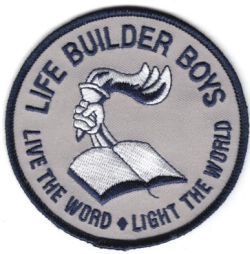


Achievements and Awards



Guiding boys from Calvary to Christian service

Building Through Achievements and Awards



The first award that every boy earns as he begins his journey with you is the **Life Builder Boys patch**. This is proudly worn on his left sleeve, two inches below the shoulder seam. It is a reminder that he is committed to build himself, and to help build others, in the Lord. A boy can do this if he will “Live the Word” and “Light the World”, represented on the patch by the Bible and the torch-in-hand.

To earn this patch he must attend at least two weekly meetings in which he demonstrates his willingness to follow instructions and the rules of your Site, that he respects the leadership, and completes the **Welcome To Your New Adventure** handbook (usually done with a crew chief’s help.) It is in here that he learns our **motto** and **verse** (see below) which he must be able to recite by himself.

Our Motto:

We are Life Builder Boys - We Live the Word and Light the World

Our Scripture:

For we are His workmanship, created in Christ Jesus unto good works, which God hath before ordained that we should walk in them. - Ephesians 2:10

The handbook also explains his “rank” (we call it **Level**) based on his age when he joins. That will change as he gets older if he continues faithfully in our program. His **rank patch** is worn on his right sleeve two & a quarter ($2\frac{1}{4}$) inches below the shoulder seam. This patch is also awarded at the same time as his Life Builder Boys patch.



Grade 2-4 RED



Grade 5-7 BLUE



Grades 8-12 BLUE

A new boy can be awarded his patches and be given an official welcome during weekly meetings. However, when a number of boys join at the same time, or when a new Life Builder Boys program is launched, do this ceremony as a special event at a meeting night or Sunday morning service when parents can be present. This is an important, first achievement and should be done in a way that makes every boy feel proud. It will also showcase your program in a way that may attract support from those who can give some time or financial help.

Skill Kits - where learning & experience builds

Each site should endeavor to provide a variety of interactive experiences which appeal to the interests of its members. Bible learning must always be encouraged, but so should training and hands-on opportunities to learn a wide range of practical skills. We want to build our young men in character, courage, and Christian convictions. But also equip them to find solutions for many of the challenges they may face. And some learning can be just plain fun!

Life Builder Boys currently has a number of **Skill Kits** which are ready for you to introduce to your young men. More are soon to be developed. But you are also welcome to present subjects and activities of your own, utilizing the skills of your own leaders, provided that you expect the boys to be engaged in that task over a series of meetings (usually no less than 4) and that you have a plan to evaluate (test or judge) whether a sufficient amount of learning* has taken place before an individual can be awarded a **Skill Patch** (see next two pages)

(* just being in the room is not “learning”. Expect something from everyone. Make them earn it!)

Contact the LBB National Office with your proposed plans. They can help guide you , as well as research an appropriate **award patch** for that skill.



Chief Kits Many skill kits also have a “Chief’s Kit” with additional instructions for a crew chief to study carefully before his next session with the boys. They include a description on how to do some tasks that may also be new to some men. You will save time and embarrassment by knowing what you’re doing, and having everything you need to do it with, before getting “on stage” in front of your young audience! It is also very important that the Chief does not try to appear to know “everything” - sometimes a young crew member may actually be more equipped on that subject (a good example is how to program a cell phone!!)

Remember that no Skill has been completed by a crew member unless he can show what he has learned. Some **kits** include a list of questions, or skills to be demonstrated, as part of a **skill evaluation** which follows the last lesson. It is your call whether you want to require this to be done like a “test” or just a “review” (orally as a group) but, as said before , be sure that real learning has taken place!!

Skill Kits Available



FAITH BASICS A good place for all new crew members to start! Simple lessons about where sin came from, what Jesus did to save us, how to be forgiven, and answers to excuses people try to give to God. A rewarding two month experience for your whole Site.



PERSONAL EVANGELISM This important Skill is ideal for your boys to learn (and it will also help lead some boys into their own decision for Christ!) It is recommended for all Journeymen (Apprentice ages may need a little help.) Certainly an important opportunity to reach into young hearts for Jesus. But it will also help them to share faith with others, their family and their friends!



DISCIPLESHIP Recommended for Journeymen Seniors and mature Journeymen. Lessons challenge young men to dig deep into their relationship with the Lord, presenting them with skills to enable a more satisfying walk in Christ. Lessons are also ideal for use by Sunday School classes and for adults. Required by all who aspire to reach LBB's highest achievement - **Master Builder**.



WATER SAFETY An important Skill Kit for all island boys, especially if they are not accomplished swimmers. Includes cautions for safe enjoyment in the water and rescue techniques that may help one of your crew save a soul in trouble one day. Can be done entirely in the classroom, though some time in a safe water location will be far more beneficial to practice what is learned.



BASIC KNOTS Useful knots for many applications from tying your shoes to lifting someone who has fallen overboard, to securing things in heavy winds or pitching a tent while camping. Practical, hands on activities all boys will enjoy!



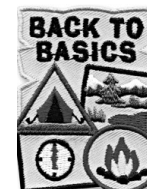
ROPE SKILLS Advances beyond Basic Knots to include rope care and various types of lashings, where poles or tree limbs can be tied together to build structures (such as shelters or camping aids.) Fun and challenging, does require preparation and materials but the results are an adventure for all!



FIRST AID READY Important skill for every member. Covers basic first responses to most common injuries. Strongly advises that adult assistance should be sought when possible, but good practical solutions to prevent things from getting worse.



FIRST AID TRAINED Another important skill for all our boys on how to care for the injured until professional help arrives. Begins with basic safety advice. Then it covers various kinds of injuries and how to carefully transport the injured when help is not near. Some supplies needed but worth the effort! Can be completed without having done the skill First Aid Ready .



CAMPING SKILLS A fun collection of practical outdoor skills which includes "Compass Navigation" (exploring with compass & map), "Carry Your Gear" (exploring on foot with backpacks), "Create Your Camp" (selecting a site and pitching tents), and "Campfire Cooking" (building fires to cook outdoors). An introduction to outdoor adventure. Future Skill Kits will cover more.

Skill Kits “under construction” (coming soon)



Making all the parts “fit” as you “construct”

The choice of what skills to present should be made carefully, keeping in mind the interests of your boys and the abilities of your leaders. As suggested on the previous page, **Faith Basics** is a great place for all new sites to get started. But it will also always be a great skill for new boys who join on later! Some sites may want to provide a separate learning opportunity (sort of a “Start-up Crew”) where new crew members work together through this skill first. Always strive to help ‘newcomers’ fit in as smoothly as possible!

Working through the lessons at a steady pace will accomplish plenty in reasonable time. Always avoid disruptions of progress where possible. Provisions also need to be made to help boys who miss a meeting or who join on after a Skill is started. By all means, Skill Award Patches should not be given to any boy until he completes required work (even if that may have to be after the rest of the group is done.) Remind yourself that every boy deserves the highest quality of learning experience that you are capable of providing!

Activity Patches and Service Patches

On the last page of Leadership Manual **MORE TOOLS FOR YOUR TOOLBOX** it describes **Activity Patches** which are awards for crew members who attend ‘field trips’ (outings) with a learning purpose. Suggested goals and requirements for these will soon be developed, or you can discuss your plans with the National LBB leadership. Boys who participate, co-operate, and benefit from these ‘adventures’ will earn a patch recognition to wear on their uniform. Two Activity Patches are equal to one Skill Patch for advancement towards **Master Builder** (see next page.) Also, certain acts of regular Christian or church worker service (for specific periods of time) will earn a **Service Patch**. These are equal to earning one Skill Patch. More on Activity and Service patches will be provided in another publication.

HONORS and RECOGNITIONS

Honor Stripes Each time a crew member has earned three **achievements** (any combination of Skill Patch, Service Patch, or two Activity Patches) he is also awarded an **Honor Stripe** which is positioned beneath his **Rank patch** . This patch (to the right) shows three stripes representing nine achievements and above the patch is a stripe which represents three Skill Master accomplishments. Skill Master kits are still in development but some will be ready soon. Up to six Honor Stripes may be added beneath the rank patch.

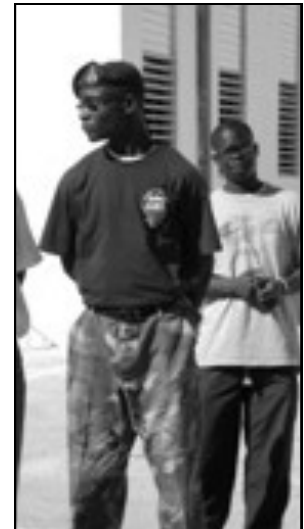


Master Builder The highest rank that a Life Builder Boy can obtain is **Master Builder**. It is a very great honor for any boy! Only boys in the eighth grade or above may rise to this rank because all **Skill Master** achievements are limited to Journeyman Senior aged boys. When a crew member has earned three Honor stripes below and one **master stripe** above his rank patch, and then earns one additional Skill Master Award (having now a total of 4) he is promoted to the rank of **Master Builder**! His Journeyman patch is replaced with a **Master Builder** patch (honor stripes remain where they are.) He may continue adding stripes for up to a total of six stripes below and three master stripes above.



Leadership

One of the most important skills that every boy needs to learn and your program should strive to teach is how to accept responsibility and apply initiative to any worthy goal. This is one of the benefits of earning Skill Awards. You will soon observe that certain young men display genuine qualities of leadership: patience, insight, clarity of vision, and the ability to assert themselves in a fair, temperate manner. These young men need an opportunity to sharpen those skills as Junior Leaders (and the adults in your program can certainly use their help!) But a caution from scripture is in order here: Paul, on advising Timothy how to set up his church leadership, gave two important advices – ⁽¹⁾ don't pick a "novice" who might become "lifted up with pride" and thereby "fall", and ⁽²⁾ pick those who have first been "proved" by demonstrating good character, especially under stress. (1Tim 3:6,10) As many have unfortunately found out, once you give out a job it can be hard to get it back! Use wisdom. Consider these words and those on page 3 of the **Time To Build Something Great** manual to guide your selection of **Crew Leaders** and **Assistant Crew Leaders**. Do so carefully and prayerfully!!



Special Service and Achievement

Though it should always be emphasized that the good we do here, in this life, is recorded and rewarded in heaven, young boys still thrive on moments of special recognition. And every effort should be made to give attention to them when they have made important contributions, especially in acts 'above and beyond' their peers. There is considerable flexibility in how local Sites, and especially National programs, may impute honors to their 'exceptional builders'. Whatever choices are made should compliment, not over-bear, the standards of the Life Builder Boys uniform. Emblems and pin-on tokens of places visited or activities done will always encourage boys to remain involved, but choices of where to place them will be limited. Perhaps on hats, if included with your uniform, or on shirt sleeve below the LBB patch. Even a diagonal 'blue sash' from right shoulder to waste for special events or marches (not too wide that it hides other awards!) There is some flexibility to allow slight customizing of the uniform appearance, but don't over-do it - our image in uniform must always be a clear statement of who we are.

Two special awards should also be considered: **Honor Awards** and **Service Awards**. These should be given on the basis of accomplishments that exceeded usual expectations, wherein sacrificial effort

resulted in benefits to others or to the local program in general. These awards are issued by the National Leadership upon recommendation by the local Site Superintendent or Crew Chief.

Considerations for Honor Award would include soul winning, life saving, and other achievements greatly affecting another person's life. Service Awards are for sacrificial acts of effort wherein others are greatly benefited (such as aiding the elderly, caring for the community, a special role in church life, and any deed of



kindness that exceeds ordinary boyhood experience.) These award insignia are yet undetermined but in consideration are a pin-on cross for Honor Awards or pin-on star for Service Awards as an appropriate tribute, to be attached to a boy's collar (crosses on right, stars on left.) As our program grows so will new ideas to make Life Builder Boys a greatest experience for all involved.

