

## OA CHAPTER ADVISER DUTIES

1. **Every Chapter meeting is to be program based** - Planning is what you do with officers over a month.
2. **Every Boy must feel needed** - He feels needed when he is involved in a meaningful part of the program carrying out a significant responsibility.
3. **Every Adviser must be a recruiter** - On a district or council level position that is a material part of the job. If you can't recruit you need to do something else. It is not done sometime, but always.
4. **Every Adviser is the manager of a team** - If you are flying solo or if you need to be in on all of the decisions you are in the wrong business. How good you are depends on the team you can build.
5. **An Adviser's focus** must be on the success of the youth he advises - not his own comfort or scouting agenda.
6. **The 4 Adviser imperatives** :
  1. Every Unit gets a chance for an election every year.
  2. Every Ordeal member is encouraged to become Brotherhood
  3. Every Arrowman is involved in meaningful service
  4. Every Program is well planned and exciting, and youth directed
7. **Every Adviser promotes** the program to other scouting committees and does it continually.
8. **Every Adviser keeps his commitments to youth** - especially in helping them plan their programs. Quality youth develop from quality role models - be one.
9. **Spotlights are for youth** - Advisers live behind the scenes and rarely get into the limelight.
10. **Every Adviser Keeps the faith** - The key to unlocking the dreams of every Arrowman is based on your commitment to him. Don't betray the trust he has given you.

## HALLIDAYS LAWS FOR ADULT ADVISERS

<b>THOU SHALT SUPPORT THY CHIEF</b>	Of course it is difficult to be a chief. You are to help him be successful. His success is more important than you own - see to it.
<b>THOU SHALT BE CONSISTENT</b>	Whatever you agree to do for the chapter - do it and do it now! Ruin their expectations, and you can expect to fail. This is the major unacceptable
<b>THOU SHALT HONOR MURPHYS LAW</b>	Since all things that can go wrong, will, you must have a backup plan for every event or activity.
<b>THOU SHALT HONOR THE WRITTEN WORD</b>	A poorly written plan is better than an exquisite plan that relies on memory. Always write it down
<b>THOU SHALT REMEMBER, TIME FLIES LIKE THE WIND, FRUIT FLIES LIKE BANANAS</b>	Don't deal with fruit flies when you should be dealing with time. Make priorities and stick to them.
<b>THOU SHALT SUPPORT THY LODGE</b>	A chapter is the activity arm of the lodge. It is not an independent organization. You are to see that the lodge program succeeds.
<b>THOU SHALT LOOK TO THE FUTURE</b>	We are interested in what a boy can become, not so much in what he is. Let him see his potential through your eyes
<b>THOU SHALT NOT BE A BUDDY</b>	Remember youth want and need leaders - not a 40+ year old buddy. If you need buddies - join a bowling team. If you are an adult leader, be one
<b>THOU SHALT REMEMBER BADEN-POWELL</b>	His philosophy of "Train them, trust them, let them lead" still applies and is most successful if followed
<b>THOU SHALT HAVE FUN</b>	If you are not having fun, something is seriously wrong. If the youth are not having fun you are failing