

WS Pre-conference notes for Feb-14-97 (Friday)

- 7:30pm Mtg. brought to order
- 7:30 - 7:45pm 1st Presentation: Knowing & Using the Resources of the Group
 Presented by: ? (still working on names!)
 Involved participants.
 Utilized "open-ended" questions.
 Maintained control of the group.
- 7:45 - 9:00pm Introduction Circle
 Each staff member gives a 3 minute verbal presentation about themselves.
- 9:00 - 9:10pm Break
- 9:10 - 10:50pm Introduction Circle continues
- 10:50 - 11:10pm Duty Roster Assignments for the weekend.
 Cook staff to report to the DH at 6:30am
- 11:15pmCracker-Barrel
- 11:30pmSenior Staff Mtg.
- 11:45pmDismissed / Lights Out

Saturday Morning - February 15, 1997

- 6:30am R&S (rise & shine)
- 8:10am Breakfast - Philmont Grace
- 8:30 - 9:00am Breakfast Clean-up and 1st Session / Presentation Prep.
- 9:00 - 9:45am Setting the Example
 Troop divided into 4 groups and given 10 minutes to develop a list of methods on "setting the example". Minimum list of 4 methods from each group. Led by the Sr. Staff (youth)
- 9:45 - 10:00am Break
- 10:00 - 11:30am Initiative Games
 Blind Square (Pre-selected)
 Materials required: 50' length of rope and 15 blindfolds (per troop).
 See appendix for details.
 Reflection lead by SM

 Bump (Selected by Troop SM, presented by Troop ASM, other Troops chose various games)
 Materials required: 1 "knotted" towel and 1 box / basket.
 See appendix for details.
 Reflection lead by SM
- 11:30 - 12:00pm Campfire prep & planning.

12:00 - 12:45pm	Lunch
12:45 - 1:00pm	Clean-up
1:00 - 1:30pm	Effective Teaching
1:30 - 2:00pm	Break & Prep for role playing activities (campfire)
2:00 - 3:00pm	Trust Ring & Trust Fall Reflection lead by SM (Troop)
3:00 - 4:00pm	More Initiative Games using same four groups from morning. Games played in the 4 groups, reflection as whole troop. Traffic Jam (Selected by Troop SM, presented by Troop ASM, other Troops chose various games) See appendix for details. Reflection lead by SM/CD All Aboard (Pre-selected) See appendix for details. Reflection lead by SM/CD
4:00 - 6:00pm	Break - Announcement : Cooks to report to DH by 5:30pm
6:00 - 6:40pm	Supper
6:40 - 7:00pm	Supper clean-up crew, uniform Inspections, distribution of staff t-shirts. SPL's inspected staff, then the SM's inspected SPL's.
7:00 - 7:30pm	Song Time "We're A Grand 'Ole Staff" Returning staff demo'd song. New staff returned the tune. The question as to who was the loudest was raised. "Song" was now a challenge. "Song" repeated by both sides and judged by Mr. Mangold. (no "winner", declared a draw) All staff (youth) rendered a final encore. (The bonding / blending of "old staff" / "new staff" into "the staff" has just cleared the first major hurdle.)
7:30 - 8:10pm	Presentation Demo on "Preparing a Presentation" Role-playing by two "experienced / returning" staff. Subject was Fire-Building.
8:10pm	Break - Groups to finalize their role-playing assignments (from earlier today)

8:25pm	<u>Group</u>	<u>Leadership Skill</u>	<u>Theme</u>
	Group #1	Effective Teaching	“Setting up a Tent”
	Group #2	Communicating	“Got Caught”
	Group #3	Understanding Needs & Characteristics of the Group	“Cha-Cha Land In Need”
	Group #4	Representing the Group	???
	Group #5	Effective Teaching	“Tying Knots”
	Group #10	Evaluating	“Learning From Wet Mistakes”
	Group #11	Counseling	“Picking on Me”
	Group #8	Sharing Leadership	“Hike Finished or What’s Your Problem”
	Group #9	Planning	“Planned vs. Not Planned”
	Group #7	Controlling The Group	???
	Group #6	Setting The Example	“Looking Good In Uniform”
8:55pm	Reflection Time		
9:00pm	20 minute break, change out of uniform, prep for campfire		
9:20pm	Campfire Program		
	Opening: Chicago fire, 3 times normal, last time reversed.		
	Skit: Crowbar skit		
	Song: Gilligan’s Isle		
	Skit: Shaking man skit (contagious)		
	Song: Horse stomps foot		
	Skit: Jamaican Raisin skit		
	Song: Cannibal King		
	SM’s Minute		
	White Stag Traditions - the “Higher Plateau”		
	Stave presentations		
	Moment of inspirational silence, with background music. “I Could Fly”		
10:00pm	Break - Cracker Barrel		
10:20pm	Sr. Staff Mtg.		
11:10pm	Dismissed		

Sunday Morning - February 16, 1997

6:30am R&S

8:00am Breakfast

8:45am Announcements: For next session:

1. Needs & Characteristics
2. Knowing & Using the Resources of the Group
3. Planning

Uniforming:

1. Class "A's" includes the class "B" shirts under the scout shirt.
2. Class "A's" & class "B's" now include the staves.

9:00am Scout's Own

9:15am Promo reminder:

1. Forms & Flyers available for individual scouts and troops.
2. Reviewed new video again.

9:30 - 9:50am Reflection on weekend - Led by CD

9:50 - 10:15am Clean-up

10:15am Dismissed

Reflection on the weekend from an ASM's point of view:

During the Introduction Circle, this will be your first real opportunity to speak before the group. With 60+ youth staff and 15+ adult staff, let us hope that speaking before a large group doesn't bother you. If it does, well let's just say that you'll get over it. I was going to include a recommended list of things that you need to know for your three minute introduction, such as shoe size, most favorite part in the Star Wars trilogy, and so on, but this "speaking before the group and planning on the fly" exercise is part of your training. So I won't spoil it for you.

Me? Training? But I have my beads. I'm already trained! Look, this would be a good time to wake-up and smell the coffee. You are in training. Someone once said that learning is a life-long experience, and that if your not learning, your stagnating. So go with the flow, and enjoy it while you are here. You are being trained to help push everyone here to the next "higher level" of scouting leadership. Including yourself.

Enough rambling, let's carry-on with the reflection.

During the Introduction Circle, you should be trying to do the following:

1. Watch / listen for confident attitude and good / strong "vocal projection".
2. Start *trying* to associate names with faces.
3. Prepare your own three minute presentation. (delete this line if necessary)

Familiarize yourself with the various games in the appendix. One SM's method of introducing their ASM to their "group" was for the SM to intro the event (game), then turn the event over to the ASM for the detailed explanation, rules, and conducting of the game.

During the initiative games, you should be trying to do the following:

1. Watch for emerging "leaders" (guides, instructors).
2. Associate names with faces.

It would appear that the primary goals of this weekend are to:

1. Get the staff working together as a unit.
2. Practice the Event / Reflection process.

In closing,

By the end of the second staff development session (first weekend) you should start feeling less like an observer, especially as some of the events will more than likely have been turned over to you. Gradually working you into the group is important as more than likely sometime during the next few months your SM may not be present and you will have to carry out their assigned responsibilities. Having the group accustomed to you and having you accustomed to the group will definitely be beneficial.

To be continued . . .