

Troop 46 Handbook



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Introduction

To the Parents:

We extend a warm welcome to you and your scout. By joining Scouts B.S.A. Troop 46 you and your scout have joined an effective program designed to build the desirable qualities of leadership, moral strength and character, learn the responsibilities of being a participating citizen, and develop strong physical, mental and emotional fitness. How the boys accomplish this involves a diverse program of methods and activities.

The path to **Eagle Scout**, even though a lot of fun, is a big challenge, less than 6% of those who come into the program achieve this goal. The Scouting program works at its best when generous amounts of parental motivation and encouragement are there to help the scout along the way. From time to time you may be called upon to help the troop, your support will benefit not just your son but everyone else in the program. For those who would like to become more active in the organization, we always have openings in the leadership, committee and Troop support positions.

To the New Scout:

We would like to welcome you to Troop 46! We are glad that you decided to join us for the fun, excitement and learning experiences we will share. We hope your experience with us will be rewarding and that you are able to help the troop grow and reach our goals. Good luck on your trail to Eagle!

The Aims and Methods of Scouting

The Aims of Scouting

- **Character Development** - We define this as the scout's personal qualities, his values, and his outlook.
- **Citizenship Training** - Citizenship means the scout's relationship to others. He comes to learn of his obligations to other people, to the society he lives in, to the government that presides over society.
- **Leadership** – By using leadership positions that increase in scope and responsibility over time, scouts learn about the responsibilities and methods of leadership in incremental steps
- **Mental, Emotional and Physical Fitness** - Fitness includes the mind (able to think and solve problems), the emotions (self-control, resiliency, courage, and self-respect), and the body (well-tuned and healthy).

The Methods of Scouting

The methods of Scouting are the ways that the Aims of Scouting are achieved in the Scouts BSA program

1. The Ideals
2. The Patrol Method
3. The Outdoors

4. Advancement
5. Association with adults
6. Personal growth
7. Leadership development
8. The Uniform

The Ideals

The ideals of scouting are spelled out in the **Scout Oath, Law, motto and slogan**. The Scout measures themselves against these ideals and continually tries to improve. The goals are high, and as they reach for them, they have some control over what they become. Showing Scout Spirit, a requirement for each rank advancement, means living up to these ideals.

The Patrol Method

The Patrol Method gives scouts an experience in group living and participating citizenship. It places a certain amount of responsibility on young shoulders and teaches scouts how to accept it. The Patrol Method allows Scouts to act in small groups where they easily can relate to each other. Scouts in patrols organize and plan their participation in troop campouts and activities and through their elected representatives help plan future troop activities.

The Outdoors

Boy Scouting is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and activities practiced at troop meetings come alive with purpose. Being close to nature helps Scouts gain an appreciation for God's Handiwork and mankind's place in it. The outdoors is the laboratory for Scouts to learn ecology and practice conservation of nature's resources. We practice and follow the **BSA Outdoor Code**.

Basic Advancement

Scouting provides a series of challenges and steps to overcome them through the advancement method. Each challenge is designed to either teach an important skill for living in the outdoors or provide the scout with ways to develop his leadership ability. The Scout is in charge of planning their advancement and by participating in the troop program progresses as they overcome each challenge. The Scout is rewarded for each achievement, which gives them increased self-confidence. The steps in the advancement system help a scout grow in self-reliance and the ability to help others.

Adult Association

Scouts learn from the example set by their adult leaders. Troop leadership may be male or female, and association with adults of high character is encouraged at this stage of a scout's development.

Personal Growth

As Scouts plan their activities and progress towards their goals, they experience personal growth. The Good Turn concept is a major part of the personal growth method of Scouting. Scouts grow as they participate in community service projects and do Good Turns for others. There probably is no device so successful in developing a basis for personal growth as the daily Good Turn.

Scouting encourages the concept of servant leadership, where the scout is encouraged to think of how they can serve others through their leadership positions instead of themselves. This helps promote personal growth by having the scout think outside of themselves and align themselves with the goals and needs of the patrol or the larger group. The religious emblems program is also a large part of the personal growth method. Frequent conferences with his Scoutmaster help each Scout to determine his growth towards Scouting's aims.

Scout Leadership Development

Scouts BSA encourages scouts to learn and practice leadership skills. Every scout will participate in both shared and individual leadership situations. As a scout advances through the ranks he will have many opportunities for a leadership role in the troop. Understanding the concept of leadership helps a scout accept the leadership roles of others and guides them towards the citizenship aim of Scouting.

The Uniform

The uniform makes the Scout troop visible as a force for good and creates a positive youth image in the community. Boy Scouting is an action program, and wearing the uniform gives the Scout an identity in a world brotherhood of youth who believe in the same ideals. The uniform is practical attire for Scout activities and provides a way for Scouts to wear the badges that show what they have accomplished.

The Scout Oath

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 my myself
physically strong
Mentally awake,
and morally straight.

The Scout Motto

Be Prepared

The Scout Law

A Scout is
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
and Reverent

The Scout Slogan

Do a good turn daily

For your consideration - For each one hundred scouts that join a Scout Troop:

- Eighteen will develop hobbies that will last through their adult life.
- Seventeen will become Scouting volunteers.
- Twelve will have their first contact with a church or synagogue.
- Eight will enter a career that was learned through the merit badge system.
- Five will earn their religious emblem.
- Two will become Eagle Scouts.
- One will enter the clergy.
- One will use Boy Scout skills to save a life.
- One will use Boy Scout Skills to save their own life.

Youth Protection and Adult Leadership

Youth Protection

The BSA has a Youth Protection Program in place in which every adult must be trained, Youth Protection Training (YPT), before they can become a Scout Leader. This includes Scoutmasters, Committee Members, and even Merit Badge Counselors. A synopsis of the BSA YPT barriers to abuse is listed below:

- Two-deep leadership on all outings required. Two registered Adult Leaders, or one registered Leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings.
- One-on-one contact between adults and Scouts is prohibited. One-on-one contact between adults and Scout members is not permitted. In situations that require personal conferences, such as a Scoutmaster's Conference, the meeting is to be conducted in view of other adults and Scouts.
- Separate accommodations for adults and Scouts required. When camping, no youth is permitted to sleep in the tent of an adult other than his or her own parent or guardian.
- Privacy of youth is respected. Adult Leaders must respect the privacy of Scouts in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.
- Inappropriate use of cameras, imaging, or digital devices prohibited. While most Scouts and Leaders use cameras and other imaging devices responsibly, it has become very easy to invade the privacy of individuals. It is inappropriate to use any device capable of recording or transmitting visual images in shower houses, restrooms, or other areas where privacy is expected by participants.
- No secret organizations. The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and Leaders.
- No hazing. Physical or verbal hazing and initiations are prohibited and may not be included as part of any Scouting activity.
- No bullying. Verbal, physical, and cyberbullying are prohibited in Scouting.
- Youth leadership monitored by Adult Leaders. Adult Leaders must monitor and guide the leadership techniques used by Youth Leaders and ensure that BSA policies are followed.

- Discipline must be constructive. Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment, to include any physical activity as discipline, is never permitted. Disciplinary activities involving isolation, humiliation, or ridicule are prohibited.
- Appropriate attire for all activities. Proper clothing for activities is required. For example, skinny-dipping or revealing bathing suits are not appropriate in Scouting.
- 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, hazing, bullying, verbal insults, drugs, and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership.

The Adult Troop Leadership is responsible for enforcing Youth Protection policies. Any violations of the BSA's Youth Protection policies must immediately be reported to the Scout executive. Additional information about YPT and other BSA policies for Safe Scouting can be found at:

<http://www.scouting.org/scoutsource/HealthandSafety/GSS/toc.aspx>

All Adult Leaders should review the Guide To Safe Scouting at least once a year. All parents are strongly encouraged to download the Portable Document Format (PDF) and understand the BSA's policies and procedures to help ensure the youth's safety. All registered adults are required to complete the online Youth Protection Training every two years. All parents are encouraged to complete Youth Protection Training so that they are aware of the safety protocols in place in the BSA.

Adult Non-Leaders

Troop 46 is a welcoming, family-inclusive Scouts-BSA Troop. Parents are invited, welcome and encouraged to attend and participate in any Troop Event. We only have the following guidelines. Any adult that attends an overnight camping trip will:

- Complete Youth Protection Training
- Be a part of the Old Goats Patrol (Adult Leaders)

Phone/Electronics Policy

Scouting is designed to take place outdoors with the fellowship of other scouts and not continually connected to a smartphone or other electronic device.

Scouts are required to put their smartphone and other electronic devices away during scout meetings and during the program portion of scout trips. Scouts can use their electronic devices to take photos (see Youth Protection and Adult Leadership on guidelines on picture taking) but if their usage becomes a distraction, we reserve the right to confiscate the phone till after the program portion of the trip is completed. We strongly encourage scouts to not spend their time staring at their phone during their free time and instead spend quality time outdoors with fellow scouts.

The Uniform

Wearing the Uniform

Troop 46 is committed to the concept of the uniform as established by the Boy Scouts of America. The wearing of the uniform helps the troop in several ways:

- When smartly worn, the uniform helps build troop spirit, and a Scout's pride in himself.
- By wearing the uniform, the Scouts give each other support, and when properly worn on the correct occasions, it can attract new members.
- Scouts in uniform create a strong, positive youth image in the neighborhood, thus helping to counteract the negative feelings some adults have about youth, and the uniform makes the troop visible as a force for good in the community.
- By investing in a uniform, a Scout and his parents are really making a commitment to take Scouting seriously.
- By wearing the uniform Scouts declare their faith and commitment and important beliefs that bind them to ALL people.
- And finally, as Scouts wear the uniform, they are standing for some principles, in the open, where everyone can see. Scouts are standing with each other, not alone, declaring their intent to support the principles which Scouting stands for.

The uniform is to be worn to ALL SCOUTING ACTIVITIES, including meetings, campouts, and outings, unless specified by the adult leadership. During the heat of the summertime (from Memorial Day through Labor Day) we allow the class "B" shirt at troop meetings, but when the troop is going to or from a Scouting function or event, we require all members to wear the Field Uniform (Class "A") shirt. Once they arrive, they can change to the class "B" or other shirt, depending on the conditions.

We do not allow scouts to wear any clothing that advertises alcoholic beverages, cigarettes, or has any derogatory or offensive messages.

Troop 46 adheres to the normally required uniform parts that are listed in the BOY SCOUT HANDBOOK. Some parts are optional or provide more than one choice, and due to the cost of the uniform the troop has worked out some alternatives.

Required Uniform Parts

- **Field Uniform Shirt** – Standard short or long sleeve class "A" tan shirt. We recommend the short sleeve because it is better for year round wear.
- **Pants** – Standard long pants for winter wear; standard shorts for summer wear. To reduce the cost, the troop will accept any brand of olive green scout like pants.
- **Belt** – Standard Scout green web belt with B.S.A. buckle or any Scout related belt.
- **Shoes** – Shoes must be closed toed. No crocs, keen type sandals, or slides.
- **B.S.A. / Troop neckerchief and slide** – The troop provides the scout with a troop neckerchief and standard BSA slide when the scout joins the troop. Other scout neckerchief slides may be substituted.

- **Class “B” T-shirts** – They may be purchased from the troop and are used to supplement the class “A” uniform and are the default for summer activities.

Note: Any Old style uniform parts are appropriate for wear.

Uniform Insignia

Troop 46 emphasizes correct insignia on the uniform. Certain insignia are provided by the scout, while others are provided by the troop. Your BOY SCOUT HANDBOOK tells you where to correctly sew your uniform insignia.

THE FOLLOWING INSIGNIA ARE TO BE PROVIDED BY THE SCOUT FOR their UNIFORM:

- **Mecklenburg County Council Strip** - For the left shoulder.
- **Green Troop 46 numerals** - On the left shoulder below the Veteran Unit Bar. (replaces the Cub Scout Red numerals)
- **American Flag** - On the right shoulder. (Normally included with the uniform.)
- **Olive Green Loops** - For shirt Epaulets.
- **World Crest** - Above left pocket.
- **Order of the Arrow pocket flap** - (If O.A. member) on the right pocket flap.

THE FOLLOWING INSIGNIA ARE PROVIDED BY THE TROOP FOR THE UNIFORM:

- **Current Badge of Rank** - For left shirt pocket.
- **Badge of Office** - (If any) for left shoulder.
- **Patrol patch** - For right shoulder.
- **Trained Strip** - for right sleeve (If trained youth leader)
- **The Current Quality Unit Award** - For the right sleeve. A maximum of two may be worn.

Part of wearing the uniform smartly and part of the transition to Boy Scouts is removing Cub Scout specific patches (other than the Arrow of Light Rank) as well as the Webelos Rank Colors (pin holder).

The Troop will provide the above insignia for one uniform shirt for each of the youth members. The scout is responsible for all insignia for additional uniforms they may own.

Troop Activity Program

The Troop Activity Program (The Program) is made up of all our camping trips, service projects, training events and other miscellaneous things we do as a troop.

Camping Trips

Troop 46 plans for a monthly camping trip, or major activity, every month. We try to have a good assortment of activities like canoeing, shooting, ATVs, hiking, backpacking, biking, fishing and more.

- Weekend camping trips are generally held on the third weekend of the month.
- We normally target a two to three hour driving radius.
- The troop meets at the church at 6:30 pm on the third Friday and will try to depart by 7:00 pm
- Normally we return to the church on the third Sunday at about 12:30 pm. Scouts are dismissed after they unload troop gear and put it away properly.

Grubmaster

Monthly camping trips that involve patrol camping require each patrol to plan meals for the trip. The meals are Saturday Breakfast, Lunch and Dinner and a no-cook Sunday breakfast. A volunteer for each patrol is named Grubmaster. It is their responsibility to purchase the food for the patrol and bring it. The food budget for camping trips is \$10.00 per attendee. Receipts for reimbursement must be submitted within 2 weeks of the trip. Receipts turned in after 2 weeks will not be able to be reimbursed.

Service Projects

From time-to-time scouts will have the opportunity to serve their community through service projects at the personal, troop, and Mecklenburg County Council BSA levels. Some rank advancement requires participation in service projects. Please request Scoutmaster approval before participating in individual service projects where service hours will be earned. Scouts are encouraged to participate in our community under scouting's Do A Good Turn Daily philosophy regardless of earning rank-related service hours.

Training Events

Adult volunteers will have the opportunity to attend training events through Mecklenburg County Council BSA. These events are 2-3 times a year. Please review your adult leader position requirements on ScoutBook to learn which opportunities may best fit your leadership position. The troop pays the cost of BSA basic training for active uniformed adult leaders, and the troop pays a portion of the cost of any advanced training for active uniformed adult leaders, as determined by the troop committee.

The troop also provides training to new leaders periodically after troop elections. These training sessions will occur over the course of a half day on a Saturday.

Discipline

The Scouting program is designed to build in youth the necessary character and responsibility to prevent discipline problems. However, we believe it is the PARENTS who should have the direct responsibility to instill and reinforce good manners, socially acceptable behavior, and respect for authority in their scouts.

The Troop Committee has established the following procedures concerning discipline:

1. Youth members are expected to live and act according to the **Scout Oath, Law, Slogan, and Motto**.
2. Rules infractions that warrant verbal warnings or corrective actions are administered by the Scoutmaster or Adult Leader supervising the activity. Examples of infractions include vulgar or profane language, disruptive behavior, cheating, lying, and disrespect for adult and/or youth leadership. Corrective actions the Scoutmaster may take (but is not limited to) are outlined in the official Scoutmaster Manual of the Boy Scouts of America. They include:
 - "Time Out": A scout who is rowdy during a troop meeting is asked to sit away from the group for 10 to 15 minutes.
 - "Loss of Privilege": Free time or participation in a monthly scout outing is denied to those scouts who breach the limits of acceptable behavior.
 - "Meeting Expulsion": A scout who misbehaves during a troop meeting might be asked to call his parents to take him home and not finish the meeting.
3. Severe or continued rule infractions including theft, vandalism, the use of alcohol or drugs, fighting or any other physical abuse, will not be tolerated. The parents will be called to pick up their scout immediately, whether at a troop meeting or a distant camping trip. The parents are required to counsel the scout about his problematic behavior, and a follow-up call by the parents to the Scoutmaster to discuss the situation is required before the Scout may participate in any further troop meetings and/or activities.
4. The next stage of discipline is a 60 day suspension. At this time, the troop Committee and/or their representative will meet with the parents to try to resolve the problem.
5. Further severe infractions may lead to expulsion from the troop. In these cases, the Troop Committee will meet with the Scoutmaster and Assistant Scoutmasters and decide on the expulsion.

Troop Dues and Program Fees

As in most other active organizations it takes money to be able to run and maintain the program. Scouting is not free, and each scout is expected to pay his fair share when it comes to registration, paying dues, and sharing camping expenses.

Annual Dues are collected in February and are due before March 20th. This fund helps pay for the cost of maintaining the national program and accident insurance for the scouts, as well as Troop 46 equipment and supplies. When a youth joins the troop, the registration fee covers membership in Scouts BSA, a Scout's Life

subscription cost and Troop Dues which covers your first Troop T-Shirt and Handbook. The Troop fee is currently \$125.00. Families have the option to pay in several installments if they make arrangements with the troop leadership **BEFORE** the March 20th deadline. The troop pays the BSA registration fee for all active uniformed adult leaders and for active troop committee members who are trained to position.

Program fees are charged for individual campouts and outings. The fees charged on these trips are meant to reimburse the troop for the cost of food provided, campsite fees, and other exceptional expenses. These fees are charged to the participants that go on each individual trip only. Food and campsite fees will be waived for adult leaders participating on the trip. However, all participants will be responsible for any other exceptional fees like ski or bike rentals. All Fees for camping troop events are due at the meeting 1 week prior to the trip to allow for gear and food planning. Fees for larger events such as Summer Camp, Council/District events, or High Adventure activities will have timely due dates established by the troop as needed. The fees for these events may be prorated for participating adult leaders as determined by the Troop Committee. All fees are payable in advance of the activity. The troop makes best effort to pay for all adult adults attending each trip within the parameters defined above. If the budget does not permit paying for all adults, the troop will prioritize paying for registered/uniformed leaders.

We are a volunteer organization. Please understand that our treasurer has made a commitment to apply all external credits like cash & checks to your scout's scoutbook account twice per month. That means there could be a delay of up to 14 days for external payments to be applied. Payments made using the scoutbook - paypal integration in the scoutbook mobile app are applied immediately.

Fundraising

The Troop fundraising committee organizes several fundraisers each year to help offset the cost of scouting for families. Participation by scouts and families is highly recommended. Beginning in January the Troop participates in the Council Camp Card fundraiser. This fundraiser provides a 50% return of profits directly to the scout in the form of "Scoutbucks". In the fall, the troop organizes a large-scale pumpkin patch, located onsite at Matthews Presbyterian Church for the entire month of October. This is a collaborative effort between the Troop and the Pack. 100% of the profits go back to the Troop and the Pack. Immediately following the Pumpkin Patch, the Troop takes part in staffing a booth at Matthews Alive Labor Day weekend. Finally, the Troop may participate in other fundraisers such as spaghetti dinners, pancake breakfast, Panthers stadium staffing support, and car washes depending on need and adult support.

Matthews Alive

This festival happens every Labor Day weekend and is the troop's biggest fundraiser. The troop staffs a ride or booth at the festival as a fundraiser. Participation in this event is encouraged as it helps the troop keep dues and memberships cost down.

Scoutbucks

Scoutbucks are a line of credit that the scout may use to pay for any scout related item or event such as a pocket knife, uniform, or event fee. Parents may add cash to a scouts scoutbuck account to teach money

management if they wish. Parents can also request any refunds to be applied to a scoutbucks account. To cash in scoutbucks, a scout discusses the items they wish to purchase with the scoutmaster. Once approved the scout will purchase the approved item and turn in the receipt to the Troop committee for reimbursement. If a scout is using scoutbucks for an event they will need to notify treasurer@matthewstroop46.org and provide the scout's name, amount, and event description. If a scout is using the scoutbucks for a non-event/dues expense, the reimbursement form on the website should be utilized. Scoutbucks may be used to pay for summer camp. If a scout leaves Troop 46 for another troop, they may transfer their scoutbucks to pay dues at the new troop. If a scout leaves scouting completely they will forfeit their scoutbucks. At no time will a scout be able to exchange scoutbucks for direct cash.

Troop and Personal Equipment

Equipment is a big part of the Scouting program and is often the subject of many questions by the parents and Scouts. "What do we need?", "What type do we need?", How good does it need to be? These are the type of questions the leaders hear from the parents. This section deals with these questions as well as those pertaining to Troop 46 owned equipment.

Troop Equipment

Troop 46 owns a large amount of camping and associated types of equipment that supports the program. The troop is well equipped with:

- Tents
- Stoves
- Lanterns
- Propane fuel tanks
- Patrol cooking gear
- Dining flies
- Patrol boxes
- Food and drink coolers
- Hatchets and saws
- A trailer

Troop ownership of this equipment saves the individual scouts from having to buy this equipment, but it carries with it the responsibility of each scout taking care and maintaining this equipment for use by future members of the troop. Proper use and maintenance of the equipment by the scouts helps keep our costs down for current and future scouts.

A series of rules pertaining to troop owned equipment have been established:

1. It is the responsibility of each scout to use and maintain any troop owned equipment in the manner for which it is intended to keep it in working order. Any malfunctioning or damaged equipment should be

reported to the adult leadership immediately. This is primarily the responsibility of the Patrol Leaders and the Troop Quartermaster.

2. Any scout who damages any troop owned equipment is responsible for fixing or replacing that piece of equipment. If a specific person cannot be isolated, or the damage was due to horse-play by several members of the patrol, then the patrol will be responsible for the cost or repair.
3. Damage through ignorance of how to use a piece of equipment is NO EXCUSE for a scout not replacing the damaged item. There are plenty of other scouts and adult leaders who can help. If you do not know the equipment - - - ASK BEFORE YOU USE IT!
4. During camp outs, all patrols are expected to thoroughly clean and dry all cooking equipment before being put away and all scouts will be expected to participate in an equipment clean-up the first meeting after the outing.
5. DO NOT spray insect repellent in or near the tents. It ruins their waterproofing.
6. Troop owned equipment MAY NOT be borrowed by Scouts for non-Scouting events.

Personal Equipment

A certain amount of personal equipment is needed by each scout for participation in the camping and outdoor activities conducted by the troop. There is also a list of PROHIBITED items (see below) that have no place during a scouting activity or camp out.

Backpacks

A backpack is a requirement for camping trips and should be purchased as quickly as possible. All of the scout's gear should fit in the backpack. It is important that a backpack fit the scout properly to provide comfort and "carry-ability". The following link is a good resource on how to fit a backpack:

<https://www.rei.com/learn/expert-advice/backpacks-adjusting-fit.html>

The troop has several loaner backpacks for scouts. The minimum recommended capacity is 50 liters.

Daypacks

All scouts need to have their own daypack for hikes. Preferably a kind that could be rolled up and folded into a Backpack. Scouts are encouraged to pack the 10 essentials in their daypack on any hikes they go on. (Scouting 10 Essentials include Pocket Knife, First Aid Kit, Extra Clothing, Rain Gear, Water Bottle, Flashlight, Trail Food, Matches, SunScreen and Map/Compass). Minimum carrying capacity should be 10 liters.

Water Bottles

All scouts need to have a canteen/water bottle. Water more than food is vital to a scout's comfort and health. The Troop recommends the use of the 32 oz wide mouth Nalgene water bottle. This particular bottle is compatible with many types of water filtration systems. Canteen/water bottles should be plastic or metal, and have some way to attach to the clothing, or hang from the shoulder. Carrying a water bottle in your hands for 10 miles is no treat.

Eat System

Mess Kit– Should include a plate, bowl, cup, utensils

The adult leaders recommend something like this from Walmart <https://www.walmart.com/ip/Ozark-Trail-Two-Person-11-Piece-Table-Set/49759703>

It comes with a net storage bag that allows stuff to air dry after being washed. Avoid the traditional aluminum “scout” mess kit.

Sleep System

Sleeping bag – A 20 degree bag will work for most of the camping trips that Troop 46 will plan. It is important to remember that the degree rating that is published is generally a survival rating, rather than a comfort rating. Most 20 degree bags have a comfort rating of around 32 (+/-) degrees.

Sleeping bag liner (as needed) – A sleeping bag liner can improve the performance of a sleeping bag by 5-10 degrees and this can make the difference on colder camping trips. There are specifically made sleeping bag liners available, but a simple fleece sleeping bag will work very well also.

Sleeping pad – the temperature rating of a sleeping bag is calculated assuming the use of a sleeping pad. The sleeping pad provides a layer of insulation between the ground and the sleeping bag. There are three basic types of sleeping pads:

- *Closed Cell Foam* – a closed cell foam pad is generally the second lightest and least comfortable pad and cheapest. It provides an excellent insulating layer.
- *Air* – An air pad is like a pool float, but better constructed. They are the lightest pads and can be extremely comfortable, but an insulated air pad is required for colder weather and they are the most expensive pads (generally).
- *Self-Inflating* – A self-inflating air pad is kind of a combination of the first two pads. There is an open cell foam pad inside the pad that, when the valve is opened and the pad unrolls, it pulls air in and the open cell pad expands. Self-inflating pads are comfortable, good insulators and mid-price range, but are generally the heaviest and most bulky pads.

Pillow (Optional) – If you sleep better at home with a pillow, then having a pillow while camping will be important. There are inflatable pillows, or you can use your change of clothes in a small stuff sack as a pillow.

Hammocks (Optional) - Scouts who achieve First Class rank have the option of sleeping in a hammock. Hammocks need to be designated as a type for camping and scouts need to remember to bring insulation with them if cold weather is expected.

Clothing

Class A Uniform - Required for all scouts to have - see discussion above in the Uniform section. Traveling to and from scouting events is done in uniform as required by the BSA.

Class B Troop T-Shirt - Is recommended for scouts to wear at troop activities where a Class A uniform is not required. The T-shirt helps provide a troop identity when the troop is attending council or district I activities and events.

Rain Gear - Rain Ponchos are great when starting out but can be cumbersome to move and work in. Waterproof jackets and pants will improve a scout's experience in the rain (example Frogg Toggs).

Change of clothing - On a summer overnight camp out usually one change of clothes is all that is needed. Additional layers of clothing are recommended on fall and winter trips.

Socks - Extra socks to keep feet dry and healthy.

Outer clothing - In the summer we only carry light jackets. When cold weather camping, scouts should wear a warm coat and hat; (preferably a stocking cap) and gloves. Remember you will stay warmer dressing in layers.

Pajamas, Sweat Suit or Polypropylene long johns - for sleeping

Shoes - Closed toe shoes only. (Crocs do not count). Hiking shoes or boots are preferred for hiking trips. Remind your scout to avoid blisters, not to wear new shoes or boots that have not been broken in on a campout. Don't forget to waterproof those shoes.

Swimming suit and beach towel - (summer only).

Toiletry Articles

For longer trips, such as the annual Summer Camp (7 days, 6 nights), showering several times will be a necessity. Soap, Washcloth, towel, deodorant, toothbrush, toothpaste, and comb or brush.

For weekend trips (1 or 2 nights), shower facilities are rarely available, so a toothbrush and toothpaste would be enough.

Other

1. **Additional Water Bottle(s)** - More is better on longer trips
2. **Flashlight and Spare Batteries** – Each scout needs a light source for camp outs. It is common to arrive after dark on Friday evening when going on monthly camping trips. A headlamp and a small, handheld flashlight are advised. It's handy if both devices use the same battery size
3. **Insect Repellent** – We would prefer the non-aerosol type because insect repellent, if sprayed on a tent, removes the waterproofing.
4. **Trash Bags** – this item has a multitude of uses at camp besides taking care of trash. Scouts should keep a couple extra on hand.
5. **Personal First Aid Kit** – The troop carries a well-stocked first aid kit, but scouts are not always in the immediate vicinity. A personal first aid kit should be small enough to carry in the pocket and is designed for minor burns, scratches and cuts. Every scout prepares one of these as a Tenderfoot scout.
6. **Boy Scout Handbook, Pencil and Paper.** - Advancement happens on outdoor trips and it is vital for the scouts to remember their book so we can properly record their accomplishments.

7. **Dry Bag** - To keep clothes and other items dry (Backpacks even with raincovers are not waterproof). Storing clothing in a zip-loc style 1 gallon freezer bag is an excellent way to do this.
8. **Totin' Chip, Firem'n Chit, and Outdoor Code Cards**- The scouts are required to carry these cards whenever they are at a scout function.
9. **Pocket Knives** – Troop 46 has adopted the following specifications for knives carried by Scouts.
 - A scout **MUST** earn the Totin' Chip to be allowed to carry a pocketknife at Scouting activities.
 - The knife must be a folding pocket knife, preferably one with a locking blade that the scout can easily operate.
 - Have a blade length of approximately the width of their hand or less.

Optional

Compass - The troop has a set of 10 compasses for use in orienteering and land navigation. If a scout wishes to have their own compass and use it, we'd recommend one that has a declination scale or an adjustable declination on it.

Prohibited Items

Any weapons - including sling-shots, pellet or BB guns, pea-shooters, blackjacks, brass knuckles, or usage of any other tool in a threatening manner etc.

Any obscene, vulgar, or questionable material - These items will be confiscated by the adult leadership and be held for the parents.

Health Forms and Accident Insurance

The Boy Scouts of America and the Troop 46 Committee have established policies and procedures in dealing with the necessary question of Health Forms and Accident Insurance. A good part of the Scouting program consists of an active and sometimes rigorous outdoor program and it is necessary to take basic steps to protect the health and welfare of the scouts and the troop.

Health Forms

Each youth member and adult troop leader is to have the appropriate BSA Medical Form on file with the scoutmaster. The Boy Scouts of America requires that a scout and adult leader have an annual health history (BSA Medical Form A&B) attested by a parent or guardian for events 72 hours or less (monthly camping trips).

For outings 72 hours or more (summer camp, high adventure camp, etc.), the BSA requires BSA Medical Form Parts A,B,&C which includes a medical evaluation by a physician licensed to practice medicine. The physical must have been within 12 months unless specific conditions dictate more frequent examination.

Health Form download link: https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Accident Insurance

Troop 46 and the Mecklenburg County Council maintains a Unit Accident Insurance Policy as required by the Boy Scouts of America. Parents should be aware of the fact that this is a SUPPLEMENTAL accident insurance policy, and as such has limited coverage. It only pays costs that are not covered by your existing medical insurance, and the injury must occur at a scout function.

Transportation and Insurance

The troop will enforce reasonable travel speed in accordance with state and local laws in all motor vehicles. Proof of Insurance is required for all vehicles used in scout functions or transportation.

If Scouts are transported by a motor vehicle:

- Driver Qualifications: All drivers must have a valid driver's license and be at least 21 years of age.
- Driving time is limited to a maximum of 12 hours per day and must be interrupted by frequent rest, food, and recreation stops.
- Seat belts must be used by all passengers and drivers.

******VEHICLE INSURANCE ******

ALL VEHICLES MUST BE COVERED BY A LIABILITY INSURANCE POLICY.

The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed.

Youth Officers and the Election Process

General

The scouting program is designed to teach and promote leadership skills. The program structure contains several levels of youth leadership. Youth leaders (with guidance from the adult leaders) plan and execute the troop program. These leadership programs are not taken lightly, they are considered very important. A Scout is REQUIRED to be involved in leadership if he is to advance in the higher ranks of Star, Life and Eagle. Eligibility standards for leadership positions have been established and are a combination of a scout's participation records and current rank. The top leadership positions are elected while some are appointed by the Scoutmaster. Elections are held up to two times a year.

Youth Leadership Positions

1. Senior Patrol Leader - The Senior Patrol Leader (SPL) is the top youth leader in the troop. He conducts the troop meetings and Patrol Leaders Council meetings, passes on information from the Scoutmaster and generally watches over and leads the troop during scheduled activities.

2. Assistant Senior Patrol Leader - The Assistant Senior Patrol Leader (ASPL) is the SPL's assistant and stand-in for the SPL when he is unavailable. The Scribe, Quartermaster, Librarian, Historian, Den Chief and Chaplain's Aid report to the ASPL.

3. Troop Guide - The Troop Guide (TG) is assigned to help New Scouts and reports to the Assistant Scoutmaster for that patrol. His job is to help the new scouts learn how the troop operates and assist in their rank advancement.

4. Patrol Leader - The Patrol Leader (PL) is the leader of the patrol. He has the energy and training to make the patrol work as well as possible.

5. Assistant Patrol Leader - The Assistant Patrol Leader (APL) is the Patrol Leader's assistant and replacement for the PL whenever he is unavailable. The APL is appointed by the Patrol Leader.

6. Other Positions - These positions include Scribe, Quartermaster, Historian, Librarian, Den Chief, and Chaplain's Aide. They are explained in your Boy Scout Handbook, and they are considered leadership positions for the purpose of advancement.

Rank Guidelines for Holding Office

The Scout must fill the following Rank and requirements for both elected and appointed positions:

Scouts requesting elective positions must have the approval of the Scoutmaster and Adult Leadership.

- **Senior Patrol Leader** - Elected by the troop, should be First Class rank or above and must be approved by the Scoutmaster. Candidates preferably will have served previously as a Patrol Leader
- **Assistant Senior Patrol Leader** - Appointed by the Senior Patrol Leader. Optimally will have served as a Patrol Leader. Must be First Class Rank or above and must have the approval of the Scoutmaster.
- **Troop Guide/Instructor** - First Class rank and above is appointed by the SPL, with the Scoutmaster approval.
- **Patrol Leader** - Second Class rank and above and is elected by the patrol.
- **Assistant Patrol Leader** - Second Class rank and above (or approved by Scoutmaster) and is appointed by the Patrol Leader.
- **Other Positions** - First Class or above and appointed by the SPL with the Scoutmaster's approval.

A youth member may be removed from a leadership position if in the judgment of the Scoutmaster and troop leadership that he is not fulfilling the duties of the position or performing his duties in a way that has a negative effect upon the operation and welfare of the Troop. Rank guidelines for leadership positions are open to the Scoutmaster's discretion.

Troop 46 Election Process

1. One meeting prior to election: Nominations for SPL done
2. Election night:
 - a. Senior Patrol Leader nominees give a maximum 2:00 minute speech to explain why they would be the best candidate.
 - b. Elections are held using secret ballots.
 - c. Senior Patrol Leader appoints Assistant Senior Patrol Leader from the pool of nominated SPL candidates.
 - d. Patrol Leader Elections are held using secret ballots within the patrol after the ASPL has been appointed by the SPL.
 - e. Patrol Leader appoints Assistant Patrol Leader
 - f. Any scouts that desires a supplemental leadership position submits a request (with 1st and 2nd preferences) to Senior Patrol Leader
3. SPL meets with Scoutmaster (+1) before the next meeting to review position requests.
4. One week after the election: SPL appoints required supplemental positions.

Position	How Position Obtained
Senior Patrol Leader	Elected by Troop
Asst. Senior Patrol Leader	Appointed by SPL (SM advises)
Patrol Leader	Elected by Patrol
Asst. Patrol Leader	Appointed by Patrol Leader
Supplemental Positions	
Troop Guide	Appointed by SPL (SM advises)
Quartermaster	Appointed by SPL (SM advises)
Scribe	Appointed by SPL (SM advises)
Den Chief	Appointed by SPL (SM advises)
Chaplain Aide	Appointed by SPL (SM advises)
Historian	Appointed by SPL (SM advises)
Instructor	Appointed by SPL (SM advises)
Librarian	Appointed by SPL (SM advises)
Webmaster	Appointed by SPL (SM advises)
Bugler	Appointed by SPL (SM advises)

OA Representative	Appointed by SPL (SM advises)
Outdoor Ethics Guide	Appointed by SPL (SM advises)
Junior Asst Scoutmaster	Appointed by Scoutmaster

Advancements and Board of Review

Rank Advancements

Rank advancement is one of the methods used in scouting to help advance the aims of the program and provide recognition to the scouts who have worked hard.

Merit badges, badges of rank, and Eagle Palms are for youth who are registered Boy Scouts and have passed the requirements listed in the Scout BSA HANDBOOK. Refer to your handbook, or the Scouts BSA REQUIREMENTS pamphlet for specific requirements. All badges of rank require the scout to SHOW & DEMONSTRATE SCOUT SPIRIT. In addition, some ranks require that SERVICE PROJECTS be performed. The troop committee follows the official Boy Scout Requirements as stated and has established policy to help further define the requirements for Scout Spirit and Service Projects.

Scout Spirit

It is easy to become a Scout. It is not easy to BE ONE. To be a good scout you need self-motivation and determination. It means knowing and living the Scout Oath, Law, Motto, and Slogan. It means PARTICIPATING and playing by the rules of the game to be a good member of the team.

Service Projects

Service projects shall be meaningful service not normally expected of a scout as part of his school, religious, or community activities. Service projects MUST BE approved by the Scoutmaster. During the year, the Troop will inform scouts of service opportunities that they can participate in.

Scoutmaster Conference

A Scoutmaster conference is simply a chance to talk to a Scout about how he is doing, how he feels about the troop and his role in it, how he is advancing, and how he is striving to live up to Scouting's ideals. Most importantly, the Scoutmaster conference should be a way of encouraging the individual Scout. The Scoutmaster conference is the most personal method in Scouting to assess the needs and desires of a Scout, to encourage and support him, to learn of his fears and hopes, to help him to see himself in the greater context of Scouting, and to encourage his personal growth, both in skills and in living up to the ideals of Scouting.

Boards of Review

A Scout who has completed the requirements for any rank (except Scout rank) then appears before a board of review. Its purpose is to determine the quality of the Scout's experience and decide whether the requirements for the rank have been fulfilled. If so, the board not only approves the Scout's advancement but also provides encouragement to continue the quest for the next rank. Because the board of review date becomes the effective advancement date, boards should be scheduled promptly as Scouts are ready, or set up on a regular basis that assures Scouts are not delayed in beginning time-oriented requirements for the next rank.

The board is made up of three to six unit committee members—no more and no less. In units with fewer than three registered committee members available to serve, it is permissible to use knowledgeable parents (not those of the candidate) or other adults (registered or not) who are at least 21 years of age and who understand Scouting's aims. Using unregistered adults for boards of review must be the exception, not the rule. Registered committee members familiar with the unit program, who have had a background check, and who are Youth Protection trained are preferred. Scheduling boards of review when and where committee members can attend usually alleviates the problem of not having enough committee members for a board.

Eagle rank board of reviews are conducted by a Mecklenburg County Council Eagle Scout Board of Review Representative along with at least 3 members of the Troop Committee. The Scoutmaster and parents are not present for this board of review.

Merit Badge Process

There are close to 140 merit badges. Thirteen specified merit badges are required by the time a Scout achieves Eagle. Eagles must earn an additional eight optional badges for a total of 21. Scouts of any rank may earn any merit badge. The merit badge system is designed to propel the Scout beyond the home, to learn to communicate with strangers, and to learn about a subject from a local expert. The troop committee is responsible for maintaining a current list of merit badge counselors. Parents may counsel their child on a badge only if they are the approved troop counselor for that badge. The process for a merit badge should follow these steps:

1. Discuss Merit Badge intention or opportunity with the Scoutmaster and obtain a blue card with a Troop Leaders signature. The scout completes the "Application of Merit Badge" section of the blue card. This is done before any merit badge work is completed.
2. If necessary, the Troop will assist the scout in finding a merit badge counselor for the topic they desire to learn.
3. The scout completes all requirements as written for the merit badge to the satisfaction of the merit badge counselor. No requirements at any time may be made in addition to the already stated merit badge requirements.
4. If a scout works on a merit badge as part of an event such as a camp, or council event and does not complete it during the event, they may complete it with a different merit badge counselor.
5. A scout has until their 18th Birthday to complete any merit badge.
6. The blue card is perforated into 3 sections. Once the requirements are completed the counselor will fill out and initial the requirements grid, put their contact information in the appropriate section and

sign off in the applicants record section. The counselor then has the option to remove the counselors record portion of the card to keep for their records.

7. The scout will return the signed and completed remaining 2 sections to the Scoutmaster or advancement chair for a unit leader signature.
8. The blue card is then turned in with an advancement record to the council office where it is stamped and recorded and returned to the troop.
9. The troop then splits the last two sections and gives one to the scout for their record as proof of completion and keeps the other in the troop records as a backup

Troop Rules

Camping Rules

General

1. The Troop Leadership will establish boundaries on all camp outs. These boundaries are established for the health and safety of the scouts and must be obeyed at all times.
2. The Buddy System will be used any time you are not in the campsite.
3. Running or horseplay is not permitted in the campsite.
4. Do not spray Insect Repellent in or near the tents.
5. Killing any type of animal, including snakes is prohibited. If a snake is thought to be poisonous, call an adult leader.
6. Cutting or damaging trees or limbs from trees is prohibited without permission from the adult leadership.
7. Dumping foreign materials into lakes or streams is prohibited.
8. Principles of Leave No Trace are to be followed on all outings.

Base-Camp Setup

1. Upon arriving at a campsite, all troop and personal equipment is removed from the vehicles.
2. The leadership looks over the site and determines the location where the dining fly and tents will be set up.
3. The first item to be set up is the dining fly. In bad weather, all troop and personal equipment can be stored under the fly until the tents are set up.
4. Set up tents and store personal gear.
5. Prepare the firepit if provided.
6. Set up the kitchen and dining area and unpack the patrol box. Setup propane tank, stove, and lantern.
7. Establish an ax yard.
8. Scouts need to check with the SPL or Patrol leader for other assignments.

Food

- No food should be stored in tents.
 - It draws insects and animals and sharing a tent with a hungry raccoon is not an experience that the scouts will enjoy.
- Food will be stored in the food boxes provided at all times. Any food left out may be eaten by non-paying patrol members (animals). This is more of a problem at campsites because the animals are often used to being around people.
- Garbage and trash must always be kept picked up and placed in the trash barrels or containers for the above stated reasons.
- Do not throw food scraps and garbage into the Campfire. Paper items may be burned, but food and grease soaked items will only smolder and stink.

- If a patrol is short on food the patrol leader need to notify the Scoutmaster as to the situation

Axe Yard

1. The use of an axe, saw, hatchet or bushcraft knife is restricted to an established ax yard, unless approved by the adult leadership.
2. Scouts using these tools must attend a "WOOD TOOLS SAFETY" training course and have a TOTIN' CHIP card in their possession.
3. Only one person at a time is allowed in the ax yard. An extra person is allowed if working with longer pieces of wood.
4. Check for proper tool clearance.
5. Clean and store tools properly after use.
6. Cutting or damaging a live tree or bush is prohibited, except by prior approval of the adult leadership.
7. Anyone using a knife will maintain a "Safety Circle" around them, and if someone enters that zone, they must stop using the knife immediately.

Campfires

1. Fires will only be allowed in established fire pits. Anyone who wants to light a fire must attend a "Fire Safety" training class, and have a FIREM'N CHIT card in their possession.
2. Establish a 5 foot clear zone around the fire pit before lighting a fire.
3. All fire safety procedures must be followed including maintaining a fire bucket to put out the fire.
4. Playing in the fire or removing a burning item from the fire and playing with it will not be tolerated, and appropriate disciplinary action will be taken.

Campsites

1. Scouts below First Class are expected to camp two to a tent with their patrols during overnight outings.
2. First Class scouts are permitted to sleep in hammocks on overnight outings.

3. Patrols are expected to make their own meals and provide their own food on a campout. (Exceptions will be made based on the Scoutmaster's discretion.)
4. All scouts are expected to participate in cooking, cleaning and other duties on a campout. The Patrol will put together a duty roster to ensure these duties are fairly allocated amongst the patrol members.
5. Troop Quiet Hours at camp start at 10pm and go till 6:30am. If staying at a facility with different hours, the facility's hours will be honored. Scouts who are awake are expected to speak in low voices and not disturb those who are sleeping.
6. Anyone wishing to enter a campsite in which they are not camping must stop at the entrance and ask permission to enter. If it is denied that person may not enter.
7. Leader's Chairs are for LEADERS ONLY.

Aquatics

1. Swimming is only allowed at established swimming areas, whether provided or troop established.
2. A BSA lifeguard must be present unless at an aquatics facility that provides trained lifeguards.
3. The buddy system will always be used in any type of aquatic activity.
4. Buddy checks and tag systems will be established and used.
5. Anyone using any type of boat will always wear a personal flotation device.
6. Boats will be properly stored after use.

Appendix

Summer Camp Packing List

Foot Locker

Everything the scouts need at Summer Camp should fit into a footlocker. The footlocker linked below is not mandatory, but it has proved itself with many scouts for many years. They can be locked (your own lock) if desired. Theft is very uncommon, but some boys like to have the ability to lock them up.

Footlocker Link: <https://www.walmart.com/ip/Sterilite-Footlocker-Black/16415912>

A Note on Packing

It's very important that the scout is packing up the footlocker, even if you help gather all the stuff. This is important so that they know where things are in the footlocker, and they learn what things they need.

Paperwork

- Health Form (Parts A, B and C)

Medication

The Boy Scouts of America rules for medication at Summer Camp state that they should be in the original packaging so that the “what” and the “who is it for” can be easily determined.

- A leader will be responsible for maintaining possession of the medication and distributing it to scouts at the appropriate times.
- Make sure that any medication is documented on the BSA Health Form.
- Unless directed by a doctor, please do not give your scout a “break” from their medication at Summer Camp

Clothes

Class A Uniform	Required – we'll travel to and from camp, go to dinner and the big campfire in them. Bring a hanger to hang it up in your tent to keep it ready for formal activities.
Raincoat/Poncho	Be Prepared – even if rain is not in the forecast, it's a good practice to get into.
Hoodie	Be Prepared – not expected it to be cool, but you never know – if there's room in the footlocker, pack one.
T-shirts	Pack 7 t-shirts – this will provide an extra t-shirt and should be plenty
Shorts/Pants	Again, 7 pairs of shorts or pants
Underwear	7
Shoes	Plan on 2 pairs – it's nice to be able to change shoes (must be closed toed, no Crocs, no sandals)
Socks	7 pairs
Swimming Trunks	1 or 2 pairs if participating in water activities. Even if your scout is not doing a water activity, there is the Polar Bear challenge (a pre-breakfast swim 4 out of 5 mornings) that is available to all campers, so everyone should bring a pair.
Hat	At least 1 hat for sun protection – a wide-brimmed hat is recommended

Sleeping

Sleeping Bag	A lightweight sleeping bag is generally all that's needed. The weather at Camp Grimes is very similar to the weather here – it will generally be hot, but we've been surprised before. Look up the weather forecast for Marion, NC to get an idea of what the weather at camp will be.
Sleeping Pad	A sleeping pad can either be a "nice-to-have", in the case of a cot, or a "have-to-have" in the case of an Adirondack. Camp Grimes no longer supplies pads, and a plywood mattress is not comfortable at all.
Pillow	If you use a pillow at home, a pillow at camp is recommended.

Personal Hygiene

Soap	A small bottle of all-in-one body wash/shampoo is the easiest thing to deal with
Washcloth	
Towels	Two of them – One for showering and one for swimming
Toothbrush	Your favorite toothbrush
Toothpaste	
Deodorant	YES PLEASE
Sunscreen	Protecting the skin from sunburns is very important to having a good time at camp as well as helping prevent problems in the future
Bug Repellent	Look for a product that is effective against mosquitoes and ticks
Powder	



NOTE: Showers will be required for everyone's sake. We recommend taking one every day, but every other day will do the trick.

Miscellaneous

Light	Flashlight or head light and an extra set of batteries
Pocket Knife	
First Aid Kit	A small personal first aid kit to address small cuts, scrapes, or blisters. The troop will also have a larger first aid kit at camp, but the scouts can be far away from the campsite during the day.
Compass	
Water Bottles	It is very important to stay hydrated at camp and it's recommended that each scout has two water bottles with them. Labeled
Phone/Camera	We do expect respectful use of electronic devices. Charging opportunities are hard to find. Scouts are completely responsible for their electronics and keeping them safe. If in doubt, don't bring it. The leaders will be happy to provide or pass communication.
Scout Handbook	Consider a spiral notebook with pockets for merit badge notes
Watch	A cheap, water-resistant watch is very useful as it doesn't need to be charged. Scouts are expected to be on time for their merit badge sessions and activities.
Spending money	There is a trading post that has snacks, drinks, treats, merit badge class supplies, so a little spending money is nice for a scout to have.



NOTE: Make sure names and "T46" is marked on anything (within reason) like:

- Footlocker
- Flashlight/headlights
- Scout Handbook
- Hats

- *Water bottles*

Care Packages and Mail

The scouts like to get a care package during the week at camp. Boxes will be provided for parents to pack a care package and they will be carried to camp with our troop gear. Care packages will be distributed to the scouts on Wednesday. Wednesday is our troop evening and we'll have our campfire and Dutch oven desserts that evening.