

Troop 45

NEW SCOUT TENDERFOOT TRAINING PROGRAM

Objective. The New Scout Tenderfoot Training Program provides training opportunities for new Scouts who join the troop at Crossover in April of each year. The objective of the program is to allow the new Scouts to complete the requirements for Tenderfoot in time for the Court of Honor held at Parents Night in June.

Responsibilities.

- **Troop Guide.** Serves as a mentor and guide for new scouts. Identifies what training needs to be conducted and when it is to be conducted. Schedules all training activities. Coordinates specific training activities with the Instructors. Teaches scout skills with the help of Instructors. Keeps a record of requirements completed by new scouts and makes sure that completed requirements are recorded in their Scout Handbooks.
- **Instructors.** Conduct the training requested by the Troop Guide. Recruit other scouts to assist with training. Coordinate with the Quartermaster to insure that needed training equipment is available. Direct activities at individual training stations.
- **Quartermaster.** Provides equipment needed for training as requested by the Instructors.
- **Assistant Senior Patrol Leader.** Oversees the work of the Quartermaster and Instructors and insures that someone performs those jobs if the primary person is absent or not appointed.
- **Senior Patrol Leader.** Coordinates all training activities within the overall troop program.
- **Assistant Scoutmaster(s) for New Scouts.** Responsible for overall program execution and quality standards. Oversees meetings and training. Initials completed requirements on the charts in new Scouts' handbooks.

Training Schedule. Training will take place at each troop meeting during the period between Crossover and June Parents Night. In addition, one Tenderfoot Skills Camp will be conducted on a weekend during that period.

Troop Meeting Training Format. Training activities during weekly troop meetings will be conducted using the “Stations” training format. Under the direction of the Troop Guide, the Instructors (and their assistants) establish training stations dedicated to teaching individual requirements. Typically two Instructors will man each station. The New Scout Patrol will divide into buddy pairs, and each pair then selects a station and takes the training offered there. When the buddies finish with one station, they then proceed to another. It is to be expected that it will take at least four weeks for one buddy pair to complete the entire course of stations. The mix of stations offered as the program progresses from week to week will depend upon the remaining needs of the New Scouts, the availability of Instructors and materials, and the interdependencies of the requirements. The Troop Guide (with the assistance of the ASM for New Scouts) coordinates the schedule with the SPL.

Tenderfoot Skills Camp. During the program period the troop will offer one campout that provides an opportunity to meet requirements 1, 2, 3, and 11. Recognizing that this outing may

be the first camping experience for some scouts, it will be a very simple, but well-structured, affair (usually at Storrs Pond). It will be planned and scheduled in the usual fashion by the PLC.

Handbooks. Boy Scout Handbooks will be issued at the first meeting following Crossover. The SPL should take advantage of this event to welcome the New Scouts to the troop. A short ceremony just after announcements would be appropriate.

Joining Conferences. Each New Scout will need a joining conference with the Scoutmaster. These conferences will be conducted on a continuing basis during the first few meetings. Scouts may come to joining conferences in buddy pairs.

Scoutmaster Conferences. Once all requirements (except 8) are complete, the each scout must complete a Scoutmaster Conference before appearing before the Board of Review. The conferences should be scheduled as soon as possible after completing the requirements. (An exception may be made for completion of 10b the physical fitness retest.)

Board of Review. Each scout must meet the Board of Review after the SM Conference and before the Court of Honor. The Board will begin sitting two weeks before Parents Night, and expect to have the capacity to complete four reviews each troop meeting. Any scout who completes all his requirements should schedule his review as early as possible.

**Troop 45 New Scout Tenderfoot Training Program
SCHEDULE**

Crossover Date: _____ No. Crossing Over: _____
Parents Night Date: _____

Troop Meeting Schedule

Date **Events**

Skills Camp

Date: _____ Location: _____ Planner: _____
Announce Date: _____ (Three weeks before outing)
Roster Post Date: _____ (Two weeks before outing)
Prep Meeting Date: _____ (Wednesday before outing)

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TENDERFOOT TRAINING STATIONS

- Each training station is manned by two scouts and supervised by an ASM. The scouts instruct. The ASM assures order and signs off completion.
- Stations are located in the meeting room and outside only (not in the hall).
- New scouts are organized into buddy pairs. Each buddy pair circulates to stations as necessary (not on a schedule). No schedule means no hurrying, no waiting, no incompletes, and no out-of-sequence scouts.
- Scouts are not expected to complete all stations in any one meeting. (The same stations are available multiple weeks.)
- No wandering. Scouts are either in transit or at a station. The route between outdoors and the meeting room is through the side door only.
- If no open station is available, scouts may "watch and learn" at any station (Flag Etiquette recommended).
- The station description sheets which follow should be copied and used by the Instructors.

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CAMPOUT PREPARATION (Req. 1)

Location: Sanborn Room

Prerequisites: None

Staff: Instructor

Materials:

- Personal Equipment Handout
- Cotton-is-Evil Demo
- Class B Uniform Shirts to issue.

Method:

- Discuss the items on the handout, stressing the importance of simplicity. Note that we will be hiking in to the campsite.
- Discuss the problem of moisture retention in clothing. Perform the Cotton-is-Evil Demo.
- Answer questions about where to get gear.
- Issue a Class B uniform shirt. Explain that we always travel in Class A.
- Make sure the scouts know when the Skills Camp is to be held.

Notes:

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ROPE CARE (Req. 4a)

Location: Back Yard

Staff: 2 Instructors

Prerequisites: None

Materials:

- Selection of manila lashing ropes.
- Roll of P-Cord
- Roll of kite string, waxed dental floss, or waxed string for whipping
- Candle and matches.
- Knife

Method:

- Whip the ends of a lashing rope. BSH 34
- Show how to “cut” P-Cord using a candle flame. Have each scout cut himself a 30 inch piece and instruct him to keep it in his pocket. He will need it for lashing and other uses.

Notes:

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KNOTS (Req. 4b)

Location: Back Yard

Staff: 2 Instructors

Prerequisites: Rope Care

Materials:

- Tarp.
- 2 poles
- 7 Tent Stakes
- 2 ropes, ten feet each

Method:

- Teach Two Half Hitches and Tautline Hitch using ropes and poles. BSH 36.
- Mnemonic for two half hitches: “Once around the inside; once around the outside; same direction.”
- Mnemonic for tautline hitch: “*Twice* around the inside; once around the outside; same direction.”
- Use this knowledge to pitch the tarp using the poles, ropes and stakes.

Notes:

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RULES OF SAFE HIKING (Req. 5, 9)

Location: Sanborn Room

Staff: 2 Instructors

Prerequisites: None

Materials:

- Compass and whistle on lanyard

Method:

- Review the Buddy System. BSH 57
- Review Troop 45 Hiking Rules BSH 38
 - Have compass and whistle (tweet-tweet, tweet-tweet means assemble).
 - Nothing in your hands (except hiking staff as appropriate).
 - Stick together (always in sight of the person behind you).
 - Gather the party at every trail junction, and don't cross a road without gathering the party.
 - Keep track of your buddy.
- Review Lost Procedures
 - STOP mnemonic
 - Stop
 - Think
 - Observe
 - Plan
 - Discuss getting unlost versus getting found
 - Get unlost only if you know which direction to go.
 - Get found by making yourself look big, use international distress signal.

Notes:

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FLAG ETIQUETTE (Req. 6)

Location: Back Yard, under the tree.

Staff: 2 Instructors

Prerequisites: None. Multiple buddy pairs may meet simultaneously.

Materials:

- US Flag
- Halyard
- Flag toggles

Method:

- Rig "Navy-Style" flagpole (halyard in tree).
- One instructor officiates. First buddy pair makes up color guard.
- Second instructor, ASM, second buddy pair make up patrol formation.
- Flag raising ceremony
 - "Patrol, attention. Color Guard, post." Color Guard (two scouts) marches to flagpole.
 - One holds flag while the other attaches flag using toggles.
 - "Scout Salute." Formation raises salute.
 - Hoist flag smartly (non-hoisting color guard salutes). Lash halyard.
 - "To." Formation drops salute.
 - "Color Guard, dismissed." Color guard marches away from flagpole.
 - "At ease."
- Flag lowering ceremony
 - "Patrol, Attention. Color Guard, post." Color Guard marches to flagpole, unlashes halyard.
 - "Scout Salute." Formation raises salute.
 - Lower flag slowly (non-lowering color guard receives the flag).
 - Unclip flag and lash halyard.
 - Color Guard folds flag. BSH 43
 - "To." Formation drops salute.
 - "Color Guard, dismissed." Color guard marches off with flag.
 - "At ease."

Notes:

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SCOUT SPIRIT (Req. 7)

Location: Sanborn Room

Staff: 1 ASM, or senior level Greenbar

Prerequisites: None

Materials:

- BSH

Method:

- Discuss the meaning of the Scout Oath and Scout Law.
- Work on memorizing both. It helps to break the Law into groups of three.

Notes:

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PHYSICAL FITNESS (Req. 10)

Location: Front Yard under the tree

Staff: 2 Instructors

Prerequisites: None (Do 10a early in program; 10b late in program)

Materials:

- Watch

Method:

- Running course: two laps to corner lamppost and back (north). Time and record in BSH.
- Long jump measured in hand spans
- Pullups from treelimb (Count fractional pullups)
- Pushups. Use good form. (Count fractional pushups)
- Situps. (Count fractional situps)
- Discuss importance of training regularly.
- Repeat after 30 days, and record results

Notes:

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HEIMLICH MANEUVER (Req. 12a)

Location: Sanborn Room

Staff: Instructor

Prerequisites: None

Materials:

- None

Method:

- Demonstrate and practice as shown in BSH 296
- Be careful! Don't hurt anyone.
- Have buddies perform on each other

Notes:

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FIRST AID (Req. 12b)

Location: Sanborn Room

Staff: 2 Instructors (more if available)

Prerequisites: None

Materials:

- Band Aids
- Moleskin kit
- Water Bottle
- Sawyer Extractor

Method:

- Teach one topic at a time.
- Use *The Boy Scout Handbook* (page numbers are indicated)
- If extra instructors are available, more than one buddy pair at a time may be taught.
- Simple Cuts and Scratches BSH 304
 - Wash
 - Band Aid
- Blister on hand or foot BSH 308
 - Discuss prevention
 - dry socks
 - proper fitting boots
 - Discuss detection
 - “hot spots”
 - Don't pop it
 - Protect with moleskin (foot)
- Minor Burns and Scalds BSH 306
 - Cool It
 - Don't put stuff on it
- Bites or Stings of Insects or Ticks BSH 310
 - Scrape, don't squeeze insect bite
 - Gently pull tick out (no oil, matches, other tricks)
- Poisonous Snakebite BSH 312
 - No poisonous snakes in NH
 - Get help (or get to help)
 - Treat for shock
 - Lower* bitten limb
 - Use Sawyer Extractor (no mouth sucking, no cutting!)
- Nosebleed BSH 306
 - Sit up
 - Pinch nostrils
- Frostbite and Sunburn
 - Prevention!
 - Frostbite: Rapid rewarming (hand on frostnip patch) BSH 324
 - Sunburn: Prevention! Use sunscreen. Wear a hat. BSH 307

Notes: (over)