

Troop 225



BOY SCOUTS OF AMERICA

Patrol Leader's Handbook

_____ Patrol

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Patrol

Patrol Contact List

Name	Position	Phone / Text	E-mail

Notes to ask Patrol Members:

- What is the best way to contact you?
- What skills are you interested in leading?

Have Leadership Contact Information

	SPL		
	ASPL		
Glen Clark	Scout Master	(610) 494-3573	ldocorian@aol.com

Patrol Campout Duty Roster

Patrol name: _____

Date: _____

Setup

Friday

Patrol box			
Water			
Boundary & Gate			

Breakfast

Saturday

Cooking			
KP			
Fire			
Water			

Lunch

Cooking			
KP			
Fire			
Water			

Dinner

Cooking			
KP			
Fire			
Water			

Breakfast

Sunday

Cooking			
KP			
Fire			
Water			

Packing

Patrol Box			
Water Jug			
Boundary & Gate			

Other Duties

1			
2			
3			
4			
5			
6			
7			

Patrol Weekend Campout Menu

Campout Attendees: _____

Who is in charge of: Patrol Box - _____, Water Jug - _____, and Boundary & Gate - _____.

	Meal	Description	Amt	Cook	KP	Water	Fire
Fri. Dinner	Main Course						
	Drink						
	Vegetables						
	Condiments						
	Extras						
Sat. Breakfast	Main Course						
	Drink						
	Condiments						
	Extras						
Sat. Lunch	Main Course						
	Drink						
	Vegetables						
	Condiments						
	Extras						
Sat. Dinner	Main Course						
	Drink						
	Vegetables						
	Condiments						
	Extras						
Sun. Breakfast	Main Course						
	Drink						
	Condiments						
	Extras						
Snack	Food						
	Drink						

What Cooking supplies are necessary? (Patrol Box? Or what contents of Patrol Box are needed?)

Troop

Troop Meeting Plan

(Program Feature)

TROOP MEETING PLAN

Date _____ Week _____

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none">• New-Scout patrol• Regular patrol		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none">• Scoutmaster's Minute.	SM	
After the Meeting			

Troop Meeting Plan 2

Week	Date
1	
2	
3	
4	
5	

Activity	Description	Run By	Time
Pre-opening/Closing	1		
	2		
	3		
	4		
	5		
Skill / Merit Badges	1	/	
	2	/	
	3	/	
	4	/	
	5	/	
Patrol Corners	1		
	2		
	3		
	4		
	5		
Game/Activity	1		
	2		
	3		
	4		
	5		

Troop Meeting Plan 3



TROOP 225, B.S.A.
 CHURCH OF SAINT JOSEPH
 GREEN RIDGE, ASTON, PA 19014

PATROL LEADERS COUNCIL
AGENDA AND SUMMARY OF MINUTES

Meeting Dates: _____

Call to Order

“Roll Call”

Present

Absent

Excused

Guests

New Business

Troop Meeting Planning for Month of _____

Week	1	2	3	4	5
Date/Day					
Scout Skill					
New Scout Skill					
MB 1:					
Counselor					
MB 2:					
Counselor					
Game					
Set Up/Break Down					

Upcoming Troop Events:

Old Business

After action analysis of prior month's programs

Patrol Leaders' Report on Patrol Activities

Badgers

Beavers

Dragons

Vipers

SPL's Minute

Adjournment

Next Meeting: _____

Skill Sheet

Date to Present: _____

Time to Present: _____

Activity Name: _____

Lead Presenter's Name: _____

Presenter's Patrol: _____

Assistant Presenter's Name: _____

ASM Coach: _____

EDGE = Explain, Demonstrate, Guide, Enable

	What Are You Teaching?	Method of Presenting
Catch Attention		
Subject		
Check Understanding		

Ref. (where can people find more info.): _____

Start

Stop

Continue

References

Useful Web Pages

- Troop Web Page: <http://www.bsa225.org/index.html>
- Troop Links: <http://www.bsa225.org/Links.htm>
- Boy Scouts of America: <http://www.scouting.org/>

Plan a Meeting:

- Know what is happening
 - Troop Calendar: <http://www.bsa225.org/Calendar.htm>
 - Cradle of Liberty: <http://www.colbsa.org/>
 - Order of the Arrow, Unami: <http://www.unamilodge.org/>
- Schedule to help plan skills for new scouts:
 - Alex grouped skills together to help new scouts reach 1st Class:
- Activities for older scouts:
 - Merit Badge List: http://meritbadge.org/wiki/index.php/Boy_Scouts
 - Boy Scout Program: <http://www.usscouts.org/>
- Games
 - Scouting games: <http://www.netwoods.com/d-games.html>
 - Honing Skills games: <http://www.netwoods.com/games/sense.html>
 - Team building games: http://www.scouters.com/compass/Meeting_Activities/Games/Team-Building/
 - Woods Wisdom games: See SPL, the list is in these notebooks too
 - Ball Games: [Town Ball](#); [Battle Callie](#); [Corner Ball](#); [Crackabout](#); [Hand Up](#); [Hat Ball](#); [House Ball](#); [House Over](#); [Old Cat](#); [Rolly Poly](#) (<http://www.inquiry.net/>)

Preparing for a Campfire:

- Songs, Skits, Cheers, Merit Badge Requirements, Recipes,... <http://www.boyscouttrail.com/>
- Delmont & Resica Song Book: <http://www.bsa225.org/DelmontSongBook1996.pdf>

Helpful Scouting Skills:

- Outdoor activities, explanation of everything Boy Scouting: <http://www.inquiry.net/>
- Scouting Resources: http://www.netwoods.com/scout_links.html

Activities as a Patrol

- Aston Historical Trails: <http://www.bsa225.org/AstonHistoricalTrailPamphlet.pdf>

References:

- Court of Honor Script: <http://www.bsa225.org/BSACourtOfHonor.pdf>

Troop Calendar

Month	Troop Meeting Dates	District, Council OA Event Dates	Troop Camping	Chartered Organization Events	Special Holidays	Boards of Review E=Eagle	Patrol Leaders Council	Troop Comm. Meetings	Good Turn/Special Troop Events	Other Community Events
September	6*, 13, 18, 27**	11 MDRT 18MDC 28-30 NYLT (Wknd #1) 28 OA Trade-o-ree	8 Field and Stream Open House- Troop Shoot (GC)		3 Labor Day	19 (E) 26 (E)	5	25	9 Applebee's ticket sales following Masses 15 Applebee's Pancake Breakfast	13 Penn Delco BTSN (Elem) 20 Penn Delco BTSN (Secondary) 20 Holy Family Back to School Night
October	4*, 11, 18, 25	5-7 NYLT (Wknd #2) 9 MDRT 12-14 OA Fellowship (Resica SR) 16 MDC	5-7 Retreat Camp Hart (JMCL)	28 Seminary Visit 12 to 5 PM (JMCL) 28 Ministry Fair @ St. Joe's (GC)	8 Columbus Day 31 Halloween	24 (E)	3	23	27 Adopt-a-Highway	6 Communit Day Parade
November	1*, 8, 14, 29	13 MDRT 20 MDC	2-4 Camping Bell Plaine S.F. (group area #2); Stone Harbor Wetlands Institute; Oceanography MB (EG)		6 Election Day 12 Veterans Day 22 Thanksgiving	14 (E)	7	27	17 Scouting-4-Food (Wknd #2) 24 Hospitality Sunday set-up (to be confirmed) 25 Hospitality Sunday (to be confirmed)	
December	6*, 13, 20**	1 Brotherhood Blitz (Delmont SR) 11 MDRT			25 Christmas 31 NY Eve		5	18	4 Fair Acres Carol's (JIM) (Date to be confirmed)	
January	10*, 17, 24, 31	8 MDRT 15 MDC	18-20 TBD	27 Archdio Scout Sunday @ STS. P&P (tentative)	1 New Years 21 MLK		9	22		
February	7*, 14, 21, 28	12 MDRT	15-17 Resica in Unami Lodge- Skiing @ Shawnee (GC)	3 Archdio Scout Sunday @ STS. P&P (Tentative) 10 Scout-Sunday @ St. Joseph's (JM)	13 Ash Wed 18 Presidents Day	27 (E)	6	26	10 Scout Sunday at St. Joseph's	
March	7*, 14, 21**	12 MDRT 19 MDC	8-10 Crossover @ Smedley Pk		17 St. Patrick Day 24 Palm Sunday 24-30 Holy Wk 31 Easter		6	26	3 Applebee's Pancake Breakfast 23 Adopt-a-Highway	
April	4*, 11, 18, 25	9 MDRT 19-21 OA (Harte SR)	5-7 Hawk Mountain Camp (MP)			24 (E)	3	23		
May	2*, 9, 16, 23, 30	14 MDRT 17-19 OA (Resica SR) 21 MDC	3-5 Minquas District Camporee (MP)		12 Mothers Day 27 Memorial Day		1	28	25 Flag PLCMT @ Immaculate Heart 27 Aston Memorial Day Parade	
June	6*, 13, 20**, 27	11 MDRT 17-21 Cub Scout Day Camp	31-2 Brandywine Canoe Trip Camping @ Brandywine Creek State Park (KD)		16 Fathers Day	26 (E)	5	25	22 Adopt-a-Highway	
July	2*, 11	15-24 2013 NSJ	14-20 Summer Camp @ Trexler-SR		4 Independence Day		2	30		
August	1*, 8, 15, 22, 29	13 MDRT	17 Family Picnic @ Clayton PK (KD)				7	27	Troop High Adventure Event to be Planned	
* = Troop Board of Review										MDRT = Minquas District Round Table
** = Troop Court of Honor										MDRT = Minquas District Round Table Bold Blue = Event to be confirmed

Woods Wisdom Game List

INITIATIVE GAMES

Aerobic Tag	26
All Aboard	26
Amazon, The	26
Bike Games	26
Blindfold Soccer	27
Boy Scout Shuffle, The	27
Crossing the Alligator Pit	27
Electric Fence, The	27
Everybody Up	28
Foggy Harbor	28
Frantic Object	28
Hi-Lo	28
Human Ladder	28
Inchworm	28
Maze, The	29
Moonball	29
Night Crossing	29
Nitro	29
Nitro Crossing	29
Nitro Transport	30
Punctured Drum	30
Reactor Transporter	30
Scout Pace Contest	30
Soccer Flying Disk	30
Sports Tourney	30
Stepping Stones	31
Tangle Knot	31
Two-by-Four	31

OTHER GAMES

Antelope Race	31
Ante Over	32
Arm-Sling Relay	32
AtoZ	32
Ball-Over Relay	32
Ball Relay	32
Balloon Battle Royal	33
Balloon Bounce	33
Balloon Busting	33
Bandage Relay	33
Beach Ball	33
Beginners' Water Games	33
Blackout Fun	34
Blind-Flying Relay	34
Blindfold Compass Walk	34
Blindman's Knots	34
Bow-Saw Relay	34
British Bulldog	35
Bucketball	35
Bucket Brigade	35
Bull in the Ring	35
Buzz-Bing-Bang	35
Can It (Object Relay)	36
Cannibal Rescue	36
Canoeing Races	36
Capture the Flag	36
Catch Ten	36
Catch-the-Snapper	37
Caterpillar Race	37
Center Miss	37
Chain-Gang Race	37
Checkerboard Kim's Game	37

Circle Pull	37
Clove-Hitch Race	38
Code-O	38
Commando Raid	38
Compass Facing	38
Concentration	38
Corner Ball	39
Crab Ball	39
Crab-Crawl Relay	39
Crack the DEW Line	39
Creativity	39
Crosses in the Circle	40
Crowded Circle	40
Crows and Cranes	40
Deer Stalking	40
Deliver the Message	41
Direction-Finding Relay	41
Direction Hunt	41
Dodgeball	41
Double Dodgeball	41
Edible Plants Who's Who	42
Famous Visitors	42
Fire Bucket Relay	42
First-Aid Baseball	42
First-Aid Kim's Game	43
First-Aid Problems	43
Fishnet	43
Fitness Medley Relay	43
Flag-Folding Display	44
Flagpole Raising	44
Flapjack-Flipping Relay	44
Flying Disk Golf	44
Flying Disk Setback	44
Foamball Dodgeball	44
Foamball Soccer	45
Four-Handed Seat Carry Relay	45
Four-Way Tug-of-War	45
Fun Field Day	45
Fuzz-Stick Relay	45
Get'ImUp!	45
Get the Message	46
Getting Your Bearings	46
Grand Prix Game	46
Granny's Footsteps	46
Grasshopper Race	46
Greased Watermelon	47
Haunted House	47
Hawaiian Handclap	47
Hockey Steal-the-Bacon	47
Hopping the Gauntlet	47
Horse and Rider	48
Hot Isotope Transport	48
Hot or Cold	48
Hula Hoop Horseshoes	48
Human Chain Race	48
Human Obstacle Race	48
Hunter, Gun, or Rabbit	49
Ice Accident	49
Indian Arm Wrestling	49
Indian Hand Wrestling	49
Indian Leg Wrestling	49

Infiltration	50
Island Hopping	50
Izzy-Dizzy Relay	50
Jump the Shot	50
Kick Bridge	50
Kim's Game	51
Knot Hoop Relay	51
Knot Trail (Knot Kim's Game)	51
Knot-Tying Relay	51
Knotty-Silent Ball	51
Ladder Relay	52
Leaf Matching	52
Leaking Backpack, The	52
Lifeline Relay	52
Life's Little Riddles	53
Log-Chopping Relay	53
Log Hauling	53
Log-Raising Relay	53
Log-Rolling Relay	53
Long-Legged Puddle Jumper	53
Long, Short, Round	54
Lost Quiz	54
Luck Relay	54
Map Symbol Kim's Game	54
Map Symbol Relay	54
Message Relay	55
Milk Jug Hockey	55
Mow the Man Down	55
Nail-Driving Relay	55
Name That Fish	55
Name the Merit Badge	55
Nature Art Gallery	56
Nature-Go-Down	56
Nature Memory Hunt	56
Nature Scavenger Hunt	56
Newspaper Crumpling	56
Newspaper Good Turn	57
Night Eyes	57
Numbers	57
Observation	57
Obstacle Race	57
Obstacle Relay Race	58
Octagon Compass Course	58
O'Grady	58
Old Plug	58
One-Handed Knot Tying	58
Outdoor Winter Games	59
Over-and-Under Relay	59
Overtake	59
Paper-Wad Tennis	59
Patrol Charades	59
Patrol	60
Pony Express Race	60
Porpoise Relay	60
Prisoner's Base	60
Remedies	60
Remote Clove-Hitch Tying	60
Rescue-Carry Relay	61
Rescue Race	61
Reverse Softball	61

Ring Ball	61	Split-the-Match Relay	67	Tiger in a Cage	73
Ring Buoy Throw	61	Spoon Race	68	Tire-Roll Relay	73
Ringleader	62	Sports True-False		Torpedo	73
Ring on a String	62	Steal-the-Bacon	68	Trail Signs	73
Roman Chariot Race	62	Spud	68	Train Chase	73
Rooster Fight	62	Standing Long-Jump Relay	68	Tree Hunt	73
Rope Circle	62	Star Hunt	68	Tripod Lashing	74
Rubber-Ball Relay	62	Steal-the-Bacon Variations	69	Tug-of-War	74
Scouting History	63	Steal-the-Bacon, Blindfold	69	Tug-of-War Steal-the-	
Scout Law Baseball	63	Steal-the-Bacon,		Bacon	74
Scout Law Hunt	63	Horse-and-Rider	69	Twig Hunt	74
Scout Law Relay	63	Step on It	69	Two-Person Square-Knot	
Scouts to the Rescue	64	Stick Fight	69	Tying	74
Sealed Orders	64	Stiff	69	Walking Statues	74
Shallow-Water Games	64	Stretcher Relay	70	Wall Street	75
Ships in the Fog	64	String-Burning Race	70	Wastebasket	75
Shipwreck	64	Struggle, The	70	Water Basketball	75
Shoe Hunt	65	Submarines and		Water Dodgeball	75
Shoot-the-Gap	65	Minefields	70	Water Games for	
Short-Splice Tug-of-War	65	Subway	70	Nonswimmers	75
Shuttle-Run Relay	65	Swat 'Em, or Whipped-to-		Wet-Weather Fire Building	75
Signal Steal-the-Bacon	65	the-Gap	71	What Do I Feel?	75
Silent Signals	66	Swimming Races	71	What Do I Smell?	76
Silver Dollar Hunt	66	Tags	71	What Happened?	76
Silver Tongue Orator	66	Take the Mat	71	What's Cooking?	76
Skin-Diving Contest	66	Taut-Line Hitch Race	71	What's Wrong?	76
Skin-the-Snake	66	Tenderfoot Relay	72	Wheelbarrow Relay	76
Slapjack	67	Tent-Pitching Contest	72	Whip-the-Rope	77
Sleeping Pirate	67	Tent-Striking Contest	72	Who Am I?	77
Sloppy Camp	67	Three-Legged Football	72	Winter Constellations Quiz	77
Snake Race	67	Three-Person Tug-of-War	72		
Spies in the Woods	67	Thurman Throw	72		

Scout through First Class Syllabus

This is a great guide for Scout through First Class Scouts grouping topics together. This is the skill schedule with campouts, service projects, and recommendations.

The numbers are the weeks

	March	April	May	June	July	Aug	Sep	Oct	Nov
<u>Scout</u>									
3b, 2 (T foot)	2								
3c	5								
4,5,6,7,8	1								
<u>Tenderfoot</u>									
4a, 4b (whip & fuse	3								
4c, & 1st class 7a, 7b (lashings)	4								
5,6,7			13						
8,9,				14					
10 (fit test)		6							
11 (fit test)			12						
11 (plants), 6 (1 st class)					18				
12a,12b (1st aid)		7							
<u>2nd class</u>									
1a & 1st class 1						24			
2,3a,3e				15					
4,5 & (catch up)				16					
6					19				
7a,7b,7c (1st aid)		8							
8 (swimming) & 1st class 9c					20*				
9a,9b		9							
10						22			
<u>1st class</u>									
2						25			
4a,4b,4c,4d						23			
5				17					
8a,8b,8c,8d			11						
9a					21				
11			10						

Sc = Scout Requirement, **T** = Tenderfoot Requirement, **S** = Second Class Requirement, **F** = First Class Requirement

Note: "Week" and "Campout" are labeled. The Campouts are not always going to occur in this order. As Troop Guide you are responsible for preparing the younger scouts and then helping guide them during the Campouts. So feel free to re-arrange the skill weeks as necessary. You have the support and help of the rest of the troop to prepare the younger scouts and remember to Have Fun!

Week 1: Scouting Skills

Sc4. Repeat the Pledge of Allegiance.

Sc5. Demonstrate the Scout sign, salute, and handshake.

Sc6. Demonstrate tying the square knot (a joining knot).

Sc7. Understand and agree to live by the [Scout Oath](#), [Law](#), [motto](#), and [slogan](#), and [the Outdoor Code](#).

Sc8. Describe the Scout badge.

Week 2: Camping Equipment

T1. Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it. **Go over equipment**

S3b. On one of these campouts, select your patrol site and sleep in a tent that you have pitched. Explain what factors you should consider when choosing a patrol site and where to pitch a tent. **Go over equipment**

Camp 1: Camping and Cooking

T2. Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.

T3. On the campout, assist in preparing and cooking one of your patrol's meals. Tell why it is important for each patrol member to share in meal preparation and cleanup, and explain the importance of eating together.

Week 3: Knots

T4a. Demonstrate how to whip and fuse the ends of a rope.

T4b. Demonstrate that you know how to tie the following knots and tell what their uses are: two half hitches and the taut-line hitch.

Week 4: Knots/Lashing

T4c. Using the EDGE method, teach another person how to tie the square knot.

F7a. Discuss when you should and should not use lashings. Then demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together.

F7b. Use lashing to make a useful camp gadget.

Week 5: Knives

S3c. Demonstrate proper care, sharpening, and use of the knife, saw, and ax, and describe when they should be used.

Week 6: Fitness Test

T10a. Fitness Test: Record your best in the following tests

Skill	Current	After 30 days
Push Ups	_____	_____
Pull Ups	_____	_____
Sit Ups	_____	_____
Standing Long Jump	_____	_____
1/4mile walk/run	_____	_____

Week 7: First Aid

T11. Identify local poisonous plants; tell how to treat for exposure to them.

T12a. Demonstrate how to care for someone who is choking.

T12b. Show first aid for the following:

- Simple cuts and scrapes
- Blisters on the hand and foot
- Minor (thermal/heat) burns or scalds (superficial, or first degree)
- Bites or stings of insects and ticks
- Venomous snakebite
- Nosebleed
- Frostbite and sunburn

Week 8: First Aid

S7a. Show what to do for 'hurry' cases of stopped breathing, serious bleeding, and ingested poisoning.

S7b. Prepare a personal first-aid kit to take with you on a hike.

S7c. Demonstrate first aid for the following:

- Object in the eye
- Bite of a suspected rabid animal
- Puncture wounds from a splinter, nail, and fishhook
- Serious burns (partial thickness, or second degree)
- Heat exhaustion
- Shock
- Heatstroke, dehydration, hypothermia, and hyperventilation

Week 9: Safety

S9a. Participate in a school, community, or troop program on the dangers of using drugs, alcohol, and tobacco, and other practices that could be harmful to your health. Discuss your participation in the program with your family, and explain the dangers of substance addictions.

S9b. Explain the three R's of personal safety and protection.

Week 10: Safety

F11. Describe the three things you should avoid doing related to use of the Internet. Describe a cyberbully and how you should respond to one.

Week 11: First Aid/Safety

F8a. Demonstrate tying the bowline knot and describe several ways it can be used.

F8b. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

F8c. Show how to transport by yourself, and with one other person, a person:

- From a smoke-filled room
- With a sprained ankle, for at least 25 yards

F8d. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

Service Project

S5. Participate in an approved (minimum of one hour) service project.

Week 12: Physical Fitness

T10b. Show improvement in the activities listed in requirement 10a after practicing for 30 days.

Week 13: Scouting Skills

T5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.

T6. Demonstrate how to display, raise, lower, and fold the American flag.

T7. Repeat from memory and explain in your own words the Scout Oath, Law, motto, and slogan.

Week 14: Patrol Skills

T8. Know your patrol name, give the patrol yell, and describe your patrol flag.

T9. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Describe what a bully is and how you should respond to one.

Week 15: Leave no Trace/Cooking

S2. Discuss the principles of [Leave No Trace](#)

S3a. Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight.

S3e. Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both.

Week 16: Flag Ceremony/Service Project

S4. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or troop activity. Explain to your leader what respect is due the flag of the United States.

S5. Participate in an approved (minimum of one hour) service project.

(Catch Up)

Week 17: Citizenship

F5. Visit and discuss with a selected individual approved by your leader (elected official, judge, attorney, civil servant, principal, teacher) your constitutional rights and obligations as a U.S. citizen.

Week 18: Nature

T11 Identify local poisonous plants; tell how to treat for exposure to them.

F6. Identify or show evidence of at least 10 kinds of native plants found in your community.

Week 19: Nature

S6. Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.

Week 20: Swimming*

S8a. Tell what precautions must be taken for a safe swim.

S8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.

S8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

F9c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)

Week 21: Swimming

F9a. Tell what precautions must be taken for a safe trip afloat.

Camp 2: Swimming

F9b. Successfully complete the BSA swimmer test.

F9c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)

Week 22: Personal Finance

S10. Earn an amount of money agreed upon by you and your parent, then save at least 50 percent of that money.

Week 23: Patrol Cooking

F4a. Help plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner and that requires cooking at least two of the meals. Tell how the menu includes the foods from the food pyramid and meets nutritional needs.

F4b. Using the menu planned in requirement 4a, make a list showing the cost and food amounts needed to feed three or more boys and secure the ingredients.

F4c. Tell which pans, utensils, and other gear will be needed to cook and serve these meals.

F4d. Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.

Camp 3: Cooking

S3d. Use the tools listed in requirement 3c to prepare tinder, kindling, and fuel for a cooking fire.

S3f. In an approved place and at an approved time, demonstrate how to build a fire and set up a lightweight stove. Note: Lighting the fire is not required.

S3g. On one campout, plan and cook one hot breakfast or lunch, selecting foods from the food guide pyramid. Explain the importance of good nutrition. Tell how to transport, store, and prepare the foods you selected.

F4b. Using the menu planned in requirement 4a, make a list showing the cost and food amounts needed to feed three or more boys and secure the ingredients.

F4e. On one campout, serve as your patrol's cook. Supervise your assistant(s) in using a stove or building a cooking fire. Prepare the breakfast, lunch, and dinner planned in requirement 4a. Lead your patrol in saying grace at the meals and supervise cleanup.

Week 24: Compass

S1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.

F1. Demonstrate how to find directions during the day and at night without using a compass.

Week 25: Orienteering ** Requires a lot of setup at a local park or campout**

F2. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).

Camp 4: Camping and Orienteering

S3a. Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight.

S3b. On one of these campouts, select your patrol site and sleep in a tent that you have pitched. Explain what factors you should consider when choosing a patrol site and where to pitch a tent.

S1b. Using a compass and map together, take a five-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian. (If you use a wheelchair or crutches, or if it is difficult for you to get around, you may substitute 'trip' for 'hike' in this requirement)

Camp 5: Camping

F3. Since joining, have participated in 10 separate troop/patrol activities (other than troop/patrol meetings), three of which included camping overnight. Demonstrate the principles of Leave No Trace on these outings.

Encourage Scouts to Complete

Sc1. Meet age requirements. Be a boy who has completed the fifth grade or is 11 years old, or has earned the Arrow of Light Award but is under 18 years old.

Sc2. Complete a Boy Scout application and health history signed by your parent or guardian.

Sc3. Find a Scout troop near your home.

Sc9. Complete the pamphlet exercises. With your parent or guardian, complete the exercises in the pamphlet How to Protect Your Children from Child Abuse: A Parent's Guide.

F10. Tell someone who is eligible to join Boy Scouts, or an inactive Boy Scout, about your troop's activities. Invite him to a troop outing, activity, service project or meeting. Tell him how to join, or encourage the inactive Boy Scout to become active. (Use This Worksheet to fulfill this requirement added in 2006)

Merit Badge List



- American Business
- American Cultures
- American Heritage
- American Labor
- Animal Science
- Archaeology
- Archery
- Architecture
- Art



- Astronomy
- Athletics
- Automotive Maintenance
- Aviation
- Backpacking
- Basketry
- Bird Study
- Bugling



- **Camping**
- Canoeing
- Chemistry
- Chess
- Cinematography
- **Citizenship in the Community**
- **Citizenship in the Nation**
- **Citizenship in the World**



- Climbing
- Coin Collecting
- Collections
- **Communications**
- Composite Materials
- Computers
- Cooking
- Crime Prevention



- **Cycling**
- Dentistry
- Disabilities Awareness
- Dog Care
- Drafting
- Electricity
- Electronics
- **Emergency Preparedness**



- Energy
- Engineering
- Entrepreneurship

- **Environmental Science**
- **Family Life**
- Farm Mechanics
- Fingerprinting
- Fire Safety
- **First Aid**
- Fish and Wildlife Management
- Fishing
- Fly Fishing
- Forestry
- Gardening
- Genealogy
- Geocaching
- Geology
- Golf
- Graphic Arts
- **Hiking**
- Home Repairs
- Horsemanship
- Indian Lore
- Insect Study
- Inventing
- Journalism
- Kayaking
- Landscape Architecture
- Law
- Leatherwork
- **Lifesaving**
- Mammal Study
- Medicine
- Metalwork
- Model Design and Building
- Motorboating
- Music
- Nature
- Nuclear Science
- Oceanography
- Orienteering
- Painting
- **Personal Fitness**
- **Personal Management**
- Pets
- Photography
- Pioneering

- Plant Science
- Plumbing
- Pottery
- Public Health
- Public Speaking
- Pulp and Paper
- Radio
- Railroading
- Reading
- Reptile and Amphibian Study
- Rifle Shooting
- Robotics
- Rowing
- Safety
- Salesmanship
- Scouting Heritage
- Scholarship
- Scuba Diving
- Sculpture
- Search & Rescue
- Shotgun Shooting
- Skating
- Small-Boat Sailing
- Snow Sports
- Soil and Water Conservation
- Space Exploration
- Sports
- Stamp Collecting
- Surveying
- **Swimming**
- Textile
- Theater
- Traffic Safety
- Truck Transportation
- Veterinary Medicine
- Water Sports
- Weather
- Welding
- Whitewater
- Wilderness Survival
- Wood Carving
- Woodwork

Other skills and activities I could assist in for the older-Scout pro

- | | | | |
|---|---|--|--|
| <input type="checkbox"/> Backpacking | <input type="checkbox"/> Freestyle biking | <input type="checkbox"/> Rappelling | <input type="checkbox"/> Surfing |
| <input type="checkbox"/> Basketball | <input type="checkbox"/> Golf | <input type="checkbox"/> Sailing | <input type="checkbox"/> Swimming |
| <input type="checkbox"/> Bowling | <input type="checkbox"/> Hockey | <input type="checkbox"/> Scuba diving | <input type="checkbox"/> Tennis |
| <input type="checkbox"/> Business | <input type="checkbox"/> Kayaking | <input type="checkbox"/> Shooting sports | <input type="checkbox"/> Videography |
| <input type="checkbox"/> Cross-country skiing | <input type="checkbox"/> Mechanics | <input type="checkbox"/> Slow-pitch softball | <input type="checkbox"/> Volleyball |
| <input type="checkbox"/> Cycling | <input type="checkbox"/> Mountain man | <input type="checkbox"/> Snow camping | <input type="checkbox"/> Whitewater |
| <input type="checkbox"/> Downhill skiing | <input type="checkbox"/> Orienteering | <input type="checkbox"/> Soccer | <input type="checkbox"/> Winter sports |
| <input type="checkbox"/> Fishing | <input type="checkbox"/> Rafting | <input type="checkbox"/> Spelunking | |



Troop Merit Badge Counselor List as of 8/2011

Merit Badges	Counselors
American Heritage	Penzone, J Michael
American Labor	Finn, Edward
Archery	McCampbell, Jeff
Astronomy	Anthony, Robert
Athletics	Anthony, Robert
Auto Maintenance	Whittaker, William
Backpacking	McCampbell, Jeff Penzone, J Michael
Basketry	Clark, Glen
Bird Study	Rickards, Scott
Camping*	Finn, Edward McCampbell, Jeff McLaughlin, John Penzone, J Michael
Canoeing	Finn, Edward McCampbell, Jeff
Chemistry	Anthony, Robert
Cit In Community*	McLaughlin, John Penzone, J Michael
Cit In Nation*	McLaughlin, John Penzone, J Michael
Cit In World*	McLaughlin, John Penzone, J Michael
Communication*	Clark, Glen Fendt, William
Computers	Martella Jr., Carmen
Cooking	Finn, Edward McLaughlin, John
Cycling*	Finn, Edward McCampbell, Jeff
Electricity	Finn, Edward
Emergency Prep*	Martella Jr., Carmen McCampbell, Jeff Rickards, Scott
Energy	Martella, Andrew Penzone, J Michael
Engineering	McCampbell, Jeff

Merit Badges	Counselors
Environmental Sci*	McLaughlin, John Penzone, J Michael
Family Life*	Finn, Edward
First Aid*	Martella Jr., Carmen McCampbell, Jeff Rickards, Scott
Fish and Wildlife	Penzone, J Michael
Forestry	McCampbell, Jeff Penzone, J Michael
Genealogy	Anthony, Robert
Geology	Anthony, Robert Penzone, J Michael
Graphic Arts	McCampbell, Jeff
Hiking*	Penzone, J Michael
Home Repairs	Clark, Glen
Indian Lore	McCampbell, Jeff
Law	McLaughlin, John
Metalwork	Martella Jr., Carmen
Nature	McLaughlin, John Penzone, J Michael
Oceanography	Anthony, Robert Penzone, J Michael
Orienteering	Finn, Edward Penzone, J Michael
Personal Fitness*	Martella Jr., Carmen McCampbell, Jeff Volpe, Mike McCampbell, Jeff
Personal Management*	Strickler, Bob
Pets	Martella, Andrew
Pioneering	Finn, Edward McCampbell, Jeff
Plumbing	Anthony, Robert
Pulp and Paper	Whittaker, William William.Whittaker@kcc.co
Reading	McCampbell, Jeff Whittaker, William
Reptile/Amphibian	Rickards, Scott
Scholarship	Martella, Andrew
Soil and Water	Penzone, J Michael

Merit Badge	Counselor
Space Exploration	Penzone, J Michael
Sports	Anthony, Robert
	McC Campbell, Jeff
Weather	Anthony, Robert
	Penzone, J Michael
Wilderness Survival	McC Campbell, Jeff
Woodwork	Clark, Glen
	McC Campbell, Jeff

Counselor Contact List

Counselor	E-Mail		Phone #
Anthony, Robert	RANTHONY@kcsd.org	(H)	(610) 497-9470
Clark, Glen	ldocorian@aol.com	(H)	(610) 494-3573
Fendt, William	wfendt@udel.edu	(H)	(610) 494-8296
	wfendt@verizon.net		
Finn, Edward	Minquasman1@verizon.net	(H)	(610) 494-2666
Martella, Andrew	martellaelectric@rcn.com	(H)	(610) 859-0583
	9101westelectric@comcast.net		
McC Campbell, Jeff	jeffreymcccampbell@alumni.pitt.edu	(H)	(717) 669-1655
McLaughlin, John	jmclaughlin@ciardilaw.com	(H)	(610) 485-7149
	JKPJB@aol.com		
Penzone, J Michael	mikepenzone@verizon.net	(H)	(484) 480-5627
	jpenzone@state.pa.us		
Rickards, Scott	SGRickards@comcast.net	(H)	(610) 497-5109
Strickler, Bob	strick0722@comcast.net	(H)	(610) 627-0802
Volpe, Mike	mav116@comcast.net	(H)	(610) 494-4708
Whittaker, William	william.whittaker2@comcast.net	(H)	(302) 475-2591

Summer Camp Check List

- Medical form (signed by Doctor) including insurance number, parent's signature and your SS#.
- Medicine in original container - inhalers if needed and noted on medical form.
- Scout Field uniform - Scout shirt, Scout shorts, Scout belt, Scout socks
- Hat
- Scouting T-shirts
- Extra clothing - socks, underwear, shoes, etc.
- Long pants for cool nights
- Sweater or jacket
- Rainwear (We recommend a poncho)
- Sleeping bag or bedding, and pillow
- Laundry bag
- Sleep wear
- 2 pairs swim trunks
- Sun block
- Flashlight & extra batteries
- Tissue
- Soap, comb, toothbrush, washcloth, 2 bath towels, and other personal items
- Repair kit (needle, thread, buttons, safety pins, shoe laces)
- Canteen or water bottle
- 2 Pairs closed toe outdoor shoes/boots - sandals only around troop site
- Scout Handbook, pens, pencils, notebooks, merit badge books
- Money for crafts, Trading Post, cokes, snacks
- Optional items such as watch, camera, compass, belt pack, day pack, insect repellent, books, work gloves, etc.
- PUT SCOUTS NAME ON EVERYTHING!!

Weekend Camp Check List

- Scout Uniform
- Medicine if needed – hand to leaders
- Sleeping bag, pillow, pad
- Back pack or duffle bag
- Rain coat, Poncho
- Hiking boots or good walking shoes
- Spare sneakers – for out of boots
- Swimsuit, beach towel, swim goggles, water shoes
- Personal Clothing:
 - 3 pairs of socks per full day
 - Underwear
 - **Summer Camping**
 - Shorts – on trails or in open areas
 - Long pants – in brush or stopped for the night
 - T – shirt
 - Long sleeve shirt
 - Polypropylene Sock liners will keep sweat away from your feet
 - Wool/Cotton blend socks will be comfortable but cotton will work
 - Wide brimmed hat – keeps sun off face and neck
 - Sweatshirt or warm jacket
 - **Winter Camping**
 - T-shirt
 - Long sleeve t-shirt
 - 1-3 Wool sweaters depending on how cold
 - Winter coat
 - Long johns
 - Quick drying pants (Jeans will work but when wet take a long time to dry)
 - Sweat pants if another layer is required
 - Glove liners (thin gloves)
 - Winter Gloves (warm, insulated)
 - Polypropylene Sock liners will keep sweat away from your feet
 - Wool socks will keep you warm (if really cold use 2 wool sock layers)
 - Wool cap (face scarf optional)
 - Extra clothing as required
- Toilet kit: soap, towel, toothbrush, toothpaste
- Flashlight with good working batteries
- Pocket knife (only with Toten' chip)
- Mess Kit (inc. knife, fork, spoon, plate/bowl, and cup)
- Additional cooking gear (pots, pans, serving spoons, cooking soap, cooking spray)
- Cooking cleanup gear (wash bins, soap, 2 hand towels, scrub pads)
- Boy Scout Handbook
- Notebook and pencil
- Canteen/Water Bottle

Optional

- Money
- Camera
- Watch
- Sunglasses, sunscreen, lip balm
- Insect repellent
- Camp chair
- Compass
- Cards, games, books
- Bible or prayer book

Uniform Inspection Form

Boy Scout

Uniform Inspection Sheet

Uniform Inspection.

Conduct the uniform inspection with common sense; the basic rule is neatness.

General Appearance. Allow 3 points for each:

- 15 pts. Good posture
 Clean face and hands
 Combed hair
 Neatly dressed
 Clean fingernails

Notes _____

Headgear. All troop members must wear the headgear chosen by vote of the troop/team.

5 pts. Notes _____

Shirt and Neckwear. Official shirt or official long- or short-sleeve uniform shirt with green or blaze orange shoulder loops on epaulets. The troop/team may vote to wear a neckerchief, bolo tie, or no neckwear. In any case, the collar should be unbuttoned. The troop/team has the choice of wearing the neckerchief over the turned-under collar or under the open collar.

15 pts.

Notes _____

Pants/Shorts. Official pants or official uniform pants or shorts; no cuffs. (Units have no option to change.)

15 pts.

Notes _____

Belt. Official Boy Scout web with BSA insignia on buckle; or official leather with international-style buckle or buckle of your choice, worn only if voted by the troop/team. Members wear one of the belts chosen by vote of the troop/team.

5 pts.

Notes _____

Socks. Official socks with official shorts or pants. (Long socks are optional with shorts.)

5 pts.

Notes _____

Shoes. Leather or canvas, neat and clean.

5 pts.

Notes _____

Registration. Current membership card or temporary certificate on person.

5 pts.

Notes _____

Uniform points. Total points from above (70 possible)

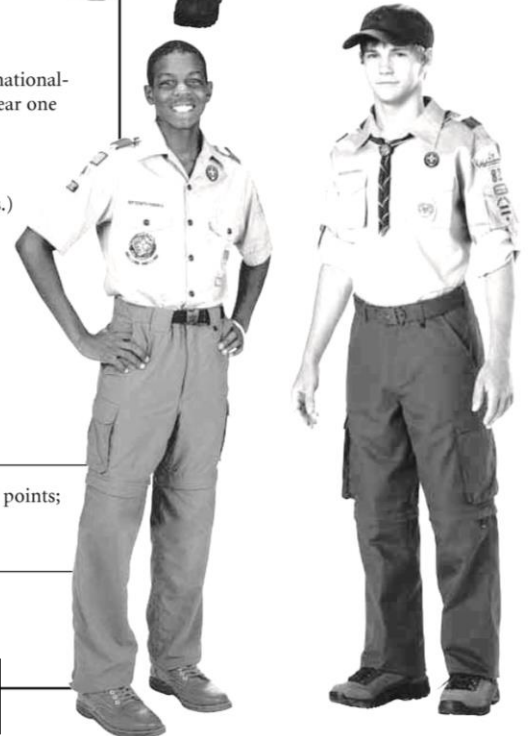
Insignia.* Correct placement: left pocket, 5 points; right pocket, 5 points; left sleeve, 5 points; right sleeve, 5 points; merit badge sash, 5 points; shoulder epaulets, 5 points. Insignia points from reverse (30 possible)

Total Uniform Inspection Score

Uniform and insignia points combined.
 A perfect score is 100 points.

♣ Scout Handbook for PL, the PL notebook too)

5pt. Bonus



Total Uniform Inspection Score ▶

Name _____ Troop/Team No. _____

Patrol/Squad _____

Our unit inspection
 will be held on

Bring this form with you.

Boy Scout/Varsity Scout Uniform Inspection Sheet

Official Placement of Insignia

Conduct the uniform inspection with common sense; the basic rule is neatness.

Merit Badge Sash

- 5 pts. If worn, **merit badges** are attached to front (and back, if needed) of sash.
- Venture/Varsity letter** is attached at bottom front corner.
- Temporary insignia** may be worn on back.
- Notes _____

Shoulder Epaulets

- 5 pts. Green shoulder loops identify Boy Scouting (all members of a troop).
- Blaze (orange) loops identify Varsity Scouting.
- Notes _____

Right Sleeve

- 5 pts. **U.S. flag emblem** centered directly below shoulder seam. Only the most recently earned **Centennial Quality Unit Award** may be worn below patrol emblem or below the National Honor Patrol star.
- Musician badge**, if in band or drum corps, is worn 1/2 inch below patrol emblem.
- Notes _____

Left Sleeve

- 5 pts. **Council shoulder emblem**, unit numeral, and veteran unit bar are worn as shown snug up, and touching each other.
- On the official shirt, the **badge of office** is centered on the pocket, as shown. On the official uniform shirt, the **badge of office** is centered and touching the unit numeral, or centered 4 inches below the shoulder seam.
- On the shirt, the **Trained Leader emblem** is centered as shown at the top of the pocket flap. On the official uniform shirt the **veteran unit bar** (25, 50, 55, 60, 65, 70, 75, or 80 years) is positioned above and touching troop numeral and in turn touching council emblem.
- Den chief cord** is worn over the left shoulder, under epaulet.
- Notes _____

Right Pocket

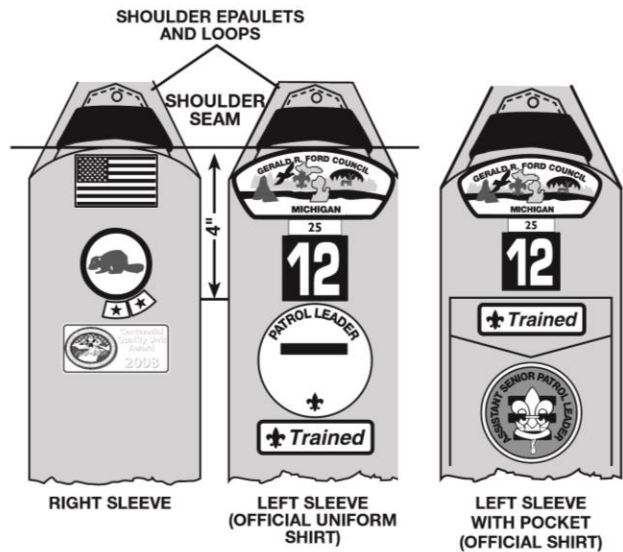
- 5 pts. **Jamboree insignia** (only one) worn above BSA or interpreter strip.
- Order of the Arrow lodge insignia** worn on pocket flap.
- Temporary insignia** worn centered on the pocket or hung from the button.
- The **Varsity or Venture strip** is worn above the BSA strip or above the interpreter strip.
- Nameplate**, if worn, is centered above the BSA strip, interpreter strip, and Venture or Varsity strip. If no Order of the Arrow lodge emblem is worn, the name plate is centered on the pocket flap.
- Notes _____

Left Pocket

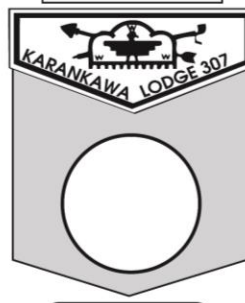
- 5 pts. **Service stars** are centered above the pocket, 3/4 inch from top point to top point and 3/8 inch from either the pocket or embroidered knots.
- Embroidered square knots** are worn centered above the pocket in rows of three.
- Not more than five medals may be worn, pinned centered immediately above the pocket (extending over knots if both are worn).
- The wearing sequence for knots or medals is at the wearer's discretion and lead color is to the wearer's right.
- 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.
- Notes _____

◀ Total Insignia Score (transfer to other side)

30 pts.



JEFFREY BROWN
VENTURE
FRANÇAIS
BOY SCOUTS OF AMERICA



RECRUITER
RIGHT POCKET



LEFT POCKET



BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
<http://www.scouting.org>

34283



2008 Printing

Unit Fireguard Chart

UNIT FIREGUARD CHART

Fill out and post this chart on your campsite bulletin board.

Troop	Troop Fire Warden
Camp	Troop Campsite
	Dates



We will prevent fires by breaking matches in two after using



Putting fires COLD OUT with water



Feeling with fingers to test heat

FLAMMABILITY WARNING

CAMPING SAFETY RULES

NO TENT MATERIAL IS FIREPROOF, AND IT CAN BURN WHEN EXPOSED TO HEAT OR FIRE. FOLLOW THESE RULES:

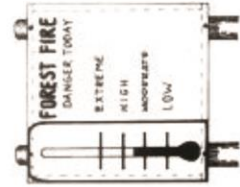
- Only flashlights and electric lanterns are permitted in tents. **NO FLAMES IN TENTS** is a rule which must be enforced.
- Chemical-fueled stoves, heaters, lanterns, lighted candles, matches, or other flame sources should **never** be used in or near tents.
- Do not pitch tents near open fire.
- Do not use flammable chemicals near tents: charcoal lighter, spray cans of paint, or bug killer and repellent.
- Be careful when using electricity and lighting in tents.
- Always extinguish cooking and campfires properly. Obey all fire laws, ordinances, and regulations.
- Keep campers informed on a daily basis of your camp's fire danger.



Clearing all burnable material 4 to 6 feet away from the fires or as required by local law

In the case of Cub Scouts, they should immediately seek adult help, sound the alarm by yelling, "Fire!" and stay away from attempting to light any camp fire. If adult help is not readily available, the Cub Scout should continue to sound the alarm, send a runner for help, and/or dial the camp office or 91 1.

VARIOUS TYPES OF FIRE DANGER SIGNS IN CAMP



Sound Alarm



Drop Tents if Necessary

IN CASE OF FIRE

REPORTING AND ASSEMBLY INSTRUCTIONS

At some camps local changes are made in these suggested procedures. All exceptions, however, should be made on the recommendation and with the approval of local fire authorities.

IN A UNIT CAMPSITE

1. Sound the alarm by yelling "Fire!" and then notify the first adult you see.
2. Extinguish a fire only if it can be done quickly and easily.
3. When the central alarm is sounded to warn the camp, quickly mobilize in your unit. Move to your pre-assigned point immediately and await directions.
4. A runner reports to the camp office for instructions from the camp fire warden.
5. In the event of a tent fire, you can douse it with water or sand, or simply kick out the end tent poles and let professionals fight the fire.

OUTSIDE UNIT CAMPSITE

1. If you discover a fire anywhere in camp, report immediately to the camp office so the alarm may be sounded and fire authorities notified.
2. Camp fire warden sounds the central alarm, and your unit follows steps 3 and 4 above.
3. **Remember:** Campers should not be directly involved in the fire fighting process except for fires that can be quickly and easily extinguished.

In case of a fire in our campsite, we will notify _____ and follow the instructions of our unit fire warden. **Camp fire warden**

Unit Campsite Fire Prevention Assignments		Equipment Checked
First Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked
Second Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked
Third Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked
Fourth Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked
Fifth Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked
Sixth Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked
Seventh Day	Date _____ Patrol _____ Fire Warden _____	Equipment Checked

Campfire Program

Place _____

Date _____

Time _____

Camp director's approval _____

Campers notified _____	Area set up by _____
Campfire planning meeting _____	_____
MC _____	Campfire built by _____
Song leader _____	Fire put out by _____
Cheerleader _____	Cleanup by _____

Spot	Title of stunt, song, or story	By _____	Time
1	Opening (and firelighting)		
2	Greetings (introduction)	MC	
3	Sing Yell		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

Campfire Program 2

Place _____
 Date _____
 Time _____
 Camp director's approval

Campers Notified _____	Area set up by _____
Campfire planning meeting _____	_____
MC _____	Campfire built by _____
Song Leader _____	Fire put out by _____
Cheerleader _____	Cleanup by _____

Key: Song = Skit = Cheer =

Spot	Title of Stunt, song, or story	S/S/C	By _____	Time
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21	Closing			

A Scout is Reverent

Philmont Grace

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

Vespers

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