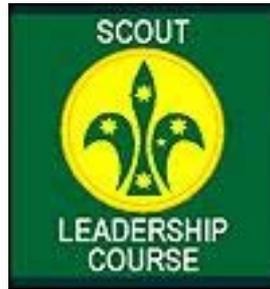


Simple explanation of Leadership Course and ASM requirements/process (SA)



Before going on the Leadership course a Scout approaches their Troop Council with an initial outline for an activity for the patrol or troop, and also a patrol camp, which could be a standing camp or be the Adventurer level hike.

When this is agreed at Troop Council, they fill in the first bit of the course cover sheet with appropriate signatures. At this stage, no major documentation is required, because they will be learning about it on the course.

Ideally no scout should attend a leadership course without this prior preparation. However because some Scouts taking this course are still quite young (though have completed Pioneer), some attendees aren't ready to meet this requirement and develop ideas during the weekend, with appropriate mentorship.

They do the course and during it discuss their proposals with the course leader.

After the course, they practice what they have learned on the course by doing items 1 to 4 (below) with their Troop and Troop Council, and plan their activities (5 & 6) in detail.

They need to log what they do in 1 to 4 and evaluate it, and collect together all the plans and necessary permissions for 5 & 6. The log and evaluation of 1 to 4 can include oral reports to the Scout Leader; immaculate written reports are not required if this is a difficulty for a particular Scout.

When this is all complete, they get signatures from the Troop Leader, and the folder/log goes to the Course leader or DSL for final approval. If approved, the scout can receive his leadership badge.



If the scout wants to continue with their ASM, they need to **carry out** item 6, using the documentation they have prepared, and logging and evaluating it (or if a lot of time has passed, a similar, well documented overnight Patrol Activity). The scout will also have to have finished the other requirements for the Adventurer Cord, as described in the Scout Record book.

On completion of all that, form Y7 (which records the Scout's progression through Adventurer level, Proficiency badges and Patrol Activities) is sent to BC Scouts along with the report and log of the item 6 (or equivalent) activity. BC Scouts does not apply an absolute standard for this award. "Do your best" comes into play and BC checks individual effort with the DSL and SL if necessary.

If approved BC sends the ASM badge to DSL for appropriate presentation. This can be worn on the uniform until replaced by a Queen's Scout badge. The medal and Certificate is presented at the annual Good Service Awards Ceremony.

What are items 1 to 6?

1. Organise and run a Troop activity indoors (not simply a game) which runs for at least half an hour. Other PLs & APLs should be involved as instructors/organisers, but the Scout Leader(s) should only be present as an observer. Discuss the success of the activity with your Scout Leader.
2. Organise and run a Wide Game for members of your Troop, which runs for at least 45 minutes. This should be a game that is unknown to most of your Troop. You must decide the rules, allocate jobs (if necessary) to other PLs, and give out the instructions to the Troop. The game should not include the SL or ASLs, but these may be present as observers. Discuss the success of the activity with the other Patrol Leaders.
3. Act as chairman of a meeting of the Troop Council at which the term's program is decided. The Scout Leader may be present if that is normal for your Troop, but should not take part in the discussion except to act as adviser. Discuss the success of the program with your Scout Leader after it has been carried out.
4. Act as chairman of a meeting of the Troop Council at which the program for a normal troop night meeting is arranged. Run the whole meeting with the help of the other Patrol Leaders. (You may use the SL & ASL as instructors if necessary, but you need to run the meeting - the adults should be told what you want them to do). Discuss the success of the meeting with your Scout Leader.
5. Plan (in writing) a major activity away from the Scout Hall for other members of your Patrol or Troop that lasts the best part of a day (or possibly overnight). Before you finally submit this, check with your Scout Leader that all the arrangements you have made comply with all the SA Scout regulations ie. Safety Standards & Procedures (SS&P). Suitable activities might include a Patrol hike, a Patrol visit, a bushwalk etc. Discuss the activity with your Troop Council and Scout Leader.
6. Organise (in writing) a Patrol Camp, lasting at least 26 hours, for which you have made all the arrangements yourself (campsite, food, transport etc.). Before you finally do this, you should check with your Scout Leader that the arrangements you have made comply with all the SA Scout regulations (ie. Safety Standards & Procedures), and discuss the activity with your Troop Council and Scout Leader. THIS CAN BE THE ACTIVITY THAT YOU CARRY OUT AND LOG FOR THE ASM, OR YOU CAN PLAN ANOTHER ONE IN THE SAME THOROUGH WAY AND DO THAT INSTEAD.