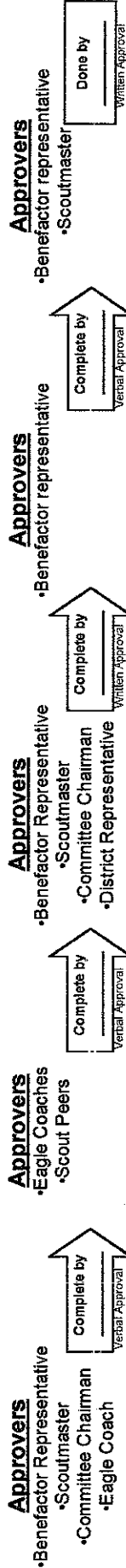


Eagle Scout Leadership Service Project Execution Process

Purpose: Demonstrate Leadership

Skills Required: Break down project into doable parts, Always have a plan, Know & Use your resources, Communicate clearly, Keep good records of all work, Be organized, Know where you are in the project at all times.



Objective
(Define the project)

Focus items

- Fill out title page
- Describe the Project in a paragraph.
- What group will benefit?
- How will they benefit?
- Who will be the benefiting organization's representative?
- How will this show my leadership?
- How will I fund the project?
- Discuss with District Representative.

Alternatives
(Identify and evaluate alternatives)

Focus items

- What are my funding alternatives?
- What will the project schedule be? How much time will it take?
- What materials, supplies and tools will be needed?
- How many helpers and workers will I need and how will they be organized?
- What special skills or adult supervision will be needed?
- Work site options and alternatives?

Plan
(Create the detailed and complete plan)

Focus items

- Detailed costs for all materials, supplies, tools and services.
- Detailed project description
- Plans, drawings, maps
- Publicity plan and examples
- Transportation plan
- Safety plan
- Detailed project schedule and manpower requirements.
- Document present condition with photos and description.

Execute
(Carry out the project)

Focus items

- Solicit Funds
- Publicize work days
- Recruit volunteers
- Purchase Materials and supplies.
- Borrow needed tools
- Arrange transportation
- Train volunteers
- "Safety meeting and information
- Direct and supervise work.
- Document work with photographs
- Return tools
- Log workers hours

Follow-up
(Review and document the project)

Focus items

- Document Changes
- Summarize final costs
- Tally up your time
- volunteers time and total time for the project
- Include during and after photographs
- Organize final project notebook.
- Fill out Eagle Rank application
- Thank you notes