

Patrol Time Guidelines

Patrol time must be spent to productive activities or organized games (or both). **Patrol time is not for general socializing.**

Some examples of productive uses of patrol time:

- Planning for future campouts
- Reviewing good and bad points of recent patrol or troop activities
- Reviewing likes, dislikes, hobbies, etc. of patrol members (with a view to planning future activities)
- Patrol Elections
- Make patrol flags and design patrol patches
- Planning patrol service projects
- Planning patrol off-site activities such as campouts, bowling outings, laser tag, etc.
- Planning for patrol activities to facilitate advancement (i.e. knot tying, lashing, first-aid)
- Conducting patrol activities to facilitate advancement (i.e. merit badges or Tenderfoot through First Class skills)
- Planning for patrol merit badges (after a desirable merit badge has been selected, plans will need to be made for what can be done during patrol time or as a group and what will need to be done individually and then someone will need to take responsibility for getting a councilor)
- Team-building and/or problem solving activities

Some suggestions to get started in patrol planning and activities

- Have each boy who is not first class assess which requirements still need to be completed. (Note: You may want to wait until the Sharks have been re-distributed into new patrols.)
- Have each boy list out the required merit badges he still needs.
- Discuss hobbies and interests of the members of the patrol to find areas of common interest for activities and merit badges. Make sure all the boys participate in this discussion so the quiet boys can express their views. They often have some of the neatest ideas.

Note: Adult leaders in the troop have been making plans to facilitate the Cinematography merit badge.