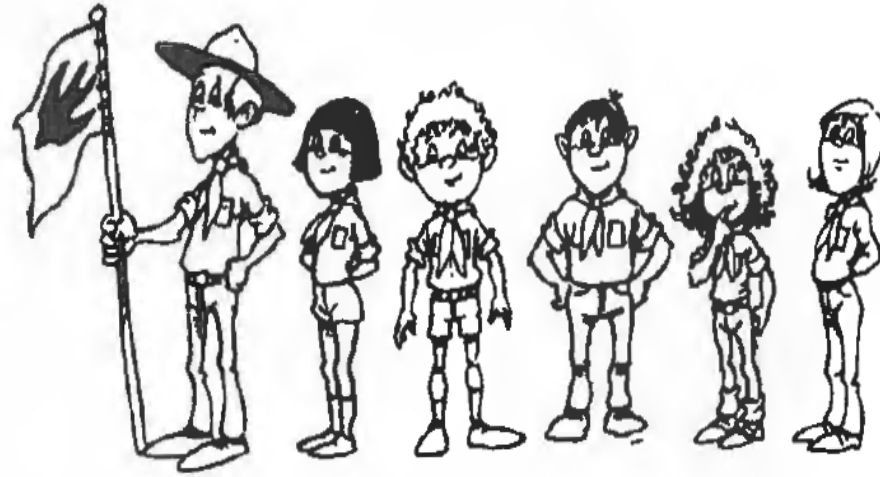


The Good Patrol



Scout leader Handbook

You can find it here: www.spejderneshåndbog.dk

Text and images have been "borrowed" from Hej Spejder 1987, Hej Spejder 1993, Spejderlex 1998 and Patruljeliv, 1977.

Issue 1

2023

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Hello Scout leader

Welcome to.

You have chosen that your scouts should spend some meetings working on the "A good patrol" badge.



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.

This leader booklet was made in connection with the Øresund Division's Leader Training Day 2023. A handbook for the scouts has also been made, which you as a leader can print out. The idea is that the handbook for the scouts can be printed out as an A4 booklet (each page will then be A5 size).

In this handbook, the sections in the Scout Handbook will be reviewed, and there will be some little tips and tricks along the way that should make the implementation of the badge process easier for you and your fellow leaders .

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

If you take a quick look back in time, to the junior (for the 10 - 12 years old) work material (1984), you can read that they write the following about patrol work:

“The patrol system is the fundamental element of all junior work.

The children work in patrols, which are composed in such a way that all the children in the patrol feel safe and comfortable.

The patrol functions as a whole, where the individual child's participation is important for the well-being of the patrol. It is important that the individual child knows that it matters whether he or she is there or not, and that the whole patrol is only present if everyone is an active participant.”

It is therefore important that you as leaders think about how you will use patrol work in all the scouting activities that you plan.

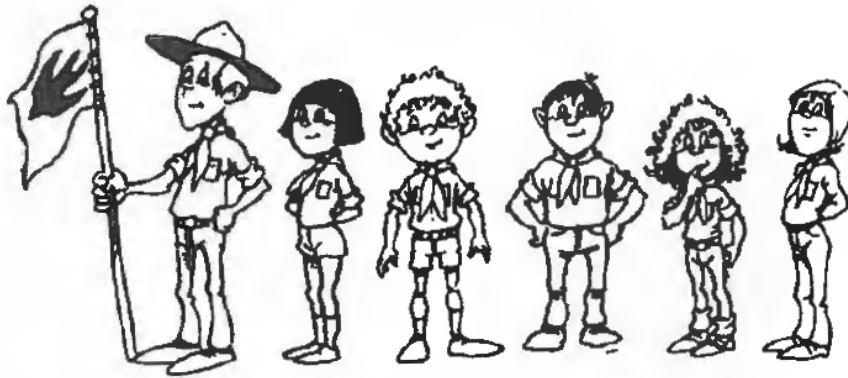
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Very briefly: What is a patrol?

A patrol usually consists of 5 to 6 scouts.



It is important that there are not too few scouts, or too many scouts in a patrol.

4 scouts are often too few, and 8 scouts are often too many.

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

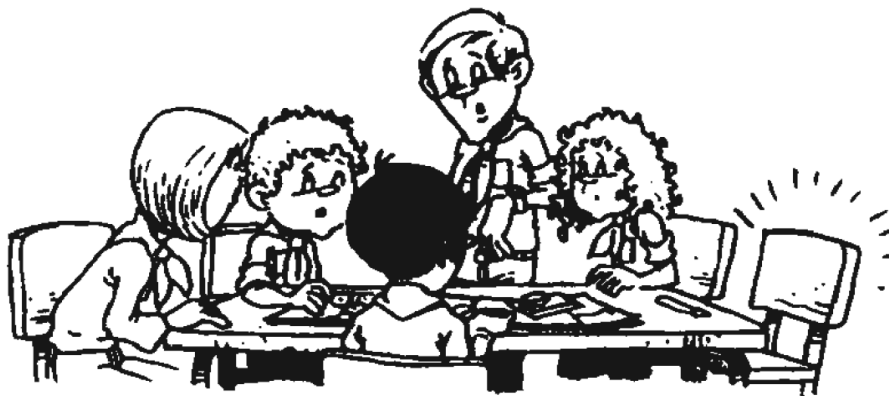
- The patrol is small enough that everyone can have a say, and be heard.
- The patrol is small enough that everyone can have a role/task.
- It is large enough to allow collaboration on large tasks, that you would not be able to handle alone.
- There can be unity, so that everyone feels that it matters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

What should you do if you can't get it to work with 5 to 6 scouts? Then you just have a patrol with one scout more, or less. It should work anyway.

The scouts must learn that when you do something together, you become dependent on each other. However, there are some "rules" that the scouts must learn.

To show responsibility towards the others in the patrol by:

- To abide by the agreements you make in the patrol.
- Listening to others, so they know you take them seriously.
- To say what you think, so that others know your views.
- Report to the PL/PA if you can't come. It matters to the others in the patrol whether you are there or not.
- To make sure things turn out well.
- To share one's own knowledge, and be open to that of others.



See also under the section Patrol Convention

PL = Patrol Leader

PA = Patrol Assistant

As a leader, you need to give them some rules, and a framework within which they can do their patrol work.

You have your junior scouts for 2 or 3 years before they move up to the troop. It is your task to prepare the newly promoted junior scouts (formerly mini scouts (8 - 10 years old) to be able to hold their own meetings when they move up to the troop scouts (12-16 years old). This means that you as a leader have 2 or 3 years to go from leader-led scouting work to patrol-led scouting work. In other words, the meetings must go from you, as the leader, being in charge of everything, to the scouts themselves being in charge of the meetings.



DDS has a meeting button that can be used to give to scouts who have either attended all meetings during a year, and/or who have remembered to notify the PL/PA/leaders that they cannot come (the scout themselves, and not their mother!)



Give your scouts the responsibility a little at a time. For example, start by having the scouts notify the PL/PA of their cancellations, and then the PL/PA will let you know who will and will not be coming to the meeting.

It doesn't have to be that your PL/PA has to call you before the scout meeting, it can "just" be that the PL/PA reports who is missing from the patrol, and who has canceled when they report to the scout meeting.

Just as the scouts should have a patrol book, the branch should have a logbook so that you can, for example, note down:

- Who participates in the meetings.
- Who has cancelled.
- Who has completed which badges (who needs a badge, and who has already received it).
- Birthdays.
- Year stars.
- Which scout will "teach" at the next meeting.
- What are the traditions of the different patrols.

How to get started?

You have probably experienced it yourself in your own workplace. You have to fill out a development plan for your own development for the next year. In some companies it is actively used to develop employees, in others it has been forgotten before the ink on the plan has dried. DDS had an idea many years ago (Hej Spejder 1993) that the scouts should make their own development plan. DDS calls it a milestone, and not a development plan.

The milestone

The idea is for the scouts to write down their wishes and/or goals for the next scouting year within 4 areas.

- Practical skills.
- Outdoor life.
- Friendship.
- Growth.

You can then use your scouts' milestones to plan the scouting year. If your scouts want to make new scout friends, it doesn't help that you as a leader have decided that the group should not participate in scout races, events or summer camps with other scout groups. Use the milestone actively, for example, hang a collective milestone in the hut so everyone can follow how they are going in achieving the goals.

Just like in your workplace, not all goals are achievable (for a number of reasons), but if the scouts experience that they are constantly getting a little closer to the goals that they themselves have helped set, they also feel that they have a say in what happens. You can use the milestone as a signed agreement, where you as the leader and the scouts have agreed on what is to happen, so it can also be used to keep the scouts committed to their wishes.

When they have now gotten lost in the forest for the third time in a row and don't bother with maps and compasses anymore.



Practical skills

Scouts must have some basic skills to be able to go on trips themselves.

I will give some examples of practical skills here. This is not a checklist, and it is not in priority order. You and your group must decide which skills you think your scout needs.

- Could light a fire.
- Could set up the group tent themselves, as a patrol.
- Be able to dig a campfire (and make fire edges).
- Could cut firewood.
- Could chop firewood.
- Be able to pack a patrol box and know what to use on a trip.
- Must be able to make a meal plan and shop according to it.
- Must be able to cook over a fire.
- Must know what good hygiene is, and be able to maintain good hygiene while traveling.
- Must be able to prepare foods and must know several ways to cook them.
- Must be able to wash dishes.
- Must be able to establish a campsite (must be able to place the different elements in relation to each other, so that, for example, fire regulations are complied with).
- Must be able to dig a sewage hole.
- Should be able to build a kitchen table.
- Must be able to build a dining table.
- Must be able to make a daily program for a trip and stick to it.
- Should be able to use a map.
- Must be able to plan a trip (public transport) and must be able to buy tickets for the trip.
- Must be able to use a compass.
- Must be able to keep a patrol diary/hike log.
- Must be able to move safely in traffic.
- Must be able to plan and conduct a scout meeting.
- Must be able to...



Outdoor activities

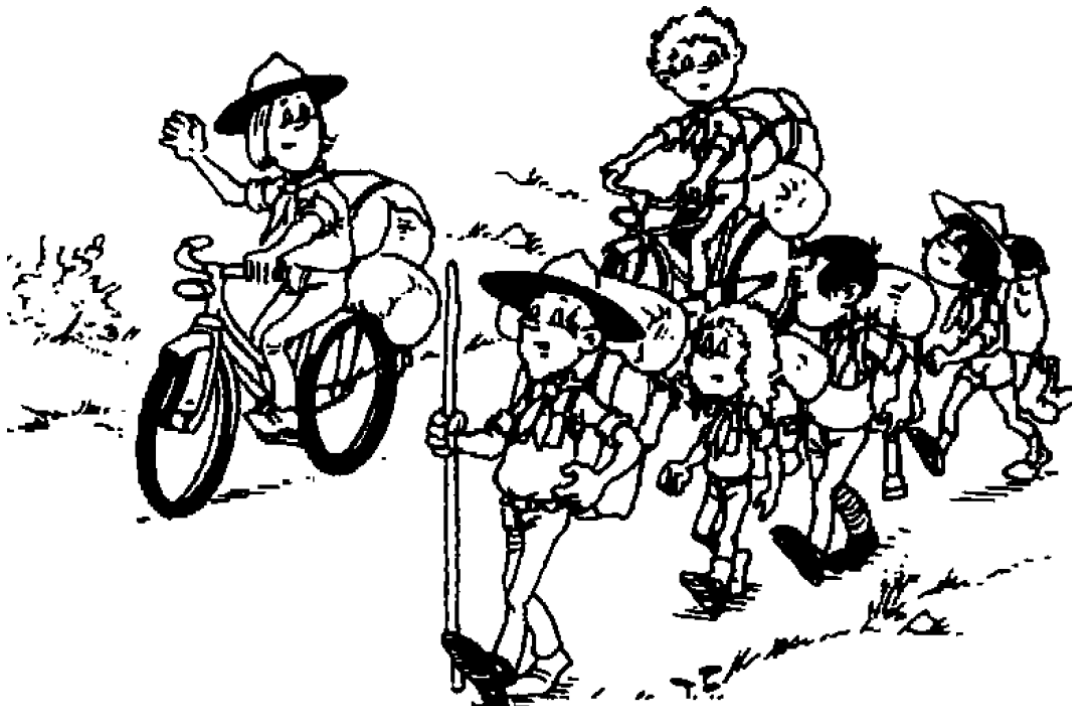
Scouting doesn't belong indoors, scouting belongs out in nature. How would your scouts like to experience nature?

There are some scout groups that only use their hut as a material depot, and where all meetings take place out in nature. So how will/should they take place in your group? Can you make a yearly plan for all scout meetings where you are not inside the cabin even once?

Are they for walks in the forest where they can sit under a tree and look up through the leaves, or should it be an orienteering -race where they have to be able to find their way through even the densest vegetation?

There are many ways to experience nature, here is a short list, just for inspiration.

- Day and night orienteering-runs in the forest, fields, beach and city.
- Go for walks during the day and at night in the forest, fields, beach and city.
- Bicycle tours in the forest, fields, beach and city.
- Hiking.
- Experience nature from a canoe or kayak.
- A carriage ride (push cart).



The most important thing is that the scouts become better at using nature actively without destroying it, so that there are opportunities for experiences in nature in the future.

Friendship

There are more and more people who feel lonely, and we as scouts must try to prevent our scouts from becoming that way. Scouting is about community and friendship. Many of our scouts come from the same school classes, so they know each other outside of scouting. That is both good and bad because they are then also locked in the boxes that they have been put in, down at school, in the after-school program . To prevent them from being kept outside of scouting (just as they may also be in school and after-school program), it is important that they have scout friends who are not from their own group. Friendships where started on the basis of being a scout and not their "past".

As a scout leader, you must give your scouts the opportunity to find scout friends.

- For example, you can ask in your division if there are any groups that need pen pals, so your scouts have someone to write with.
- You can ask your division if they will set up an internet forum that your scouts can use to post with other scouts.
- You can take your scouts to scout races and scout events with other groups.
- Your group can participate in summer camps with other groups, so you don't choose to hold summer camps for yourself.

Often your scouts just need a little nudge, and then they will probably figure out the rest themselves. It may be enough to send a scout to another group to borrow a cup of sugar, then your scout will find out that the others are not so dangerous.



There are approximately 50 million Scouts in more than 1 million local groups in approximately 224 different countries and territories around the world. It should be possible to find someone to make friends with.

Growth (Scouts' personal development)

The scouts should not "just" get a lot of scouting skills, they should also develop their own personality. They should learn to know their own limits and they should learn to push their limits so that they will dare to do things that they did not even think they could do.

Scouts can do twice as much as they think they can do, and 50 times as much as their mother thinks they can do.

As a leader, you must make them believe in themselves and experience that they are capable of much more than they think.

Dry your scouts:

- Walking in a dark and spooky forest all alone without a flashlight?
- Sleeping in a tent without a leader nearby?
- Taking the public out to a scout center yourself?
- To take a PLAN course alone, without anyone else from the patrol?
- Sleeping 5 meters up in a tree in a hammock?
- That the patrol itself should be responsible for all the cooking at a summer camp?
- That the scout must participate in a scout race in a patrol, or chess, with scouts they don't know in advance?
- That they dare to cut off the head of a chicken to cook food from it?



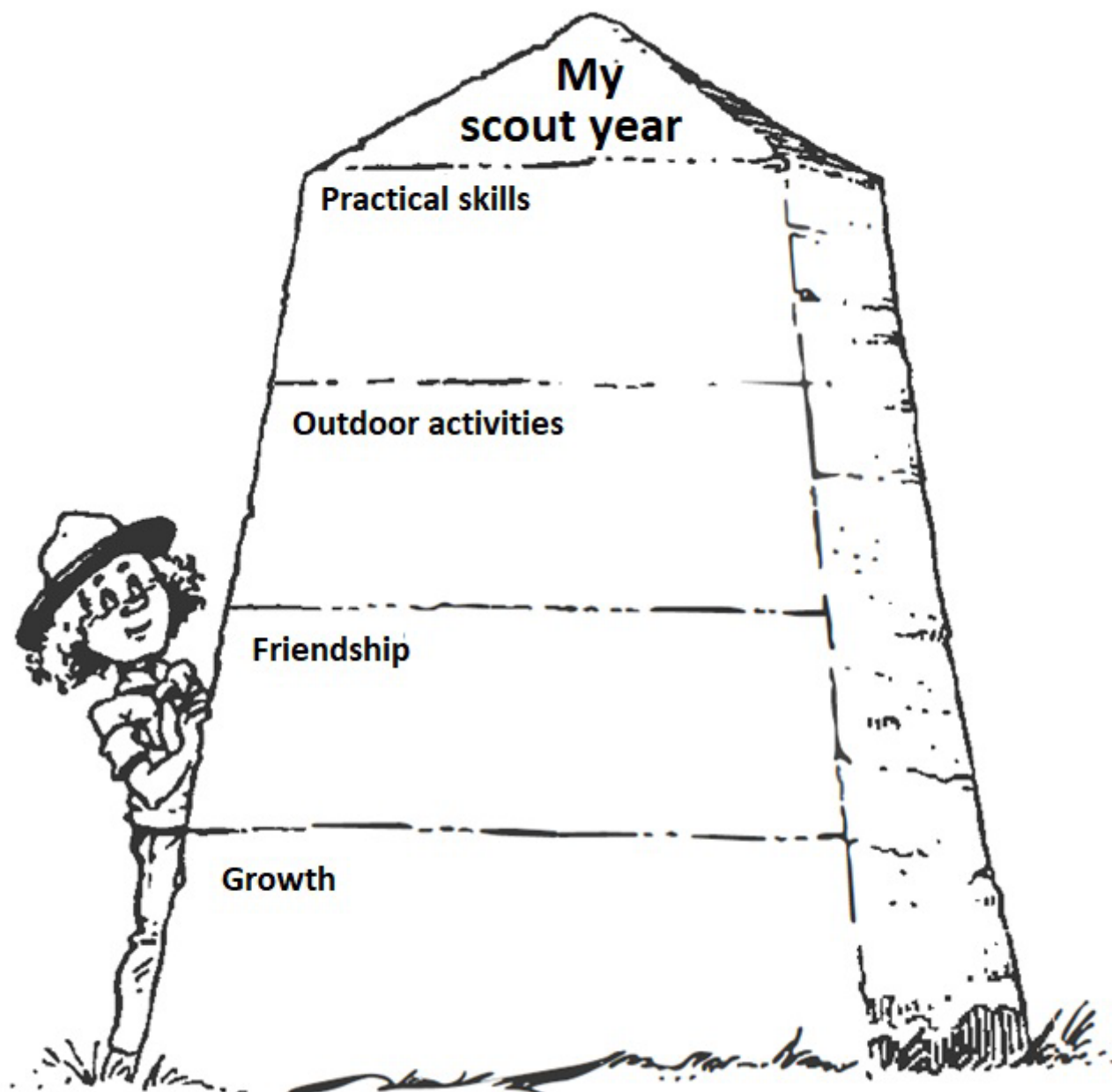
The scouts go from family scouts, where they are dependent on their parents, to junior scouts, where they must be almost ready to be able to do everything themselves (when they become troop scouts, they must be able to plan the scout meetings themselves).

It is your role as a leader to prepare the scouts to stand on their own two feet without their parent, and with almost no help from you.

Remember to respect your scouts' personal boundaries, they should push their limits a little at a time, but not be labeled for life.

Use the scouts' own wishes for where they would like to move their boundary, make an "agreement" with the scouts about how and when it will happen.

Ask your scouts to complete the milestone for the next scouting year.



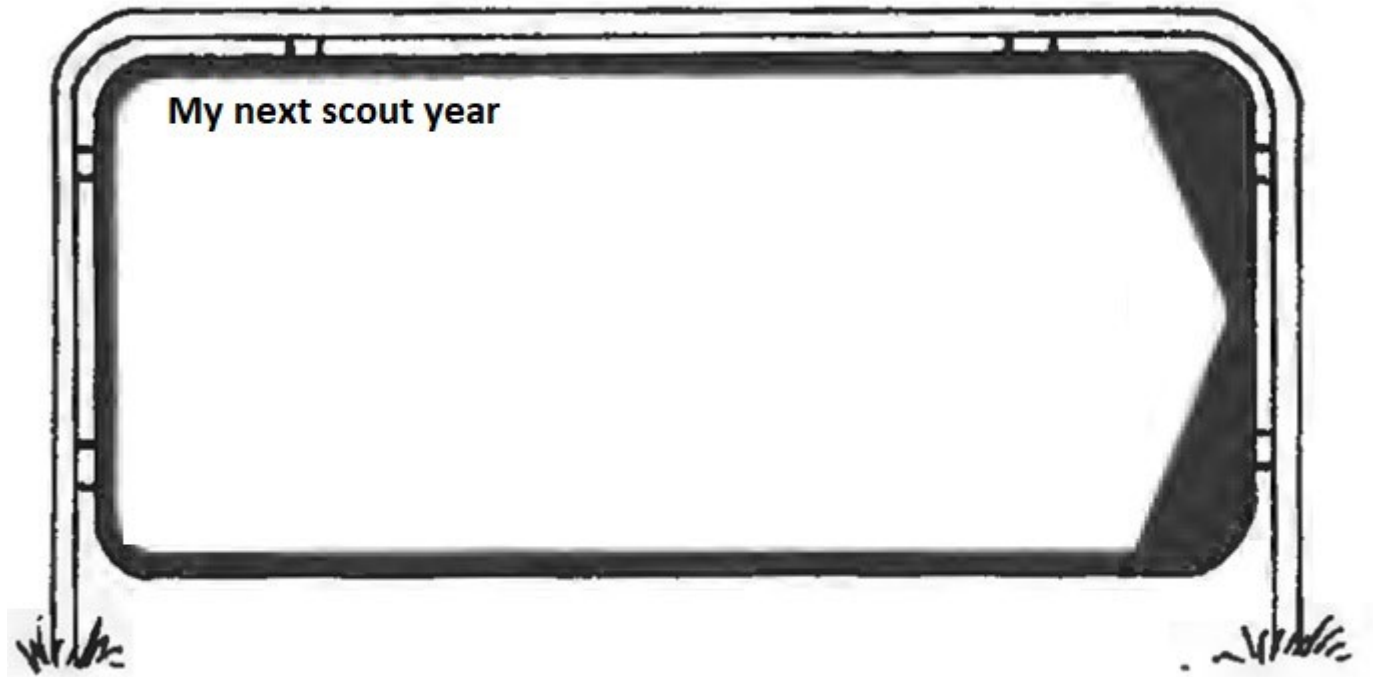
Collect your scouting milestones and write them down, find the elements that are common to your scouts, and create a branch milestone for the year. Spend some time with your scouts about the common goals, but also some time with each scout about their personal goals. Give each scout a copy of the plan you have come up with so they can see how they are doing with the milestone goals during the year.

Remember to use the milestone actively when planning activities for the scout year.

The way forward!

Ask the scouts to think about what they would like to improve at and what they would like to experience in the coming year.

You can start by asking them to answer the question themselves: **what should I spend my next scouting year doing?**



When you get their wishes, it becomes easier for you to plan a program based on what your scouts would like.

Try talking to your scouts first about:

- Scouting skills (lighting a fire, knots and knots, map and compass...)
- Experiences (Scout races, Scout trips, Scout events, PLAN...)
- The type of meetings (out in nature, in the cabin, at a scout's home...)

Then they get an idea of how they can answer the question.

The whole idea with **milestones** and about **my next scout year** is that you as a leader can make an annual plan for your branch (a helpful tool), and a "plan" for each scout, so that they experience that they have influence on what goes into the meetings.

When the scouts themselves have helped decide what to do, they should also be more motivated to participate in the activities that you as the leader have planned.

Roles in the Patrol:

A patrol consists of 5 to 6 scouts. Two of the roles have already been taken, and they are patrol leader (PL) and patrol assistant (PA). PL and PA are roles that you as a leader have selected scouts for. Normally, PA and PL will be juniors who have already been in the junior branch for a year and who therefore have scouting knowledge and experience, and who can therefore help the new ones in the patrol.

It is important that you, as a leader, think about who has the ability to "lead" the others, who has the ability to get the others to listen, and get the patrol to stick together when they have once again gotten lost in the dark forest.



But those 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.

Think about what roles there should be in a patrol. It is important that each member has a role, and that the role is important for the patrol to function.

Let the roles rotate in the patrol so that everyone has a chance to try being **the Master of Ceremonies** or **the Chronicler**. When a Scout has been in the junior branch for 2 years, the Scout in the patrol should have tried all the roles in the patrol.

Remember that scouts should preferably learn from other scouts – actively use the fact that your scouts have different interests and abilities in planning. If there is one who knows a lot of knots, let this scout be in charge of the “teaching” for a meeting.

Patrol convention

Let your scouts spend some time making the rules that should be in the patrol. If you, in the branch, already have functioning patrols, spend the time talking about the rules that are already in the patrol, are they good enough? Do new rules need to be added? Or should some of the old rules be removed?

The scouts will be given a "simple" question on which they will build their patrol rules:

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

Let your scouts think about what makes them feel good – have them make a list. Then ask them to think about the things that make them feel bad in a patrol (group) – have them make a list.

The scouts should try to see if they can make some rules for what good behavior in the patrol should be.

Give them some examples to start with/think about.

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**
- ...

Remember that the scouts must incorporate the points below into their patrol rules. The rules do not have to be written verbatim. If the scouts themselves have made some rules that do the same as the one below, then the rules below do not need to be included.

- To abide by the agreements you make in the patrol.
- Listening to others so they know you take them seriously.
- To say what you think so that others know your views.
- To cancel with the PL/PA if you can't come. It matters to the others in the patrol whether you are there.
- To make sure things turn out well.
- To share one's own knowledge and be open to that of others.

Spend some time and resources on making your rules look nice, for example use a real leather with the convention and hang it in a wooden frame, or write it on a homemade piece of paper. It should be made so that the scouts want to hang it up, and they should want to look at it.

Let creativity flourish.

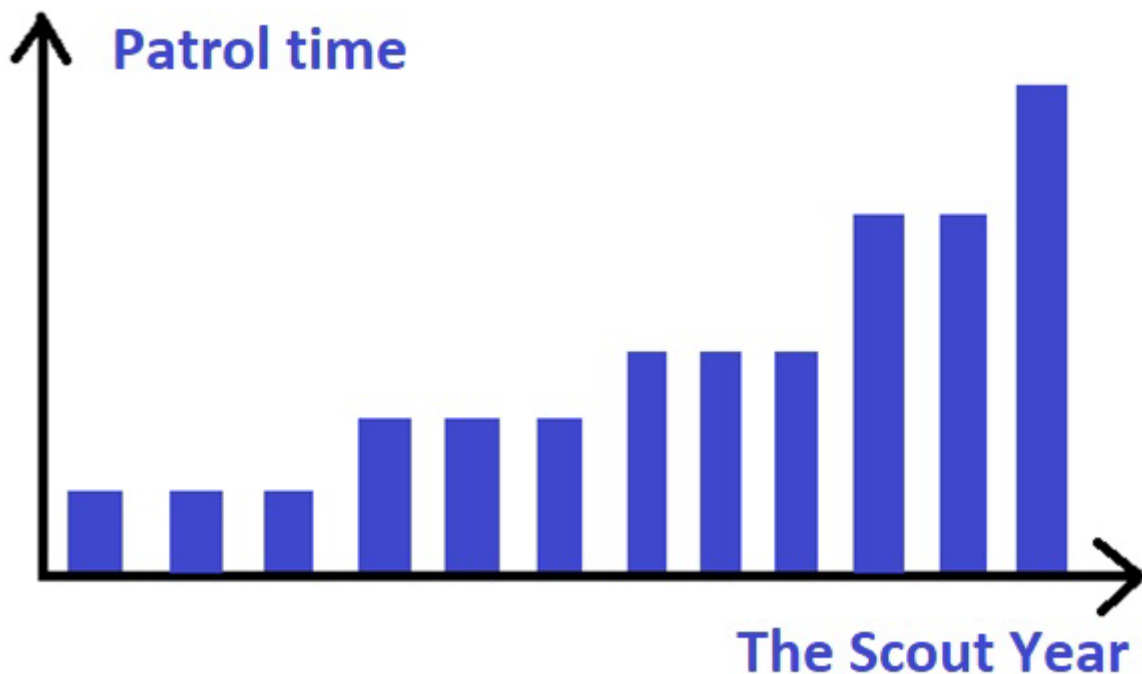
Everyone in the patrol must sign the convention at the end.

Responsibilities and patrol time

Give the scouts time during each meeting to be themselves in the patrol, i.e. 15 to 30 minutes in each meeting where the scouts are gathered in their patrols, and where they have time to hold their own patrol meeting. The further into the scouting year, the more time the scouts should have as their own patrol time.

At the end of the scouting year, let them try to hold entire meetings themselves (i.e. meetings where they are in the patrol, and where they themselves have been responsible for planning what will happen at the meeting (with help from you of course).

Patrol time is good for things where your scouts need to talk about different topics, such as children's rights, what is a good scout life, the Scout Law, etc.



It is not a requirement that there be ½ hour, 45 minutes, 1 hour, etc. patrol time for each meeting. If the scouts are going to do some activities as a group, or all by themselves, you do not need to set aside a long time for patrol time, but try to:

- Have activities and/or tasks that can be completed as a patrol.
- Let them report to and from the scout meeting as a patrol.
- Give them 5-15 minutes of patrol time at each scout meeting so they have the opportunity to evaluate or talk about how the meeting went.

Patrol time – the first meeting after the promotion:

Use the first meeting to welcome the new patrol members to their new patrols. Let the 2 year juniors tell about the fun experiences they have had as junior scouts. All the great things about being a junior scout.

Also ask the 2 year juniors to tell you about the patrol's distinctive features, how often you go on trips and a little about your traditions in the patrol.

- Does each member have a patrol/scout name?
- Should you make/bring a totem?
- What is the patrol's call? - the new ones must learn it
- What is the Patrol's song? – the new ones have to get to know it
- Does the patrol have a motto – the new ones should learn it if the patrol has one.

Patrol time – a template:

If your patrols do not have a structure for how they spend their patrol time, you might consider finding some inspiration in the patrol time model below.

The short patrol time

The short patrol time (5-15 minutes) could include:

- 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?

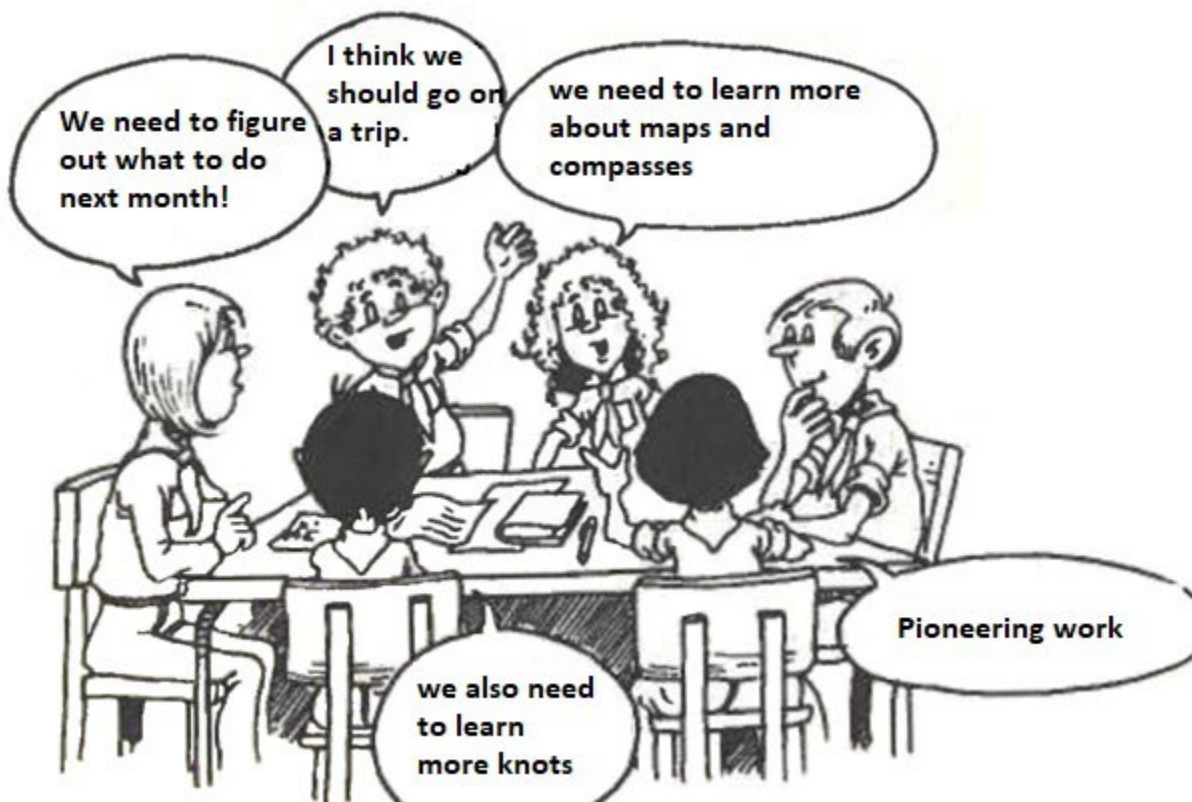
It is important that everyone on the patrol is allowed to tell their story.

Ask the patrol leader to provide a brief summary of what they talked about during the evaluation.

The long patrol time

The long patrol time (60 to 90 minutes) may include:

- Welcome rituals in the patrol (do the scouts hang their totem on a branch to show that they are at a meeting, or does the patrol sing their patrol song?)
- Review of the patrol time plan.
- First “teaching period” – one of the members of the patrol reviews/demonstrates a topic.
- Song/game/ritual.
- Second “teaching period” – one of the members of the patrol reviews/demonstrates a topic.
- Plan for next patrol time.
- Evaluation of patrol time.
- Closing rituals in the patrol.



Remember to give them time, and space to make mistakes. If the patrols have not had patrol time before, they and you must learn how to best make it work. There are many ways to have patrol time, now you must find the way that suits you best.

Good advice: start small, and expand the patrol time (time and number) when you find a model that suits you (and the scouts).

The patrol and its distinctive features:

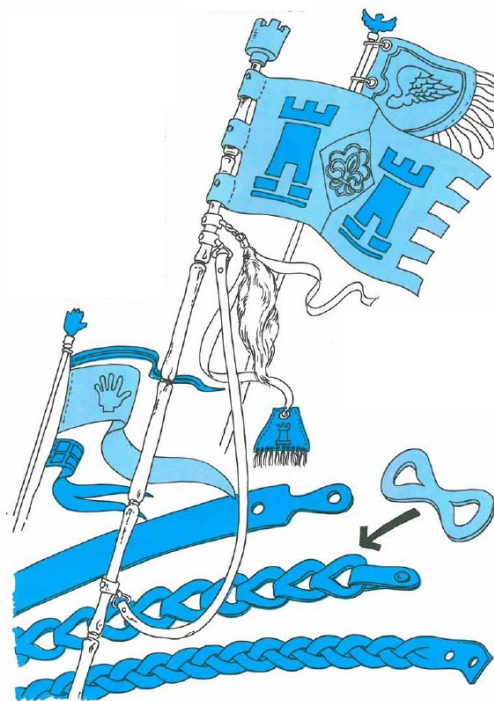
If you have established patrols:

If you have already established patrols in your branch, you can use the patrols already established to your advantage.

Let the old scouts in the patrol (the 2-year juniors) tell about the traditions that the patrol has (see the section *Patrol time – the first meeting after the promotion*)

Let the new scouts take a closer look at the silver badges on the patrol stand, on the leather patches. What story do they tell? – let the old ones tell about the races and scout events they have participated in in the patrol.

Have the scouts make a list of the races and events the patrol has participated in since it was created. Have the scouts keep a patrol book, where one of the pages is a list of the races and events the patrol has participated in since it was created. Also make a list (preferably with a photo) of the members of the patrol, so you can see who has been in the patrol over time.



Give the patrols time so that the new members of the patrol can learn the patrol's traditions, shouts, songs, etc. see the section *Patrol time - the first meeting after the they have moved up*.

Brand new patrols:

Every patrol has its own unique characteristics, and the new patrol should have that too.

It is a big job to create a completely new patrol. A patrol identity must be created for the new patrol, which can be both expensive and time-consuming to create. It is best not to create completely new patrols (i.e. where the scouts themselves come up with a patrol name, totem, etc.) every time new scouts move up in the branch.

Leaders can use the branch diary (logbook) to their advantage, where you have noted down the traditions of the various patrols that you have in the branch.

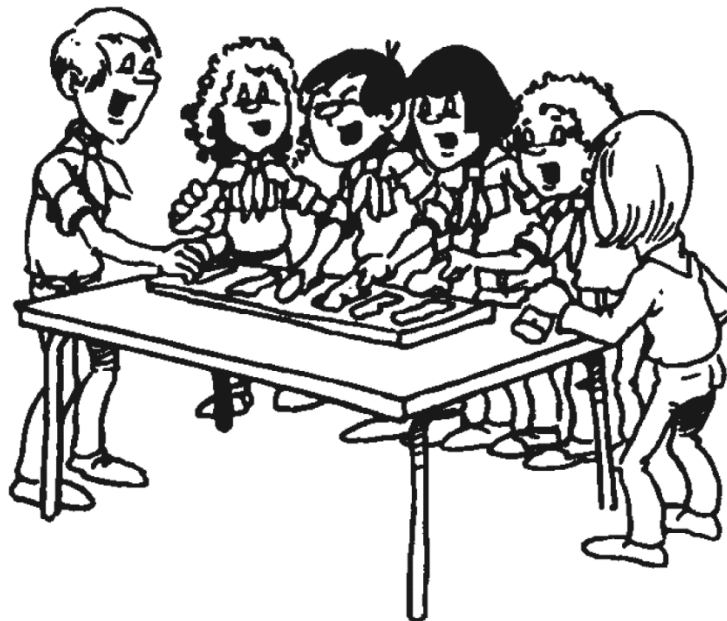
That way, it is "easy" to revive an old patrol if more new scouts join the branch than there are "active" patrols in the branch.

Choose PL and possibly PA from the 2-year juniors in the branch and distribute them among the patrols so that there is at least one 2-year junior in each patrol. If the patrol has not been "active" for a while, you as the leader must use the branch logbook to teach the scouts in the patrol and the traditions, shouts, songs and mottos that the patrol has had. The scouts can then discuss whether they want to keep them or whether they should have some new traditions.

If you as a leader decide that you would like to give the scouts the opportunity to make completely new patrols, with new names, stands, etc., then you must also spend the necessary time and money (resources) to get the patrol started properly. The scouts must have a real piece of leather to make their stands from and not a piece of leather from an old sofa or a piece of an old tablecloth.

You have to think that the patrol you are helping to create may have to be active for 20, 30 or 50 years.

So if you want to form new patrols, go into the task with body and soul.



Patrol distinctive features

Patrol characteristics can be many things and there is no definitive list of what a characteristic should be. Some patrol characteristics are very typical for "all" patrols, for example. could be:

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!".

Patrol diary, Each patrol has their own logbook, where they write who is in the patrol, which scout races, events and summer camps the patrol has participated in.

But there are also patrol characteristics that are very unique to that group, branch or patrol.



Some patrol characteristics are due to the group, branch or patrol having had an experience that has then become a tradition. In Hammermølle scout Group, a stew was made at a summer camp that the scout's thought was good, so now it has become a tradition that you must have this dish at least once at a summer camp.

The patrol may also have experienced something on a scout run that causes the scouts in the patrol to have scout names after mushrooms, trees, or something completely different.

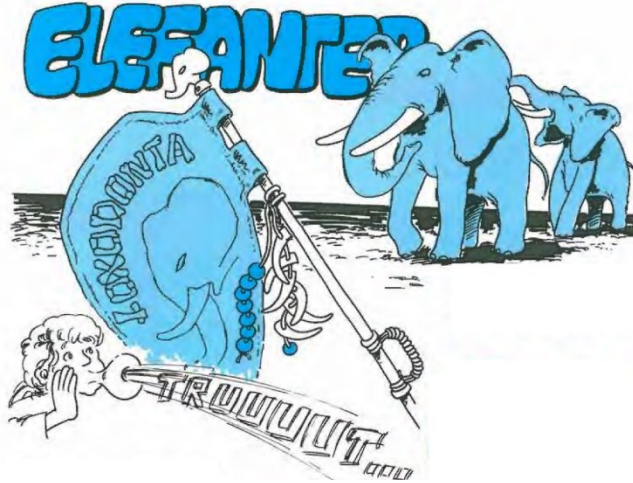
Allow space for the patrols to have, and change, their own unique patrol identity, but be aware of bullying. Not everyone thinks it's fun to be called a stink bug.

Patrol characteristics – patrol examples.

The elephant:

The patrol stand

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



Motto

The elephant doesn't shy away from anything.

“Patrol shout”

When members of the patrol have to call each other, they trumpet like an elephant.

Patrol song

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...

Patrol diary

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



The Swan Patrol:

Traditions

They place the small wooden totem, which they have cut themselves, into a small hole in a plasterboard. In the plasterboard there are six different holes, which fit their different totems. Only when all their totems are in the board is the patrol competent to make decisions!



The patrol stand

The Swan Patrol has a stand with a picture/drawing of a flying swan on the stand cloth.

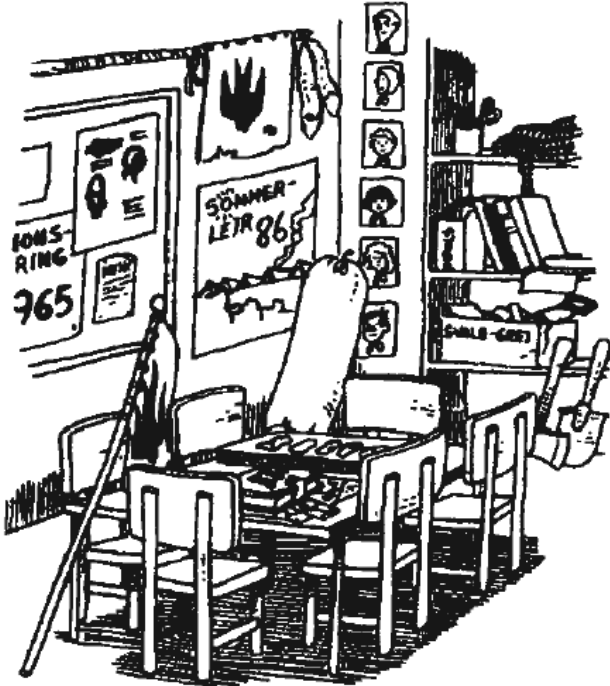


When the patrol meets, they always start by gathering around the stand, where they sing the patrol song.

Patrol call

Swallow, swallow
stretch your wing
the one who soon
will bring victory.

Patrol room



The Mohicans:

Traditions

Each scout in the patrol has a feather as a totem (from a different type of bird). The scouts hang the feather on a branch to show that they are present. Only when all their totems are on the branch is the patrol competent to make decisions!

The patrol stand

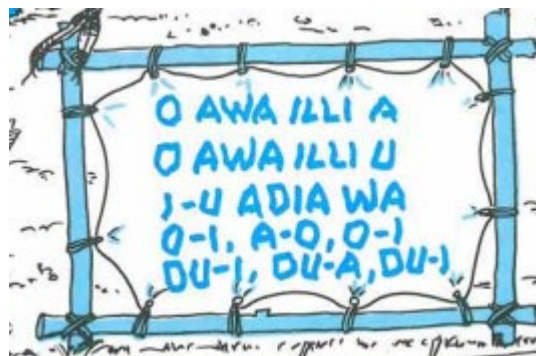
The Mohicans' patrol stand is made like a spear (with a carved flint stone at the top) with a picture of an Indian on the stand cloth.

Patrol call

Mohicans, Mohicans much better than you know.

Patrol song

The scouts have made their own melody for the song, which is written on a piece of skin. The scouts can choose whether they want to dance a rain dance to it.



Patrol diary



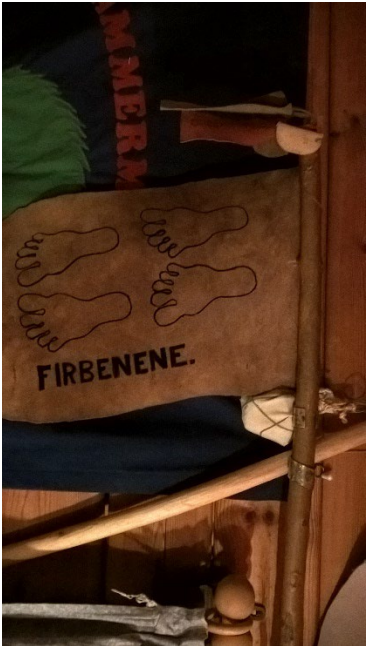
Examples of patrol stands:



The Panda – a troop patrol



The hedgehog – a troop patrol

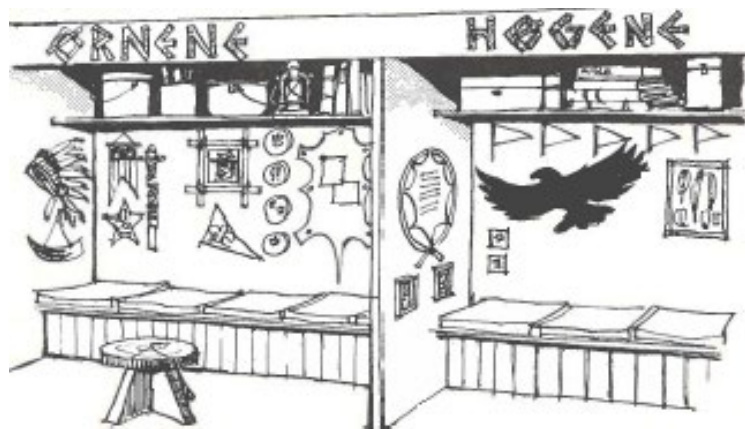


The 4 feet – a troop patrol

Examples of Patrol Rooms

It is best if each patrol can have its own room and a hut to use on patrol trips, but unfortunately only a few patrols are that lucky. You may have the opportunity to share a room with one or more other patrols if the branch/group does not hold patrol meetings/scout meetings at the same time. A room can easily be made cozy. A patrol room can be a good setting for many of the activities that the scouts will do. Not only when the scouts need to order something, but also when the scouts just need to talk (patrol time). The patrol's equipment is stored in a box or a cupboard in the room. The box has the advantage that it can be taken with it as it is when the patrol goes on a trip. The cupboard has the advantage that things are easier to keep in order.

Some patrols have to make do with a corner in the troop or group's common room, and that doesn't have to be a bad thing. If the scouts are allowed to hang their own things on the walls, it can become a nice meeting place for the patrol.



Example of sharing a room.

Examples of mottos

Scouting with purpose – Åspeidere

Never give up - The Squirrel Patrol

Examples of patrol calls

The Falcons

We don't hang-
We are not hanging.
With the beak no
The claws in –
Full Energy
At work and at party
The Falcons are the best!

Examples of patrol songs

The Deer Song

Mel.: Every Saturday afternoon.

A deer is a scout who wanders out
In sun and in wind and in snow and sleet
When the road gets long
She sings a song,
And her walk becomes freer.
She lives in an adventure.
With flowers and with forest animals.
She has chosen St. George as her hero.
And she likes to sleep in a tent.

Chorus:

Hey-hop, here we come jumping with mighty lunch
boxes bringing,
Because we are going on a trip.
In the wild
We gladly sacrifice our morning nap

Often at camps we go to,
We have the bag and the backpack with us,

The Bongo Song

Mel.: I have my horse.

Here is the patrol Bongo
In rain and sun and wind,
We'll probably stick together,
Make life a celebration,
And we want to help others
Just try going out for a walk one day,
Go into the deep silence of the forest
And listen to the nightingale's trill.

And when we go on trips,
Is it with good humor,
And if you stay home,
Then you must be crazy,
Because we have to go out and practice the sport,

Stampede and Dumbo

We are blue, we are small
Our mascot is gray.

Palnatoke Troop

We are girls, we are fresh,
We are not to be beaten!
Come on now and give up!
We are Palnatoke TROP

We are cooking.
On the fire and in a dish
And refresh ourselves with a bath.
We dig a cellar and a latrine,
Into which we fall with a squeal,
By the fire everyone gathers,
Here are the deer!

Hey-hop, here we come jumping...

We are always busy at meetings,
We write and sing and toil bravely,
Because we have to get there.
And hear among them
Who wins with filling and squeezing.
We stand together in good times and bad.
And help in big and small ways,
In Nordby parish we deer live,
It's a long way up here to the north.

Hey-hop, here we come jumping...

The deer patrol in the 1st Samsø troop 1954

So, we can get a sign on the shirt,
Patrol Bongo has in mind
Tournament prizes to be won.
Patrol Bongo, Antvorskov division, 1 Korsør
platoon.

The Squirrel Song

Mel.: we are children of sun and summer.

Forward, forward, brave squirrel
Forward, forward to the brave fight,
Never give in to an enemy
But go forward with courage in your chest,
We have enough of giant forces,
We have enough to strive for
Forward, forward, brave squirrel
Forward, forward to the brave fight.

The Squirrel Patrol, Bispebjerg group, 1952

Beaver patrol song

Mel: It can pour, it can pour

1) Our patrol leader is called Camilla
and she forgets her things. She's not very tough, but when she
does,
she gets into trouble.

2) And on trips we also take Katrine with us,
otherwise we don't see her. She
has an easy time singing and playing, and laughing. But she's
not good at food.

4) Mikkel farts, and he farts,
and he burps, and he doesn't smell good. When we see him,
he really wants to talk, so we want to

6) Then we also have Alf, the sleepyhead,
he goes to bed early. He has a bit of a strange taste in food,
but that doesn't matter.

Chorus:

This is our patrol,
it's actually really good. We're a wonderful mix of wet socks
and sour shoes.

3) Julie, she is our mother and she takes care of many
things.
She says "get moving, everyone" but it doesn't help.

5) This verse is mostly about Jacob,
and he likes sweet things. We have known him for a very,
very, very long time, but have not 'that much to say'.

7) And then we have the two completely normal ones,
but who laugh quite often.
Laura and Sisse are our names, and we think that's cool.

The Beaver Patrol, Ryspeider, 2000

The Eagle Song

Do you hear the horn calling , calling every eagle?
The Eagle Song gjaller , come now and take your turn.
The eagle patrol heads up towards the highest peak
as in the old days the Viking went on a voyage.
Fast forward, happy we go, and we don't stop before we reach the goal.
Therefore be ready, be prepared now, try scout, always you to practice right.

Eagle patrol in Drammen Norway, 1907

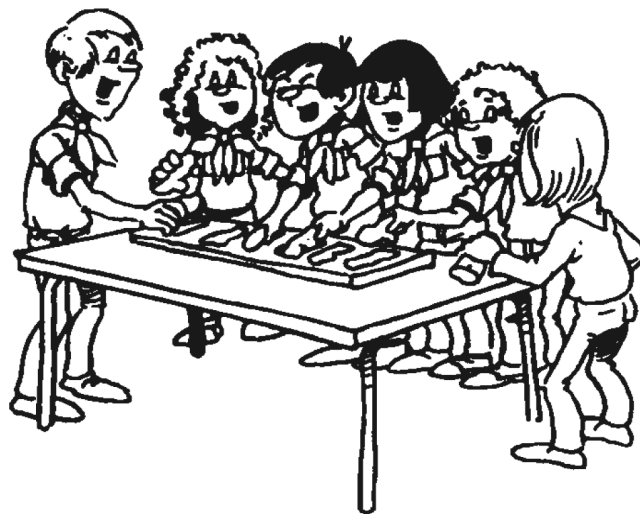
Other types of Patrol Distinctive Features

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



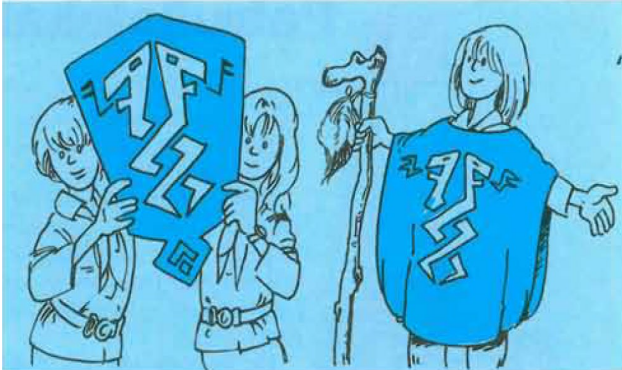
In some patrols, they have made a shield with the patrol's animal/totem, which they can hang on their entrance portal when they are at camps, or it hangs on the wall in the patrol room.

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.





Bivouac sheet for firewood shelter



"Coat of arms" for entrance portal



"Coat of arms" to mark the campsite



Group, and or patrol T-shirt

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

Branch 's logbook: information about patrol characteristics

As a leader, you can usefully create a template where you write down the following for each patrol you have in the branch (active and inactive):

●

Name of patrol:

Patrol call:

●

The patrol song:

Motto:

●

Distinctive features/traditions

●

Cooperation exercises in the patrol

Milk crate relay



Guidance

Each patrol gets 3-4 milk crates (3 if there are 5 in the team, and 4 if there are 6). They must now move over a suitable distance using the milk crates. The milk crates are turned upside down, and the patrols must then jointly move the last crate forward, and in this way move forward without touching the ground. The scouts get very close to each other and have to hold on to each other and help each other to move forward. It will be extra fun if you do it outdoors in the dark.

Materials

Milk crates

Patrol balance on a milk crate



Guidance

Each patrol is given a milk crate, which is placed inside a circle made of string or drawn on the ground. The circle should be so large that the scouts must take a large step to reach the milk crate. The ground inside the circle is “toxic”.

The patrol must now go in and stand on the milk crate. The task is completed when all the scouts in the patrol stand on the milk crate at the same time. They must start over if a scout hits the “toxic” ground.

Materials

- Milk crates
- Cord

A row

A thrilling game where the scouts have to line up in a row. a criterion, without talking!

Guidance

The scouts in the patrol are told to line up in a row, without talking to each other, according to the following from right to left:

- Lowest to largest shoe
- Lowest to tallest person
- Darkest to lightest hair
- Number of badges on the uniform
- Number of items in the uniform pockets. (possibly number of items from the pocket order)

Variation:

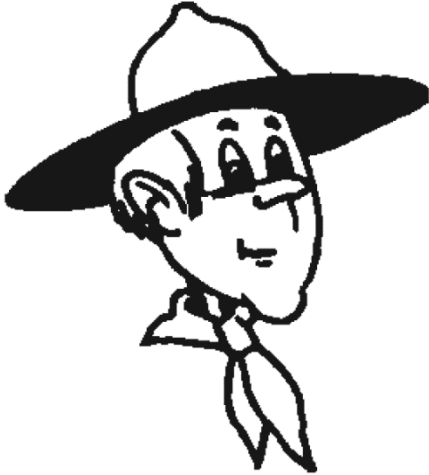
The scouts are welcome to talk to each other.

The scouts are told to line up in a row, as follows from right to left.

- Birthplace furthest from where we are now to closest
- Age - youngest to oldest
- Scouting time - scouting for the shortest time to the longest time.
- Most nights spent in tents.
- Most scout meetings last year.
- Participated in the most scout races.
- Can tie most knots and knots.
- Fastest to light a fire.
- Number of items in the uniform pockets. (possibly number of items from the pocket order)
- Number of pets at home.
- Etc.
- ...

This exercise can also be done for the entire branch.

Patrol get-to-know-each-other game:



The game

The scouts have had the opportunity to learn a little about what a patrol is and what roles there are in a patrol, but now the scouts must learn something about each other in the patrol. To give them a challenge, the scouts themselves must invent a game that gives the participants in the game the opportunity to get to know each other. The idea is that the scouts in the patrol can play it themselves, but also swap games between the patrols that you have in the branch (if you, in the group, have more than one patrol in the branch)

To set a framework for the structure of the game, the scouts must build the game based on four topics:

Practical skills, outdoor life, friendship and growth.

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

The scouts should start by making the rules/describing what the game is about.

It's the scouts who decide.

There are only two requirements

1. It's that you know "everything" about each other when you're done playing the game.
2. And it must be built around the 4 topics (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 must be able to play the game simultaneously (the entire patrol).
- The game should be 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.

Materials

- Dice.
- Paper.
- Felt-tip pens.
- Glue.
- Cardboard.
- Scissors.
- Pencils.
- Wooden sticks.
- Cord.
- Etc. etc.

Empty the hut of materials that the scouts can use if they are creative.

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