



## Resource Guide

### Mission

BSA Troop 1028 is a Scout-led unit. Our very diverse and skilled Scouters provide strong support for boys seeking true self-reliance. We hope that Scouts ultimately become ready and prepared to do the right thing, doing their best wherever they are, whenever they can, with whatever they have.



*"To find yourself, think for yourself."*

—Socrates

### Overview

Our troop uses this guide as a dynamic tool summary. It serves to supplement our troop "Activity Guide." A very general and loose archive, it contains samplings of information, techniques, and best practices relevant to troop operation. Some tools serve as templates, others as suggestions, and others as "do's and don't's." Here, we cover the following key resources:

- **Mind**
  - Troop Pledge
  - Agendas
  - Ceremony Programs
  - Scoutmaster Conferences
  - Boards of Review
- **Body**
  - Water
  - First Aid
  - Gear
- **Spirit**
  - Faith
  - Scoutmaster Minutes
  - Games
  - Theater
  - Service

As with all our troop "guides," this is intended to supplement, not replace, BSA materials.

The BSA offers more detailed resource material through the following URLs:

- <http://www.Scouting.org/Scoutsource/BoyScouts/Resources/TroopProgramResources.aspx>
- <http://www.Scouting.org/Scoutsource/BoyScouts/ProgramPlanning.aspx>

### Mind

*"The worst thing you can do for anyone you care about is anything that they can do on their own."*

—Abraham Lincoln

This section provides tools to enhance our troop's mental preparedness.

### Troop Pledge

*"I promise to do my best, wherever I am, with whatever I have."*

That's our "Troop Pledge." It's an ode to self reliance. Our Troop Pledge is also reminder to Scouts that they are ultimately responsible for their conduct. Their acts affect their standing in our troop community, as well as in the broader BSA community.

This is in keeping with, and serves to emphasize, the BSA Code of Conduct, which states:

*Members are responsible for acting in accordance with the Scout Oath and Scout Law. All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Scout Law. Physical violence, theft, verbal insults, drugs, and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership.*

*Misbehavior by a single youth member in a Scouting unit may constitute a threat to the safety of the individual who misbehaves as well as to the safety of other unit members. Such misbehavior constitutes an unreasonable burden on a Scout unit and cannot be ignored.*

Troop 1028 judges its Scouts, Scouters, adult volunteers, and extended community members on the basis of conduct.

### Agendas

The SPL sets his own agenda. Here are some handy templates.

You can download PDF and MS Word versions of all key meeting agendas from our website. (See [www.troop1028.org](http://www.troop1028.org).)



## Troop Meeting Agenda (Template)

BSA TROOP 1028

- Date =
- Theme =
- Skill Theme =

### PRE-MEETING

### OPENING

- Flags
- Pledge
- Scout Oath
- Scout Law

### MEETING

- Announcements
- Major Event Preview
- Troop Presentation (1-3 Stations)
- Patrol Gatherings
  - Activity Plan
  - Activity Requirements
  - Activity Roster
  - Gear Requirements
  - Duty Roster
  - Communication Plan

### CLOSING

- Awards & Reminders
- Scoutmaster Minute
- PLC

## PLC Agenda (Template)

BSA TROOP 1028

Date =

### Patrol Leaders Council Agenda

- Call To Order (SPL)
- Attendance (Scribe)
- Agenda Review (SPL)
- Patrol Reports (by PL)
  - Advancement since last meeting.
  - Patrol Activities
  - Patrol Meetings – items the patrol wishes to bring up to the PLC.
- Old Business
  - Discuss any open items from the Minutes of the last meeting.
- New Business
  - Open to any new items to be discussed.
- Scouter Time
- Activity Planning
  - Site
  - Schedule
  - Activity Plan
  - Roster (by PL)
  - Gear Requirements

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- Duty Rosters (by PL)
- Transportation Plan
- Communication Plan
- Meeting Planning
  - Theme
  - Skill Subtheme
  - Pre-Meeting Activity
  - Main Troop Activity
  - Resource Requirements
  - Patrol Assignments
  - Communication Plan
- Review of Meeting Log (Scribe)
- Adjourn

## Planning Meeting Agenda (Template)

BSA TROOP 1028

Date =

- Call to Order (SPL)
- Attendance (Scribe)
- Agenda Review (SPL)
  - Mission discussion.
  - Agenda adjustments.
- Tool and Policy Review
  - Calendar Tools (Scribe)
    - Albemarle County School Calendar
    - SJAC Calendar
  - Troop Activity Planning Structure/Policy
    - Sem-Annual Elections
    - Sem-Annual Troop Leader Training
    - Quarterly Courts of Honor
    - Quarterly Planning Meetings
    - Semi-Monthly Hikes
    - Monthly Themes
    - Monthly Skill Subthemes
    - Monthly Excursions
    - Summer Camp
    - Annual Mega Event
- Late Year Calendar Plan.
- Break.
- Early Next Year Calendar Plan.
- New Calendar Review (12-18 Months)
- Review of Meeting Log (Scribe)
- Adjourn.

## Ceremony Programs

Program templates for key Scout ceremonies follow. You can find complete scripts at our website or via the BSA at:

[http://meritbadge.org/wiki/index.php/Court\\_of\\_Honor](http://meritbadge.org/wiki/index.php/Court_of_Honor)  
[www.Scouting.org/filestore/pdf/33696.pdf](http://www.Scouting.org/filestore/pdf/33696.pdf)

## Court of Honor Agenda (Template)

BSA TROOP 1028

Date =

Master of Ceremonies (MC) =



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BSA Troop 1028

Color Guard Captain (CGC) =

Service Patrol PL =

OPENING

- Welcome (MC)
- Introduction of Court Team (MC)
- Presentation of Flags
- Pledge (CGC)
- Scout Oath (CGC)
- Scout Law (CGC)
- Candle Lighting (Optional)
- Prayer (Chaplain's Aide)

TROOP INTRODUCTIONS

- Committee Chair & Committee
- Scoutmaster & ASMs
- SPL, ASPL & PLs

AWARDING OF MERIT BADGES

AWARDING OF RANK BADGES

- Scout
- Tenderfoot
- Second Class
- First Class
- Star
- Life
- Eagle (Recognition if Awarded Elsewhere)
- Eagle Palms

SPECIAL AWARDS & COMMENDATIONS

ANNOUNCEMENTS

FINAL WORDS

BENEDICTION (Philmont Grace)

RETIRING OF COLORS

CLOSING

REFRESHMENTS

**Campfire Program (Template)**

BSA TROOP 1028

Date =

Firemaster (MC) =

Fireman =

Fire Killers =

OPENING

- Welcome (MC)
- Campfire Theme/Mission (MC)
- Fire Lighting

OPENING TALE

SONG

GAME OR CHALLENGE

SKIT(S) (If Available)

CLOSING TALE

FLAG RETIREMENT (If Available)

CLOSING

FIRE RETIREMENT

EXTINGUISHMENT

LIGHTS OUT



**Scoutmaster Conferences**

A Scoutmaster conference allows the SM to review:

- The Scout's growth in his understanding of Scouting's ideals
- How the Scout applies these ideals in his daily life and in the troop
- The requirements of the Scout's next rank so that he can be properly encouraged
- Any questions, concerns, and suggestions the Scout may have regarding BSA, the troop, his patrol, the forthcoming board of review, etc.

Scouts seeking advancement ask for a SM conference. We hold them in a quiet place that is conducive to give and take between the Scout and SM. There should be no possibility for embarrassing the Scout, but remember that the BSA Youth Protection policy requires that one-on-one sessions between a youth and an adult be visible and accessible by other people.

Because the conference is designed to provide direct give and take between Scout and SM, a SM conference can take place any time, especially when a SM senses need or if the Scout asks for one. Of course, each rank advancement requires a formal SM conference.

While these are highly individualized dialogues, we use the following structure for most SM conferences:

- Scout OATH— Recited by Scout
- Scout LAW— Recited by Scout
- OUTDOOR CODE— Does the Scout understand the difference between "Leaving



No Trace” and “Leaving a Legacy”? Does he understand that all trash is OUR trash?

- **MOTTO**— Is the Scout prepared, physically, mentally, and morally? Does he pull his own weight and then some?
- **SLOGAN**— Is the Scout being helpful to the best of his ability? Does he regularly give service to others? What experiences, good and bad, has he had while helping others?
- **PRACTICE & REMEMBRANCE**— Does the Scout understand that he may learn skills, sayings, etc. and forget them for want of practice or out of panic? Is he honest about the things he cannot recall? Does he do his best to practice?
- **“ME” VERSUS “WE”**— Does the Scout give back to his fellows, troop, family, community, nation, world, planet? Is he a leader? Is he a mentor? What experiences, good and bad, has he had as a leader? What are his leadership plans?
- **ADVANCEMENT**— How has the Scout advanced since his last SM conference? What has the Scout learned? What went well? What did he enjoy? What didn't go so well? What didn't he enjoy?
- **FAITH (Senior Ranks)**— How does the Scout feel about faith? Does he understand faith? Does he feel faith? What's the **GOLDEN RULE**?
- **WHAT'S GOING RIGHT & WHAT'S GOING WRONG?**— Questions, concerns, suggestions?
- **IS THE Scout READY FOR HIS BOARD OF REVIEW?** (if Advancing Rank)— Questions, concerns, fears?

Once a Scout demonstrates that he has good Scout spirit and is prepared for a board of review, the SM should feel free to congratulate the Scout with a Scout handshake. The SM can then sign off the Scout spirit and SM conference requirements in the Scout's book. Finally, he should instruct the Scout to ask the Committee Chair or Advancement Chair for a board of review.

For more details, see:

<http://www.Scouting.org/Training/Adult/Supplemental/Scout-masterConferenceTraining.aspx>

## Boards of Review

After a Scout has completed the requirements for any rank or Eagle Palm, he appears before a board of review. Its purpose is to determine the quality of his experience, decide whether he is qualified to advance and, if so, encourage him to continue the quest for Eagle or the next Palm.

A board of review ensures the Scout did what he was supposed to do to meet the requirements. Still, it's neither a retest or “examination,” nor a challenge of his knowledge. In most cases, it's a celebration of accomplishment. Remember, Scouting is more about the journey than the destination. A rank badge recognizes what a young man is able to do and how he has grown. It is less a reward for what he has done.

A board of review allows the troop to review:



- How the Scout learned his skills and who taught him, and what he gained from fulfilling selected requirements.
- How the Scout lives the Scout Oath and Scout Law in his home, unit, school, and community.
- How the Scout conveys a positive attitude and ultimately good Scout spirit.
- How the Scout is progressing with our Scout community and his other communities.
- How the Scout plans to progress in the future.

We convey high expectations, but we do not insist on perfection. Our troop simply expects to see an acceptance of Scouting's ideals. A candidate sitting before one of our boards should display a commitment to doing his best to “do the right thing” wherever and whenever he can.

Board of review vary in nature. With the exception of an Eagle Scout board, they share certain features:

- The board is made up of 3-6 unit committee members, knowledgeable parents (not those of the candidate), or other adults (registered or not) who understand Boy Scouting's aims.
- One member, usually our Advancement Chair, chairs the board. The board chair conducts review meetings according to BSA procedures and reports results to the unit advancement coordinator.
- Our boards typically sit at the Moose Lodge and during troop meetings.
- Our boards conduct their reviews in 15-30 minutes.

An Eagle board is an especially important gathering. We conduct them off site in cooperation with our district and the SJAC. A district or council representative sits on the board, which is composed of ~5-6 thoughtful adults over the age of 21.

We only present Ranks and Palms after we report advancement to the SJAC via the BSA's Internet Advancement (or on the official Advancement Report form).

While these are highly individualized dialogues, we use the following structure for most boards:

- **Scout OATH**— Recited by Scout
- **Scout LAW**— Recited by Scout
- **OUTDOOR CODE**— Does the Scout understand the difference between “Leaving



No Trace” and “Leaving a Legacy”? Does he understand that all trash is OUR trash?

- **MOTTO**— Is the Scout prepared, physically, mentally, and morally? Does he pull his own weight and then some?
- **SLOGAN**— Is the Scout being helpful to the best of his ability? Does he regularly give service to others? What experiences, good and bad, has he had while helping others?
- **PRACTICE & REMEMBRANCE**— Does the Scout understand that he may learn skills, sayings, etc. and forget them for want of practice or out of panic? Is he honest about the things he cannot recall? Does he do his best to practice?
- **“ME” VERSUS “WE”**— Does the Scout give back to his fellows, troop, family, community, nation, world, planet? Is he a leader? Is he a mentor? What experiences, good and bad, has he had as a leader? What are his leadership plans?
- **ADVANCEMENT**— How has the Scout advanced since his last SM conference? What has the Scout learned? What went well? What did he enjoy? What didn't go so well? What didn't he enjoy?
- **FAITH (Senior Ranks)**— How does the Scout feel about faith? Does he understand faith? Does he feel faith? What's the **GOLDEN RULE**?
- **WHAT'S GOING RIGHT & WHAT'S GOING WRONG?**— Questions, concerns, suggestions?
- **WHAT ARE THE Scout'S ADVANCEMENT PLANS?**

Once the board feels that the Scout demonstrates that he has good Scout spirit and is prepared to move forward, they should dismiss the Scout and ask him to wait for the board's decision regarding the review. Then, the board meets privately to decide on the Scout's advancement.

The board must then unanimously decide to advance the Scout. Otherwise, they must inform the Scout that he must “improve,” and that he may then sit before the board again. The board chair insures proper written documentation.

Whatever the case, the board recalls the waiting can-



date and informs him of their decision. Should the Scout advance, congratulations and Scout handshakes are in order.

For more details, see:

<http://www.Scouting.org/Scoutsource/guidetoadvancement/boardsofreview.aspx>

## Body

*“You cannot build character and courage by taking away people's initiative and independence.”*

—Abraham Lincoln

This section provides tools to enhance our troop's physical preparedness. After all, Scouts pledge an oath to stay physically fit.



## Water

Water in the wild contains harmful microorganisms, bacteria, and parasites that can cause a variety of ailments (e.g., giardia, dysentery, hepatitis, and hookworms). Even mild afflictions like diarrhea and vomiting can create dangerous dehydration.

We use awareness, preparedness, and common sense to select good water sources—ideally clear, moving, upstream, and moving over/through natural filters like moss, sand, and rock. Then, we purify our water. While boiling water for 5+ minutes is simple and effective, we always carry 2-3 additional mobile water purification systems, such as:

- **Water Filters**— Pumping collects water safely, improves taste, and strains out 95% of trouble, but gear requires careful cleaning.
- **Chemical Additives**— Drops and tablets are light, compact, and effective but affect taste and take time to take effect.
- **Ultraviolet (UV) Irradiation Pens**— Most effective method requires battery power and is expensive.

We endeavor to train Scouts about primitive survival filtration methods:

- **Filtration**— Using sand—or if necessary—



soil, you can repeatedly filter water to a collection point, removing sediment but still leaving yourself vulnerable to some microbes.

- **Soil Distillation**— Using a weighted plastic cone to leech water from soil via evaporation and capturing moisture below.
- **Salt Water Distillation**— Boiling water and redirecting the dripping evaporation off a capture lid to a collection vessel.

#### Good Sources—

<http://www.natureskills.com/survival/water-purification-process/>  
[http://www.backpackinglight.com/cgi-bin/backpackinglight/water\\_treatment\\_technologies\\_orism07.html](http://www.backpackinglight.com/cgi-bin/backpackinglight/water_treatment_technologies_orism07.html)  
<http://www.outdoors.org/recreation/hiking/hiking-water-treatment.cfm>

### First Aid

Awareness, preparedness, and discipline help us avert/prevent most outdoor accidents, but we still see occasional burns, bites, wounds, etc. Then training, readiness, and medical care come to fore.

We endeavor to carry first aid kits at the individual, patrol, and troop levels. While troop and patrol kits are larger in stationary camp (frontcountry) situations, our mobile (backcountry) first aid kits contain most of the medical tools we need for all of outings.

You can buy prepackaged first aid kits. They can be expensive, especially given the fact that you can find most items in a market or pharmacy. By building your own kit, you save money and assemble only those components you understand and need.

Here is a suggested **first aid kit checklist**. Scouts add or subtract items depending on personal needs. Depending on size, season, and circumstance, a patrol or troop might do the same.

- **Cleansers**
  - Bulb irrigating syringe
  - Povidone/iodine solution
  - Potable Aqua (iodine water treatment)
  - Hand sanitizer
  - Alcohol swabs
  - Dry-wash pads or wipes
- **Bandages**
  - Small gauze pads
  - At least 2" gauze roll
  - Non-adhesive gauze pad
  - Band-Aids, various sizes
  - Liquid Band-Aid Ointment
  - Moleskin pads
- **Closures & Adhesives**
  - Adhesive bandage tape
  - Butterfly closures
  - Duct tape
  - Super glue
- **Ointments**
  - Triple antibiotic ointment
  - Chemical heat and cold packs
  - Hydrocortisone cream (soothes allergic skin)
  - GlacierGel blister/burn dressing
  - Aloe Vera Gel
- **Tools**

—Scissors

—Needle

—Tweezers

—Latex gloves

—Small mirror

- **Medications**

—Antacid

—Antibiotic (Dicloxacillin, etc.)

—Anti-inflammatory (Ibuprofen, Acetaminophen)

—Aspirin

- **Allergy Weapons**

—Antihistamine (Benadryl, etc.)

—Epi-pen

Inspect your first aid kits after every outing. As with all gear, make sure the kit is clean and in good condition.

Then use a START, STOP, CONTINUE analysis. Add items that you missed in the past or might require in the future. Delete dead weight. Replenish supplies. Replace expired medications. Then tag the kit with a dated tab or slip, denoting your inspection date.

Always pack your first aid kit in an easily accessible spot. Once you set up camp, keep it out and visible.

#### Good Sources—

<http://usparks.about.com/od/backcountry/a/Create-Your-Own-Wilderness-First-Aid-Kit.htm>

<http://meritbadge.org/wiki/index.php/CPR#CPR>

### Gear

Troop 1028 maintains both patrol and troop gear. The nucleus of each gear kit is lighter, more expensive mobile gear, which we employ in the backcountry. We only use our heavier and bulkier gear at stationary camps (frontcountry). This layered approach permits nimble planning and storage.

Shelter is critical to any successful outing. We rely on light, sturdy ripstop nylon tarps. They allow us to move to a site, set up flies, and shelter gear and Scouts as we set up camp. In inclement weather, Scouts set up



their mobile tents while under cover, quickly moving them out to tent sites before staking them down.

### Backcountry (Mobile) Stoves

A stove is the most important backcountry cooking tool. Fires are prohibited in many



backcountry sites—especially in national parks—and may be all or partially disallowed in times of drought (in VA, we're often facing a midnight to 4:00 pm restriction). You can't build fires above the treeline or in other areas where fuel is scarce. They're also impractical in certain weather conditions or while you're on the move. (Never leave a fire unless it's dead out, and endeavor to leave no trace.) Rely on fire for collective warmth and fellowship, or in specific fixed sites.

Backcountry stoves break down into categories based on the type of fuel used and stove design:

- **Liquid Fuel Stoves**— Use a volatile liquid fuel in a pressurized burner and require priming
- **Canister Stoves**— Aka bottle gas stoves, they operate like pressured burner stoves but use a bottle of pressured liquid and require no priming
- **Unpressurized Stoves**— Use solid or liquid fuel placed in the burner before ignition

### Canister Stoves

Easy and safe to operate, canister stoves use the butane, propane, or mixed gas cartridges. They light without any priming or flame flare-up, often with the click of a trigger.

Canister stove fuel—either butane, propane, or (more commonly) a butane/propane mix—can be pricey. Both fuels, especially butane, perform poorly in cold weather. You may find yourself sleeping with canisters in your sleeping bag. They also perform badly at high altitude. (There, your sleeping bag can't help.)

MSR, Snow Peak, Gaz, and Jetboil make solid canister stoves. The (somewhat expensive) Jetboil models use titanium radiators to increase efficiency. They boil water quickly and work great with dehydrated foods and drinks.

Pros:

- Light
- Fuel readily available for most brands in U.S.
- Extremely easy to light and operate
- Require little to no maintenance
- Very dependable and safe
- Adjustable flame down to a low simmer
- Quiet operation

Cons:

- Non-refillable canisters can be pricey and hard to find
- Inefficient in cold temperatures or at high altitude
- Inefficient as fuel becomes low
- Difficult to gauge how much fuel to carry
- Very difficult to recycle canisters
- Partially-full canisters create bulk

### Liquid Fuel Stoves

Liquid fuel stoves are common and inexpensive. Most burn white gas, but some burn alcohol, methanol, kerosene and/or gasoline. All burn clean, hot, and efficiently in cold temperatures and at high altitude.

Unfortunately, they can be tricky to use. They may be hard to light in high winds.

Liquid fuel stoves light after priming. First, pump the stove to pressurize (prime) the fuel canister. Then, open the nozzle to release a small amount of fuel into a little pan/bowl under the burner. Light the fuel to create a flame that warms the burner. Once the burner is warm and the flame is dying down, open up the burner valve. This releases the fuel that fires the burner. You get a nice, even blue flame, but it's hard to moderate for simmering.

MSR's Whisperlite is the best known brand. It comes in white gas and (expensive) flex-fuel versions.

Pros:

- Light (11-14 oz, or 310-400 g, sans fuel)
- Fuel available nearly everywhere in the world
- Efficient burn at high altitude and in cold temperatures
- Refillable canisters pack efficiently
- Can be kept burning efficiently even with low fuel by manual priming

Cons:

- Requires priming and prone to flaring
- Loud
- Requires more maintenance
- Fuel must be filtered to prevent clogging
- Require extra part replacement
- Harder to simmer with

### Unpressurized Stoves

Unpressurized stoves use liquid or solid fuel placed in a burner pan. They're light and simple to use. Some use denatured alcohol or another flammable liquid spirit. Others use solid fuel like parafin, charcoal, or tablets.

These cheap, efficient stoves work well for individuals and small groups. They make great emergency stoves.

Since you must burn all of the fuel you place in the pan, Scouts need to be careful about judging burn times. That, coupled with nearly invisible flames and stability issues make these stoves impractical for younger Scouts and larger Scout groups.

Pros:

- Very lightweight (1-2 oz, or 30-60 g, sans fuel)
- Fuel light and compact
- Some fuels readily available
- Efficient burn at high altitude and in cold temperatures
- Inexpensive
- Easy to maintain

Cons:

- Flame nearly invisible and can be dangerous
- Fuel placed in stove must burn fully through
- Hard to adjust heat
- Typically designed for use by smaller groups
- Some fuels hard to find
- May lack stability

### Good Sources—

<http://www.hitthetrail.com/backcountry-kitchen-gear>



BSA Troop 1028

<http://www.trailspace.com/forums/camp-kitchen/topics/32997.html>

<http://zenstoves.net/SolidFuelBurner.htm>

## Frontcountry (Stationary) Stoves

We call larger “portable camp stoves” designed for use by people travelling by car, boat, canoe, or on horseback to a fixed camping site “frontcountry” tools. They function like mobile kitchen stovetops. Since they use propane canisters, we often call them “**propane stoves.**”

Most incorporate two burners set into a table-like surface, usually with a folding lid for stowage and wind protection. Some fit on rolling leg structures that support large fuel tanks. Stable and capable of handling meals for large groups, these stoves weigh a lot more than backcountry devices.

Front country stoves use liquid fuel and typically require pump priming. Most use trigger ignition, operate with ease, and permit flame moderation.

Coleman makes the most common portable camp stoves. They’re inexpensive and easy to find. Primus makes a much more solid (and expensive) model. Both use propane fuel. Recyclable canisters come in various sizes. Larger refillable canisters create better efficiency and reduce costs.

We mix stoves at most campsites, employing portable camp stoves for most meal cooking and using mobile stoves (especially Jetboils) for boiling small amounts of water and other specialized tasks (e.g., making coffee, cocoa, or other hot beverages and broths).



## Backcountry (Mobile) Gear Checklists

Backcountry camping forces us to move gear from site to site. Using 2 patrol bags, each patrol (including our adult “Buck” unit) brings their gear to the trailhead and distributes gear amongst the Scouts. Using 2 supplemental troop bags, we carry and distribute common troop gear to Scouters and older Scouts.

Scouts use a standard checklist when bring gear to any activity. On backcountry outings, they use their extra pack space to carry patrol/troop mobile gear (assuming they can accommodate the load).

Here’s a **Scout level backcountry gear checklist:**

- Clothing
  - Scout Uniform (uniform shirt for Class A, plus Class B T-shirt)
  - Shirt (extra)
  - Pants (extra)
  - Outer Layers (1-3 as weather demands)
  - Underwear (2+ pairs, short and/or long per weather)
  - 3+ pairs socks
  - Boots or good walking shoes
  - Hat
  - Rain Gear (hooded waterproof jacket or poncho and pants)
  - Gloves
- Survival & Sight
  - LED Headlamp (with extra batteries)
  - LED flashlight (small, with extra batteries)
  - Matches
  - Whistle
  - Compass
  - Signal Mirror
  - Lockable folding knife (4” or less blade)
- Food & Water
  - Canteen
  - Cup
  - Mess Kit
  - Spork
- Health
  - Toothbrush & Toothpaste
  - Soap (liquid, bio-degradable)
  - Insect Repellent (seasonal)
  - Sunscreen
  - Personal First Aid Kit
  - Any Personal Medicine (and medical info)
- Shelter & Sleep
  - Sleeping Bag (in cold months with a light fleece liner)
  - Sleeping Pad (for under sleeping bag)
  - Tent (1/Buddy Team, with stakes, fly, ground cloth)
- Storage & Cover
  - Sacks (light/Ziplock bags for clothes and item groups)
  - Pack (no heavier than 3 lbs, to carry it all)
  - Plastic Garbage Bag(s) (pack liner instead of pack cover)
- Storage & Cover
  - Scout Handbook & Pencil
  - Blue Cards
  - Activity Plan (including map(s))

Here’s a **patrol level backcountry gear checklist:**

- Storage
  - Patrol Bags (2 Broken Down at Trailhead)
  - Bear Bag
  - Trash Bags
- Water Processing Gear—
  - Large Mobile Water Bladder (2 gallon)
  - Small Mobile Water Bladder (1 gallon)
  - Water Pump
- Shelter—
  - Large Tarp (9x12 or Noah)
  - Small Tarp (8x10)
  - Rope bag (2x50’ rope, 10x25’ cord)
  - Tarp Poles (Optional)
- Safety
  - Mobile First Aid Kit
  - Patrol Whistle
  - Patrol Emergency Kit (Blanket, Signal Mirror, etc.)
- Cooking Gear
  - Canister Stove
  - Jetboil Stove



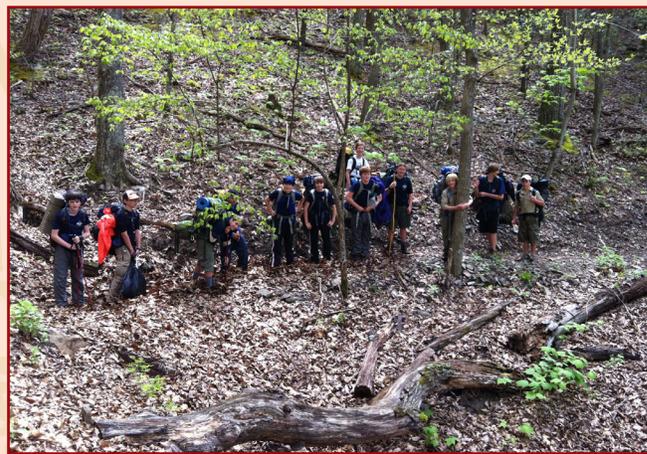
## BE PREPARED. FOR LIFE.

- Pressurized Stove (Optional)
- Unpressurized Stove (Optional)
- Fuel
  - Multifuel Canisters (2+/Stove)
  - White Gas Fuel (Optional)
  - Alcohol/Pellet Fuel (Optional)
  - Emergency starter kit
  - Charcoal
- Fire Gear
  - Lighter
  - Matches
- Cooking Vessels—
  - Mobile Cook Kit (Nestled Pots)
- Kitchen supplies—
  - Measuring Cup
  - Aluminum Foil (including Stove Windbreaks)
  - Ziplock Kitchen Bags
- Kitchen Utensils
  - Measuring Spork
  - Cooking Spork
- Cleaning Tools (Repacked)
  - Scouring Pad
  - Dish Soap (Biodegradeable)
  - Paper Towels
  - Baby Wipes
- Condiments (Repacked)
  - Salt
  - Pepper
  - Garlic
  - Spice Mix
  - Cooking Oil
  - Hot Cocoa
  - Creamer
- Patrol Food (Bagged by Meal)
- Plans
  - Activity Plan
  - Patrol Roster
  - Duty Roster

### Here's a **troop level backcountry gear checklist:**

- Storage
  - Troop Bags (2 Broken Down at Trailhead)
  - Bear Bag
  - Trash Bags
- Shelter
  - Large Tarp (9x12 or Noah)
  - Small Tarp (8x10)
  - Rope bag (1x100' rope, 2x50' rope, 12x25' rope, 12x25' cord)
  - Tarp Poles (Optional)
- Safety
  - Mobile First Aid Kit
  - Water Purification Tablets
  - UV Pen
  - Troop Whistle
  - Troop Emergency Kit (Blanket, Signal Mirror, etc.)
- Orientation & Communication
  - Compasses (2+)
  - GPS Devices (2+)
  - Walkie Talkies (2) (Optional)
  - Satellite Spot Connect Hub
  - Log
  - Pencil & Pen
  - Maps
- Latrine Kit
  - Toilet Paper
  - Scratch Shovel

- Airtight Storage Bags (20+)
- Camp Kit
  - Duct Tape (Repacked)
  - Troop Lantern
  - Sharpening Stone
  - Multi-Tool
- Entertainment
  - Cards
  - Frisbee
- Crackerbarrel Food
- Plans
  - Activity Plan (Including Evac Plan, Regs, Permits, etc.)
  - Patrol Duty Roster
  - Advancement Kit (BSA Books, Records, MB Gear, etc.)
  - Troop Log
- Checklist



### Frontcountry (Stationary) Gear Checklists

Frontcountry camping allows us to bring gear close to a stationary site. Using 2 patrol boxes and 2 coolers per patrol and relays for extraordinary loads, we can accommodate most activities.

We bring along water processing gear, extra tarp(s) gear, etc. for extended campouts, summer camps, etc.

All of the patrols, including the adult “Buck” unit, use the same storage mix. We also own a larger “Troop Box,” which contains extra rope, axe yard gear, a troop first aid kit, lanterns, troop-level cooking tools, etc.

### Here's a **patrol level frontcountry gear checklist:**

- Storage
  - Patrol Boxes (2)
  - Water Cooler
  - Food Cooler
- Shelter
  - Main Tarp (Large Noah)
  - Small Tarp (8x10)
  - Rope bag (2x50' rope, 10x25' cord)
  - Tarp Poles (Optional)
- Safety
  - Large First Aid Kit
  - Mobile First Aid Kit
- Camp Kit
  - Bear Bag
  - Trash Bags
  - Collapsible Trash Can



BE PREPARED. FOR LIFE.



- Salt
- Pepper
- Garlic
- Spice Mix
- Cooking Oil
- Hot Cocoa
- Creamer
- Patrol Food (Bagged by Meal/Cooler Packed)
- Plans
  - Activity Plan (Including Maps, Evac Plan, etc.)
  - Patrol Roster
  - Duty Roster
  - Scribe’s Log
  - Checklist

Here’s a **troop level frontcountry gear checklist:**

- Duct Tape
- Patrol Lantern
- Sharpening Stone
- Multi-Tool
- Cooking Gear
  - Propane Stove
  - Jetboil Stove
- Fuel
  - Propane Stove
  - Jetboil Stove
  - Emergency starter kit
  - Charcoal
- Fire Gear
  - Fire Gloves (2 Mitts)
  - Tongs
  - Lighter
  - Matches
- Cooking Vessels
  - Pan Tops (2)
  - Boiling Pot (Large 12 quart)
  - Boiling Pot (Small 8 quart)
  - Non-Stick Skillet
  - Cast Iron Skillet
  - Non-Stiff Pan
  - Coffee Pot
  - Strainer
- Kitchen Supplies
  - Can Opener (P38)
  - Cutting Boards (2)
  - Egg Beater
  - Measuring Spoon Set
  - Measuring Cup
  - Aluminum Foil
  - Ziplock Kitchen Bags
- Kitchen Utensils
  - Kitchen Knife
  - Kitchen Fork
  - Spaghetti Fork
  - Metal Spatula
  - Plastic Spatula
  - Double-End Spatula (Silicone)
  - Serving Spoon
  - Slotted Spoon
- Cleaning Tools
  - Scouring Pads (4)
  - Dish Soap (Biodegradeable)
  - Paper Towels
  - Baby Wipes
- Condiments

- Storage
  - Troop box
  - Water Cooler
  - Food Cooler
- Shelter
  - Main Tarp (20’x20’)
  - Small Tarp (8x10)
  - Rope bag (1x100’ rope, 2x50’ rope, 12x25’ rope, 12x25’ cord)
  - Tarp Poles
- Safety
  - Large First Aid Kit
  - Mobile First Aid Kit
  - Water Purification Tablets
  - UV Pen
  - Troop Whistle
  - Troop Emergency Kit (Blanket, Signal Mirror, etc.)
- Orientation & Communication
  - Compasses (2+)
  - GPS Devices (2+)
  - Walkie Talkies (2) (Optional)
  - Satellite Spot Connect
  - Log
  - Pencil & Pen
  - Maps
- Latrine Kit
  - Toilet Paper
  - Scratch Shovel
  - Airtight Storage Bags (20+)
- Camp Kit
  - Bear Bag
  - Trash Bags
  - Collapsible Trash Can
  - Duct Tape
  - Troop Lanterns (2)
  - Sharpening Kit
  - Multi-Tool
  - Pliers
  - Fire Shovel
- Axe Yard
  - Axe
  - Axe-Maul
  - Sharpening Set
  - PVC Spikes (6)
  - Forester’s Tape
- Entertainment
  - Cards
  - Games
  - Football
  - Frisbee
- Crackerbarrel Food



- Plans
  - Activity Plan (Including Evac Plan, Regs, Permits, etc.)
  - Patrol Duty Roster
  - Advancement Kit (BSA Books, Records, MB Gear, etc.)
  - Troop Log
  - Checklist

### Supplemental Gear Checklists

Specialized activities require special gear kits. For instance, here's our **troop level climbing gear checklist**:

- —Climbing Bag
- —Climbing Rope (200')
- —Helmets (2)
- —Climbing Harnesses (2)
- —Belay Device
- —Oval/Locking Carabiners (2-3)
- —Climbing Carabiners (4)
- —Quickdraws (10-12)
- —Climbing Rope (10.5mm X 60 M)
- —Rope Bag
- —60 cm Nylon or Spectra Slings (1-2)
- —120 cm Nylon or Spectra Slings (1-2)

### Good Sources—

#### Trailspace

<http://www.trailspace.com/gear/>

#### Boy's Life Gear Guy

<http://boyslife.org/section/outdoors/>

#### Backpacking light

[http://www.backpackinglight.com/cgi-bin/backpackinglight/boy\\_scout\\_gear\\_list.html](http://www.backpackinglight.com/cgi-bin/backpackinglight/boy_scout_gear_list.html)

#### Backpacking net

<http://www.backpacking.net/>

#### Campmor

<http://www.campmor.com>

#### REI (Recreation Equipment Inc. COOP)

<http://www.rei.com/>

#### Sportsman's guide

<http://www.sportsmansguide.com/>

#### Bass Pro Shop

<http://www.bassproshop.com/>

#### Cabelas

<http://www.cabelas.com/>

#### Eastern Mountain Sports

<http://www.ems.com>

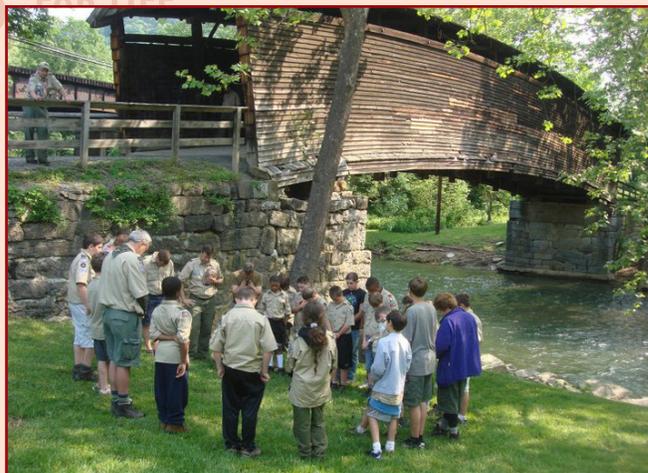
## Spirit

*"Every path but your own is the path of fate. Keep on your own track, then."*

—Henry David Thoreau

This section provides tools to enhance our troop's moral preparedness.

As in life, Scouting is "fun with a purpose." Our Scouts should enjoy their activities.



## Faith

*"An interfaith service is a brief worship or meditation, specifically designed for Scouting events where there may be members of more than one faith group. The intention of an interfaith service is to provide a spiritual focus during a camping experience that does not reflect the views of a particular denomination or faith. An interfaith service can be defined as a gathering of Scouts held to contribute to the development of their spirituality and to promote a fuller understanding of the Scout Oath and Law, with emphasis on one's Duty to God."*

—www.Scouting.org

Lord Baden Powell believed that a Scout's religion is not in how he behaves. It is in what he believes. This is where the Scout Law intersects with spirituality.

Our troop's SPL frequently calls on our chaplain's aide to gather, pause in fellowship, and follow him as he says: *"A Scout is Reverent..."*

We recognize that every activity is unique, and every outdoor moment an opportunity to craft words of specific meaning. Still, we offer 12 sample interfaith messages as examples of how we provide spiritual focus in an inclusive but powerful fashion.

## Moments of Thanks

### Morning Blessing

*Bless us this day*

*Keep us safe and whole, kind and helpful*

*Bless our journey today*

*Help us to act with wisdom, humility, and purpose*

*Bless our community, nation, and world*

*Help those strong and weak prosper together*

*Bless this earth and all its diverse life*

*Help us make it a better place than we now find it.*

*Amen*

### Grace of Balance

*Bless us with the gift of balance,*

*able to see clearly, when enough is enough,*

*willing to take only what we need, use only what*



we must,  
live on the Earth, in awareness of our impact.  
Bless us with a balanced spirit that does not waste.  
Amen

**Discovers' Thanks**

Thank you Lord,  
For giving us the courage and kindness,  
To explore and discover without malice,  
To find adventure while others only watch.  
Amen



**Travel Blessings**

**Blessing Forward**

Lord,  
Let us measure our journey in lessons,  
not miles,  
Let us measure the struggle in fellowship,  
not pain,  
Let us give thanks for our adventure,  
for it is a rare gift we shall share.  
Amen

**The Good Path**

Lord,  
Bless us on our journey forward,  
Give us vision to always find the right way,  
And courage to do the right thing.  
With humble thanks,  
Amen

**Travelers Prayer**

Bless our travels as we move through this great land,  
May our travels be full of safety and peace,  
our challenges be manageable,  
our opportunities many.  
May our journey be full of awareness and discovery,  
our adventures be new,  
our new friends many.

May our homecoming be full of joy and relief,  
our families be happy,  
our new memories rich.  
May we now and then be truly thankful  
Amen

**Meal Blessings**

**Philmont Grace**

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

**Mealtime Thanks**

Lord, we thank you for the food we now share.  
We thank you for the support, guidance, and fellowship of  
our families, troop, and friends.  
We thank you for making this day so enjoyable.  
Thank you Lord for our freedom and opportunity, and most  
of all for the beautiful country in which we now stand.  
Amen.

**Viking Dinner Blessing**

May this food restore our strength, giving new toughness  
and energy to tired limbs,  
May this drink restore our minds, lending new thoughts and  
vision to weary heads.  
May this blessing restore our souls, providing new spirit and  
warmth to cold hearts.  
And once refreshed, may we all give new pleasure and  
thanks to You, giving back to he who gives us all.  
Amen

**Campfire Blessings**

**Reaching Light**

As starlight falls  
We feel blessings from above  
As the embers burn  
We find spirit from within  
As firelight rises  
We send thanks to you above  
Amen

**Fire Blessing**

May we walk the wilds always free  
dream with comfort always safe  
warm by fire amidst the cold  
find thanks in every victory  
Amen

**Evening Prayer**

We give ourselves to sleep...  
To replenish our bodies,  
Renew and clear our minds,  
And heal and expand our spirit.



We give ourselves to sleep...  
 For a new day full of challenges,  
 For new opportunities,  
 For new adventures.  
 We give ourselves in thanks...  
 Amen

**Good Sources—**

<http://www.Scouting.org/Training/Adult/Supplemental/Inter-faithService.aspx>

<http://usScouts.org/reverent/prayers.asp>

**Scoutmaster Minutes**

Our troop likes to mix homemade or personalized Scoutmaster Minutes with those more commonly found in BSA and SJAC sources. This allows us to touch on current news, address troublesome dilemmas facing our Scouts, celebrate a recent coup, etc. Here's a sampling of our own body of work:

**Hosts & Guests**

You can divide mankind in many ways, some more interesting and meaningful than others.  
 An old friend of mine once told me that you could divide any community into "HOSTS" and "GUESTS."

A Host is someone who sees an empty toilet paper roll at a restaurant or someone else's home, and takes the time and trouble to replace the roll with a full one.

A Guest is someone who uses the last of a toilet paper roll and doesn't bother to replace it... or even necessarily tell anyone that a roll might be needed.

A Host gives. A Guest takes.

A Host engages. A Guest ignores or tunes out.

A Host thinks of us, of WE. A Guest thinks of I, or ME.

Our community, our world, needs more Hosts.

Don't be a Guest. Be a HOST.

**It's Always Our Trash**

A wealthy young man once encountered a bedraggled old man on the street. He noticed that the old man was picking up litter as he ambled along. The young man asked him: "What's up old man? Did you drop a trash bin?"

The old man looked up and smiled. He replied: "No! I'm simply picking up our trash."

Confused, the young fellow then asked: "Whose trash? I've never heard of OUR trash! What do you mean?"

The old man smiled again as he tucked more trash into the nearly-full refuse bag slung low on his belt. "All trash is OUR TRASH young man. No matter who dropped it or lost it, we all live with it. And we're all responsible for it. We all OWN it. So I do my little part; I try my best to pick it up."

Touched, the young man began helping the old man gather trash and clean up the street. In time, others joined... and the city, and the world, became a little bit better.

Scouts pledge to Leave NO TRACE. That doesn't mean that you clean up after yourself. It means cleaning up after EVERYONE. Of course, you pick up the trash you drop. But you also pick up your fellows' trash, and strangers' trash, any trash.

The old man was right. We all OWN ALL TRASH... all the

time. So, like the old man, do the right thing. Take responsibility for what's ours, what's yours. Leave a legacy. Don't leave a trace. Remember always: "It's always OUR TRASH."

**Crazy Porcupine**

Crazy Porcupine was a great Headman or Chief of the Saponi. He saved his people by discovering a great salt lick and a neighboring spring of sweet water.

Crazy Porcupine was granted many lives for his coup—and so became immortal. Still, he worked very, very hard to stay strong in body, cleanse his mind, and sharpen his spirit.

One day Jumping Snake stopped Crazy Porcupine and asked him why he labored so much when he had no need to lift a finger.

Crazy Porcupine replied: "I do it for my wife, my family, our people. By being strong, I can carry others. I can help. And I can show others the way to fitness. A way to help our people."

Like Crazy Porcupine, Scouts commit themselves to being fit. We take an oath to be physically strong, mentally awake, and morally straight. This is at the heart of BEING PREPARED.

We do this not just for ourselves, but for others. We do this because, as Scouts, we seek to "PULL OUR OWN WEIGHT... and THEN SOME."

**3 Monkeys**

The ancient Japanese scribes of Nara revered the wild Snow Monkeys of the mountains. They told many tales of their winter exploits and their ways of survival. They always spoke highly of the Monkey King. And indeed the scribes recorded these tales.

There were many powerful and wily Monkey Kings. But none were as great as the three crippled brothers who ruled the Monkey Kingdom in its finest hour.

While seemingly weak and sad, the three Monkey Kings worked as a team, as one, for their strengths complemented each other.

You see, one was BLIND. He could not see, yet he LISTENED better than any of his kind.

You hear, one was DEAF. He could not hear, yet he OBSERVED better than any of his kind.

You know, one was DUMB. He could not speak, yet he ACTED better than any of his kind and did things when others knew not how to act.

Remember the 3 Monkeys, the 3 Monkey Kings, for they drew strength out weakness, power in the face of challenge.

Remember this as you judge your fellow Scouts and your patrol team. Look not at your buddies' weaknesses. Look to their strengths. Encourage them to give as they can, and you will see in them great power.

**2 Packs**

Long ago, in the high reaches of the Yellowstone in Wyoming, there lived two rival clans. Both called themselves "Absaroka," the name the Crow people call themselves, the same name as the black mountains they call home.

Each clan wore two spirit bags, one white and one black. The white bag contained the spirits of hope and love, the black bag spirits of fear and hatred.

The Black Hearts wore their black bag on their chest, by their heart and always within their view.



*Their white bag dangle over their shoulder and swung from their back and out of eyeshot.*

*The White Hearts wore theirs the opposite way, with their white bag slung over their hearts always beneath their eye and their black bag slung over their back and out of sight.*

*So, the Black Hearts walked burdened by fear. They mistrusted everyone, seeing only hate. The White Hearts stood tall, buoyed by hope. They liked others, for they saw only love.*

*The Black Hearts scowled more and more as each one put all his experiences in the black bag that was so easy to reach. Ever more morose and heavy-hearted, they all died young and sad and mean.*

*In turn, the White Hearts smiled more each passing day as they placed their experiences in the white bags on their chest. Ever more joyful, they all lived long, good, generous lives.*

*Think about which bag you carry by your heart, How do you walk? How do you characterize others and place your experiences?*

*If you work at it, you too can insure that the white bag swings close to your heart, beneath your eyes. You can put your fears away, in black bag on your back. And you can walk with hope and live a good life.*

### **Little Tree**

*Back in the late 1541 a Spanish explorer—Hernando de Soto—traveled up the Mississippi to the mouth of the Arkansas River. from there, he headed upstream and wandered up into the Ozarks to the storied Valley of Vapors... what we now call Hot Springs, Arkansas.*

*There, he came upon an Indian holy place, a vale of healing and spiritual rejuvenation. There, he met a Quawpaw sage, who taught de Soto many things as his men rebuilt their strength in the natural pools.*

*One day the sage told de Soto that he was going up to a nearby summit to visit the Great Tree. The Spaniard, ever fascinated by the sage's deep wisdom, asked to tag along. The sage said "fine," and they set off.*

*When they got to the top of the rugged hill, de Soto was amazed. At the summit stood a stand of 100 very tall, straight trees. They were graceful and beautiful.*

*Beside this stand, all alone, was a little tree with gnarly branches growing from but one side. It was an homely, lonely little evergreen.*

*De Soto watched as the Quawpaw sage approached the trees and smiled at the noble stand. He was surprised when the sage turned and bowed respectfully toward the sad, beaten little pine.*

*Confused, De Soto asked: "Why do you turn away from the mighty trees?"*

*The sage replied: "I turn in respect to the Great Tree. The others are young and beautiful to be sure, but they are not holy, they cannot be the One Tree."*

*"The One Tree?" exclaimed de Soto. "Of which do you speak?"*

*The sage gazed hard at the little pine and pointed at it with reverence. Then he said with sentimental fervor, "There stands the One Tree, strong and older than time, bearing the scars of its many battles with the wind and sky and land. There it stands, immortal testimony to strength and perseverance. You see, the One Tree was always small, always challenged, always near death. But it was, and became still more, GREAT. It's stood the test of nature, the test of time.*

*Nothing, in truth, is stronger or more beautiful, or more beloved and exalted than this One Tree."*

*De Soto would tragically perish the next year. But, before he died, he told the story of the Little Tree many times. He cautioned he company to look beyond appearance for strength, and to understand that challenge, failure, and persistence often offer the true road to greatness.*

### **Abe's Axe**

*By most every measure, Abraham was as good a President, and as wise a man, as we've ever had. He governed at the hardest time in our country's history. He served as Commander-in-Chief throughout our Civil War.*

*Many around him, cabinet members, generals, and the like were impulsive and anxious fellows. They sought to win the war quickly. Inevitably, they failed.*

*Lincoln, on the other hand, sought real and complete victory. He worked hard, patiently sticking to a well-crafted plan that ultimately won the day.*

*Lincoln used to say: "Give me six hours to chop down a tree and I will spend the first four sharpening the axe." He knew that a good plan, well conceived and vetted, was far more important than swift action. He knew that ultimately, set on the proper path because of the proper plan, action becomes success.*

*Remember this. Plan. Plan hard and plan carefully. Plan well and you'll truly be prepared.*

### **Abe's Team of Rivals**

*By most every measure, Abraham was as interesting and as wise a man, as we've ever seen in this fair land. We were lucky that he took the reins of the Presidency as our nation came apart.*

*Abe gathered a talented by highly contentious team together as his cabinet. Some ran against him, seeking the presidency for themselves. Others resented him because he came from afar, a self-made man who snatched the prize they sought so much.*

*Together, they've been called the "Team of Rivals" because their jealousies and confrontations created a chronic atmosphere of discord within the Executive Branch.*

*Still Lincoln made his team work and, in doing so, made the government perform. He channeled the angers, fears, and resentments, diverting contention in favor of consensus.*

*In doing so, Lincoln followed 2 principles with special care. One was Sun Tzu's ancient advice: "Build your opponent a golden bridge to retreat across."*

*The other advice was his own, and best exemplified by his refrain: "Do I not destroy my enemies when I make them my friends?"*

*You see, Lincoln worked hard to communicate with his rivals. He worked hard to build respect for them, and thus earn their respect. He kept them engaged, created compromise whenever necessary, and ultimately made them part of a real team.*

*As you look to lead, whether from the front or from behind, remember to do the same. When you see rivals, find the will and the means to create and nurture a true team.*

### **Ike's Team of Rivals**

*By most every measure, Dwight D. Eisenhower—"Ike"—performed pretty well as the Supreme Commander of the Allied Forces in Europe during the last two years of World War II. He managed*



a team of senior generals, some American, some English, some French, some others. Many of them resented the fact that he was their boss, despite the fact that the Americans were latecomers in the war and Ike was often their junior in terms of experience and rank.

Ike later served his country as an able, if reserved, 2-term President as the Cold War began raging across the planet.

Looking back from his farm in Gettysburg, Ike spoke about his skills as a leader and manager. He noted: "Leadership is the art of getting someone else to do something you want done because he wants to do it."

Ike, of course, was right. Leadership is about empowering others, about enabling a team. A good leader uses the EDGE system to Explain, Demonstrate, Guide, and Enable. Then, once the enabling is in place, a good leader strives to get his team to "TAKE OWNERSHIP" of the job and mission.

For a list of other Scoutmaster Minutes, see:

<http://www.Scoutorama.com/minute/index.cfm>

[www.boyScouttrail.com/boy-Scouts/boy-Scout-minutes.asp](http://www.boyScouttrail.com/boy-Scouts/boy-Scout-minutes.asp)

<http://www.macScouter.com/Scoutmaster/>

## Games

Our troop enjoys games. We like to make up games. We'll play any great game if the moment is right and we've performed all necessary tasks at hand. This is true at campouts, summer camp, or in the backcountry. Most months, our Monday night troop meeting after a major outing ends with a big game.

Some of our favorite original Scout games follow:

### Moose Bowl

Since we're sponsored by Moose Lodge 1028 and our official mascot is Micconopi ("Micci") Moose, we naturally "Moose Bowl" on a regular basis. Invented in 2003, the Moose Bowl is a troop-wide gathering or a game pitting patrol versus patrol. It allows Scouts of all ages and sizes to get involved in the action. We even add Scouters from time to time (with SPL approval).

Moose Bowl **rules** are as follows:

- Line off a roughly level, rectangular football field and mark two equal size endzones.
- Find a slightly-deflated football or a foam football.
- Appoint a referee and a scorer (judges).



- Divide into 2 roughly equal teams.
- Using Ultimate Frisbee rules, play 3-5 short games of "ultimate football."
- Each touchdown is worth 1 point. First team to score 3 points wins a game.
- Kick off or throw off as in touch football to start the action.
- A team moves the ball by throwing it to their own players without letting the ball get intercepted, go out of bounds, or hit the ground.
- You can throw the ball in any direction, but you cannot throw the ball while moving.
- Once you receive the ball, you must stop. You are allowed to take up to 3 steps while making a catch and acquiring possession.
- Other players on your team can run in any direction without the ball, but they cannot stay in an opponent's end zone for more than 10 seconds (unless they catch the ball there).
- If your team catches the ball in your opponent's end zone, you score.
- You cannot intentionally touch another player while he has the ball. You must give him at least 1 foot of space all around.
- You can never grab, shove, hit, or otherwise interfere with or abuse another player.
- The judges can penalize a player by putting him off the field for a set time. They can even eject a player.

### Duck Ball

Invented in 2009 by Michael Jennings and Max M, Duck Ball is our traditional Moose Camporee game. The game developed on the baseball field at the Moose Lodge in Covington, VA. A camp shovel serves as the bat. The ball is a duct tape covered ping pong ball or golf ball, depending on crowd and weather conditions. (The latter carries further and harder.)

Duck Ball **rules** are as follows:

- Use softball rules.
- Teams may have up to 13 players.
- Game ends after predetermined number of innings.
- Either team may petition umpire for extra innings, but both teams must have equal chance to win.
- Using Ultimate Frisbee rules, play 3-5 short games of "ultimate football."
- Each touchdown is worth 1 point. First team to score 3 points wins a game.
- Foul on third strike equals a strike.
- No one may slide into, or otherwise harm, another player.
- Pitching changes are frequent and liberal.
- The referee determines mound position/distance based on pitcher's skill, etc.

### Snow Snakes

Snow Snakes is a variation of an Amerindian winter game. The **rules** follow:

- Go into the woods and retrieve a raw piece of dead wood at least large enough and strong enough to fashion into a stave.
- Using a sharp knife, carve the stave into a



BSA Troop 1028

"Snow Snake." It must have a distinct head and tail. The tail cannot be too pointed, for it must serve as a stave point.

- Fashion a v-shaped channel into the snow or earth.
- Players hurl their staves down the trough, hoping to go the furthest while staying in the trough.
- Winner judged on distance (if in trough), stave quality, and beauty of wood carving. Each category yields 1-5 points. You get a bonus of 1 point for giving your stave the coolest name. A perfect score is 16 points.

## Other Games

For a list of other great troop games, see:

<http://www.boyScouttrail.com/games.asp>

## Theater

As noted on our sample campfire program above, songs and skits go a long way toward building spirit and bonding teams. We try to mix our theater with stories, puzzles and riddles, songs, and skits.

## Stories (Links)

We recite classic ghost stories, adventure stories, historical yarns, etc. We also play story-games, which are interactive stories involving role playing (e.g., "Werewolf"). Some of our favorite recitations are borne out of the works of Robert Service, an inveterate traveler and adventure seeker, was born in England in 1874.

For a list of great campfire stories, see:

<http://www.americanfolklore.net/campfire.html>

<http://www.boyScouttrail.com/boy-Scouts/boy-Scout-stories.asp>

<http://www.eblong.com/zarf/werewolf.html>

<http://www.cowboypoetry.com/robertservice.htm>

## Puzzles & Riddles

We test each other with a host of puzzles and riddles. Some examples include:

### 4 is Cosmic

- 1 is 3, 3 is 5, 5 is 4, and 4 is cosmic.
- 8 is 5, 5 is 4, and 4 is cosmic.
- 2 is 3, 3 is 5, 5 is 4, and 4 is cosmic.
- 15 is 7, 7 is 5, 5 is 4, and 4 is cosmic.
- 9 is 4 and 4 is cosmic.
- 18 is 8, 8 is 5, 5 is 4, and 4 is cosmic.
- 17 is 9, 9 is 4, and 4 is cosmic.
- 100 is 10, 10 is 3, 3 is 5, 5 is 4, and 4 is cosmic.

Solution: one is 3, three is 5, five is 4, and 4 is cosmic. The number of letters in each number leads to the next number in the sequence: one has 3 letters, three has 5 letters, five has 4 letters, etc. Four is cosmic because its value equals its number of letters.

### Emperor of China

This is more of a game to play with the crowd. It is best started with a few people already knowing the game. There is only one rule: "The emperor loves coffee, but he doesn't like tea!"

Start off the game with something simple like "The emperor

likes summer but he doesn't like winter."

"The emperor liked cars, but he doesn't like trucks."

Then ask the someone else to come up with one. Correct what they said if necessary. For example, if someone said "The emperor likes Boy Scouts but he doesn't like The Boys and Girls Club" you would say "No, he doesn't like either group." If someone guessed "The emperor likes Venture Scouts," again you'd say "No." All these groups have a "T" in their name. (The emperor really, really hates "tattletales.")

Go around many times and tell them if they are able to determine why the emperor likes coffee but he doesn't like tea. Then ask them to keep it to themselves.

Variations include: "He loves to see" (meaning words containing 2 "Cs"), etc.

For a list a great campfire puzzles and brain teasers, see:

<http://theweeklyriddle.blogspot.com/2010/09/cosmic-number.html>

<http://thinkgum.com/brain-teasers.html>

## Songs (Link)

For a list of great Scout songs, see:

<http://www.boyScouttrail.com/songs.asp>

## Skits (Link)

For a list of great Scout skits, see:

<http://www.Scoutorama.com/skit/>

## Service

"Don't mistake activity with achievement."

—John Wooden

"The best way to find yourself is to lose yourself in the service of others."

—Mahatma Gandhi

Troop 1028 thankfully and continually performs cheerful service to our community. We're traditionally devoted to medical crusades like those of the MS Society (the annual MS Bike Ride is an especially familiar service event), MD Society, and American Cancer Society. Our Scouts and Scouters regularly support Habitat for Humanity, Hows of Wood and Straw (HOWS), Food Bank, and the Toy Lift. We've long been active in sound trail development and maintenance. Collectively and individually, our troop aspires to leave a legacy through substantively valuable action.

Besides supporting troop-wide quarterly projects and Eagle Scout Service Projects, we promote individual service and patrol-based programs. This includes service as diverse as simple trash retrieval and can recycling and BSA's prestigious Hornaday Award.

Service is an area where Scouts and their parents can make an immediate impact. We invite everyone to contact our Committee Chair or Service Chair to see what they can do to help us serve more.

For more information, see us at:

[www.troop1028.org](http://www.troop1028.org)



BSA Troop 1028