

How can your Colony have a successful White Tails' Council? (Colony Leadership Team)

Like any other Section, the leadership of a Beaver Colony rests with the Beaver Scouts themselves. Naturally, the responsibilities of the Beaver Scouts won't be as significant as they are in older Sections, but this doesn't mean that Beavers don't have a say in the Colony's Adventures.

The White Tails' Council is made up of the White Tail (third year) Beavers. White Tails are the leaders of the Colony's Lodges (the small teams that make up a Colony), but they also get together without the younger Beaver Scouts. In these meetings, they plan Adventures for the whole Colony.

How can your Colony have a successful White Tails' Council?



This White Tails' Council provides input, makes decisions and offers feedback to Scouters on the Beaver Scout program. It also serves to develop leadership skills among the White Tails as they prepare to move up to Cub Scouts.

The White Tails' Council:

- is made up of all the White Tail Beaver Scouts. In Colonies with few White Tails, Blue Tails may be included in this team.
- may choose a name they wish to call themselves.
- may be supported by a youth Scouter from an older Section who helps the Beaver Scouts brainstorm ideas and encourages participation, especially of Beavers who may be more reluctant to offer ideas or take leadership roles.
- makes decisions by consensus. This means that when the final decision is reached, every Beaver can live with the decision.
- holds meetings that are typically no more than 10 minutes long.
- holds meetings regularly as part of the Plan-Do-Review process.
- is building toward greater leadership opportunities in Cub Scouts and beyond.

Here are some ideas of what the White Tails' Council does:

- Helps with decisions on which Adventures will be taken to the whole Colony for a vote
- Brainstorms themes for Adventures
- Plans linking activities a year with other Sections

A designated Scouter works consistently with the Council. The role of this Scouter is to encourage youth input from all of the White Tails. (Note: the Two-Scouter Rule applies if the White Tails' Council meets in another room or out of sight of the whole Colony.)

The Scouter should also encourage the White Tails to be effective delegates for their Lodges. This means that White Tails collect ideas from their Lodges to share with the Council, and share the decisions of the Council with their Lodges. In this role, White Tails have an excellent opportunity to grow as strong leaders within the Colony.