



Mob Start

Part 3:

**NEW MOB
RESOURCES**



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PART ONE: AFTER LAUNCH DAY

What can we expect?

New Joey Scouts Factsheet

Your Group wants to establish a new Joey Mob? Great!

Joeys are enthusiastic, curious and lively. They are exploring their world and you have a brilliant opportunity to help them learn a lot outside their normal environments of school and home.

They also make a great addition to a Scout Group. We also know, Joey Scouts are more likely to follow the Scouting pathway through Cubs, Scouts, Venturers and on to Rovers!

But getting started can be a bit daunting and confusing, so Scouts Victoria has spoken to a number of experienced Joey Leaders to get their top tips in establishing a new Mob.

1. You will need to repeat yourself – a lot!

Joeys are so excited about life and as such will need you to repeat instructions so they know what they are to do. Sometimes they might not be listening but often they will just need to hear things a few times to know what they are meant to do. It may also help to give the instructions a couple of different ways like verbally giving instruction while performing an example (visually) of what you want them to do.

2. It will take time.

Starting a new Mob will take time and that can be frustrating. Don't be afraid of starting small and building slowly. Soon your Joeys will be bringing friends from school to join in the fun and a Bring a Friend night sure does help!

3. Always start with an active game.

Starting the program with an active game is a great idea. Not only does it burn off some of that excited energy, but can help with concentration and socialisation.

Active games will play a large part in the program of a new Mob for a long time. That's ok! Once the new Joeys get familiar with you and each other, you will be able to start implementing more Scout method and program.

4. Make sure you change activities regularly and have back up activities.

Sometimes, no matter how good an activity is, it just doesn't land. Change it up. Have back up activities. That way, when something doesn't work, or when attention spans aren't cooperating, you have a few tricks up your sleeve!

5. Try not to have too much craft for craft's sake.

Opportunities to be creative are wonderful and important for Joeys but craft isn't for everyone. If the program lends itself particularly well to it – go for it! But don't be including craft just to fill the time. There are so many other things that contribute to a great Joey program like, games, stories, skill building, songs, exploring and more!

6. Activities may take longer than you anticipate.

So, you've got your program set, lots of activities to keep the Joeys engaged and having fun. Great! But Joey Leaders can occasionally find themselves dropping activities from the program because an activity is either going really well or is taking longer than expected. That's ok. As long as it is holding the interest of the Joeys and it is still useful to the program.

Most of all...

Be Flexible but be prepared!

The best thing to help you and your new Joeys is to be flexible and be prepared. Go with the flow but also be ready to stop an activity.

Relax, enjoy and have fun!



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PART TWO: EQUIPMENT

Here is a list of suggested equipment:

Your Group may already have some of these. Please note these are suggested items only

Plastic crates to store equipment.	Paint brushes – thick and thin
Plastic cones/witches hats for games	Glue sticks
Hula hoops at least 4	Sellotape (sticky tape).
At least 4 tennis sized balls.	Masking tape
At least 4 large balls – suggest different colours	Rubber bands
Skipping ropes -- large and individual	String.
Skittles (could be plastic bottles)	Felt tip pens
Beanbags (made up by parents).or small soft balls	Coloured pencils /textas/pencils
4 dice	Scissors, for children suggest the 'Rile-O' brand – enough for Joey Scouts – large for adults
Length of ropes – differing lengths	Pegs.
Balloons.	Chalk – coloured.
First Aid kit for Mob times and outings – you might have access to a Group kit.	Blindfolds – parents could make
Magnifying glass – several.	Paint – suggest acrylic, more expensive but easier to use. Please buy a lead free type
Sit-upons/carpet – your Group may already have some	Paper /Card
Ice-cream containers, buckets	Straws/googly eyes/pipe cleaners
Small tarps or plastic tablecloths to cover tables when necessary	

PART THREE: Are you trained in another Section and are helping out with a new mob?

If so, here are a few guidelines for working with a 5, 6, 7 year old that may highlight the difference in your programming;

	A Joey Scout 5-7 year old
Responsibility Safety Behaviour	<p>Uses appropriate behaviour but not highly developed in responsibilities</p> <p>Understands importance of safety</p> <p>Attempts to do ones best</p> <p>Is beginning to understand own feelings</p> <p>Is kind and caring, may not understand true respect as yet</p> <p>Self-confident</p> <p>Boasts, shows off, threatens but also shows friendliness and generosity</p> <p>Shows desire to excel and can be persistent and purposeful in learning new skill</p> <p>May be moody and dissatisfied at times but gradually becomes more self-reliant and steadier in all emotional expression.</p>
Games and team work	<p>Participate in new and exciting activities</p> <p>Identifies interest in activities</p> <p>Demonstrates fair play</p> <p>Team work still developing</p> <p>Lacks control of his own energy and will become tired and irritable</p> <p>Active and energetic</p> <p>Can run, skip, climb, dance, jump, swing, throw a ball and catch fairly well - but not perfect, build with big boxes, planks, barrels</p> <p>Dances with pleasure</p> <p>Asks many questions</p> <p>Often content to play alone for long periods, mastering a skill, but also plays with other children, especially in building and imaginative play.</p> <p>Prefers games of rivalry to team games</p> <p>Group games often need adults to arbitrate</p> <p>Just beginning reading and writing Only beginning maths addition and subtraction</p>
Suggestions for programming	<p>Leaders assist discussion with JS through questioning for program ideas</p> <p>Leaders lead the program with JS helping to run games or small activities</p> <p>Always start with 2-3 FAST , ACTIVE games at start of program, no long-winded discussions regarding night</p> <p>As soon as 1 JS becomes restless , move to next game</p> <p>Will participate in an activity e.g. craft, but will always need to have a game or activity for the early finishers</p> <p>Unlikely to sit still for any length of time greater than 2-3 minutes</p> <p>Remember reading and writing skills can be non-existent or just beginning</p> <p>Imagination is fantastic</p>



PART FOUR: MOB NIGHT PROGRAMS

Running your Mob meetings utilising leaders from within your Group or leaders from within your District immediately following Launch Day maximises the interest of the parents and the enthusiasm of the new Joey Scout.

Whilst the Group is sourcing Joey Scout Leaders or if your Joey Scout Leaders are completing their training, we have provided two terms of Joey Scout programs especially designed for ease of delivery by other scouts leaders.

The programmes have been selected to provide an engaging and stimulating environment, are full of activity and inter-action, and most importantly, are easy to run. The programmes also ensure that within the first 3 to 4 weeks your new Joey Scouts can be invested into your Group.

We have ensured that the programmes can be run using equipment within the recommended equipment list for a Joey Scout Mob and more than likely already used by the Cub Scout Pack.

See itemised weekly programs but the term is summarised here:

1st Term of Joey Scout Mob WEEK:	Overall focus: To have fun and ensure the Joey Scout returns and is invested in week 4.	There will be 2 outings this term – so be prepared to have notices ready to hand out on week two and week eight Equipment needed
1.	Welcome	Balls, hoops, buckets, long piece of rope, cones/witches hats
2.	What's in a Mob?	Ping pong balls or lots of small balls , 2 or 3 pairs kitchen tongs dependant on number of teams Give out permission slip and notice for outing next week
3.	Local Scavenger Hunt	Printout for each JS and pencil for each JS
4.	Boot Camp and Investiture	Skipping ropes, balls, hula hoops, music, Badges, scarves and woggles for investiture
5.	Flying	Piece of newspaper, ice-cream container, blu-tac, cones or chairs, scissors, paper, coloured pencils or textas, paper clips
6.	Minute to win it	Large soft ball, tennis balls or small ball (1 between pair of JS), masking tape ping pong ball (1 between pair of JS) Egg carton or plastic cups x 4
7.	Life on the Sea	Newspaper or carpet square (1 per JS), paper, scissors, paper, coloured pencils or textas, icy-pole sticks, large plastic tub
8.	Fun in the community	Long piece of rope, butcher paper or whiteboard, pens , template for activity, sticky tape scissors, coloured pencils or textas, balls (2) Give out permission slip and notice for outing next week
9.	Did you know you had a zoo	Small notebook and pencil per JS

2nd Term of Joey Scout Mob WEEK:	Overall focus: To have fun and earn Adventure badge	Order Adventure badges: the Adventure challenge will be in week seven so start thinking about where you could go for low to no cost There will be 2 outings this term – so be prepared to have notices ready to hand out on week four and week six Equipment needed
1.	Welcome Back	long piece of rope, cones/witches hats, 2 hessian sacks, crepe paper tails
2.	Wombats, crocodiles and kangaroos	Music, tennis balls(1 per team), balloons, plastic spoons, ping pong balls (1 per team) , paper or newspaper

3.	Pegs	Pegs, straws, glue, craft materials, rope Give out permission slip and notice for outing next week
4.	Outing	Couple of tarps or blankets
5.	Promise and law	Lots of small balls, chairs , 2 sets of promise words, 2 sets of promise poster
6.	Wet and wild	Plastic cups, measuring cups, small container (Such as film container) sponges for each team, water pistols for each team, ping pong ball for each team, buckets (2 per team) rope Give out permission slip and notice for outing next week
7.	The Great Adventure	Need to add what equipment you will need
8.	Insects	Dice, paper, textas, bean bags (3) wool, cardboard flowers (2) balloons lolly snakes
9.	Mess up	Lots of small balls, plastic tablecloths, shaving cream balls of wool , mixing bowl, small bowls, measuring cups, food dye, corn-starch, zip lock bags, icy-pole sticks , paints, paper, smocks



PART FIVE: MC4 AND CAMPING PROCEDURES

Some recent initiatives in the Joey Scout Section are:

Joey Scouts MC4 (Mob Council Four)



Effective Mob Councils

Mob councils provide an opportunity for greater youth involvement in the program. Based on troop and Pack councils Joey Scouts will run Mob Councils. Joey Scouts can often find it hard to think of ideas on the spot, so it is suggested, that the week before the intended Mob Council, you ask the Joey Scouts to have a think

at home about what they would like to do at Joey Scouts. It might help them remember if they write it down and bring it in the next week.

What is a Mob Council?

A Mob Council is an informal meeting of all members of the mob, it should only last 10 minutes or so. It is a discussion on what they have done at Joey Scouts the past term (REVIEW).

It is about what they want to do at Joey Scouts (PLAN).

It is about empowering Joey Scouts by enabling them to have a say and take charge of a game or activity that they want to do (DO).

Requirements:

- Hold at least one a term.
- Write down all ideas with Joey Scouts name next to it.
- Use as many ideas and can activities as you for the next terms program anything not used carries over. For example kayaking is better done in warmer weather so if given as an idea in June best left till November-December.
- Make sure all Joey Scouts opinions and ideas are heard and supported.
- The Joey Scout whose idea it is for a game, activity or theme for that night should be displayed on the nightly program and term program.
- The term program should be displayed in the hall, with Joey Scout Names attributed to each program, so Joey Scouts can see that you have used their ideas.
- Mob Council Ideas and names should also become part of the long term programming.
- Make sure it's fun

Notes for Leaders

- PLAN to hold a Mob Council – when, where, what to bring, notify parents.
- DO – run the Mob Council.
- REVIEW the Mob Council – did it happen, were Joey Scouts engaged.
- PLAN how to make the next one better – timing, note taking.
- DO – again.

This Document can be found on the Scouts Victoria web page

Example of a Mob Council

We started with a discussion on the activities of the previous term. The Joey Scouts were very vocal about what they liked about the activities and how they could make it better. We put these on the white board as review.

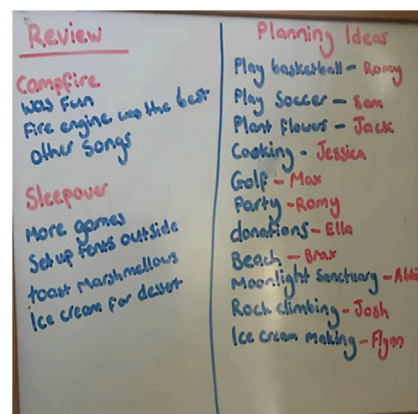
We then moved on to what they want to do next year at Joey Scouts, this brought a flurry of discussion and all wanting to do the same things and getting very excited about some of the activities. Ice cream became a common theme and was added to every event in the discussion so it then became a night of its own. A night we will

make our own ice cream then add items 'Cold Rock' style Each Joey Scout came with ideas of what they wanted to do; this however changed and evolved into greater ideas through the discussion. We jotted down the themes of the nights on a white board with the Joey Scouts name next to it for easy reference. I also wrote down in a note book in more detail, the awesome ideas and where and what they wanted to do. For instance soccer that Sam wanted to play was discussed by the group and evolved into an indoor sports night where they could play lots of different sports. The party that Romy wants, we will program that as our 22nd birthday of our Mob opening. I will take all the ideas given to us and put them into my long term program. When writing our long term program this year I will leave blank spaces each term to add new ideas that the Joey Scouts give me at future Mob Councils. If I get more new ideas for nights at a Mob Council, than nights available, I can always swap or remove something else, or add it to the term after. Our long term program is a guide for the year ahead it should not be set in stone. We should allow our programs to be guided by what the Mob wants to do.

1st TERM PROGRAM

Example:

DATE	EVENT/Joey scouts idea		LOCATION	MOB Roster
5/2/18	Beach night	Brax	Beach	Abbie/ Brax
12/2/18	Balls, Balls, Balls	Mini Golf- Max Soccer games - Sam	Hall	Max/Sam



Want to go camping?

Step 1: Read the following policy.

Step 2: You cannot be the Leader in charge until you have assisted and been involved in planning a camp before, so have a Cub or Scout Leader assist you as the LIC for the first time, or combine with Scouts for the first camp!

Step 3: PLAN - like a sleepover program and go for it!

Scouts Victoria Guidelines

Mob holidays, camping under canvas, sleepovers, exchange and inter-state visits

To be read with AP and R, P2.1 and P2.2 - Duty of Care, authorised person in charge, R12.8 Provisions for male and female Members. In keeping with general rules relating to overnight camps and hikes in the Scout Association, Joey Scouts may participate in camps under canvas and/or Mob Holidays using dormitory accommodation.

1) Authority

The Group Leader (or the nominated Leader in Charge of the Group) has the authority to approve overnight activities for the Joey Scout Section subject to the following requirements –

- Be satisfied that the Joey Scout Leader In Charge of the specified above activity has the required Scouting qualifications –refer 3) below.
- The Joey Scout Leader in Charge of the activity will submit all documentation e.g. program, catering arrangements, staffing, and Scout Safe risk assessment to the Group Leader four weeks in advance of the activity and updated when changes occur.
- For interstate travel the Group Leader will ensure that the appropriate Interstate Travel Approval form is completed and passed to Membership Support at Victorian Scout Centre for local approval and forwarding to the host state.
- In the event that a Group Leader is unsure about Mob Holidays, Camps or other activity then assistance may be gained from the District Leader Joey Scouts or Joey Scout Commissioner for the Region.
- District Joey Scout Leaders have the responsibility of ensuring that Joey Scout Leaders are provided with the support and adequate resources required for the running of Mob Holidays and Camps effectively.



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2) Youth members attending –

- Must be registered members of the Scout Association.
- New Joey Scouts attending a Mob Holiday to be invested as a Joey Scout must be registered prior to attending the Mob Holiday.

3) The Leader in Charge of the Mob Holiday, Camp, Sleepover, Exchange or Interstate visit shall hold the following qualifications –

- Be the holder of a current Certificate of Adult Leadership in the Joey Scout Section.
- Have assisted on and been involved in the planning of at least one other Mob Holiday, Camp or Sleepover as appropriate for the planned activity.
- When a Joey Scout Leader has not been had the opportunity to assist on a Mob Holiday or camping under canvas, the Leader in Charge must be a Cub Scout Leader or Scout Leader (Woodbadge/Advanced Leadership Certificate).

4) The team shall consist of the following –

- At least two Leaders who have held a Certificate of Adult Leadership in the Joey Scout Section who must be present at all times (one of these may be the LIC).
- There must be at least one adult for every five Joey Scouts present.
- A designated First Aider with current Level 2 First Aid certificate. The First Aider shall have no duties that would prevent them from being with the Joey Scouts at every activity.
- Any adult other than registered Leaders who is staying overnight must be registered with the Association as an Adult Helper or Group Rostered Parent and hold a current Working With Children Check Card before attending the Mob Holiday.

5) The Mob Holiday or Camp or Sleepover will be equipped as follows –

- Sufficient sleeping bags or blankets shall be provided to enable each Joey Scout to make a separate bed.
- Separate accommodation, tents, or suitably partitioned dormitories are required for boys, girls, male and female adult Leaders.
- Adequate toilets and showers shall be available adjacent or close to sleeping accommodation. The only exception is where the camp is situated in a national park where the authority responsible for ongoing management of the park manages disposal of human and washing wastes. It is expected that 'Minimal Impact' and good camping principles will be observed.

6) Restrictions and prohibitions relating to lighting of fires, especially out of doors, to be strictly observed.

7) A **Sleepover** is to be of one night's duration sleeping inside your own hall and should not exceed 24 hours of total activity time. If the sleep-over is to be in another location, then Mob Holiday rules will apply.

8) Exchange Visits

- A copy of the all arrangements including transport and staffing for an exchange visit is to be sent to the District
- Commissioner and Group Leader of each District/Group involved.

9) Interstate/Overseas Travel

Mobs proposing to travel outside Victoria shall make prior application for approval (you can find 'Interstate Travel' Approval form on the Scouts Victoria website). The State Commissioner Joey Scouts approves the application and all arrangements including travel and staffing are to be included. Overseas travel needs to be discussed with State Commissioner – International as well as State Commissioner – Joey Scouts.

District and region activities and group camps

Joey Scouts may participate in District and Region Mob Holidays and Camps under Canvas in accordance with the same rules as for Joey Scout Mobs. The District or Region Commissioner shall give approval for these activities. In the case of a Group Camp, the Group Leader must ensure that the Mob Holiday Rules are enforced for any Joey Scouts attending. This is to ensure measures protecting the health, safety and wellbeing of the Joey Scouts are observed.

LEADERBUILD

As soon as your New Mob's program has started you should be planning to run a Leaderbuild session with the Mob's new families and the families of the Group. Within the Plan to Launch Manual we mentioned hope the whole Group was expected to contribute to the establishment of the new Mob and that extends to potentially volunteering to become a Joey Scout Leader.

Don't forget to also invite past youth members and indeed any individual who you consider might be interest in becoming a leader.

LEADERBUILD

More adults sharing Scouting



Mob Start



 Joey Scouts	JOEY SCOUT MOB WEEKLY PLANNER	DATE: SCHOOL TERM:	THEME/TOPIC PARTICIPATION SCHEME FOCUS:
TIME	ACTIVITY	LEADER	EQUIPMENT
5	Opening		
	Closing:		
Areas of Personal Growth & The Scout Method used for each activity	THE SCOUT METHOD		
     	       		
     	       		
     	       		
     	       		
     	       		
     	       		
     	       		
     	       		
     	       		
     	       		

Example of welcome to group letter

Welcome to the group letter

Dear [normally insert name here],

Welcome to the [Your] Scout Group and more specifically the Joey Scout Mob. Thank you for the interest [insert Joey Scout name] has shown in becoming a Joey Scout with our Mob and we hope we can show them a fantastic time over coming weeks and years. This email/letter is intended to demystify some of the things you may see or hear or may need to do over coming weeks. If you have any questions about the content of this email/letter or anything you don't quite understand, please feel free to ask one of our Leaders. They are friendly and won't bite.

(At this point in time our Mob is unique as the key role of the Joey Scout Leader is currently shared among our leadership team. If you have questions, please feel free to approach any one of the Leaders.)

You may want to hang on to this email as some of the things covered here will not happen for several weeks, so you may wish to revisit this email from time to time.

The Next Few Weeks

What happens in the first few weeks? (2 weeks approx)

The initial couple of weeks are considered come and try nights. This is an opportunity for your child to have a look and see if Joey Scouts is something they would like to be a part of. One of our Leaders will have discussions with your child to explain Joey Scouts and prepare them for becoming a Joey Scout.

In the first week or so, we will ask you to provide some details to allow us to communicate with you effectively.

Joining (Your) Scout Group

Once your child has attended over 3 nights and you are happy to continue, we will ask you to complete the formal registration with Scouts Australia by paying their registration fees. We will ask you to fill out a form to enable payment by credit card to be made. If you prefer other payment methods, please contact the Group Leader at info@yourgroupscouts.org.au.

As soon as you register with Scouts Australia, we would also recommend you place an order for your Joey Scout's shirt as they can sometimes take a while to arrive. The shirt can be purchased from the online Scout Shop at <https://scoutshop.com.au/>.

Investiture

Your child becomes a Joey Scout via the Investiture ceremony. During the ceremony the Joey Scout commits to the Scout Promise. The Joey Scout then receives a (your Group) Scarf, badges to add to their shirt that identify them as a Joey Scout within the World-wide movement of Scouting, the (your) Region and (your) District badges.

Later On

What is Joey Scouts About?

Being a Joey Scout means you are part of the world-wide Scouting movement and between the ages of 5 and 8 years. Joey Scouts is all about, fun, the outdoors, friends, adventure and doing your best. There are some very specific outcomes that Scouting and Joey Scouts try to provide to every Joey Scout, from personal growth through adventure, caring for ourselves and others, the opportunity to do your best and become a contributor to the world around you. For further information regarding the aims and ambitions of scouting, feel free to visit the Scouts Australia website <http://www.scouts.com.au/join-the-adventure/parents>.

The Program!

You will hear this term a lot in Joey Scouts. We believe the quality of a Joey Scout's experience is predominantly driven by the program provided. As Leaders it is our responsibility to provide an engaging program that aligns to the intent of Scouting. The program we develop are aimed at providing Joey Scouts with the opportunity to develop in the following Areas of Personal Growth:



Mob Start



- **Physical** – try new physical challenges that develop skills (low ropes (balance), climbing, canoeing, bushwalking (stamina), perform at a campfire, sing campfire songs), understand how their body functions, the importance of keeping fit and healthy and effectiveness by use their senses.
- **Intellectual** – Learn new things that are not normally taught in school, to have an enquiring mind, to explore and investigate, to process that information by analyzing the data and problem solving to develop a solution.
- **Emotional** – learn how to be away from your family, learn to win and lose, learn to negotiate with your six and other cubs. Self-discovery and awareness by recognizing one's emotions, expressing one's feelings, and developing responsibility and self-control.
- **Social** – meet lots of new people, learn how to work as a team, developing an appreciation of relationships and acquiring communication skills, learning how to cooperate and taking on responsibilities.
- **Spiritual** – Developing compassions to others, being sensitive to the world around us, playing an active role in our community and developing responsibility towards oneself.
- **Character** – take the opportunity to reflect on who you are, how you react to situations, are you doing YOUR best. Discovering your identity, setting objective for personal progression, establishing autonomy by being able to judge things for oneself and developing commitment. Being able to judge risks and act accordingly.

Most of all we make the program as fun as it can be by utilizing their vivid imagination, sense of adventure and ultimately the Joey Scouts learn by doing through games and activities.

While the Leaders spend hours developing programs for the Joey Scouts and invest themselves heavily in the programs they provide, we love your feedback. If you have any idea's, suggestions, comments or if you would like to run or support an activity, please let us know.

Events, Camps, Hikes & Activities

Each year there are several activities we try and fit into the program to give all Joey Scouts the opportunity for adventure in a safe environment.

These include:

- Mob Holidays (weekend camp with the (your Group))
- District Camps (weekend camp with other Mobs in our District)
- Day Hikes
- Sleepovers (generally 1 night in the hall)
- Anzac Day Dawn Service
- Kangaree
- We publish details of each event on the (your Group) where and alert parents to event details via email.

CareMonkey

The Scouts Victoria uses CareMonkey to track and communicate cub scouts medical, health, dietary and other needs information. You will be asked to complete a CareMonkey profile for your Joey Scout when they join the Mob. For each event you will be asked to approve your Joey Scouts attendance at the event and if necessary, update any information regarding their current situation.

Participation Scheme

The Joey Scout Section does not use an Award Scheme. Instead they use a participation scheme, the purpose of which is to include plenty of learning in the program. The participation scheme has an accent on cooperative, participatory learning.

There are five badges that can be earned within this scheme:

- Caring and Sharing Activity
- Buddy Scheme
- Environment Challenge
- Adventure Challenge
- Promise Challenge



The ultimate badge and the highest award in the Joey Scout section is the Promise Challenge Award. The Promise Challenge Award brings together all the elements of our program, award scheme and not every Joey Scout is expected or will strive to earn their Promise Challenge Award.

Parent Involvement

We pride ourselves in being a very family-oriented Group and strongly encourage parent involvement in the (your Group) Scout Group and the Joey Scout Mob. The group can only prosper through parent involvement. There are many ways you can get involved including but not limited to:

- Mob Roster
 - » Help on any given night to help run the night and or any specific activities
- Support Camps and activities
 - » Provide transport
 - » Help with equipment (packing up equipment following a camp)
 - » Help cook on camps and activities
 - » Just join in the fun (especially day hikes)
- Group Committee
 - » Parents who help run the functions of the Group including events and fundraising, treasury, hall hire and maintenance, assist in finding Leaders, etc.
- Leaders
 - » Most Leaders are parents just like you who have taken the step to do some additional training and commit a small amount of their time to running the program. Anyone can become a Leader, and a well-functioning Group depends on a constant refresh of Leaders in all sections. The more Leaders we have, the less work falls on any one person, the more fun it is and the more likely other will become Leaders too. If you are interested, please speak with the Group Leader (his/her name) or Committee Chair (his/her name)

We hope this letter has been informative. If you have any questions or can suggest ways in which this letter can be improved, please let us know.

Yours in Scouting (YIS)