

## PUBLIC SERVICE



One of the aims of Scouting is to develop young men into participating citizens. A participating citizen does more than what is expected of a good citizen, such as voting and obeying the law. He takes an active role in the community.

A participating citizen might be a Scouter or a volunteer with some other organization. Or, he or she might hold an elected or appointed office, lead a service club or church group, or serve as a firefighter, police officer, or health-care provider.

This program feature is designed to introduce Scouts to some of the people who help your community function. No matter how large or small your community is, there are many participating citizens Scouts can get to know.

The big event might be a historic tour, a community Good Turn, or a combination of the two.

### SCOUTING OUTCOMES

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

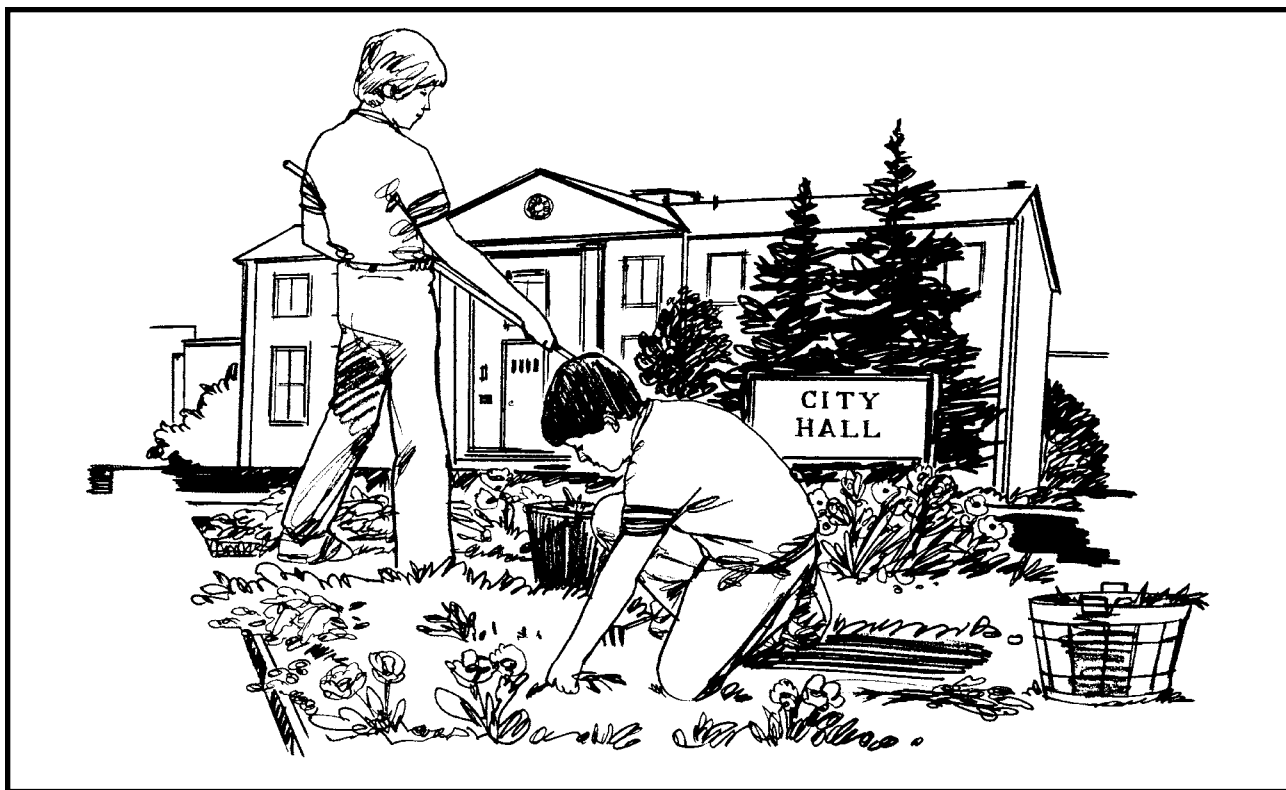
- A greater understanding of their duty to country and to help other people
- Awareness of their rights and duties as citizens
- Some knowledge of their heritage as citizens of their community and country
- Increased self-confidence

### ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their citizenship requirements through First Class rank. Depending on the 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
- Personal development—Scout Oath and Law

#### *First Class*

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

**Merit Badges.** Experienced Scouts can concentrate on the citizenship merit badges this month. Depending on activities during the outing, they may also cover requirements for the Hiking, Public Health, American Cultures, and American Heritage merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

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

- Asking qualified people to assist with instruction for citizenship skills
- Inviting families on the outing
- Asking parents to provide transportation for a visit to community meetings

### **PATROL LEADERS' COUNCIL**

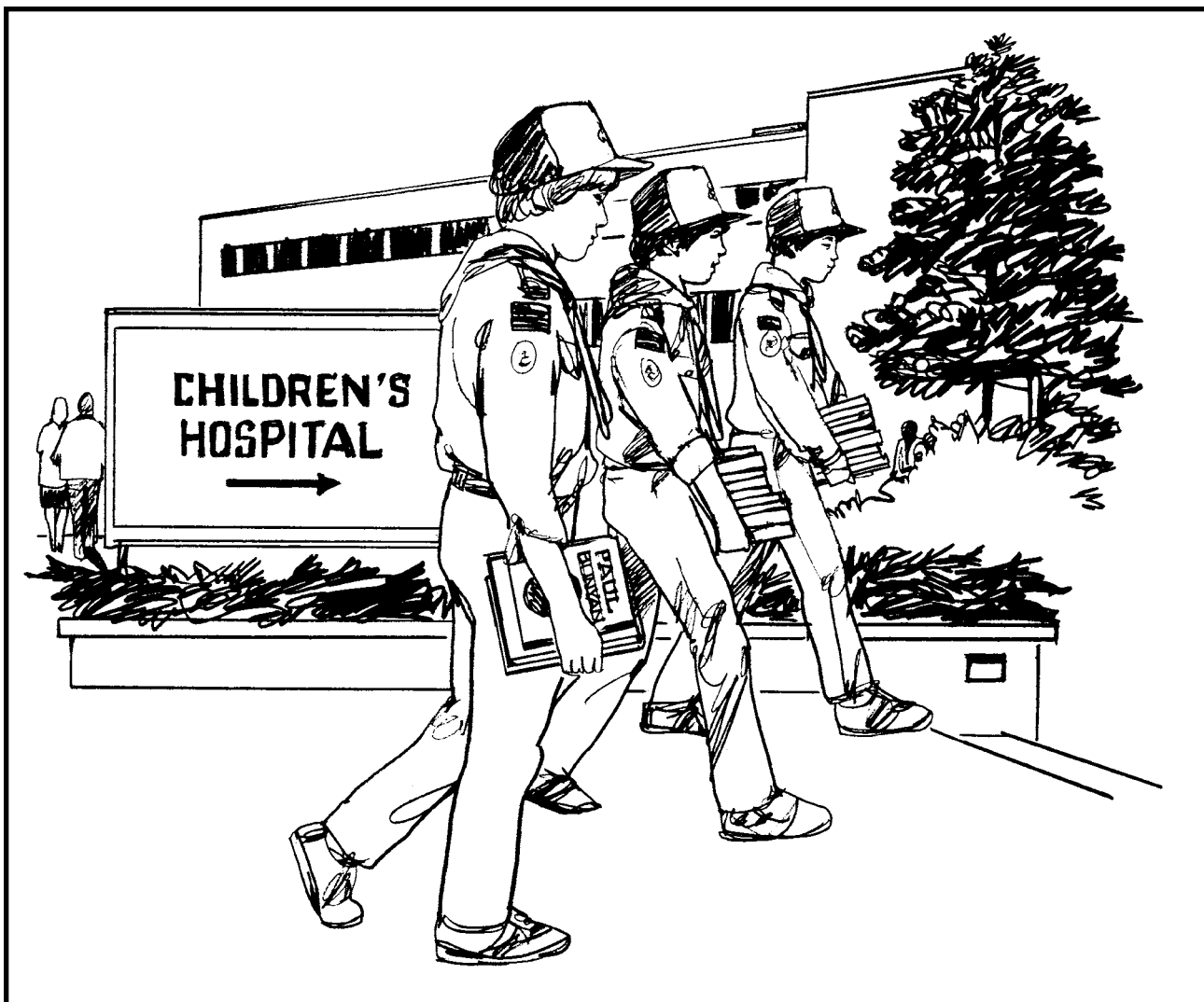
The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide which public or private group the troop will visit this month, and make arrangements for the visit.
- Invite a community leader to a troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen.
- Plan special activities for community service.
- Plan details of troop meetings for the month. Assign patrol demonstrations covering skills that will be needed to complete advancement through First Class.
- Make a list of possible patrol Good Turns for the community.

### **FEATURE EVENT**

#### **Public Service Outing**

This big event can be an experience that will not only expose the Scouts to your community, but let the community become aware that Scouting is alive and still working. The aim is to expose the Scouts to the inner



workings of the community, the people who serve the public, and the responsibility of each citizen to support the community.

Public service for the Scouts may mean becoming involved in an ongoing community project or a series of Good Turn projects that Scouts can perform.

As you learn about the area you live in, find out about its history. Learn how it evolved to where it is today. Was your community once a boom town? Who were the community's founders? What role did this area have in the development of this country?

### **Historical Trail Hike**

In most states there are historic trails, already marked and waiting for your troop. More than 250 of them have been approved by the Boy Scouts of America for their historic significance and good trail conditions. You can get a list of the approved trails from the local council service center.

If there are no BSA-approved trails in your area, but you know of a historic site, your troop might consider establishing such a trail and at the same time earning the Historic Trails Award. Ask your council service center for a copy of the requirements.

### **Community Good Turns**

The troop and patrols might consider one of the following for a Good Turn this month:

- Plan a community beautification project.
- Take part in a food drive.
- Support a program for firefighters or law enforcement officials.
- Participate in a patriotic parade.
- Help with meals-on-wheels.
- Lead a get-out-the-vote campaign.



# PUBLIC SERVICE

## TROOP MEETING PLAN

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

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Have a pair of experienced Scouts show how to fold and care for the U.S. flag ( <i>Boy Scout Handbook</i> ). Then play Ringleader. (See the Games section of <i>Troop Program Resources</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 plan an opening flag ceremony for the next meeting and practice flag folding. Play the Newspaper Good Turn. (See the Games section of <i>Troop Program Resources</i>. *)</li> <li>• Experienced Scouts plan a community service project for the whole troop. Or, if a local festival is scheduled soon, find out what your troop can do to participate.</li> <li>• Older Scouts work on the Venture program or plan a historical hike in the area.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for a patrol outing this month. This could be a 5- or 10-mile hike, so that newer Scouts can work on their hiking skills. Or plan a patrol Good Turn. Consider working on items needed to advance to the next rank.		
<b>Interpatrol Activity</b> _____ minutes	Play Shoot-the-Gap. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Form the troop.</li> <li>• Recite the Scout Oath.</li> <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

# PUBLIC SERVICE

## 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 official, either at the troop meeting place or at the official's office. Learn the official's duties and discuss the rights and duties of every citizen.</li> <li>• Experienced Scouts finish plans for a community Good Turn for the troop.</li> <li>• Older Scouts work on the Venture program or prepare for a campout that would be part of a 20-mile hike. This might be on a historic trail.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Identify Scouts who need to participate in flag ceremonies and service projects. Suggest ways for these Scouts to fulfill rank requirements.		
<b>Interpatrol Activity</b> _____ minutes	Play Catch Ten. (See the Games section of <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.		

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

# PUBLIC SERVICE

## 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 to prepare for a hike. If a hike has not been planned, finalize plans for a community service project.</li> <li>• Older Scouts work on the Venture program or assist with map and compass instruction, or finish plans for a troop campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the hike or community project. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Play Bull-in-the-Ring. (See the Games section of <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 project or outing. Continue work on next month's program feature.		

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

# PUBLIC SERVICE

## 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 public or private place or event such as night court, a city council meeting, a school board meeting, a police or fire station, a hospital, a TV or radio station, or a manufacturing company. Make arrangements beforehand to speak with an official or have a guide for your visit.		
<b>Patrol Meetings</b> _____ minutes	Finalize plans and assignments for the hike or community service project. Make sure everyone knows travel plans and equipment needs. Practice any interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Play Submarines and Minefields. (See the Games section of <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 checks last-minute details for the outing. Finalize work on next month's program feature.		

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



# PUBLIC SERVICE

## TROOP OUTDOOR PROGRAM PLAN

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

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
<b>Saturday</b> 8:00 A.M.	Arrive at tour location, organize into tour groups.	SPL
8:30 A.M.	Begin tour, or hike historic trail.	
	Leave for location of service project.	
11:30 A.M.	Sack lunch. Change into work clothes, organize into work parties.	
1:30 P.M.	Start project work.	
4:30 P.M.	Leave for home.	
<b>Special equip- ment needed</b>	None	