

Event: \_\_\_\_\_

Date: \_\_\_\_\_

Patrol Competition	Eagle	Ram	Stag
<i>The goal of this program is to spur competition among the patrols and ultimately increase the knowledge, participation and focus among the scouts in our troop. A plaque is awarded at the End of Year Court of Honor to the patrol with the most points.</i>	Total	Total	Total
Points are awarded throughout the year based on the following categories and elements:			
Formation			
<b>Element: Fall-In</b>			
SPL and ASPL will award points to the patrol that forms up most efficiently at the start of each meeting			
Points: 5			
<b>Element: Roll Call</b>			
Each patrol leader that correctly identifies the number of scouts missing from their patrol and who they are will earn a point for their patrol. If the leader cannot identify the scouts, 0 points are awarded.			
Points: 0 to 1			
<b>Element: Inspection</b>			
If all scouts in a patrol pass 100% inspection (proper uniform, proper patches – including Rank) the patrol can earn 5 points. 1 point off for each incorrect piece of a uniform.			
Points: 0 to 5			
Participation			
<b>Element: Meetings</b>			
During the meeting, SPL, ASPL, SM and ASMs may award discretionary points to scouts that are actively assisting other scouts with rank advancement, learning a skill, studying for a Board of Review, etc. Each SPL, ASPL, SM or ASM may award up to 5 individual points per meeting which will be added to the patrol's running point total.			
Points: 0 to 5 per each SPL, ASPL, SM and ASM.			
SM and ASMs may also deduct individual (1) points based on disruptive or destructive behavior during meetings.			
<b>Element: Campouts and Trips</b>			
A patrol will automatically earn 10 points for 100% participation on a campout.			
Each scout attending a campout will contribute 1 point to their patrol's running total. No "Day Trippers"! Scouts earning attendance points must remain for the duration of the event.			
Points: 0 or 10 AND 1 per scout			
Up to 5 individual discretionary points may be awarded by SM and ASMs throughout the campout for outdoor skills, impressive meals, scout spirit, etc.			
Points: 0 to 5 per each SM and ASM			
Scouts can earn extra points if selected to write their experience about a trip.			
<b>Element: Behavior</b>			
SM and ASMs may also deduct individual (1) points based on disruptive or destructive behavior during campouts.			
Points: -1 per scout per disruptive or destructive behavior			
Summer Camp			
A patrol will automatically earn 10 points for 100% participation at Summer Camp. Each scout that attends Summer Camp will contribute 5 points to their patrol's running total.			
Points: 0 or 10 AND 5 per scout			
Civic Events (Flag Planting, etc.)			
A patrol will automatically earn 5 points for 100% participation at a civic event.			
Each scout that attends a civic event will contribute 1 point to their patrol's running total.			
Points: 0 or 5 AND 1 per scout			
Up to 5 individual discretionary points may be awarded by SM and ASMs throughout the event for scout spirit or demonstrating tenets of the scout law, etc.			
Points: 0 to 5 per each SM and ASM			
Knowledge Competitions			
When the SPL and ASPL designate a knowledge competition to be conducted during the later part of a meeting, the patrol that wins the contest will be awarded 5 points.			
Points: 0 or 5			
Advancement			
<b>Element: Merit Badges</b>			
Each merit badge earned by individual scouts will contribute 1 point to their patrol's running total.			
Points: 1			
<b>Element: Rank Advancement</b>			
Each rank advancement attained within a patrol will contribute 5 points to the patrol's running total.			
Points: 5			
Troop Gear			
<b>Element: Patrol Gear</b>			
Each patrol is responsible for the gear that has been provided to them by the troop. When gear is checked in to the Troop Quartermaster after an event, items will be assessed for use and/or damage. Damaged items are a 1 point deduction toward the patrol's running total. Missing items are a 5 point deduction against the patrol's running total.			
Points: -1 or -5			
<b>Element: Patrol Lockers</b>			
Each patrol has a designated storage locker in the storeroom. Periodically, the Troop Quartermaster may inspect the locker(s) and award points (up to 3) to patrol's who keep their lockers organized and tidy.			
Points: 0 to 3			