

Back to Gilwell!

Scouters who attended Wood Badge before 2000 may attend Wood Badge again. Are there some good reasons for a Scouter who took "legacy" Wood Badge to take the new Wood Badge? From my personal experience, the answer is yes!

Many years ago, I was an Assistant Scoutmaster in Howard County. I completed my position training and signed up for Wood Badge, knowing only that it was the next step in my development as a Scout leader. It was great stuff! I was able to use Wood Badge as a Scout leader and the leadership skills were valuable to me in every aspect of my life.

Last year, I took advantage of the opportunity to take the newest version of Wood Badge. This was a second chance to experience scouting from a scout's perspective. To be in a patrol again! To work together as a team! It was fun! I formed new bonds with my patrol members, other participants and staffers. I found another group of scouters that I can call on at a moment's notice for help or advice.

For me, personally, it was much more than the fun. It was time for me to upgrade and retrain. It may also be time for some of you experienced scouters to upgrade and retrain. It's been over 14 years since the legacy Wood Badge was offered. There have been many changes in the world and in Scouting in the past 14 plus years. These changes are a good reason to take Wood Badge again.

I really liked the new Wood Badge course. The previous version of Wood Badge was good. This version is different, more suited to current Scouter needs.

For me, the best reason for any scouter to take Wood Badge a second time can be summarized in the phrase that our Scoutmaster and Course Director, Pat Ercolano, used more than once during the course--sharpening your axe. Leadership requires constant practice and sometimes rededication.

As an experienced leader, you should consider attending Wood Badge this year. You will have a great time, refresh and upgrade your leadership skills and set a wonderful example for new leaders.

Yours in Scouting,

Paul Madden