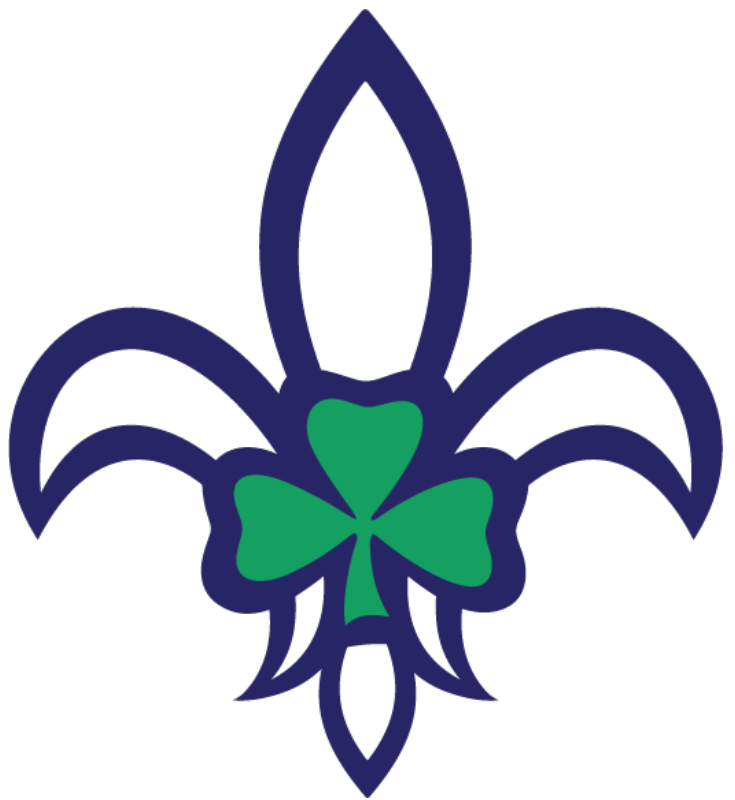




PATROLS IN ACTION

Resources





PATROLS IN ACTION

You will become part of a Patrol when you join Scouts.
Normally a Patrol will have between six and eight members.
Each Scout has a job in the Patrol.

- » The Patrol Leader (PL) is the leader of your Patrol and is responsible for and guides it. A Patrol Leader should be both respectful and receive respect.
- » The Assistant Patrol Leader (APL) supports the Patrol Leader. If the PL is not present then the APL takes over.
- » The Quartermaster is responsible for looking after all equipment owned or borrowed by the Patrol. For example: camping equipment, stationary, etc.
- » The Scribe keeps a record of the Patrol's activities.
- » The First Aider is in charge of safety, hygiene and First Aid.
- » The Cook puts together menus for activities with input from the Patrol, checks that there is a good mix of healthy food, and organises rotas for cooking on camp.

TEAMWORK BEGINS HERE

A Scout Patrol is essentially a group of friends.
That's a good basis for a team, but you also need the right mix of people. You will see that in your own Patrol. Some will be good at skills like cooking or knots, whereas others can inspire the group, lead or organise.



PATROLS IN ACTION

Patrol Activities are planned and run by Patrol members. The activities can be anything, but should account for the abilities & interests of all the Patrol members.

Every Patrol should have a name and logo or symbol that is unique.

Some Scout Troops have traditional Patrol names.

Ideally the Patrol decides it's own name and a creative Scout in the Patrol creates a logo. Every member of the Patrol can offer their ideas in this discussion. Patrol logos can appear on badges, flags, boxes, notice boards, etc.

The Patrol Leaders' Council is a meeting for the PL's and a Scouter to discuss the running of the Troop. Sometimes the APLs are invited.



On board ship we worked in crew-teams called 'Watches'. Sea Scouts use this term of course.

On a ship, or exploring new lands, it is important to have a good team. You need a leader to provide direction, encourage the team, and organise the work. While the Patrol Leader takes this role, they can give members of their Patrol their own leadership chances too.

The "Boss" was great at this and would give responsible jobs to each member of the crew. He'd check to see how they got on and give them bigger challenges the next time. Looking back now, I can see we all had a chance to shine and it helped us to move up in the ranks of the Navy.



PATROLS IN ACTION

Forming Patrols



Forming Patrols

Scout Troops are made up of patrols. The Scout Programme should be based around patrols. At the beginning of each year, Scout troops make new patrols. Here is some advice on forming patrols in your troop:

Step 1	Decide on Patrol Leaders and Assistant Patrol Leaders
Step 2	Assign existing and new Members to Patrols
Step 3	A role for Each Patrol Member
Step 4	Run Patrol Corners
Step 5	Run a Patrol Activity

Step 1: Decide on Patrol Leaders and Assistant Patrol Leaders
 Different troops have different ways of choosing which scouts would make the best PLs and APLs. In some troops, they are elected with all scouts and scouters participating in the vote, or in others the current/outgoing PLs and Scouters decide. When matching PLs and APLs consider their capabilities/circumstances (eg. a new APL with a more experienced PL, or a having a gender mix).

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.

Step 2: Assign existing and new Members to Patrols

The Patrol Leaders Council (PLs, APLs, and Scouters) can work together on dividing the troop in patrols. You should consider scouting experience, existing members of patrols, and friendship groups. Patrols should have scouts at different stages of their Crean Awards.

Step 3: A role for Each Patrol Member

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. Common roles, besides PL and APL, are: quartermaster, first aider, treasurer, photographer/scribe, cook, and Leave No Trace officer.

Step 4: Run Patrol Corners

These are a short patrol meetings within your troop meetings. Typically, these should be 20mins. During these meetings patrols will: plan programme, review activities, and assess progress in Crean Awards and Adventure Skills. 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

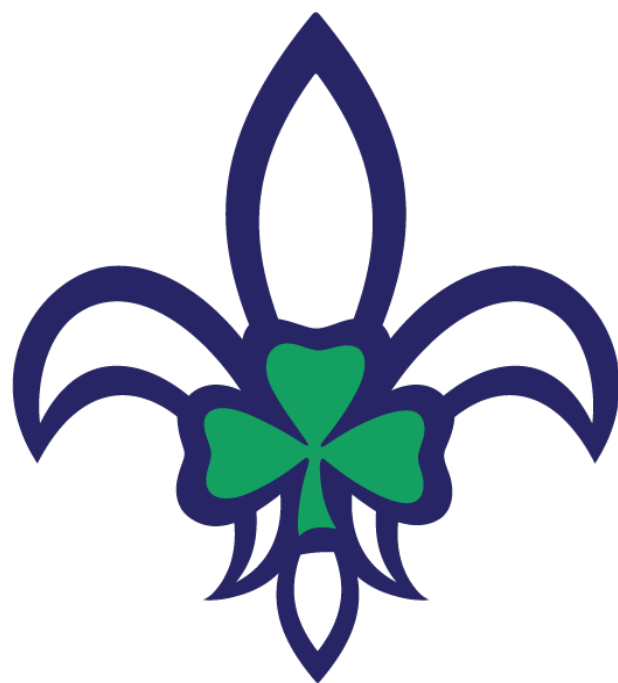
Step 5: Run a Patrol Activity

Next, try to get the Patrols to do activities in their patrols. Initially, run games and other activities during weekly meetings using patrols. Then, encourage troop activities 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.



PATROLS IN ACTION

Patrols Online Weekend



Patrols Online Weekend



Activity Summary

P.O.W is an event rang by youth for youth. The national scout reps and a team have been working on this event. Patrols would camp together at their local camping ground where we would send on challenges which have to be sent back to us before the time runs out

Rationale

After a new start to a Scouting year new patrols have been formed P.O.W. is and event design ned to strengthen a new patrol's team work while having a lot of fun.

Details

Date= 16th – 18th October 2020 (this could change due to covid-19)

Cost= FREE!!

Activity components

This activity will consist of a night hike, campfire, emergencies, pioneering, team building, fun and games

Equipment

A kit list would be sent out closer to the event.

Environmental Impact & Leave no Trace

There is no activity in this event subject to be harmful to the environment. However we ask that each participant has the principles in mind while participating in this event

Link to PPS

The programme in this event is made to help achieve your PPS and SPICES

Points to Note

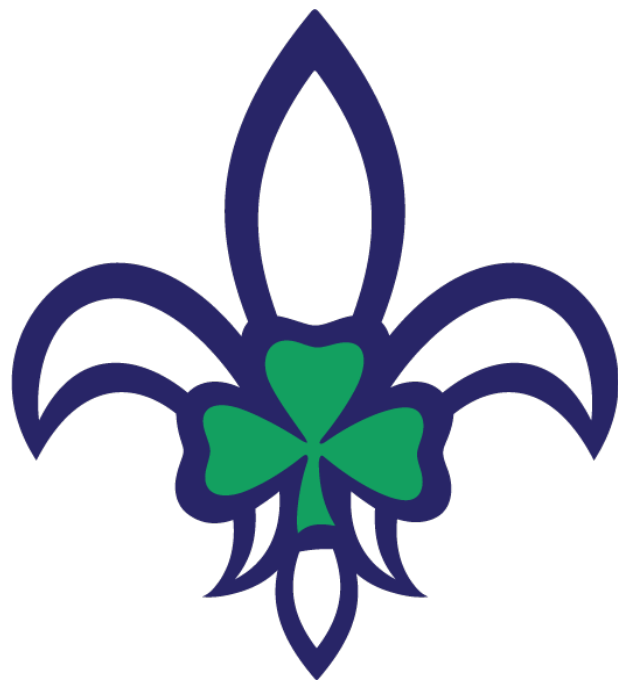
We are currently living in a unpredictable time. We recommend registering for the event as normal and if government restrictions change this event will be adapted or postponed.

**NATIONAL
SCOUT
— REP —**



PATROLS IN ACTION

Patrol Review Game



Patrol Review Game

The Patrol Review game helps you review how your patrol and programme work. You can play it during a patrol or troop meeting. Also, it can be played two or three times throughout the year to help you assess your progress.

It is a simple board game. You will need to print out the next few pages: the board and sets of cards for the game. It would be a good idea to get all of these laminated so you can re-use them. Also, the 'board' would work better if you could print it in an A3 size and maybe stick it to some cardboard to make it sturdier. You will also need a die and a token for each member of the patrol (this can be from another game, or something else like a lego figure or a coin).

There are six types of squares on the board: four colours and a Task (T) and a Goal (G) space. These correspond to the six sets of cards to be printed. The coloured cards have themed questions about the patrol (red), the troop (dark blue), the Crean Awards (orange), and Scouting (green). The Task cards (grey) have a simple challenge your patrol must complete (you will need access to some equipment for this), and the Goal cards (light blue) have an activity or something else you must make a plan to do in the future.

Rules:

1. In turn, each scout throws the die and moves a corresponding number of spaces.
2. If you land on a colour square, pick up a card of that colour. It will have a question on it. Try to answer the question, if you can't have another patrol member help you. If you answer yourself the patrol gets 2 points, if with help you get 1 point. Then, have a quick chat about the answer. Was it right? Does it apply to your Patrol or Troop? If not, could you do something different?
4. If you land on a Task (T) or a Goal (G) square, pick up one of those cards and with all the patrol try to complete the challenge as best you can. If you are successful, the patrol gets 3 points (a Scouter can help decide if you are successful or not). For the Goal challenges, make out a clear plan of when you will complete them.
5. The next person takes their go and so on.
6. The game ends when all the patrol reach the end.
7. Add up your points to see how you did. Keep a record for the next time you play.
8. Have a quick chat about the game and how you think your patrol did.

PATROL REVIEW



PATROL

**LIST THE ROLES
PATROL MEMBERS
CAN HAVE?**



PATROL

**THE PL AND APL
ORGANISE THE
PATROL**



PATROL

**DOES EVERYONE IN
THE PATROL HAVE A
ROLE?**



PATROL

**DOES YOUR PATROL
LEARNING SCOUTING
SKILLS TOGETHER?**



PATROL

**DO YOU HAVE
PATROL MEETINGS AT
LEAST ONCE A
MONTH?**



PATROL

**EVERYONE IN YOUR
PATROL HAS BEEN
INVESTED?**



PATROL

**DOES EVERYONE
CONTRIBUTE TO
DECISIONS MADE
BY THE PATROL?
HOW DOES THIS
HAPPEN?**



PATROL

**YOU KNOW THE
STORY OF YOUR
PATROL NAME?**



PATROL

**DO YOU DO ACTIVITIES
AS A PATROL?
(THESE CAN BE PART
OF TROOP ACTIVITIES)**



PATROL

**THE PL AND APL
GOT TO PLC
MEETINGS?**



TROOP

**DOES YOUR PLC
MEET REGULARLY?**



TROOP

**WHAT DOES THE
PATROL LEADER'S
COUNCIL DO?**



TROOP

**DO YOU HAVE A
TROOP CODE OF
CONDUCT?
WHAT DOES IT SAY?**



TROOP

**YOU HAVE A PLAN FOR EVERY
MEETING AND ACTIVITY
WHICH IS MADE BY THE
SCOUTS, WITH HELP FROM
THE SCOUTERS?**



TROOP

**WE DID A COMMUNITY OR
ENVIRONMENTAL ACTIVITY IN
THE LAST YEAR TO HELP OUR
LOCALITY?**



TROOP

**SCOUTS ARE
AWARDED BADGES?**



TROOP

**WE ATTEND COUNTY
EVENTS?**



TROOP

**NAME SOME NATIONAL
ACTIVITIES?
DO YOU PARTICIPATE
IN ANY?**



TROOP

**DO YOU FOLLOW THE
POINTS OF LEAVE NO
TRACE?**



TROOP

**DO YOU GO ON AN
ANNUAL CAMP OF
OVER THREE NIGHTS
AWAY?**



CREAN AWARDS

**ALL NEW SCOUTS
BEGINNING THEIR
DISCOVERY AWARD**



CREAN AWARDS

**AT LEAST TWO
PEOPLE IN YOUR
PATROL HAVE THEIR
TERRA NOVA
AWARD**



CREAN AWARDS

**OLDER SCOUTS ARE
DOING THEIR
ENDURANCE OR
POLAR AWARDS**



CREAN AWARDS

**YOU RUN ACTIVITIES
TO HELP YOU GET
YOUR CREAN AWARDS**



CREAN AWARDS

**YOU REVIEW YOUR
PROGRESS IN THE
CREAN AWARDS**



CREAN AWARDS

**YOU KEEP A RECORD
OF YOUR PROGRESS
IN YOUR CREAN
AWARDS**



CREAN AWARDS

**THE PL AND APL
HELP OTHER SCOUTS
DO THEIR CREAN
AWARDS**



CREAN AWARDS

**SCOUTERS HELP THE
PL AND APL DO
THEIR CREAN AWARDS**



CREAN AWARDS

**THE CREAN AWARDS
ARE PART OF YOUR
PATROL AND TROOP
PROGRAMME**



SCOUTING

WHAT ARE THE SPICES?



SCOUTING

WHO WAS TOM CREAN?



SCOUTING

WHAT IS THE SCOUT LAW?



SCOUTING

TELL A STORY ABOUT BADEN-POWELL



SCOUTING

WHAT IS A SCOUTS' OWN?



SCOUTING

TELL A STORY ABOUT BADEN-POWELL



SCOUTING

EXPLAIN LEAVE NO TRACE



SCOUTING

WHAT IS A PATROL LEADERS' COUNCIL?



SCOUTING

SAY THE SCOUT PROMISE & LAW



TASKS

TAKE A COMPASS BEARING.



TASKS

PUT UP A LIGHT WEIGHT TENT.



TASKS

SHOW HOW TO CALL THE EMERGENCY SERVICES .



TASKS

ASSEMBLE A TRANCIJA.



TASKS

MAKE A HUMAN PYRAMID.



TASKS

FIND 3 GIRD REFERENCES.



TASKS

EXPLAIN THE MAIN SYMBOLS ON A CHART



TASKS

MAKE A LEG SPLINT.



TASKS

**MAKE A SISAL
WOGGLE.**



TASKS

**TAKE A COMPASS
BEARING.**



TASKS

**BOIL WATER IN A
PAPER BAG.**



TASKS

**PUT SOMEONE IN THE
RECOVERY POSITION.**



TASKS

**EXPLAIN THE BASIC
RULES FOR AN
AIRFIELD.**



TASKS

**LEARN SOMETHING
NEW ABOUT EACH
PATROL MEMBER.**



TASKS

**SEND A MESSAGE IN
MORSE CODE OR
USING SEMAPHORE.**



GOALS

**PLAN A PATROL
ACTIVITY.**



GOALS

**MAKE A PATROL
SIGN.**



GOALS

**KEEP A PATROL
LOG/BLOG.**



GOALS

PLAN A NIGHT HIKE.



GOALS

**MAKE A PATROL
FIRST AID KIT.**



GOALS

**RUN AN INTER-PATROL
COOKING COMPETITION.**



GOALS

**DESIGN AN ACTIVITY
BASED ON THE
INTERESTS OF ALL
PATROL MEMBERS.**



GOALS

**COLLECT A SMALL
PATROL FUND TO BUY
PATROL SUPPLIES.**



GOALS

**MAKE OR BUY A
PATROL BOX, AND
DECORATE IT.**



GOALS

**EVERYONE HAS A
PATROL BADGE.**



GOALS

**MAKE WOCCLES
WITH THE PATROL
SYMBOL ON THEM.**



GOALS

**HAVE A PATROL
MEETING.**



GOALS

**EVERYONE HAS A
ROLE IN THE PATROL.**



GOALS

**PRACTICE A
SCOUTING SKILL
TOGETHER.**



GOALS

**PLAN A
PATROL CAMP.**



What next?

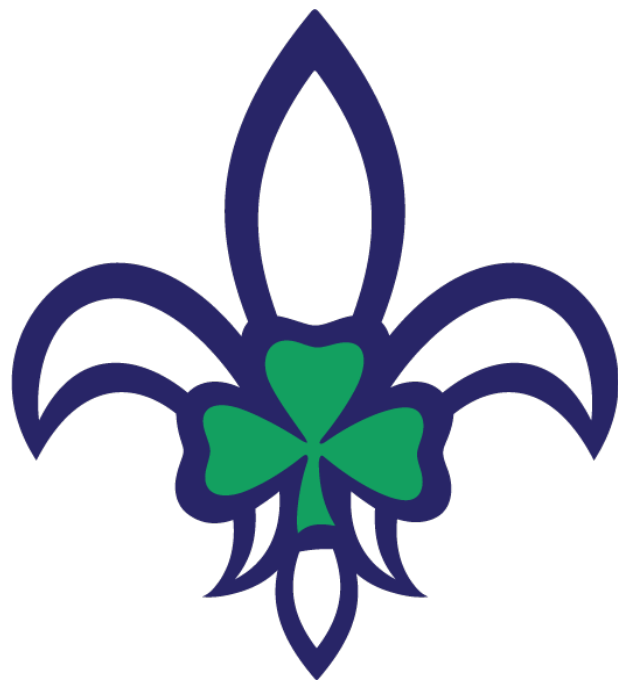
How did your patrol do? How could you improve your score for the next time?

What Goals have you planned? When will you do these?



PATROLS IN ACTION

Patrol Games



Patrol Games

This is a quick guide to a selection of Patrol Games. For each game there is information on the number of patrols who can play (one patrol or more, two patrols or more, etc), the type of game (team, relay, individual, etc), a list of equipment, a suggested time, and a brief description.

The Basics

There are literally hundred of games so there is no excuse to run out or indeed play the same game each week! Some Scout Troops have there favourites, but you should try introduce a new game each week, that way you can enjoy a variety. Choosing the type of game is as important as running the game. There are many different types, and like many things in Scouting it is important to choose the right game for the right task.

- **Energy release Game:** These games are usually played at the start of an activity and ensure everyone gets settled for the night, they allow the large release of energy usually through physical activity.
- **Quiet Games:** These games can help prepare Scouts for a more focused activity, perhaps a Scouts' Own or before finishing a meeting.
- **Team Challenge Games:** These develop leadership, co-operation and competitive skills.
- **Skills Games:** These sorts of games aim to highlight, facilitate or consolidate skills during a meeting or indeed to focus on a particular topical issue.

Here are some suggested tips to help you run games:

1. **Prepare:** before the game gather equipment, make sure you fully understand the rules. If you need to set things up try to do this beforehand, or else have one of the activity leaders do this while another explains the game.
2. **Explain:** Begin by quietening everyone down and carefully explaining the game. Even if it is a game you played before, remind everyone of the objective and the rules. Quickly summarise after explaining.
3. **Demonstrate:** Run a quick demonstration of the game to show everyone what is involved.
4. **Trial Run:** If possible, have one or two trial runs with everyone participating.
5. **Monitor:** The activity leaders should monitor the game carefully and make sure everyone understands the game and is following the rules.
6. **Repeat?** When a game runs well, you may be asked to repeat it or extend it, if there is time in your programme you can do so. However, do not let it go on too long; it is better to have it run well and for everyone to look forward to playing it again, than getting bored with it.
7. **After:** Tidy up and return all the equipment.
8. **Review:** If there is something important learnt about the game the activity leaders should make a note for the next PLs' Council.

Energy Release Games

Blob

Patrols: 1+

Type: All Patrol

Time: 5mins

Description: Two scouts join hands to form the "Blob." The Blob grows by chasing other players and touching them. (Note: Only the free hands at the end of the Blob can be used to touch players.) The Blob continues to grow until only one player is left untouched; that player is the winner.

Bibbity Bop Bop

Patrols: 1+

Type: All Patrol

Time: 10mins

Description: Have all the scouts sit in a circle. Someone stands in the middle and they have to then point at a scout and say "Bibbity Bop Bop". The scout they are pointing to must say "Bop" before they finish, otherwise they then become the person in the middle. If the scout in the middle says anything other than "Bibbity Bop Bop" and the scout they are pointing to says "Bop", they are out and become the person in the middle.

Crowded Circle

Patrols: 1+

Type: All Patrol

Time: 5mins

Equipment Chalk, or something else to mark a circle on the ground.

Description: Mark a large circle on the floor, comfortable to fit all the scouts playing. Call out 'Circle', and all the scouts should gather in the circle; anyone outside of the circle is out of the game. Gradually decrease the size of the circle, knocking more scouts each time until only the winner remains.

Balloon Derby

Patrols: 1+

Type: All Patrol

Time: 10mins

Equipment: Two balloons per scout; tape.

Description: Blow up the balloons to a relatively equal size, and tape two to each scout's right foot. Clear space in your Hall. The scouts run around trying to stomp on each other's balloons. If both your balloons are burst, you are out. Game ends when only one person remains.

Quarter Volleyball

Patrols: 1+

Type: All Patrol

Time: 5-10mins

Equipment: Light ball

Description: Divide the playing space into quarters. Then, divide the scouts among the quarters; each team have to stay in their own area. The scouts have to keep the ball out of their area. If it touches the floor, blow a whistle and award that team a point. The aim is to avoid scoring points. Each time the ball hits the floor, the ball is returned to the activity leader who throws it back in to restart the game.

Body, Body

Patrols: 1+

Type: All Patrol

Time: 10mins

Equipment: A card for each member of which must contain only 1 or 2 Aces (1 for a group less than 8, and 2 for group larger)

Description: Each player draws a card from the deck. Those who draw the Aces are the 'killers' and the rest are civilians. The cards are put back into the deck. Everyone spreads out and the meeting space is darkened. Everyone roams around space. The killers 'kill' people by touching their shoulder. Once killed a person falls to the floor. When someone encounters the body the must shout "Body! Body!" The lights go on and everyone goes to the body. Everyone then votes off someone they think is the killer. The dead and the voted are then eliminated. Continue until only the killers are left or are successfully voted off. The activity leader will have to know who the killers are and each killer can only 'kill' one person in each round.

Three-Person Tug-of-War

Patrols: 1+

Type: All Patrol

Time: 10mins

Equipment: A length of thick rope at least enough to make a 4ft diameter circle; 3 markers (cones, neckerchiefs etc)

Description: Tie the rope into a circle and place in the centre of the playing area. Have three marks equally distant from the rope. Have the patrols or scouts participating spread evenly out around the rope. Three scouts holds the rope at one corner with one of their hands. On signal, each Scout tries to reach their marker. Ensure the rope is thick and scouts do not hurt themselves.

Blanket Volleyball

Patrols: 1+

Type: All Patrol

Time: 10mins

Equipment: Light ball, blanket or similar, net.

This game is like standard volleyball, but each Patrol (split your patrol in two if necessary) is given a blanket or something similar. The Patrol should stretch out the blanket so it is tight. When serving the patrol places the ball on the blanket, loosening it and then tightening so the 'throw' the ball over the net. The other patrol use their blanket to catch the ball and throw it back. A point is scored if a patrol lands the ball in the other teams area and a patrol concedes a point if they fail to get the ball over the net.

Squirrels

Patrols: 2+

Type: All Patrol

Time: 10mins

Equipment: Chairs and small balls/beanbags

Description: Place the chairs, one chair per patrol, at the centre of the meeting place a few feet apart facing each other. In the centre of the chairs, have the balls/beanbags, one more than there is patrols. Get the patrols to number off. Allocate each patrol a chair and ask them to line up behind it in number order. Read out the following rules: When you hear your number you should try to get three balls/beanbags onto your team's chair. You must have one hand behind your back at all times. You can only carry one ball/beanbag at any time and can steal a ball/beanbag from another team's chair. No-one is allowed to touch the chairs. If a ball/beanbag is thrown to a chair and falls off, it is thrown back into the middle. Call out a number. The winner is the first scout to get two balls/beanbags onto their chair.

Quiet Games

Cups

Patrols: 1+

Type: Quiet Game

Time: 5mins

Description: Two scouts join hands to form the “Blob.” The Blob grows by chasing other players and touching them. (Note: Only the free hands at the end of the Blob can be used to touch players.) The Blob continues to grow until only one player is left untouched; that player is the winner.

News Quiz

Patrols: 1+

Type: Quiet Game

Time: 20mins

Description: Give each Patrol a copy of the same newspaper and the Scouter keeps one. Call out questions based on the contents of the paper, such as a headline or what programme is on etc. The first team with the correct answer wins the point.

Pointing Circle

Patrols: 1+

Type: Quiet Game

Time: 5mins

Equipment Chalk, or something else to mark a circle on the ground.

Description: All Scouts stand in a circle, when a Scouter points at somebody they must raise both arms in the air, and the Scouts on either side must raise whatever arm is closest to them. Whoever is last to raise their arm sits down. This is repeated till there is only one Scout standing.

Face ID

Patrols: 1+

Type: Quiet Game

Time: 20mins

Equipment: A blindfold

Description: Scouts stand in a circle and one Scout stands in the centre blindfolded. The circle of Scouts starts moving slowly moving around. When the blindfolded player raises their arm the circle stops, and they point outwards. Whoever is they are pointing at stands in front of the blindfolded player. Still blindfolded they must try identify who they have in front of them only by touch. If they are correct, that scout is blindfolded. If they are incorrect they start again

20 Questions

Patrols: 1+

Type: Quiet Game

Time: 10mins

Description: Scouts take it in turns to think of anything and decide what sort of category it falls into. Once they have decided they tell the other Scouts the category. The other Scouts then can ask a total of 20 questions to which the answer must be truthful yes or no, to try identify what the Scout is thinking about.

Camping Trip

Patrols: 1+

Type: Quiet Game

Time: 15mins +

Description: Scouts sit in a circle. Going around in the circle each scout must say, "I am going camping and I am going to bring a ..." The PL says yes or no (based on the secret rule e.g. legs crossed or saying ehhe beforehand). Continue around in a circle and the Scouts must try figure out what the rule is.

Foley Artists

Patrols: 1+

Type: Quiet Game

Time: 10mins

Equipment: Bed sheet or blanket hung up as a curtain, miscellaneous items for making sounds

Description: The patrols are seated on one side of the curtain. Behind the curtain are two or three scouts who produce various sounds for the Scouts to recognise and remember, such as a creaking door, turning the pages of a book, breaking a stick, striking a match, hammering a nail, and so on. After the demonstration, the patrols return to their corners to make a list of the noises they heard. Award 1 point for each sound correctly listed.

Walking Statues

Patrols: 1+

Type: All Patrol

Time: 10mins

A patrol starts at the end of the meeting space, advancing on the activity leader. They can advance only while the activity leader is facing away from them. The activity leader can turn around at will, then everyone must freeze. If they detect the slightest movement, that scout is sent back to the starting line to begin again. This continues until a scout reaches the activity leader.

Matthew, Mark, Luke, and John

Patrols: 1+

Type: Quiet Game

Time: 10mins

Description: Sit everyone in a circle. Each seat or space is assigned a name or number, starting with Matthew, Mark, Luke, John, one, two, three, four, etc. (until everyone has a number). The scout who is 'Matthew' calls out Matthew and then a name/number of another position, such as Matthew Five, or Matthew John. Then, That person must then call their name/number, followed by the name/number of another's position, such as Five Three, or Five Luke. If doesn't realised they've been called, or doesn't respond quickly enough, or fails to properly calls their own name or number, etc., they go to the last position, and everyone else moves up one space to fill the gap. Then, the game starts over. Also, you cannot repeat the call just made. The objective of the game is to become Matthew, Mark, Luke, and John, and stay in that position as long as possible. If you have smaller numbers, have less named people.

Overtake

Patrols: 1+

Type: All Patrol

Time: 10mins

Equipment: Two balls.

All the Scouts get in a circle and number off (there needs to be an even number of scouts for this to work). All the even-numbered Scouts in the circle are one team and all odd-numbered Scouts are another. Hand a ball to Scout no.1 and another ball to scout with an even number who is on the opposite side of the circle. On signal, the scouts must pass, not throw, the ball clockwise to members of their team (every other Scout). Both balls will be traveling in the same direction. The object of the game is for one team to pass their ball faster than the other team and eventually overtake the other team's ball.

Team Challenge Games

Flood warning

Patrols: 1+ Type: Team Challenge Time: 15mins
Equipment (per patrol): six spars (3-5ft), five lengths of sisal/rope, one old billy, kindling, and a box of matches.

Description: The patrols are given the follow scenario: within ten minutes the whole area will be flooded to a depth of four feet. Darkness is approaching rapidly. A beacon fire must be lit to warn a local village across the valley.

Balancing

Patrols: 1+ Type: Team Challenge Time: 10mins
Equipment: A sturdy chair, crate, or similar.

Description: All the patrol must be on the chair/crate, up off the ground unsupported, for a least 10 seconds. You can time them if more than one patrol is involved.

Sisal Burn

Patrols: 1+ Type: Team Challenge Time: 20mins
Equipment: Sisal, candles, chairs.

Description: Mark off a 3m x 3m square. Tie a length of sisal across the square, at the halfway point, about 60cm of the ground. The patrol, with only sisal and a candle must burn this piece of sisal at the midpoint. They cannot enter the square. Be careful with the flame.

Lighted candle

Patrols: 1+ Type: Team Challenge Time: 20mins
Equipment: Sisal, tea-lights, jam jars.

Description: Mark out a circle 4-6m in diameter and place in the centre, about one metre apart, two jam jars, one containing a lighting tea-light. Without entering the circle, the patrol must use the sisal to swap position of the jam jars without letting the candle go out! Set a time limit to add an extra challenge.

Rope Circle

Patrols: 1+

Type: Team Challenge Time: 5mins

Equipment: Thick Rope (long enough to fit the whole patrol/troop)

Description: Tie the rope in a large circle. Have everyone hold onto the rope and lean backwards until the rope is tight. With care, everyone should be able to sit down together, then stand up together again.

First-Aid Kim's Game

Patrols: 1+

Type: Skills/Team Challenge

Time: 10mins

Equipment: Pens, paper, and a collection of first-aid/emergency related items (eg. gauze, bandages, scissors, survival bag, whistle); have at least four items per scout in the patrol with least members.

Description: Explain the task to the PLs and give them two minutes to make a plan. Spread all items on a table or on the floor and cover them with a tarp. Gather the patrols around, making sure everyone has a clear view; if you have a separate room available set it up there and bring one patrol in at a time. Remove the cover for exactly one minute. Each patrol must then write down all items they can remember, and add an example of what each is used for in an emergency situation.

Scoring: The patrol with the most complete list wins.

Giant Table Football

Patrols: 2

Type: Team Challenge

Time: 20mins

Equipment: Cones to mark Goals

Description: Mark a Goal at each end of the hall and assign a goal to each Patrol. Divide each Patrol into attack and defence, and stand each patrol member in a location in the hall relevant to their position. Once in position the Goalies may move from side to side but not forwards or backwards; all the other players may not move, but they can rotate on their non-dominant foot

Scoring: The Patrol with the most Goals wins.

Noising the Ball

Patrols: 2+ Type: Team Challenge Time: 10mins
Equipment: Several Tennis Balls

Description: Each Patrol lines up at one end of the hall as for a relay race. For the first race each patrol gets a tennis ball which they must race by crawling on all fours pushing the ball the length of the hall with their nose. Once all team members complete this they are declared the winners of the game. This game can be varied by; holding the ball between your knees.

High-Low

Patrols: 1+ Type: Team Challenge Time: 5mins
Equipment: None

Get each patrol to stand in line. Tell them they are to arrange themselves from high to low, in different categories, but they cannot talk. Here are some categories: Height, Date of Birth (Calendar or chronological); Alphabetical—last name; Distance from home; Number of siblings; Number of pets.

Whackers

Patrols: 2+ Type: Team Challenge Time: 10mins
Equipment: 6 whackers (made up from rolled up newspaper) and a puck (made from a sponge wrapped in tape) and two chairs

Description: Line one patrol up on each side of the hall and number off. Place a chair at each end of the hall with 3 whackers on each and the puck in the centre of the hall. Call out a number. The player from each patrol with that number runs to their chair a grabs a whacker, they then race to the puck and try knock it through the legs of the chair. Once a point is scored the players return to their spot an another number is called. Having 6 whackers allowed for 3 people from each Patrol to play at a time.

Balloon Bouncing

Patrols: 1+ Type: Team Challenge Time: 5mins
Equipment: Balloons

Each patrol has a balloon. They must try to keep their balloon in the air as long as possible by hitting it back and forth between themselves. A patrol is out when their balloon touches the floor or bursts. They cannot catch or hold a balloon.

Guide Trail

Patrols: 1+

Type: Communication Time: 10-15mins

Equipment: Blindfolds and various obstacles, eg: chairs, cones, ropes.

Description: One scout leads another blindfolded scouts through a 'maze'. No one speaks during the activity, the 'guides' can use only the pressure of a single fingertip to direct the blindfolded scout. The scouts pair up, and one of them is blindfolded. A simple obstacle course or maze is set up with ropes and objects such as chairs, cones, and tables. In turns, each pair must go through the maze. The guide has to lead the blindfolded scout without talking, but by touching through one finger tip. Then, get the scouts to reverse roles and modify the course before they start again.

Corners

Patrols: 2+

Type: Team Challenge Time: 10mins

Equipment: Buckets; beanbags or ping pong balls.

Description: Divide your hall into the number of patrols you have and allocate each patrol a space (eg 4 patrols – 4 corners; 2 patrols – divide hall in half). Divide the number of beanbags evenly among the patrols and then start the timer. The aim of the game is for each Patrol to get as many beanbags into their bucket in the allocated time, while the patrol defends their bucket.

Scoring: The Patrol with the most bean bags at the end wins.

Foggy Harbour

Patrols: 1+

Type: Team Challenge Time: 5mins

Equipment: None

The patrol must guide an 'oil tanker' (a scout) through the 'harbour' without bumping into the other 'ships' (the remaining patrol members). The oil tanker scout is blindfolded and moves on their hands and knees. They are not to touch any of the other ships, who remain still and are spread across the harbour. As the oil tanker nears a ship, the ship must give a warning signal, such as a foghorn, a call, or a whistle. The oil tanker then approaches more cautiously and tries to manoeuvre through the harbour without colliding.

Skills Games

Blindfolded Knots

Patrols: 1+

Type: Skill Time: 5mins

Equipment: Rope

Description: The Patrol lines up in pairs and everyone is blindfolded. Each scout must tie a bowline on themselves, then they must tie their ropes together with a reef knot in their pairs.

Knot Relay

Patrols: 1+

Type: Skills Time: 20mins

Equipment: A tent per patrol and a pair of goggles for each scout.

Description: Patrols line up and run, in turn, to a Scouter (or someone else) to tie a knot. The Scouter names a knot and once the Scout ties it they return to tag off the next Scout. Select a number of knots at the beginning, such as: reef knot, bowline, sheet bend, clove hitch, round turn and two half hitches, and sheep shank.

White Out

Patrols: 1+

Type: Skills/Team Challenge

Time: 20mins

Equipment: A tent per patrol and a pair of goggles for each scout.

Description: Your Patrol have been caught out in a dense fog. With the changing weather you'll need to set up camp quickly, despite the fact you can't see anything. Each scout wears a pair of swimming goggles that has been smeared with Vaseline to obstruct sight. Each scout will be able to see blurred images at close range. The Patrol have a limited amount of time to erect their tent.

Tripod 'Bowling'

Patrols: 1+

Type: Skills/All Patrol

Time: 20mins

Equipment: sisal, 3-4ft spars, balls.

Description: Each patrol should make 3 tripods, without supports/braces. Set up the tripods in triangular formations at the end of your meeting space. Line the patrols up opposite each set of tripods (patrols should be lined up against another patrol's tripod). Give everyone a go at rolling or throwing balls at their set of tripods. Record how many are knocked in each round.

Getting Your Bearings

Patrols: 1+ Type: Skill Time: 10-15mins

Equipment: Maps; compasses; paper & pens,

Description: In turn, a scout from each patrol runs to a map. The activity leader names or points to two locations or features on the map (buildings, rock outcroppings, hilltops, bridges, etc.). The Scouts take a bearing from one to the other, and (quietly) says it to the activity leader. When done, they run back to tag the next patrol member. The winning patrol is the one with the most compass bearings correct within 5 degrees.

Knotting Pairs

Patrols: 1+ Type: Skills Time: 10-15mins

Equipment: Rope

Description: Scouts face one another in pairs with one hand in their pocket. The Patrol Leader calls out the name of a knot. Using only their free hand the pairs must work together to tie the knot. The winning pair is the first to tie the knot correctly.

Sliced Countries

Patrols: 2+ Type: Skills Time: 10-15mins

Equipment: Cards; half marked with names of capitals and half marked with country flags.

Description: Hide the flags or capital cards around the hall before the Scouts come in. When you are ready to play the game give out the Country Cards. Each participant then has to find their matching card. The winning Patrol is the first one with every member that has their matching card.

Chain Gang

Patrols: 1+ Type: Skills Time: 10-15mins

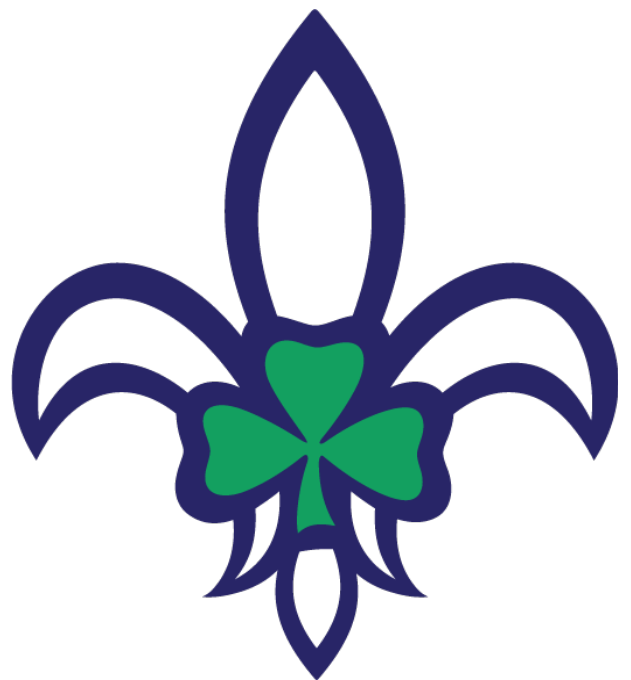
Equipment: String

Description: Scouts sit in a circle with their feet apart, touching the feet of the Scout next to them. On the word GO each scout tries to tie a clove hitch around the ankle of the Scout to their left, while prevent the Scout on their right from tying one around their ankle.



PATROLS IN ACTION

Patrol Camp



Preparing for Patrol Camp

A patrol camp looks something like:

- A patrol camping independently
- A PL and APL leading the Patrol
- Scouts camping and cooking for themselves
- Scouts running their own programme
- Scouts progressing in the Crean Awards and the Adventure Skills
- Scouts practising Leave No Trace
- Scouters and Families encouraging the camp
- SI campsites and activity centres supporting the camp



Schedule for Patrol Camping:

It takes a few months to prepare for a patrol camp. It starts with patrols working together and running an active programme. The patrol will also need to practice and develop their skills.

Getting the Patrol Working Sept - Dec

- Have patrol meetings
- Organise a patrol activity
- Run a day activity in your patrol
- Scouts advance in the relevant Adventure Skills

Patrol Camp in the Troop Jan - March

- Several patrols camp together, but operate separately
- Each patrol plans its own programme
- Plan, buy and cook your own menu
- Scouters are camping with you, but only provide support
- Scouts advance in the relevant Adventure Skills

Shared Patrol Camp April

- Two or three Patrols walk together
- Camp near to home
- Camp on a Scouting Ireland campsite with wardens
- Scouters will call out to you and check in regularly
- Scouts advance in the relevant Adventure Skills

Patrol Camp May - August

- Camp on a Scouting Ireland campsite with wardens
- Scouters will call out to you and check in regularly

Programme Cycles: Example Patrol Camps

Week 1: Troop meeting, with Patrol Corners

- Review the last programme cycle
- Begin planning for the camp

Week 2: Troop meeting followed by Patrol Leaders' Council

- PLC meets and discusses each patrol's plan
- Activity leaders book sites

Week 3: Troop Meeting

- Plan camp programme
- Look how the camp will help them progress in their Crean Awards and Adventure Skills
- Each patrol practices tent pitching

Week 4: Troop Meeting & Activity (Saturday)

- Each patrol makes menus and prepare for cooking activity
- Activity: Camp cooking challenge, each patrol builds an altar fire and table, and prepares a 3 course meal.

Week 5: Troop Meeting

- Make final plans and arrange transport
- Activity Leaders discuss plans with Scouters

Week 6: Troop Meeting & Troop Activity (Weekend)

- Get equipment ready
- Activity: patrol camp

Week 7: Troop Meeting, with Patrol Corners

- Return equipment
- Write camp log
- Send thank you cards
- Reviews the camp and generate new ideas for the next cycle.

General and Technical Bits:

- The welfare of each Scout is very important.
- Attention to safety is also very important.
- Patrol camps are organised with the guidance of the Scouters Team.
- The Camp Leader should coordinate with the other patrols.
- It's a good idea to camp on Scouting Ireland campsites, with wardens, and to avoid caravan sites, holiday or entertainment centres.
- Each Scout participating needs to use the relevant Scouting Ireland Activity Consent & Medical Advice Forms.
- Separate sleeping, toilet and washing accommodation should be available for males and females.
- The Activity Leader must hold a Level 5 Camping Adventure Skills Badge.
- A qualified (over 16) First Aider should be available at the location of the overnight.
- Live the Scout Law and Promise.
- Follow the principles of Leave No Trace.

Programme Planning

You need to plan and run an active and balanced programme. When planning your programme you need to think about questions like these:

- Are there any aspects of your camp which would help members of your patrol make progress through the Crean Awards?
- Are Scouts working on Adventure Skills ?
- Are Scouts doing Special Interest Badges?
- Does everyone have a role?
- What facilities are available on or near the site?
- How long will cooking and wash-up take?
- Are you having a spiritual element to the programme? Running a scouts' own or attending a religious service?

Sample Programme

	Morning	Afternoon	Evening
Friday			Travel Set up Camp Night Orienteering Supper
Saturday	Breakfast Pioneering	Lunch Environmental Project	Dinner Scouts' Own Campfire Supper
Sunday	Breakfast Sketch Maps	Lunch Break Camp Travel Return Equipment	

Budgeting

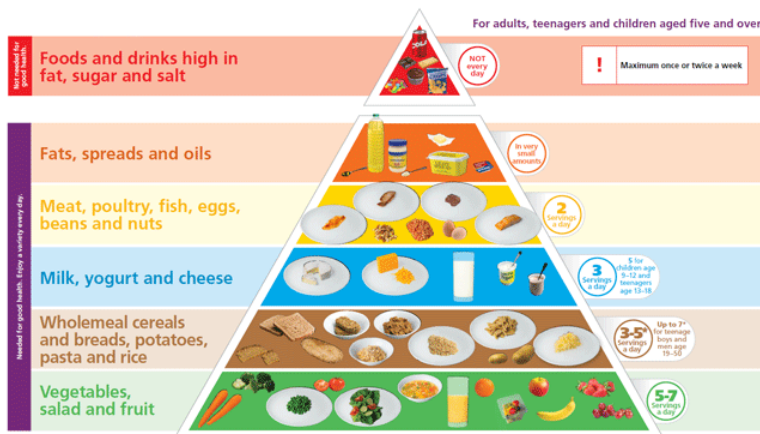
- List all your projected expenditure – expenditure categories might include campsite fees, food, and programme.
- Consider what suits you best, not just what is the cheapest Add in your contingency (around 15% of the total of other expenditure)
- Talk to your Scouter and see what they think
- Do a second draft, discuss it with the patrol and have each scout take one home

Sample budget for a patrol of seven

Camp Fees	70.00
Food	112.00
Equipment	25.00
Total Cost	207.00
Cost per Scout	29.60

Menu Planning

You need to plan a full balanced menu for the camp. The menu needs to accommodate the tastes and health of all the scouts and the partialities of the site. The scouts responsible for cooking should have experience of cooking on camp.



For info on a balanced diet, check out: safefood.eu

Things to think about when planning a menu:

- Is it a balanced menu? Do you have enough fruit and vegetables?
- How much will it cost?
- Do any Scouts have allergies & intolerances?
- Is there food that Scouts won't eat?
- How will the food be stored?
- When will the food be bought? And, how will it be transported?

	Breakfast	Lunch	Dinner	Supper
Friday				Hot diluted drinks Fruit
Saturday	Cereal Bars Toast Fruit Hot Drink	Sandwiches Fruit Crisps Yogurt	Chicken Fried Rice Salad Cake	Hot diluted drinks Biscuits
Sunday	Porridge Scrambled Eggs Fruit Juice	Wraps Salad Crisps Yogurt		

Equipment

Make out a list of the equipment based on the programme and the menu. In the lead-up to the camp, the equipment should be checked and packed ready for transport. The Patrol Quartermaster should coordinate this. Things to think about:

- **Tentage**, including dining shelter – Take tents out and check for wear, that all parts are present and in good condition
- **Storage** – Is your patrol box fit for purpose? Is your water container clean and in good condition?
- **Lighting** – How are your lanterns? Do you have fuel?
- **Cooking gear** – Whether fire or gas, is your cooking equipment safe and usable? If in doubt, ask your Scouter.
- **Pots and Pans** – Do you have a stock of good quality pots and pans for cooking? Are handles secure? Does everything have a lid?
- **Cooking utensils** – Is there anything missing or which has seen better days? Are your knives sharp and storable safely?
- **Cooler box and ice blocks** – Do you have enough? Do any of your ice blocks leak?
- **Seating** – If you use tables and benches, are they up for a camp?
- **Axe and saw** – Is your patrol axe sharp? Is its head sufficiently secure to the handle? Does your saw blade need to be replaced?

Transport

Careful planning needs to be made for transporting people and equipment. You need a clear plan that everyone understands.

Lifts: For a local patrol camp, carpooling is the most cost effective and convenient way of getting to and from the site. Make sure a rota is made out, everyone has a lift, and everyone has the details.

Transporting the equipment: You can divide the equipment between the cars or if someone has access to a van or a trailer you can use that. Make sure you have plans to transport the equipment to and from the campsite. Also, you will need to have access to the Group stores.

Emergencies and Safety:

With the help of a scouter think out common risks associated with camping and then suggest what you would do. Here are some examples:

- **Risk** - An accident resulting in an injury. **Mitigant** – Ensure code of good behaviour by Scouts in place and take no silly risks
- **Risk** - An accident resulting in damage to equipment. **Mitigant** – Ensure all Scouts are trained in the proper use of all equipment
- **Risk** - Cancellation of accommodation booked. **Mitigant** – Arrange back up accommodation as a contingency
- **Risk** - Uncontrollable changes to travel plans. **Mitigant** – Have contact details for all relevant people and have an emergency plan for heading home
- **Risk** – Illness. **Mitigant** – Take all reasonable precautions in food preparation. Ensure first aid training up to date. Be aware of pre-existing conditions. Have an appropriately stocked first aid kit.
- **Risk** - Bad weather conditions . **Mitigant** – Have a Plan B and Plan C that are not weather dependant
- **Risk** - Loss/theft of money/equipment. **Mitigant** – Have back up funds available at short notice in an emergency

Safety Checklist

- Do you have emergency contact details for the Scouters and the campsite?
- Will you always have a charged phone available? Is there way of charging a phone?
- Is the Camp Leader aware of any medical conditions and the actions that need to be taken if a situation arises?
- Do you have a safety plan in place?
- Do you have a fully stocked first aid kit?

Roles in organising a Patrol Camp

Every scout has a part to play in your Patrol Camp. Everyone should be involved in making the programme as successful, fun, and interesting as possible. This is a quick guide to helping you have everyone involved.

Participation: Scouts on their Terra Nova Award

You will mainly be getting used to the way the Patrol works. You will participate in the programme through partaking in activities and holding specific roles in the patrol, such as grubmaster or photographer.

Active Involvement: Scouts on their Endurance Award or assistant activity leaders

In the second year, Scouts take on more responsibility. You become more active in the Patrol and Troop by starting to organise parts of activities, holding more challenging roles (such as Treasurer or Quartermaster), and by passing on your skills to others. For the camp, you will plan, prepare (get equipment ready, understand the skills involved, know the schedule etc.), run, and review specific parts.

Leading: Scouts on their Polar Award or Activity Leaders

Scouts in their final year take on leadership roles, usually as PLs and APLs. You will run the camp with help from other scouts, and ensure everyone has a part to play. Also, your Scouters are there to support you and give advice when you need it, make sure you keep them up to date on everything that is involved.

Supporting: Scouters

Adult Scouters are mainly there to provide support to you, the Scouts, in running the programme. They work with the Activity Leaders by providing advice, guidance, and encouragement. Scouters have overall responsibility for the safety and wellbeing of all the scouts, and in preparing for and controlling risk.

Scout	Individual	Patrol
Terra Nova	<ul style="list-style-type: none"> • Personal Equipment • Working on Crean Awards 	<ul style="list-style-type: none"> • Role agreed by the Patrol • Taking part
Endurance (APL / Activity Leader)	<ul style="list-style-type: none"> • Personal Equipment • Working on Crean Awards 	<ul style="list-style-type: none"> • Role agreed by the Patrol • Taking part • Running a part of the activity • Preparing (plan, equipment etc) • Helping others
Polar (PL / Activity Leader)	<ul style="list-style-type: none"> • Personal Equipment • Working on Crean Awards 	<ul style="list-style-type: none"> • Running the activity • Leading by example • Preparing (plan, equipment etc) • Coordinating • Helping others • Sharing skills • Ensuring safety • Informing Patrol of schedule • Making a budget, buying supplies • Booking venues and activities • Informing Troop of schedule
Scouter	<ul style="list-style-type: none"> • Personal Equipment • Working on Scouter Training 	<ul style="list-style-type: none"> • Supporting Patrols & Scouts • Ensuring safety • Assisting when needed • Working with Activity Leaders • Help with budget, planning, bookings etc • Coordinating with Scout Group • Acting as a role model

Activity Youth Leader Checklist

Programme

We have a planned programme for the activity

It helps all Scouts progress in their Crean Awards

Location

A suitable venue that you & Scouters are happy with

Emergency services can access the site

The location is booked

Administration

We have an activity timetable

We have a wet weather plan

You and the Scouters are aware of any medical requirements

We have a charged mobile phone available

We have all bookings printed and in a folder

Finance

We have a well-planned budget

We will have contingency funds with us

Transport

Transport is arranged/booked

There is enough flexibility in our transport plan in case of delays

Equipment

We have all the equipment needed

We have tested all the equipment

We know how to use all our equipment safely

Training

We have the appropriate training for the activity

Emergency

We all know who to call in case of emergency



Scouter Checklist

Programme

The Patrol/PLC have a planned programme for the activity

It helps each Scout progress in their Crean Awards

We know what supports the Patrols/Troop needs

Location

They have a suitable venue for the programme planned

Emergency services can access the site

The location is booked

Administration

They have an activity timetable

They have a wet weather plan

You and the Youth Leader are aware of any medical requirements

They have a charged mobile phone available

They have all bookings printed and in a folder

Finance

They have a well-planned budget

They have contingency funds with them

Transport

Transport is arranged/booked

There is enough flexibility in the transport plan in case of delays

Equipment

They have all the equipment needed

They have tested all the equipment

They know how to use all our equipment safely

Training

We/they have the appropriate training for the activity

Emergency

All the Scouts know who to call in case of emergency

Campsites and Activity Centres

Scouting Ireland's campsites and activity centres can be great venues that can facilitate a patrol camp. They can provide:

- A safe site, with facilities
- Activities
- Volunteer staff who can support the patrol
- Local knowledge and advice
- Some have a 24hr presence of volunteer staff

Tips for working with a Scouting Ireland campsite:

Search through the directory and find the campsite which suits your needs (location, activities, budget).

- The PL or APL contacts the campsite and explains their plan
- Book any programme needed
- Get contact details for the site
- Some campsites might need a deposit in advance, the treasurer should send this on

Campsite/Activity Centres: goo.gl/DYpgYK

This directory has info on all Scouting Ireland campsites, camp fees, activities that they offer, as well as providing directions to the campsite.



Keeping Families Informed

It is important to keep families informed what is involved in patrol camps, some people may be initially uncomfortable with the idea of a patrol camp. Check out the form at the end of this document as an example of a letter to send home to families. Some points to raise:

- Camping is an extremely important to the Scouting programme.
- Scouting seeks to train each team in such a way that it becomes self-sufficient both in terms of skills and as a working team of young people able to undertake different challenges.
- One of the most important opportunities for the Patrol is the opportunity to camp as a team on their own with adult support at a distance. This is no ordinary undertaking and a Patrol will have carefully planned for such an event.
- Patrol Camps are planned, well in advance, under the guidance of the adult Scouter.
- The Camp Leader has special training in the area of organising a camp and in leadership and responsibility.
- The Patrol has the skill set required – organisational ability, cooking skills, camping skills, first aid and an awareness of safety.
- A plan of action, budget for the event, programme, equipment list, emergency plans etc. are carefully drawn up and are fully reviewed by the adult Scouter in consultation with the Scouts.
- The camp must take place on a recognised campsite owned by Scouting Ireland and with a warden staff available on site (experienced adults who manage the campsite).
- Parents must provide written approval for Scouts to the camp.
- During the camp, adult scouters will visit the Patrol over the weekend to check on progress and well-being and will be in effect 'on call' should any difficulties arise.
- Camps are supported by their own adult Scouter. Adults are near at hand on the campsite in case of emergency, normally less than a few hundred meters away. So, the Team feels it is alone but in fact they are holding the camp in a controlled and safe environment.

Parent Guardian Permission to Attend a Team Camp Approval Form

This approval form only relates to the Team Camp outlined below. You as Parent/Guardian have signed other forms from the Scout Troop relate to Medical Details and general permission for your child. This information is still relevant, and you do not need to fill in another form this camp.

This form solely relates to the camp listed and details as listed. A parental/guardian approval is required for each Team Camp that your child attends.

We/I the Parent(s)/Guardian(s) of:

Are happy to provide permission for our child to attend the Team Camp as listed and outlined.

Date of Camp: _____ Locations: _____

It is our understanding that the Section/Group Scouters have provided the necessary training and support to all the Scouts participating in this adventure, and that they are confident in the leadership of the Team Leader and their Team to undertake this camp in a responsible manner.

Name & Date: _____

Contact Number(s): _____



Camp Details

Date of Camp _____ Location of Camp _____

Meeting at for departure _____ Returning home at _____

Team Leader in Charge _____

Number of Scouts attending _____ Cost of the camp _____

The Team camp outlined above has been planned with the approval of the Scouter team of

_____ and has undergone the checks and balances as outlines above. We the Scouter team have confidence in the Patrol that they have the capabilities to undertake this adventure and therefore seek your approval for your child to attend the camp.

Scouters name _____ Phone _____

Team Leaders name _____ Phone _____

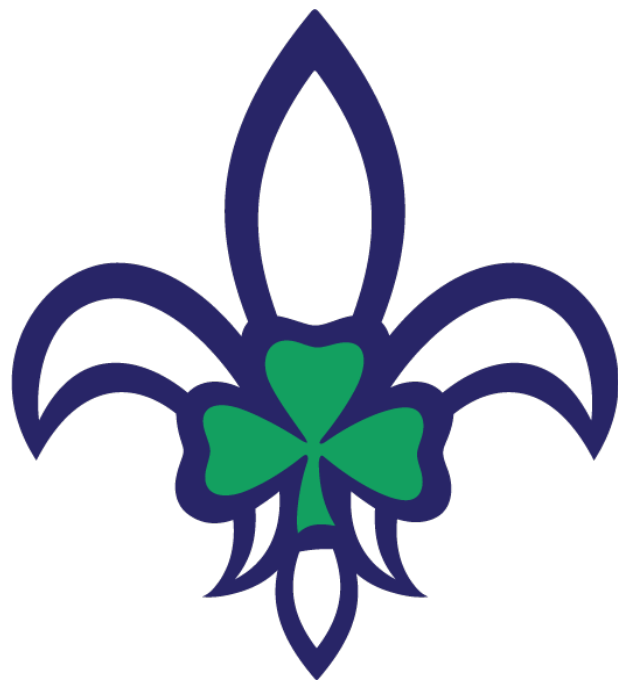
Campsite warden _____ Phone _____

See Formal Parental/Guardian Permission to Attend Approval Form overleaf



PATROLS IN ACTION

Patrol Budge



Patrol Budget

The Activity:

Make out a patrol budget for on event or a programme cycle.

Activity Type:

Patrol Activity

Roles:

Patrol Leader
Patrol Treasurer

The Crean Award:

Discovery:

Patrol Activity

Terra Nova:

Task/Role in Patrol
Patrol Activity

Endurance:

Planning

Polar:

Skills

SPICES

Intellectual
Character



Plan

When we look at budget, we need to ask ourselves a few questions:

- What is the purpose of a Patrol Budget?
- Why do we need a budget?
- When do we need a budget for? For what activity / event?
- How do we complete a budget?

Break it down into manageable elements

- Income (not all may be applicable)
 - Scouts
 - Scouters
 - Donations
 - Money carried over from previous events
- Expenditure (not all may be applicable)
 - Programme / Activities
 - Travel / Mileage
 - Food
 - Venue
 - Awards
 - Contingency
 - Miscellaneous.

Planning is the key; whether it is doing a recce in your local supermarket for the price of food, contacting venues for the price of camp fees or googling the price of activities. Every event will bring different features to be looked at beforehand.

Do

If you have a number of factors to price in your budget, assign tasks out amongst members of the patrol to research quotes for the various products and services. Where possible, you should try to obtain at least 3 different quotes for each item of expenditure to compare your options. Below are some tips and guide prices for budgeting for an activity or camp.

€5 per person per night is an average cost for camping fees. Indoor accommodation and various campsites may be more expensive.

Look for a flat fee so your costs are fixed

€5 per person per day for food- this can be done for less or more depending on the event, planned menu and cooking facilities available.

10% contingency should be budgeted for ‘just in case’ scenarios- this can be kept if not spent for the next event (or perhaps finish a camp with a pizza night)

Make it affordable for participants & value for money

Too cheap & it could be memorable for the wrong reasons

Too expensive & you might not get the take up required

FOX PATROL- LOUGH DAN CAMP BUDGET			
<i>Income:</i>		<i>Expenditure:</i>	
<i>Scout Fees</i>	<i>200</i>	<i>Campsite Fees</i>	<i>80</i>
<i>Fundraising</i>	<i>100</i>	<i>Food</i>	<i>80</i>
		<i>Activities</i>	<i>56</i>
		<i>Equipment</i>	<i>27</i>
		<i>Contingency</i>	<i>30</i>
<i>Total:</i>	<i>300</i>	<i>Total:</i>	<i>273</i>
<i>Balance:</i>	<i>27</i>		

Don't forget a budget is a plan & it can change.

- Venue: High season prices maybe more expensive
- Get a quote in writing / email before hand
- Foreign Trips: Exchange rates into another currency. Having cash in the currency before you go will help
- Activities: Increase or decrease in numbers attending may push up the cost. Combat this by trying to agree deals beforehand
- Travel / Mileage
- Bus Hire / Tolls / additional cars

Review

Also return to your budget after the event or activity to see how your forecasted budget and real budget compared.

- Did you break even, make a loss or make a profit?
- Did you have to spend any of the contingency budget?
- Keep a record of your budgets to use as reference points for future activities and events.

The Patrol Leader and the Treasurer can also review how making and trying to follow a budget helped them progress in the SPCIES. For example, from Intellectual you might have learned about the importance of good planning or reaching goals; or from Character you might see the importance of planning before doing!

Review SPICES

Social

Relationships

Communication Skills

Other Cultures

Community Involvement

Promise and Law

Physical

Eat Well

Personal Hygiene

Balanced Lifestyle

How the Body Works

Physical Limitations

Health Choices

Access Help

Intellectual

Achieving Goals

New Ideas

Develop Creativity

Learn from Discussions

Team Member

Character

Promise and Law

Friends and Friendships

Plan before do

Ensuring Fairness

Respect

Differences and Views

Following Dreams

Live the Scouting Spirit

Emotional

Aware of Feelings

Asking/Giving Help

Responsibility for Emotions

Controlling Emotions

Going Further

Beliefs and Values

Developing Talents

Spiritual

Promise and Law

Impact on the Environment

Reflection

Changing Beliefs