

Plan it...Fund it...Do it !!!

These are the 3 components for achieving – for your Scouts – an IDEAL YEAR in Scouting.

PLANNING FOR A SUCCESSFUL UNIT PROGRAM

Successful unit program begins with planning, whether for a Cub Scout Pack, Boy Scout Troop, Venture Crew or Explorer Post, advance planning is a must to insure sparkling meetings, exciting outdoor programs and inspiring ceremonies. Planning your unit's activities can be an exciting and motivating experience for you and your leaders. The process is not difficult and by **following the steps listed below you can add new life to your unit's program** while avoiding last minute panic from forgotten or overlooked details.

Program planning should be done in two stages... long term and short term. Long term planning outlines the unit's program for the entire year. It is in written form and includes all Council and District activity dates. Long term planning should have the input of all the unit leaders in order for them to feel it is their plan for the unit and therefore their responsibility to support it. Short term planning is for the next 60 days. It is planning in detail with responsibility assigned and accepted for each detail. It is follow-up and double-checking. Short term planning is the guarantee of success of the long term plan.

Money Earning Activities require a Money Earning Application be completed and approved by your District Executive **PRIOR** to finalizing plans.

CUB SCOUT PACKS	BOY SCOUT TROOPS	VENTURE CREWS / EXPLORER POSTS
<ol style="list-style-type: none"> 1. Pack Program Planning Conference at least half a day in <u>late August or early September</u>. 2. Invite & <u>urge attendance</u> from the Pack Committee Chairman, Den & Pack Ldrs., Den Chiefs, interested parents & your Unit Commissioner. 3. On your Pack Planning Chart, <u>list the Council & District activity</u> dates you'll be participating in: FamilyCampouts, Scout Show, Scouting for Food, Round-tables, Popcorn sales, Webelos Woods, Day Camp, etc. 4. List dates of <u>special training sessions</u> for leaders, such as Basic Leader Training, Pow Wows, Webelos Leader Outdoor Training, etc. 5. List the <u>selected themes</u> and activity badges your pack will use from the "Program Helps" book. 6. Review the section on Program planning in the <u>Cub Scout Leader Handbook</u> for more information. 	<ol style="list-style-type: none"> 1. Troop Program Planning Conference – at least half a day in <u>late August or early September</u>. 2. Invite & <u>urge attendance</u> from your Asst. Scoutmaster, Junior Asst. Scoutmasters and the patrol leaders council. 3. Your planning worksheet should <u>list the dates of Council & District activities</u> you'll be participating in: Scout Show, Summer Camp, Camporees, Popcorn Sales, and Scouting for Food. 4. List dates of <u>special training</u> for leaders such as Scout mastership Fundamentals, Wood badge, Junior Ldr. Training, etc. 5. List dates of <u>special events</u> for your troop Boards of Review, Patrol Leaders Council Mtgs., special dates of your Charging Organization, etc. 6. Select & list <u>program theme for each month</u>. Be sure your Troop has a special outdoor event planned for each month. 7. For more information, consult your <u>Scoutmasters Handbook</u> on program planning. 	<ol style="list-style-type: none"> 1. Unit Program Planning Conference – at least half a day in <u>late August or early September</u>. 2. Invite & <u>urge attendance</u> from your Crew/Post Officers & Crew/Post Committee and consultants. 3. On your <u>planning calendar</u>, <u>list dates of the Council & District activities</u> you'll be participating in: Scout Show, Popcorn Sales, Scouting for Food, Program and Training Conference. 4. List dates of <u>special training</u> opportunities for your Crew/Post officers & leaders and Venture Advisor Meetings. 5. List date of your <u>Crew/Post's super activity</u>. 6. List <u>dates of meetings, activities</u>, Crew/Post officers meetings, Crew/Post election, etc. 7. For more information, consult your <u>Explorer Leader Handbook</u>, "Program planning" section. 8. Venture Crews must plan advancement opportunities and outdoor activities.