



\$couting

Models for dealing with
OPM (other peoples money)
when all you wanted to do
was have a nice trip.

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Contents of this talk

- ★ Not about fundraising
- ★ Not about long range programming
- ★ It is about approaches, tools and a couple of ideas to consider when you need to accumulate money to support your longer range program goals.



You are the Scouter responsible for taking a large number of youth on a significant event as part of your long range plan. Eg: Jamboree, International trip, Cuboree, extended camping trip.

Part of your plan is to have the youth do fund-raising to help pay for the trip. But as the trip is in the future you are concerned about how to track the progress, bank the money and be accurate and fair.

The Parents want to know how this will work and what you are going to do to safe-guard little Egbert's* nest egg for the event.

Scouts Canada BP+P

- Section 11000 of BP&P
- Principle: Funds should be earned
- Funds accrue to the benefit of the members and must be used for Scouting only
- Must be controlled by at least 2 people
- All account records must be kept, Audited by the next level up, and retained for future followers
- Accounts must be named:
 - Scouts Canada, <Group>, <Section>, <project>
- You must have a budget, have it reviewed and approved by next level up. *

optional

*CYA

Models to track funding

Model #1

- **Principle:** User Pay
- Scouters have a plan, budget, and program. Youth (and parents) sign-up & commit. Maybe make a cash deposit to seal the deal.
- **Pros:** Process none, you take care of Scouting details, Parents foot the bill. Youth may do individual personal fund-raising.
- **Cons:** loose the opportunity to teach the youth work ethic. mommy and daddy hand-out. Does not build any sense of team. Eliminates youth that can't afford to pay. Scouters have no control of the revenue required to do what it is you plan to do.
- Typically used for short term events eg weekend camps, Beaverees. Low cost and low risk should someone not show up. (big problem should several / many not show up.)

Model #2 The Common Pool

Principle: Communism

The fundraising will be done by all and accumulated in a special Bank Account. It will continue to grow until you need to spend it. It's applied to the budget and whatever isn't covered, the parents top-up prior to departure.

Pros: Process light, easy to communicate and understand. Works well with younger sections

Cons: So how good is your budget? what happens if Egbert goes up to Scouts / Venturers and wants to take his/her money with them? What is your policy should some one leave? What happens when some youth does 110% and others 5% of the fund-raising? With little accounting, there is little proof. What do parents think? ... "top-up"...hmmm sounds expensive, and I don't think it's fair when my boy Bert does all the work.

Model #3 The Time Tracking Model

Principle: Work - Reward

The fundraising will be done by all. Proceeds accumulated in a special Bank Account. It will grow until you need to spend it. It's applied to the budget and whatever isn't covered, the parents top-up when it's time to go. Individual youth fundraising HOURS are tracked. This record used to weight what each youth gets from the common account.

Pros: Fair, plays to sense of justice, more equitable

Cons: Need to map hours to budget. Will you have enough \$? Need to specify policies. Need to audit work hours. What do parents think? ... top-up...hmmm sounds expensive

Model #3 The Time Tracking Model

By Way of Example:

Various fund raising projects... Apple day, community odd-jobs, etc

Tommy worked 500 hours

Sue worked 700 hours

Billy worked 100 hours

They raised \$2000!*

Sue gets \$1400

Tommy gets \$1000

Billy gets \$200

*or, you have \$2000 in the bank and need an equitable way of distributing it

Model #4 The Cash Tracking Model

Principle: Work - Reward

Same as the time tracking model, but Individual youth fundraising DOLLARS are tracked. This record used to fund each youth from the common account.

Pros: Most accurate, very specific and detailed accounts. Can become very competitive. No grey zone. Eg. PopCorn Program

Cons: Paper-work. Need to audit every dollar. Scouter as banker. Loose the sense of team, every one out for themselves. Can become very competitive. Need to specify policies

Create a payment schedule

Budget says we need \$2750, = 5 participants @\$550 each

Youth / Event	Fund Raiser 1	Fund Raiser 2	Fund Raiser 3	Top-Up	Fund Raiser 4	Fund Raiser 5	Fund Raiser 6	final Payment
Egbert	100	60	50	40	100	70	60	70
Earnest	80	40	50	80	90	20	100	90
Briana	60	80	50	60	100	80	50	70
Kevin	100	20	50	80	100	20	50	130
Slick Sue	100	100	50	0	100	100	100	0

At the half way mark all = 250

At the end, top up to =550

Suggested Policy ideas

- If youth quits Scouting 'credits' stay with the section.
- If you swim up a> your credits stay with the section, or b> will follow you up
- Detailed tracking will be audited by Scouter A and Scouter B and sent to each parent every n weeks
- Progress meetings with parent every n weeks
- Publish budget before event and after event financial report (receipts available upon request)
- If cash tracking...full refund until we have to start spending. Then zero. (must withdraw by date x for refund.)
- Parent volunteers to track hours or dollars (independent treasurer)
- Signed agreements with parents so policies are understood
- Scouters pay their own way 100%, or Group pays for Scouters, or Scouters costs paid by youth ☹

< **Discussion:** What other policies do you think are needed >

These are only ideas, you will need policies for your specific purpose

Final Thoughts

- Planning for major events is a long term commitment. Get your team engaged
- Parental communication / collaboration is essential. (no such thing as too much)
- Make it **fun**, it's part of the adventure
- Help, and advice is always close at hand if you ask for it.
- Involve the youth in the planning... it's their event!



THANK YOU



The Scout Promise

On my honour
I promise that I will do my best
To do my duty to God and the Queen
To help other people at all times,
And to carry out the spirit of the Scout Law.

The Scout Law

A Scout is helpful and trustworthy, kind and cheerful, considerate and clean and wise in the use of all resources.



The Scout Motto

Be Prepared

– For what you ask? B.-P. answered, “for any old thing”