop. The Troop Committee is responsible to provide the necessary resources requested by the PLC and Scoutmaster that are required to carry out the scouting program. All registered adults are part of the Troop Committee, key members include the Committee Chair, Treasurer, Secretary, Outdoor/Activities Coordinator, Advancement Coordinator, Membership Coordinator, Equipment Coordinator, and Fund Raising Coordinator.

**Two Deep:** Two Deep Leadership is a Boy Scout Policy. A minimum of two adults must always be present with any youth. One of these adults must be 21 years old. This is part of the BSA Youth Protection Guidelines.

**Woggle** – neckerchief slide

**Woodbadge:** Advanced Training for Boy Scout adult leaders. Any adult who has taken Basic Leader Training can attend this advanced training course to expand their knowledge of the scouting program and be of more help to the troop.

**Youth Protection Training:** A 30-minute interactive video presentation and training program that is offered several times a year. Each unit should encourage all leaders to attend one of these sessions that provide valuable information on how to recognize child abuse, how to set up safe guards, and how to report suspected abuse. The training can also be done online through the link on this page: [www.mtcbsa.org](http://www.mtcbsa.org)