Merger Update: What's Next?

Now that both councils have voted to merge, much will be happening to begin implementation of the new Scout Council.

Volunteer committees and council staffs will be gathering to:

- Nominate a joint slate of new council board members and officers to be approved at a board meeting in late April and take office May 1.
- Immediately start the Scout Executive Selection Process in early April, which will take a few months.
- Refine the details of how the new council will operate.
- Work with a team of staff members from the National BSA Office in Dallas to begin merging membership files, accounting records, personnel records, bank accounts and properties records

Meanwhile,

- Philmont Crews are making final preparations for their shake-down weekend and itinerary refinement and the Jamboree Troops will also be getting ready for their exciting summer.
- Next fall, a suitable satellite office will be secured to service the southern part of the new council.
- Councils will continue their current schedule of Boy Scout Resident Camps, Day Camp, STEM Camp and training courses.
- Cub Scout Packs, Scout Troops, Venture Crews and Exploring Posts and Clubs will prepare for fall recruitment drives across the 64 communities comprising the new council.
- Work will begin on developing a new council website soon, combining the best of both existing websites, providing more and more on-line opportunities for registration, advancement and enrollment in the best

program Scouting has to offer.

• Coordination will begin for all the comprehensive leader training programs for 2018.

May 1st will be the official first day of our new council, serving 62-towns from Plymouth to Stow. A name-the-council contest will determine our council's new name. Watch for details soon on the web site.

Please continue to monitor the web site for more information and opportunities as we enter this new and exciting chapter in local Scouting in eastern Massachusetts.

Bob Dorn

Council Administrator

www.mayflowerbsa.org