

Brentwood, CA

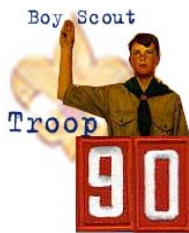


Troop 90 Duty Roster

PATROL	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Opening	PLC	Eagles	Pandas	Rattle Snakes	Alligators	Antelopes
Skills Instruction	Antelopes	PLC	Eagles	Pandas	Rattle Snakes	Alligators
Supplies	Alligators	Antelopes	PLC	Eagles	Pandas	Rattle Snakes
Game	Rattle Snakes	Alligators	Antelopes	PLC	Eagles	Pandas
Clean Up	Pandas	Rattle Snakes	Alligators	Antelopes	PLC	Eagles
Closing	Eagles	Pandas	Rattle Snakes	Alligators	Antelopes	PLC

Duty Roster Calendar

Date	Week#	Date	Week #
10/5	PLC	1/4	
10/12		1/11	
10/19		1/18	
10/26		1/25	
11/2		2/1	
11/9		2/8	COH
11/16	COH	2/15	1
11/23		2/22	2
11/30		3/1	3
12/7		3/8	4
12/14		3/15	5
12/21		3/22	6
12/28		3/29	VOTE



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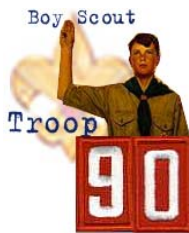
Job Descriptions

Opening

- Take in equipment from vehicle
- Set up flags
- Opening
 - Pledge of allegiance
 - Scout Oath
 - Scout Law
 - Act as the caller for flags. (See the “Flag Ceremony” job description).
- Put on a flag ceremony for the troop at the beginning of the troop meeting.
 - Everyone in your patrol who is in his full uniform should take part. If your lack of patrol attendance at the troop meeting prevents you from having enough scouts, volunteers from other patrols should be used.
 - The ceremony should be kept simple. Decisions as to whether or not a specific ceremony or part of a ceremony is appropriate will be left up to the Scoutmaster and SPL. If your patrol wishes to add a part to the Flag Ceremony that is not a ‘normal’ part of it, the part must be approved by the Senior Patrol Leader.
 - The caller should always be a member from your patrol.

Skills Instruction

- Plan a skill to teach to the troop (approx. 20 min.)
 - The patrol performing skills instruction should choose a topic from the skills list.
 - If the skill covers any rank requirements, then the requirements should be listed on a piece of paper and given to the SPL or an ASPL. The requirements covered should be announced at the beginning of the Skills Instruction section of the meeting.
- Teach the skill to the troop in two parts.
 - The troop will split into two sections. Each section will be taught by half of the patrol. Each section will also be taught simultaneously (at the same time). The boys will decide which one to go to. The boys who need the rank requirements that are being covered, (if there are any), or who are not familiar with the topic, should go the basic part. The boys who have the rank requirements that are being covered, or are familiar with the topic, (if there are no rank requirements being covered), should go to the advanced part. Usually, if the topic does not cover any rank requirements, there will be no need for two separate sections.



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Job Descriptions (cont'd)

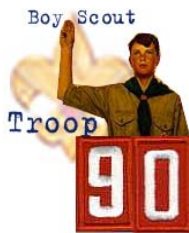
- The first part of the skill should be the basics. It should only cover any first class and below requirements that tie into the topic.
- The second part of the skill should be a little more advanced. The patrol may have to do some research on the topic for this half. It should go above and beyond what is required for the ranks.
- Instructors can be used as a resource for information and suggestions, but they should not run the skills instruction. They should teach the patrol members whom are responsible for the skills instruction the information, and then the patrol members should teach it to the troop at the troop meeting.
- A resource page can be found at the end of this document.

Resources for Skills Instructions

- Books
 - Boy Scout Handbook
 - Troop Resource Books
 - Boy Scout Fieldbook
- Internet
 - <http://www.usscouts.org/>
 - <http://www.boyscouttrail.com/boy-scouts/boy-scouts.asp>
 - <http://www.troop90brentwood.org/links.aspx> - Our own website has many helpful links

Supplies

- Check and, (if needed), empty the flag box in front of the VFW hall.
 - Keys to the box can be found with Zack Friedmann, SM Chris, or Cindy Friedmann.
- Bring 2 rolls of toilet paper and 2 rolls of paper towels and place one of each in each of the bathrooms if needed.
- Sweep the floor after the troop meeting if the patrol that is assigned “Clean Up” requires assistance.
- Make sure that all of the tables and chairs are stacked and put away.
- If any items are left after the troop meeting, make sure that they get to the troop’s lost and found.



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Job Descriptions (cont'd)

Game

- Choose a game to be played at the inter-patrol activity section of the meeting.
 - The game should tie into the monthly theme if possible, or the Skills Instruction topic for the meeting if possible.
 - It is encouraged that the game should be a competition between patrols, where the patrols are the teams.
 - The rules of the game must not, in any way, violate the ideals of scouting or Troop 90's code of conduct.
- Print out a copy of the game instructions and give it to the Librarian to add it to the game binder, if it is not already in there.

Clean Up

- Once the troop has been dismissed from the troop meeting, sweep up and, if needed, mop the Veterans Hall.
- Brooms and mops can be found in a small shed that is located in the hallway stage right.

Closing

- After Scoutmaster's minuet, lead the Outdoor Code
- After SPL dismisses the troop, put away flags
- Take equipment out to vehicles

NOTE: Failure to perform a duty will result in helping the supplies patrol sweep up after the meeting. Reoccurring failure may result in loss of privilege as determined by the SPL/SM.