



Troop SOP

Troop 111
5146 Dickerson Road
Charlottesville, VA 22911



May 2014

Important Information

My Name: _____ My Patrol: _____

	Phone	E-Mail
Patrol Leader:	_____	_____
Asst. PL:	_____	_____
Patrol Member:	_____	_____
Senior PL:	_____	_____
Asst Senior PL:	_____	_____
Scoutmaster:	_____	_____

Sponsoring Organization: Grace Community Church

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Section 1 GENERAL

The Troop 111 Standing Operating Procedure (SOP) does not repeat information found in the Boy Scout Handbook, the Senior Patrol Leader Handbook, the Patrol Leader Handbook, or the Guide to Safe Scouting. Rather, this SOP adds troop-specific information for our activities.

Please give recommendations for changes to this SOP to your Patrol Leader. Patrol Leaders bring recommendations for changes to the PLC.

Section 2 New Members of Troop 111

- New members crossing over from Cub Scouts are welcomed into Troop 111 at their Cub Scout Pack Crossover Ceremony by the Scoutmaster or the Assistant Scoutmaster in charge of liaison with the Cub Scouts, and the Senior Patrol Leader or Assistant Senior Patrol Leader.
- New Scouts are provided with a Troop 111 neckerchief, neckerchief slide, Boy Scout Handbook, troop numerals, leather fob to carry camping beads, green epaulets and subscription to the “Boy’s Life” magazine.
- The new boys will pay a joining fee to defray the cost of supplies, insurance, a subscription to “Boy’s Life” magazine, and other fees.
- It is strongly recommended that parents not accompany their son on his first campout in order for the Scoutmaster to quickly establish rapport with the boy and identify any special requirements.
- It is strongly encouraged that boys (and leaders) show their Scout Spirit by regularly attending meetings and campouts.
- Merit badges help Scouts learn about sports, crafts, science, trades, business and future careers. A Scout applies for a merit badge by requesting and filling out a blue registration card and turning it into the requirements coordinator. A merit badge counselor that mentors the Scout while the Scout earns a merit badge is assigned. Please note that a Scout should do no more than three merit badges with a given merit badge counselor.

Section 3 Current Members of Troop 111

- Returning members pay a yearly activity fee each January to cover general costs of supplies, equipment repairs, a subscription to “Boy’s Life” magazine, fees, and insurance.
- This fee will be deducted from the boy’s Scout Account if there are sufficient funds in the account. Otherwise the Scout will be billed for the activity fee.
- Families with more than 1 Scout in the troop will have the option to receive a single “Boy’s Life” magazine subscription resulting in a reduction in the annual activity fee equivalent to the subscription fee for each Scout that will not be receiving the magazine.

Section 4 Parental Responsibilities

- Parents are always welcomed on all activities and campouts. Prior notice needs to be given to the Scoutmaster to allow proper planning for equipment and food for all adults. Parents will be added to the adult patrol for camping and campsite duties.
- Parents may be assigned tasks to support the program, skill training, games, and others depending on the type activity. The parents are asked to allow the Scouts to interact in the Patrol Method, which is being taught by the older Scouts and trained leaders.
- Parents are encouraged to become active trained leaders in the troop to fully understand the patrol method.
- Parents need to read and understand the Guide to Safe Scouting section of the Boy Scout Handbook.
- Parents need to complete the online Youth Protection Training before accompanying or transporting Scouts.

Section 5 Discipline

- Scouts should strive to live by the Scout Oath and to obey the Scout Law.
- In the event that the Scoutmaster, Assistant Scoutmaster or other registered adult finds the actions of a Scout to endanger anyone, including himself, or to be so disruptive of others that a program objective cannot be achieved, or to be disrespectful, or disobedient, then disciplinary actions will be necessary.
- Normally, the first step of a disciplinary action is a verbal warning. If the situation continues or is of a more serious nature, there will be a Scoutmaster Conference with the Scout.
- If the situation still continues or is of a serious nature, the parents will be called and asked to come pick up their son and take him home from the meeting, campout, or summer camp. The Troop Committee will review the situation with the Scout and parent and take appropriate actions. These actions may include (but are not limited to):
 - Verbal warning.
 - Suspension from all Troop activities for a specified length of time.
 - Removal from the Troop and notification of Stonewall Jackson Area Council (SJAC) of the offense, and action taken.
- There are two chits that can be awarded that permit the Scout to handle fire or cutting tools, but these chits can also be taken away with repeated poor performance:
 - Firem'n Chit. This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibilities. The Scout's "Firem'n Rights" can be taken from him if he fails in his responsibility.
 - Totin' Chip. This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibilities.
 - These chits must be carried at all times in order for the Scout to be permitted to handle fire or cutting tools. A corner of either chit will be cut off for each observed violation of BSA rules. If all four corners are cut off, or if the violation is serious

enough, the chit will be confiscated and the Scout will have to be retrained and approved by the Scoutmaster before he is re-issued the chit.

Section 6 Medical Requirements

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities.

The standards and the required 3 part medical form can be found by choosing “Scout Links” in the sidebar on the Troop 111 webpage, selecting the “Annual Medical/Health Form” link and reviewing the material presented.

Note: Medical form parts A and B are to be completed annually by all Scouts and adults participating in scouting events that are less than 72 consecutive hours. In addition to parts A and B, medical form part C must be completed annually by a certified and licensed health care provider when participating in scouting events that exceed 72 consecutive hours. Medical form part D must also be completed by a certified and licensed health care provider when participating in high adventure activities.

Section 7 Scout Account Procedures

- Scouts will earn money through approved scout-related activities such as popcorn and peanut sales, Christmas tree sales, and other troop fund raising activities. This money will be placed in individual Scout Accounts, based on the sales performance of the individual Scout or time devoted to the fundraising activity, and will be used by the Scout for uniforms, eagle project expenses or any scouting related activity approved by scoutmaster.
- Scout Accounts may be used to pay for Boy Scout camping trips, Boy Scout summer camp and activity fees in amounts of \$25.00 or greater. Scout Account funds may not be used to pay for weekly troop dues. Examples of appropriate use of Scout Account monies include:
 - Summer camp at Camp Shenandoah, or the annual Troop Beach Trip. Typical weekend camping trips (with food costs usually about \$10.00 - \$12) do not normally qualify. Higher cost trips, such as canoe trips, would qualify.
 - Any uniform purchase of \$25.00 or more at the Boy Scout Shop.
- The \$25.00 is a minimum for the total to be reimbursed at one time. Individual items may be less but the total amount requested for reimbursement must be \$25.00 or greater. Separate receipts for less than \$25 may be held by the Scout until the total expended on different receipts reaches the \$25 threshold, at which time they may be turned in for reimbursement.
- A request to use funds from a Scout Account for camping activities such as the beach trip or summer camp must be made in writing and turned into the program coordinator. The event coordinators will forward the requests to the Treasurer who will adjust the individual Scout Accounts accordingly.
- At regular intervals (no less than annually) and upon request, the Treasurer will provide each Scout with an update on the amount of money held in his account.

- Handling of Scout Accounts when a Scout leaves Troop 111:
 - Note: Weekly Scout dues shall accrue until the Troop 111 committee receives written notification (email or letter) or the Scoutmaster receives verbal notification from the parent or legal guardian that the Scout is either resigning or transferring to another troop. This note is important when considering the rendering of Scout Accounts.
 - Upon resigning from the Scout's troop for any reason, including transferring to another Boy Scout Troop or Venture Crew, the holder of the Scout Account shall have up to 90 days to request a 1 time reimbursement from the Scout Account for reimbursable purchases as defined above. However, the Scout Account shall be adjusted for unpaid Scout dues and monies owed the troop prior to any reimbursement. Additionally, the \$25 minimum for Scout Account reimbursement is waived under this circumstance. Any unreimbursed Scout Account monies shall revert to the Troop 111 general fund after the 90 days have expired.

Section 8 Needs-Based Scout Scholarships

- Troop 111 provides a yearly budget to provide scholarships covering the partial cost for specific events for Scouts that identify a need. Our goal is to provide an environment where all Scouts can participate. Typical scenarios that the scholarship can cover are: Summer Scout Camp, Beach Trip, uniform.
- These needs-based scholarships are awarded based upon the Scout Master's discretion on a case by case first come first served basis until the budget runs out.
- Procedure: Confidentiality of requests are of prime importance.
 - Scout parent makes a request of the Scout Master noting what the requested support is for and providing an amount the family can afford.
 - If budget is available, Scout Master will review the request and determine if the Scout meets the requirements (good Scout Spirit, participation, lives up to the Scout Oath and Scout Law, etc). If the Scout Master determines that the Scout meets the requirements to be awarded a scholarship then approve the request and notify the committee.
 - Upon Scout Master approval the committee will make available the balance of the funds for the request (cost – amount family can contribute).

Section 9 Troop Website

- Personal information on boys may not be listed.
- Information on the website will include announcements, upcoming events, troop committee personnel and meeting schedule, reference materials, BSA-associated web-links, and other information as determined by the troop webmaster.

Section 10 Calling Tree

We use a calling tree when information needs to be quickly passed out to the troop. Typically, the Scoutmaster (SM) or Senior Patrol Leader (SPL) starts the calling tree. The SM calls the adults, SPL and JASMs. The SPL calls the ASPL and the PLs (Patrol Leader). The PLs call all of their patrol members (leaving messages if the Scout is not home) and then calls the SPL back to let him know whom he contacted and whom he missed. Finally, the SPL calls the SM back to let him know the results of the tree. Assistants make the calls if the SPL or PL is not available. (see figure below).

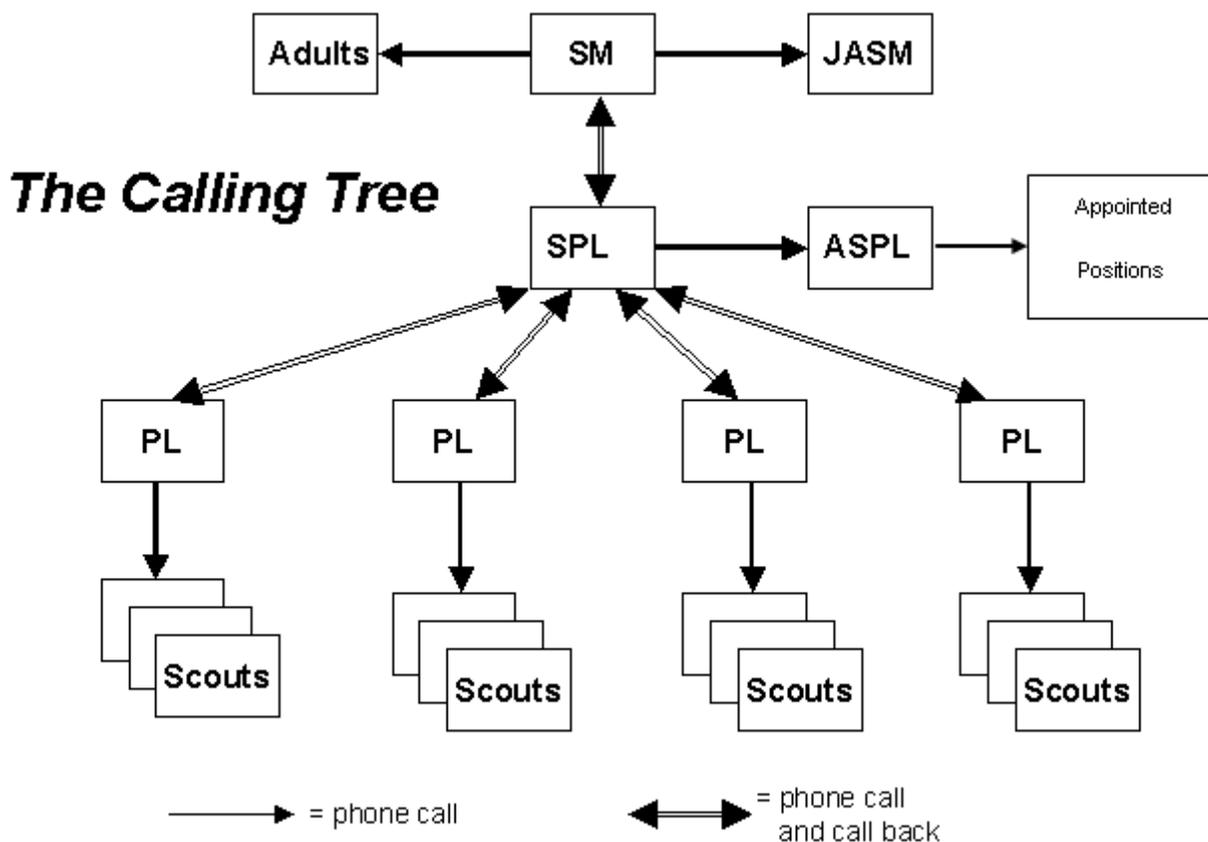


Figure 10-1 Calling Tree

Section 11 Meetings

1. Weekly meetings during the school year:
 - a) Meetings are held from 7:00 to 8:30 p.m. every Tuesday evening.
 - b) No weekly meeting if Albemarle County Public School system has no school that day due to a weather cancellation. The phone tree will be used if conditions would allow the meeting to be held
 - c) Meetings are held at 5146 Dickerson Road.
 - d) Wear your complete Class A uniform.
 - e) All Scouts: arrive on time,
 - f) Scouts in leadership positions (SPL, ASPL, and PL) and anyone running pre-opening activities:
arrive 5 minutes early.
 - g) Call your PL before the meeting if you cannot attend the meeting.
 - h) Dues are 50 cents per week year round, even if you miss a meeting or no meeting is scheduled. Total dues per year are \$26, and may be paid in advance.
 - i) The church has allowed us to use their facilities; members of Troop 111 and their families are reminded to treat the church with respect.
2. Weekly meetings during the summer:

- a) Meetings are held every Tuesday evening. Meeting hours will be announced.
 - b) No weekly meeting the weeks of the beach trip and summer camp.
 - c) Meetings may be held at different locations (Hollymead Elementary School grounds, Chris Green Lake, etc.) according to the summer schedule.
 - d) Wear your summer uniform. See “Uniform” section for details.
 - e) Arrive 5 minutes early if you are SPL, ASPL or PL, or are responsible for organizing the activity.
3. Patrol Leaders Council (PLC):
- a) PLC will meet monthly during the school year, on the third Monday of the month.
 - b) The meetings begin at 7:00 p.m. and last until finished.
 - c) The following Scouts regularly attend the PLC:
 - 1) SPL
 - 2) ASPL
 - 3) PLs (APL attends if PL cannot attend)
 - 4) QM
 - 5) Scribe
 - 6) The SPL may request that Scouts in other leadership positions also attend.
 - d) Once per year, the PLC will plan the following year's activities.
This PLC follows the fall elections and both outgoing and incoming leaders attend.
4. Courts of Honor (COH):
- a) The troop normally holds four Courts of Honor per year. Newly earned rank, merit badges and other awards are presented at this time.
 - b) Courts of Honor—including Eagle Courts of Honor—are family events. Parents and boys should attend, regardless of whether or not they are being recognized at that time.
 - c) Two Courts of Honor (Fall and Spring) include a potluck dinner.
 - d) Two Courts of Honor (Summer and Winter) include dessert.
 - e) Wear your Class A uniform with merit badge sash over the right shoulder (if you have four or more merit badges).
5. Troop Committee Meeting
- a) The troop committee is the troop’s “board of directors” and supports the troop program.
 - b) Meetings are held the second Monday of each month.
 - c) The following adults regularly attend the monthly committee meeting:
 - 1) Chairman
 - 2) Treasurer
 - 3) Secretary
 - 4) Advancement Chairman
 - 5) Chartered Organization Representative
 - 6) Non-office holding members
 - 7) Scoutmaster
 - d) Other adults are invited to attend and participate in the activities of the committee at any time.
6. Board of Review
- a) The Board of Review conducts interviews of Scouts and approves their advancement in rank.

- b) Boards of Review are held on an as needed basis. They are normally the 2nd and 4th Tuesdays of the month during the regular weekly troop meeting, and/or the meeting prior to a Court of Honor.
- c) Membership of the Board of Review normally consists of the Advancement Chairman and two additional representatives from the troop committee.
- d) In order for the Board of Review to consider a Scout for advancement, in addition to BSA rules and regulations for advancement, the Scout must have completed a Scoutmaster's conference, be in full uniform and be current in his dues.
- e) The Scout is presented to the Board of Review by the Scoutmaster or his designee and the interview proceeds.

Section 12 Duties

1. Senior Patrol Leader (SPL):
 - a) Understand and perform the duties as outlined in the SPL and PL Handbooks.
 - b) Know where boys in the Troop are and what they are doing during all activities.
 - c) Advise the adult trip leader when all Scouts are in vehicles on trips.
 - d) Call the SM and ASPL if you cannot make a meeting or activity.
2. Assistant Senior Patrol Leader (ASPL):
 - a) Understand and perform the duties as outlined in the SPL and PL Handbooks.
 - b) Make sure the right troop equipment is taken on camping trips.
 - c) Call the SPL if you cannot make an activity.
3. Patrol Leader (PL):
 - a) Understand and perform the duties as outlined in the SPL and PL Handbooks.
 - b) Know where all the boys in your Patrol are and what they are doing during Troop or Patrol activities.
 - c) Appoint APL and other appointed patrol positions, such as Patrol Quartermaster, and Patrol Grubmaster. Specific duties will be defined by the PL.
 - d) Make sure your patrol has the right equipment on campouts.
 - e) Prepare a duty roster before each campout.
 - f) Call the SPL and your APL if you cannot make a meeting or activity.
4. Assistant Patrol Leader (APL):
 - a) Understand and perform the duties as outlined in the SPL and PL Handbooks.
 - b) Call your PL if you cannot make a meeting or activity.
5. Quartermaster (QM):
 - a) Understand and perform the duties as outlined in the SPL and PL Handbooks.
 - b) Enforce the troop equipment procedures in the SOP.
 - c) Call the SPL if you cannot make a meeting or activity.
6. Troop Scribe:
 - a) Understand and perform the duties as outlined in the SPL and PL Handbooks.
 - b) Call the APL (as well as your PL) if you cannot make a meeting or activity.
 - c) Maintain a record of all dues payments.
 - d) Maintain a record of troop activities and provide to the Advancement Chairman.

7. Instructor, Chaplain Aide, Historian, Librarian: Understand and perform your duties as outlined in the SPL and PL Handbook

Note: All Troop leadership positions will be mentored by an adult member. The role of the mentor is to provide guidance and advice on the duties and responsibilities of the leadership position.

Mentorship relationship is as follows:

- SPL, ASPL: Scoutmaster
- PL, APL, Instructors, Chaplain Aide, Historian, Librarian, QM: Asst Scoutmaster as designated by the Scoutmaster
- Scribe: Committee Treasurer, Committee Chair, and Advancement Chairman.

Section 13 Path To Eagle

Purpose of this section

- Provide links to supporting documentation
- To review current BSA requirements and Troop 111 procedures for Eagle rank
- To discuss the Eagle Leadership Service Project
- To review the Eagle application process
- To discuss the Eagle Board of Review
- To understand the time commitment – 18th birthday
- To provide a chart showing the flow of the process

Resources for Eagle rank

- The BSA Handbook has the requirements for earning Eagle Rank. The [Guide to Advancement](#) (January 2013) provides answers from BSA about interpretation of requirements.
- [Letter from Jay Fox](#), District Eagle Advancement Chair, is provided to new Life Scouts.
- [Eagle Project Workbook](#) must be used when completing a project and requires Scouts and parents to review prior to beginning.
- [Eagle Application](#) is used when all work is complete and must be completed prior to 18th birthday.

Eagle Requirements

1. Be active in your troop. *
2. Live by the Scout Oath & Law. *
3. Earn 21 merit badges (13 now required). *
4. Serve in leadership position(s) for total of 6 months since becoming a Life Scout. *
5. Provide **leadership** to others in a service project. *
6. Take part in a Scoutmaster conference. *
7. Successfully complete the Eagle board of review.

** These requirements must be completed prior to 18th birthday*

Be active in your troop for 6 months after you have achieved Life rank.

How is “active” determined?

1. The Scout is registered.
2. The Scout is in good standing (includes paid dues).
3. The Scout meets the troop’s reasonable expectations of active; or if not, a lesser level of activity can be explained. For Troop 111, that means the Scout attends a reasonable number of meetings, activities and camping trips for a minimum of six months as a Life Scout.

Live by the Scout Oath & Law

- Demonstrate that you live by the principles of the Scout Oath and Law in your daily life.
- List on your Eagle Scout Rank Application the names of individuals who know you personally and would be willing to provide a letter of recommendation on your behalf.
- Provide your references with a letter of request (sample found on Troop 111 website) and a stamped/addressed envelope.

Earn 21 merit badges, 13 required

1. Camping
 2. Citizenship in the Community
 3. Citizenship in the Nation
 4. Citizenship in the World
 5. Communication
 6. Cooking
 7. Emergency Preparedness or Lifesaving
 8. Environmental Science or Sustainability
 9. Family Life (**requires 90 days minimum**)
 10. First Aid
 11. Personal Fitness (**requires 90 days minimum**)
 12. Personal Management (**requires 90 days minimum**)
 13. Swimming or Hiking or Cycling
- Some Merit Badges Are Lengthy, plan accordingly
 - If the requirement says:
 - Meet with your counselor and keep records for three months

- Then you must meet with your counselor at least three months prior to your 18th birthday or you cannot complete the merit badge in time!
- For example, you cannot keep a record of your budget, progress in physical fitness, or growth as a family in less than 90 days.
- Asking anyone to back-date a merit badge requirement violates the principles of BSA and could invalidate the Eagle rank presented as a result of that action.
- Part of being an Eagle Scout is showing you are a responsible young man. One demonstration is the ability to keep track of your accomplishments. While Troop 111 records your advancement and merit badges in a timely manner, it is **your** responsibility (not your parents, guardian, mentor, coach or troop committee) to have a record of earned Merit Badges. Make certain you can demonstrate earning all required Merit Badges.

Troop Leadership Requirement

- Fill a position assigned by the Scoutmaster or SPL, or elected by the troop
- Six months total (can be more than one position, but not at same time)
- Must do the job, not just wear the patch
- Approved positions:
 - Senior Patrol Leader
 - Asst. Senior Patrol Leader
 - Patrol Leader
 - Troop Guide
 - Instructor
 - Den Chief
 - Troop Historian
 - Webmaster
 - Troop Scribe
 - Troop Librarian
 - Troop Quartermaster
 - Junior Asst. Scoutmaster
 - Chaplain's Aide
 - LNT Trainer
 - Troop Order of the Arrow Rep (each troop may only have one OA rep at a time)

The Eagle Service Project

While a Life Scout, plan, develop, and give leadership to others in a service project helpful to a religious institution, school, or your community.

- Tip 1: the best way to come up with a project idea is ask the organization what they need.
- Tip 2: send a paragraph describing the project to Eagle Project Coordinator, Mr. Hietanen, before investing too much time.
- Tip 3: the project needs to have a reasonable expectation of the Scout being able to complete it.

- Tip 4: select a project you will enjoy!
- Tip 5: you don't have to build something – previous projects included planting a riparian buffer and presenting skits to elementary schools.

Leadership is the Key

- Eagle Scout service projects must have an impact, with evidence of planning and development.
- Leadership must be provided by the candidate.
- Giving “leadership to others” means at least two people besides the Scout.

The New Eagle Project Workbook

- Use the latest version (beware, the old workbook is still out there).
- Good news: the new version allows you to digitally input images.
- <http://www.scouting.org/scoutsource/BoyScouts/AdvancementandAwards/EagleWorkbookProcedures.aspx>

Scouts must use the Workbook. Scouts can use the Workbook as a “fillable” PDF file until complete and ready to print. The Workbook is divided into easily referenced sections:

- Before starting to use the Workbook. Create an Eagle project notebook and an Eagle project email folder to keep all your notes, sketches, correspondence, sign in sheets, and pictures of the project.
- In addition to using the Workbook, track all the hours you spend working on your project, including researching ideas, writing the proposal, getting supplies, sending emails, executing, everything – it all goes in the final report.
- Contact information (p. 1-6).
- Project proposal (pp. 2-1). Needs District approval prior to starting.
- Once District approval is received the proposal cannot be changed. You can make small adjustments to your project (i.e., increase the number of benches or length of bridge), but anything that changes the scope of the project needs to be resubmitted. Your Eagle Coach can help you determine if changes are significant. Important: track all changes and record them in the final report.
- Final plan (pp. 3-1). To be completed before, and during, your project. It will greatly enhance the success of your project and the writing of the project report. Send your final plan to your Eagle Coach for feedback and suggestions before you start buying supplies.
- Fundraising plan, if required (pp. 3-6). What is the cost and how will funds be raised? If fundraising is required, it must be approved in advance. Requests for donations and discounts do not need to be approved.

- Project report (pp. 4-1). Completed after the project is finished. Photos, revisions and other changes are noted here. Project Final Report is to be reviewed by the Project Coach and when approved by the Project Coach, it is then sent to the Scoutmaster for his review before signing off on the Eagle Project.

Project Approval

The project proposal must be approved by:

- Troop 111 Eagle Project Coordinator
- Troop 111 Committee Chair or designee (Eagle Chairperson)
- The organization benefiting from the project
- Troop 111 Scoutmaster
- Monticello District Eagle Proposal Reviewer Jay Fox (who would like to receive an email copy prior to having his signature requested)
- All of the above must approve the proposal prior to the Scout starting the project. It usually takes 2-3 months to create a solid proposal and get approval, so plan accordingly.

Answers to Common Questions

- Routine labor and service projects are not Eagle projects.
- The project beneficiary does not have to be a registered nonprofit.
- The project must have value, but there is no requirement a project must have *lasting* value.
- No unit, district, council or individual shall place any requirement or other standard on the number of hours spent on a project.
- All Eagle project activities must have two-deep adult leadership (can include parents). One adult must have current Youth Protection training.
- Don't forget to record the hours worked on your project by fellow Scouts and turn that into the Advancement Chairperson so they can receive credit for service hours. Your project final report will not be signed by the Unit Leader until the service hours are submitted to the Advancement Chairperson.
- Save everything relating to your Eagle project to help document your planning and leading.

Pitfalls and Caveats

- Problem: the 17+ year old Scout who wants to ram through a quick project. While Troop 111 leadership will be as proactive as possible to ensure this does not happen, the responsibility for time management prior to your 18th birthday is yours.
- Before the Scout spends too much time on his proposal, he should ask Troop 111 leadership, especially the Eagle Project Coordinator (Mr. Dave Hietanen), to check the feasibility and steer him in the right direction.
- Troop 111 leadership will not sign a project as complete unless it is complete, nor will the troop leave it to the Eagle Board of Review to judge the project's completion.

- Communication is the key to leadership. If you send an email and don't get a response within two days, call to confirm it was received. If you receive an email, confirm you received it within two days.
- While completing your final plan, the project may change from the approved proposal. Small changes are acceptable, but anything that changes the scope of the project needs to be treated as a new project. When in doubt, consult your Eagle Coach.

Eagle Project Coach

- Assigned by the Eagle Chairperson after your project is approved. You can request someone specific.
- Helps you navigate the Eagle Project process within Troop 111.
- Reviews your Eagle Workbook final plan to provide guidance and ask meaningful questions to aid your success.
- Your project can have multiple Technical Advisors that help with drawings or project feasibility. Remember that the leadership for the project must come from the Scout.

The Eagle Scoutmaster Conference

- The Scoutmaster conference, as with all ranks, is conducted according to the guidelines in the Scoutmaster Handbook.
- While a Scout must participate in a Scoutmaster conference, it is not a test. You do not have to "pass" the conference.
- Although it should be the final step prior to the Eagle Board of Review, Scouts on a tight schedule before their 18th birthday may be allowed to "fit in" the Scoutmaster conference. Talk to the Scoutmaster early on!

The Eagle Application and Board of Review

- The Eagle Scout Rank Application must be completed, signed and delivered to the Council Service Center before the 18th birthday.
- There is a requirement for a "life purpose" paper as part of the application process ((#7).
- The only two signatures allowed after the 18th birthday are the Eagle Board of Review chair and the district representative.
- Contact the Troop 111 Committee Advancement Chairperson (Mr. Terry Hope) to request your records before you fill out your application to ensure accuracy, especially dates.
- If there is a discrepancy, get it resolved early. Remember those merit badge cards?
- Hand deliver your original application, including the "life purpose paper" (requirement #7) and completed Eagle Project Workbook, with original signatures to the Troop 111 Committee Advancement Chairperson, who will deliver it in person to the Council Service Center for verification. The Stonewall Jackson council requires that this verification happen before your 18th birthday.
- Once the Council verifies the application, the Council Registrar signs it and returns it to Troop 111 (via Mr. Hope).
- The original application is then returned to the Scout who holds onto the original for his Eagle Board of Review.

- The Troop 111 Eagle Advancement Chairperson (Mrs. Sue Hietanen) schedules the Scout's Eagle Board of Review, which takes two weeks to arrange. The Scout should give her dates and a copy of the Eagle Application. The Board of Review must happen before the Scout is 18 years and three months old.
- The District appoints a representative to sit on the Eagle Board of Review (BOR). The Scout sends the District rep and other Eagle Board Members copies of his Eagle project workbook, Eagle application, and life purpose paper one week prior to the Board. Sending an electronic version in advance to the BOR members while bringing printed copies to the BOR is optimum.

Personal References

- Prior to the Eagle Board of Review, the Scout provides letters of request to his references, along with stamped & addressed envelopes addressed to the Troop 111 Eagle Committee Chairperson.
- Scouts should allow two weeks for completion & mailing of the letters to the Eagle Chairperson (electronic submissions are discouraged).
- If no answer is received from a reference, Troop 111 will contact the reference prior to the Eagle Board of Review.
- Recommendations are confidential and are not shared with the Scout. They are for the Board's eyes only, and are not kept afterwards.
- A sample letter of request is posted under "resources" on the troop website.

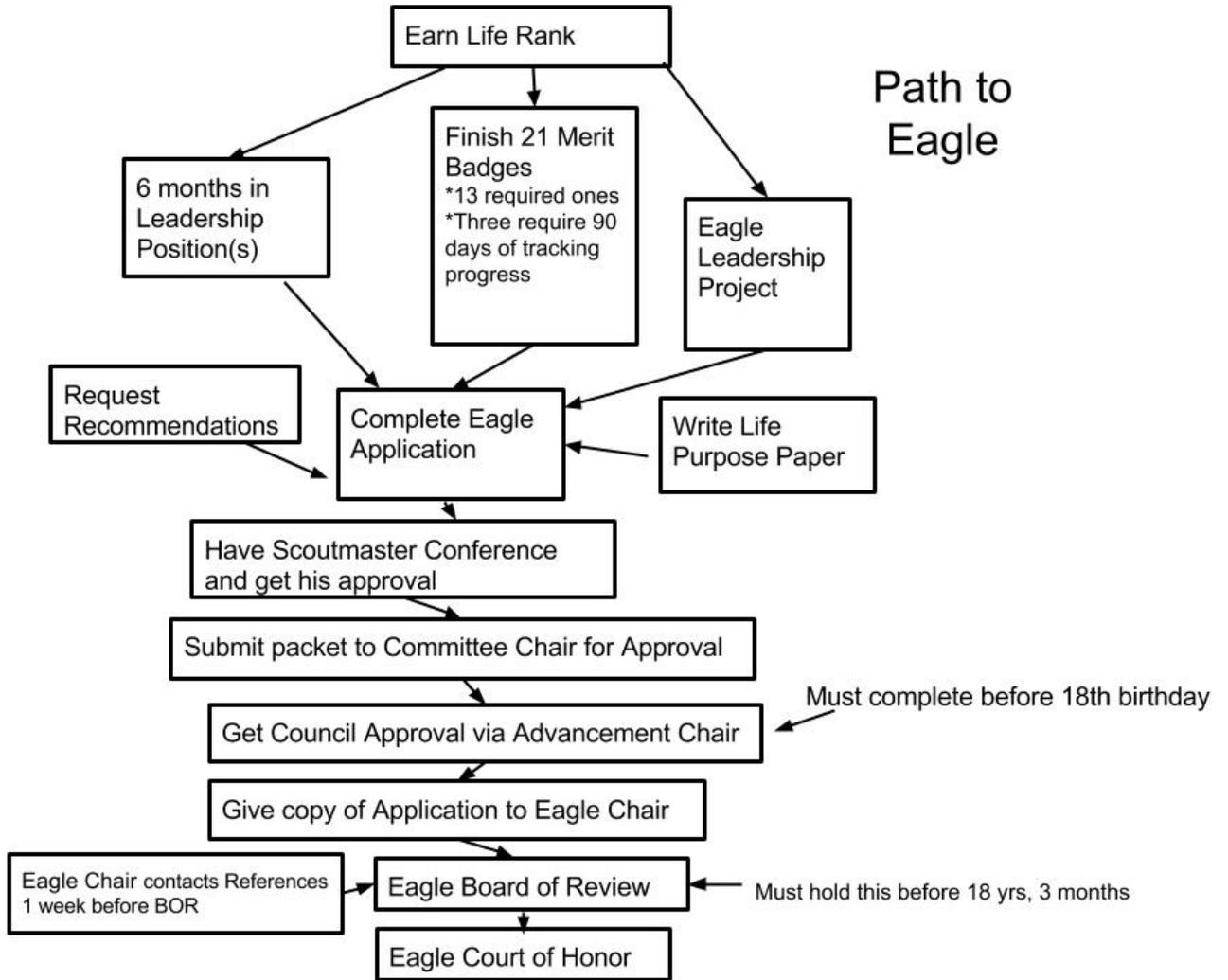
The Eagle Court of Honor

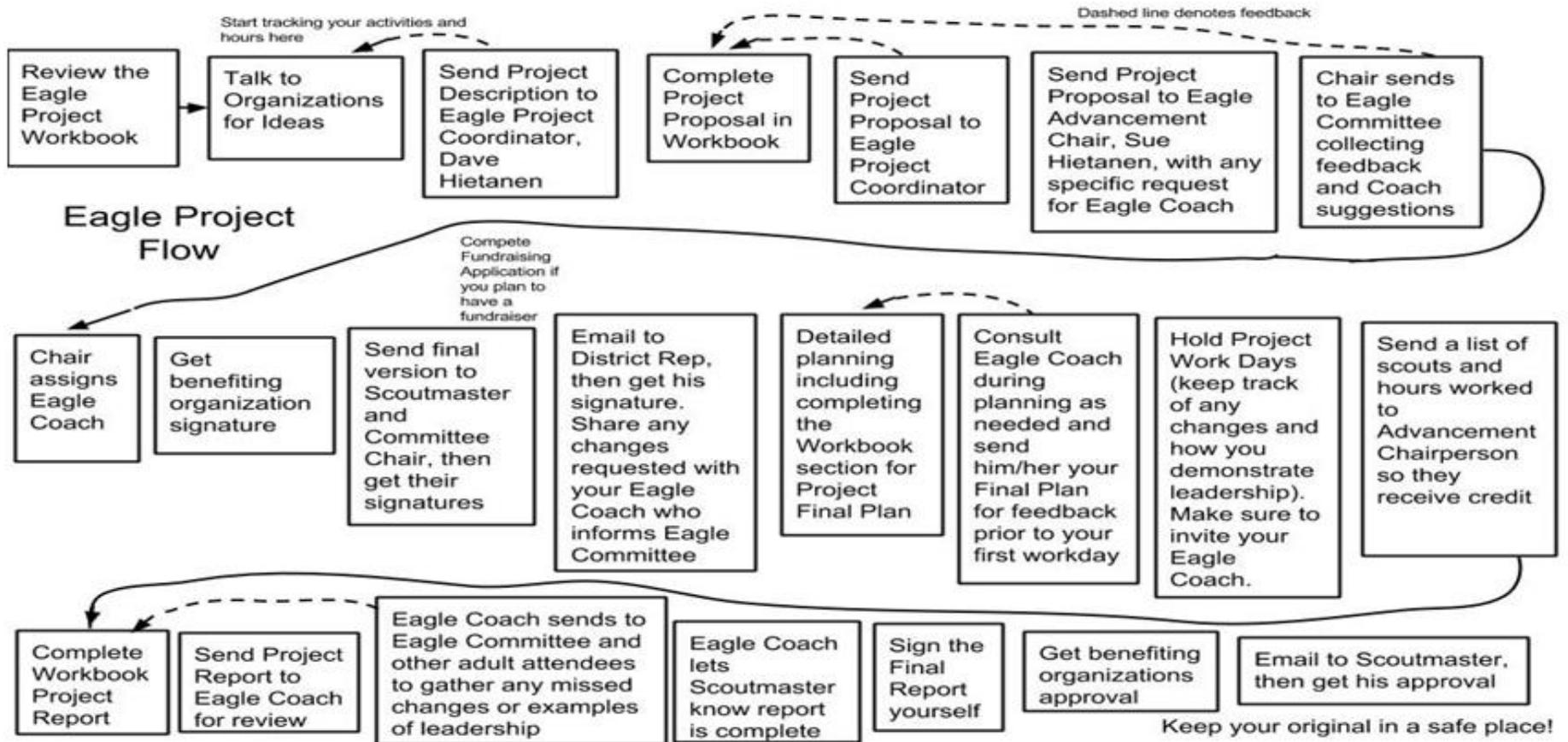
- An Eagle Court of Honor is held after the BOR and the Eagle award packet is received (usually within two weeks of the BOR).
- Eagle Candidates can request multiple mentor pins and parent pins from the Advancement Chairperson if needed.
- The Eagle Court of Honor is a matter of personal preference, and can be tailored to the Eagle Candidate's wishes. Planning and funding the event is the responsibility of the Eagle Candidate and his family.
- The Troop 111 Scoutmaster, Advancement Chairperson, Eagle Project Coordinator, and Eagle Chairperson will be happy to make suggestions based on past Troop 111 practices.
- The Scout Store sells a Court of Honor planning book with suggestions.

Eagle Commendation Letters

- Once the Eagle Court of Honor date is set, the Eagle Candidate can send a list of names and addresses to the Troop Secretary for commendation letter requests. The list should also include the Eagle Candidate's name, address, phone number, email, brief project description, number of volunteers on the project, and total number of volunteer hours for the project.
- The Troop Secretary will distribute up to ten requests; parents can send out additional requests.
- Please allow at least six weeks for receipt of letters. If requests are sent less than six weeks before the Eagle Court of Honor date, the commendation letters will be sent directly to the

Eagle Candidate. If time allows, the Troop Secretary will compile the responses in a scrapbook for presentation at the Eagle Court of Honor.





Section 14 Uniform

Regardless of the activity, you and your uniform should always be clean (A Scout is Clean!). It's a good idea to put your name on everything (required on hat and Boy Scout Handbook).

1. The Class A Uniform consists of:

- Scout hat with your name inside.
- Scout shirt with the following:
 - Green Scout shoulder tabs (Red allowed prior to 2009)
 - Council shoulder patch.
 - Troop numeral
 - Patrol patch.
 - American flag
 - Badge of rank.
 - Trained tab (if earned)
 - Religious Knot (if earned).
 - World Conservation Award (if earned).
 - Quality Unit Award (most recent).
 - OA Pocket flap patch (if earned).
 - Optional Scout activity patch on right pocket.
 - Optional World Brotherhood of Scouting patch
- Scout pants or shorts.
- Scout belt with fob and camping beads.
- Troop neckerchief (or authorized substitute) and slide.
- Scout socks.
- Sturdy shoes (sandals when authorized).
- Boy Scout Handbook with your name inside.
- Paper and pencil or pen.
- Totin' Chip (if earned).
- Firem'n Chit (if earned).
- Scout membership card.

2. During Courts of Honor and special ceremonies, the complete Class A Uniform will be worn and the Merit Badge sash may be added.

3. The Activity Uniform consists of the complete class A uniform except:

- a) Substitute Troop T-shirt (Snoopy shirt) or other BSA related T-shirts for Scout shirt.
- b) Do not wear your neckerchief.

4. Summer Uniform consists of any appropriate clothing that is suitable for the activity at hand. This always includes pants (or shorts), shirt and shoes.

5. On camping trips (including day trips), Scouts will wear the Class A while traveling to and from the camp. While at camp, Scouts may change into any appropriate camping attire. Some trips (Summer Camp, Camporees, day hikes, etc.) may have special requirements to wear the Class A uniform beyond traveling to and from the activity.

6. The Order of the Arrow sash is worn only to OA events and is not part of the Class A uniform.

Section 15 General Rules for Outdoor Activities

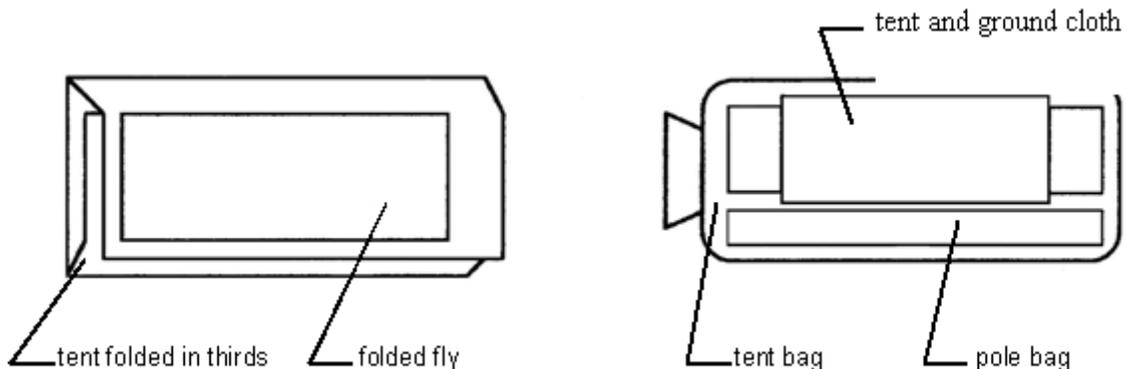
1. Scouts will not bring lighters to meetings or outdoor activities.
2. Electronic gear (including cell phones, CD players, etc.) and other non-Scouting" items (i.e. fireworks, air soft guns, paint ball guns, BB or pellet guns, bows and arrows, sheath knives, etc) must be left in cars.
3. Scouts must have the Swimming merit badge or SM permission to go on canoe trips. Whitewater activities require training on the craft to be used in addition to SM permission. Whitewater canoeing requires the canoe merit badge.
4. Scouts will not take packs or food into tents.
5. Tents should be attached to packs when traveling (not loose in cars), unless instructed otherwise by SM
6. Scouts must be paid-up on dues to attend outdoor activities.
7. The patrol must have cleaned and turned in its gear to the QM from the previous activity.
8. All Scouts must attend the shakedown conducted prior to the activity (usually at the Tuesday meeting immediately preceding the event) unless specifically excused by the Scoutmaster or alternative arrangements are made.
9. Ask permission to eat in cars when traveling (a Scout is courteous).
10. Ask driver's permission to get out of the car at rest stops.
11. Wear your uniform when traveling to and from outdoor activities.
12. (Friday departure only) Eat dinner before arriving or bring a sack dinner.
13. The SM must have your permission slip and money before you can go.
14. Upon return to the church, individual Scouts are not to leave until they are authorized to do so by their patrol leader. The patrol leader will release his Scouts only when the Senior Patrol Leader grants approval. This is to ensure that all patrol gear is cleaned and stored properly or assigned to a Scout to take home and clean before permitting the Scouts to depart the area.
15. Scouts will use troop tents for all campouts unless the Scoutmaster approves alternative arrangements. Adults may use their personal tents. Regardless of which tents they use, adults will not sleep in the same tents as Scouts.

Section 16 Patrol Menus

1. Patrols plan menus and complete food lists and gear lists during patrol comers, or at a separate patrol meeting.
2. Meals must be nutritious and appropriate for the cooking skills of the patrol and the nature of the campout. Menu selection should be reviewed and approved by the patrol's adult mentor.
3. The patrol grub master ensures that food is bought for the patrol, using the menu that the patrol prepared.
4. The food list must specify the number of people, all of the ingredients for each meal, and amounts of each item to be purchased.
5. Be sure to consider the following common items:
 - trash bags
 - soap
 - scrub pads
 - sponge
 - seasonings and condiments
 - paper towels
 - toilet paper
 - zip-lock bags
 - ice
 - aluminum foil
6. Check the Scout shed to see what non-perishable food or common supply items are already available before buying for your next trip.
7. Adults and headquarters personnel will be assigned by the SM to appropriate patrols or an adults only grouping for meals during each campout. They will contribute their fair share to purchase food for the campout.

Section 17 Equipment

1. The QM is responsible for troop equipment while it is checked-in (i.e., in the shed).
PLs and individual Scouts are responsible for troop equipment while it is checked-out.
2. The QM controls access to the shed and issues and receives equipment.
3. The QM inspects all equipment prior to accepting it.
Once he accepts it into the equipment shed, it is his responsibility.
4. The ASPL and PLs make sure the correct equipment is drawn for a campout or trip.
5. The QM records the status and responsible individual for all equipment that goes on campouts and goes home after campouts.
6. Equipment Standards:
 - a) Tarps--clean, dry and folded.
 - b) Tents---clean, dry and properly rolled (see below).
 - c) Cook kit--clean and shiny, no black marks.
 - d) Chef's kit---clean and dry, cover clean
 - e) Stoves--grill and all surfaces clean, inside clean (remove screws).
 - f) Coolers--clean and dry.
7. Tents must be completely dry before they are rolled and placed in bags.
 - Shake all loose dirt out of the tent. Wipe dirt off, using a mild detergent if necessary.
 - Report any faults or missing pieces to the QM.
 - When the tent is rinsed and completely dry, repack it as follows:
 - ::Old tents (Eureka Timberline)**
 - a) Place eight pegs in the peg bag.
 - b) Place five connected poles, two end poles and peg bag in the pole bag.
 - c) Fold tent into thirds lengthwise.
 - d) Fold fly and place on tent.
 - e) Roll tent with fly inside.
 - f) Fold ground cloth and roll around tent.
 - g) Place rolled tent/ground cloth in tent bag.
 - h) Place pole bag inside tent bag next to rolled tent/ground cloth.
 - i) Pull drawstring on tent bag.

**::New tents (REI)**

- a) Place all six stakes in the stake bag.
- b) Fold tent pole assembly and place in pole bag.
- c) Place stake bag in the pole bag.

- d) Fold tent into thirds lengthwise.
- e) Fold rain-fly into quarters width-wise until it is the same width as the tent.
- f) Lay rain-fly on top of tent.
- g) Place pole bag on top of folded tent and rain-fly at opposite end of tent door and slowly roll the entire tent around the pole bag.
- h) Place tent, rain-fly and pole bag assembly in tent bag.
- i) Fold the round cloth in thirds, roll it up and place in tent bag alongside tent.
- j) Tighten tent bag straps.

Section 18 Procedures for Issue and Turn-In of Equipment

1. Before a campout.
 - a. PLs (or patrol quartermaster) will select patrol equipment to be taken at the meeting before the campout. Except in special situations, the equipment will be taken and returned as complete kits. Use the Patrol Equipment Checklist as a guide.
 - b. PLs place the patrol equipment (except tents) in one location on the patrol shelf so it can be easily identified.
 - c. The ASPL selects troop equipment.
 - d. The QM makes a list of all equipment going on the campout.
2. On the day of departure.
 - a. PLs supervise the removal of patrol equipment from the shed and place outside the shed,
 - b. The ASPL supervises the removal of troop equipment from the shed and place it outside the shed.
 - c. All Scouts carry equipment from outside the shed to the vehicles.
 - d. PLs supervise the drawing of enough tents for their patrols.
 - e. The QM checks off equipment as it leaves the shed.
 - f. PLs and ASPL report to the SPL when all of their equipment is loaded.
3. Returning from the campout
 - a. All gear is unloaded and placed in a central location.
No gear (including individual packs!) will be removed until the QM checks it.
 - b. If it is raining, place a tarp over the packs.
 - c. The ASPL, PLs and QM inspect the gear to determine what goes into the shed.
 - d. Clean gear is taken to the shed.
 - e. PLs assign remaining gear to individuals to be taken home and cleaned.
 - f. The QM records all gear being taken home and accounts for all gear.
 - g. After the QM accounts for all gear, individual gear may be removed
 - h. The QM and PLs place clean equipment back in the shed.
 - i. The SPL informs the SM when all equipment is accounted for (returned to the shed or taken by Scouts).
4. Returning gear that has been taken home.
 - a. Scouts return the gear that they have taken home to clean at the next meeting (usually the following Tuesday).
 - b. Scouts bring equipment into the church where the QM inspects it.
 - c. If the equipment passes inspection, the QM accepts it and checks it off his list.
 - d. If the equipment fails inspection, the QM returns it to the Scout.
(The QM reports second failed inspection to the SPL).
 - e. At closing circle the QM reminds Scouts to return equipment to the shed after the meeting.
 - f. After the meeting, the Scouts return the equipment to the shed and place it in its proper location.
 - g. A Scout is trustworthy. If a Scout checks equipment out, and it doesn't return or is lost, the Scout should replace the item.

Section 19 Packing List: Overnight Camping Trip**WEAR:**

- Full Class A uniform
- Comfortable hiking shoes

CARRY:

- Pocketknife (if Scout has Totin' Chip)
- Handkerchief
- Whistle

IN PACK:

- Sleeping bag
- Ground pad
- Flashlight
- Extra batteries and bulb for flashlight
- Boy Scout Handbook
- Pack cover or large trash bag
- Water bottle

CLOTHING (in pack):

- Shirt
- Pants or shorts (depends on weather)
- Socks (1 extra pair per night)
- Underwear (1 extra pair per night)
- Pajamas or sleeping clothes
- Jacket
- Rain gear
- Shoes for camp
- Knit hat (seasonal)
- Gloves (seasonal)
- Coat or parka (seasonal)
- Extra layers (seasonal)

MESS KIT (in pack):

- Knife
- Fork
- Spoon
- Cup
- Bowl and/or plate

TOILET KIT (in pack):

- Wash cloth
- Towel
- Soap
- Toothpaste
- Toothbrush
- Shampoo
- Comb

CAMP GADGET KIT (in pack):

- Matches
- Fire starter
- Shoelaces
- Plastic bags
- Rubber bands
- First Aid Kit

OPTIONAL (in pack):

- Camera
- Sunglasses
- Camp pillow
- Camp stool or chair
- Prayer book
- Mosquito repellent
- Sun block
- Snacks

Note: All clothing items should be packed in waterproof bags within the backpack.

Be sure to save room in your pack for food and Patrol gear!

Section 20 Packing List: Beach Trip

WEAR :

- Full Class A uniform
- Comfortable shoes

CARRY:

- Pocketknife (if Scout has Totin' Chip)
- Handkerchief
- Wallet and money

IN DUFFLE BAG (no packs):

- Sleeping bag or blankets
- Flashlight w/extra batteries
- Boy Scout Handbook
- Water bottle

CLOTHING (in bag):

- Shirts (short sleeve) (5)
- Shirt (long sleeve for sun and bug protection)
- Long pants and/or shorts (3)
- Socks (6 pair)
- Underwear (5 pair)
- Pajamas or sleeping gear
- Jacket
- Rain gear
- Second pair of shoes
- Swim trunks

TOILET KIT (in bag):

- Wash cloth
- Towel
- Comb
- Soap in waterproof container
- Shampoo
- Toothbrush and toothpaste

MESS KIT (in bag):

- Knife
- Fork
- Spoon
- Cup
- Plate
- Bowl

CAMP GADGET KIT (in bag):

- Mosquito repellent
- Sunblock
- Shoelaces
- Needles
- Thread
- Safety pins
- Extra plastic bags

OPTIONAL (in bag):

- Camera and film
- Camp Pillow
- Camp stool or chair
- Sunglasses
- First Aid Kit
- Cord for clothesline
- Plastic ground cloth
- Bible or prayer book
- Fishing gear
- Aquatic apparatuses
- Wide brim hat

Note: All clothing items should be packed in waterproof bags within the backpack.

Section 21 Packing List: Backpacking Trip**WEAR (while traveling):**

- Class A uniform (shirt, neckerchief & hat)

WEAR (while hiking):

- Class B uniform
- Comfortable hiking shoes
- Hiking style socks that fit your boots
- Polypropylene or similar "dry" shirt

CARRY:

- Pocketknife (if Scout has Totin' Chip)
- Handkerchief
- Whistle

IN PACK:

- Pack Cover
- Sleeping bag
- Sleeping Pad
- Flashlight or Headlamp
- Extra batteries for flashlight
- Pack cover
- Water bottle
- Extra bulb for flashlight

Clothing:

- Shirt
- Pants or shorts (depends on weather)
- Socks (2 extra pair per night)
- Underwear (1 extra pair per night)
- Sleeping clothes
- Jacket
- Rain gear
- Knit hat (seasonal)
- Gloves (seasonal)
- Coat or parka (seasonal)
- Extra layers (seasonal)

MESS KIT (in pack):

- Spoon or "Spork"
- Cup
- Bowl

TOILET KIT (in pack):

- Wash cloth (optional)
- Towel (small - optional)
- Soap (optional)
- Toothpaste
- Toothbrush
- Toilet paper

CAMP GADGET KIT (in pack):

- Matches (waterproof)
- Fire starter (optional)
- Shoelaces
- Ziplock bags
- Rubber bands
- 100" Parachute cord

OPTIONAL (in pack):

- Shoes for camp
- Compass
- Camera
- First Aid Kit
- Prayer book
- Mosquito repellent (seasonal)
- Rain gear
- Sun block
- Snacks

Note: Sleeping bag and all clothing items should be packed in waterproof bags.
Be sure to save room in your pack for food and Patrol gear!

Section 22 Packing List: Canoe Trip**WEAR (while traveling):**

- Full Class A uniform

WEAR (while canoeing):

- Wet shoes
- Swim suit, shorts or pants
- Shirt
- Hat

CARRY:

- Pocketknife (if Scout has Totin' Chip)
- Handkerchief
- 20' cord

QUICK ACCESS:

- Rain Gear
- Water Bottle
- Extra water bottle

In Bag (dry bag preferably, usually no frame packs):

- Sleeping bag
- Ground pad
- Flashlight
- Extra batteries for flashlight

Clothing (in bag):

- Shirt
- Pants or shorts (depends on weather)
- Socks (min 1 extra pair per night)
- Underwear (min 1 pair per night)
- Pajamas or sleeping clothes
- Jacket
- Knit hat (seasonal)
- Gloves (seasonal)
- Coat or parka (seasonal)
- Extra layers (seasonal)

Mess Kit (in pack):

- Spoon
- Cup
- Bowl

TOILET KIT (in pack):

- Washcloth
- Towel
- Soap
- Toothpaste
- Toothbrush
- Shampoo
- Comb

CAMP GADGET KIT (in pack):

- Matches
- Fire starter
- Shoelaces
- Plastic bags
- Rubber bands
- Extra 20' cord

OPTIONAL (in pack):

- Shoes for camp
- Compass
- Camera
- First Aid Kit
- Prayer book
- Mosquito repellent
- Sun block
- Snacks
- Hiking Staff
- _____
- _____
- _____

Note: All gear must be placed in waterproof bags (double bagged).

For most clothing items, put each item or a couple small items in individual bags and tie with a gooseneck tie. Squeeze all air out of bags prior to tying. Place individual bags inside larger bag (trash compactor or other, thicker plastic bag is good) and tie that bag with gooseneck tie as well.

Section 23 Packing List: Bicycle Trip**WEAR IN AUTO:**

- Full Class A uniform
- Comfortable shoes

WEAR WHILE BIKING:

- Troop T-shirt
- Comfortable clothes
- Sturdy shoes with "grippy" soles
- Bicycle helmet

CARRY or ON BIKE:

- Water Bottle
- Handkerchief

IN DAY PACK (with BIKE):

- Rain gear
- Second water bottle
- Socks in waterproof bag
- Jacket

IN BACKPACK (in CAR):

- Sleeping bag
- Ground pad
- Flashlight
- Extra batteries for flashlight
- Pack cover or large trash bag

CLOTHING (in pack):

- Shirt
- Pants or shorts (depends on weather)
- Socks (min 1 extra pair per night)
- Underwear (min 1 extra pair per night)
- Pajamas or sleeping clothes
- Knit hat (seasonal)
- Gloves (seasonal)
- Coat or parka (seasonal)
- Extra layers (seasonal)

MESS KIT (in pack):

- Knife
- Fork
- Spoon
- Cup
- Plate
- Bowl

TOILET KIT (in pack):

- Washcloth
- Towel
- Soap
- Toothpaste
- Toothbrush
- Shampoo
- Comb

CAMP GADGET KIT (in pack):

- Matches
- Fire starter
- Shoelaces
- Plastic bags
- Rubber bands

OPTIONAL (in pack):

- Shoes for camp
- Prayer book

OPTIONAL (on bike):

- Pocketknife (if Scout has Totin' Chip)
- Air pump
- Tools
- Tube repair kit
- Camera
- Mosquito repellent
- Sun block
- First aid kit
- Snacks

Note: Bikes must be in good working condition and must have a working light. We do not plan to ride at night, but we will be prepared just in case. This list is for a trip in which camping gear is carried in cars.

Section 24 Packing List: Hiking Trip (Day Trip)

WEAR:

- Full Class A uniform
- Comfortable hiking shoes
- Knit hat (seasonal)
- Gloves (seasonal)
- Coat or parka (seasonal)
- Extra layers (seasonal)

CARRY:

- Handkerchief
- Pocketknife (if Scout has Totin' Chip)
- Walking stick
- Whistle

IN DAYPACK:

- Rain gear
- Water bottle
- Socks in waterproof bag
- Jacket

CAMP GADGET KIT (in pack):

- Matches
- Fire starter
- Shoelaces
- Plastic bags
- Rubber bands

OPTIONAL (in pack):

- Camera
- Compass
- Mosquito repellent
- Sun block
- First aid kit
- Snacks

Section 25 Patrol Equipment List (except Backpacking)

Equipment	Out	In	Name (Scout taking equipment home)	Remarks
Stove (propane)				
Stove stand				
Chef kit				
Cook kit				
Grill				
Griddle				
Cooler				
Water jug				
Dutch oven				
Lantern				
A-pail				
Crate (soap, foil, etc.)				
Bow saw				
Tarp				
Shovel				
Tent #				

Date: _____

Patrol: _____

Check Out

Name (print): _____

Signature: _____

Section 26 Patrol Equipment List (Backpacking)

Equipment	Out	In	Name (Scout taking equipment home)	Remarks
Backpacking Stove (includes windshields)				
Fuel Bottle (Full)				
Pot Lifter				
Pot(s) as needed by menu				
Utensils as needed by menu				
Bake packer (optional)				
Water Purifier				
Water Purification tablets (backup)				
Fly from Green Tent				
Cleaning Kit (soap, sponge or scrubby, 2 sheets paper towels per meal)				
Binders Twine (12 feet)				
Spade or Shovel				
Other items				
Tent #				

Date: _____

Patrol: _____

Check Out

Name (print): _____

Signature: _____

Section 27 Troop Equipment List

Equipment	Out	In	Name (Scout taking equipment home)	Remarks
Rope bag				
Bow saw				
Ax				
Hatchet				
Stake bucket				
Twine				
American flag				
Troop 111 Flag				
Bag of fire cans				
Bag of deadmen				
Charcoal				
Charcoal chimney				
Propane box				
Tent #				

Date: _____

Patrol: _____

Check Out

Name (print): _____

Signature: _____

Section 28 Equipment Component List

Use these lists to inventory equipment that consists of more than one item. Unless the QM has a record of missing items, you must have all of the components when you return the equipment.

<u>Dutch Oven</u>	<u>Tent</u>
<input type="checkbox"/> Oven	<input type="checkbox"/> tent
<input type="checkbox"/> case	<input type="checkbox"/> fly
<input type="checkbox"/> pliers	<input type="checkbox"/> ground cloth
<input type="checkbox"/> mitt	<input type="checkbox"/> 8 stakes
<input type="checkbox"/> 3 rings	<input type="checkbox"/> 4 side poles
	<input type="checkbox"/> ridge pole
<u>Cook Kit</u>	<input type="checkbox"/> 2 end poles
<input type="checkbox"/> small pot	<input type="checkbox"/> tent bag
<input type="checkbox"/> small lid	
<input type="checkbox"/> medium pot	<u>Cooler</u>
<input type="checkbox"/> medium lid	<input type="checkbox"/> Cooler
<input type="checkbox"/> large pot	<input type="checkbox"/> Cooler tray
<input type="checkbox"/> medium skillet	
<input type="checkbox"/> large skillet	<u>Backpacking Stove</u>
<input type="checkbox"/> coffee pot	<input type="checkbox"/> large pot
<input type="checkbox"/> coffee pot lid	<input type="checkbox"/> small pot
<input type="checkbox"/> plate	<input type="checkbox"/> large lid
<input type="checkbox"/> 8 oz. cup	<input type="checkbox"/> small lid
	<input type="checkbox"/> large bag
<u>Chief Kit</u>	<input type="checkbox"/> small bag
<input type="checkbox"/> large knife	<input type="checkbox"/> burner
<input type="checkbox"/> small knife	<input type="checkbox"/> pliers
<input type="checkbox"/> spoon	<input type="checkbox"/> large shield
<input type="checkbox"/> slotted spoon	<input type="checkbox"/> small shield
<input type="checkbox"/> ladle	<input type="checkbox"/> Bake packer
<input type="checkbox"/> Spatula	
<input type="checkbox"/> can opener	
<input type="checkbox"/> peeler	
<input type="checkbox"/> Whisk	

Section 29 Scout Vesper

- **Tune: "Tannenbaum"**

Softly falls the light of day,
While our campfire fades away.
Silently each Scout should ask:
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?"

- **Philmont Grace**

For food, for raiment,
For life, for opportunity,
For friendship and fellowship,
We thank Thee, O Lord. Amen

- **Maine Grace**

For food, for raiment,
For life, for opportunity,
For sun and rain and nature's wonders,
For friendship and fellowship,
We thank Thee, O Lord. Amen

- **Taps**

Day is done
Gone the sun
From the lake
From the hills
From the sky
All is well
Safely rest
God is nigh.