

# Boy Scouts of America Troop 48



Bethlehem Lutheran Church  
10000 Broad River Road  
Irmo, SC



## Parent and Scout Guide

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[www.irmoscouts.com](http://www.irmoscouts.com)

**Troop 48 Parent and Scout Guide**

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## About the Troop

Troop 48 is not an ordinary scout troop. You can verify this by researching and/or visiting other troops. Whereas some troops often let the adult leaders run the troop with only a cursory leadership role given to the actual Scouts, we tend to truly emphasize the boy-led aspect of Scouting as originally established over 100 years ago. Troop 48 wants to make sure that our Scouts develop the leadership skills and character qualities that are indicative of the Scouting tradition. In Troop 48, the Youth Scout Leaders will run meetings, plan meals, outings, and lead Scout training. The adult leadership will serve primarily in an advisory role that helps direct and run the behind-the-scenes logistics of the Troop. This is in stark contrast to the excellent, yet highly structured and adult-led Cub Scout program found in our complementary Cub Scout Pack 48. We need adults to be active, but not interfere with the boys learning leadership skills.

Troop 48 challenges our Scouts in various high adventure aspects of Scouting that is rewarding and exciting. This will include extended hikes, backpacking, camping, whitewater rafting, climbing, shooting sports, as well as wilderness and survival skills. Our activities occur in a variety of weather conditions. Being prepared as a motto, will be practiced.

There will be a scheduled campout or other Troop activity every month except during June or July depending on when summer camp occurs. Troop meetings are held every Thursday from 6:30 – 8:00 pm.

Many of the older Scouts may go to any or all of the four national Scouting's high adventure bases' activities at Philmont, Sea Base, Northern Tier, and the Summit. Some activities will be physically demanding, yet every precaution is taken to ensure our program is safe. We will challenge our Scouts to do more than other troops might expect of them, and more than the Scout may think they can accomplish. We place special emphasis on first aid and wilderness survival techniques because knowledge of these skills can save a life.

In addition, Troop 48 is **not** a “merit badge factory”. There is more to your Scout’s journey toward Eagle than earning a bunch of merit badges. There will be times where the Troop works together on a merit badge during meetings and/or monthly outings. Scout skills will be taught during meetings or outings that will cumulatively help the Scout grow in his knowledge of Scouting. A Scout will learn what is expected of every Boy Scout, as well as meeting some of the requirements for advancing to the next Scout rank. Between summer camps, Klondike, and Merit Badge University, there are plenty of opportunities for a Scout to work on merit badges. Nevertheless, Scouts are free to work on any merit badge on their own, but the Scoutmaster’s approval is required before a Scout can begin work on a merit badge (see [Merit Badges](#) p.23).

While not unachievable, we do not expect to see 14-year-old Eagle Scouts come from our Troop. The Troop's founding philosophy is that the rank of Eagle Scout is the highest achievement in Boy Scouting. This accomplishment is not taken lightly and should be earned by doing more than the minimum requirements in the shortest amount of time. We feel that it is a disservice to your son and to Scouting in general to see how fast we can churn out Eagle Scouts. There are certain intrinsic skills and abilities that can *only* come with a young Scout’s growing maturity and with the entire Scouting experience.

While we should reiterate that it is not *impossible* to obtain Eagle at a very early age in our Troop, Merit Badge Coordinators may not agree to serve as coordinator for a child that is deemed too young to fully grasp the requirements and master the skills that certain Eagle-required merit badges demand. The Scout's parent or guardian is welcome to contact the Merit Badge Coordinator and/or Scoutmaster to discuss any questions regarding the readiness of a Scout to begin a particular merit badge. It is the Scoutmaster and the Merit Badge Coordinator's decision as to whether or not a Scout is ready to begin certain Eagle-required merit badges within

Troop 48. Nevertheless, if a Scout insists on working on an Eagle-required merit badge without the Troop's Merit Badge Coordinator for that particular badge, your son can find a merit badge coordinator within the Etowah District or Indian Waters Council that will agree to supervise the merit badge process. The Troop 48 Scoutmaster must pre-approve and sign off on agreeing to begin any work on any merit badge. However, if having your son obtain Eagle Scout at a very early age is important to you or to your son, you may be better suited to find another local troop more in tune with your ambitions by visiting Scouting's web site at <https://beaScout.Scouting.org/>.

## **Adult Leadership**

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## Typical Calendar of Events for Troop 48\*

- January
  - Extended campout over MLK weekend or normal 3<sup>rd</sup> weekend campout
- February
  - Scouting for Food – Often help Pack 48 with this service project
  - Camping- (Pack 48 Crossover – *may be February or March depending on the Pack*)  
If no Crossover, then there may be a winter activity (such as skiing)
- March
  - Merit Badge University (not for first year newly crossed over Scouts)
  - Court of Honor
  - Camping (Pack 48 Crossover - *may be February or March depending on the Pack*)
- April
  - Camping (Typically the 3<sup>rd</sup> weekend of the month)
- May
  - Camping (Typically the 3<sup>rd</sup> weekend of the month)
- June -or- July \*\*
  - Summer Camp (depending on location/availability)
- August
  - Camping (Typically the 3<sup>rd</sup> weekend of the month)
- September
  - Camping (Typically the 3<sup>rd</sup> weekend of the month)
- October
  - Camping (Typically the 3<sup>rd</sup> weekend of the month)
  - Court of Honor
- November
  - Camping with Arrow of Light Cub Scout guests (3<sup>rd</sup> weekend)
- December
  - Klondike Winter Camp (depending on current interest of boys in troop)

\*Representative calendar only, subject to change as needed.

\*\*Summer Camp will take place in June or July, depending on the location and availability. There will be no scheduled camping otherwise in June or July. We attend Summer Camp as a troop only once per year.

## **Transition from Arrow of Light Scouts to Boy Scouts**

### **Introduction to the Troop**

Arrow of Light Scouts (AOL) are typically first introduced to the Troop during a Spring campout soon after moving from Webelos to AOL Scouts. The AOL Scouts and their parent(s) will be asked to camp alongside the Troop and participate in some of the normal Troop camping activities. The AOL Scouts will learn some basic, but important Scout skills such as fire building (which is always a hit), and parents will be instructed on the various types of Scout camping equipment that their son will eventually need in order to fully engage in Scouting. Depending on the camping location, AOL Scouts may take an extended hike with the Troop. Believe it or not, past AOL Scouts have hiked 7 or more miles with the Troop without major issues and to the surprise of the young boys themselves. Again, Troop 48 likes to challenge its Scouts and often the AOL Scouts become part of this experience.

The prospective boy Scouts and parents will also learn about the patrol aspect of the Troop and how camping duties are delegated. Parents are urged to ask questions, but to stay in the background so that their AOL Scouts can experience some of the boy-led aspects of Boy Scouts.

### **Crossover**

The Crossover Ceremony is where a Cub Scout transitions from the Cub Scout Pack to the Boy Scout Troop. This marks an important moment in Scouting that somewhat mimics life in which a young boy begins the maturation process into becoming a young man. Your new Boy Scout will soon obtain exciting new freedoms, and yet more responsibilities within the Scouting program.

Cub Scouts from *Pack 48* will Crossover to the *Troop 48* during Pack 48's Blue and Gold Banquet in February or March or during a specific Crossover event. Den leaders, parents, and guardians of these new Boy Scouts will have been contacted prior to crossing over to learn what kind of activity the Troop has in store for their new recruits. Generally, parents will be asked, often without the knowledge of their son, to prepare a backpack with a certain amount of camping gear (we do not expect a full supply of camping gear right away). This gear will be taken to the Blue and Gold Banquet so that the new Scouts can join with the Troop immediately that night (regardless of the weather) following the conclusion of the banquet. Parents/guardians will be required to transport their son to the location where the Troop will be camping, which is typically a nearby campground or park. Parents will then pick up their new Boy Scout the following morning.

### **Differences in Boy Scouting and Cub Scouting**

Troop 48 emphasizes the boy-led model that is the hallmark of the Boy Scout program. At times things will seem chaotic, but rest assured that the process works. Ironically, at times the best learning moments come from failure. Scouts learn what works from what doesn't, but this process takes time. Coming from the highly structured Cub Scout ranks to a boy-led Scout troop is often a shock to some parents. Communication lines can seem to be nonexistent at times, and there may be some confusion as to what is expected of each new Scout in Troop 48. Rest assured that your new Scout will soon learn the ropes (so to speak), learn to think on their own, and begin preparing themselves to lead the next batch of Scouts in the years to come. They will be reminded of those things that were confusing to them and discuss how they can improve the transition of new Scouts when they become the leaders in the Troop.

Boy Scouts utilize the *Patrol Method*, in which Scouts discuss and plan menus for camping trips, prepare meals, camp together, and participate in group activities. This allows younger Scouts to learn from older Scouts while advancing in leadership roles themselves. Troop 48 has patrols that will vary in number based on the total number of Scouts in the Troop. By having several Patrols, each Scout will have a greater opportunity to take on various leadership positions during their time in the Troop.

The primary method of communication between the Troop and parents will be via email. At no time should a parent call a patrol leader or any other boy with questions or comments. If a parent has a question, concern or comment they need to be addressed with an Assistant Scoutmaster or if unavailable, another Committee Member. If that does not resolve or answer your questions, you should then contact the Troop Committee Chair. It is important to remember that in the Troop structure, adults deal with adults and boys deal with boys.

### **Expectations of Scouts**

The primary goal of Troop 48 is for our Scouts to have fun, learn life skills, and challenge themselves and their fellow Scouts while participating in the Boy Scout program. To this extent, it is expected that all Scouts will conduct themselves in a manner appropriate for a Scout as set out in the Scout Oath and Law.

There is a time for nearly everything but realizing when it's time to play and when it's time to focus on the task at hand is vital to maintain the continuity of the Troop. Scouts that are disruptive will be given a chance to correct their behavior; however, repeatedly disrupting the program may require a parent or guardian to come and get their disruptive Scout, wherever the Troop may be – whether at a meeting or an outing.

Misbehavior by a Scout can be a threat to their safety or the safety of other Scouts. This can present an undue hardship on the Troop and is not fair to the other Scouts that are acting appropriately. Misbehavior cannot be ignored by the Troop. Adult leaders give a lot of their free time in order to help facilitate the Boy Scout program, but the Troop is not a babysitting service. Unruly Scouts will be given time to correct behavior, but there has to be a point to where a disruptive Scout is asked to leave a Scouting function and in certain circumstances, the Troop. The Scoutmaster or other adult leader will contact the parent or guardian of a disruptive Scout to explain the situation and potential consequences of continued disruptive behavior, or depending on the offense, for the parent or guardian to immediately come and pick up their Scout. The Scoutmaster and Assistant Scoutmasters will have a conference with the Scout to discuss the behavior in question. If needed, a second conference will be held with the parent and Scout.

Physical hazing, abuse, bullying, theft, and verbal abuse have no place in the Scouting program. Scouts that are confronted by such actions should seek help from their Patrol Leader. If the Patrol Leader or other Scout Leader is perceived as part of the problem, the Scout should seek out assistance from another adult leader. The adult leadership will assess the situation and take appropriate action to remedy the problem (also see [Unfair Treatment of a Scout](#) section).

Scouts are expected to show respect to their adult leadership, their Troop's boy leaders, and their fellow Scouts. While it is understood that the boy leadership model can lead to occasional misunderstanding between Scouts, there must exist a chain of command that each Scout must follow for the program to work. The Scoutmaster or other adult leaders will interject when appropriate; yet also stand back to let some minor issues work themselves out. The Scout Leadership Chain of Command is described in the [Scout Leadership](#) Section

## Physical Requirements for Participation in Troop 48

Participating in Troop 48 will require physical exertion. Certain outings are designed to present obstacles that Scouts must overcome in order to learn valuable skills and to test the limits of their abilities. Extended hikes, backpack camping, and high adventure activities may require a Scout to carry 30 or more pounds of gear over many miles in a variety of terrain from the mountains to the sea. Also, there will be times in which inclement weather will inevitably become part of the Troop activity and even a learning moment. Outings where wilderness survival skills are learned or practiced may present unique physical challenges and require Scouts to improvise shelters, start fires, acquire food, and address first aid scenarios. While safety of the Scouts is always paramount, there will be challenges to test the readiness of the Troop, and Scouts that are not in reasonable physical condition may not be a good fit for Troop 48. This is not meant to exclude any Scout that wants to take part in the Troop, but it is expected that all members of Troop 48 regularly participate in our scheduled outings. We have learned that young Scouts may not immediately be physically capable of all Troop activities, but they are surprisingly resilient if they want to be, and quickly begin to keep up if they maintain a positive mental attitude. Troop members are expected to help their fellow Scout when needed (and this occurs often with newly crossed over Scouts); however, the Scout needing assistance is expected to eventually meet the physical challenges of the Troop unless prior accommodations are made with the Troop Committee concerning a Scout with a disability. Thus, Scouts that routinely cannot keep up with the remainder of the Troop without extraordinary assistance, barring any physical disability, should seek another Scout troop with less demanding activities.

Scouts requiring regular medications must ensure that sufficient quantities of their medicines are brought to any Troop activity to cover the duration of the activity. A Scout's parent or guardian may be asked to pick up their Scout or bring medications immediately if this requirement is not met. The adult leaders will help with but **cannot be responsible for medicating someone else's child**. If routine medications are required during a Scouting event, the parent or guardian of the Scout should discuss the situation prior to the event with the Troop's adult leadership.

*It is the discretion of the Troop Leadership to require direct parental or guardian participation for all events with a specific Scout if the Troop Leadership does not feel capable of providing medical care for that Scout or if this care distracts from the Leadership's ability to focus on the rest of the Troop or the Troop's program.*

Scouts with certain conditions such as asthma and diabetes must be able to monitor themselves and self-medicate if necessary or have a parent or guardian available to provide assistance.

More information regarding medical conditions published in the *Guide to Safe Scouting* are presented below:



## Medical Risk Factors for Your Participation in Scouting

(from the *Guide to Safe Scouting*)

Scouting can be physically and mentally demanding. To help its members be better prepared, the Boy Scouts of America recommends that everyone who participates in a Scouting activity have an annual medical evaluation by a certified and licensed health-care provider: a physician (MD or DO), nurse practitioner, or physician assistant. Based on the vast experience of the medical community, the BSA has identified risk factors that could become issues during weekend camping, hikes, treks, tours, or other activities.

Become familiar with the following risk factors to ensure all Scouts and Scouters are prepared.

### ***Excessive Body Weight (Obesity)***

Excessive body weight increases risk for numerous health problems. To ensure the best experience, Scouts and Scouters should be of proportional height and weight. One such measure is the Body Mass Index (BMI), which can be calculated using a tool from the Centers for Disease Control here: <http://www.cdc.gov/nccdphp/dnpa/bmi/>. Calculators for both adults and youth are available. It is recommended that **youth** fall within the fifth and 85<sup>th</sup> percentiles. Those in the 85<sup>th</sup> to 95<sup>th</sup> percentiles are at risk and should work to achieve a higher level of fitness.

### ***Cardiac or Cardiovascular Disease***

These include

1. Angina (chest pain caused by blocked blood vessels or coming from the heart)
2. Myocardial infarction (heart attack)
3. Heart surgery or heart catheterization (including angioplasty to treat blocked blood vessels, balloon dilation, or stents)
4. Stroke or transient ischemic attacks (TIAs)
5. Claudication (leg pain with exercise, caused by hardening of the arteries)
6. Family history of heart disease or a family member who died unexpectedly before age 50
7. Smoking

Youth who have congenital heart disease or acquired heart disease such as rheumatic fever, Kawasaki's disease, or mitral valve prolapse should undergo a thorough exam.

### ***Hypertension (High Blood Pressure)***

Scouts and Scouters should have a normal blood pressure (less than 140/90). Persons with significant hypertension should be under treatment and their condition should be under control. If participating in a Scouting event that is physically demanding, it is recommended that hypertension be under control in the six months prior to the date of the event. The goal of the treatment should be to lower blood pressure to normal levels. Those already on antihypertensive therapy with normal blood pressures should continue treatment and should not choose the time they are at any Scouting event to experiment with or change medications.

### ***Diabetes (Insulin-Dependent Diabetes Mellitus)***

Any individual with insulin-dependent diabetes mellitus should be able to self-monitor blood glucose and know how to adjust insulin doses based on these factors or be accompanied by a guardian that is knowledgeable in these matters. The individual with diabetes and/or the guardian should also know how to give a self-injection/injection and recognize indications of high and low blood sugar. **If planning on participating in an overnight experience of any kind, bring enough medication, testing supplies, and equipment for the entire Scouting event.** This includes batteries (without provisions for recharging) to be both brought to and taken away from the event for pumps (remember Leave No Trace guidelines).

An insulin-dependent individual who has been newly diagnosed (within six months of the fitness examination) or who has undergone a change in delivery system (e.g., an insulin pump) in the same period and who desires to participate in a Scouting event that is physically demanding should reconsider participation. This also applies to an individual who has been hospitalized for diabetic ketoacidosis or who has had problems with hypoglycemia in the last year.

### ***Seizures (Epilepsy)***

Seizure disorder or epilepsy should be well-controlled by medications if an individual desires to participate in a physically demanding Scouting event. A minimum of six seizure-free months prior to the fitness examination is considered under control. Participants with a history of seizures need to limit high-adventure activities (e.g., climbing or rappelling).

### ***Asthma***

Acute or severe bronchial asthma under treatment anytime during the past 24 months should be well-controlled before participating in physically demanding Scouting events. Key indicators of well-controlled are:

1. The use of a rescue inhaler zero times to one time a day
2. No need for nighttime treatment with a short-acting bronchodilator

Well-controlled asthma may include the use of long-acting bronchodilators, inhaled steroids, or oral medications such as Singulair.

If the Scouting event is physically demanding, individuals with the following asthma conditions should reconsider participation:

1. Exercise asthma is not prevented by medication.
2. Participant has been hospitalized or has gone to the emergency room for asthma treatment in the six months before the fitness examination.
3. Participant has received treatment that required oral steroids (prednisone) in the six months before the fitness examination.

When participating in any overnight Scouting event, participants must bring an adequate and a backup supply of medications and spare rescue inhalers that are current. Participants must carry a rescue inhaler at all times during any Scouting event.

### ***Sleep Apnea***

Scouts and Scouters with sleeping disorders may experience health risks due to long days and short nights for many Scouting events. It is recommended for those with sleep apnea requiring a CPAP machine for any overnight Scouting experience that all equipment (e.g., CPAP machine) be provided by the Scout or Scouter and be self-contained. This may include batteries (without provisions for recharging) to be both brought to and taken away from the Scouting event (remember Leave No Trace guidelines).

### ***Allergies or Anaphylaxis***

Scouting events have several risks (e.g., nuts, pollens, wasps, hornets, and other stinging insects) that could trigger anaphylactic reactions in individuals prone to reaction. It is recommended that Scouts and Scouters who have had an anaphylactic reaction from any cause contact the appropriate medical personnel of the Scouting event to confirm participation eligibility before arrival, especially if the event includes an overnight experience. Participants will be required to have appropriate treatment with them at all times.

For longer Scouting events such as summer camp, jamborees, and high-adventure programs, allergy shots required for maintenance doses may be acceptable for persons who have not had an anaphylactic reaction. Contact the appropriate medical personnel for the event for confirmation.

### ***Ingrown Toenails, Recent Musculoskeletal Injuries, and Orthopedic Surgery***

Many Scouting events put a great deal of strain on feet, ankles, and knees. If the Scouting event is physically demanding, ingrown toenails should be treated within a month prior to the event. Scouts and Scouters who have had orthopedic surgery, including arthroscopic surgery, or significant musculoskeletal injuries, including back problems, should have a release from the surgeon or treating physician to participate in Scouting events.

### ***Psychiatric/Psychological and Emotional Difficulties***

Psychiatric/psychological and emotional disorders do not necessarily exclude an individual from Scouting events. Parents and advisers should be aware that most Scouting events are not designed to assist in overcoming psychological or emotional problems and may exacerbate existing conditions. Experience demonstrates that these problems frequently are magnified, not lessened, when participants are subjected to the physical and mental challenges of many Scouting activities. Any condition must be well-controlled without the services of a mental health practitioner. Under no circumstances should medication be stopped before or during a Scouting activity. If the Scouting event is an overnight experience, Scouts and Scouters are required to bring an appropriate supply of medication for the duration of the event, including travel to and from the event.

### ***Other Risk Factors***

Sickle-cell anemia, hemophilia, leukemia, severe blood dyscrasia, and HIV infection provide special challenges to Scouts and Scouters. To plan for, prepare for, and support those having these medical conditions, it is recommended that an individual evaluation of each situation be done by the appropriate medical personnel. There may be instances where proper medical support at the Scouting event is impossible. Under such circumstances, participation may be denied.

## Structure of the Troop

### Boy Scout Leadership

#### TROOP POSITIONS

- **Senior patrol leader (SPL)\*** - top junior leader in the Troop. He leads the patrol leaders' meetings and, in consultation with the Scoutmaster, appoints other junior leaders and assigns specific responsibilities as needed. Runs all Troop activities.  
**Reports to: Scoutmaster**
- **Assistant senior patrol leader (ASPL)\*** - fills in for senior patrol leader in his absence. He is also responsible for training and giving direction to the quartermaster, scribe, Troop historian, librarian, and instructors.  
**Reports to: Senior Patrol Leader**
- **Junior Assistant Scoutmaster** - a Scout 16 or older who supervises and supports other boy leaders as assigned.  
**Reports to: Scoutmaster**
- **Troop Historian** - collects and maintains Troop memorabilia, photos, and information on former Troop members. Keeps written reports of Troop events.  
**Reports to: Assistant Senior Patrol Leader**
- **Librarian** - keeps Troop books, pamphlets, magazines, audiovisuals, and merit badge counselor list available for use by Troop members.  
**Reports to: Assistant Senior Patrol Leader**
- **Instructor** - teaches one or more advancement or Scout skills to Troop members.  
**Reports to: Assistant Senior Patrol Leader**
- **Troop guide\*** - advisor and guide to new Scouts and works to assist new Scouts with advancement.  
**Reports to: Assistant Scoutmaster**
- **Den chief** - works with a Cub Scout den as a guide.  
**Reports to: Pack Den Leader and Troop Assistant Scoutmaster**
- **Order of the Arrow Troop Representative** – works as a liaison between the Troop and the OA lodge. Must be an OA member.  
**Reports to: Assistant Senior Patrol Leader**
- **Quartermaster** - responsible for Troop supplies and equipment.  
**Reports to: Assistant Senior Patrol Leader**

- **Scribe** - the Troop secretary. Keeps Troop records, attendance, and communicates to the Troop.

**Reports to: Assistant Senior Patrol Leader**

- **Outdoor Ethics Guide** – helps train the Troop in Leave No Trace and Tread Lightly! principals and ensures the Troop follows the Leave No Trace tenets on all campouts and outings. Requires Scout to be 14 or older and must have taken Leave No Trace Training course.

**Reports to: Assistant Senior Patrol Leader**

### **PATROL POSITIONS**

- **Patrol leader\*** - gives leadership to members of his patrol and represents them on the patrol leaders' council.

**Reports to: Senior Patrol Leader**

- **Assistant patrol leader** - fills in for the patrol leader in his absence.

**Reports to: Patrol Leader**

**\*Member of the Patrol Leader's Council**

*All boys in leadership positions are part of the Patrol Leaders Meetings*

## **Adult Leadership**

### **PROGRAM**

- **Scoutmaster** – Adult directly responsible for working with the Scouts to help guide and create the program for the Troop. Trains the Scout leadership to run the Troop.
- **Assistant Scoutmaster** –
  - Troop – a regular Assistant Scoutmaster that provides two-deep leadership and assist the Scoutmaster and the Troop Patrols as needed.
  - New Scouts – works with the Troop Guide, Patrol Leaders with new Scouts, and the Den Chief to help assimilate new Scouts into the Troop.

### **SUPPORT**

The **Troop Committee** is responsible for conducting the business of the Troop, setting policy and helping the Scoutmaster and Scouts with outings and other planned activities. All positions may not be needed individually, but may be facilitated by another position.

- **Troop Committee Chairman** – Supervises the Troop's committee members
- **Chartered Organization Representative** - liaison between the Troop and Indian Waters Council.

- **Troop Treasurer** – responsible for handling funds, paying bills, maintaining Troop account and individual Scout ledgers.
- **Troop Secretary** – responsible for keeping records and sending notices.
- **Troop Advancement Chair** – responsible for advancement record keeping and submitting advancement reports, scheduling boards or review and courts of honor. Works with new Scout Assistant Scoutmaster to assimilate new Scouts into the Scouting program.
- **Troop Equipment Coordinator** – responsible for inventory, storage, and maintenance of the Troop’s equipment. Works with the youth Quartermaster. - Responsibilities facilitated by Assistant Scoutmaster
- **Troop Activities Chair** – responsibility for securing tour permits, campsite planning, and serve as transportation coordinator. Ensures there are regular outings and activities. Responsibilities facilitated by Assistant Scoutmaster
- **Troop Fundraising Chair** – responsible for planning fundraising activities and ensures all Scouts have an opportunity to participate in fundraising events.

### **Parents or Guardians**

Parents or guardians of Scouts are expected to support their sons in participating in the Troop’s activities and meetings. For a Scout to become accepted by their peers in Scouting and fully involved in the Scouting program, regular participation in meetings and outings is crucial. In order for a Scout to advance in rank, holding leadership positions is a requirement. For a Scout to satisfactorily meet the leadership position’s qualifications, attending meetings and scheduled outings are essential. Repeatedly missing meetings and outings may require the Scoutmaster to reassign their leadership position due to lack of the Scout’s participation.

### **Financial Transactions**

All payments and other financial transactions made by a Scout should begin before the meeting occurs or immediately before breaking into their patrol meeting. Parents (or guardians) should make payments during the first half of the meeting.

### **Dues, Fees, and Registration**

The annual Council registration fee is due every December and includes insurance with Indian Waters Council. New scouts also pay a one-time \$25 fee to the Boy Scouts of America. ***Due to upcoming changes with BSA chartering fees and structure, Troop 48 dues are yet to be determined for the 2024 calendar year.*** Payment schedules are available if needed. Please contact the Treasurer or another Adult Leader if you would like to ask about payments. Camping fees are generally \$40 per camping trip (see page 18 for more detail on camping fees), and cover the cost of food, site rental, gas, and equipment. Special camping trips with additional fees will be handled on a case-by-case basis but are typically limited to only once or twice per year.

### **Scout Accounts**

The Troop maintains a ledger of each Scout’s account balance. Any debit or credit will be recorded in this ledger that is available for the Scout or his parent (or guardian) to inquire about their account. Each Scout is required to maintain a positive balance in their account.

### **Food Purchases**

For every campout, with few exceptions, each Scout patrol will be responsible for planning and purchasing the food for that campout. One Scout in each patrol will be assigned by the patrol leader the task of purchasing food for that month's campout based on the meals that were planned by the patrol members. This responsibility is usually rotated among the patrol members throughout the year. Thus, expect your Scout to have to shop for and purchase food for the entire patrol a couple of times per year. As part of the learning process, the expectation is that the Scout will actually go with their parent or guardian to help shop for the items needed for that campout. Scouts must submit the grocery receipt from these patrol food purchases to the troop treasurer in a timely manner. Generally, the food purchased by a Scout for a campout will *simply be credited to their Scout account* with proof of their submitted receipt. However, upon request, the Scout can be reimbursed by check for their food purchases on behalf of the patrol. An individual Scout's personal food purchases (snacks, jerky, energy bars, etc.) that are not on the patrol's food menu list, will not be credited to their account.

### **Attendance**

The Troop meets every Thursday night at Shady Grove United Methodist Church located, at 1819 Shady Grove Road from 6:30 pm to 8:00 pm in the church's Family Life Center. Patrol Leaders may be expected to stay 15-20 minutes following the Troop meeting. Scouts should be in their Official Scout Class A Uniform unless directed otherwise for that week. It is expected that each Scout will attend 65% of all meetings and campouts.

### **Courts of Honor**

The Troop will have a Court of Honor at least twice a year. The Court of Honor is the time to recognize Scouts that have earned merit badges and rank advancements. It is expected that every Scout will be in full Class A uniform complete with a merit badge sash and any earned and presented merit badges sewn on the sash. Scouts that have yet to earn a merit badge are not required to wear a sash.

## **Uniforms**

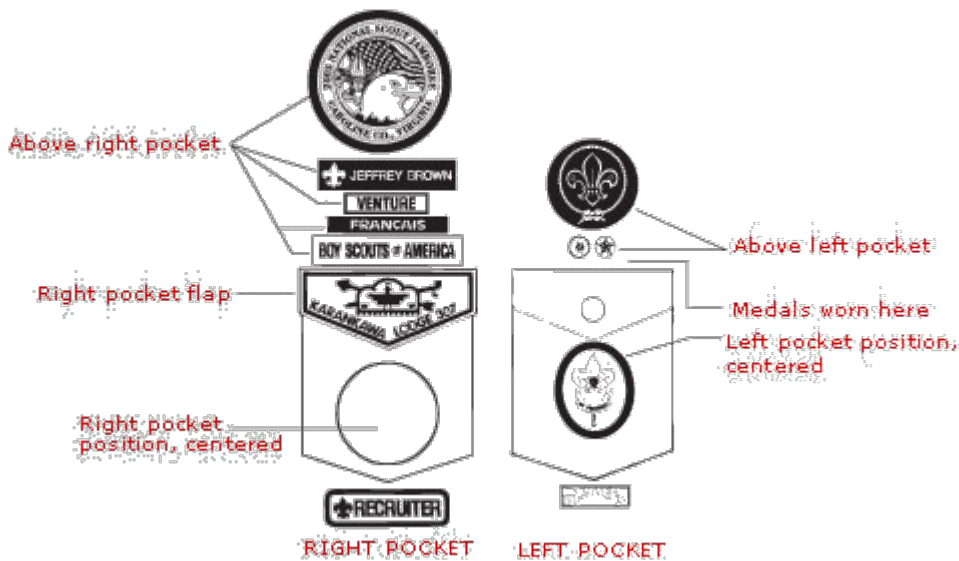
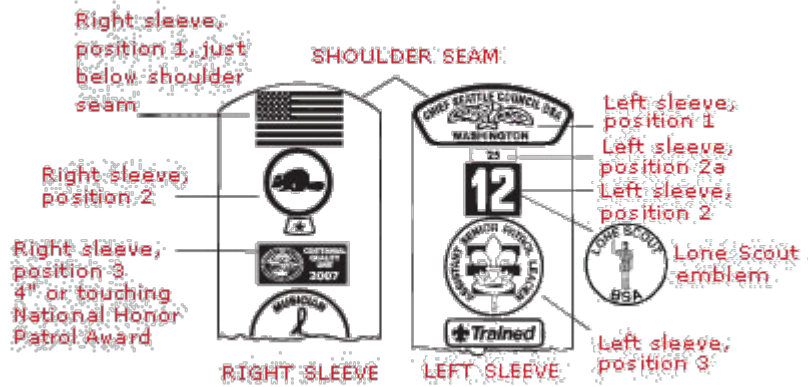
### **Uniform Policy**

The Official Boy Scout Class A Uniform is required to be worn at all meetings with the appropriate insignia (Figure 1) and should always be tucked in. Sashes are optional at meetings, but must be worn at all Scoutmaster Conferences, Board of Reviews, and Court of Honor Ceremonies. The Troop 48 Class B t-shirts with solid color pants or shorts are to be worn at all other times with the only exception of when the Troop or Scout is participating in a hike. When hiking, other Scouting-related t-shirts are permitted. Class B t-shirts must be tucked in whenever the Troop is not alone at any outing or event. Scouts will be informed regarding temporary changes to this policy for special outings or events.

### **Footwear**

Above the ankle hiking/hunting boots are to be worn at all times when attending Troop 48 events. These events include all Troop meetings, Summer Camp, Klondike, campouts, fundraisers, and any other activities in which the Scout is representing Troop 48. Tennis shoes are not permitted unless specifically needed for a particular activity. Crocs, flip flops, and similar shoes are allowed at Summer Camp for the purpose of showering only. The only exceptions to the footwear requirement are when specifically told that other footwear may be worn for special outings or events (i.e. water shoes while canoeing). Please note that heavy hunting boots may be uncomfortable on long hikes, so many Scouts tend to wear lightweight hiking or backpacking boots.

**Figure 1. Class A Uniform Insignia**



Only five medals may be worn at a time, pinned in a single row immediately above the seam of the left pocket.



## Boy Scout Uniform Inspection Sheet

**General Appearance:** Good posture, clean face and hands, combed hair, neatly dressed, clean fingernails.

**Shirt and Neckwear:** Official Boy Scout Uniform Shirt with shoulder loops on epaulets. A neckerchief and slide are required. Life Scouts can wear BSA bolo ties. The shirt collar's top button should be unbuttoned.

**Pants/Shorts:** Official Boy Scout Uniform pants or shorts (or similar hiking pants or shorts of the same color).

**Belt:** Official Boy Scout web belt. Scout belts from BSA summer camps are usually permitted by Troop 48.

**Socks:** Official Boy Scout socks.

**Shoes:** Above the ankle hiking/hunting boots. No steel toed boots.

**Insignia:** Correct placement of insignia (Figure 1)

**Merit Badge Sash:** If worn, merit badges are attached to front of sash. Required at Court of Honor.

**Shoulder Epaulets:** Green shoulder loops identifying Boy Scouting.

**Right Sleeve:** US Flag emblem centered directly below the shoulder seam. Only the most recently earned Centennial Quality Unit Award may be worn below the patrol emblem or below the National Honor Patrol star.

**Left Sleeve:** Council shoulder emblem and unit numeral are worn snug up and touching each other. On the Official Uniform Shirt, the badge of office is centered and touching the unit numeral or centered 4" below the shoulder seam.

**Right Pocket:** Order of the Arrow lodge insignia worn on pocket flap. Temporary insignia worn centered on the pocket or hung from the button.

**Left Pocket:** Badges of rank are worn centered on the pocket above the Arrow of Light Award, as shown. The World Crest emblem is worn centered horizontally over the left pocket and vertically between the left shoulder seam and the top of the pocket.

## CAMPING

Troop 48 typically camps once a month. The only exceptions are because of unforeseen circumstances and the month of July, unless at Summer Camp that month. It is expected that the Scouts attend 80% of the campouts. An annual calendar is distributed at the start of each year with expected outings scheduled.

**Fees** - See page 14 for current amount. Analysis of past camping expenses led to the fee amount. The goal is for the Troop to “break even” for the year's camping expenditures and not as a fund-raising tool. This is a flat fee regardless of the camping location. Some campouts will require the parent to drop their son off at the camping or carpool location, eating dinner before arriving. The camping fee will be evaluated on an annual basis and adjusted as needed in order to cover Troop expenses. Scouts who indicated they would be going on an outing but changes his mind must notify the leaders more than seven days prior to the start of the outing. Otherwise, the Scout will be charged for the outing barring extenuating circumstances.

*\*Any adults attending a campout overnight must be a registered Adult Leader or registered Scout Parent and have successfully completed & maintained BSA Youth Protection Training. Troop may waive the adult camping fee for leaders transporting multiple Scouts or Troop Equipment to an outing, or at its discretion.*

**Tent Assignments** – The patrol leader will assign tent mates for each campout with final approval from the Scoutmaster or Assistant Scoutmaster, if necessary. Any complaint that a Scout may have with their assigned tent mate is to be resolved by following the Troop’s chain of command. All first-year Scouts will generally stay in a tent with another Scout close to the same age. All attempts will be made to pair Scouts close in age to each other, provided there are enough tent mates available. Exceptions to this procedure will be that siblings of any age or school grade may tent together. Older Scouts typically desire to tent alone. Beginning with the second year after summer camp, Scouts may tent alone with their parent or guardian’s permission. Any adults that attend a campout are expected to provide their own tent or hammock and must pitch their tent or hammock in the “adult” section of the campsite. No adult tents are to be pitched in the Scout camping area and no adults will sleep in the Scout camping area and vice versa. Under no circumstances shall a Scout be in another’s tent after lights out without a leader’s approval unless tenting together as noted above.

### Electronics

No electronic games, radios, or TVs are allowed on outings. Cell phones carried on trips are to be turned off and properly stored and used for emergency purposes only. If you need to contact your son(s) during a Troop outing, please feel free to call/text any of the adult leaders. At any time, the Scoutmaster or other adult leader can request all phones be turned in as they see fit. They will be handed back at end of event.

### Summer Camp

The Troop attends summer camp every year. The cost is approximately \$450. The dates and locations are subject to change annually as chosen by the Troop. This is an opportune time for our Scouts to earn some of their Eagle-required merit badges. However, all new first year Scouts will be expected to enroll in the first year Scout camp program. As a rule, the Scoutmaster will not approve recently crossed over Scouts taking any other program during our Troop's scheduled summer camp. The first year Scout program is designed for new Scouts to learn the Scouting program, as well as bond with their fellow Scouts in the Troop. Generally, there will be twilight activities that the new Scouts can participate in that will allow them to earn a merit badge or two. All first-year Scouts are *strongly encouraged* to attend summer camp. Lockable footlockers with a combination lock are used to stow personal items while at summer camp. *Lock combinations must be provided to the Troop Leadership prior to Camp*, otherwise the footlocker may be forcibly opened to get to the contents, if necessary.

### **Summer Camp Physicals and Medical Forms**

Every Scout and adult leader must have an annual physical in order to attend summer camp (or any Scouting event that *is scheduled* to last 72 hours or more, regardless of how long you attend). BSA Medical Forms parts A, B, and C (pre-participation physical form) must be completed, and more information can be found online at (<https://www.scouting.org/health-and-safety/ahmr/>). The actual form is located here: ([https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf).) Everyone must have had a tetanus shot within the last 10 years. This tends to be the one vaccination that is thoroughly checked. Pre-participation physicals are valid for 1 year from the date of exam. Keep a copy of these forms (especially part C).

### **Klondike (Winter Camp)**

If there is sufficient interest, the Troop annually attends Klondike winter camp unless extenuating circumstances dictate otherwise. Typically, this is scheduled during winter break from school. Like summer camp, this is an excellent time for a Scout to earn merit badges as well as some of the Eagle-required ones. As with the summer camp, the Scoutmaster typically will ask that younger Scouts (less than one year from crossing over) refrain from taking certain merit higher-level badges. All first-year Scouts are *encouraged* to attend Klondike.

### **Winter Camp Medical Forms**

BSA Medical Forms parts A and B must be completed and can be found online at [www.Scouting.org](http://www.Scouting.org). Part C (pre-participation physical form) is not required since this event is less than 72 hours in duration.

## **Equipment** (see also [Purchasing Scouting Gear](#) and [Backpack Guide](#) in [Appendix](#))

The Troop supplies each Patrol with a chuck box, table, stove, lantern, cooler, and water container. Each Scout will be responsible for having the remaining gear needed for campouts or outings.

**\*\*\*Note: Troop 48 does not expect that new Scouts will have all items listed at Crossover, but generally acquired within a year. See appendix for more information about purchasing gear.**

The following is a list of equipment that every Scout is expected to have:

- Backpack (rucksack) of sufficient size to carry all gear, generally 60-65 Liters (3600-4000 cu. in.) and larger for internal frames and 50 Liters (3000 cu. in.) and larger for external frame packs. Take into account your Scout's body size as larger packs typically weigh more, *and can encourage packing more gear than the Scout can carry.*
- Day pack, mainly for day hikes and summer camp for carrying rain gear, books, snacks, water.
- Sleeping bag with compression or stuff sack (with a weather-appropriate temperature rating)
- Sleeping pad for insulation and comfort (self-inflating open cell foam pads weigh more and are more expensive than closed cell foam pads)
- Backpacking Tent, generally a 1-3 man tent weighing less than 6 lbs. with dual vestibules (covered door openings) is preferred. Since Scouts will often have a tent mate (except for older Scouts), the weight of a tent can be split between the two tent mates if backpack camping (one takes the tent & ground cloth while the other carries the tent poles and stakes).
- Portable canister stove or Jetboil with associated cookware and eating utensils as needed
- Drinking cup that can hold boiling water if needed.
- Butane/propane fuel for backpack stove. *Liquid fuel stoves are allowed provided the stove is not homemade or modified, per BSA Policy. Liquid fuel must be carried upright in approved containers.*
- Rain gear (jacket and pants), including backpack cover
- Layered clothing, weather appropriate
- Moisture wicking socks and at least two extra pair. Avoid cotton socks as they can hold in moisture and can contribute to blisters. Merino wool or synthetic blend hiking socks are a good choice.
- Small lightweight tarp, approximately 6' x 8'
- Paracord (50 ft. min.).
- First aid kit
- Signaling devices such as a whistle and mirror
- Compass
- Hiking boots (tennis shoes are never permitted during a Troop 48 event unless specifically instructed)
- 3 liters of water carrying capacity (Nalgene bottles, Platypus containers, rinsed soda bottles, etc.)
- Water purification tablets or other system for purifying water
- Small shovel for digging cat holes
- Toilet tissue in Ziploc bag
- Toothbrush, toothpaste (Wisps are a lightweight option)
- Sunscreen and insect repellent
- Hand sanitizer, camping soap and small camp towel.
- Anti-perspirant/deodorant
- Extra Class B shirt(s)
- Fire starting device and waterproof matches
- Emergency blanket
- Electrolyte replacement tablets, bars, chews, or mix (Scout's choice)
- Headlamp/flashlight and replacement batteries (headlamps tend to be more useful)
- Folding pocket knife, preferably with a blade no larger than 3.5 inches. Leatherman or Gerber multi-

tools can be very useful. Large fixed blade (sheath) knives are not necessarily prohibited, but are heavy, unwieldy, and discouraged for normal use.

- Waterproof watch

### **Rucksacks (Backpack)**

The following supplies and equipment are necessary for each Scout to pack in their rucksack when used for a Scouting event. (See [Equipment Section](#) for specifics) *Write Scout's name and Troop 48 on everything.*

- Rucksack with raincover (large trash bags work in a pinch)
- Tent (unless tenting with another Scout)
- Paracord
- Sleeping Bag
- Fire starting materials
- Mess kit with knife, fork, spoon
- Two liters of water (minimum)
- Trail food (no junk food or candy)
- Seasonal clothes\*
- Rain gear (jacket and pants)
- Change of clothes, extra socks\* (2 pair minimum)
- Heavy duty trash bags (minimum 3)
- Toiletries and toilet paper\*
- Small shovel for cat holes
- Personal Survival Kit (whistle, compass, first aid kit, water purification tablets, emergency blanket, signal mirror, and two bandannas)
- Flashlight/headlamp with extra batteries
- Pocket knife
- Sun protection/insect repellent (non-aerosol)

Some items will need to be transferred to daypack as required depending on event

### **Daypacks**

- Daypack with rain cover (large trash bags work as well in a pinch)
- Tarp
- Paracord
- Rain gear (jacket and pants)
- Fire starting materials\*
- Two liters of water (minimum)
- Trail food (no junk food or candy)
- Extra socks\* (2 pair minimum)
- Heavy duty trash bags (minimum 3)
- Toiletries and toilet paper\*
- Small shovel for cat holes
- Personal Survival Kit (whistle, compass, first aid kit, water purification tablets, emergency blanket, signal mirror, and two bandannas)
- Flashlight/headlamp with extra batteries
- Pocket knife
- Sun protection/insect repellent (non-aerosol)
- Small notebook and pen

Some items will need to be transferred to rucksack as required depending on event

*\*Ziploc & trash bags are useful to keep these items dry and organized. If using Ziploc bags remove as much air as possible before sealing to make packing easier.*

## **Clothes Layering Guide for Cold Weather Camping and Outings**

It is important for each Scout and their parents to understand the concept of layering clothes. Not only will it keep a Scout dry and warm, it can help improve the outdoors experience. No one likes being wet and cold, plus it can potentially be dangerous in colder weather. Generally, large winter coats are not recommended as they tend to be heavy and bulky, making them difficult to put away in a pack and may interfere with carrying a rucksack. Good layered clothing allows your child to take off or add layers as the activity or temperature dictates.

### **Base layers**

Your base layer is next to the skin. Its role is to move moisture away from your skin keeping you dry. The base layer should be made of merino wool or synthetic fibers. Cotton is not a good base layer, especially for cold weather as it retains moisture. Base layers come in a variety of weights (light, medium, and heavy or expedition weight) based on expected activity levels and outside temperature. In cold weather, a Scout must have a good base layer top and bottom

- Synthetic T-shirts and undershorts for all seasons
- Synthetic long underwear top and bottoms in cold weather
- Synthetic or merino wool sock liners worn under synthetic or wool hiking socks.

### **Mid Layers**

This is used as an insulating layer above the base layer. Popular choices are fleece, wool, and down. However, down that gets wet will lose its insulating properties.

Like the base layers, mid layers come in differing weights:

- Lightweight for aerobic activity or mild climates.
- Midweight for moderate activity or climates.
- Expedition-weight for low activity or cold climates.

### **Outer Layer**

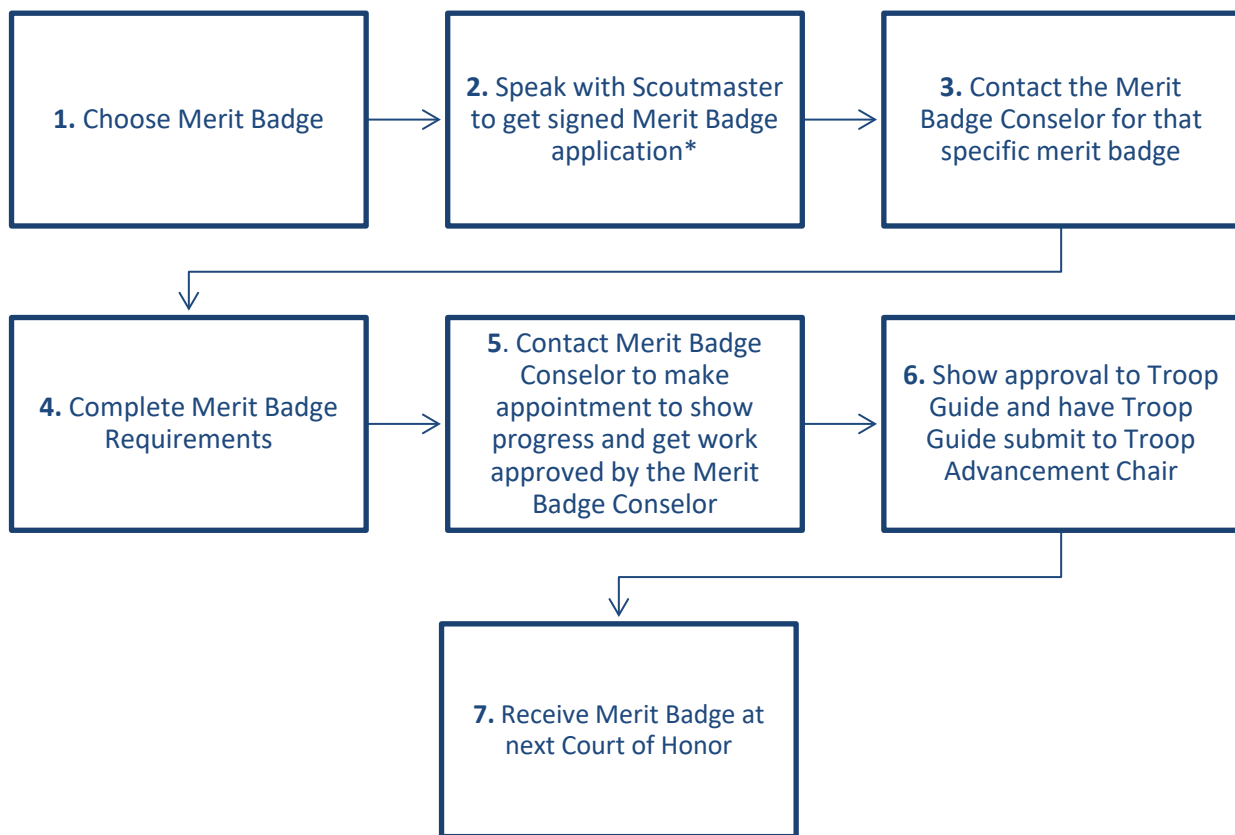
The outer layer protects you from wind and rain. Its role is to protect the underlying mid and base layers to keep you warm and dry. If you have an outer layer (coat), it should be water-proof or you will need to make sure your Scout has rain gear available to wear as the outermost layer. Outerwear comes in a variety of styles, but you should choose an appropriate outer layer based on activity levels and the outside temperature.

## Merit Badges

You can learn about sports, crafts, science, trades, business, and future careers as you earn merit badges. There are more than 130 merit badges. Any Boy Scout may earn any merit badge, but a prerequisite merit badge or age and rank requirements may apply (shotgun, life saving, emergency prep, etc).

### Merit Badge Process Chart

Below is a chart for how the merit badge process works. *Scouts must have Scoutmaster approval prior to beginning any merit badge.*



\*Some merit badges are not appropriate for new or younger Scouts to work on. The merit badge process is different for Summer Camp, Winter Camp, and Merit Badge University.

**Pick a Subject.** Talk to your Scoutmaster about your interests. Read the requirements of the merit badges you think might interest you. Pick one to earn. Your Scoutmaster will give you the name of a person from a list of counselors. These counselors have special knowledge in their merit badge subjects and are interested in helping you.

**Scout Buddy System.** *You must have another person with you at each meeting with the merit badge counselor.* This person can be another Scout, your parents or guardian, a brother or sister or other relative, or a friend.

**Call the Counselor.** Get a signed merit badge application from your Scoutmaster. Get in touch with the merit badge counselor and tell him or her that you want to earn the merit badge. The counselor may ask to meet you to explain what is expected of you and to start helping you meet the requirements. You should also discuss work that you have already started or possibly completed.

**Unless otherwise specified, work for a requirement can be started at any time.** Ask your counselor to help you learn the things you need to know or do. You should read the merit badge pamphlet on the subject. Many troops and school or public libraries have them. They can also be found at:  
(<https://www.scoutshop.org/literature/program-literature/merit-badge-pamphlets.html>)

**Show Your Stuff.** When you are ready, call the counselor again to make an appointment to meet the requirements. When you go take along the things you have made to meet the requirements. If they are too big to move, take pictures or have an adult tell in writing what you have done. The counselor may ask you to do each requirement to make sure that you know your stuff and have done or can do the things required.

**Get the Badge.** When the counselor is satisfied that you have met each requirement, he or she will sign your application. Give the signed application to your Scoutmaster so that your merit badge emblem can be secured for you.

The current Boy Scout Requirements book is available from your local Scouting merchandise distributor. It may also be ordered online at [www.ScoutShop.org](http://www.ScoutShop.org) . Requirements for merit badges often change over time, so you should check to make sure you are performing the correct requirements.

**Requirements.** You are expected to meet the requirements as they are stated—no more and no less. You are expected to do exactly what is stated in the requirements. If it says "show or demonstrate," that is what you must do. Just telling about it isn't enough. The same thing holds true for such words as "make," "list," "in the field," and "collect," "identify," and "label."

The requirements listed here are the official requirements of the Boy Scouts of America. However, the requirements presented here might not match those in the *Boy Scout Handbook* and the merit badge pamphlets, because these requirements are updated only when the *Boy Scout Requirements* book is updated. If a Scout has already started working on a merit badge when a new edition of the pamphlet is introduced, *he should continue to use the same merit badge pamphlet and fulfill the requirements therein to earn the badge.* He need not start all over again with the new pamphlet and possibly revised requirements.



## **Eagle-Required Merit Badges**

[First Aid](#)  
[Citizenship in the Community](#)  
[Citizenship in the Nation](#)  
[Citizenship in the World](#)  
[Citizenship in Society](#)  
[Communications](#)  
[Cooking](#)  
[Personal Fitness](#)  
[Emergency Preparedness](#) OR [Lifesaving](#)  
[Environmental Science](#) OR [Sustainability](#)  
[Personal Management](#)  
[Swimming](#) OR [Hiking](#) OR [Cycling](#)  
[Camping](#)  
[Family Life](#)

## **Eagle-required badges suitable for all Scouts**

[First Aid](#) \*\*  
[Environmental Science](#) OR [Sustainability](#)  
[Swimming](#) OR [Hiking](#) OR [Cycling](#)  
[Camping](#)  
[Cooking](#)

## **Eagle-required badges suitable for older Scouts\***

[Citizenship in the Community](#)  
[Citizenship in the Nation](#)  
[Citizenship in the World](#)  
[Communications](#)  
[Emergency Preparedness](#) OR [Lifesaving](#)  
[Personal Fitness](#)  
[Personal Management](#)  
[Family Life](#)

\*Older Scouts are First Class and above or have been an active Scout for at least 18 months

\*\*This is usually done as a Troop every other year

**Appendix A**  
**(Purchasing Scouting Gear)**

## **Purchasing Scouting Gear**

Some of the basic gear used in scouting must endure quite a bit of abuse. There's an adage of buying outdoor gear: cheap, lightweight, durable...pick two. In other words, you can have cheap and durable, but it's not lightweight, or cheap and lightweight, but not durable. Then you have lightweight and durable, but it's not cheap. Finding the proper balance between lightweight and durable, yet remaining affordable can be a real challenge. Lastly, having the proper gear can make a Scout's camping experience infinitely more enjoyable than if their gear is uncomfortable, or too cold while sleeping, or they get wet during the night every time it rains.

Below is a list of local retailers in the Columbia area and a select few about an hour away. Also listed are online gear retailers where gear may be found, often at a discount. REI tends to have more a more knowledgeable staff in general when it comes to camping and backpacking gear.

### **Local Outdoor Gear Retailers** (some give discounts to Scouts, so ask)

Sportsman's Warehouse - 476 Piney Grove Road, Columbia 29210 (10% discount with Scout membership card)

Scout Shop - 715 Betsy Drive, Columbia 29210

Academy Sports - 237 Park Terrace Drive, Columbia 29212

Dick's Sporting Goods - 1110 Bower Parkway, Irmo 29063

Half-Moon Outfitters - 2912 Devine Street, Columbia 29205

Mast General Store - 1601 Main Street, Columbia 29201

River Runner Outdoor Center - 905 Gervais Street, Columbia 29201

REI - 2300 Bull Street, Columbia, 29201 (Ship to store for free)

### **Other Outdoor Retailers in the surrounding area.**

Cabelas - Greenville, Fort Mill, Augusta (GA).

REI - Columbia, Greenville

### **Online Outdoor Gear Retailers**

Altrec [www.altrec.com](http://www.altrec.com) (also check their outlet)

Amazon [www.amazon.com](http://www.amazon.com)

Backcountry [www.backcountry.com](http://www.backcountry.com) (also check their outlet)

Bass Pro Shops [www.basspro.com](http://www.basspro.com)

Cabelas [www.cabelas.com](http://www.cabelas.com) (also check their Bargain Cave)

Campmor [www.campmor.com](http://www.campmor.com) (also check their deals)

Campsaver [www.campsaver.com](http://www.campsaver.com) (also check their outlet)

The Clymb [www.clymb.com](http://www.clymb.com) (must register for free)

Dick's Sporting Goods [www.dickssportinggoods.com](http://www.dickssportinggoods.com) (also check clearance)

Eastern Mountain Sports [www.ems.com](http://www.ems.com)

Hiker Direct [www.hikerdirect.com](http://www.hikerdirect.com) (must register as a Scout to get discount on Alps Mountaineering gear)

Moosejaw [www.moosejaw.com](http://www.moosejaw.com) (also check their outlet)

REI [www.rei.com](http://www.rei.com) (also check their Garage section for discounts)

Sierra Trading Post [www.sierra.com](http://www.sierra.com)

Scout Shop [www.scoutstuff.org](http://www.scoutstuff.org)

Steep and Cheep [www.steepandcheap.com](http://www.steepandcheap.com)

## Tents

Generally, most Scouts need a *two-man, three season backpacking tent weighting less than six pounds*. This weight can often be split between two Scouts if sharing a tent. Make sure you get total weight of the tent body, rainfly, and poles when comparing weights. Often this is shown *as the minimum weight*. The packaged weight will be higher and included tent stakes, bags and other items packed with the tent when sold. Heavy (but cheaper) steel stakes can be replaced by lighter aluminum stakes so you can usually overlook the packaged weight. Also, some manufacturers include a ground cloth with the tent and others do not, so you might be misled by the packaged weight because of the extra items sold with the tent. In addition, some tents have lighter options by using only the fly, poles and ground cloth, often called a *fast-pitch* option so that weight comparison is not correct (nor is any Scout likely to use the tent that way).

As Scouts get older, some boys get a lighter one-man tent or a hammock for use when backpacking and/or camping alone. See [Hammock](#) section.

*Vestibules* are common in backpacking tents as a place to store your pack or gear out of the weather, since there is often not enough room inside the tent. A lot of two-man tents have two doors and two vestibules covering the door openings, allowing two Scouts to each have a door to enter and exit, as well as a vestibule to stow packs and boots. So no climbing over each other when nature calls during the night. *This is a very desirable feature for a two-man tent.*

Lighter can be better, but *fabrics* generally start to be thinner and often less durable in really lightweight tents. Common backpacking tent fabrics are nylon and polyester. Cotton is not used in backpacking tents. Many manufacturers will also list fabric material specs in denier (D), the fabric's yarn. A good compromise is somewhere near 50-75D. Any mesh netting parts will have a lower denier than the tent body. Some real lightweight tent bodies and rain flies go down to 10D to 15D and can be really lightweight, but obviously less durable. Historically, Scouts are tough on gear so we tend to shy away from the super-lightweight (and often very expensive) tents.

*Waterproof coatings* are often given a millimeter value to show how waterproof the fabric is when a column of water is placed on the tent fabric for one minute before water leaks through. For example, a good waterproof tent may have a rainfly with a 1,500 mm coating, and the tent floor might be 2,000 mm.

*Poles should be made of aluminum.* Fiberglass poles are heavy and are not used in true backpacking tents, and are prone to breaking at inopportune times. Tent poles can be attached through sleeves or by clips, or both. Clips are becoming more common and are usually easier to assemble as the tent body is simply clipped to the poles. Sleeves can be difficult to work poles through and sometimes snag the fabric or come apart at the shock cords when setting up or taking down.

Tents are classified as either freestanding or must be staked out to keep the tent upright. A freestanding tent does not have to be staked out in order to keep its shape (except for any vestibules). Freestanding tents are often preferred as hard or rocky ground can make properly staking a non-freestanding tent tough. However, freestanding tents are often heavier as they require more pole length and/or more poles.

Some kind of *ground cloth* is a must in order to make the tent floor last. Rocks, roots, and pine cones are the enemy of a tent floor, and Scouts seem to neglect checking for sharp objects before setting their tents up. A

ground cloth (also called a footprint or floor saver) can be a simple tarp, heavy plastic sheeting, Tyvek<sup>®</sup>, or specifically made for the tent, usually in the same fabric as the tent. These help provide a protective layer between the ground and the tent floor. The ground cloth should be exactly the same size or just slightly smaller than the tent body to prevent channeling water under the tent during rain.

Following is a general tent recommendation suitable for our Troop activities. Missing are a few tent brands that can be found at local discount stores. The main reason being that discount store tents usually fail to meet the requirements of a durable, relatively lightweight, and waterproof tent with features suitable for our needs. Generally there is no rush to purchase a tent as soon your Scout crosses over to the Troop as most Scouts will tent with another Scout who may already have a tent, so you have time to comparison shop before buying their tent. The exception is when a large (10+) number of Scouts cross over. In this case, some of the new Scouts will need to purchase a tent sooner than later. Expect the tent to cost from about \$100 and up, in most cases, though careful shoppers may find a tent on sale online at a significant discount. A good tent that is well taken care of, can last for your Scout's entire time with the Troop.

*All tents must be completely dry before putting them away for the next camp out.* A wet tent that is allowed to remain in its storage sack without drying will mildew and the life of the tent will be compromised. Plus, the smell of a mildewed tent is not pleasant. One of the easiest ways to dry the tent is to simply set the tent up again when you get home, drape it over a clothes line, or hang it up in a garage to air dry. Even if it didn't rain over during the camp out, the bottom of the tent and the inside often collect condensation and will be damp. Unless it is exceptionally dry during camping, it's actually rare that a tent gets packed up completely dry during a camp out. Remind your Scout that their *tent must be dry* before putting it away.

### **Tent Purchasing Recommendation**

- Two-man backpacking tent, about 5 ½ pounds or less, lighter is better (but may cost more)
- Two doors and two vestibules
- 50-75D Tent fabric, nylon or polyester (lower denier is lighter, but less durable)
- 1500 mm or higher waterproof rating
- Aluminum poles attached with clips to tent body (no fiberglass poles)
- Ground cloth\* (footprint or floor saver)

\*This often needs to be purchased separately. However, some manufacturers sell ground cloths that are excessively expensive. In this case make you own from a lightweight tarp, heavy plastic sheeting or Tyvek<sup>®</sup>. You may be able to convince a home builder to give you a small piece of Tyvek<sup>®</sup> if there is home construction near you as it is commonly used as house wrap before siding is attached. You may just need about a 5'x7' piece, and this amount may be cut away from a large window opening and discarded anyway.

### **Select Backpacking Tent Manufacturers**

Alps Mountaineering [www.alpsmountaineering.com](http://www.alpsmountaineering.com). Alps Mountaineering makes a slightly heavier tent, but they take a fair amount of abuse. They also offer a discount for Scouts at their website [www.HikerDirect.com](http://www.HikerDirect.com) if you register (free), and run occasional sales online at significant discounts.

Big Agnes [www.bigagnes.com](http://www.bigagnes.com)

Eureka [www.eurekatent.com](http://www.eurekatent.com)

Kelty [www.kelty.com](http://www.kelty.com)

Marmot [www.marmot.com](http://www.marmot.com)

Mountain Hardware [www.mountainhardware.com](http://www.mountainhardware.com)

Mountainsmith [www.mountainsmith.com](http://www.mountainsmith.com)

MSR [www.msrgear.com](http://www.msrgear.com)

REI [www.rei.com](http://www.rei.com)

Sierra Designs [www.sierradesigns.com](http://www.sierradesigns.com)

The North Face [www.thenorthface.com](http://www.thenorthface.com)

## **Hammocks**

Hammocks are a popular sleeping system for many campers both young and old alike. A big benefit is that the hammock site location can be situated on sloped or uneven terrain where pitching a tent would not be practical. In Troop 48, older Scouts have the option of using a hammock instead of a tent for sleeping. First-year Scouts are required to sleep in tents, though they may bring a hammock to camp for relaxing when time permits.

Generally, once the Scout achieves the rank of First Class, with the Scoutmaster and their parent or guardian's approval, Scouts can begin to sleep in hammocks. The Scout must be able to demonstrate the proper hammock set up before using their hammock for the first time. However, there may still be situations when a tent will still be required in order to make tenting assignments work.

A hammock setup usually consists of the hammock, bug net, rainfly, and tree straps. Bug nets can be attached to the hammock or a separate component and it is wise to have one if mosquitoes are present. *The use of bare ropes or paracord wrapped around trees is not permitted* as those can damage trees and are usually prohibited at most camping sites. The most popular tree straps are Atlas Straps and Slap Straps made by Eagle Nest Outfitters (ENO). ENO tree straps consist of daisy chain loops to provide multiple attachment points to compensate for varying distances between the two trees needed to attach a hammock. ENO Atlas Straps are preferred over the Slap Straps as the Atlas Straps are made of polyester instead of nylon as used in the Slap Straps. Nylon tends to stretch, especially when wet. If using other brands of tree protection hammock straps, keep this in mind as well or by morning your Scout can find their hammock has stretched enough that the bottom of the hammock may be resting possibly on wet ground.

There are a myriad of off-brand hammocks sold at a fraction of the name brands listed below, but the quality of the materials and workmanship can vary considerably. Check weight limits for the hammock and hammock straps and purchase accordingly.

During cooler weather hammock sleepers can become uncomfortably cold from the loss of body heat from underneath the hammock. Cool air easily seeps through the bottom of the hammock even on relatively mild days as the sleeping bag's insulation is compressed flat by your body's weight and therefore loses most of its insulating capabilities. Unlike in a tent where the ground often acts as an insulator and limits some heat loss, the cool air under the hammock freely draws away body heat. To combat this loss of body heat, also called *cold-butt syndrome* by experienced hammock users, an insulated sleeping pad or underquilt can be used. An underquilt is attached to the bottom of the hammock and acts as the bottom of a sleeping bag trapping body heat in, but many underquilts are expensive and can be bulky since you are essentially carrying another half of a sleeping bag. In cold weather, a Scout may be wise to choose to sleep in a tent.

### **Select Hammock Manufacturers**

Eagle Nest Outfitters [www.eaglesnestoutfittersinc.com](http://www.eaglesnestoutfittersinc.com)

Grand Trunk [www.grandtrunk.com](http://www.grandtrunk.com)

Hennessey Hammock [www.hennesseyhammock.com](http://www.hennesseyhammock.com)

Kammok [www.kammok.com](http://www.kammok.com)

Warbonnet Outdoors [www.warbonnetoutdoors.com](http://www.warbonnetoutdoors.com)

## **Headlamps**

Scouts should have a good headlamp for hands-free lighting. Flashlights are fine to carry as well, but a headlamp allows a Scout to use their hands without having to hold a flashlight, which can be a great help while pitching camp in the dark. Headlamps are also light and compact and are easily stuffed in a backpack or daypack pocket when not needed. Only purchase a headlamp with an optional red light mode so as not to affect the Scout's night-time vision. Red lights are also friendlier to others as the light isn't as bright when accidentally looking at someone with the light on.

Any headlamp should have some water resistance as invariably the light will get wet. Some manufacturers claim waterproof headlamps that can survive getting dunked in water. That shouldn't happen, but Scouts never cease to amaze us in the ways they can damage gear without even trying.

Many of the headlamps use regular alkaline batteries though rechargeable models do exist. Rechargeable lights generally are not recommended as power is usually not available at most of the camping sites the troop visits. If a rechargeable headlamp runs out of power, there may not be a way to use the light unless it can use regular batteries too.

Headlamps come in a variety of lumen ratings. Lumens are a measure of the brightness of the light. Higher lumen headlamps are brighter, but they will also run out of battery power sooner than the same light with a lower lumen rating. A good compromise may be in the 150 to 250 lumen range. However, even some of the very bright models have a lower light setting which can help extend battery life. Most headlamps now use LED lights. LED lights use significantly less power than traditional halogen lamps.

Several headlamps of various brands may be found at local hardware and discount stores, just check to make sure that the headlamp has a red light mode, as it is not a feature found on all headlamps.

### **Select Headlamp Manufacturers**

Black Diamond [www.blackdianondequipment.com/en/headlamps-and-lanterns](http://www.blackdianondequipment.com/en/headlamps-and-lanterns)

Petzl [www.petzl.com](http://www.petzl.com)

Princeton Tec [www.princetontec.com/](http://www.princetontec.com/) (The Fuel model has a weak battery door and the Byte has a known battery leak. Neither model is recommended)

## Backpacks (Rucksacks)

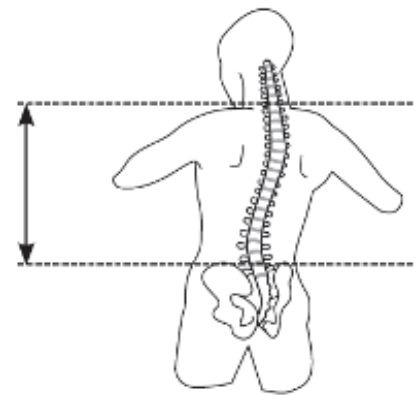
Buying a backpack for a young Scout requires careful consideration. One of the biggest problems is finding a pack that will fit them as a first-year Scout, yet not be outgrown in just a year or two. Some manufacturers get around this problem by having an adjustable torso. So as the boy grows, the pack can get “longer” to ensure a proper fit. A pack that is too large will be uncomfortable and put too much strain on a boy’s shoulders, since the weight is not borne on the hips like it should. Shoulder straps are on a pack to help stabilize the pack, not support most of the weight. Also, the hip belt needs to be snug in order to support the weight of the pack. Some Scouts are so thin that a normal adult pack cannot get tight enough to be snug across the hips. Some local outdoor retailers may assist with properly fitting a pack.

There are pack manufacturers that have youth-specific backpacks with adjustable torsos and smaller overall dimensions.

### Fitting a Pack (from REI.com)

To do so, you'll need a flexible tape measure and someone else to measure.

- Locate the bony bump at the base of your neck, where the slope of your shoulder meets your neck. This is your 7th cervical (or C7) vertebra. Tilt your head forward to locate it more easily. This is the top of your torso length.
- Place your hands on top of your hip bones (also known as your [iliac crest](#)), with fingers pointing forward, thumbs in back. This is the "shelf" on which your pack will rest. The middle of an imaginary line drawn between your thumbs is the bottom of your torso length.
- Using the tape measure, get someone to measure the distance between the C7 and the imaginary line between your thumbs. Be sure you stand up straight when being measured. You now should have your torso length.



Use your torso length measurement to find your best pack size. Generally, manufacturers size their pack frames something like this:

- Extra Small: Fits torsos up to 15 ½"
- Small: Fits torsos 16" to 17½"
- Medium/Regular: Fits torsos 18" to 19½"
- Large/Tall: Fits torsos 20" and up

### Frame Style

Internal frame backs are more commonly used by Scouts in Troop 48 than external frame packs. An internal frame pack has hidden frame support between the pack body, shoulder straps and lumbar padding. Internal frame packs fit closer, may balance better, and are narrower. An external frame has the frame on the outside of the pack and does allow potentially more attachment points, but many find the pack to be wider and sit taller.



External packs may have less internal volume than a similarly sized internal frame pack, but may be better ventilated across the back.

An external frame pack may require carrying the sleeping bag on the outside of the pack, while an internal pack often has a sleeping bag compartment at the bottom of the pack. If it rains and there is not a pack cover or other water repellent covering, a sleeping bag on the outside of the pack is more likely to get wet.

### **Pack Capacity**

Pack sizes can increase as the Scout gets larger (and their clothes take up more room). Take into account your Scout's body size as larger packs typically weigh more, *and can encourage packing more gear than the Scout can carry*. Generally packs sized 60-65 Liter (3600-4000 cu. in.) and larger for internal frames, and 50 Liter (3000 cu. in.) and larger for external frame packs will be sufficient for all Troop activities. Younger and smaller Scouts may find that 45-50 liter internal packs are of sufficient enough in size to carry all of their gear while they are still smaller. Women's packs may fit some slighter-framed boys better, just be mindful of feminine colors and feminine names prominently printed on the pack could potentially cause your Scout embarrassment. One recent Eagle Scout used a woman's Osprey pack until he aged out of the Troop. Remember, camping in winter requires more volume due to carrying extra clothing layers and in general bulkier clothes than camping in warmer weather.

### **Youth-Specific Packs**

Sized and designed for youth, with adjustable torsos and overall smaller pack dimensions. Some adult packs have adjustable torsos, but the remainder of the pack, including hip belts, is designed for adults and still may not fit.

### **The following backpack manufacturers make a specific, youth-sized (or junior) pack:**

Deuter - [www.deuter.com](http://www.deuter.com)

Gregory - [www.gregorypacks.com](http://www.gregorypacks.com)

Kelty - [www.kelty.com](http://www.kelty.com)

Mountainsmith - [www.mountainsmith.com](http://www.mountainsmith.com)

Osprey - [www.ospreypacks.com](http://www.ospreypacks.com)

REI - [www.rei.com](http://www.rei.com)

The North Face - [www.thenorthface.com](http://www.thenorthface.com)

See local or online gear retailers under "Purchasing Scout Gear."

Because of the wide range of body types out Scouts come in, there is no specific recommendation on purchasing a pack *other than making sure the pack fits*, and will be *of sufficient size* to carry their gear. If you buy locally, a retailer may allow you to test the pack with all or most of the gear the Scout may carry so you can decide if the capacity will be suitable.

## Sleeping Bags

We see a wide variety of sleeping bags in the Troop. Some Scouts use cheap fleece sleeping bags in warm weather and a regular sleeping bag at other times of the year. However, one of the big issues we often see are sleeping bags that are too heavy and bulky, making packing them on the trail difficult as well as adding unnecessary weight.

Sleeping bags should have a *temperature rating* that roughly corresponds to the temperature at which someone will still be comfortable. A 15 to 20 degree bag should be adequate for nearly all of Troop 48 cold weather outings. However, not all temperature ratings are created equal. In the past, manufacturers put temperature ratings that may or may not have been realistic. You want to look for a bag that is rated under the European Norm (EN) testing protocol. This is most accepted temperature rating. There should be a rating for women and another for men. The men’s rating is lower as women tend to sleep colder than men. Sometimes these ratings are listed as “Comfort limit” (for women), and “Lower limit” (for men).

EN rating examples:

EN Rating	Women	27 <sup>0</sup> F/ -3 <sup>0</sup> C
	Men	15 <sup>0</sup> F/ -9 <sup>0</sup> C

EN Rating	Comfort Limit	27 <sup>0</sup> F/ -3 <sup>0</sup> C
	Lower Limit	15 <sup>0</sup> F/ -9 <sup>0</sup> C

EN Rating	Comfort Limit	27 <sup>0</sup> F/ -3 <sup>0</sup> C
	Lower Limit	15 <sup>0</sup> F/ -9 <sup>0</sup> C
	Extreme Limit	-10 <sup>0</sup> F/ -23 <sup>0</sup> C

For Scouts, we can use the men’s (or “Lower Limit”) rating on bags. In the above example, the temperature rating used would be 15 degrees F. Occasionally, an “Extreme” temperature may be listed. This *is not* the rating to use as this relates to the temperature that you can stay alive without risk of hypothermia, not sleep comfortably.

Another important aspect of a Scout’s sleeping bag is the *weight and the packed size* or stuff sack size. Ideally, a bag should weigh 3 ½ lbs or less, and have a stuff sack size equal to or smaller than 10 x 18 inches. Lighter bags and smaller stuffed dimensions tend to be found in more expensive sleeping bags. Slightly bigger dimensions may be ok so long as it’s not much more. Also check to ensure the bag can fit into the sleeping bag compartment of Scout’s backpack if using an internal frame pack.

Sleeping bags have either *goose or duck down, or synthetic fibers (or both) used for insulation*. Down-filled bags are typically lighter and able to compress smaller than synthetic bags, but tend to cost more. The quality of down is related to its fill-power rating, or its ability to loft and trap heat. The higher the fill power, generally the less the bag will weigh and the more compressible it will be. Thus, a 20 degree 600-fill-power down bag will weigh more than the same bag with 700-fill-power. As expected, higher fill-powered bags are more expensive than lower ones. Some 800-fill-power bags can cost \$300 or more, often much more. For down bags, 600-power-fill and even 550 are sufficient for a Scout’s needs, and can sometimes be found on sale for less than

\$100. Down's downfall is that if they get wet, they lose their insulation ability. Many manufacturers now treat the down fibers to make them water repellent (but not water proof).

Synthetic bags tend to be cheaper than the equivalent down bag, but are usually bulkier and heavier. However, synthetic bags can be perfectly adequate for a Scout, so long as we watch the weight and ability to pack small enough to fit in the pack. Most Scouts in Troop 48 have synthetic bags.

The sleeping bag shape for a colder weather bag should be a *mummy* bag. Rectangular bags are heavier and bulkier than the same mummy bag as there is more material in the bag. A light warm weather bag can be any shape so long as it can fit in the Scout's pack. Many Scouts use only one sleeping bag during their scouting experience, so a separate warm weather bag is not a requirement.

Some sleeping bags come in *short, regular, and long lengths*. Regular length bags usually fit someone up to about 6', long bags up to about 6' 6". Short bags are not recommended unless you are positive your Scout will not be any taller than about 5' 8" when he gets older, otherwise he will need another sleeping bag. If your Scout is expected to grow over 6' during his scouting career, a long sized bag may be a wise investment. Make sure the selected bag will fit in the shoulder and hip area as well. Some online retailers will list the hip and shoulder girth as a way to measure how wide the bag is. Larger than average Scouts may need a sleeping bag with either a larger hip or shoulder circumference, or both. In these cases it might be advisable to test fit the sleeping bag to make sure it is wide enough.

### **Sleeping Bag Purchasing Recommendation**

- 20-degree bag (+/- a couple degrees), EN rated.
- 3 ½ lbs. or less preferred
- Size regular (or long)
- Stuff sack size 10" x 18" or less
- Mummy shape
- Down or synthetic insulation
- Cheap fleece sleeping bag may suffice during temperatures over 60 degrees.

See local or online gear retailers under "[Purchasing Scout Gear.](#)"

## **Appendix B (Path to Eagle)**

## Path to Eagle

Be active in your troop for a period of at least six months after you have achieved the rank of Life Scout.

1. Demonstrate that you live by the principles of the Scout Oath and Law in your daily life. List the names of individuals who know you personally and would be willing to provide a recommendation on your behalf, including parents/guardians, religious, educational, and employer references.
2. Earn a total of 22 merit badges (10 more than you already have), including the following:

[First Aid](#)

[Citizenship in the Community](#)

[Citizenship in the Nation](#)

[Citizenship in the World](#)

[Citizenship in Society](#)

[Communications](#)

[Cooking](#)

[Personal Fitness](#)

[Emergency Preparedness](#) OR [Lifesaving](#)

[Environmental Science](#) OR [Sustainability](#)

[Personal Management](#)

[Swimming](#) OR [Hiking](#) OR [Cycling](#)

[Camping](#)

[Family Life](#)

3. While a Life Scout, serve actively for a period of six months in one or more of the following positions of responsibility:

**Boy Scout Troop.** Patrol leader, assistant senior patrol leader, senior patrol leader, troop guide, Order of the Arrow troop representative, den chief, scribe, librarian, historian, quartermaster, junior assistant Scoutmaster, chaplain aide, instructor, webmaster, or outdoor ethics guide.

4. While a Life Scout, plan, develop, and give leadership to others in a service project helpful to any religious institution, any school, or your community. (The project should benefit an organization other than Boy Scouting.) The project plan must be approved by the organization benefiting from the effort, your Scoutmaster and troop committee, and the council or district before you start. You must use the Eagle Scout Service Project Workbook <http://www.scouting.org/scoutsource/BoyScouts/AdvancementandAwards/EagleWorkbookProcedures.aspx>, in meeting this requirement.
5. Take part in a Scoutmaster conference.
6. Successfully complete an Eagle Scout board of review\*.

\*Troop 48 offers each Eagle Scout candidate the opportunity to participate in a “mock” Eagle Scout Board of Review in order to help prepare the Scout for their official Board of Review, but this is not required per BSA Policy.

## Eagle Scout Ceremonies

The Eagle Scout Ceremony is the culmination of years of a Scout's dedication and hard work. Therefore, because of differing desires and expectations, *this Ceremony must be the responsibility of the family and the Eagle Scout to arrange and organize*. Any costs associated with the Ceremony are the responsibility of the Scout and family as well. Technical assistance from the Troop and the Troop Leadership is available upon request of the Eagle Scout or his family. This assistance may include ideas, facility preparation, and implementation of the Eagle Scout's Ceremony. Any requests for assistance with an Eagle Scout's Ceremony must be made at least 30 days prior to the planned date of the event.

## Notes

**AGE REQUIREMENT ELIGIBILITY.** Merit badges, badges of rank, and Eagle Palms may be earned by a registered Boy Scout. He **may earn these awards until his 18th birthday. Scouts who have completed all requirements prior to their 18th birthday may be reviewed within three months after that date with no explanation.** Boards of review conducted between three and six months after the candidate's 18th birthday must be preapproved by the local council. A statement by an adult explaining the reason for the delay must be attached to the Eagle Scout Rank Application when it is submitted to the Eagle Scout Service. **The Eagle Scout Service at the national office must be contacted for procedures to follow if a board of review is to be conducted more than six months after a candidate's 18th birthday.**

If you have a permanent physical or mental disability, you may become an Eagle Scout by qualifying for as many required merit badges as you can and qualifying for alternative merit badges for the rest. If you seek to become an Eagle Scout under this procedure, you must submit a special application to your local council service center. Your application must be approved by your council advancement committee **before you can work on alternative merit badges.**

A Scout with a disability may work toward rank advancement after he is 18 years of age if he meets the guidelines outlined in the *Advancement and Recognition Policies and Procedures*.

## Online Resources

The National Eagle Scout Association (NESA) provides a number of online resources to assist Scouts in earning the Eagle rank — including an electronic version of the Eagle Scout Rank Application and the Eagle Scout Leadership Service Project Workbook — via their Web site at [www.nesa.org](http://www.nesa.org).

**Appendix C**  
**(Procedures and Code of Conduct)**

## **DISCIPLINE PROCEDURES:**

### **Consequences for Inappropriate Behavior**

Throughout the disciplinary process a Scout will first be asked to stop the offending behavior. In most cases, once a Scout is aware that the behavior will not be tolerated, it will naturally stop. Following that, the time a Scout spends in discussion with their Patrol Leader and/or Adult Leaders about the offense is often consequence enough to get him to stop the behavior. The purpose of the disciplinary process is character building, and it is hoped that through interaction with an adult role model, a Scout will change his behavior. The next step involves the parents in the process. They are expected to help the Scout understand that these behaviors will not be tolerated. If the offending behavior goes to the point of a Scoutmaster Conference, Disciplinary Board, or formal meetings with the Scoutmaster/Committee Chairman, further consequences may be deemed necessary. These may include, but are not limited to:

- Verbal apology to a Scout, a leader, a patrol or the Troop
- Written apology
- Repair or replacement of anything intentionally damaged or damaged from willful neglect
- Required parent attendance at functions, meetings or trips
- Loss of privileges or other activities
- Suspension from meetings, activities or trips – for a specified period of time
- Service project time to the Troop, without receiving credit
- Suspension of leadership position – for a specified period of time
- Scoutmaster may determine that the behavior is not consistent with Scout Spirit and may not sign off that advancement requirement for a specified period of time

If the behavior merits taking the issue beyond the Troop Committee level (to District, Council or seeking legal counsel), the Troop Committee must be involved in the proceedings.

### **Unfair Treatment of a Scout**

If a Scout believes he has been treated unfairly either by an adult or a youth leader, he needs to go to the Assistant Scoutmaster, Scoutmaster or the Committee Chairman with his allegations as soon as possible. If the Scout believes that this will not satisfactorily solve the situation, a meeting with the Troop Committee, the Senior Patrol Leader, Scoutmaster, the Scout, and the Scout's Parent or Guardian should be arranged as soon as possible. It is extremely important that any such situations are resolved quickly and satisfactorily so that the Troop and the Scout can continue with the Troop's program. This group will advise the Committee, which will be the final arbitrator of the issue and will determine what course of action is appropriate.

### **Changes to the Discipline Procedures**

Due to the seriousness of Troop 48's Behavior and Discipline Policy, any changes/updates to the policy must be approved by the Troop Committee.



All Scouts in Troop 48 are responsible for living the Scout Oath, Law, Motto and Slogan. The following Code of Conduct **must be signed by each Scout and parent and returned to the Committee** upon initial registration. Situations that arise that are not covered by the following will be addressed by the adult leadership as they occur. A copy of this form will be given out by the Troop for each Scout to sign when entering Troop 48.

*Scout's Copy*

\_\_\_\_\_  
Scout's Name (please print)

## Troop 48 Code of Conduct

1. A Scout will care for Troop or patrol gear and any personal property belonging to others. A Scout will be responsible for all negligent damage he causes.
2. Scouts will maintain a positive mental attitude and remember that “cheerful” is the eighth Scout Law. Our goal is to have fun while learning.
3. Fighting, hitting, or otherwise striking another Scout is not acceptable. Hazing of new Scouts is not permitted.
4. Engaging in unsafe behavior or actions is not acceptable. Unsafe acts include improper use of knives or axes, sharp sticks, ropes or other materials, the use of fireworks of any type, and other activities as described by the *Guide to Safe Scouting* (see <http://www.Scouting.org/Scoutsources/HealthandSafety/GSS/toc.aspx> or <http://www.Scouting.org/filestore/pdf/34416.pdf>).
5. Any activity of a sexual nature is not permitted in Scouting. Any discussions, pictures, printed material, actions, or behavior deemed to be of a sexual nature that distracts from the Troop, or upon the reputation of the Troop, will not be tolerated and is grounds for removal from an activity, or even the Troop. This is regardless of a person's sex or sexual orientation.
6. Using profane language or conduct will not be tolerated.
7. Any Scout who has a problem with another Scout or an adult leader will immediately inform the Senior Patrol Leader first. If that does not resolve the situation, then notify two adult leaders of the problem and seek a solution.
8. Scouts will utilize the “buddy system” on every Troop outing.
9. Scouts will always maintain the “Rule of Three” -- individual Scouts will not be alone with any adult leader to which he is not related but will always seek to be in the presence of a second adult leader or Scout.
10. Scouts will only use pocketknives (having completed their Totin' Chit requirements) and/or reasonably-sized sheath knives – no switchblades, out the front knives, or butterfly knives will be permitted. Leatherman or Gerber type multifunction tools with a folding knife are acceptable.
11. Scouts are not permitted to have in their possession any electronic devices not approved by the Troop. Use of electronic devices during an outing is not acceptable; Scouts are expected to focus on the outing.
12. Scouts who indicated they would be going on an outing but changes his mind must notify the leaders more than seven (7) days prior to the start of the outing. Otherwise, the Scout will be charged for the outing.
13. The Leaders will determine if a Scout's conduct requires his removal from or prevents his participation in a Scout outing. When this occurs, the parents will remove the Scout as soon as possible from the situation. Any parent who believes his or her Scout was treated unfairly should contact the Leaders or Troop Committee to discuss the situation and reconcile it.
14. Scouts are expected to wear the appropriate uniform and footwear with the only deviations being when directly advised or given special permission from the Scoutmaster to deviate from the uniform policy described in the Troop 48 Parent and Scout Guide.

\_\_\_\_\_  
Scout's Signature/Date

\_\_\_\_\_  
Parent's Signature(s) /Date

[Intentionally left blank]

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\_\_\_\_\_  
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5. Any activity of a sexual nature is not permitted in Scouting. Any discussions, pictures, printed material, actions, or behavior deemed to be of a sexual nature that distracts from the Troop, or upon the reputation of the Troop, will not be tolerated and is grounds for removal from an activity, or even the Troop. This is regardless of a person's sex or sexual orientation.
6. Using profane language or conduct will not be tolerated.
7. Any Scout who has a problem with another Scout or an adult leader will immediately inform the Senior Patrol Leader first. If that does not resolve the situation, then notify two adult leaders of the problem and seek a solution.
8. Scouts will utilize the "buddy system" on every Troop outing.
9. Scouts will always maintain the "Rule of Three" -- individual Scouts will not be alone with any adult leader to which he is not related but will always seek to be in the presence of a second adult leader or Scout.
10. Scouts will only use pocketknives (having completed their Totin' Chit requirements) and/or reasonably-sized sheath knives -- no switchblades, out the front knives, or butterfly knives will be permitted. Leatherman or Gerber type multifunction tools with a folding knife are acceptable.
11. Scouts are not permitted to have in their possession any electronic devices not approved by the Troop. Use of electronic devices during an outing is not acceptable; Scouts are expected to focus on the outing.
12. Scouts who indicated they would be going on an outing but changes his mind must notify the leaders more than seven (7) days prior to the start of the outing. Otherwise, the Scout will be charged for the outing.
13. The Leaders will determine if a Scout's conduct requires his removal from or prevents his participation in a Scout outing. When this occurs, the parents will remove the Scout as soon as possible from the situation. Any parent who believes his or her Scout was treated unfairly should contact the Leaders or Troop Committee to discuss the situation and reconcile it.
14. Scouts are expected to wear the appropriate uniform and footwear with the only deviations being when directly advised or given special permission from the Scoutmaster to deviate from the uniform policy described in the Troop 48 Parent and Scout Guide.

\_\_\_\_\_  
Scout's Signature/Date

\_\_\_\_\_  
Parent's Signature(s) /Date