

Patrols

The Core of Scouting

Your Patrol and Patrol mates are what Scouts is all about! They are your team, your buddies, and your responsibility. You'll elect a Patrol Leader who will lead you for six months.

Central to your Patrol should be Patrol **PRIDE**:

- **Personal** – These are the people who are your key to having a good time! They've got your back, and you've got theirs.
- **Responsibility** – YOU are responsible for not only you, but your entire Patrol, regardless your position!
- **Inclusive** – Everyone in the patrol get has an equal voice
- **Daily** – Check in with your Patrol frequently!
- **Excellence** – Always continue to do your best – together, as a unit.



Some core components of your Patrol:

Patrol Name

As a regular or Eagle Scout Patrol, your Patrol name can be anything which is Scout appropriate. Once you and your team come up with a name, it needs to be presented to (and approved by) the Scoutmaster. Patrol names can rotate after you've had it for at least two sessions (if the whole Patrol votes to do so).

Patrol Patch

You can say you're a Patrol – but until everyone has patches on your arms, it doesn't count! An image reflecting your Patrol's name should be chosen (which must also be presented to/approved by the SM). As with the Patrol name, the patch can change out once every 12+ months.

Patrol Flag

Your Patrol flag is your rallying point – and should be created at your first Patrol meeting. This is your Totem, and should reflect everyone's personality in the Patrol. It should be SCOUT made out of sturdy, natural materials (which can get rained on, since this is with you day or night, rain or shine, indoor or out), and be attached to a big honkin' stick. Patrol flags should (but don't have to have) each of the key components (note, though, that some of these may be REQUIRED at District or Council-wide competitions):

- Your Patrol name or symbol
- The Scout fleur-de-lis logo, "Boy Scouts of America" or "BSA"
- Troop 571
- Alpine District
- Chief Seattle Council



You're free to change your Patrol flag as much (and as often) as you like.



Patrol Yell

When the Senior Patrol Leader calls your Patrol at a Troop meeting, you'll only be recognized by your yell. Like your flag, you can change your Patrol Yell as often as you like (just make sure that everyone knows what it is!).

Material is provided for a flag, but everything else (Patrol patch, flagpole, etc.) are responsibility of the Scouts (information will be provided at the PLC on how to get badges).

Patrol Types

Rough Patrol (RSP)

If you're a new Scout to the Troop, you are a part of the Rough Scout Patrol (or "RSP"). You have one or more Troop Guides and Instructors assigned to you, who also work with the Assistant Scoutmasters getting you ready for your Scouting adventures. You'll be in the Rough Scouts for at least six months in the Troop (or until you've earned your Tenderfoot badge).

Leadership

- As the Scouts in the Rough Patrol aren't 1st Class yet, they cannot be a Patrol Leader.
- The Rough Patrol is led by the assigned Troop Guide.

Meetings

- Meetings for the RSP are held starting at 6:30pm every Monday night (before a Troop meeting).
- The RSP Troop Guide may decide to hold additional meetings outside of the Troop night meetings see regular Patrol meetings).

Identity

- The Rough Scouts are named after Teddy Roosevelt's Rough Riders.
- RSP can make a flag and come up with a Patrol Yell – if they do, they can compete for points just as any other Patrol.

Honor Patrol

- The Rough Scout Patrol is not eligible to earn Honor Patrol...



- ...BUT, they can give their points to a Patrol of their choice at the final meeting prior to the Court of Honor.

Regular Patrols

Once you have the basics of being a Scout, you and your Patrol are off and running. Some Patrols will stay with the same age Scouts (graduating from the Rough Patrol together), and some may be mixed age. It's up to you, the Scouts (working with the Scoutmaster in the PLC)!

Leadership

- Patrol Leaders must be 1st Class or above and be elected by a simple majority of the Patrol's Scouts present at the election meeting (must have a quorum).
- In addition to a Patrol Leader, you should elect an assistant PL, a Quartermaster, a Scribe, and a Chaplain's Aide.
- The Scoutmaster will work with your Patrol Leader to select at least one Guide and Instructor to stay in your Patrol, working with your PL to bring all Scouts up to at least 1st Class.

Meetings

- Regular Patrol meetings are scheduled by each Patrol Leader and are held outside of Troop meetings (usually at the PL's home, with at least one parent home at the time of the meeting).
- You should be meeting at least once a month. PLs should give as much notice as possible (not less than four days' notice) for these meetings. Each Scout is expected to attend as many of your Patrol meetings as you can.
- You and your Patrol Leader are free to plan as many outings as you want – but PLs must run any by the Scoutmaster before it happens (both to check the Guide to Safe Scouting, and to show off how active your Patrol is).
- A meeting only "counts" if at least 50% of you are at the meeting.

Who Are You?!?

- Names (et al) should be in place by the first meeting of the new term (in January and in June).
- Scouts can change Patrols once a year, at the start of the January term
 - Must have at least two terms (one year) with your current Patrol
 - You must have agreement by your old Patrol Leader & the incoming PLs (from both current and new Patrol).
 - Any Patrol changes need to be done before the TLT session is held for the new term.

Honor Patrol

- At each Troop meeting, your Patrols compete for points! Being present, being in uniform, winning the intra-Patrol competitions all build up your point tallies.
- Points are awarded by the SPL and are final the week before each Court of Honor.
- All Regular Patrols are eligible for Honor Patrol.
- At the final Troop meeting before a Court of Honor, Patrol Leaders from each of the regular Patrols make their pitches to the RSP and any ESPs, in an attempt to get their points!



Eagle Scout Patrol (ESP)

Once you reach Eagle rank, you and your friends may choose to form your own Eagle's Nest Patrol. ENP's are unique Patrols (of *only* Eagles) and operate collectively as a special task team for the Troop. As with the RSP, the ESP is ineligible for Honor Patrol – but points can be earned and are up for "donation" to the regular Patrol the ESP chooses.

Patrol Leadership Positions

Elected Positions

Elections within a Patrol should be held before the start of a new term (Jan/June). The election should have a quorum of the Scouts in the Patrol (at least ½ of the Patrol +1), and votes are decided on by a majority vote (ties are decided by the PL). All leadership positions must participate in the TLT for their upcoming session.

Patrol Leader



- Must be 1st Class rank or higher at time of election
- Must have previously served as Patrol Leader or Assistant Patrol Leader
- **Is the only Patrol position which can count towards rank advancement**

Assistant Patrol Leader



- Must be 2nd Class rank or higher at time of election

Patrol Activities

Have at! Practically anything you want to do can be considered a Patrol activity – going on a hike, playing video games, watching a movie, going on a campout – as long as you plan and do it together as a Patrol, it counts! As long as it's something that falls within the Guide to Safe Scouting, we encourage you to get together with your friends and do what Scouting is all about – hang out and have fun.

