

BSA TROOP 52 1st UNITED METHODIST CHURCH, LAWRENCE, KANSAS APPOINTED YOUTH LEADERSHIP DESCRIPTIONS

JUNIOR ASSISTANT SCOUTMASTER (JASM)

GENERAL INFORMATION

Type: Appointed by the Scoutmaster

Term: 1 year, subject to the discretion of the Scoutmaster.

Reports to: Scoutmaster

Description: The Junior Assistant Scoutmaster serves in the capacity of an Assistant Scoutmaster

except where legal age and maturity are required. He should be at least 14 years old and not yet 18. He's appointed by the Scoutmaster because of his leadership ability.

Comments: In many cases the JASM has the same responsibilities as an Assistant Scoutmaster.

QUALIFICATIONS AS STATED IN TROOP BY-LAWS

Age: At least 16 years old, subject to the discretion of the Scoutmaster.

Rank: Eagle Scout

Experience: None

Attendance: In good standing with the troop with 50% over the previous 6 months

PERFORMANCE REQUIREMENTS

Training: You must attend the troop Junior Leader Training.

Attendance: You are expected to attend 75% of all troop meetings, Patrol Leaders' Council

meetings, outings, and service projects. If your attendance is low, or if you have three

(3) unexcused absences in a row, you can be removed from office.

Effort: You are expected to given this job your best effort.

GENERAL LEADERSHIP RESPONSIBILITIES

Uniform: Set the example by wearing your uniform correctly. This means that you will wear all of

the parts of the troop uniform, shirttail tucked in, with all required badges in their correct

locations.

Behavior: Set the example by living the Scout Oath and Law in your everyday life. Show Scout

Spirit in everything you say and do.

Attendance: Set the example by being an active Scout. Be on time for meetings and activities. You

must call the Senior Patrol Leader or Scoutmaster if you are not going to be at a meeting or if you suddenly have to miss an outing. You also need to make sure that

someone will assume your responsibilities.

SPECIFIC LEADERSHIP RESPONSIBILITIES

Functions as an Assistant Scoutmaster

Performs duties as assigned by the Scoutmaster