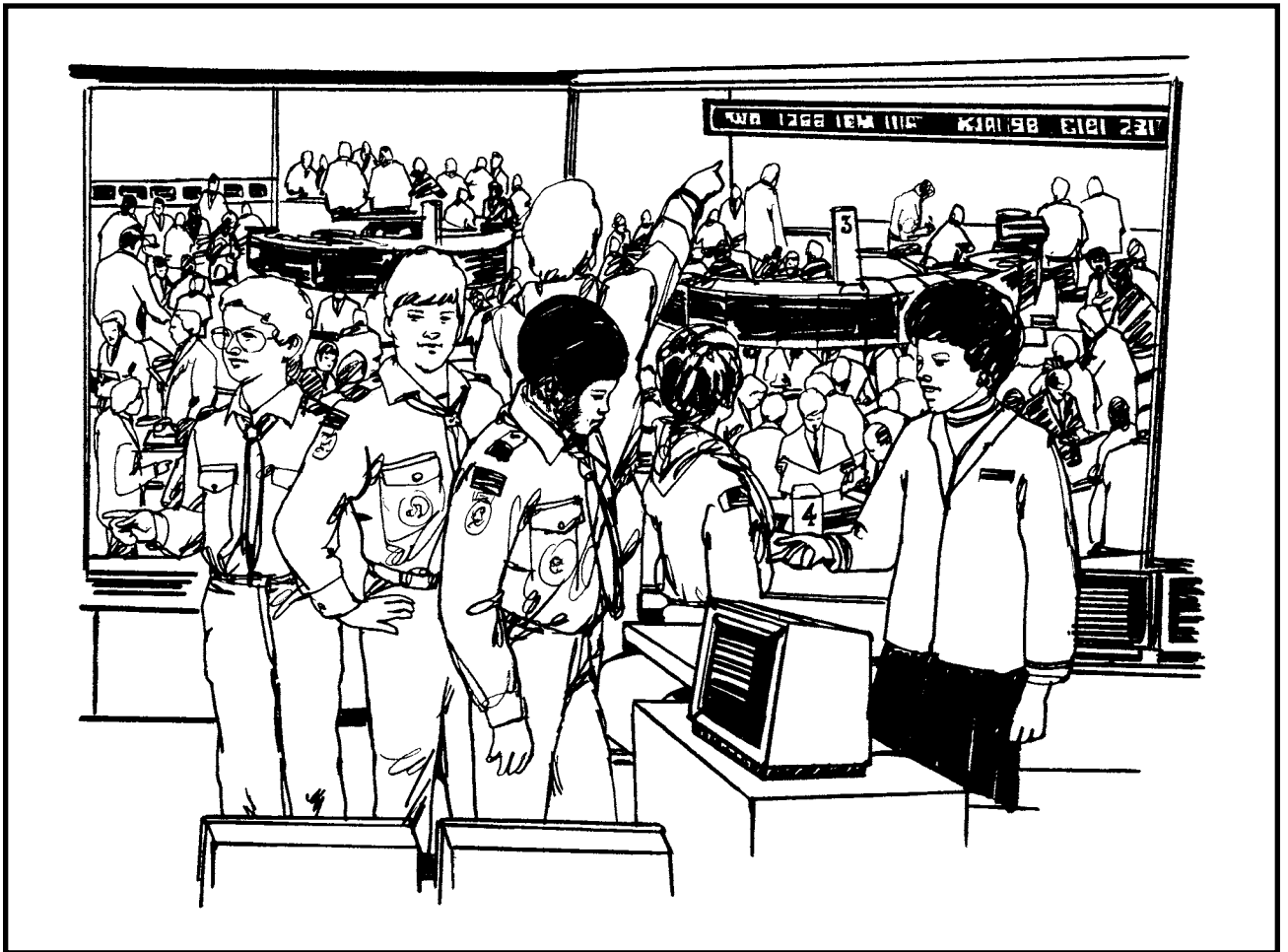


## BUSINESS



In a few years, the Scouts in your troop will have the right to vote, own property, and sign contracts. This month we will introduce them to the responsibilities they will have as adults in dealing with their business affairs. They will also learn something about how businesses operate in our society.

For one troop meeting, plan a visit to a local business or industry to learn how the free enterprise system works. Make arrangements beforehand to have a guided tour or a meeting with a company official to discuss business. The patrol leaders' council might also want to invite a business person to a troop meeting.

The big event will be a campout to practice Scoutcraft skills.

### SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A better understanding of the free enterprise system
- Enhanced outdoor skills

- A greater understanding of the importance of conservation
- Enhanced self-confidence

### ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met the majority of their basic citizenship requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

#### *Tenderfoot*

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *Second Class*

- Outdoor—camping, cooking, hiking
- Citizenship—flag ceremonies



- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *First Class*

- Outdoor—camping, hiking, cooking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

*Merit Badges.* Experienced Scouts may concentrate on the American Business, American Labor, Citizenship in the Community, and Citizenship in the Nation merit badges this month. They should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Camping, Cooking, Hiking, and other outdoor-related merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

The patrol leaders' council may involve parents in the program feature this month by

- Asking those qualified to assist with instruction for citizenship and business skills
- Inviting families on the outing
- Asking them to provide transportation for the visit to a business and the outing

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide what business the troop will visit this month and make arrangements for the visit.

- Make arrangements to invite a community or business leader to the second troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen.
- Plan the special activities for the outing.
- Inventory the troop's camping equipment, if this hasn't been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for completion of advancement through First Class rank.

## **FEATURE EVENT**

### **Business Outing**

Discovering the world of business and how business and government in our country work together can be an exciting adventure. You have an opportunity to see how business works right in your own community. Take the opportunity to get to know how your community and local businesses work. Get a local business person to meet with the troop and discuss how his or her business operates.

## **BUSINESS PROJECTS**

Here are some ideas for patrols or individual Scouts.

**STOCK MARKET.** Invite a stockbroker to visit the troop, and give a brief explanation of how the stock market works. Have each patrol, or better still, each Scout, select a particular stock or mutual fund and track it for a period of time. Compare the results, and see which Scouts do the best—and the worst.

**CREDIT CARDS.** Explain how a credit card works. Explain how important credit is to an individual, and why it is so vital a person should pay credit card charges in a timely manner. How a credit card charges interest, and why it is a good idea to keep credit card charges under control.

**LOANS.** Find out how to get a loan from a bank. What would the interest rate be? How much interest would you have to pay if the loan was for six months?

**BONDS.** Look into the cost of purchasing a municipal bond. How much interest would you earn by the time the bond matures?

**“RUN” A COMPANY.** Set up an imaginary company to manufacture widgets. Develop a product plan, a marketing strategy, and a sales plan.

**PRODUCT SALES.** Set up a sales campaign and a marketing plan for some product—baseball gloves, hiking boots, tents, etc.



# BUSINESS

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	A pair of experienced Scouts show how to fold and care for the U.S. flag ( <i>Boy Scout Handbook</i> ).		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form troop into parallel patrols.</li> <li>• Present colors.</li> <li>• Sing the national anthem.</li> <li>• Hold a uniform inspection.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts practice U.S. flag courtesies, including raising, lowering, and folding the flag. Plan and rehearse an opening flag ceremony to use at next week's meeting. Play How High? (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts visit a business and find out how it operates. They learn what it takes to operate a business.</li> <li>• Older Scouts work on the Venture program or begin planning a 100-mile bike hike.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for a patrol outing this month. This outing could be a 5- or 10-mile hike so that newer Scouts can work on their hiking skills. Or, plan a patrol Good Turn.		
<b>Interpatrol Activity</b> _____ minutes	Play Thurman Throw. (See the Games section of the <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# BUSINESS

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts meet with an elected public official, either at the troop meeting place or the official's office. Learn what he or she does. Discuss rights and duties of citizens.</li> <li>• Experienced Scouts plan a community Good Turn. This might be in support of something your community is currently doing. Or it could be a get-out-the-vote campaign for an upcoming election, or a park beautification project. (The Good Turn need not be held this month.) Play Steal-the-Bacon. (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Older Scouts work on the Venture program or continue preparing for a 100-mile bike hike.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review needs of Scouts in the patrol to participate in flag ceremonies and service projects. Suggest activities that these Scouts can participate in to fulfill rank requirements.		
<b>Interpatrol Activity</b> _____ minutes	Play Kim's Game. (See the Games section of the <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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# BUSINESS

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on basic hiking skills.</li> <li>• Experienced Scouts work on map and compass skills.</li> <li>• Older Scouts work on the Venture program, help with instruction in map and compass, or finish plans for a 100-mile bike hike.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Play Sit-Down Dodgeball (regular Dodgeball played in sitting position). (See the Games section of the <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the next outing. Continue work on next month's program feature.		

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# BUSINESS

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	Visit a local business or industry and find out how its operations fit into the economy of your community, the country, and the world. See how the free enterprise system works in your area. Or, visit a local government office or facility.		
<b>Patrol Meetings</b> _____ minutes			
<b>Interpatrol Activity</b> _____ minutes			
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>Scoutmaster's Minute—reflection on the experiences of the month.</li> <li>Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for this month's outing. Finalize work on next month's program feature.		



# BUSINESS

## TROOP OUTDOOR PROGRAM PLAN

**Date** \_\_\_\_\_

TIME	ACTIVITY	RUN BY
<b>Friday evening</b>	Load gear at meeting location, leave for campsite. Plan only a light meal en route.	SPL
	Arrive at campsite; off-load equipment. Set up patrol sites. Stow gear and set up camp.	SPL/PL
<b>Saturday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Give patrol leaders a topographic map to lead a three- to five-mile hike. Scouts working on First Class could take part in an orienteering race. Younger Scouts could take a nature hike.	SPL
11:30 A.M.	Sack lunch	
Noon	Continue activities.	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
<b>Sunday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up gear for morning activities, clean up patrol site.	

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—use four games from Games section of the <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
<b>Special equipment needed</b>	Topographic maps, clipboards, compasses, troop camping equipment	

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