

Tab 1

Parent's Guide



Troop 166

**Seneca Waterways Council
Waters Edge District
American Legion Post 494**

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All who have meditated on the art of governing mankind are convinced that the fate of empires depends on the education of youth. --Aristotle



INTRODUCTION

Welcome to Scouting America! By becoming a parent of a Scout, you are setting your child out on the grand adventure of Scouting. This is a tremendously important and rewarding endeavor that you will be able to share with your Scout.

What is it all about? What will you be expected to do? What does it cost? We have prepared this booklet to answer these questions.

The following pages describe the organization of a Troop and the advancement pattern that each Scout will follow. Reading this will help you understand how your Scout can progress through the ranks with your help. It will help you understand how you can help and what the various adult volunteers are doing to help the Troop.

WHAT IS SCOUTING ABOUT?

Scouting Aims and Mission

There are three aims to scouting:

- I -- To build character
- II -- To foster citizenship
- III -- To develop fitness

These three aims are the bedrock of the American Scouting movement. They represent the long term outcomes we want for every Scout.

It is the mission of Scouting America to serve others by helping to instill values in young people, and in other ways to prepare them to make ethical choices over their lifetime in achieving their full potential. The values we strive to instill are based on those found in the Scout Oath and Law.

SCOUT LAW	SCOUT OATH / PROMISE
<i>A Scout is:</i> Trustworthy Loyal Helpful Friendly Courteous Kind Obedient Cheerful Thrifty Brave Clean Reverent	On my honor I will do my best To do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

Since 1910, these principles have been taught in an atmosphere of recreation and fun which allows young people to develop self confidence, leadership and moral character. More and more men, trained as Scouts, are taking their places in today's world as responsible adult leaders. Scouting America is the largest youth oriented organization in the United States. More than 1 million Scouts and leaders are currently registered in Scouting America.

Unlike Cub Scouting, which many of you are familiar with, Scouting is a youth-lead organization. The Scouts learn how to organize and lead the Troop. After training, and with supervision from the adult leaders, the Scouts run the show.

The Scouts in the Troop will be working towards their 1st class and then Eagle ranks. As they travel on their trail to Eagle they will not only learn how to lead a team to a goal, but they will actually lead teams of scouts in a number of situations. Many Eagle Scouts put their accomplishments on their resumes and find they are often considered in obtaining acceptance into college or the work force.

Scouting also provides for growth of moral strength and character, teaches citizenship, and enhances the development of physical, mental and emotional fitness. This is all done in the spirit of fun and adventure.

Scouting Philosophy & Methods

Scouting is a youth organization that uses a fun program to promote its aims: Character development, Citizenship training, and Mental and Physical fitness for every member. As stated by Lord Baden-Powell, "Scouting is a game with a purpose." The game of Scouting is played by eight unique methods:

- Ideals
- Patrol Method
- Outdoor Program
- Advancement
- Personal Growth
- Adult Association
- Leadership Training
- Uniform

The Troop is the basic Scouting organizational unit that puts these methods into practice for youth development. Scouting America makes Scouting available to our nation's youth by chartering community organizations to operate Cub Scout Packs, Scout Troops, Venturing Crews, and Explorer Posts.

TROOP ORGANIZATION: ADULT MEMBERS

Chartered Organization (Sponsor)

Troop 166 is a participating member of the Waters Edge District of the Seneca Waterways Council, Scouting America. The Troop's organization consists of Adults (Chartered Organization, a Troop Committee, Assistant Scoutmasters, and Troop Parents) and the Scouts themselves. Every Troop belongs to an organization. The Chartered Organization for Troop 166 is American Legion Post 494. The Chartered Organization shares our objectives for the Scouts and ensures that there is adequate, trained leadership. A Chartered Organization Representative acts as liaison between the Troop and the Chartered Organization.

Troop Committee

The Troop Committee functions as an administration and support organization for the Troop. The Troop Committee takes care of the non-program issues surrounding the Troop. For example: Troop budget, fundraising activities, membership drives, activity permits and outing coordination, advancement records, and procurement and maintenance of Troop equipment.

The Committee meets monthly, usually 7:00 PM the second Wednesday of each month at the Palmyra Western Presbyterian Church. WE ARE IN NEED OF PARENTS TO SERVE IN COMMITTEE ROLES.

Adult Leadership (Scoutmaster and Assistants)

Scoutmaster - The Scoutmaster is the adult responsible for working directly with the Scouts providing direction, coaching, and support.

The Scoutmaster has three basic roles:

1. providing the youth leaders with the tools and skills so they can run the troop
2. making sure the rules of Scouting America and chartered partner are followed
3. being a good mentor and positive role model

Assistant Scoutmaster - An assistant Scoutmaster is an adult leader 18 years of age or older who helps the Scoutmaster deliver the promise of Scouting. Each assistant Scoutmaster is assigned specific program duties. They can serve the troop by guiding a particular patrol to which they've been assigned, advising certain Scouts who've assumed a position or fill in as necessary to assure the junior leaders have what they need to run things.

NOTE: Two registered adult leaders, one of which must be at least 21 years of age, are required for all Troop 166 meetings, trips or outings. Patrol outings may be conducted without adult supervision with the approval of the Scoutmaster.

Troop Parents

The role of parents within Troop 166 is to be supportive of the Troop's efforts and to provide the atmosphere Scouts need to learn and excel. Parents are expected to:

1. Volunteer to serve as either the member of a Committee, troop leadership or as a Merit Badge counselor.
2. Read their Scout's handbook and understand the purpose and methods of Scouting.
3. Attend the Parent Orientation offered by the Troop Committee.
4. Actively follow their Scout's progress (or lack thereof) and offer encouragement.
5. Show support to both the individual Scout and the Troop by attending all Troop Courts of Honor.
6. Assist, as requested, in all Troop fund-raisers and other such activities. All such assistance lowers the cost of the program we offer to the Scouts and, therefore, lowers each family's cash outlay for their Scout(s).
7. Be aware of the Troop program and annual calendar. Check the troop website, <https://www.palmacscouting.org/>, regularly for announcements.

How to volunteer:

Adults wishing to serve in any leadership capacity in Troop 166 must [register](#) as a Scouting America adult leader. The Scouting America registration application is available from the Troop website or from the Scoutmaster or Committee Chair. The application requires the applicant's Social Security number as well as contact information for three references. It also includes a mandatory authorization for the Seneca Waterways Council to conduct a criminal background check.

The Troop Committee Chair and the Troop's Chartered Organization Representative are each required by Scouting America policy to review and approve all adult-leader registration applications. As of May 2025, Scouting America policy requires that a certification of completion for Safeguarding Youth Training ("SYT") must be submitted together with each new adult registration application. This means a new adult leader must complete SYT and print out the completion certificate before giving his or her registration application to the Troop Committee Chair for processing.

NOTE: Safeguarding Youth Training, which is one of these introductory courses, is required for any adult leader having direct contact with Scouts. It can be taken either online or in person. The Scouting America's Guide to Safe Scouting has a good summary of its Safeguarding Youth guidelines. In order for adults to attend overnight events you must be a [registered adult](#). This process takes a little time so the sooner that you begin the process the better. We are happy to assist you with this process.

TROOP ORGANIZATION: SCOUTS

Patrols

The Troop is composed of Scouts teamed into Patrols. Each Patrol usually consists of a Patrol Leader and between four to eight Scouts. The Scouts in a Patrol elect their Patrol Leader who in turn appoints the Assistant Patrol Leader. The Patrol is the primary group in Scouting. Nearly everything a Scout does in Scouting should be “by Patrol.”

Positions of Leadership:

Elections for Senior Patrol Leader and Patrol Leader are held annually so that Scouts may earn credit for positions of leadership and positions of responsibility. (For senior ranks, 4 to 6 months)

- **Senior Patrol Leader (SPL):** The SPL is an elected position and is the highest youth-leadership position and is in charge of the Troop under the guidance of the Scoutmaster. They chair the Patrol Leaders' Council (PLC) meetings and, with PLC assistance, plan and execute the Troop Activity Program. Scouts interested in this position must have completed National Youth Leadership Training.
- **Assistant Senior Patrol Leader (ASPL):** Selected by the SPL, the Assistant Senior Patrol Leader assists the SPL and serves in their absence. They supervise the non-leadership positions such as Scribe, Librarian, Historian, and Quartermaster. They assist in planning and executing the Troop program, and takes on special projects assigned by the SPL
- **Patrol Leader (PL):** The Patrol Leader plans and leads patrol activities, represents the patrol at the Patrol Leaders' Council, assists patrol members in preparing for patrol and troop outings, and assists and encourages patrol members on rank advancement.

Positions of Responsibility:

These positions are appointed by the Senior Patrol Leader, inputs from the Scoutmaster)

- **Assistant Patrol Leader (APL):** While not a position of responsibility towards rank advancement, the Assistant Patrol Leader assists the PL and serves in their absence.
- **Quartermaster:** The Quartermaster (QM) is responsible for controlling the care and distribution of Troop equipment. The Troop QM is responsible for signing out Patrol equipment to each Patrol Leader in September, and checking it back in by June of the following calendar year. The Patrol Leader and their Patrol are responsible for returning all Troop equipment in good condition, or otherwise replacing it in June. The Troop QM will list deficiencies and submit them to the SPL and Scoutmaster for resolution.
- **Scribe:** The Scribe records the results of the Patrol Leaders' Council, takes attendance and completes Troop-level correspondence and thank you notes.
- **Historian:** The Historian is responsible for recording events and creating displays of historical materials for Courts of Honor and other Troop activities.

- **OA Representative:** The OA Representative is a Scout serving in the Order of the Arrow and serves as the communication link between the lodge or chapter and the Troop. Their job is to encourage year-round camping and participation in high-adventure activities, community service projects and leadership skills training, as well as promote attendance and participation in OA meetings and functions.
- **Other Positions of Responsibility:** Special projects or positions of responsibility can be assigned by the Senior Patrol Leader to fill needs in the Troop Organizational Structure. A description of the project or a list of duties for the special position should be submitted to the Senior Patrol Leader, who, upon approval by the Senior Patrol Leader, will forward it to the Scoutmaster for approval.

These positions are appointed by the Scoutmaster:

- **Troop Guide:** The Troop Guide is responsible for assisting the younger Scouts in rank advancement and camping preparation. The Guide also assists younger Scouts with fitting into the Troop and their Patrol.
- **Instructor:** The Instructor teaches scouting skills, e.g. First Aid, as needed within the Troop or Patrols.
- **Junior Assistant Scoutmaster:** The Junior Assistant Scoutmaster is a position normally filled by a Scout 16 or older and who has attained the rank of Eagle. The JASM supervises and supports other Scout leaders as assigned by the Scoutmaster, and may fill roles in place of the Scoutmaster, but, cannot serve as adult leadership.
- **Den Chief:** The Den Chief works with a Cub Scout or Webelos den and assists the Den Leader or Webelos Leader with den and pack activities.

Expectations of Scouts in Leadership Positions

Youths holding leadership positions are an example to other Scouts. It is vital to the smooth operation of the Troop that all Scouts in leadership positions regularly participate. In the event of excessive absences or other performance issues, the Scoutmaster may remove that Scout from the position they are currently holding. Once removed from a leadership position, a Scout may not run for any leadership position again until approved by the Scoutmaster.

ADVANCEMENT

There are many definitions of advancement, but the Scouting definition might well be, simply, "the art of meeting a challenge." For that is exactly what the Scout advancement program asks the Scouts to do. The Scout advancement program provides a ladder of skills that a Scout climbs at their own pace. As they acquire these skills they move up through a series of ranks, (Scout, Tenderfoot, Second Class, First Class, Star, Life, and Eagle) for which he is awarded badges. The higher they climb, the more challenging their tasks -- and the more rewarding.

Achievements include:

- Learning skills that qualify for Scouting's more rugged and exciting outdoor challenges.
- Developing body and mind, growing self-confidence, and helping younger Scouts climb the advancement ladder.
- Discovering how it feels to go further -- in so many ways -- than they ever thought they could.

We don't look at advancement as a goal, but as a natural outcome of a planned, quality Troop program.

The four step advancement process:

1. The Scout learns. A Scout learns by doing. As they learn, they grow in ability to do their part as a member of the Patrol and the Troop. As they develop knowledge and skill, they are asked to teach others. In this way, they begin to develop leadership.

2. The Scout is tested. A Scout may be tested on requirements by their Patrol Leader, Scoutmaster, Assistant Scoutmaster, a Troop Committee member or a member of their Troop. The Scoutmaster maintains a list of those qualified to test and pass candidates.

3. The Scout is reviewed. After a Scout has completed all requirements for a rank, they have a Board of Review. For Tenderfoot, Second Class, First Class, Star, Life and Eagle Palms, the review is conducted by members of the Troop Committee. The Eagle Board of Review is conducted by members of the District Advancement Committee.

4. The Scout is recognized. When the Board of Review has certified a Scout's advancement, they deserve to receive recognition as soon as possible. This will be done by presenting their rank patch at the Troop meeting closing. The rank award card will be presented to your Scout at the next Troop Court of Honor.

Advancement Through First Class

From the time the Scout enters the Troop through the time they earn advancement to First Class, they are learning basic Scouting skills to enable your Scout to camp, hike, swim, cook, tie knots, administer first aid, and perform other tasks outdoors and to work as a member of a team. With those first steps, the Scout begins to build themselves physically, mentally, and morally. They will start to live with the Scout Oath and Law. Soon they will learn the symbolism inherent in the Scout badge; they will learn that there are three points of the trefoil which stand for the three parts of the Scout Oath: Duty

to God and country, duty to other people, and duty to yourself. The goal of this Troop is for the Scout to achieve the rank of First Class within their first year in the Troop. This is a sign that the Scout has mastered the fundamentals of Scouting and can begin the long process of learning to lead others, refining the learned skills and learning additional skills.

Advancement from First Class to Eagle

From the achievement of First Class through Eagle, the Scout will be demonstrating leadership, performing service projects, earning merit badges and using the skills learned while achieving the rank of First Class. The next ranks they will earn are Star and Life. These ranks are harder to obtain than the earlier ranks, but are also more interesting for the older scouts. Upon completion of all the requirements for Star and Life the Scout will be eligible to work for Eagle. The original principals, the Scout Oath and Law, now have fuller meaning for the Scout and their understanding of them is much greater. The final steps towards Eagle are filled with leadership experiences.

Details for advancement are contained in the Scout Handbook, which every Scout is issued as soon as they join Troop 166. Take a look at Chapter 1. This short chapter has an advancement summary through First Class.

Active participation

Troop 166's minimum expectations for active participation:

- For advancement to Scout, Tenderfoot, Second Class and First Class, active participation is specifically defined in the Scout Handbook. For example, for Second Class, a Scout must, "since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight." Possible troop/patrol activities include, e.g., Campouts, Advancement Sessions, Courts of Honor and Troop Service Projects. Troop Activities do not include a merit badge class, individual service project, or Cub Scout Pack or Den activity.
- For advancement to Star, Life and Eagle, the Scout Handbook requires more broadly that the Scout "be active in their unit for at least 4 or 6 months as a [Prior Rank] Scout."

To satisfy this requirement, a Scout must, for each calendar month being counted, attend either:

- that month's outdoor activity, and at least two other "Troop Activities" during the month. month (In at least half of the months being counted, attend the Overnight Outdoor Activity.)
- Or**
- attend three Troop activities that calendar month

Troop Activities can include Troop Meetings, Service Projects, Troop fundraising, other Advancement Sessions, or Troop outdoor activities. Troop Activities do not include a merit badge class, individual service project, or Cub Scout Pack or Den activity.

Attending an Overnight Outdoor Activity requires the Scout's presence and participation at the bulk of the activity/campout and must include staying overnight. Camping both Friday and Saturday night on a weekend campout constitutes one event (not two).

For earning the rank of Star, this would require 2 Overnight Outdoor Activities, and for Life and Eagle, would require 3 Overnight Outdoor Activities each.

During each rank period (First Class to Star; Star to Life, and Life to Eagle), attend at least one Troop Court of Honor.

NOTE: Participation in a week-long summer camp, NYLT, Eagle Flight, National Jamboree or World Jamboree (including participation as Staff) will satisfy both the Troop Activity and Overnight Outdoor Activity for a one-month equivalent

The Scout Book

The Troop provides each new Scout with a Scout Handbook; if it gets lost, the Scout must purchase a replacement at the Scout Shop at their own expense. Each Scout should safeguard their Handbook by:

- Clearly marking their name on the outside
Protecting it from "the elements," for example, with a cover available for purchase at the
- Scout Shop. The Handbook contains a wealth of practical information needed for advancement. Each Scout should carefully study the relevant section(s) of the Handbook when working on rank advancement.

A Scout's advancement is recorded in the pages at the back of their Handbook. Each Scout is responsible for asking the Scoutmaster or their assistants (or designated Scouts) to sign their Handbook as soon as they complete any requirement.

Even though advancement data is entered into the Troop's electronic database, [Scoutbook](#), the Scout's Handbook is the official and primary advancement record and should be safeguarded in case of database problems. Before each campout or advancement session a Scout should photocopy all signed advancement pages of their Handbook in case the Handbook gets lost. The Scout Handbook and completed Merit Badges are the ultimate record of a Scout's activity and advancement, and the Scout is strongly encouraged to make a photocopy of their Handbook after each advancement in order to have a backup copy. However, the database has been used to provide documentation of a Scout's progress should the handbook be misplaced.

Merit Badges

All parents of Troop 166 Scouts are encouraged to become Merit Badge Counselors. Please ask The Advancement Chair or any member of the Troop Committee about becoming a Merit Badge Counselor and complete a Troop Resource Survey and return to a Troop Leader.

The goal of the Merit Badge program is to expand a Scout's areas of interest and to encourage the Scout to meet and work with adults in a chosen subject. Merit Badges are earned by a Scout working with a registered Merit Badge Counselor. The Scout is required to request permission from the Scoutmaster prior to beginning the badge and then contact the assigned Merit Badge Counselor to arrange for times and places to meet with the counselor. When the Scout completes the work on the Merit Badge the counselor will sign the blue card and inform the Scoutmaster that the Scout has completed the requirements for that badge. Merit Badges earned will be presented to the Scout during the Troop's Court of Honors.

Scoutmaster Conference

The Scoutmaster will conduct these either on monthly Troop campouts or at the weekly meeting. Once all other rank requirements have been satisfied, the Scout is ready to schedule their Board of review.

A "Scoutmaster conference" is a scheduled meeting between a Scout with the Scoutmaster (or an Assistant Scoutmaster designated by the Scoutmaster) to review a Scout's participation in the Troop. Scoutmaster conferences are required for rank advancement, and are at the Scoutmaster's discretion for other reasons.

Procedure:

- When a Scout believes they have completed all the skill, merit badge, and leadership requirements for a particular rank, they make a request to the Scoutmaster for a Scoutmaster conference. The Scout, not their parents, should arrange all Scoutmaster conferences.
- If the SM conference is not conducted on a campout, the Scout MUST appear in full Class A uniform, including pants, shirt, socks, belt.
- Eagle rank: The Scout should first review their preparation with their Life to Eagle Advisor, then seek a conference with the Scoutmaster.
- If the Scoutmaster agrees that the Scout has completed the advancement requirements, he will sign the Scout's Handbook in the place provided, and the Scout should then promptly seek a Board of Review

Boards of Review

Boards of Review are the final step in the rank advancement process. They are normally held the last Monday of each month. A Board of Review is a group of 3-5 members of the Troop Committee. The purpose of the review is not an examination. Rather it is to determine the Scout's attitude and acceptance of Scouting's ideals; to ensure that the requirements have been met for advancement, to discuss the Scout's experiences in the Troop and the Troop's program, and to encourage your Scout to keep working towards advancement. A Board of Review may also be held to counsel a Scout about their lack of progress toward advancement. Scouts are required to be in full class "A" uniform to appear before the Board of Review. Please see the "Troop 166 Guide to Board of Reviews" for detailed information.

Each Scout must personally contact the Advancement Chair to arrange a time for a board of review, except for their board of review for the Eagle Rank. (A board of review for Eagle rank is scheduled after coordination with the Troop Life to Eagle Advisor)

A board of review cannot be conducted until the Scoutmaster conference for that rank has been completed. A board of review is made up of at least three and not more than five members of the Troop Committee.

The Scout must present themselves at the scheduled time with their Scout Handbook properly signed for the requirements for rank to which they are advancing. The Scout should be in full "Class A" uniform except when the board of review is conducted "in the field" (e.g., on a campout or at summer camp).

The review is not an examination; the board does not re-test the candidate. The Scout should be asked where they learned their skill, who taught your Scout, and the value they gained from passing this requirement

Court of Honor

Troop 166 will conduct a Court of Honor, usually in October, February and June. The Court of Honor is a formal event that recognizes all Scout appointments, elections, awards, and advancements since the last Court of Honor. Adult recognition may be presented prior to the opening of the Troop Court of Honor. It is the responsibility of the Troop's Patrol Leaders' Council to plan and conduct the Troop Courts of Honor. The Troop Committee will support the Courts of Honor as requested.

The Court of Honor is a public ceremony, and is a chance for the Scouts to be publicly recognized for their achievements. Parents and all other interested individuals are encouraged to attend.

Troop 166's WEEKLY MEETINGS

Troop 166 holds meetings weekly, every Monday, from 7:00 p.m. to 8:15 P.M. Meetings take place at the Macedon First Baptist Church during the winter months and at Erie Canal Lock 30 Park during the warmer months. If Palmyra-Macedon Central Schools are closed or canceled after school activities, then we will follow the same policy. Changes to the meeting schedule will be announced as early as possible to allow for proper planning.

Troop 166's OUTDOOR PROGRAM

The Troop's outdoor program is "where the magic happens." It is here, on the trail and in the words, that your child learns the best. It is where they gain the skills and experience to advance. It is when they are hot or tired or cold or wet—and with their fellow Scouts---that makes your Scout want to come back for more. On these outings, Scouts will be challenged -- getting their Patrols fed and sheltered, keeping them warm and safe, solving the problems they can solve, and knowing how to get help for those they can't. It's a time when leadership skills can deepen, Patrols grow closer, and the Troop grows stronger.

PLEASE encourage your child to participate in this critical part of the program. Troop 166 normally conducts its outings based on the calendar provided to the Scouts in September.

Troop 166 has a very active outdoor program and all Scouts are encouraged to participate. Our program includes monthly weekend campouts, an annual one-week summer camp, day hikes and other outdoor activities. Families are welcome on monthly campouts, if space allows. However, the troop will still function as a unit. NOTE: In order for parents to attend any overnight campout they must be registered members of Scouting America.

On outings, the Scouts are responsible for organization, planning and leading the trip. Adult uniformed leaders are responsible for health and safety. The Senior Patrol Leader or their designee is in charge of the outing. The Scoutmaster communicates with the Senior Patrol Leader. Accompanying parents should not expect to have much interaction with their child.

Fees

An additional fee to defray costs will be required at the time of each outing. Generally, each outing costs about \$15 per weekend per Scout to cover food costs. On specialized outings, such as canoeing, skiing or caving, an additional fee is sometimes required.

Patrol Method

Troop 166 follows the Patrol Method of camping where each Patrol is responsible for its own menu planning, purchasing, cooking, and cleanup. Each Patrol will use its own equipment. Patrol members set up tents, gather wood, build a Troop fire, and cook for themselves. Each Patrol lives as a group on outings; Adults camp separately, but close enough to observe, offer training and ensure safety.

Meals

All menus should reflect a fully balanced meal. Parents are encouraged to know what their child eats on outings and should feel free to help their child in suggesting easily made dishes. Sometimes the Scout-planned menus are a little unusual and include "learning experiences". Occasionally a Scout will be asked to be the "Grubmaster", for certain rank advancement this is required. It is the Scout's responsibility to ensure they understand the budget and the number of people for whom they are purchasing food. If there are any questions, the Scout should contact their Patrol Leader. During the Troop meeting on the Thursday before an outing, the Patrol finalizes plans for its meals.

Departures/Returns

Most outings leave from the parking lot at West Wayne Plaza on Friday evenings. Scouts should have eaten dinner unless otherwise notified. The Troop generally returns by 10 A.M. on Sunday. PLEASE DO NOT LEAVE UNTIL YOUR CHILD HAS BEEN DISMISSED BY THEIR PATROL LEADER OR SPL.

Campout schedule

Troop The typical schedule for campouts is approximately as follows:

- Friday night: Depart West Wayne Plaza, arrive at the campsite, set up camp, have a snack ("cracker barrel").
- Saturday: Breakfast. Morning activities. Lunch. Afternoon activities. Free time / advancement work. Dinner. Campfire.
- Sunday: Breakfast. Break camp: clean up patrol equipment; inspection and stowage of patrol equipment. Clean sweep of the campsite. Depart for home.

Upon return to West Wayne Plaza, we WILL clean and pack away gear.

Code of Conduct

The Troop Code of Conduct outlines the expectations for behavior within Scout Troop 166, promoting a safe, respectful, and supportive environment rooted in the values of Scouting. It encourages accountability, positive choices, and mutual respect among all members. At the first meeting of each year, the Code will be reviewed and must be signed by each Scout and their parent or guardian. Attendance at this meeting is mandatory to ensure a shared understanding and commitment to these standards.

Medical Forms

- For all general activities, Health Form Part A and B are required
- For all seasonal camps, Health Form A, B, and C are required.
- The Scoutmasters attending each overnighter must understand each Scout's medical and medicine requirements. Each Scout may be handled differently and should be discussed with the Scoutmaster.

Transportation

Events will be cancelled when adequate transportation is not available. There must be enough seats, with proper safety restraints (seatbelts) to carry Scouts and Adult leaders. One significant way that parents can contribute is by driving the Scouts to and from events and outings. Unless a Parent cannot drive, each Parent should plan on driving Scouts to and/or from at least one outdoor activity.

Camping Equipment

Parents are discouraged from purchasing a lot of expensive personal equipment early in a Scout's career. Experienced adult leaders can be a helpful resource to ensure the equipment families purchase is up to the rigors of Scout-style camping. Leaders can also suggest low-cost substitutes for some items. The Troop provides some common gear, tents, and stoves. The Scout provides personal gear (see "Equipment List" below or on the website). Scouts will be held financially accountable for lost or damaged Troop gear that they were using.

Troop Gear

For each campout, Troop 166 provides:

- Tent and ground cloth
- Water (except for backcountry camping)
- Heavy cookware, propane in each patrol's chuck box and patrol box

Personal Gear

Scouts should strive to bring the minimum gear necessary to a campout, and to pack it so that all gear can be carried by the Scout to their patrol's campsite in a single trip. Print out the list below and use it as a checklist for each campout. The Scout Handbook also has helpful information on camping and camping gear, especially its list of Outdoor Essentials that should be taken on any hike or other activity. Please reference the Packing Lists at the end of this Guide.

- [Spring/Fall Camping](#)
- [Winter Camping](#)
- [Summer Camp](#)
- [Backpacking](#)

Backcountry Camping

Parents please note: Cotton clothing is a very poor choice for camping; it's bulky, cold and slow to dry when wet, which can contribute to hypothermia. Layers of quick-drying synthetics such as Supplex®, are much better. Polartec®, or a similar synthetic fleece, is excellent for layering and remains warm even when wet.

Safety

Some Scout activities involve risk. Use of knives, fire, and cooking stoves all have attendant risks, as do winter camping, water sports, caving, etc. The level of risk in all these cases is greatly reduced by knowledge, skill, and discipline in following safe practices. Scouting America has guidelines for safety in all of these activities, which the Troop follows.

Medications

Scouts who take medications should do so during Troop activities, including campouts and summer camp. We know from experience that Scouts who don't take their meds won't have as good an experience as they should. Parents should regularly update their Scouts' medical forms with all meds being taken or prescribed.

Before departure for a campout, etc., each such Scout's parent should remind the Scout and Scoutmaster that their child will require medication. The parents and Scoutmaster will discuss and agree on the storage and administration of medications. Over the counter medication may be administered by the SM or ASM as long as parents gave that permission on the med forms.

ADMINISTRATIVE

Rechartering

The process of rechartering is the annual collection of Scouting America registration and insurance fees for the Scouts and Leaders. The Troop also makes a formal visit to the Chartered Organization to renew their commitment for the coming year. The process of rechartering the Troop must be completed before the end of December each year. During rechartering, each scout has the option to sign up for an annual subscription to "Scout Life" for an additional fee.

Joining and Annual Fees

How much does Scouting cost? As little as possible, but nothing worthwhile is free. The Initial Joining Fee covers the Scout's handbook, neckerchief, slide, and shoulder loops.

Fees for Outings / Activities

Individual activities may have fees associated with them. Grub (food) fees are usually \$15 per campout. Summer Camp is usually the single most expensive outing and fees for summer Camp are approximately \$675. Scouts registering early will be able to pay the discounted price of \$585. The troop committee will also provide a \$100 scholarship to all Scouts that register by the early bird deadline.

Fundraising

Fundraising is a very important part of the Troop operation. The money raised pays for the purchase and maintenance of Troop equipment, Merit Badges, Courts of Honor and Troop activities. Additional funds are raised by the Scouts through various fundraising activities. Annual fundraisers will be determined by the Troop Committee and scheduled on the calendar. The percentages or wages designated to the individual Scout's accounts will be determined by the Troop Committee depending on the fundraiser, and a minimum of 50% total of annual fundraiser profits will be designated to Scout accounts (as allowed) to help defray Scouting costs. Parents are strongly encouraged to participate in Troop fundraisers. Participation in Troop fundraisers is an indicator of Scout Spirit, a requirement for rank advancement. Troop 166's main fundraiser events are the award winning Taco Shack at the Wayne County Fair in August and Scouting America's popcorn sales.

Friends of Scouting

Each year, the Council operates its Friends of Scouting (F.O.S.) campaign to raise money for the Council operations. The Council is responsible for maintaining the Council Camps, the Council Camporees, as well as other Council activities, Local Scouting America administration and local advertising. Contributions are voluntary. As years go by, F.O.S. is becoming a critical source of Scouting America funding.

UNIFORM

The Scout uniform helps to achieve the objectives of Scouting. The uniform by itself can not make a good Scout or a good Troop, but its use has been proven to improve both the Scout and the Troop because it is a visible symbol of Scouting and unity. Each Scout is required to have and wear, within a reasonable amount of time after joining the Troop (6 months), the following uniform items:

“Class A” Uniform

- Tan scout shirt with insignia and patches (Green shoulder loops, Seneca Waterways Council, Troop 166 numerals, patrol patch, leadership patch, and world crest emblem)
- Troop 166 neckerchief (*Troop provides*)
- Neckerchief slide (*Troop provides*)
- Olive Scout pants or shorts
- Scout belt and buckle
- Scout Socks
- Scout hat
- Merit Badge Sash for formal events
- Sturdy tennis shoes or hiking boots

“Class B” Uniform (Worn when instructed by Troop leadership.)

- Troop 166 T-Shirt, plain (unmarked, no logos t-shirt), or other Scouting America t-shirt
- Tennis shoes or hiking boots
- Scout pants or Scout shorts
- Scout Socks, (visible when wearing shorts)

Uniforms and insignia are worn a certain way. The Troop Leaders and staff at the Scout Shops will be able to answer any questions you might have on where to put the different badges. Additionally, there are guides for badge placement inside the cover of the Scout Handbook. Information regarding uniforms and patch placement can be found on our Troop website:

<https://www.palmascouting.org/program/uniform>

Buying Scout Gear and Uniforms

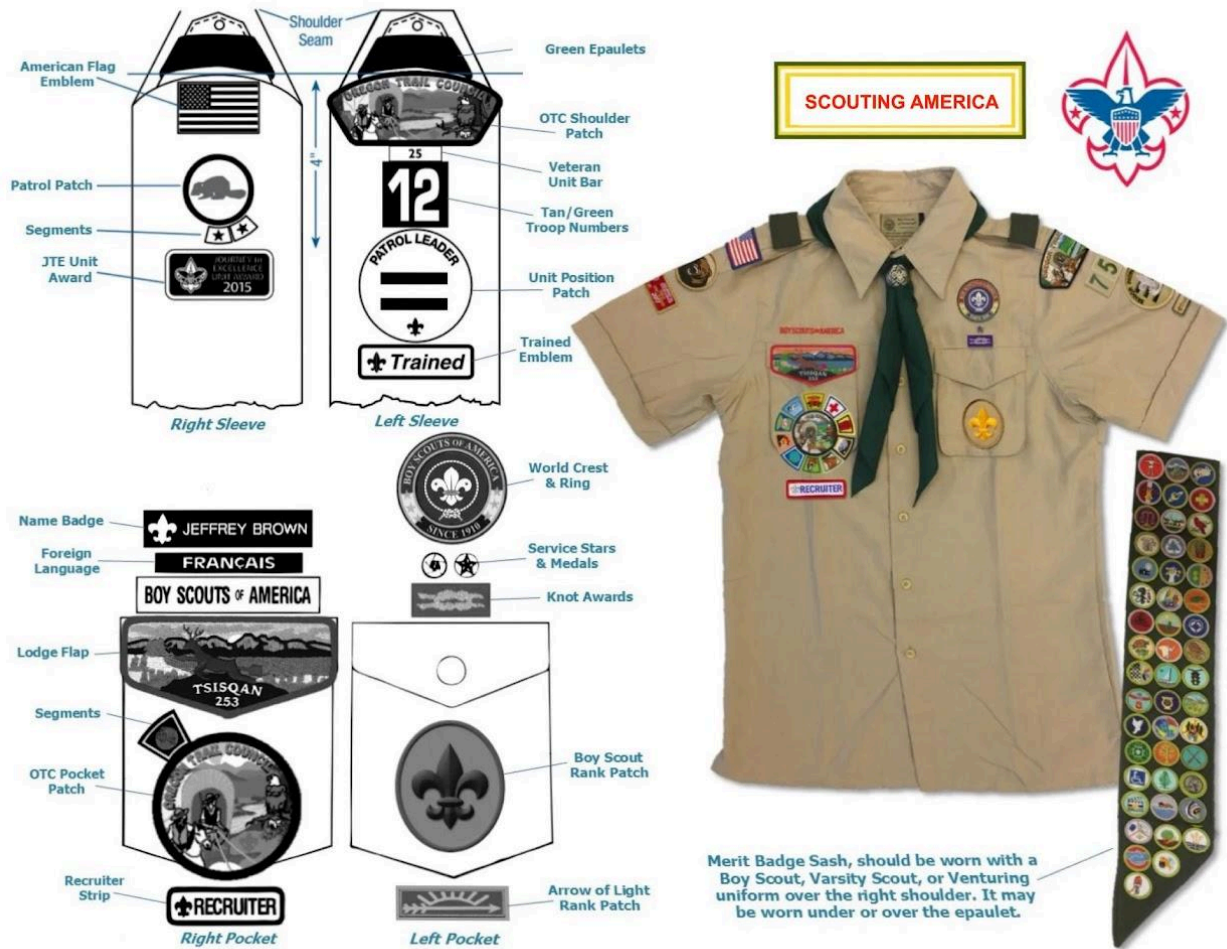
Scouting gear and uniforms may be ordered at www.scoutshop.org

Additionally, there is a Scout Shop at the Seneca Waterways Council Office where you can purchase Scout uniforms and supplies:

[Seneca Waterways Council](#) - 2320 Brighton-Henrietta Town Line Road, Rochester, NY 14623

NOTE: We want every Scout to feel included and ready for adventure! If purchasing a uniform or covering other Scouting needs presents a financial challenge, please don't hesitate to reach out to one of the leaders or our Committee Chairman. We're here to help and may be able to use fundraising money or other resources to assist. Your Scout's experience is important to us, and we'll work with you to ensure they have everything they need.

Uniform Patch Placement



SCOUTING AMERICA SAFEGUARDING YOUTH PROGRAM

Scouting America has developed a five-point plan to combat child abuse. The key elements of this strategy include the following points:

- Educating Scouting volunteers, parents and Scouts themselves to aid in the detection and prevention of child abuse.
- Establishing leader-selection procedures to prevent individuals with a history of child abuse from entering the Scouting America leadership ranks.
- Establishing policies that minimize the opportunities for child abuse to occur in the program of Scouting America.
- Encouraging Scouts to report improper behavior in order to identify offenders quickly.
- Swiftly removing and reporting alleged offenders.

Parents guide

Scouting America has developed materials for use in the Scouting program that provide essential information to members and their families. A detachable booklet in the front of The Scout Handbook, "How to Protect Your Child from Child Abuse and Drug Abuse: A Parents Guide," provides information to help families to increase self-protection skills.

Troop 166 and the Safeguarding Youth Training

Troop 166 is fully committed to upholding all guidelines outlined in the Scouting America Safeguarding Youth Training Program to ensure the safety and well-being of every Scout. A core principle of the program is that there will be no one-on-one contact between an adult and a Scout—whether in person, online, or through messaging. All communications must include at least two-deep leadership or another adult copied or present. Any suspected violation of the Youth Protection Program must be reported immediately to the Committee Chairman, the Scoutmaster, and the Council Executive. All incidents reported to the Committee Chairman or Scoutmaster will, without exception, be reported to the Council Executive. Troop 166 takes all reports seriously and will take appropriate action to protect the safety and trust of every Scout and family involved.

Troop 166 Rules of Conduct & Zero Tolerance rules

- No unsafe/dangerous acts. This includes fighting, hitting, tripping, shoving, throwing objects
- No possession or use of illegal drugs, alcohol, tobacco or any controlled substance.
- No hazing.
- Failure to follow the above rules will result in an immediate dismissal from the event and possible suspension from future events. Parents will be required to come get their child regardless of place or time and at their own expense.

TIPS FOR PARENTS

Scouts is a fantastic youth development program and it is unlike Cub Scouts and definitely unlike other youth activities. The goal of a well-run Scout Troop is that it is run by the Scouts themselves. One of the rules that our Assistant Scoutmasters operate by is “Adults should not perform a job that can be completed by a Scout”. Adults are certainly far more capable, stronger, and better organized than most teenaged Scouts. However, Scouts must be given an opportunity to learn and grow—and sometimes that involves doing their own work and sometimes making their own mistakes. The best critique you can offer your Scout is that “I enjoy seeing you enjoy Scouts...did you have fun? What did you learn today?”

1. Please give your child ‘space’. Do not hover or correct your Scout while they are with their Patrol. Senior Scouts and ASM’s keep a close eye on new Scouts.
2. Please encourage your child to pack their own gear and be responsible for turning in items as requested THEMSELF. This is not “Mommy Scouts” or “Daddy” Scouts. This is SCOUTS!
3. The primary objective of Scouting is NOT merit badges or rank advancement---the objective is GROWTH. Advancement and merit badges are techniques, but not the objective. Please encourage your child to learn skills and participate—but please do not mandate, hound, or harass your Scout about individual merit badges or ranks. Scouts who have FUN and are active with the outdoor program are the ones who advance—it’s that simple!

FINALLY....

You are joining a great organization that includes tens of thousands of adult leaders, interested parents, and the Scouting America professional staff. Scouting is much more than enjoying the outdoors. The Troop teaches leadership skills and community skills. Scouting also shows the Scouts how they can keep themselves strong and healthy and make the most of school. With hard work and dedication, your child will be able to serve as a leader in the Troop and advance in rank along the trail to Eagle.

Scouting America Troop 166

CODE OF CONDUCT AGREEMENT

I alone am responsible for my behavior at all Scouting functions. I understand that each Scout has the privilege to learn about Scouting and to enjoy all Troop/Patrol activities. Each leader has the privilege to instruct and lead at all Scout functions. In order to make sure these privileges are observed, I agree to the following:

1. I will demonstrate good Scout spirit, and follow the Scout Oath, Law, Outdoor Code, Motto, and Slogan. I will remember that these are the basis for all the following rules and should be the basis for all my actions.
2. I will follow all directions promptly and respectfully.
3. I will participate in and support the activities of my patrol and troop to the best of my abilities.
4. I will not disturb others.
5. I will treat all others with proper respect at all times.
6. I will do my best to be on time and wearing the appropriate uniform with pride for all Troop events.
7. I will follow the posted or verbal schedule of activities and assignments specified by adult Troop leadership.
8. I will use the buddy system during all Troop outings, and inform troop leadership where I'm going before leaving the campsite or Troop activity area.
9. I will only use Electronics based on the policies listed below.
10. I will be quiet, lights will be off, and I will be in bed by the times stated by adult Troop leadership on outings.
11. I will not haze, bully, threaten, injure or verbally abuse another person.
12. I will respect the personal/Troop equipment and property of others. (See section below on Theft/Destruction of Property)
13. I will only share tents if within two years of age, of the same gender, and not currently in, nor previously in a relationship together. Visitors are not allowed in between 11 PM and 8 AM. (See p. 2-3 on Accommodations in the Guide to Safe Scouting)
14. I will never leave the park, camp, or any other property at which our Troop is holding an activity, nor will I enter a private establishment without explicit permission from adult Troop leadership.
15. I will not use or possess any alcoholic beverages, tobacco, or illegal drugs. If found or detected, my parents (and/or the police, if necessary) will be notified immediately.

When I follow these rules, my fellow Scouts and I will benefit from and enjoy the Scouting experience. I understand that if I am not able to follow these rules, any discipline will be up to the adult Troop leadership in accordance with the Troop behavior policy, and their decision is final.

NOTE: The troop reserves the right to modify these rules per outing or event.

Restricted materials

1. I will use matches and lighters only when appropriate and safe once I have earned or are currently working on my Firem'n Chit.
2. I will use knives, saws, and axes only when appropriate and safe and if I have earned or are currently working on my Totin' Chip.
3. Possession of illegal drugs, alcohol, cigarettes, vapes or any tobacco product, unauthorized firearms, clubs, fixed blade knives, fighting weapons, fireworks, etc.(etc. is to imply any item or material used improperly will be grounds for immediate suspension).
4. Illegal firestarters, illegal knives, fireworks, improper magazines, knives longer than 6", etc. will be collected and returned to parents or guardians.

Electronics

(NOTE: Electronics include games, phones, laser pointers, earbuds, etc. are not recommended and may be damaged or lost)

1. The Scout is responsible for the care of them and these items may be subject to collection if the need arises because of misconduct.
2. Electronic devices should be kept out of sight and on vibrate/silent until such time as adult Troop leaders approve their use.
3. Electronic devices may be collected from all Scouts on some events, such as campouts.
4. Electronic devices may explicitly be permitted only for certain specific activities, such as leaf identification, by the adult Troop leader in charge.
5. Drivers may allow electronic device usage to and from activities, such as campouts.
6. Because sounds that can be heard outside my tent after lights out are disrespectful and disturbing to others, I will use headphones or earbuds when using my phone or audio player.

Food and Beverages

1. No high caffeine energy drinks such as Monster, Red Bull, Rock Star etc. are allowed. The same applies to 2-liter containers of soda.
2. Drinks such as Vita Water or Gatorade-type drinks are suggested.
3. Youth may bring 2 or 3 cans of 12-ounce soda on a campout, but use should be consistent with at home consumption.
4. Patrol food money shall never be used to purchase candy or sodas.

Corrective order of handling situations

1. Level:
 - a. It is expected that two individuals will first attempt to resolve an issue between themselves before anyone else (youth or adult) needs to become involved.
 - b. Patrol Leader/Assistant Patrol Leader
 - c. Senior Patrol Leader/Assistant Senior Patrol Leader
 - d. Assistant Scoutmaster/Junior Assistant Scoutmaster
 - e. Scoutmaster
2. The above levels are the standard order. This order will change depending on the type of activity, such as on a non-patrol structured activity the Scout in Charge will be the beginning level.
3. If a behavior issue or problem is not resolved at a lower level, it will then be taken to the next level. Addressing the problem may automatically go to a higher level based on the severity of the behavior or level of Scout/s involved.

Consequences

It is the obligation of the adult Troop leadership to support the troop program. Adult Troop leaders must all be sure that all activities offer safety and security for all attending, leaning heavily on the Guide to Safe Scouting. If any Scout(s) jeopardize the safety and security of themselves or the group, it is up to the adult in charge to take corrective action regarding the Scouts involved.

Steps for Less Serious Behaviors (Items #1-10):

1. I will be counseled/warned.
2. I will be removed from the activity and parents notified.
3. I will be sent home from the activity. The procedure will be to call the parent(s)/guardian(s). The parent(s)/guardian(s) of the Scout will be responsible for immediately providing transportation for their Scout to be removed from that activity.

Steps for More Serious Behaviors/Repeated/Deliberate Behavior Issues (Items #11-15 OR repeated #1-10):

1. I will be removed from the activity.
 - a. Parent(s)/Guardian(s) will be called.
2. I will be sent home from the activity.
 - a. The parent(s)/guardian(s) of the Scout will be responsible for immediately providing transportation for their Scout to be removed from that activity.
3. I will not be allowed to attend other activities until a Disciplinary Conference is held.
 - a. A conference will then be arranged for the Scout, his parent(s)/guardian(s), the Scoutmaster, and possibly the Senior Patrol Leader or the adult(s) involved. The conference will involve pointing out the prohibited behavior, making sure the Scout understands why he was unable to participate, and a follow-up course of action and consequences, including the Scout making amends to anyone he has offended or damage he has caused. The Scout will be allowed to participate once the conference has taken place.
4. I will participate in a Disciplinary Board with my parent(s)/guardian(s), the Scoutmaster, and the Committee Chair to discuss the Scout's behavior and future with the troop.
 - a. The Scout will also be required to reread the Code of Conduct and re-sign the agreement with their parent(s)/guardian(s).
 - b. Consequences of the Disciplinary Board can include:
 - i. Apology to the offended individual/s.
 - ii. Written reflection on the point of the Scout Oath or Law which was not followed.
 - iii. Assigned additional tasks.
 - iv. Probation (parent(s)/guardian(s) must attend with their Scout)
 - v. Temporary suspension (can't attend activities)
 - vi. Loss of Troop leadership position
 - vii. Dismissal from the Troop.
 - NOTE: If termination from the Troop occurs, any nonrefundable fees paid by the Scout for activities occurring after expulsion will not be refunded.
5. In case of extremely serious or illegal actions the proper authorities will be contacted immediately.
 - a. If the Scout commits a Scouting America Safeguarding Youth Violation: Seneca Waterways Council or Scouting America will proceed with the investigation and any required actions including criminal actions.

Theft/Destruction of Property

If I commit any of the following infractions, I will replace or repair the damaged, destroyed or missing equipment at my own cost:

1. Items stolen (no matter how small or inconsequential).
2. Other's personal property damaged or destroyed (intentional or accidental).
3. Troop equipment damaged or destroyed through neglect.

Failure to repair or replace the equipment will result in immediate suspension of the Scout until the item is repaired/replaced. Individual families are responsible for any intentional damage to Troop equipment.

CODE OF CONDUCT AGREEMENT

By signing below, I acknowledge and agree to the following:

- Troop 166 leaders are primarily responsible for the behavior, safety, and welfare of all members during troop camping events.
- At District, Council, or Scouting America camp events, District/Council/camp leaders also have the authority and responsibility to address and correct any issues that arise. I agree to follow their directions just as I would follow my Troop leaders.
- I have read, understand, and agree to follow the Troop 166 Code of Conduct and all rules and expectations.
- I understand that if I do not follow the Code of Conduct, I am subject to the consequences outlined in this document.

Note: This agreement must be signed before a Scout may participate in any Troop 166 events or activities for the Scouting year (beginning each September, or when new Scouts join).

Signature Pledge: *As Scouts, parents, and leaders, we commit to supporting and upholding this agreement together.*

Scout

Parent / Guardian

Scoutmaster

Date

NOTE: The entirety of the Troop 166 Parent Handbook that includes specific details for this document can be located on the [Troop website](#) or by using this link:

https://docs.google.com/document/d/174k5QeWQ_uBbCNoj2rnOe0Xx_W4EZv7evXQYYOJffvc/edit?usp=sharing

Scouts BSA Troop 166

CODE OF CONDUCT AGREEMENT REPORTING FORM

Date	Reporter	Infraction	Discipline Taken

Useful Resources

Our Website is <https://www.palmacscouting.org/>

Our Facebook Page is <https://www.facebook.com/groups/troop166macedon>

Scoutbook can be accessed via <https://scoutbook.scouting.org>

New Scout Checklist

New to the troop? Make sure to complete the tasks in this list to ensure you're set up for success!

Task	For Questions, Contact:
Complete Youth Application or Initiate Transfer in Scoutbook. If you are from a different council, we can help.	Anthony Vogl
Pay dues/application fees*	Aaron Strausser
Provide Contact Information	Aaron Strausser
Submit Annual Health and Medical Record, Parts A & B prior to first camping trip	Anthony Vogl
Submit Annual Health and Medical Record, Part C prior to summer camp or any venture trips	Anthony Vogl
Purchase Uniform Items	Aaron Strausser
Download the Scouting App	Jay Friends

**Fee will vary if you are transferring from a Cub Pack, another troop or are new to Scouting*

Key Staff Contact List

Role	Name	Phone	Email
Scoutmaster	Aaron Strausser	585-729-2767	astrusser@mac.com
Committee Chair	Jeff Kessler	680-215-2119	jkess925@gmail.com
Charter Organization Rep	Mert Bertels	315-986-7946	N/A
Treasurer	Chris Mitchell	585-301-2523	mitchell.chris139@gmail.com
Senior Assistant Scoutmaster	Anthony Vogl	203-763-9005	anthonyvogl@gmail.com
Health & Safety	Anthony Vogl	203-763-9005	anthonyvogl@gmail.com
1st Year Coordinator	Cara Strausser	585-729-9111	straussermom@gmail.com
Advancement Chair	Tyler Chapman	585-872-3799	tylerc0509@gmail.com
Quartermaster ASM	TBD		
New Members ASM	Logan Vogl	203-290-1296	miltomac2@gmail.com

Spring/Fall Campout Packing List

Clothing

- ☐ Scout Shirt
- ☐ Scout Pants
- ☐ Scout Belt
- ☐ Scout Hat
- ☐ Underwear (3–4 pairs)
- ☐ Hiking Socks – Wool or Synthetic (3–4 pairs)
- ☐ T-Shirts (2–3)
- ☐ Base Layers (Thermal Underwear) – Top & Bottom (2 sets)
- ☐ Insulating Layer – Fleece or Wool Sweater
- ☐ Outer Pants (2 pair) – Waterproof & Windproof
- ☐ Pajamas
- ☐ Winter Hat (fleece or wool)
- ☐ Gloves/Mittens (optional)
- ☐ Waterproof Light to Medium Jacket
- ☐ Hiking Boots – Waterproof
- ☐ Camp Shoes (for around camp)

Sleeping Gear

- ☐ Sleeping Bag (rated for correct temps)
- ☐ Sleeping Pad (closed-cell foam or insulated)
- ☐ Pillow (small/camping style)
- ☐ Ground Cloth

Notes: As a general rule, we wear our Scout uniform on all outings, unless otherwise specified.

As always, phones, electronic games and audio equipment with headphones are all right for the ride up (with driver's permission), but are only to be used during down time.

Personal Gear

- ☐ Backpack/Duffel Bag
- ☐ Day Pack (small backpack for hikes)
- ☐ Water Bottles (2 quarts minimum)
- ☐ Mess Kit – Plate, bowl, cup, utensils
- ☐ Headlamp/Flashlight (with extra batteries)
- ☐ Personal First Aid Kit
- ☐ Toiletries – Toothbrush, toothpaste, deoderant, comb, etc.
- ☐ Towel & Washcloth
- ☐ Chapstick (with SPF)
- ☐ Poncho/Rain Jacket
- ☐ Sunscreen
- ☐ Sunglasses (optional)
- ☐ Whistle
- ☐ Pocketknife (Totin' Chip required)
- ☐ Matches/Lighter (Firem'n Chit required)
- ☐ Compass
- ☐ Hand/Toe Warmers (optional)

Other Gear

- ☐ Scout Handbook
- ☐ Notebook & Pen
- ☐ Snacks
- ☐ Trash Bag (for dirty clothes)
- ☐ Camp Chair
- ☐ Playing Cards or Small Game
- ☐ Book
- ☐ Small Thermos
- ☐ Phone
- ☐ Charger (portable or wall)

Winter Campout Packing List

SUPER IMPORTANT!!!! AVOID COTTON CLOTHING

Clothing (Layering is Key!)

- ☐ Scout Shirt
- ☐ Scout Pants
- ☐ Scout Belt
- ☐ Underwear (3–4 pairs)
- ☐ Warm Socks – Wool or Synthetic (3–4 pairs)
- ☐ T-Shirts (2–3 non-cotton)
- ☐ Base Layers (Thermal Underwear) – Top & Bottom (2 sets)
- ☐ Insulating Layer – Fleece or Wool Sweater
- ☐ Outer Pants (2 pair) – Waterproof & Windproof (Insulated or fleece-lined)
- ☐ Pajamas – Warm set for sleeping
- ☐ Winter Hat (fleece or wool)
- ☐ Neck Gaiter or Scarf
- ☐ Gloves/Mittens – Waterproof & Insulated
- ☐ Waterproof Winter Jacket
- ☐ Hiking Boots – Waterproof & Insulated
- ☐ Camp Shoes (for around camp)

Sleeping Gear

- ☐ Winter Sleeping Bag (rated for cold temps)
- ☐ Sleeping Pad (closed-cell foam or insulated)
- ☐ Pillow (small/camping style)
- ☐ Extra Blanket (optional but nice for added warmth)

Notes: Do not wear all of this in the car ride or you will roast. Keep the outer layers handy in your duffel bag or pack so you can get it easily when we arrive.

As always, phones, electronic games and audio equipment with headphones are all right for the ride up (with driver's permission), but are only to be used during down time.

Personal Gear

- ☐ Backpack/Duffel Bag
- ☐ Day Pack (small backpack for hikes)
- ☐ Water Bottles (2 quarts minimum)
- ☐ Mess Kit – Plate, bowl, cup, utensils
- ☐ Headlamp/Flashlight (with extra batteries)
- ☐ Personal First Aid Kit
- ☐ Toiletries – Toothbrush, toothpaste, deoderant, comb, etc.
- ☐ Towel & Washcloth
- ☐ Chapstick (with SPF)
- ☐ Poncho/Rain Jacket
- ☐ Sunscreen
- ☐ Sunglasses (optional)
- ☐ Hand/Toe Warmers (optional)
- ☐ Whistle
- ☐ Pocketknife (Totin' Chip required)
- ☐ Matches/Lighter (Firem'n Chit required)
- ☐ Compass

Other Gear

- ☐ Scout Handbook
- ☐ Notebook & Pen
- ☐ Snacks
- ☐ Trash Bag (for dirty clothes)
- ☐ Camp Chair
- ☐ Playing Cards or Small Game
- ☐ Book
- ☐ Small Thermos
- ☐ Phone
- ☐ Charger (portable or wall)

Summer Camp Packing List

Clothing

- ☐ Scout Shirt
- ☐ Scout Pants
- ☐ Scout Belt
- ☐ Scout Hat
- ☐ Neckerchief & Slide
- ☐ OA Sash for OA members
- ☐ 6 pair socks and 2 pair Scout socks
- ☐ Underwear (6 pairs)
- ☐ Swimsuit
- ☐ T-Shirts (5-6)
- ☐ Light sweater or sweatshirt
- ☐ Shorts (5 pair)
- ☐ Long Pants
- ☐ Pajamas
- ☐ Hiking Boots – Waterproof
- ☐ Camp Shoes (athletic for around camp)
- ☐ Water shoes (for shower/water activities)
- ☐ Waterproof Light Jacket

Sleeping Gear

- ☐ Sleeping Bag (rated for correct temps)
- ☐ Sleeping Pad or air mattress
- ☐ Pillow (small/camping style)

Notes: As a general rule, we wear our Scout uniform on all outings, unless otherwise specified.

As always, phones, electronic games and audio equipment with headphones are all right for the ride up (with driver's permission), but are only to be used during down time.

Personal Gear

- ☐ Backpack/Duffel Bag/Foot locker
- ☐ Day Pack (small backpack for hikes)
- ☐ Water Bottles (2 quarts minimum)
- ☐ Mess Kit – Plate, bowl, cup, utensils
- ☐ Headlamp/Flashlight (with extra batteries)
- ☐ Personal First Aid Kit
- ☐ Toiletries – Toothbrush, toothpaste, deoderant, comb, etc.
- ☐ Towel & Washcloth
- ☐ Bath Soap
- ☐ Chapstick (with SPF)
- ☐ Poncho/Rain Jacket
- ☐ Sunscreen
- ☐ Sunglasses (optional)
- ☐ Whistle
- ☐ Pocketknife (Totin' Chip required)
- ☐ Matches/Lighter (Firem'n Chit required)
- ☐ Compass
- ☐ Insect repellant (non-aerosol)

Other Gear

- ☐ Scout Handbook
- ☐ Notebook & Pen
- ☐ Laundry bag (for dirty clothes)
- ☐ Camp Chair
- ☐ Playing Cards or Small Game
- ☐ Book
- ☐ Phone
- ☐ Charger (portable)
- ☐ Hanger for uniform
- ☐ Rope for washline & Clothes pins
- ☐ Bring money for lunch on return trip, snacks, materials for crafts, souvenirs, etc. (about \$50-60)

Backpacking Packing List

Clothing

- ☐ Scout Shirt (leave in car for hike)
- ☐ Scout Pants
- ☐ Scout Belt
- ☐ Scout Hat
- ☐ Underwear (1–2 pairs)
- ☐ Hiking Socks – Wool or Synthetic (3–4 pairs)
- ☐ T-Shirts (1–2)
- ☐ Base Layers (Thermal Underwear) – Top & Bottom (2 sets)
- ☐ Insulating Layer – Fleece or Wool Sweater
- ☐ Outer Pants (2 pair) – Waterproof & Windproof
- ☐ Pajamas
- ☐ Winter Hat (fleece or wool)
- ☐ Gloves/Mittens (optional)
- ☐ Waterproof Light to Medium Jacket
- ☐ Hiking Boots – Waterproof

Sleeping Gear

- ☐ Sleeping Bag (rated for correct temps)
- ☐ Sleeping Pad (closed-cell foam)
- ☐ Pillow (small/camping style)
- ☐ Ground Cloth
- ☐ Tent

Notes: As a general rule, we wear our Scout uniform on all outings, unless otherwise specified.

As always, phones, electronic games and audio equipment with headphones are all right for the ride up (with driver's permission), but are only to be used during down time.

Personal Gear

- ☐ Frame Backpack
- ☐ Water Bottles (2 quarts minimum)
- ☐ Mess Kit – Plate, bowl, cup, utensils
- ☐ Food
- ☐ Headlamp/Flashlight (with extra batteries)
- ☐ Personal First Aid Kit
- ☐ Toiletries – Toothbrush, toothpaste, deoderant, comb, etc.
- ☐ Backpacking or hand towel
- ☐ Chapstick (with SPF)
- ☐ Poncho/Rain Jacket
- ☐ Sunscreen
- ☐ Sunglasses (optional)
- ☐ Whistle
- ☐ Pocketknife (Totin' Chip required)
- ☐ Matches/Lighter (Firem'n Chit required)
- ☐ Compass
- ☐ Map of hiking area
- ☐ Toilet Paper
- ☐ Hand/Toe Warmers (optional)
- ☐ Backpacking soap

Other Gear

- ☐ Scout Handbook
- ☐ Notebook & Pen
- ☐ Snacks
- ☐ Trash Bag (for dirty clothes)
- ☐ Playing Cards or Small Game
- ☐ Phone
- ☐ Charger (portable)
- ☐ Extra Food (2 or 3 power bars)
- ☐ Water and water purification tablets
- ☐ Emergency "Space Blanket"
- ☐ Fire Starter (dryer lint, candle, "fire bugs", etc.)
- ☐ GPS