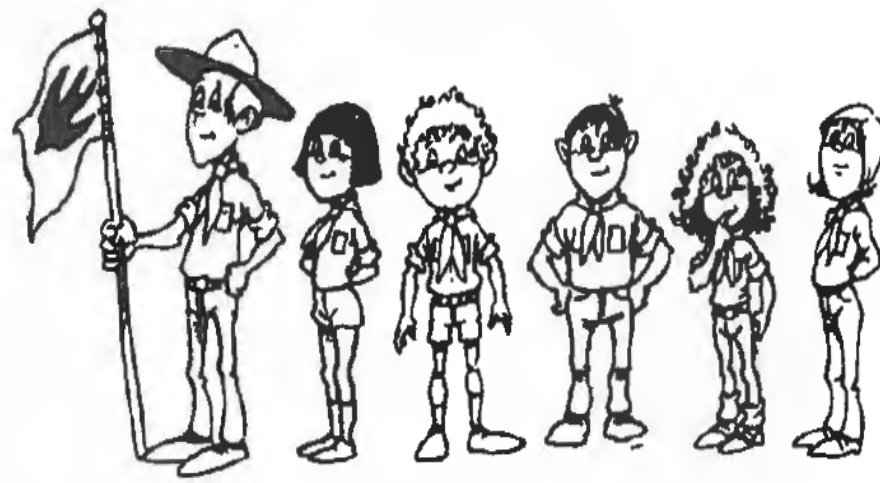


The Good Patrol



Scout Handbook

First edition, 2023

Text and images have been "borrowed" from Hej Spejder 1993 and Spejderlex 1998.

Don Juul Madsen

Hello!

Welcome to.

Your Junior Leaders have chosen that you should spend some meetings working with the badge "A good patrol".



The badge "A good patrol" requires that you think about what it means to be in a patrol, but also who you are and what you, as a scout, can bring to the patrol, so that the patrol becomes a place where everyone thrives.

Table of contents:

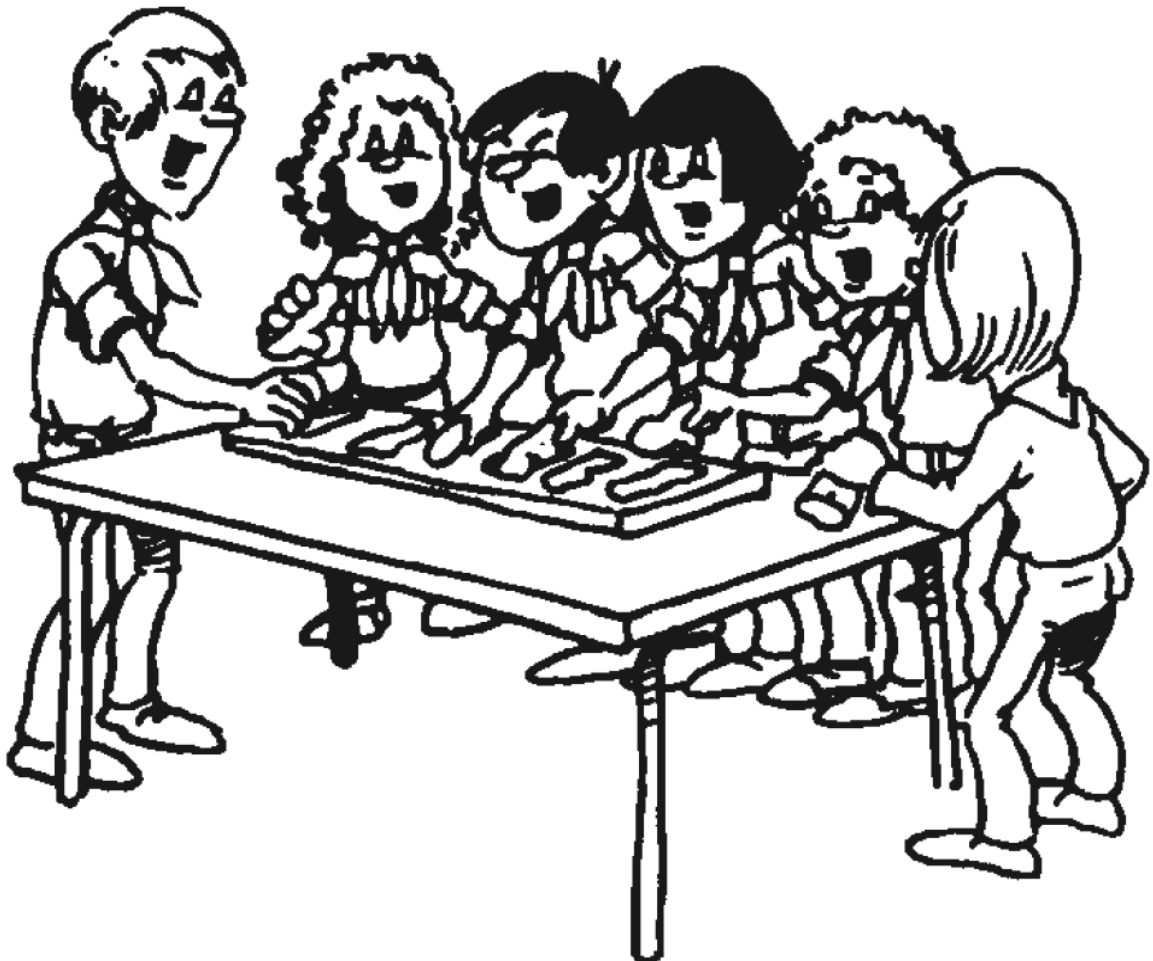
- Milestone 7**
- Scout milestone for the year12**
- The way forward!18**
- Roles in the Patrol:20**
- The patrol and its distinctive features:25**
- Game37**
- Patrol Convention40**
- Patrol time42**
- Own notes:43**

**We are scouts because it's fun.
- and that's the most important
thing!**

But for it to be fun, you also have to put in the effort. It's often the activities that require the most effort that provide the best experience.

- and it's fun because we do it together!

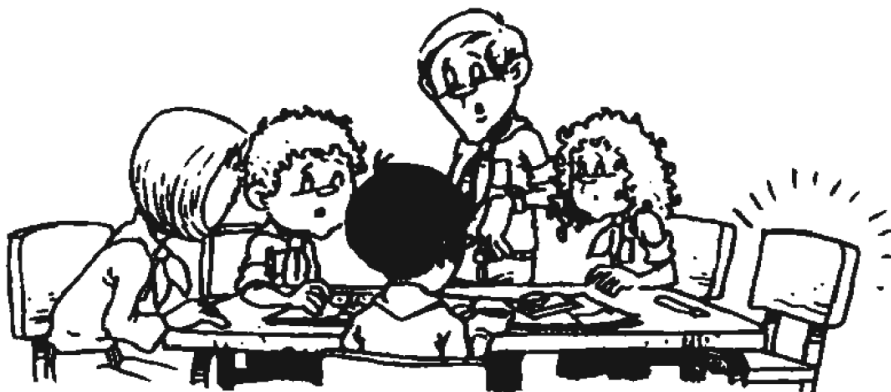
And this is where the patrol comes into the picture.

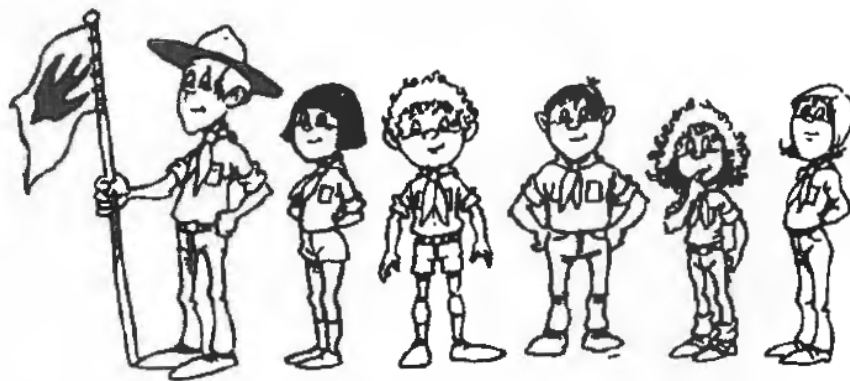


When you do something together, you become dependent on each other. Therefore, it is important to show responsibility towards the others in the patrol by:

- to abide by the agreements, you make in the patrol.
- to listen to others so they know you take them seriously.
- to say what you think so that others know your views.
- to inform the PL/PA if you cannot come. It matters to the others in the patrol whether you are there or not.
- to make sure things is being carried out.

It's not enough to sit and talk about things. The plans have to be brought to life.





When we as scouts work in patrols, it is because:

- The patrol is small enough that everyone can have a say and be heard.
- It is large enough to allow collaboration on large tasks that you would not be able to handle alone.
- There can be unity, so that everyone feels that it matters that they are there.

A patrol usually consists of 5 to 8 scouts.

The milestone

Do you know what a milestone is?

These are the stones that were placed along the roads in the old days to tell travelers how far they had come. There are still some milestones around the roads.

On these pages you will create your own scout milestone.

You should try to find out how far you have come in the last scouting year.

Think about what you have done at meetings, trips and camps. Then see if you can find something you have learned and experienced within each of the four areas: **practical skills, outdoor activities, friendship and growth.**

You can read a little more about the four areas below before you get started.

Practical skills

When you want to be able to handle things on your own, and for example go on a trip without adult leaders, you have to learn some practical things. There is no adult you can call when the tent pegs are missing or the food is burning.



Therefore, you will learn some scouting skills so that you can handle things on your own using the materials available and your imagination. It's a nice feeling when the patrol can to handle things on its own!

Outdoor activities

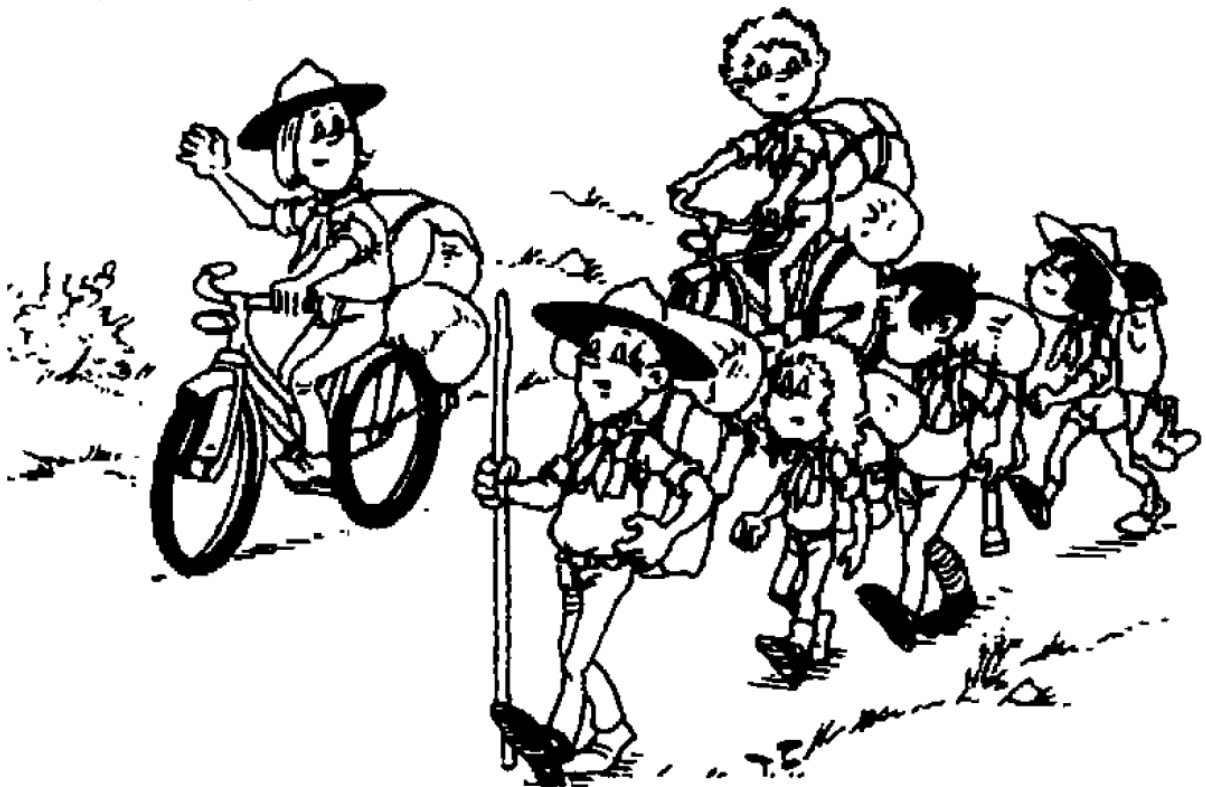
We are outside as often as possible. We go on hikes, sleep in tents or bivouacs, orienteer in the forest, explore a stream, listen to bird calls or look for animal tracks. Of course, we do this first and foremost because we think it's fun. At the same time, we learn to experience and marvel at nature.



The experiences and knowledge we gain should make us better at using nature actively without destroying it, so that there will also be opportunities for experiences in nature in the future.

Friendship

As a scout you make a lot of friends. Many of the things we do can only be done if we work together. Sometimes we live together in a tent for several days. That way we get to know each other well.



We accept that we are different and that each of us is good at different things. Often, we become so close that we become friends outside of scouting.

Growth

You know what it means to grow, that is, to get taller and have bigger muscles. As a scout, you should also want to grow "inside".

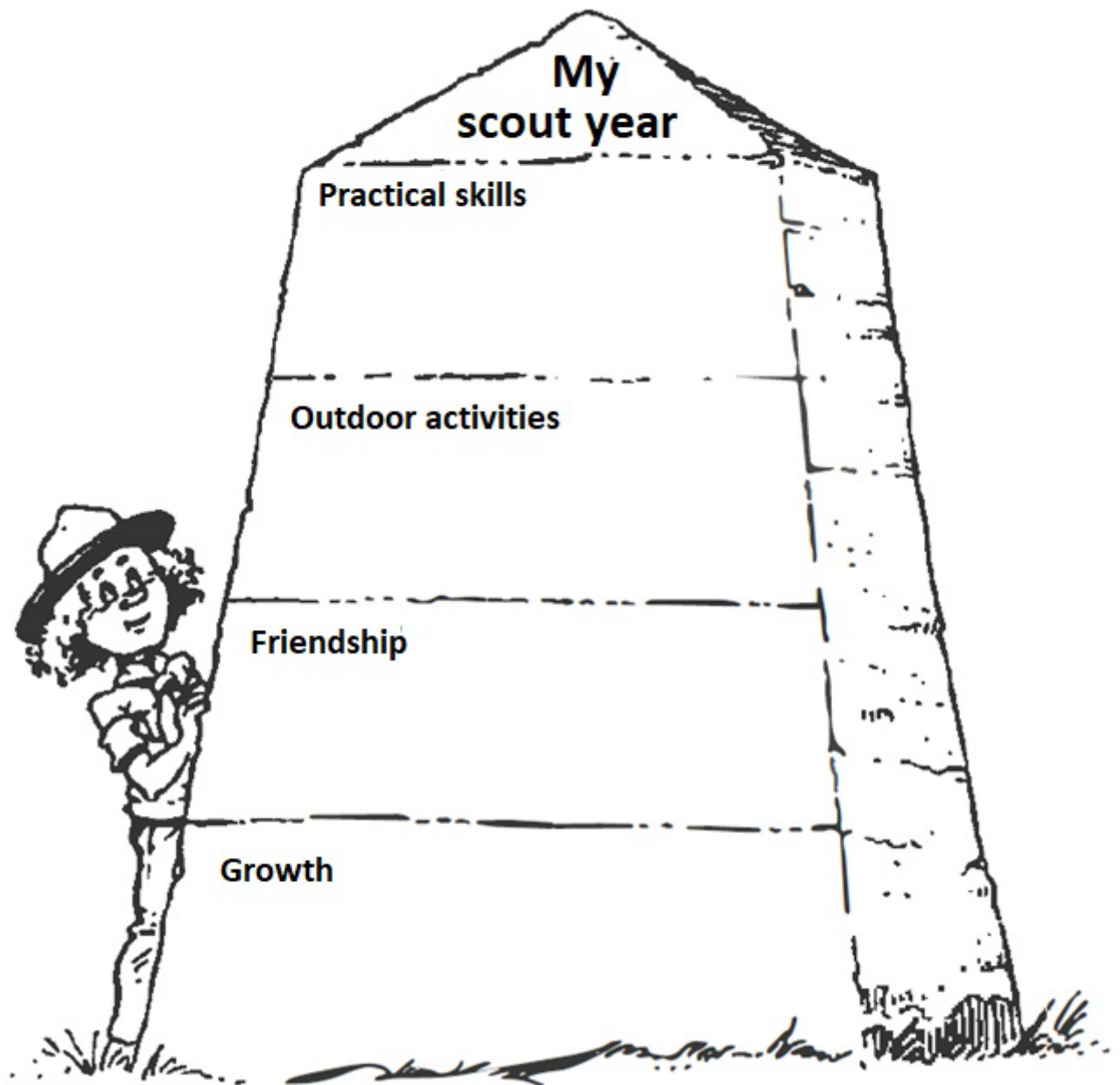
This can happen by you helping to decide and taking responsibility for what your patrol and junior branch does.



You must learn to collaborate with others and to set goals for what you want. This way you can develop and become satisfied with yourself and do your part to make the patrol thrive.

Take some time to think through the year
- and then write!

Scout milestone for the year



You must now fill in the next 4 pages with
what you have learned and experienced.

Now you have had the opportunity to reflect on what you have experienced over the past year.

Sit down with the rest of your patrol and talk about what each of you has experienced over the past year.

Try to find out what you, in the patrol, have learned and experienced within each of the four areas:

practical skills, outdoor activities, friendship and growth.

Write it down.

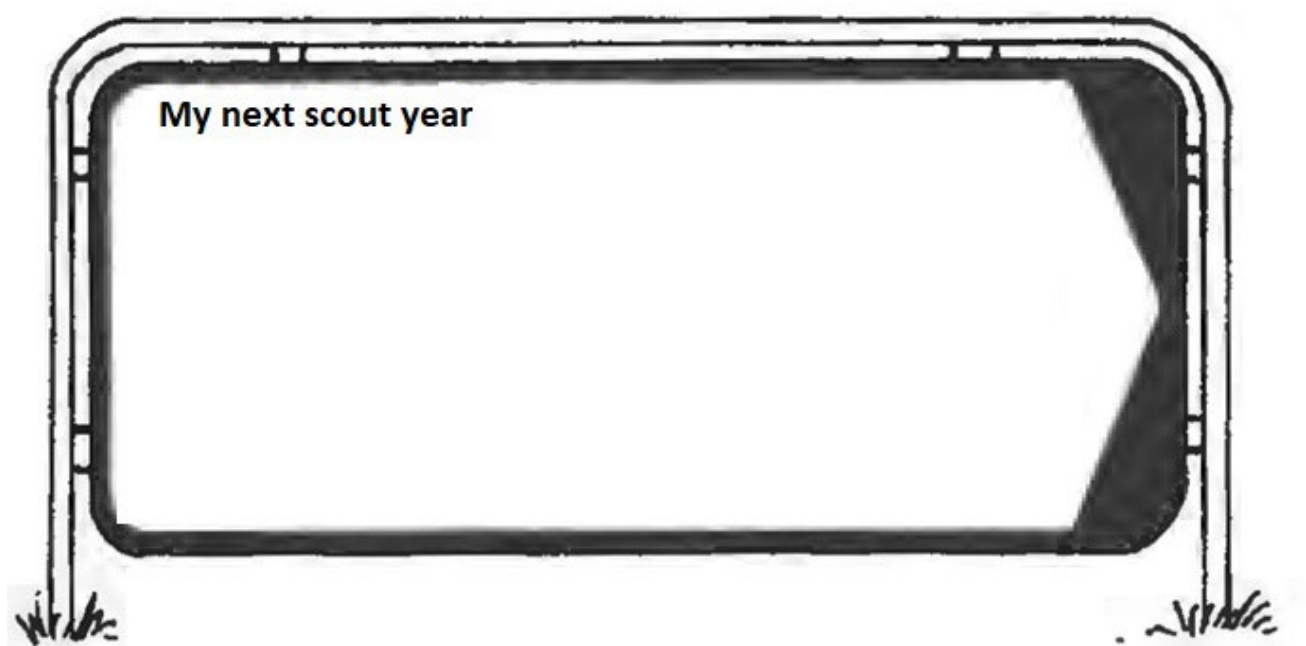
What has made the biggest impression on you?

The way forward!

You should now try to find your way forward in your scouting life by thinking about what you would like to happen in the next year.

So, what will you experience this year?

Use the next page to write down the things you would like to improve at and experience in the coming year.



Roles in the Patrol:

A patrol consists of 5 to 8 scouts. Two of the roles are already taken, and they are patrol leader (PL) and patrol assistant (PA). PL and PA are roles that your scout leader has selected scouts for. But they are not the only roles that exist in a patrol.



In a patrol there can be roles such as:

- **The materials manager**, who looks after the patrol's equipment and ensures that it is maintained and repaired if it breaks.
- **The master of ceremonies** takes care of the rituals with which the patrol begins the meetings. It is also the master of ceremonies' responsibility to ensure that the patrol wall is in good condition and that it shows what the patrol is doing.
- **The chronicler** writes and draws the patrol's diary and collects photos and drawings to spice up the diary. The chronicler also delivers contributions to the group's magazine. It's always nice to be able to look back at the old

diaries. It's nice - and usually educational too.

- **The treasurer** looks after the patrol's accounts and collects payments for trips and meetings. Makes a budget for the trips the patrol goes on so that there is money for food and fun, and keeps track of bills that must be handed over to the leaders.
- **The expert**, other members of the patrol may be experts in knots and knots, first aid, orientation, fire lighting, tent pitching, compass, etc. PA and PL may also be experts in addition to their role as PL and PA
The roles in the patrol take turns so that everyone learns something about it all.

You now need to think about what role you would like to have in your patrol.

I would like to have the role of:

Because:

Once you have thought about the good reasons why you should have the chosen role, sit down with the rest of your patrol and talk about who should have the different roles. Remember that you will probably be allowed to try out all the roles while you are a junior scout.

In my patrol are:

_____ patrol leader
_____ patrol assistant
_____ the materials
_____ manager
_____ the master of
_____ ceremonies
_____ the chronicler
_____ the treasurer

The expert on the patrol is:

_____ knots and knots
_____ first aid
_____ orientation
_____ bonfire lighting
_____ Setting up a tent
_____ ...
_____ ...
_____ ...

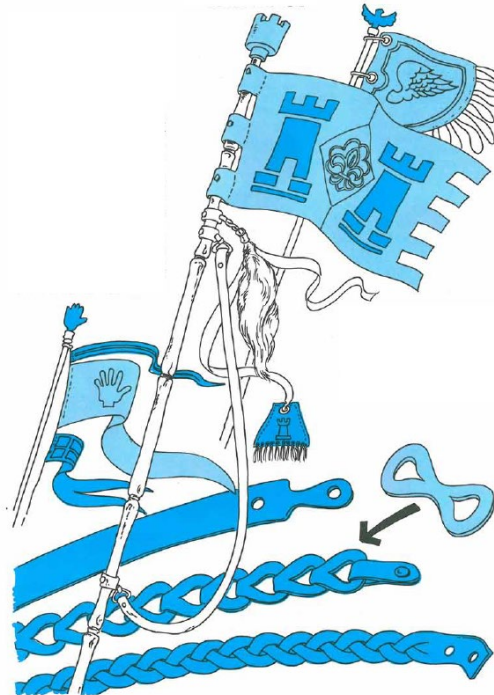
The patrol and its distinctive features:

Now we have found who we are and who the others in the patrol are, but what about the patrol that you are a part of. Does it have a story?

Try looking at the patrol stand, are there any silver marks, or leather patches, on it?

Do they tell a story?

Try writing the names and years on the various tags and labels on the patrol stand.



How old is the oldest silver badge or leather patch on the patrol stand?

Every patrol has its own unique identity, and so does yours. If your patrol doesn't have a special shout or something that binds members together, then it's time for you to get one.

What then can a distinctive feature be?

It can be many things and there is no definitive list of what a distinctive feature should be, but here are some examples:

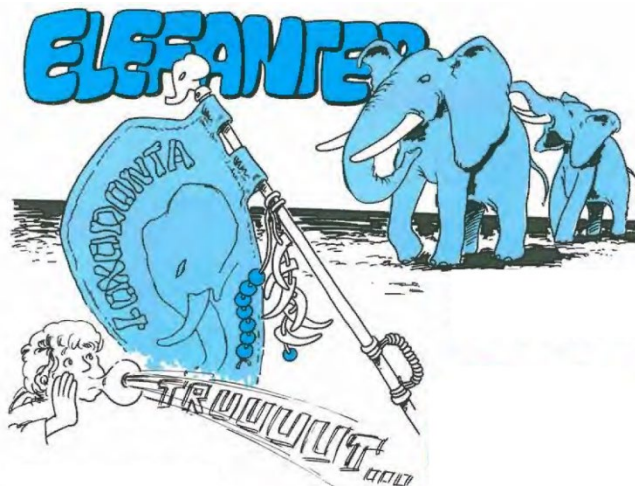
The patrol stand is a rallying point for the patrol and follows patrol everywhere. The cloth can be made of cloth or leather. It bears a picture of the patrol's animal/totem and the name of the patrol and the group.

Patrol song, Of course the patrol always sings at meetings and trips, and here the patrol song is a regular feature. It can be constantly expanded with new verses that describe what happened on the last patrol trip.

Motto and patrol cry, patrols have their own motto, slogan or patrol cry, often

associated with their patrol animal. The motto can be short and concise like the giraffe patrol's: "keep your head up", or a shorter or longer verse: "it's easy to get into the brain, no squirrel stops until it reaches the core!".

Example: The Elephant Patrol's stand is shaped like an elephant's ear. At home in the room, they have a nice small collection of things made of "ivory".



Their motto is: *The elephant does not back down from anything.* When members of the patrol need to call each other, they trumpet like an elephant.

The elephants sang: [melody – the sailor
he must suffer]

The heavy elephants
are we coming here, here, here
we know all plants
and all the animals we see...

What should your patrol diary look like?
The elephants' look like this:

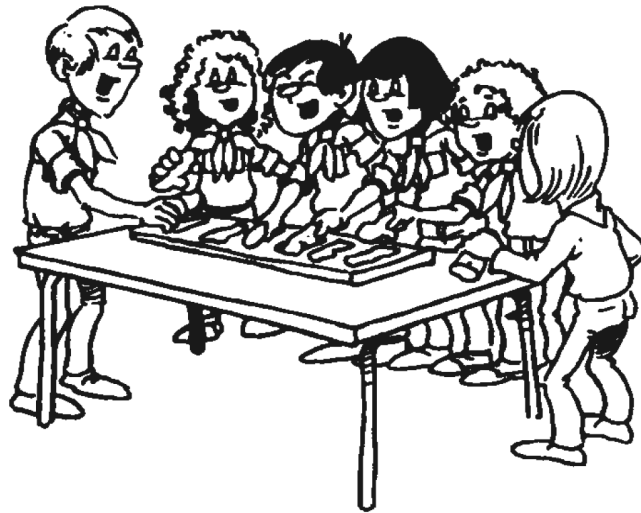


In some patrols, each member of the
patrol has a leather patch, or special
badge, with their animal/totem sewn onto
their uniform.



In some patrols, they have made a shield with the patrol's animal/totem, which they can hang on their entrance portal when they are at camps, or it hangs on the wall in the patrol room.

In some patrols, each member of the patrol comes with their own “piece”



It is only when all members of the patrol are present that it is possible to assemble the patrol figure, puzzle, etc.

When you join the clan, some patrols have their own scarf.

Only your imagination sets the limits to the patrol's distinctive features.



You and your patrol have been given a stand with an animal/totem on it. What is the name of your patrol?

What patrol cry does your patrol have?

What does the Patrol Song sound like?

What is the motto of your patrol?

What are the characteristics of your patrol?

Now you have had the opportunity to talk to the others in the patrol about the things that are special to your patrol. Did the patrol have its own song, cry, motto or distinctive feature?

If not...it's time for your patrol to get it.

It is your job, together with the rest of the patrol, to ensure that your patrol has:

- **A patrol song**
- **A patrol call**
- **A motto**
- **And a patrol diary**

You and the patrol must discuss what the patrol's distinctive features should be.

Enter your suggestions here:

Once you have figured out what should be yours:

- **patrol song**
- **patrol call**
- **motto**
- **the patrol's distinctive features**

Then you tell your Scout leader, you are welcome to write it down so your Scout leader doesn't forget it.



The game

Now you've had a look at what it means to be in a patrol. But how well do you know your patrol members?

You and the rest of the patrol must now create a game based on the four areas.

Practical skills, outdoor life, friendship and growth.

The game should be designed so that you get to know each other. You decide what the game board should look like (if there should be one at all), whether you should roll dice, or whether you should draw a question, or something else entirely.

Make the rules/describe what the game is about.

It's up to you.

There are only two requirements

and that is that you know “everything” about each other when you finish playing the game.

And that the game has included the four areas: **practical skills, outdoor life, friendship and growth.**

Enjoy....

A few things to think about for the game:

- Think about what rules should be in the game.
- How difficult should the game be?
- Should it be a board game or a card game?
- Should you use a die, or should it be a turn-based game?
- Remember that 6 people can play the game simultaneously.
- The game should last about 1.5 hours (preferably longer)
- The game must be made from the materials found in the scout hut.
- Everyone should be able to participate in playing the game.
- It should be fun for everyone to participate.

Patrol convention

What does it take for you, and the rest of the members, to have a good time in the patrol?

This is something you should think about a little bit on patrol.

You must agree on some common rules that you must comply to when you are part of the patrol and that ensure that everyone has a good time.

It could be:

- **Everyone has the right to say something and be listened to.**
- **Everyone has the right to be spoken to nicely/no teasing**
- ...

Write down all the points you agree on, on a board and hang it in the scout room.

It can be made really decorative. For example, you can decorate a real skin with

the convention and hang it in a wooden frame, or it can be written on a homemade paper pier.

Let creativity flourish.

Everyone in the patrol must sign the convention at the end.

Patrol time

Patrol time is time that the patrol has for itself at scout meetings. Here you have the opportunity to talk about your fun experiences as scouts.

For example, tell us about the patrol's distinctive features, how often you go on trips, and a little about your traditions.

About what was good, or not so good, at the scout meeting.

What each of you learned at the scout meeting. Were there any activities at the scout meeting that challenged you?

Was it fun? Dangerous? Creepy? Or just, okay?

It is important that everyone on the patrol is allowed to tell their story.

The Scout Promise

I promise to keep the Scout Law.

Scouting Act

Anyone who is part of the Scout community does their best to:

- to find one's own faith and have respect for others'
 - to protect nature
 - to be a good friend
- to be considerate and help others
 - to be trustworthy
- to hear the opinions of others and form one's own
- to take responsibility for family and society

Motto

Be prepared