



TROOP LEADERSHIP GUIDE

TROOP 755
First Presbyterian Church
Northville, Michigan

Chartered: April 28, 1947

Table of Contents

• The Organization of Scouting	Page 4
• Troop Leadership Positions	Page 4
• “We Predict...”	Page 6
• BSA “Woods Wisdom” Manual	Page 6
• Troop Committee Meetings	Page 7
• Leader Training	Page 7
• Uniforms	Page 7
• Scout Handbook	Page 8
• Camping	Page 8
• New Scout Patrols	Page 8
• New Scout Patrol Leader & Assistance	Page 9
• The Patrol Method	Page 9
• Patrol Leader Council / “Green Bar Patrol”	Page 10
• Patrol Meetings	Page 10
• Patrol Yell & Flag	Page 11
• Campfire Program Planning	Page 11
• Other Community Troops	Page 11
• Tour Permits	Page 11
• Mystery Campouts	Page 12
• Memorial Day Parade	Page 12
• Summer Camp Program	Page 12
• New Scout Program Initial Sequence of Events	Page 13
• Parent Participation	Page 13
• Resource Survey Sheet	Page 13
• Merit Badge Program	Page 14
• Board of Review Process / Advancement	Page 15
• Order of the Arrow	Page 16
• Troop Newsletter	Page 16
• “Two Deep Leadership”	Page 16
• New Scout Leader Responsibilities	Page 16
• New Scout Planning - When to do Advancement	Page 17
• New Scout Advancement Program	Page 18
• Winter Camping Information	Page 22
• Uniform Information	Page 23
• Camping Information	Page 25
• New Scout Program	
⇒ Tenderfoot Requirements	Page 27
⇒ Second Class Requirements	Page 40
⇒ First Class Requirements	Page 55
• Appendix	
⇒ Welcome To Troop 755	Page 69
⇒ Patrol History for Troop 755	Page 71
⇒ Resource Survey Sheet - Troop 755 (two pages)	Page 72
⇒ Meeting Agenda Form	Page 74
⇒ Emergency Care Information Form	Page 75
⇒ Insurance & Vehicle Requirements for Drivers Form	Page 76
⇒ Parent Authorization and Outing Consent Form	Page 77
⇒ Campout Religious Ceremony	Page 78
⇒ Campfire Program Collections	Page 83
⇒ 1996-97 Troop 755 Program Plan	Page 94
⇒ Welcome To Troop 755	Page 69

Table of Contents (continued)

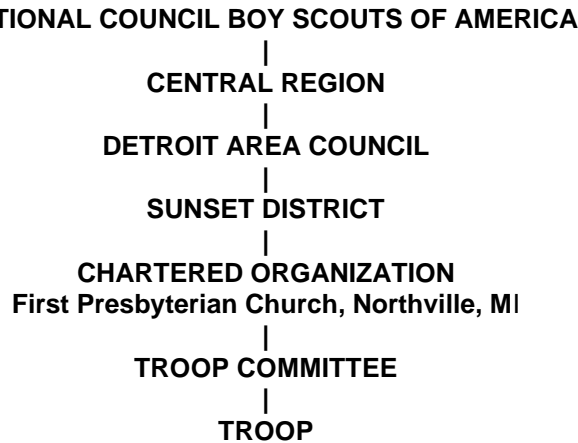
- Miscellaneous Reference Attachments
 - ⇒ Old Troop Advancement Record Sheet
 - ⇒ Scouting Advancement Plan Form for Boards of Review
 - ⇒ BSA Camp Duties Roster Form
 - ⇒ Patrol Duty Roster Form - Troop 755
 - ⇒ Patrol Meal Menu Form - Troop 755
 - ⇒ Troop Meeting Plan (Woods Wisdom) - Different 1-Page Format
 - ⇒ Troop Meeting Plan (BSA) - Different 2 Page Format
 - ⇒ The Campfire Program Planner - 2 pages
 - ⇒ Scouter's Award Progress Record Form
 - ⇒ Local Tour Permit Application (2-Page Format)
 - ⇒ Troop Program Features (Woods Wisdom)

Note: The following areas of troop operation are not covered in this guide:

- 1. Experienced Scout Program**
- 2. Venture Scout Program**
- 3. Eagle Scout Program**
- 4. Fund Raising Program**
- 5. Court-of-Honor Programs (Regular & Eagle)**
- 6. Membership Program**
- 7. Campout Arrangements**
- 8. Cub Scout Pack Liaison & Den Chief Program**
- 9. Equipment Coordination**

THE ORGANIZATION OF SCOUTING

Our troop fits into the national Boy Scouts of America (BSA) organization like this:



For additional information on National, Council and District responsibilities, review the BSA "Troop Committee Guide Book."

TROOP LEADERSHIP POSITIONS

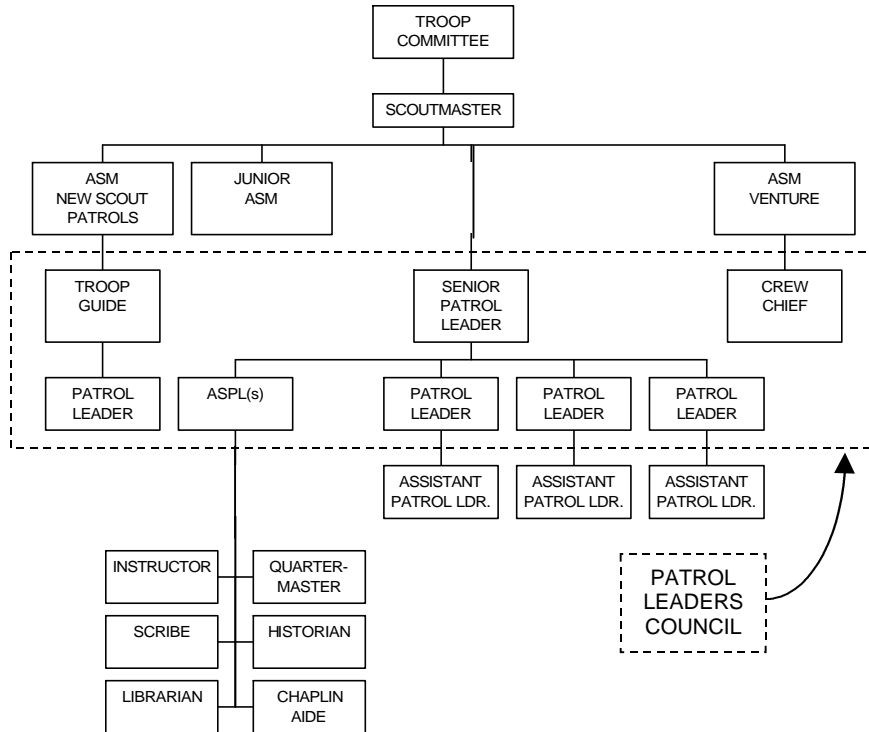
Some of the adult leadership positions in Troop 755 are:

- Committee Chairperson
- Chartered Organization Scouting Coordinator
- Membership Coordinator
- Secretary
- Treasurer
- Cub Scout Pack/Den Chief Liaison
- Newsletter Editor
- Fund Raiser Coordinator
- Court of Honor Coordinator
- Eagle Coordinator
- Eagle Secretary
- Advancement Chairperson
- Board-Of-Review Chairperson
- Merit Badge Coordinator
- Attendance & Incentive Coordinator
- Program/Scoutcraft Coordinator
- Campout Reservations Coordinator
- Campout Food Coordinator
- Transportation Coordinator
- Equipment Coordinator
- Scoutmaster
- New Scout Assistant Scoutmaster(s)
- Experienced Scout Assistant Scoutmaster(s)
- Venture Scout Assistant Scoutmaster(s)
- Summer Camp Scoutmaster
- Canadian Canoe Trip Scoutmaster
- Jamboree Coordinator

The current junior youth leadership positions in the troop are:

1. **Senior Patrol Leader (SPL)** - top junior leader in the troop. He leads the patrol leader's council and, in consultation with the Scoutmaster, appoints other junior leaders and assigns specific responsibilities as needed.
2. **Assistant Senior Patrol Leader (ASPL)** - fills in for the SPL in his absence. He is responsible for training and giving direction to the quartermaster(s), scribe, troop historian, librarian and instructors.
3. **Quartermaster(s)** - responsible for troop supplies and equipment.
4. **Scribe** - the troop secretary.
5. **Patrol Leader (PL)** - gives leadership to members of his patrol and represents them on the patrol leader's council.
6. **Assistant Patrol Leader (APL)** - fills in for the patrol leader in his absence.
7. **Troop Historian** - collects and maintains troop memorabilia and information on former troop members and documents troop activities and campouts.
8. **Librarian** - keeps troop books, pamphlets, magazines, audiovisuals and merit badge counselor list available for use by troop members.
9. **Instructor(s)** - teaches one or more advancement skills to troop members.
10. **Chaplain Aide** - assists in troop religious services and promotes religious emblem programs.
11. **Junior Assistant Scoutmaster (JASM)** - a Scout 16 or older who supervises and supports other boy leaders as assigned. He will generally have had the experience of being a Senior Patrol Leader.
12. **Venture Crew Chief** - leader of the troop Venture crew.
13. **Troop Guide(s)** - advisor and guide to the new Scout patrol(s).
14. **Den Chief(s)** - work with a Cub Scout or Webelos den as a guide.
15. **Cheerleader** - works with the SPL and other leaders to set up campfire programs or other activities for the Troop as assigned.

TROOP ORGANIZATION



"WE PREDICT....." ...for every 100 boys who join a Boy 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 program.
- Five will earn their religious emblem.
- Two will become Eagle Scouts.
- One will enter the clergy.
- One will use his Boy Scout skills to save a life.
- One will use his Boy Scout skills to save his own life.

BSA "WOODS WISDOM" MANUAL

The Boy Scout "Woods Wisdom" manual is an excellent source for program planning. Listed below are the sections found in the manual. A copy of the Troop Program Features section can be found in the Appendix of this guide. Excerpts are frequently printed in "Scouting" magazine for adult leaders.

- 36 Months of Troop Programs
- Community Service
- Outdoor Program
- Program Specialties & Games
- Ceremonies
- Scoutmaster's Minutes

TROOP COMMITTEE MEETINGS

- Troop Committee meetings are typically held each month on a Sunday evening. Notices are sent by the Committee Chairperson.
- Programs and activities are reviewed as well as suggestions and comments to improve the operation of the troop.
- New Scout leaders are encouraged to participate and represent their group at each Committee meeting.

LEADER TRAINING

- Leaders are encouraged to participate in all BSA training programs including Basic Leader Training, Wood Badge and monthly District Roundtable meetings.
- Leaders completing the BSA Leader Training and meeting certain participation requirements are eligible for the "Scouter's Training Award." It is presented at a District Roundtable meeting and includes a certificate and a Scouter's Training Award knot for your uniform. An application for the award can be found in the Appendix of this guide and should be mailed to the Sunset District Training Chairperson upon completion of all requirements.
- For Boy Scout Woodbadge Training, the troop will reimburse the participant upon successful completion of their Woodbadge ticket and presentation of their Woodbadge beads by the District/Council personnel. Reimbursement is subject to change and should always be confirmed with the Troop Committee prior to enrollment.
- Nothing, however, beats practical experience. Leaders are encouraged to join in and participate in troop events such as campouts, summer camps, etc.

UNIFORMS

- Leaders should wear the complete official Boy Scout leader uniform. Doing so sets an example and standard for the Scouts of our troop.
- Leaders should wear a black BSA name tag which easily identifies them to Scouts, other leaders and guests. Name tags can be ordered at the Detroit Area Council office for a nominal fee.
- Each new Scout should be presented a "Uniform Information" hand-out detailing uniform requirements of the troop. This document was most likely passed out during the Spring orientation/open house meeting for new Scouts. Additional copies can be obtained from the troop Membership Chairperson.
- The Membership Chairperson should ensure the "Uniform Information" hand-out is current with troop and BSA policies prior to distribution to the new Scouts at orientation meetings. Copies of the BSA catalog uniform pages may need to be replaced each year when the new catalog is issued.
- Refer to the "Uniform Information" hand-out for details.
- The "Uniform Information" hand-out and BSA Handbook (inside front and back covers) provides information on insignia placement.
- New Scouts may wear their Cub uniforms to meetings and campouts until the Memorial Day parade. A complete uniform with proper insignia is required for participation in this annual Northville event.

-
- Scouts attending Summer Camp with the troop are required to have a Class "A" uniform(s). There are no exceptions.
 - The troop operates a Scout Used Uniform Closet. Many Scouts have found shirts, shorts and pants through this program. The Scoutmaster can provide additional details if necessary.

SCOUT HANDBOOK

- Each new Scout should have a Boy Scout Handbook. This fabulous book provides information for Tenderfoot, Second Class and First Class requirements as well as an abundance of other information on outdoor activities, citizenship, safety, etc.
- Each Scout should have their name inside the book and on the edges of the pages so lost books can be quickly identified and returned even if the cover becomes separated from the book.
- Books can become tattered quickly. Some Scouts find it helpful to cover their books with clear plastic contact paper which helps preserve them.
- The BSA Handbook is where a Scout maintains his advancement records. A lost handbook means a Scout will have to have each requirement signed off again unless he has also maintained those records in the new Scout Troop Log Book which is in the possession of a new Scout leader (ASM).
- It should be emphasized a Scout is responsible for not only maintaining his handbook record but ensuring the Troop Log Book is up-to-date. If the handbook is lost, the records can be reconstructed using the Troop Log Book.
- A Scout is "prepared." Each Scout should have a pen or pencil for every meeting and with him when he wants requirements initialed (signed off).
- The Handbook and a pen or pencil should be brought to all meetings and campouts. While a Scout is working on Tenderfoot, Second Class and First Class, it is considered part of their uniform.

CAMPING

Each new Scout should be presented a "Camping Information" hand-out providing camping equipment suggestions. This document was most likely passed out during the Spring orientation/open house meeting for new Scouts and parents. Additional copies can be obtained from the troop Membership Coordinator.

NEW SCOUT PATROLS

- New Scouts should be assigned a patrol as quickly as possible and limited in size to no more than eight Scouts (if possible).
- Take into consideration recommendations from other leaders (especially previous Webelos leaders), parents and Scouts as to correct placement in patrols to avoid situations where certain Scouts may end up "alone" without friends. Develop a suggested placement list and review it with the Scoutmaster.

-
- Speak to other leaders to determine methods for making sure the Scouts have ownership in the patrol selection process. One method might be to:
 - 1) Using leader input, identify on paper in which patrol each Scout will be placed - this list is obviously not shown to Scouts.
 - 2) Cut out pieces of paper and number them for the amount of new Scouts.
 - 3) At the meeting, Scouts are asked to sit on the floor.
 - 4) Place the papers in a hat; call each Scout up one-by-one to select a number; ask them for the number picked AND THEIR NAME.
 - 5) Look on the placement list for their name and tell them their new patrol.
 - Prior to picking patrol names, new Scout Leaders should contact the Advancement Chairperson to determine which names are available. Some patrol names have long histories in the troop and are encouraged to be reused if available - provides continuity and esprit de corps.

NEW SCOUT PATROL LEADER & ASSISTANT

- Two options are possible for the new Scout Patrol Leader:
 1. The traditional Scout method calls for the patrol to elect their Patrol Leader.
 - ⇒ Once patrols have been formed, Patrol Leaders need to be selected by the Scouts. New Scout leaders should review the requirements for a Patrol Leader and ask if anyone is interested in the position. If so, have them explain why they are interested.
 - ⇒ Provide the Scouts in each patrol pieces of paper for voting. Complete votes are given to a leader who tallies them and announces who was elected Patrol Leader.
 - ⇒ Patrol Leaders should be elected again in September and in December to allow for leadership development among other Scouts.
 - ⇒ The newly elected Patrol Leader appoints an Assistant Patrol Leader who acts in the Patrol Leader's absence at troop meetings, campouts and other activities.
 2. The other method uses the appointment of an experienced Scout, at least First Class rank, to be Patrol Leader. This offers the benefits of:
 - ⇒ Provides a leadership position for Scouts working on Star, Life and Eagle ranks.
 - ⇒ Provides an experienced Patrol Leader who understands troop operations and can help direct the patrol.
 - ⇒ Provides a "big brother" for the new Scouts.
 - ⇒ The newly appointed Patrol Leader appoints an Assistant Patrol Leader (new Scout) who acts in the Patrol Leader's absence at troop meetings, campouts and other activities.

THE PATROL METHOD (Sunset Leader Training)

There are six reasons for using the "Patrol Method:"

1. Friends - A patrol permits a Scout to be in a group with his friends. One of the most important reasons is patrols should be made up of (where possible) Scouts who are already friends who naturally do things together. This tends to ease them into Scouting and to reinforce their ability to contribute to their patrol and the troop.

-
2. Small Size - This means each Scout gets involved because he is really needed. The patrol permits experience a troop-size group will deny a Scout because he is just one of many - a face in a long line. Each Scout gets involved, even the shy one, because he has to.
 3. Responsibility - Patrol jobs for everyone means all get a chance to learn and practice responsibility. Whether a Scout is a natural leader or not, he deserves the opportunity to show what he can do and improve what he can do.
 4. Adults Helped - Having boy leaders frees adult leaders for their special responsibility. The principle gain that is the otherwise overwhelming task of planning, teaching, directing, supervising, controlling, etc. is delegated to Scouts. Further, the patrol method is the only way of assuring the troop program will be run by Scouts. If the program is operated on a troop basis, it is certain it will become the primary responsibility of men. How can Scouts learn to lead if the adults do all the leading?
 5. Remember, boy leaders will need guidance and support; they cannot be allowed to flounder and fail.
 6. Democratic - Patrols provide real experience in the democratic way of doing things. Here, Scouts can have the kinds of experience leading to the aims of the Scouting movement. It is a method essential to Boy Scouting. Giving it up means giving up many of the reasons for the existence of the program (Votes - Represents - Elects). Refer to the section on the Patrol Leader Council for additional information.
 7. The last reason - nothing else seems to work!

PATROL LEADER COUNCIL

- A Boy Scout troop is supposed to be run by boys with the assistance of leaders. The heart of this is the Patrol Leader Council (PLC) or "Green Bar Patrol" as it was known years ago.
- The troop boy leadership, in conjunction with the Scoutmaster, meet periodically to discuss programs, activities and leadership issues.
- The PLC is made up of: the SPL; the ASPLs; the Quartermasters; the Scribe; and, the Patrol Leaders and Venture Crew Chief(s). Only person holding these positions can vote. Other leadership positions are ineligible.
- New Scout Patrol Leaders will represent their patrols at the PLC meetings just like the experienced Patrol Leaders for older Scouts and the Venture Crew Chief(s) for their crew(s).
- Be sure to discuss the PLC operation with the Scoutmaster and/or the Senior Patrol Leader.

PATROL MEETINGS

- Patrol meetings should be held when required. They may be no longer than 10 minutes in length, but they are conducted by the Patrol Leader or the Assistant Patrol Leader.
- New Scout leaders should meet with the Patrol Leaders if reports (updating roster names, phone, etc.) need development, input required, etc. and allow the PL's to meet with their patrol to gather the input. The PL can then report the result to you. This method is encouraged as opposed to just meeting with everyone - it develops leadership.
- Patrol meetings can be held during or outside of troop meetings or even at campouts. They are the foundation for a good Patrol Leader Council operation.

-
- Patrol meetings held during troop meetings are generally used to insure attendance is taken; announcements are distributed; and tasks completed - led by the Patrol Leader or his assistant.

PATROL FLAG & YELL

- Each Patrol Leader should meet with his patrol to develop a patrol flag. The flag needs to be developed as a team - not by any one individual. Each patrol member should sign or add something to the flag - sometimes called a "totem" - which uniquely identifies him (perhaps his signature to the flag).
- Flags need a pole and stand for display at each troop meeting and can be stored at the church with other patrol flags.
- Leaders should consider allowing new Scout patrols time to meet, design and even create their flags.
- Each patrol needs to create a short, unique patrol yell too.

CAMPFIRE PROGRAM PLANNING

- Campfires are fun. All campouts should include a campfire program.
- The program should be planned by the troop Cheermaster and approved by the SPL. This Scout is responsible for developing a program by meeting with each patrol leader.
- Leaders can also develop skits, songs, run-ons, etc. and become part of the program. Lead by setting an example.
- Sample "Campfire Program Planner" sheets can be found in the Appendix of this guide. Ideas for skits and songs are contained in books owned by the troop. Additionally, excerpts have been selected and placed in a pamphlet - a copy of which is included with this guide. Ask the Scoutmaster at any time to use the books.

OTHER COMMUNITY TROOPS

- Activities with other Boy Scout troops can teach and build strong relationships - it's also good for the community.
- The troop encourages participation with other Boy Scout troops in activities like Camporees, campouts, bowling, swimming, etc.
- Work with other troop Scoutmasters and/or their designates to develop an annual troop program which includes joint troop activities.

TOUR PERMITS

- A "Local Tour Permit" (for trips & camps under 500 miles) must be completed for all troop events or activities outside of the normal meeting place. This ensures the Council has approved the activity and proper insurance coverage available for participants.
- The "Local Tour Permit" is filed at the Detroit Area Council office in person, mail or Fax. When completed, the Council will stamp and issue a tour permit number for your portion of the application.
- Tour permits should be kept in a safe place and available, if necessary, while on the tour.

-
- For trips longer than 500 miles and international travel, a National tour permit is used. Contact the Detroit Area Council office for this form.
 - A copy of both sides of the "Local Tour Permit" can be found in the Appendix of this guide.

MYSTERY CAMPOUTS

- One of the troop program features each year is to have a "Mystery Campout." The location of this campout is not revealed to the Scouts or leaders until after departure. Parents are provided an envelope at departure with the location and emergency phone number should contact be necessary.

MEMORIAL DAY PARADE

- The troop proudly marches with other Boy Scout and Girl Scout troops as well as Cub Scout Packs in the annual Northville Memorial Day parade.
- Each Scout is encouraged to participate in the memorable event. It also counts toward a Second and First Class requirement for participating in a troop activity.
- A complete uniform is necessary to march in the parade. Refer to the "Uniform Information" sheet for details on uniform requirements.
- Leaders should be aware the two meetings preceding the parade have time dedicated to "parade prep" which may impact your program time. Be sure to talk to the Scoutmaster for further details.

SUMMER CAMP PROGRAM

- Each Summer, the troop participates in a council Summer Camp program. The program is particularly advantageous to new Scouts as it offers them a "quick start" toward completing a number of first year advancement requirements.
- Scouts should be encouraged to participate in this week long event (Sunday departure / Saturday return).
- To ensure the Scout has a good Summer Camp experience, *the troop requires new Scouts to have at least two overnights during weekend campouts with the troop before they can go a long term camp (i.e. Summer Camp).* It is important to encourage the new Scouts to attend some or all of the campouts after joining in the Spring to make them feel comfortable and know their responsibilities when away from home.
- New Scouts must have a fire bucket and stand for Summer Camp. It is advisable to ensure their name is on the stand for easy identification. Adults also need to meet this requirement.
- Questions should be directed to the Summer Camp Scoutmaster.

NEW SCOUT PROGRAM INITIAL SEQUENCE OF EVENTS

Here is a high-level overview of what needs to be done in the first six months (April-September) for the new Scouts. A more detailed outline is provided later in this guide in a section titled "New Scout Advancement Program."

- Jan - Mar - Webelos Scout troop visitations.
- Mar - Apr - Troop orientation & program presentation to new Scouts.
- April - Sign-up of new Scouts at final orientation meeting. Hand-outs on uniforms, camping and parent introduction to the new Scout program are distributed.
 - Sign-up new Scout leaders.
 - New Scouts are placed in their patrols and leaders elected.
 - Develop patrol name, flag and yell.
 - Campout training occurs (if April campout is a possibility).
 - Attend April campout (if April campout is a possibility).
 - Review: Uniform requirements; BSA Handbook; Troop Log Book; Board-Of-Review process; Scoutmaster Conference; respecting other's property; Duty Rosters; Menu Sheets; and Advancement Form.
- May - Begin some requirement training
 - Make fire buckets/name stakes
 - Parade & campout prep
 - Memorial Day Parade
- June - Summer Camp Prep meetings
 - Court-of-Honor campout
- Jul - Aug - Troop Committee meets to develop schedule for following year.
- August - Program Committee (includes Scout leadership) meets to flesh out agenda.
 - New Scout leaders meet separately to develop program
- September - Troop meetings begin
 - Court-of-Honor

PARENT PARTICIPATION (Sunset Leader Training)

Many parents are outside experts. The potential of Scout parents is all too often not used. Troop Committee members (leaders) should:

- Identify resources outside the troop leadership.
- Get parents involved the first time you see them. A first impression with a hearty welcome always sets a positive tone.
- Draw parents toward participation by:
 - Sending a welcome letter.
 - Giving parents a current troop calendar and/or newsletter.
 - Explaining how they can help their son advance and support troop activities.
 - Asking if they can be called upon to support the troop and its activities.
 - Having them complete a Troop Resource Survey sheet.
- After the orientation period, always invite parents to formal ceremonies; short term projects with definite beginnings and endings; and, offer positions of responsibility (even as co-chairpersons).

RESOURCE SURVEY SHEET

- A Resource Survey sheet should be completed by each Scout parent. This ensures leaders are aware of any special talents or careers our Scout parents may have.
- The survey should be used to help better the troop program through outside involvement.

-
- Two pages of the "Troop Resource Survey" form can be found in the *Appendix* of this guide.

MERIT BADGE PROGRAM

Scouts are encouraged to participate in merit badge programs - either by themselves; at troop meetings; or during summer camp. First year Scouts should dedicate their time toward achieving the rank of First Class. They may also work on a merit badge but this should be done with the knowledge of the troop Advancement Chairperson or new Scout leader(s).

You may want to consider having the Advancement Chairperson and/or Merit Badge Coordinator do a short presentation to the new Scouts on the procedures currently in effect for the troop.

There are more than 100 merit badges. Scouts do not have to have rank advancement to be eligible and the badge can be earned at any time. What are the steps?

- **Pick A Subject** - A Scout should determine his interests by talking to leaders and other Scouts. They should read the requirements of the merit badge(s) in which they have an interest. After selecting the merit badge(s) they want to complete, the Advancement Chairperson, Merit Badge Coordinator or a leader can provide list of counselors. Counselors have special knowledge or interest in their merit badge subjects and are interested in helping Scouts.
- **Scout Buddy System** - Each Scout should have another Scout with them at each meeting with the merit badge counselor.
- **Call The Counselor** - The Scout must obtain a "signed" merit badge application card and the name of a Scout buddy who is interested in the same subject. The Scout then contacts the counselor advises him or her they want to earn the merit badge. The counselor may ask the Scouts to come and see him so he can explain what he expects and start helping the Scouts meet the requirements. He may also explain what needs to be done over the phone and expect the Scouts to contact him when ready to "show their stuff."

When they know what is expected, they should start to learn and do the things required. A counselor can help the Scouts learn the things needed know or do. Scouts will need the use of a merit badge book and the troop has a library. The troop Librarian can be contacted to borrow a merit badge book.

- **Showing Their Stuff** - When the Scouts are ready, they should contact the counselor again to make an appointment to meet the requirements. They should take anything required to meet the requirements.

If they are too big to move, the Scouts can take pictures or have an adult tell in writing what they have done. The counselor will ask the Scouts to do each requirement to make sure they know their stuff and have done or can do the things required.

- **Get The Badge** - When the counselor is satisfied a Scout has met each requirement, he or she will sign the application. It is the responsibility of the Scout to ensure the counselor signs ALL places on the form or it will be incomplete and not accepted by the troop. The signed merit badge card is finally presented to the Advancement Chairperson so the badge can be secured. The Scout should keep their section of the card in case the troop section is accidentally lost.
- **More Or Less** - Scouts are expected to meet the requirements as they are stated - no more and no less. They are expected to do exactly what is stated in the requirements. If it says "show or demonstrate," that is what they must do. Just telling about it is not enough. The same holds true for such works as "make," "list," "in the field," and "collect," "identify," and "label."

The "Boy Scout Requirements" book details the above information as well as joining and rank requirements, service projects, and all merit badge requirements.

The Sunset District Merit Badge Counselor Book is published each Fall and lists counselors who are interested in working with Scouts from any troop. The Scoutmaster and other troop leaders have copies of this publication. Our Merit Badge Coordinator and/or Advancement Chairperson can also provide a list of other counselors who only work with Scouts from our troop.

BOARD OF REVIEW PROCESS / ADVANCEMENT (BSA Troop Committee Guide Book)

Boy Scout advancement is a four-step process:

- **The Boy Scout learns.** Each Scout spends time learning skills. This is done at troop meetings, campouts, summer camp, junior leader training, etc. Tenderfoot, Second and First Class ranks focus on a number of skills.
- **The Boy Scout is tested.** When a Scout knows a rank requirement, he then requests time with a leader (or designated person) to demonstrate his knowledge. The person reviewing the requirement will expect the Scout to understand the requirement, however, the reviewer should take into consideration the maturity level and abilities of each Scout during the review. Each Scout will approach the subject in a different manner based upon his abilities.

The Scout should have his pencil or pen available for the leader or designate to initial and date his BSA Handbook when the requirement is completed.

NOTE: New Scouts must know the importance of keeping their Troop Log Book record up-to-date each time they complete a requirement. Should he lose his Handbook and the log book was not updated, each requirement will have to be redone. The new Scout adult leaders maintain the log.

- **A Scoutmaster Conference is done with each rank advancement.** The purpose of the conference is to ensure the Scout is ready for his Board-Of-Review. It also allows for an increasing level of trust between the Scoutmaster and each Scout. The Scoutmaster has time to review a number of things including the Scout's personal growth, goals for further advancement and talk where understanding, trust and counseling can take place between the Scoutmaster and the Scout.
- **The Boy Scout has a Board-of-Review.** When all the requirements for a rank and the Scoutmaster Conference have been completed, the Scout meets with our Advancement Chairperson and requests a Board-of-Review (B-O-R). The Chairperson reviews the troop records (Appendix) and the Scout's Handbook to ensure all are complete and correct.

The Scout completes and signs a B-O-R Advancement form (Appendix) given to him by the Chairperson which indicates the Scout is ready for his review. The Advancement Chairperson also signs it.

Next, the Scout contacts the B-O-R Chairperson for an appointment. Some reviews can be done during the same meeting, however, more often it is done at a later meeting depending on the number of Scouts wanting a B-O-R and other schedules. After the B-O-R, the Scout obtains the signatures of his Patrol Leader, the Senior Patrol Leader and the Scoutmaster on the B-O-R form. When completed, it is the Scout's responsibility to return it to the Advancement Chairperson for processing.

- **The Boy Scout is recognized.** When the B-O-R has certified a boy's advancement, he deserves to receive recognition as soon as possible. This should be done at a ceremony at the next troop meeting. Formal recognition can be done at the next Court-of-Honor.

ORDER OF THE ARROW

The Order of the Arrow, or O-A as it is called, is an honorary camping society of the Boy Scouts of America. It is a national brotherhood of Scout honor campers that originated in 1915. "The purposes of the O-A are: to recognize those campers who best exemplify the Scout Oath and Law in their daily lives; to develop and maintain camping traditions and spirit; to promote Scout camping; and, to crystallize the Scout habit of helpfulness into a life of purpose of leadership in cheerful service to others." (Detroit Area Council Lodge)

Members of the O-A are elected by Scouts in the troop. Elections are usually held in March each year. For additional details on O-A, contact any member. They are easily identified by the unique O-A pocket flap emblem they proudly wear.

TROOP NEWSLETTER

The troop sends each Scout and leader a newsletter. It contains important information on upcoming events. Should you have information for the newsletter, contact the Scoutmaster or Committee Chairperson.

"TWO DEEP LEADERSHIP"

Simply stated, there must always be a minimum of two adult leaders present at each troop activity to insure adequate supervision and support. Additionally, "two-deep leadership" protects both Scouts and leaders - i.e. having multiple Scouts or leaders present avoids one-on-one Scout/leader relationships.

Literature on "two deep leadership" and sexual harassment is available from the Boy Scouts of American. Contact the Scoutmaster or the Detroit Area Council office for additional details.

NEW SCOUT LEADERSHIP RESPONSIBILITIES

Some of the responsibilities new Scout leader have are:

- Work with other new Scout leaders to develop a weekly program.
- Ensure the weekly program is understood by all participating leaders and they know their responsibilities at each meeting.
- Verify how much time will be allocated for your program at the next troop meeting.
- Ensure new Scouts are aware of the procedures for maintaining the Troop Log Book and the implications if it is not done.
- Establish timetables where all new Scout Handbooks and the Troop Log Book are reviewed for outstanding requirements. Develop a program to get them presented and completed.
- Ask for assistance from other adult leaders, the Scoutmaster or Troop Guides in areas where additional expertise is needed. This may be for a select group of Scouts while others work on a different skill.
- Encourage Scouts to prepare for their advancement requirements ahead of time. Remember, a Scout should be "prepared".
- Attend campouts, to the extent possible, to assist and monitor new Scout advancement requirements.

- Participate in troop Committee Meetings and provide input and direction based upon the new Scout program needs.

The following section will help in planning new Scout program activities. New Scout Leaders are encouraged to utilize the SPL, Troop Guides and other Experienced Scouts for assistance.

-
- Planning to complete advancement requirements often means taking advantage of facilities, location and equipment.
 - Tenderfoot, Second Class and First Class requirements have been categorized to show where they can best be completed. Requirements which have synergy, like medical and health, were grouped together but can also be found elsewhere.
 - Swimming requirements (*) can best be completed at Summer Camp. If, however, the Scout does not attend Summer Camp, they must then take advantage of troop swims at a high school, college or private pool.

NEW SCOUT PLANNING - WHEN TO DO ADVANCEMENT

This section groups new Scout Tenderfoot, Second Class and First Class requirements into categories to assist new Scout adult leader planning. This section will help any new or experienced leader.

The section that follows this provides a month-by-month suggested program. It is flexible to support the needs of the troop, its Scouts and leaders and has proven very successful in the past use.

TROOP MEETINGS

- Tenderfoot 4a, 4b, 7, 8, 12a, 12b
- Second Class 1a, 6a, 6b, 6c
- First Class 4a, 4b, 4c, 4d, 8a, 8b, 8c, 8d

CAMPOUTS / SUMMER CAMP*

- Tenderfoot 1, 2, 3, 5, 6
- Second Class 1b, 2b, 2c, 2d, 2e, 2f, 2g, 3, 7b, 7c
- First Class 2, 4e, 9a, 9b, 9c, 9d

MISC / MULTIPLE OPTIONS

- Tenderfoot 9, 10a, 10b, 11, 13, 14
- Second Class 2a, 3, 4, 5, 7a, 8, 9, 10, 11
- First Class 1, 3, 5, 6, 7a, 7b, 7c, 10, 11, 12

MEDICAL / SAFETY

- Tenderfoot 5, 9, 11, 12a, 12b
- Second Class 6a, 6b, 6c, 7a, 8
- First Class 8a, 8b, 8c, 8d

NEW SCOUT ADVANCEMENT PROGRAM (Updated March 18, 2001)

Remember, our goal is to have a Scout advance to First Class rank in 14 months. For example, if a Scout joins in April of this year, our program should support his advancement to First Class rank by June of *next year*. They will then be able to work on Merit Badges and other programs at Summer Camp. This section will help any new or experienced leader.

Here is the suggested program for new Scouts.

March

- #1 New Scout orientation / open house
 Distribute new Scout "care package."

April

- #1 Organize into patrols
 Explain Rank Advancement and Troop Organization
 Work on Scout Badge requirements
 Scout Oath, Motto, Slogan, Law (T7)
- #2 Learn to set up and fold Eureka tents
 Discuss fire buckets and name-stakes for April campout
 Work on Scout Badge requirements
 Continue to organize patrols
- #3 Demonstrate packing for campout
 Work on Scout Badge requirements
 Finalize patrol organization (T8)
 - elect assistant patrol leader (unless Experienced Scout is assigned to patrol)
 - assign patrol jobs
 - design patrol flag
 - create patrol yell
- Campout Inspect personal equipment (T1)
 Check first aid kits (S6b)
 Tent and ground bed set up (T2)
 Work on Scout Badge requirements
- #4 Tenderfoot physical fitness pretest (T10a)
 Complete Scout Badge requirements

May

- Cookout Breakfast food preparation (S2d, F4)
- #1 Whip and fuse rope (T3a)
 Two half-hitches and tautline hitch (T3b)
 Flag folding, raising and lowering (T5)
- #2 Poisonous Plants (T11)
 Map and Compass (S1a)
 Heimlich maneuver (T12a)
 Tenderfoot first aid (T12b)

-
- Campout Totin' Chip (S2c)
Ten mile bike ride (S1b)
Fireman's Chit (S2d)
Flag ceremony (S3)
Orienteering (F2)
- #3 Tenderfoot physical fitness post test (T10b)
Heimlich maneuver (T12a)
Tenderfoot first aid (T12b)
- Parade Memorial Day
- Class A Uniforms Required

June

- Campout Second class cooking (S2g)
Map and compass (S1a)
Flag ceremony (S3)
Canoe Safety (if applicable)
- #1 Safe hiking rules (T5)
Buddy system (T9)
Draw map for hike (S1b)
- #2 Summer Camp Meeting
- Hike Five-mile hike (S1b)
Animal identification (S5)

July

- Campout Summer Camp (could also be August)
Swimming (S7a-c, F9a-d)
Second Class Cooking (S2d)
Patrol site selection (S2b)

August

September

- #1 Map and Compass (S1a)
Directions - day and night (F1)
- #2 Map Symbols (S1a)
Measuring height and distance (F2)
- #3 Orienteering (F2)
- Campout First Class cooking (F4e)
Directions - day and night (F1)
Patrol site selection (S2b)
- Project Tivoli Fair Cleanup - Historical Society (S4) (need to contact Historical Society)

October

- #1 Second Class hurry cases (S6a)
 Second Class first aid (S6c)
- Cookout Trail Cooking (F4a-e)
- #2 Bowline (F8a)
 Clove hitch, sheer lashing, square lashing (F7a)
- #3 Timber hitch, diagonal lashing (F7b)
 Camp gadgets (F7c)
- Campout First Class cooking (F4)
 Plant identification (F6)
 Camp gadgets (F7c)
 Totin' Chip (2c)
 Fireman's Chit (S2d)
 Backpacking
 Shelter Building
- #4 Menu planning (F4a)
 Make charcoal starters for campout (could be buddy burners or wax/egg cartons)

November

- #1 Food purchase exercise (F4b)
- #2 Bandages (F8b)
- Campout First Class cooking (F4e)
 Dutch oven cooking
- #3 Transportation of injured persons (F8c)
- #4 Troop Swim (S7,F9)

December

- #1 Heart attack symptoms and CPR (F8d)
 Winter Camping Preparation

#2 Troop Christmas Party

Campout

January

- #1 First Aid Merit Badge (#1)
 - Review Tenderfoot first aid (T11, T12a, T12b)
 - Review Second Class first aid (S6a)
- #2 First Aid Merit Badge (#2)
 - Review Second Class first aid (S6c)
 - Review First Class first aid (F8b, F8c)

Campout First Class cooking (F4e)
Winter camping skills

#3 First Aid Merit Badge
- Obtaining aid (#2b)
- Transportation and Stretchers (#6a, #6b)

#4 First Aid Merit Badge
- Fractures and splinting (#4a)

February

Campout First class cooking (F4)

#1 First Aid Merit Badge
- Neck and spine injuries (#4b)
- Life threatening conditions (#3d, #3e, #3f)

#2 First Aid Merit Badge
- First aid procedures (#5)
- Teach first aid skill (#7)

#3 First Aid Merit Badge
- CPR (#3a,#3b,#3c)

March

#1 First Aid Merit Badge
- Home First Aid Kit (#2b)
- CPR (#3c)

#2 Citizen rights and responsibilities (F5)

Campout

#3 Troop Swim (S7, F9)

#4 Have kids evaluate their first year in Scouts

April

#1 Transfer to experienced Scout patrol

Requirements not covered:

Participate in Drug Awareness Program (S8). Generally, in the Spring of 5th grade, the Northville schools have a drug prevention program which may fulfill the requirement. Ask the Scout to detail what they did, if anything, in the program.

WINTER CAMPING INFORMATION - TROOP 755

It is important Scouts are properly prepared and equipped for winter campouts planned by the troop. The following check list has been prepared and should be reviewed thoroughly to insure the Scout has packed all the suggested equipment and clothing so he will have a safe and enjoyable winter campout experience.

REQUIRED CLOTHING AND EQUIPMENT CHECK LIST

Winter campouts often have exciting opportunities for Scouts to participate in many different activities. Because these activities are outside (including sleeping in tents), it is important all Scouts be properly outfitted to insure safety and enjoyment.

Basics first - Layering is very important. Temperature can vary dramatically and what was perfectly comfortable during the day is uncomfortably cold at night. The Scouts will probably be active physically during the day and will get wet, both from snow and from sweating. Nothing which gets wet on the trip will dry out before the Scout comes home. Scouts must have enough clothes to ensure a change into dry clothing when needed. Also, cotton clothes absorb water well but do not dry quickly and will feel wet and clammy. Wool or synthetics are highly recommended such as polypropylene, thermax, etc.

Clothing Checklist

- Long Underwear Two pair; preferably a synthetic.
- Socks Two pair wool socks and two pair cotton or synthetic socks.
- Underwear One change of regular underwear.
- Sleeping One dry outfit for sleeping (this may be a sweatsuit or long underwear, but should include a dry stocking hat, scarf and socks).
- Shirts Two long sleeve warm shirts (e.g. flannel or turtlenecks).
- Sweater One winter sweater (preferably wool or synthetic)
- Pants Three pairs; include as one of the three snow pants if available and, while hard to avoid, cotton jeans are not the best.
- Coat Winter coat; preferably nylon outer material for wind protection.
- Mittens/Gloves At least two pair as these will get wet. Mittens are preferable to gloves.
- Hats Two winter hats.
- Shoes/Boots **MUST HAVE AT LEAST ONE PAIR OF WATERPROOF WINTER BOOTS!** Additionally, if the troop is luging, lightweight hiking boots or old high top tennis shoes should be brought along for this activity.

NOTE: Canvas shoes or tennis shoes are not proper Winter footwear!

Suggested Additional Items For Winter Camping

- Closed cell foam pad for under sleeping bag.
- Extra blanket.
- Extra water bottle - fluids can help keep you warm.
- Towel - Used to put over your face while sleeping; you should not bury yourself in your sleeping bag. Your breath contains a lot of moisture which will make the bag and your clothes damp and you will feel cold later.

Electronic devices, such as radios, tape decks, and games, are not allowed on campouts. Candy and other food can make Scouts sick if eaten in excess and attract critters from the woods - even in cold weather.

UNIFORM INFORMATION - TROOP 755

As of November 11, 2001

Uniforms build team spirit in the Scout patrol and troop. As such, uniforms are worn at all troop activities (including District, Council, service projects, etc.) unless otherwise indicated by the Scoutmaster.

The following summarizes uniform requirements at Boy Scout Troop 755. You may find this a helpful check list.

SHIRT

1. Types: a) Short sleeve - worn by most Scouts with BSA shorts or long pants.
 b) Long sleeve - worn with BSA long pants.
2. Sizing: Consider one size larger for growth.
3. Insignia: a) Detroit Area Council shoulder insignia
 b) Troop Numbers: 7-5-5 (see Advancement ASM - may have one piece numerals)
 c) Shoulder loops: red
 d) World Crest Scout emblem (purple)*
 e) Arrow of Light patch, if earned while in Cub Scouts
 f) Religious Award knot, if earned while in Cub Scouts
 g) Patrol patch (one provided by the troop)
 f) Badge of rank (one provided by the troop when earned)
4. Insignia Locations: Refer to the inside front and back covers of the Boy Scout Handbook.

*The World Crest Scout emblem is sewn 3" below the left shoulder seam and centered over the pocket.

NECKERCHIEF

1. Type: New Scouts are asked to wear the BSA red with black border striping. Other neckerchiefs may be worn if obtained as a result of participating in a Scout activity such as Summer Camp, Jamborees, etc.

 Scouts and leaders are requested not to wear bolo ties.
2. Slide: Official BSA issue or own personal slide.
3. Wearing: As a Troop 755 tradition, Scouts and leaders proudly wear their neckerchiefs over collars turned to the inside of their shirts.

PANTS

1. Type: BSA shorts or long pants. Most Scouts enjoy wearing shorts year round - even here in Michigan.

BELT & BUCKLE

1. Type: BSA web belt with brass buckle or BSA leather belt with Scouting buckle (the leather belt is not recommended for new Scouts due to expense and potential for growth).

SHOES & SOCKS

1. Type: Dark shoes or boots. NO sneakers or tennis shoes.
2. Type: Official BSA "long" over the knee socks are the most popular with Troop 755 Scouts and leaders, however, the short "mid-calf" socks can also be worn.

HATS

1. Type: A hat is optional. However, if worn it must be of the type approved by the BSA or be one received at an official BSA activity such as Summer Camp, Jamboree, etc. Non-BSA or troop approved hats (i.e. baseball cap, etc.) are not worn with the Scout uniform.

ORDERING UNIFORMS

There are several alternatives for ordering Scout uniforms:

- Troop 755 Used Uniform Closet - Stocks a varied supply of used shirts and pants and some miscellaneous items like neckerchiefs. Cost is currently one-half of the new clothing and profits go to the troop.
- Detroit Area Council Office Scout Shop, 1776 W. Warren Avenue, Detroit, MI 48208 (313) 897-1965. Uniforms and Scout equipment can be ordered and shipped UPS to your house when using a credit card.
- Great Sauk Trail Council Scout Shop, 1979 Huron Parkway, Ann Arbor, MI 48104 (734) 971-7100. An easy drive to Ann Arbor, this shop offers the same uniform and equipment found at the Detroit Area Council Shop. This is a good first or second choice when looking for Scout supplies.
- Dunham's Sporting Goods - Detroit locations. Dunham's carries a limited supply of Boy Scout supplies and uniforms. Before driving to Dunham's, our suggestion is to call and determine if they have the exact items you want - including style and size.
- Boy Scouts of America Retail Catalog Sales, P.O. Box 909, Pineville, NC 28134-0909 (800) 323-0732. Accepting most major credit cards, you can order uniforms and supplies directly from the Boy Scout of America. Their inventory levels are usually good and shipment is via UPS. Be sure to ask for the current BSA Retail Catalog.

UNIFORM QUESTIONS?

Any adult leader can help with uniform or equipment questions.

CAMPING INFORMATION - TROOP 755

February 17, 1997

WHAT GOES IN YOUR BACKPACK (Besides Clothes!)

The following will help you prepare for campouts.

- Scout Handbook (Boy Scout Field Book is not necessary)
- Sleeping bag
- Sleeping pad - closed cell foam (air mattresses are not good insulators)
- Eating kit:
 - .Mess kit or plastic plate, bowl, and cup. Remember, metallic objects do not have good insulating value in cold weather. FYI... Meijer's sells Rubbermaid microwave plates/bowls/cups at a reasonable price.
 - .Utensils - Fork, knife and spoon.
- Backpack - necessary for Summer Camp
- Flashlight - with good batteries AND an extra set of batteries and a bulb.
- Personal clean-up items:
 - .Small bar of soap
 - .Small tube of tooth paste
 - .Tooth brush
 - .Comb
 - .Towel/Wash cloth
 - .Dental floss
 - .Metal Mirror
- Poncho or Rain Coat (mandatory)
- Water bottle or canteen
- First Aid kit (Scout should make kit for 2nd Class requirement #6b)
- Compass
- Matches in a waterproof container or Ziplock.
- Mosquito net (optional - may want for Summer Camp)
- Fire bucket and stand (will make at a troop meeting)
- Plastic trash bag(s)/Zip-Locks - storage & rain protection
- Scout knife - after earning Totin' Chip
- Sun protection
- Clothes - refer to the Boy Scout Handbook. Don't forget your uniform.
- Clothes line for drying/hanging wet gear.
- Extra pair of glasses - if needed.

A FEW OTHER POINTERS

- Put your name on each piece of equipment and clothing.
- Remember, if you over pack, you have to carry it.
- Leave your sleeping bag rolled up until needed so it won't absorb moisture.
- Good boots (waterproof) will keep you happy on campouts and hikes. Tennis shoes and sneakers should not be worn.
- A complete change of fresh clothes when going to bed will help you stay warm.
- A hooded sweat shirt or stocking hat worn to bed will help keep your head warm. Remember, your head is where most body heat is lost.
- Breathing inside your sleeping bag puts a lot of moisture inside which eventually turns cold. Keep your face outside the bag.
- Drinking fluids will help keep you warm as your body is like a hot water bottle. Without fluids, your body has trouble warming itself.
- Food and drink inside your tent invites visitors from the woods to your tent.

New Scout Program

Tenderfoot, Second Class and First Class Requirements

TENDERFOOT REQUIREMENT #1

Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it. (Pages 224-30)

OBJECTIVE

To help Scouts understand proper preparation and packing for troop outings and recognize special requirements associated with an event or activity.

PREPARATION

- Obtain a commitment from 2-3 experienced Scouts to do a presentation at a troop meeting on how and what to pack for a campout. This will help them demonstrate leadership and possibly fulfill some merit badge requirements (i.e. Communications Merit Badge).
- Presenters should prepare two backpacks - one packed improperly with non-essentials, grossly overweight, lots of food (pop/candy), etc. while the other is packed correctly.
- If a third Scout participates, often they narrate and/or use a check list highlighting key questions - e.g. "Proper Rain Gear - yes/no" - to see which presenter has packed properly.
- It is important for adult leaders to let the experienced Scouts develop and do their own presentation. You should, however, set your expectations up front for when and where the demo is to be done, its duration, and what you wish to accomplish with their help. Remember, young Scouts look up to the older Scouts and, as such, the quality of the presentation should be to the best of the presenters' ability as well as setting an example.
- The presenters should use their own equipment and materials. You are encouraged to supplement the presentation with examples from your own equipment or other adult leaders.

TIME ALLOCATION

- 15-20 minutes / Experienced Scout presentation
- 10-15 minutes / Leader comments and additions; Questions from audience to presenters; AND, recognition of presenters.

NOTES

- Proper dressing may be reviewed at another session - i.e. Winter OKPIK camping.
- Ask new Scouts what they learned from presentation and summarize important points.
- Duffel bags may be appropriate depending on the activity but packing requirements are similar.
- Class A uniforms are the "rule" for campouts unless revised by the Scoutmaster.

SIGNING OFF ON REQUIREMENT

- Do prior to departing or while at a campout. It can also be done one-on-one.

TENDERFOOT REQUIREMENT #2

Spend at least one night on a patrol or troop Campout. Sleep in a tent you have helped pitch on a ground bed you have prepared. (Pages 238-39)

OBJECTIVE

To ensure Scouts have the ability to set up troop tents on an overnight campout both during the day and at night. Also, to recognize the importance of proper ground bedding and alternatives.

PREPARATION

- Secure one troop tent per patrol - older tents are preferable.
- Secure samples of different ground bed materials including closed cell foam pads; open cell foam pads; Camprest self-inflating pads, etc. Other adult leaders can help supply samples if asked in advance.
- Identify Scouts who have not been on a campout and need this exercise.
- Program is best done outside, however, it can be done inside assuming the facility can accommodate the task.

TIME ALLOCATION

- 30 minutes minimum for set-up/packing.
- 5 minutes for evaluation of set-up/packing.
- 10 minutes for review of ground bed equipment and alternatives.

NOTES

- Have patrols set-up/pack their tent twice during the allocated 30 minutes.
- Evaluate performance - could they perform this at night which often happens with Friday night departures.
- Review proper care of tents including the reporting of damage and/or missing parts.
- Emphasize the need to maintain their tents - if damaged, they may get the same tent again or be responsible for repairs. Eureka Timberline tents cost more than \$275 each.
- Review what happens to tents if stored wet and why they must be dried immediately - not days from after the campout. (The troop spot checks tents turned in to verify they have been dried.)
- Ask Scouts if they learned anything new from the exercise - what about cooperation and team work?
- Discuss the advantages of closed cell foam pads over open cell foam pads.
- Review the need for good insulation between them and the ground for winter camping.
- Discuss alternative ground beds if their foam pad is forgotten. Let them offer solutions.

SIGNING OFF ON REQUIREMENT

While attending or after a campout.

TENDERFOOT REQUIREMENT #3

On a campout, assist in preparing and cooking one of your patrol's meals. Tell why it is important for each patrol member to share in meal preparation and cleanup, and explain the importance of eating together. (Pages 265-81).

OBJECTIVE

To introduce Scouts to the basics of meal preparation and cooking, and to work with their fellow Scouts in preparing meals and cleaning up after them.

PREPARATION

- Secure menu and duty roster sheets for the Scouts to complete.
- Campout patrols should complete and obtain leader approval prior to departure.
- Determine if money should be given to Scouts to purchase food as a patrol or if the troop is purchasing food based upon a troop menu.
- Check with the SPL to determine if the campout is a patrol or troop cook.

TIME ALLOCATION

- Variable

NOTES

- Traditional Scout skill training suggests an open ground fire or pit be used. The skills associated with this task are more challenging and rewarding in the long term.
- There are a number of great meals that can be prepared on a fire as well as Dutch Oven cooking. Talk to other leaders about the possibilities.

SIGNING OFF ON REQUIREMENT

When the skills and requirements have been demonstrated, sign-off can occur.

TENDERFOOT REQUIREMENT #4a

Demonstrate how to whip and fuse the ends of a rope (Page 34).

OBJECTIVE

To ensure Scouts know how to properly care for ropes used on campouts and other troop activities.

PREPARATION

- Obtain a ball or roll of cotton twine; or, telephone company waxed twine used for pulling or securing cables/wires.
- Obtain enough natural fiber rope for each Scout to whip the ends. Speak to Scoutmaster to determine if ropes at storage trailer need to be whipped.
- Obtain sections of man-made rope which can be fused with flame.
- Obtain matches and/or lighters for fusing task. Also, have a water bucket available for fire prevention.
- Fusing rope ends should be done outside - plan accordingly.
- Obtain assistance from experienced Scouts.

TIME ALLOCATION

- 10 minutes for demonstration.
- 20 minutes for each Scout to whip and fuse the ends of their ropes.
- 10 minutes to review exercise and perform evaluation.

NOTES

- Review why ropes need to be properly maintained.
- The width of the whipping should be no wider than the diameter of the rope.
- When fusing a man-made rope, avoid having the melting fiber mushroom. Ends which have mushroomed are often difficult to use. If this occurs, cut the mushroom end off and re-fuse.
- Emphasize the need to be careful when fusing ropes as the melting material is extremely hot and can burn badly.

SIGNING OFF ON REQUIREMENT

Immediately after performing the requirement.

TENDERFOOT REQUIREMENT #4b

Demonstrate you know how to tie the following knots and what their uses are: Two half hitches and a Tautline hitch. (Pages 36-37)

OBJECTIVE

To ensure Scouts can pitch tents, set up dining flies and other camp equipment using these basic knots as well as understanding when they should and should not be used.

PREPARATION

- Secure staves (poles) to which the ropes can be tied - consider one staff for every 3 Scouts. The troop and some adult leaders have staves which they can bring to the meeting, if contacted in advance.
- Secure ropes sufficient in length to allow for practice tying of knots.
- Obtain commitments from some experienced Scouts and/or adult leaders to help with this session.

TIME ALLOCATION

- 5 minutes for demonstrating each knot.
- 30 minutes for each team of Scouts (3) to practice tying these knots.
- 10 minutes to review exercise and perform evaluation.

NOTES

- Staves and ropes are fun. Sometimes, however, they can injure others if not properly used. This should not be tolerated so watch for those individuals who press fun to the limit.
- If possible, place the Scouts in groups of 3. Two can hold the staff while the third practices the current knot being demonstrated. They can then rotate.
- Assign an experienced Scout and/or adult leader to help one or more teams.
- Review when these knots are used:

Two Half Hitches - Used primarily at the top of tents or dining flies, this is a stationary knot and not adjustable.

Tautline Hitch - Use at the end toward the ground, it is an adjustable knot. The tension of ropes can be easily adjusted with this sliding knot.

- Game: Each patrol runs to a staff held by an experienced Scout or leader and ties the assigned knot. When finished, they untie the knot and return to their patrol. The first patrol to have all members tie the knot correctly wins.

SIGNING OFF ON REQUIREMENT

While demonstrating the knots without a tent or fly is possible, practical field demonstrations are preferred. Leaders should use their own judgment as to what is a satisfactory demonstration.

TENDERFOOT REQUIREMENT #5

Explain the rules of safe hiking, both on the highway and cross-country, during the day and night. Explain what to do if you are lost. (Pages 38-41)

OBJECTIVE

To ensure Scouts are familiar with safe hiking requirements as well as what to do if they become lost.

PREPARATION

- Read "Hiking Safety" in the BSA Handbook.
- Read "Lost" in the BSA Handbook.
- Talk to senior adult leaders to see if they have had experiences supporting this requirement which would be interesting to the new Scouts.
- Consider doing this requirement as part of a troop hike.
- Obtain assistance from experienced Scouts.

TIME ALLOCATION

- 15 minutes to review hiking safety and what to do if lost.
- 5 minutes for questions and answers.

NOTES

- Be sure to review trail, cross-country and highway hiking safety.
- Also, safety precautions used when crossing a stream are not obvious. Be sure to review the handbook and discuss procedures with Scouts.

SIGNING OFF ON REQUIREMENT

Scouts should meet with an adult leader and discuss what they have learned and how they will practice safe hiking and what to do if lost.

TENDERFOOT REQUIREMENT #6

Demonstrate how to display, raise, lower and fold the American flag. (Pages 42-44)

OBJECTIVE

To ensure Scouts understand the U.S. Flag Code rules adopted by Congress for honoring and displaying the American flag.

PREPARATION

- Secure at least one American flag for each patrol of a suitable size to practice folding. Flags are available from the troop or other leaders if asked for in advance.
- Review sections identified above on U.S. Flag Code rules.
- Take advantage of a campout where Scouts can participate in a flag ceremony (the SPL can arrange for new Scout participation). This will help them meet nearly all of the items required in #5.
- Consider a flag folding game after practice.

TIME ALLOCATION

- 10 minutes to review key points identified in the BSA Handbook.
- 15-20 minutes practice time in teams - minimum of 2 Scouts per team.
- 10 minutes for game.

NOTES

- Group Scouts by a minimum of 3's for practical folding exercise.
- Review respect; when to fly flag; displaying the flag.
- Review saluting when in uniform vs hand over heart when in civilian clothes.
- Game: Each team is given a flag. On "go" they fold the flag. First team to present the flag properly folded to a designated leader wins.

SIGNING OFF ON REQUIREMENT

Each Scout should demo folding the flag and participate in an flag ceremony prior to signing off on this requirement. The ceremony could be by-passed if there is access to a flag pole and there are two people to raise/lower and fold the flag.

Participating in a flag ceremony also qualifies for completion of Second Class requirement #3. Both can be signed off at the same time if the program is structured properly.

TENDERFOOT REQUIREMENT #7

Repeat from memory and explain in your own words the Scout Oath, Law, motto and slogan. (Pages 45-55)

OBJECTIVE

To ensure Scouts not only know but understand the meaning of the Scout Oath, Law, motto and slogan but also how they apply to our daily lives and support Scout spirit.

PREPARATION

- Each Scout needs their BSA Handbook for practice.
- Patrols can be challenged to see which can have all Scouts know the Oath, Law, motto and slogan. This can be done at an advance meeting for which the Scouts have time to prepare.
- Ask the SPL (Senior Patrol Leader) or Scoutmaster if a new Scout can lead the troop in the opening ceremony. Provides recognition and demonstrates leadership.

TIME ALLOCATION

- 20-25 minutes for challenge game within their own patrols - not inter-patrol.
- 5 minutes - show ways to remember Oath, Law, motto and slogan. Recognize achievers.

NOTES

- Motto - Two T's; Two O's; therefore Two words - "Be Prepared".
- Law - Break into four groupings of three alpha characters - e.g. TLH, FCK, OCT, BCR. Each letter represents a specific part.
- Oath - The hardest part is often remembering if helping people or obeying the law comes first. Obeying the Scout Law comes before helping other people when reciting it.
- Game: See which patrol can get all members through the Oath and Law.
- Memo: Each Board-of-Review requires a Scout to recite the Oath, Law, motto and slogan.
- Memo: Be sure to emphasize being proud when saying the Oath and Law and to present the Scout sign with their right arm correctly positioned - 90 degree angle.

SIGNING OFF ON REQUIREMENT

Sign off this requirement when a Scout can recite all four and understand, in his own words, the meaning.

TENDERFOOT REQUIREMENT #8

Know your patrol name, give the patrol yell, and describe your patrol flag. (Page56)

OBJECTIVE

To develop a strong relationship and spirit between patrol members.

PREPARATION

- Meet with new Scout Patrol Leaders and review their responsibilities in overseeing the task of developing a patrol name, yell and flag. They should not be required to do it themselves.
- Secure paper and pencils for each patrol to use when they meet for developing the yell and flag.
- Ask some experienced Scouts to show their flags and stands to the new Scouts for ideas.
- Obtain a BSA Catalog which lists available patrol patches. Try to stick to standard names.

TIME ALLOCATION

- 25-30 minutes for patrols to work on yell and flag ideas.

NOTES

- Keep patrol names to those listed in the BSA Catalog.
- Troop provides one patrol patch if name is in the BSA Catalog.
- Cheers should be exciting.
- Establish a timetable for completion of yell and flag/stand.
- Encourage the group to work on the flag - either at troop patrol meetings or outside troop meetings. No one individual should be assigned the whole task of developing a flag - it's a group effort.
- Each patrol member should sign the flag or add some memento to the flag for personalization.
- Ask the SPL (Senior Patrol Leader) if a patrol can give their cheer to the troop.

SIGNING OFF ON REQUIREMENT

When a Scout feels they can complete the requirement, he should meet with an adult leader for review and sign-off.

TENDERFOOT REQUIREMENT #9

Explain why we use the buddy system in Scouting. (Page 57)

OBJECTIVE

To ensure Scouts recognize why traveling and participating in activities with a partner (buddy) is important for their safety and well-being.

PREPARATION

- Read BSA Handbook sections on the buddy system.
- Determine if a new Scout would like to present the reasons for the buddy system. This helps develop leadership.
- Obtain assistance from experienced Scouts.

TIME ALLOCATION

- 20 minutes for discussion and review.
- 5 minutes for questions and answers.

NOTES

- Always travel together in pairs.
- The buddy system can best be seen at BSA Summer Camp waterfronts where buddy tags are used.
- Stress importance of never leaving camp alone - accidents, stranger, unfamiliarity with area, etc. can create a problem.

SIGNING OFF ON REQUIREMENT

When a Scout feels they can complete the requirement, he should meet with an adult leader for review and sign-off.

TENDERFOOT REQUIREMENTS #10a & #10b

10a Record your best in the following tests: Push-ups; Pull-ups; Sit-ups; Standing Long Jump; ¼ Mile walk/run. (Page 57)

10b Show improvement in the activities listed above after practicing for 30 days. (Pages 57-58)

OBJECTIVE

To measure physical fitness abilities and show improvement after 30 days of practicing.

PREPARATION

- There are two ways these requirements can be accomplished - individually or as a group.
- Individually - A Scout may complete the requirements at home with the assistance of their parents. These are the only requirements which can be signed off by someone other than a Scout leader.
- Group - This method provides a troop meeting activity and ensures Scouts get the requirements completed. The following should be considered for this method:
 1. Prepare four log sheets each with six columns - Scout Name; Push-ups; Pull-ups; Standing Long Jump; Run/Walk 500 Yards; Date Completed. This form is primarily use for logging accomplishments for those Scouts who do not have their Handbooks at the meeting. If they have their book, log accomplishments there.
 2. Secure a tape measure; stop watch; and, two staves.
 3. Measure off a course approximately 500 yards in length and determine where other events or stations will be placed.
 4. Obtain the help of adult leaders or experienced Scouts to man the stations. The number of helpers depends on the volume of Scouts to be processed. Consider: 1-Push-ups; 2-Pull-ups; 1-Standing Long Jump; 2-Run/Walk. (Two adults hold a staff for pull-ups)
 5. Scouts are divided into groups and rotated through stations. Update log sheets as they move through for those without books.
 6. Handbooks can be initialed later and figures updated.
 7. Plan to repeat the events in 30+ days for requirement 9b.

TIME ALLOCATION

- Group - 45-50 minutes depending on group size.

NOTES

- If left to an individual doing at home, often the requirements will take forever to complete.
- Group participation gets many Scouts through at one time in a controlled manner and it's fun.
- When updating the Handbook, enter first (9a) accomplishments on the line followed by a slash (/) and later enter the second (9b) accomplishments after the slash - e.g. 5/7.

SIGNING OFF ON REQUIREMENT

Sign-off can be done by a leader or parent.

TENDERFOOT REQUIREMENT #11

Identify local poisonous plants; tell how to treat for exposure to them. (Page 59)

OBJECTIVE

To help Scouts recognize plants which can harm them and what must be done if exposure occurs.

PREPARATION

- Read BSA Handbook plant section.
- See if an experienced Scout or adult leader is willing to discuss this with the new Scouts.
- You may find an adult leader who professionally or as a hobby works in horticulture, landscaping, forestry, etc. and is willing to discuss the requirement.
- Requirement completion can be done as part of a campout or hike.

TIME ALLOCATION

- 15-20 minutes depending on presentation.
- 5-10 minutes for questions and answers.

NOTES

- Best done on a hike where poisonous plants can be viewed.
- Don't forget treatment for exposure and discuss why irritations can spread.

SIGNING OFF ON REQUIREMENT

Sign-off can be done by a leader after review with Scout.

TENDERFOOT REQUIREMENT #12a

Demonstrate the Heimlich maneuver and tell when it is to be used. (Pages 296-97)

OBJECTIVE

To ensure Scouts are familiar with the procedure for handling a choking victim.

PREPARATION

- Read BSA Handbook section on the Heimlich maneuver.
- Consider having an EMS unit demonstrate the maneuver. This could be done in conjunction with a CPR or first aid demo scheduled for the whole troop.
- Determine if anyone has ever been a choking victim and if they are willing to relate how it occurred and what was done to resolve the problem.

TIME ALLOCATION

- 15 minutes for overview and demonstration - perhaps longer.
- 15-20 minutes for practice.
- 5-10 minutes for questions and answers.

NOTES

- A professional presentation is best, however, if one is not available, plan on insuring the Scouts fully understand the Handbook section.

SIGNING OFF ON REQUIREMENT

Make sure the Scout can demonstrate the steps including correct hand positioning and placement before signing the requirement. Be sure to have the Scout describe how the maneuver is performed on a small child or infant.

TENDERFOOT REQUIREMENT #12b

Show First Aid for the following:

- | | |
|--|-----------------|
| 1) Simple cuts and scratches | (Page 304) |
| 2) Blisters on hand and foot | (Page 308) |
| 3) Minor burns and scalds (first degree) | (Page 306) |
| 4) Bites or stings of insects and ticks | (Page 310) |
| 5) Poisonous snakebite | (Page 312-13) |
| 6) Nosebleed | (Page 306) |
| 7) Frostbite and sunburn | (Page 307, 324) |

OBJECTIVE

To make sure Scouts have First Aid skills for injuries common to campouts and even at home.

PREPARATION

- Read BSA Handbook pages on each subject..
- Ask for patrol volunteers to discuss First Aid at the next meeting - assign a section.
- Remind Scouts they need to make a First Aid kit for their packs for Second Class requirement #6b. They can get it signed off if part of the presentation - challenge them.

TIME ALLOCATION

- 25 minutes for overview and presentation.
- 5-10 minutes for questions and answers.

NOTES

- Encourage Scout participation.

SIGNING OFF ON REQUIREMENT

Make sure the Scout can tell what to do in the situations identified in the requirement before sign-off occurs.

SECOND CLASS REQUIREMENT #1a

Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
(Pages 67-72)

OBJECTIVE

To familiarize Scouts with the operation of compasses and how to use them in conjunction with a map and a hike.

PREPARATION

- Secure one orienteering compass per patrol. Have Scouts bring their own to the meeting.
- Secure at least one topographical map for each patrol to study and use - different locations are preferred. Alternatively, a "home made" map can be used.
- Secure commitment from an experienced Scout or leader to assist, if required.

TIME ALLOCATION

- 30 minutes for demonstration and practice.
- 5 minutes for questions and answers.

NOTES

- Switch maps between patrols so they can see different areas of country.
- Note importance of having name on compass. Also, tying a colorful string (shoe lace) to it make it easier to find if dropped in grass or brush areas.
- Challenge the Scouts to orient the map correctly.

SIGNING OFF ON REQUIREMENT

Each Scout must explain how a compass works, orient a map and discuss what the symbols coded on a map do for the user. Once completed, sign-off can occur.

SECOND CLASS REQUIREMENT #1b

Using a compass and a map you have drawn, take a 5-mile hike (or 10 miles by bike) approved by your leader and your parent or guardian. (Pages 72-74) (See notes at bottom of Pages 64-65.)

OBJECTIVE

To familiarize Scouts with the use of a compass and map on a practical hike exercise.

PREPARATION

- Plan to do this in conjunction with a campout and coordinated with the Scoutmaster - he can help.
- If visiting a park, obtain park maps for use during the hike (i.e. Maybury State Park).
- Make sure each Scout brings their compass to training session(s) and the hike. Make sure their name is on it and easily identifiable.
- Secure a pad of paper to have the Scouts draw a map of the area they are going to hike - consider using the park provided maps.
- Advise Scouts in advance about the type of equipment needed for a safe and fun hike.

TIME ALLOCATION

- Variable

NOTES

- Hike preparation is essential, particularly for new Scouts. Ensure they know what gear they will need depending on the area hiked, weather and terrain. Consider:
 - Proper shoes & socks
 - Canteen for water
 - First Aid kit
 - Jackets & Hats
 - Rain Gear
 - Snacks
 - Fanny pack for miscellaneous items
 - Sun screen

SIGNING OFF ON REQUIREMENT

Sign-off when the hike is completed as identified in the requirement.

SECOND CLASS REQUIREMENT #2a

Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight. (Page 75)

OBJECTIVE

To ensure Scouts participate in outdoor events, troop service projects and other activities which build team and leadership skills as well as Scout spirit.

PREPARATION

- Obtain troop activity calendar for planning events.
- Determine when troop service projects and special events will occur.

TIME ALLOCATION

- Variable

NOTES

- Service projects like Tivoli Fair clean-up and Victorian Festival set-up/clean-up can be counted toward this requirement.
- Selling trash bags (if a significant number are sold) can be counted as a troop activity. Note - leader discretion is needed to evaluate contribution to troop by trash bag sales.
- Suggest Scouts track their events by entering this information at the top of their Second Class requirement page - i.e. five lines numbered 1-5. The same is necessary for First Class except the numbers would be 6-10.

SIGNING OFF ON REQUIREMENT

When the five required troop/patrol activities have been completed.

SECOND CLASS REQUIREMENT #2b

On one of these campouts, select your patrol site and sleep in a tent that you pitched.
(Pages 232-33, 238-39)

OBJECTIVE

To ensure Scouts know where to set-up their patrol sites and what to consider when making their selections.

PREPARATION

- Determine from the SPL if patrols will camp together (close) or if separate sites may be selected in a general area. Separate sites are preferred, however, they should be located near other patrols and camp leadership for security and safety reasons.
- At a troop meeting prior to the campout, review with Scouts what should be considered when selecting a site - terrain, foliage, weather, property or permit requirements, hunting season, etc.
- Game prep: For each patrol, flip chart paper (1-2 sheets); markers (1-2); pencils (1-2); campsite fact sheet which includes information like:
 - Wind comes mainly out of the NW
 - A stand of fir trees can be seen
 - There is a flag pole
 - A water pump
 - You entered your camp on a trail
 - Equipment: tents, fly, patrol box
 - A creek flows into a small pond
 - There is a fire bowl
 - There are two portable toilets
 - Two picnic tables are available
 - There are 8 people in your patrol

TIME ALLOCATION

- Variable for campout exercise
- 40 minutes for game and discussion

NOTES

- Game at meeting: Give each patrol 1-2 sheets of paper, 2 markers, and 2 pencils (pencils for sketching and markers for highlighting draft site for presentation).
- Using the fact sheet and their imagination, have each patrol draw a map of their campsite including where they set up their patrol. Patrol equipment needs to be sketched in drawing.
- After developing map, someone from the patrol tells all patrols how they saw the site and the selection method(s) they used to place their patrol in the site.
- Look for comments on:
 - Closeness to water
 - Closeness to portable toilets
 - Location of dining fly and patrol box (smoke)
 - Using trees to block wind
 - Location of tents (2 people each)

SIGNING OFF ON REQUIREMENT

When the requirements have been met, sign-off can occur.

SECOND CLASS REQUIREMENT #2c

On campout, demonstrate proper care, sharpening, and use of the knife, saw, and ax; and describe when they should be used. (Pages 77-85)

OBJECTIVE

To ensure Scouts are familiar with these tools, how to use and care for them properly and understand the Outdoor Code by earning their Totin' Chip card.

PREPARATION

- Secure a quantity of Totin' Chip cards from the Troop Advancement Chairman or Council office.
- Review the BSA Handbook thoroughly. Everything you need to know for this requirement is there.
- Obtain tools & equipment necessary to do a demonstration: knife; saw; ax; sharpening stone(s); file(s); wooden pegs; gloves; garden hose and twisters for saw; half gallon plastic bottle for ax sheath; rope/twine and poles for ax yard.
- Let the Scoutmaster know you will be doing this at the campout so time allocation can be made.

TIME ALLOCATION

- 15 minutes for setting up the ax yard
- 60 minutes for demonstration
- Variable time for each Scout to show they know how the use and care for the tools.

NOTES

- No Scout should carry a knife without first earning their Totin' Chip card.
- Discuss the purpose of the Totin' Chip card and how the privilege of having it can be taken away.
- Sheath knives are not allowed.
- Experienced Scouts and Venture Scouts can assist with this requirement.

SIGNING OFF ON REQUIREMENT

When a leader feels the Scout has demonstrated the requirements, sign-off may occur.

SECOND CLASS REQUIREMENT #2d

Use the tools listed above in Requirement 2c to prepare tinder, kindling, and fuel for a cooking fire.
(Pages 249-51)

OBJECTIVE

To ensure Scouts can gather the proper materials for starting a fire, know how to properly set-up a fire lay and light a cooking fire.

PREPARATION

- Make sure an ax, saw, and matches are available.
- Scouts should bring their own pocket knife.
- Make sure a fire bowl is available if at all possible so as to not scorch virgin ground unnecessarily.
- Be sure to know the rules on open fires where this requirement is to be done.

TIME ALLOCATION

- Variable

NOTES

- Best done individually on a campout, however, consider teaming two Scouts together to accomplish this requirement with the approval of the Scoutmaster. It is often done this way at Summer Camp.
- Fires should not be too large and wasteful to prove ability.
- Discuss how the fire and coals should look before cooking starts - when can you best cook.
- Proper cleanup of sites is essential.

SIGNING OFF ON REQUIREMENT

When the requirement specifications have been met, sign-off can occur.

SECOND CLASS REQUIREMENT #2e

Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both. (Pages 248)

OBJECTIVE

To understand when to use either a cooking fire or a lightweight stove for meal preparation, and to know the safety procedures associated with both.

PREPARATION

- Review the information in the Boy Scout Handbook regarding fire building, lighting, and the use of lightweight stoves.
- Check with the SPL to determine if the campout is a patrol or troop cook.
- Check with the Scoutmaster to determine the current definition of the "Light the cooking fire" portion of the requirement:
 - 1) Open ground or pit fire built from tinder, kindling and fuel; or,
 - 2) Properly set-up and light a propane cooking stove.

TIME ALLOCATION

- Variable

NOTES

- Traditional Scout skill training suggests an open ground fire or pit be used. The skills associated with this task are more challenging and rewarding in the long term.
- There are a number of great meals that can be prepared on a fire as well as Dutch Oven cooking. Talk to other leaders about the possibilities.

SIGNING OFF ON REQUIREMENT

When the skills and requirements have been demonstrated, sign-off can occur.

SECOND CLASS REQUIREMENT #2f

Demonstrate how to light a fire and a lightweight stove. (Pages 249-55)

OBJECTIVE

To have the Scout demonstrate the ability to make a fire safely and to use a lightweight stove safely.

PREPARATION

- Make sure an ax, saw, and matches are available.
- Scouts should bring their own pocket knife.
- Make sure a fire bowl is available if at all possible so as to not scorch virgin ground unnecessarily.
- Be sure to know the rules on open fires where this requirement is to be done.
- Check with the Scoutmaster to determine the current definition of the "Light the cooking fire" portion of the requirement:
 - 1) Open ground or pit fire built from tinder, kindling and fuel; or,
 - 2) Properly set-up and light a propane cooking stove.

TIME ALLOCATION

- Variable

NOTES

- Traditional Scout skill training suggests an open ground fire or pit be used. The skills associated with this task are more challenging and rewarding in the long term.
- There are a number of great meals that can be prepared on a fire as well as Dutch Oven cooking. Talk to other leaders about the possibilities.

SIGNING OFF ON REQUIREMENT

When the skills and requirements have been demonstrated, sign-off can occur.

SECOND CLASS REQUIREMENT #2g

On one campout, plan and cook over an open fire one hot breakfast or lunch for yourself, selecting foods from the food pyramid. Explain the importance of good nutrition. Tell how to transport, store, and prepare the foods you selected. (Pages 257-61, 265-68)

OBJECTIVE

To build on the cooking experience outlined in Tenderfoot Requirement #3, to understand the need to plan and eat a well-balanced meal based on the food pyramid, and to have the Scout understand proper methods of keeping food fresh prior to cooking it.

PREPARATION

- Secure menu and duty roster sheets for the Scouts to complete.
- Campout patrols should complete and obtain leader approval prior to departure.
- Determine if money should be given to Scouts to purchase food as a patrol or if the troop is purchasing food based upon a troop menu.
- Check with the SPL to determine if the campout is a patrol or troop cook.
- Check with the Scoutmaster to determine the current definition of the "Light the cooking fire" portion of the requirement:
 - 1) Open ground or pit fire built from tinder, kindling and fuel; or,
 - 2) Properly set-up and light a propane cooking stove.

TIME ALLOCATION

- Variable

NOTES

- Traditional Scout skill training suggests an open ground fire or pit be used. The skills associated with this task are more challenging and rewarding in the long term.
- There are a number of great meals that can be prepared on a fire as well as Dutch Oven cooking. Talk to other leaders about the possibilities.

SIGNING OFF ON REQUIREMENT

When the skills and requirements have been demonstrated, sign-off can occur.

SECOND CLASS REQUIREMENT #3

Participate in a flag ceremony for your school, religious institution, chartered organization, community or troop activity. (Page 87)

OBJECTIVE

To represent the Boy Scouts of America at flag ceremonies.

PREPARATION

- Campouts are considered a troop activity and as such are an excellent opportunity for this requirement to be completed. Encourage the SPL (Senior Patrol Leader) to select new Scouts for practice and fulfillment of this requirement.

TIME ALLOCATION

- Variable

NOTES

- While at campouts, demonstrate the proper way to approach, raise, lower, fold the flag and return to position when involved in a troop flag ceremony.
- Scouts wearing uniforms should be considered for ceremonies.

SIGNING OFF ON REQUIREMENT

After participating in a ceremony, sign-off may occur.

SECOND CLASS REQUIREMENT #4

Participate in an approved (minimum of 1 hour) service project. (Page 88)

OBJECTIVE

To demonstrate cheerful service to others.

PREPARATION

- Contact community organizations to determine if service projects are needed.
- The troop chartering institution may need work done.
- Review the troop activity calendar for special events. Tivoli Fair and Eagle projects are service oriented.

TIME ALLOCATION

- 60 minutes minimum

NOTES

- Often new Scouts work best as a group with their friends. If possible, set-up or take advantage of a program where many of them can participate at the same time.

SIGNING OFF ON REQUIREMENT

When the minimum one hour service project is completed.

SECOND CLASS REQUIREMENT #5

Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community. (Pages 89-95)

OBJECTIVE

To become familiar with local wildlife in your community.

PREPARATION

- Consider a trip to a local nature center like Howell, Kensington, or Maybury State Park.
- Work the requirement into a campout or hike.

TIME ALLOCATION

- Variable

NOTES

- Find a teacher or naturalist who can assist with this if the new Scout leaders are not familiar with the subject.

SIGNING OFF ON REQUIREMENT

When requirement is completed, sign-off can occur.

SECOND CLASS REQUIREMENT #6a

Show what to do for "hurry" cases of stopped breathing, serious bleeding, and internal poisoning.
(Pages 293-95, 299-301, 302)

OBJECTIVE

To educate Scouts on procedures to follow when faced with emergency cases such as stopped breathing, serious bleeding or internal poisoning.

PREPARATION

- Review the BSA Handbook identified pages thoroughly.
- Consider reviewing this requirement with other requirements found in Tenderfoot (Heimlich) or First Class (CPR) if an EMS instructor is available.

TIME ALLOCATION

- 30 minutes for demonstration and discussion

NOTES

- None

SIGNING OFF ON REQUIREMENT

When the requirement is completed, sign-off can occur.

SECOND CLASS REQUIREMENT #6b

Prepare a personal first aid kit to take with you on a hike. (Page 289)

OBJECTIVE

To help a Scout understand what essential items he needs for a hike should first aid be required.

PREPARATION

- None, unless a meeting is dedicated to everyone preparing a first aid kit.
- Determine where supplies and containers will be obtained and who will be responsible for them.

TIME ALLOCATION

- None unless meeting is dedicated to preparing a kit - then, 30 minutes.

NOTES

- Provide Scouts with ideas for containers if they are doing this at home.
- Be sure to take time and listen to the Scouts description of what he placed in his First Aid kit and why it is important. This is a meaningful project and they are proud of their accomplishments and you may be surprised at some of the items they consider essential.

SIGNING OFF ON REQUIREMENT

When the First Aid kit has been presented and contents discussed, sign-off may occur.

SECOND CLASS REQUIREMENT #6c

Demonstrate first aid for the following:

- | | |
|--|---------------------|
| 1) Object in the eye | (Page 314) |
| 2) Bite of a suspected rabid animal | (Page 312) |
| 3) Puncture wounds from a splinter, nail, and fishhook | (Page 305) |
| 4) Serious burns (second degree) | (Page 306) |
| 5) Heat exhaustion | (Page 319) |
| 6) Shock | (Page 303) |
| 7) Heat stroke, dehydration, hypothermia, and hyperventilation | (Pages 314, 320-23) |

OBJECTIVE

To ensure Scouts are familiar with treatment of injuries more complicated than those found in the Tenderfoot requirement.

PREPARATION

- Review the BSA Handbook for those injuries identified.

TIME ALLOCATION

- 20-25 minutes for demonstration
- 5-10 minutes for questions and answers

NOTES

- Select a Scout to tell how they would perform first aid for one of the items identified.
- Involve the Scouts in the training session.

SIGNING OFF ON REQUIREMENT

When the Scout can demonstrate he is familiar with first aid for the injuries identified, sign-off can occur.

SECOND CLASS REQUIREMENT #7a

Tell what precautions must be taken for a safe swim. (Page 99)

OBJECTIVE

To ensure Scouts are familiar with requirements for a safe swim.

PREPARATION

- Summer Camp is an excellent time to complete this requirement.
- Troop swims at a local club, high school or college is another excellent time to complete this requirement.
- Make sure you know when swimming opportunities will occur by reviewing the troop activity calendar.

TIME ALLOCATION

- Variable

NOTES

- Sometimes this requirement is the last to be done. Proper planning will ensure Scouts have an opportunity to complete this requirement.
- Important: If a Scout attends summer camp and receives a "Swimmer" level buddy tag, they can have this requirement and First Class requirement #9 signed off as completed. Sign-off can occur at camp if they have their Handbook or when he returns providing the buddy tag is available.

SIGNING OFF ON REQUIREMENT

When the requirement is completed, sign-off can occur.

SECOND CLASS REQUIREMENT #7b

Demonstrate your ability to jump feet-first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place. (Pages 104-107)
(See notes at bottom of Pages 64-65)

OBJECTIVE

To have Scouts demonstrate their ability to swim a fixed distance in water over their head in depth, and return to their starting point.

PREPARATION

- Summer Camp is an excellent time to complete this requirement.
- Troop swims at a local club, high school or college is another excellent time to complete this requirement.
- Make sure you know when swimming opportunities will occur by reviewing the troop activity calendar.

TIME ALLOCATION

- Variable

NOTES

- Sometimes this requirement is the last to be done. Proper planning will ensure Scouts have an opportunity to complete this requirement.
- Important: If a Scout attends summer camp and receives a "Swimmer" level buddy tag, they can have this requirement and First Class requirement #9b signed off as completed. Sign-off can occur at camp if they have their Handbook or when he returns providing the buddy tag is available.

SIGNING OFF ON REQUIREMENT

When the requirement is completed, sign-off can occur.

SECOND CLASS REQUIREMENT #7c

Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim. (Pages 104-107) (See notes at bottom of Pages 64-65)

OBJECTIVE

To ensure Scouts understand to use reaching and throwing methods as first options when using rescue methods, and to be sure they understand that if reaching and throwing methods do not work, it is better to go get help than to become entangled with a drowning victim. **(Once a Scout has completed the Lifesaving Merit Badge, they will be prepared to use swimming rescues should they be needed.)**

PREPARATION

- Summer Camp is an excellent time to complete this requirement.
- Troop swims at a local club, high school or college is another excellent time to complete this requirement.
- Make sure you know when swimming opportunities will occur by reviewing the troop activity calendar.

TIME ALLOCATION

- Variable

NOTES

- Proper planning will ensure Scouts have an opportunity to complete this requirement.

SIGNING OFF ON REQUIREMENT

When the requirement is completed, sign-off can occur.

SECOND CLASS REQUIREMENT #8

Participate in a school, community or troop program on the dangers of using drugs, alcohol, and tobacco, and other practices that could be harmful to your health. Discuss your participation in the program with your family. (Page 108)

OBJECTIVE

To ensure Scouts are familiar with the dangers of drugs, alcohol, tobacco and practices which can harm them and others.

PREPARATION

None

TIME ALLOCATION

- Variable

NOTES

- This requirement can often be signed off because many schools offer such programs in the fifth grade - at the time the Scouts join the troop. Have them describe their participation.

SIGNING OFF ON REQUIREMENT

When the requirement is completed, sign-off can occur.

SECOND CLASS REQUIREMENT #9

Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.
(Pages 108-109)

OBJECTIVE

To have Scouts incorporate the aspects of the Oath and Law into their daily activities and decisions and to use the Oath and Law as a guide when they are uncertain about making decisions.

PREPARATION

None

TIME ALLOCATION

- Variable

NOTES

- Use of good judgment is helpful so that the Scout is not conflicted by feeling that they have to help people in situations that may place them in personal jeopardy.

SIGNING OFF ON REQUIREMENT

After the Scout describes how he uses the Scout Oath and Law in his everyday life a sign-off can occur.

FIRST CLASS REQUIREMENT #1

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

OBJECTIVE

To ensure Scouts know there are alternatives to determining directions without the use of a compass.

PREPARATION

- Thoroughly read BSA Handbook pages 114-117 which details several methods.
- Consider a star hike on a campout, if possible, in order to give practical examples on what is reviewed in the BSA Handbook - star constellation and moon methods.
- Contact experienced Scouts and other leaders for assistance, if required.
- Plan on speaking to the Scoutmaster if campout time will need to be allocated for this training.

TIME ALLOCATION

- 25 minutes for discussion and presentation at troop meeting.
- 5 minutes for questions and answers.
- Variable time if on a campout.

NOTES

- Be sure to discuss methods using the stars, sun, and moon.
- While not found in the BSA Handbook, moss typically grows on the North side of trees and rocks where moisture is commonly found (no direct sun).

SIGNING OFF ON REQUIREMENT

When a Scout can demonstrate alternatives to using a compass for find directions.

FIRST CLASS REQUIREMENT #2

Using a compass, complete an orienteering course that covers at least 1 mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).

OBJECTIVE

To ensure Scouts know how to follow an orienteering course and can measure selected items identified along the way.

PREPARATION

- Thoroughly read the BSA Handbook sections on this subject. (pages. 118-125)
- Completing this requirement can be easily done on a campout or as an off-site new Scout patrol event at Maybury State Park or Hines Park, for example.
- Advise the Scoutmaster you will need time for proper completion during a scheduled activity.
- Using a compass, develop a course. Write down degrees, paces, and key objects along the way. In addition, find something they can measure, like a flag pole.
- Prepare a bottle with slips of paper in it which they (or the patrol) will return to a leader to prove they successfully completed the course.
- Remind Scouts to bring their compass.
- Put instructions in an envelope for presentation to the team(s).
- Obtain assistance from experienced Scouts.

TIME ALLOCATION

- 60+ minutes for activity.

NOTES

- Make sure other leaders know the course(s) should assistance be required.
- Consider breaking Scouts into groups of 2-3. This will develop team work and makes sure the buddy system is in effect.
- Consider the use of an additional course depending on the number of participants.
- Always double check your course(s) with someone else to ensure instructions are correct.
- Teams can leave at slightly different times if necessary.
- Important: Consider providing some type of recognition or reward to those who successfully complete the task - i.e. candy bars, ice cream, etc.

SIGNING OFF ON REQUIREMENT

When the requirements identified have been complete, sign-off can occur.

FIRST CLASS REQUIREMENT #3

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

OBJECTIVE

To ensure Scouts participate in outdoor events, troop service projects and other activities, which build team and leadership skills as well as Scout spirit.

PREPARATION

- Obtain troop program planning calendar for planning events.
- Determine when troop service projects and special events will occur.

TIME ALLOCATION

- Variable

NOTES

- Service projects like Victorian Festival set-up/clean-up can be counted toward this requirement.
- Selling trash bags (if a significant number are sold) can be counted as a troop activity. Note - leader discretion is needed to evaluate contribution to troop by trash bag sales.
- Suggest Scouts track their events by entering this information at the top of their Second Class requirement page - i.e. five lines numbered 6-10. The same is necessary for Tenderfoot except the numbers would be 1-5.

SIGNING OFF ON REQUIREMENT

When the ten required troop/patrol activities have been completed.

FIRST CLASS REQUIREMENT #4

4a. Help plan a patrol menu for one campout – including one breakfast, lunch, and dinner – that requires cooking. Tell how the menu includes foods from the food pyramid and meets nutritional needs.

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

4c. Tell which pans, utensils, and other gear will be needed to cook and serve these meals.

4d. Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, egg, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.

4e. On one campout, serve as your patrol's cook. Prepare a breakfast, lunch and dinner menu that requires cooking; secure ingredients; supervise your assistants in fire building; and prepare the meals. Lead your patrol in saying grace at the meals, and supervise cleanup.

OBJECTIVE

To demonstrate more leadership and cooking skills than that required in Second Class requirement #2g.

PREPARATION

- Scout Handbook pages 128-129
- Secure menu and duty roster sheets for the Scouts to complete.
- Have boys research costs of the chosen menu while shopping with their parents.
- Campout patrols should complete and obtain leader approval prior to departure.
- Determine if money should be given to Scouts to purchase food as a patrol or if the troop is purchasing food based upon a troop menu.
- Check with the SPL to determine if the campout is a patrol or troop cook.
- Cooking can be completed using:
 - 1) An open ground or pit fire built from tinder, kindling and fuel; or,
 - 2) A propane cooking stove.

TIME ALLOCATION

- Variable

NOTES

- Traditional Scout skill training suggests an open ground fire or pit be used. The skills associated with this task are more challenging and rewarding in the long term.
- There are a number of great meals, which can be prepared on a fire as well as Dutch Oven cooking. Talk to other leaders about the possibilities.

SIGNING OFF ON REQUIREMENT

When the skills and requirements have been demonstrated, sign-off can occur.

FIRST CLASS REQUIREMENT #5

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

OBJECTIVE

For Scouts to experience a meaningful discussion about their rights and obligations with someone other than their parents.

PREPARATION

- Read BSA Handbook section (page 130 and 331 – 349) appropriate to rights and obligations
- Advise Scouts you will talk about their rights and obligations as U.S. citizens at the next troop meeting and they should be prepared to help.
- A troop leader may be an attorney and can be a resource for discussing rights and obligations. Check with other leaders.

TIME ALLOCATION

- 30 minutes to discuss rights and obligations.
- 10 minutes for questions and answers.

NOTES

- This requirement is usually the last one Scouts tackle for First Class. Encourage them to start on this early and complete it before the school term concludes.
- Many Scouts get together and set up an appointment with a teacher after school to discuss their rights and obligations. Often they do it in groups - after all, there is security in numbers.

SIGNING OFF ON REQUIREMENT

When the Scout advises an adult leader when and with whom they discussed their rights and obligations as U.S. citizens, the requirement can be signed off. You may also want to ask them about their rights and obligations and if they learned anything new from the person they visited.

FIRST CLASS REQUIREMENT #6

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

OBJECTIVE

To ensure Scouts are familiar with plant life found in their community.

PREPARATION

- Read BSA Handbook appropriate section (page 131- 136).
- See if an experienced Scout or adult leader is willing to discuss this with the new Scouts.
- You may find an adult leader who professionally or as a hobby works in horticulture, landscaping, forestry, etc. and is willing to discuss the requirement.
- Requirement completion can be done as part of a campout, hike or visit to a nature center.

TIME ALLOCATION

- Variable

NOTES

- Best done on a hike with an experienced person who can easily identify plants.
- There have been Scouts who have taken Polaroid pictures of local plants, labeled them and presented the pictures for approval - this should be acceptable.

SIGNING OFF ON REQUIREMENT

When the requirements have been completed, sign-off can occur.

FIRST CLASS REQUIREMENT #7a

Discuss when you should and should not use lashings.

OBJECTIVE

To ensure Scouts know the difference between knots and lashings and when their use is appropriate.

PREPARATION

- Discussion can occur during a troop meeting.
- Contact experienced Scouts or leaders in advance for help on this requirement.

TIME ALLOCATION

- 5 minutes for questions and answers.

NOTES

- Assign Scouts to partners.
- Consider a lashing game(s) to prove knowledge.

SIGNING OFF ON REQUIREMENT

When the Scout demonstrates an ability to tie the knots and lashings identified, this requirement may be signed off.

FIRST CLASS REQUIREMENT #7b

Demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together).

OBJECTIVE

To ensure Scouts are familiar with knots and lashings used in pioneering projects.

PREPARATION

- Scout Handbook pages 137-148
- Practice and demonstration can occur during a troop meeting.
- Secure ropes and staves for the patrols.
- If going on a campout, make sure staves, poles and ropes are available.
- Consider 1-2 simple projects for the Scouts to complete.
- Contact experienced Scouts or leaders in advance for help on this requirement.
- Contact the Scoutcraft leader to determine if there will be any pioneering related skills taught at upcoming troop meetings, which would help with this requirement.

TIME ALLOCATION

- 40 minutes for demonstration and practice at troop meeting.
- 10 minutes for questions and answers.
- Variable if building a project at troop meeting or campout.

NOTES

- Assign Scouts to partners.
- Consider a lashing game(s) to prove knowledge.

SIGNING OFF ON REQUIREMENT

When the Scout demonstrates an ability to tie the knots and lashings identified, this requirement may be signed off.

FIRST CLASS REQUIREMENT #7c

Use lashing to make a useful camp gadget.

OBJECTIVE

To have Scouts demonstrate initiative and creativity using available materials and knot/lashing skills to make a useful camp gadget.

PREPARATION

- Remind Scouts prior to a campout (previous troop meeting) an opportunity will be available for them to complete this requirement, if they so desire.
- Challenge the Scouts at a campout to make a camp gadget.
- Recognition for achievers should be considered.

TIME ALLOCATION

- Variable

NOTES

- This requirement is best completed on a campout or at Summer Camp.
- Ropes and/or twine should be available.

SIGNING OFF ON REQUIREMENT

When presentation of the camp gadget and discussion of its usefulness is done, the requirement can be signed off.

FIRST CLASS REQUIREMENT #8a

Demonstrate tying the bowline (rescue) knot and how it's used in rescues.

OBJECTIVE

To understand how to tie the bowline and why it is considered an important knot for rescues.

PREPARATION

- Thoroughly read the BSA Handbook (pages 148-149) on this knot and its uses.
- Secure enough rope at sufficient lengths to practice tying the knot.
- Find a leader who will demonstrate tying the bowline without ever letting go of the rope - great exercise. It also has significant safety aspects - if the line is let go, it may not be retrievable and the rescue could fail.
- Consider a bowline game - fastest patrol to tie bowlines wins; or, who can tie bowline blindfolded wins.
- Obtain assistance from experienced Scouts.

TIME ALLOCATION

- 30 minutes for demonstration and practice.
- 5-10 minutes for questions and answers.

NOTES

- Do not overlook regular instructions on tying this knot as outlined in the handbook. While learning to tie a one-hand bowline is fun, the practical need says they need to know how to tie it correctly with both hands.

SIGNING OFF ON REQUIREMENT

When the Scout can demonstrate tying the bowline and tell how it is used, sign-off can occur.

FIRST CLASS REQUIREMENT #8b

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

OBJECTIVE

To become familiar with bandaging techniques for various injuries.

PREPARATION

- Scout Handbook pages 309, 316-317
- Have each Scout bring enough material to the meeting you will do this training so as to allow them to tie a bandage for a head, arm, collar bone and sprained ankle injury - all at the same time - 4 pieces.
- Bandage material must be of sufficient size to accomplish task.
- Consider a professional or First Aid merit badge counselor for instruction.
- Consider a group picture of all Scouts who complete the bandaging - i.e. have all four bandage on themselves.
- Consider using an experienced Scout as a victim.

TIME ALLOCATION

- 35 minutes for demonstration and practice.
- 5 minutes for questions and answers.
- 5 minutes for picture of the group.

NOTES

- Make sure Scouts know in advance they must have their own materials to participate.
- The picture is the "carrot" - properly bandaged people get in the photo!

SIGNING OFF ON REQUIREMENT

When the bandages have been properly completed, sign-off can occur.

FIRST CLASS REQUIREMENT #8c

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

- ⇒ from a smoke-filled room.
- ⇒ with a broken leg, for at least 25 yards.

OBJECTIVE

To ensure Scouts know alternative methods for moving a person with or without someone else's help.

PREPARATION

- Read BSA Handbook (pages 326-328) thoroughly on this requirement.
- Obtain enough blankets for each patrol to have at least one.
- Consider having two experienced Scouts demonstrate procedures.

TIME ALLOCATION

- 30 minutes for demonstration and practice.
- 5-10 minutes for questions and answers.

NOTES

- If everyone does this at the same time, you will find great confusion. Consider patrol competition where only a few Scouts are actually performing the task at one time - the others may be sitting on the floor waiting for their turn.
- Beware of Scouts who want to slide their friends around the floor on the blankets - this can be dangerous.
- Make sure there is one adult per patrol for competition activities.

SIGNING OFF ON REQUIREMENT

When a Scout has demonstrated the requirements, sign-off can occur.

FIRST CLASS REQUIREMENT #8d

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

OBJECTIVE

To enable Scouts to react quickly and properly should a person exhibit the signs of a heart attack.

PREPARATION

- Scout Handbook pages 294-298
- The troop owns two CPR mannequins to facilitate the training of both Scouts and adults in proper CPR technique. Contact the Scoutcraft coordinator ASM to determine their location.
- This requirement is best completed if professional help can be brought in to demonstrate CPR. Speak to the Scoutcraft Coordinator on this.
- Ask an older adult leader to simulate having a heart attack.

TIME ALLOCATION

- Variable

NOTES

- Scouts are expected to know the signs of a heart attack and CPR procedures as part of their First Class Board-of-Reviews. Be sure to emphasize this with the Scouts.

SIGNING OFF ON REQUIREMENT

When the requirements have been met, sign-off can occur.

FIRST CLASS REQUIREMENT #9

9a. Tell what precautions must be taken for a safe trip afloat.

9b. Successfully complete the BSA swimmer test.

9c. Demonstrate survivor skills by leaping into deep water wearing cloths (shoes, socks, swim trunks, long pants, belt, and long-sleeved shirt) Remove socks, inflate the shirt, and show that you can float using the shirt for support. Remove and inflate the pants for support. Swim 50 feet using inflated pants for support, then show to reinflate the pants while using them for support.

9d. With a helper and a practice victim, show a line rescue both as a tender and as a rescuer. (The practice victim should be approximately 30 feet from shore in deep water)

OBJECTIVE

To ensure Scouts can swim at the designated "Swimmer" level and knows basic survivor and rescuing skills.

PREPARATION

- Scout Handbook pages 153 – 163
- Summer Camp is an excellent time to complete this requirement the swimmer merit badge is obtained at the same time.
- Troop swims at a local club, high school or college is another excellent time to complete this requirement.
- Make sure you know when swimming opportunities will occur by reviewing the troop activity calendar. If none are planned, then work with the Scoutmaster to set-up an event for the new Scouts.

TIME ALLOCATION

- Variable

NOTES

- Sometimes this requirement is the last to be done. Proper planning will ensure Scouts have an opportunity to complete this requirement.
- Important: If a Scout attends summer camp and receives a "Swimmer" level buddy tag, they can have this requirement signed as completed. Sign-off can occur at camp if they have their Handbook or when he returns providing the buddy tag is available.

SIGNING OFF ON REQUIREMENT

When the requirement is completed, sign-off can occur.

FIRST CLASS REQUIREMENT #10

Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.

OBJECTIVE

To ensure Scouts are familiar with the meaning and intent of the Law and Oath.

PREPARATION

- Practice and discussion can occur during a troop meeting.
- Contact the Scoutcraft leader to determine if there will be any pioneering related skills taught at upcoming troop meetings, which would help with this requirement.

TIME ALLOCATION

- 10 minutes for questions and answers.
- Variable if building a project at troop meeting or campout.

NOTES

- Question Scouts at each meeting..

SIGNING OFF ON REQUIREMENT

When the Scout demonstrates an ability to tie the knots and lashings identified, this requirement may be signed off.

Appendix

Troop 755 Leadership Guide

WELCOME TO TROOP 755



This information packet will acquaint you with Troop 755. Established in 1947, the Troop has many years of tradition in the Northville community and is one of the most respected and active in the Detroit Area Council.

In addition to our Monday night meetings, we have monthly camping trips in tents and cabins. We have even camped in a submarine and in a cave with a boat trip on an underground river. In addition, a number of our Scouts have enjoyed participating in the exciting National and World Scout Jamborees.

In April, when a new Scout registers with Troop 755, he may begin attending our Troop meetings and campouts. Our intention is to make your son's transition to Boy Scouts as pleasant as possible.

Troop Committee meetings are generally held once a month on Sundays at 7:30 PM at the First Presbyterian Church. We encourage adult participation in working with the boys or in other capacities that suit the parent's talents.

If we can be of any help, please contact Joe Retzbach, Scoutmaster (347-0064) or Bill Stockhausen, Committee Chair (349-2833).

DUES, REGISTRATION AND SURVEY

Dues for a new Scout joining the Troop in April are \$20.00. It covers activities and membership from April through September. Campout and special activity fees are additional. Please return your dues, registration form, medical form and Troop resource survey form to the Scoutmaster or Membership Chairperson at the end of tonight's meeting or as soon as possible.

PATROLS

New Scouts are placed together in their own separate patrols. Hand picked senior Boy Scouts are picked to be their Patrol Leader and have the responsibility to teach and act as a big brother to the new Scouts. The Patrol Leader, along with the New Scout Assistant Scoutmaster(s), work together to help the new Scouts transition to Boy Scouts. These patrols are maintained until the boys are well on their way to First Class - usually one year.

MEETINGS

We have weekly meetings every Monday evening from 7:30-9:00 PM in the basement of the Northville First Presbyterian Church. The Scouts are expected to be on time and in full uniform with the Boy Scout Handbook and a pencil or pen.

HANDBOOK AND UNIFORMS

The Boy Scout uniform is necessary for all Scouting functions. A Scout's uniform should be complete - not parts and pieces. For new Scouts, the Webelos uniform is acceptable until Memorial Day. Troop 755 has traditionally marched in the Memorial Day Parade and a full "Class A" uniform is a requirement of participation. Sources for and details on uniforms are listed at the end of this handout.

For meetings, a necessary part of the new Scout uniform is the Boy Scout Handbook and a pencil or pen. This fabulous book not only provides a wealth of information for all of the rank advancements and campouts, but also has pages for recording the Scout's advancement. A lost Handbook means a Scout will have to have the requirements signed off again.

The Scout's name and home phone number should be recorded inside the front cover. In addition, we recommend the name be placed on the edges of the book with a marker so it can be easily identified and returned if found. Some Scouts find it helpful to cover their books with clear plastic contact paper which helps preserve and reinforce them.

CAMPOUTS

Troop 755 goes camping once a month through the school year. In Summer, we go on a week long Summer Camp at a Boy Scout camp specializing in rank advancement and having exciting and challenging activities to suit any age or rank of Scout. In April, our Scouts begin signing up for Summer Camp. Details will be provided through special announcements and our Troop newsletter.

Signed "permission slips" are absolutely mandatory for all campouts and are due two weeks preceding the campout, unless otherwise noted. The cost for a weekend campout is usually about \$10-12. The Scouts leave from the church either Friday night or Saturday morning and are dropped off at their homes on Sunday after the campout. Adults are always welcome and a minimum number are necessary to provide transportation and supervision.

Our Troop owns up-to-date equipment which includes tents, cooking supplies, canoes, life jackets and all the necessary gear to go camping, backpacking, hiking and canoeing. A suggested personal equipment listing for Scouts is included with this handout.

The Troop also has a campership fund to assist any Scouts having difficulty covering expenses for any of our campouts. Please contact the Scoutmaster for details.

Attachments

Be sure to attach the following documents to these new Scout orientation pages for a complete care package:

1. *Troop Uniform Information pages*
2. *Troop 755 Camping Information page*
3. *Troop 755 Winter Camping Information page*
4. *Copies of pages from current BSA Catalogue with uniform / equipment highlighted or circled.*
5. *Troop Resource Survey form*
6. *Boy Scout application form*

(welcome.doc) Retzbach 2/29/96

Patrol History for Troop 755

As of February 2, 1997

	'86	'87	'88	'89	'90	'91	'92	'93	'94	'95	'96	'97
• Adventurers	x	x	x		x	x	x	x		x		
• Badger				x	x							
• Cobras	x	x	x		x	x	x	x	x	x	x	
• Dragons								x	x	x	x	
• Eagles	x	x	x	x	x	x		x	x	x	x	
• Indians							x	x				
• Owls								x				
• Panthers	x	x	x					x	x	x	x	
• Penguins	x	x	x						x	x	x	
• Seminoles							x	x				
• Sharks											x	
• Venture Crew					x	x	x	x	x	x	x	
• Vikings				x	x				x	x	x	
• Warriors	x	x				x			x	x	x	
• Wolves					x	x	x					
•												
•												
Total each year	6	6	5	3	7	6	6	9	8	9	9	

On this chart, Scoutmasters were:

- ⇒ Jim Lapham, 1986-1990
- ⇒ Bill Stockhausen, 1990-1994
- ⇒ Joe Retzbach, 1994-1997

(patrol history for Troop 755.doc)

Resource Survey Sheet

Boy Scout Troop 755

Boy Scouting is for adults as well as boys. Troop 755 invites you to offer your skills and interests so the best possible program can be developed for your son and other Scouts in our troop. By completing this survey, you have not made any commitments but rather allowed us an opportunity to understand where resources may be available. Your input, along with other adults, will enable us to give your son a most rewarding Scouting experience. Thanks and please return to our Scoutmaster.

Today's Date: _____

Scout Name(s): _____

Your Name: _____ Home phone: _____

Address: _____ Work phone: _____

City, State: _____ ZIP Code: _____

Occupation/Profession: _____

Company or Place of Employment: _____

Were you ever in a Boy Scout program - either as a youth or an adult? () Yes () No
If yes, position(s) or last rank: _____

Do you have any hobbies, unique interests or unusual skills? () Yes () No
If yes, they are: _____

Do you actively participate in any sports or have a strong interest/knowledge? () Yes () No
If yes, please list : _____

Would you occasionally be willing to assist troop leaders and committee members? () Yes

Please provide more information on the following item(s) so I can determine where I can best help the troop:

<ul style="list-style-type: none"> <input type="checkbox"/> New Scout Program <input type="checkbox"/> Scoutcraft (skill instruction) <input type="checkbox"/> Rank Advancement <input type="checkbox"/> Boards of Review <input type="checkbox"/> Eagle Scout Program <input type="checkbox"/> Court-of-Honor Programs <input type="checkbox"/> Membership - Scout & Adult <input type="checkbox"/> Cub Pack Liaison <input type="checkbox"/> Den Chief Coordination <input type="checkbox"/> Religious Program Counselor <input type="checkbox"/> Campout Program <input type="checkbox"/> Troop Equipment <ul style="list-style-type: none"> <input type="checkbox"/> Maintenance & Repair <input type="checkbox"/> Vehicle with trailer hitch 	<ul style="list-style-type: none"> <input type="checkbox"/> High Adventure Program <input type="checkbox"/> Fund Raisers <input type="checkbox"/> Newsletter <input type="checkbox"/> Used Uniform Closet <input type="checkbox"/> Troop Committee <input type="checkbox"/> Financial/Treasurer <input type="checkbox"/> Training - Scout & Leader <input type="checkbox"/> Merit Badge Counselor <ul style="list-style-type: none"> <input type="checkbox"/> Sign me up as a counselor for the merit badges checked on the back of this form. <input type="checkbox"/> I might be interested but need to know more about what a counselor does. Please call me. <input type="checkbox"/> Other: _____
--	--

Merit Badges

January, 1997

- | | | |
|--|---|--|
| <input type="checkbox"/> American Business | <input type="checkbox"/> Family Life * | <input type="checkbox"/> Plumbing |
| <input type="checkbox"/> American Cultures | <input type="checkbox"/> Farm Mechanics | <input type="checkbox"/> Pottery |
| <input type="checkbox"/> American Heritage | <input type="checkbox"/> Fingerprinting | <input type="checkbox"/> Public Health |
| <input type="checkbox"/> American Labor | <input type="checkbox"/> Fire Safety | <input type="checkbox"/> Public Speaking |
| <input type="checkbox"/> Animal Science | <input type="checkbox"/> First Aid * | <input type="checkbox"/> Pulp and Paper |
| <input type="checkbox"/> Archery | <input type="checkbox"/> Fish & Wildlife Management | <input type="checkbox"/> Radio |
| <input type="checkbox"/> Architecture | <input type="checkbox"/> Fishing | <input type="checkbox"/> Railroad |
| <input type="checkbox"/> Art | <input type="checkbox"/> Forestry | <input type="checkbox"/> Reading |
| <input type="checkbox"/> Astronomy | <input type="checkbox"/> Gardening | <input type="checkbox"/> Reptile & Amphibian Study |
| <input type="checkbox"/> Athletics | <input type="checkbox"/> Genealogy | <input type="checkbox"/> Rifle Shooting |
| <input type="checkbox"/> Atomic Energy | <input type="checkbox"/> Geology | <input type="checkbox"/> Rowing |
| <input type="checkbox"/> Auto Mechanics | <input type="checkbox"/> Golf | <input type="checkbox"/> Safety * |
| <input type="checkbox"/> Aviation | <input type="checkbox"/> Graphic Arts | <input type="checkbox"/> Salesmanship |
| <input type="checkbox"/> Backpacking | <input type="checkbox"/> Hiking | <input type="checkbox"/> Scholarship |
| <input type="checkbox"/> Basketball | <input type="checkbox"/> Home Repairs | <input type="checkbox"/> Sculpture |
| <input type="checkbox"/> Bird Study | <input type="checkbox"/> Horsemanship | <input type="checkbox"/> Shotgun Shooting |
| <input type="checkbox"/> Bugling (see Music) | <input type="checkbox"/> Indian Lore | <input type="checkbox"/> Skating |
| <input type="checkbox"/> Camping * | <input type="checkbox"/> Insect Study | <input type="checkbox"/> Skiing |
| <input type="checkbox"/> Canoeing | <input type="checkbox"/> Journalism | <input type="checkbox"/> Small Boat Sailing |
| <input type="checkbox"/> Chemistry | <input type="checkbox"/> Landscape Architecture | <input type="checkbox"/> Soil & Water Conservation |
| <input type="checkbox"/> Citizenship in the
Community * | <input type="checkbox"/> Law | <input type="checkbox"/> Space Exploration |
| <input type="checkbox"/> Citizenship in the Nation * | <input type="checkbox"/> Leatherwork | <input type="checkbox"/> Sports * |
| <input type="checkbox"/> Citizenship in the World * | <input type="checkbox"/> Lifesaving * | <input type="checkbox"/> Stamp Collecting |
| <input type="checkbox"/> Coin Collecting | <input type="checkbox"/> Mammal Study | <input type="checkbox"/> Surveying |
| <input type="checkbox"/> Collections | <input type="checkbox"/> Medicine | <input type="checkbox"/> Swimming * |
| <input type="checkbox"/> Communications | <input type="checkbox"/> Metalwork | <input type="checkbox"/> Textile |
| <input type="checkbox"/> Computers | <input type="checkbox"/> Model Design & Building | <input type="checkbox"/> Theater |
| <input type="checkbox"/> Cooking | <input type="checkbox"/> Motorboating | <input type="checkbox"/> Traffic Safety |
| <input type="checkbox"/> Cycling | <input type="checkbox"/> Music & Bugling | <input type="checkbox"/> Truck Transportation |
| <input type="checkbox"/> Dentistry | <input type="checkbox"/> Nature | <input type="checkbox"/> Veterinary Science |
| <input type="checkbox"/> Disability Awareness | <input type="checkbox"/> Oceanography | <input type="checkbox"/> Water Skiing |
| <input type="checkbox"/> Dog Care | <input type="checkbox"/> Orienteering | <input type="checkbox"/> Weather |
| <input type="checkbox"/> Drafting | <input type="checkbox"/> Painting | <input type="checkbox"/> Whitewater |
| <input type="checkbox"/> Electricity | <input type="checkbox"/> Personal Fitness * | <input type="checkbox"/> Wilderness Survival |
| <input type="checkbox"/> Electronics | <input type="checkbox"/> Personal Management * | <input type="checkbox"/> Wood Carving |
| <input type="checkbox"/> Emergency Preparedness * | <input type="checkbox"/> Pets | <input type="checkbox"/> Woodwork |
| <input type="checkbox"/> Energy | <input type="checkbox"/> Photography | |
| <input type="checkbox"/> Engineering | <input type="checkbox"/> Pioneering | |
| <input type="checkbox"/> Environmental Science * | <input type="checkbox"/> Plant Science | |

* Eagle merit badge

Comments / Suggestions

TROOP 755 - NORTHVILLE, MICHIGAN

MEETING AGENDA

Date: _____

PREOPENING

- PLC Meeting (Time: _____)
- Meeting room set-up patrol

SPL

OPENING (7:30 PM)

- Assemble troop
- Flag/colours presentation/opening
- Miscellaneous presentations

SPL/ASPL

PATROL MEETINGS (7:40 PM)

- Attendance (PL's report to Troop Scribe)
- Turn-in trash bag money & dues
- Other: - _____
- _____

PL/Scribe

SCOUTCRAFT PROGRAM / INTERPATROL ACTIVITY (7:50 PM)

- _____
- _____

SKILL INSTRUCTION (8:10 PM)

- Merit Badge Classes
- New Scout Program
- Experienced Scouts
- Venture Crew

CLOSING (8:50 PM)

- Assemble troop
- Presentations (Rank/Awards/Etc)
- _____
- _____
- _____
- Announcements - Scouts/Leaders
- ***Please put patrol flags away***
- ***Remind which patrol does clean-up tonight***
- _____
- Scoutmaster Minute
- Retreat colours

SPL/ASPL

AFTER MEETING (9:00 PM)

- Clean-up Patrol
- What went right/what can we do better

SPL/SM/ASMs

(mtg_fmat.doc)

B.S.A. TROOP 755 - NORTHVILLE
EMERGENCY CARE INFORMATION

Full Scout(er) Name: _____ Birth date: _____

Social Security Number: _____

Address: _____ City: _____ ZIP: _____

Parent/Guardian: _____ Relationship: _____

Telephone: Home (____) _____ Alternate (____) _____

COMPLETE ALL APPLICABLE LINES FOR YOUR MEDICAL/HOSPITALIZATION INSURANCE.

Insurance Company Name: _____

Policy Holder's Name: _____

Identification Number: _____

Social Security Number: _____ (Policy Holder)

Group Number: _____

Location Code: _____

Policy Number: _____

Employer: _____

Employer Address: _____

Policy Administrator: _____

Address: _____

Phone: _____

Health problems; allergies; medications; physical limitations; etc.

In the event that injury or illness needs immediate attention, I hereby authorize Troop 755 to arrange transportation to the nearest hospital which may render emergency treatment. I further authorize those leaders in attendance to obtain the proper emergency medical treatment for my son including hospitalization, anesthesia, injection and/or surgery. I will be responsible for charges incurred.

Authorizing Signature

Date

Authorizing Name - Print

(over to vehicle insurance information)

B.S.A. TROOP 755 - NORTHVILLE

INSURANCE AND VEHICLE REQUIREMENTS FOR DRIVERS

Scout Name: _____

Driver(s): _____

Address: _____ City: _____ ZIP: _____

Telephone: Home _____ Alternate _____

Vehicle/Insurance Information

VEHICLE #1:

Year: ____ Make: _____ Model: _____ Number of Seat Belts: _____

Insurance Company Name: _____

Policy Holder's Name: _____

Policy Number: _____

Expiration Date: _____

Public Liability

Insurance Coverage:	\$ _____	\$ _____	\$ _____
	Liability	Liability	Property
	Each	Each	Damage
	PersonOccurrence		

VEHICLE #2:

Year: ____ Make: _____ Model: _____ Number of Seat Belts: _____

Insurance Company Name: _____

Policy Holder's Name: _____

Policy Number: _____

Expiration Date: _____

Public Liability

Insurance Coverage:	\$ _____	\$ _____	\$ _____
	Liability	Liability	Property
	Each	Each	Damage
	PersonOccurrence		

Comments: _____

Signature

Date

(over for medical insurance information)

(insuranc.doc)

BOY SCOUTS OF AMERICA - TROOP 755
DETROIT AREA COUNCIL - NORTHVILLE, MICHIGAN

PARENT AUTHORIZATION AND OUTING CONSENT FORM

My son, _____, has my permission to attend Troop 755's _____, 19__ campout at _____ and to engage in all troop activities, except as noted below.

In consideration of the benefits to be derived, and in view of the fact that the Boy Scouts of America is an educational and recreational organization, membership in which is voluntary, and having full confidence that every reasonable precaution will be taken to insure the safety and well being of my son, _____, I hereby agree to his participation and waive all claims against the leaders of this activity and officers, agents and representatives of the Boy Scouts of America.

In the event I cannot be reached in an emergency situation, I hereby give permission and authorization to the attending leaders to obtain proper medical treatment for my son to include hospitalization, proper anesthesia or to order injection or surgery for my son as appropriate.

Signature: _____ Date: _____

Parent will attend: [] Cost: \$
Parent will drive: Leave:
• To Campout [] At:
• From Campout [] Return:

Total number of seat belts: _____
Driver's name: _____
Driver's license number: _____
Year, Make, Model: _____
Vehicle insurance: \$ _____ \$ _____ \$ _____
Liability Liability Property
Each Each Damage
Person Occurrence

Comments/exceptions: **** DRIVERS ARE NEEDED ****

=====
Parents: Please detach and retain for your information.

Destination: _____

Departure: Date: _____ Return: Date: _____
Time: _____ Time: _____
Location: _____ Location: _____

Emergency Phone: (____) _____

(perm slip.doc)

CAMPOUT RELIGIOUS CEREMONY

Troop755, Northville, Michigan

February 28, 1997

- | | | |
|----|---------------------|-------|
| 1. | Opening Song | All |
| 2. | Prayer #1 | Scout |
| 3. | Song | All |
| 4. | Thought for the day | TBD |
| 5. | Prayer #2 | Scout |
| 6. | Closing Song | All |

Note: Scouts and adult leaders are encouraged to make suggestions to improve the campout religious ceremony. This includes who conducts the ceremony, its format, the prayers, songs and thoughts of the day.

PRAYERS FOR RELIGIOUS CEREMONIES

1. We are grateful to you O giver of life.
Our eyes are open to those great wonders around us.
The natural beauty you surround us with today,
Is a constant reminder of your love for us.
Please help us to remember those gifts you have presented today,
When we leave here to go to our homes, schools and work.
2. O great spirit, whose voice I hear in the wind,
And whose breath gives life to all the world.
Hear me, I am small and weak,
I need your strength and wisdom.
Let me walk in beauty,
And make my eyes ever behold the splendor around me.
Make my hands respect the things you have made,
And my ears sharp to hear your voice.
Make me wise so that I may understand the things
That you want to teach your people.
Let me learn the lessons that you have hidden
In every leaf, rock, flower and bird.
I seek strength, not to be greater than my brother;
But to fight my greatest enemy.... myself.
Make me always ready to come to you,
With clean heart and hands, and straight eyes.
So when life fades, as does the sun;
My spirit may come back to you without shame.
3. Let us take a moment from our outing to let God know,
That even though we can not meet at our usual place of worship;
We want him to know we are thankful for this experience and opportunity,
To share the beauty and wonder of nature with our fellow Scouts.
4. God make me an instrument of your peace;
Where there is hatred, let me bring your love;
Where there is injury, pardon;
Where there is doubt, true faith in you;
Where there is despair, let me bring hope;
Where there is darkness, let me be your light;
Where there is sadness, let me bring your joy.
5. Heavenly Father, your cosmic gaze focuses on dust
And you have fashioned in your image and likeness
Every man, woman and child.
Give us, we beg you, a keen eye to recognize that image
So that respect for all human life
Becomes a way of life.
6. Almighty and eternal God, help us always to remember
Those who are less fortunate than ourselves.
Help us to reach out to those in need,
Not only physically but spiritually as well.
Help to teach us that there can be victory in defeat
And that there is some good in everyone.

-
7. Here in the great out-of-doors,
With all its magnificent architecture of hills, valleys and plains
Gloriously decorated for us today
It's reverent quietness is broken only
By the pleasant voices of our makers creatures.
The whispering breeze, the songs of the birds,
We are closer to our God.
We are privileged to commune with him in solemn reverence.
 8. God is good to all, and his compassion is all that he has made.
Who shall ascend the hill of God, and who shall stand in his hold place?
He who has clean hands and a pure heart, who does not lift up his soul to what is false,
He who does not swear deceitfully, he will receive a blessing from the Lord.
 9. Look at the birds of the air, they neither sow nor reap nor gather into barns,
And yet your Heavenly Father feeds them. Are you not of more value than they?
Consider the lilies of the field, how they grow; they neither toil or spin,
Yet I tell you even Solomon in all his glory was not arrayed like one of these.
If God so clothes the grass of the field, which today is alive and tomorrow is thrown in the oven,
will he not more clothe you?
Therefor do not be anxious, saying "What shall we eat?" or "What shall we wear?"
Your Heavenly Father knows your needs and will hear your prayers.
 10. Blessed are those that hunger and thirst for righteousness, for they shall be satisfied.
Let your light so shone before men that they see your good works and give glory to your Father
who is in heaven.
Whatever you wish that men would do to you, do so unto them.
Every good endowment and every perfect gift is from above,
Coming down from the father of lights with whom there is no variation or shadow to change.
 11. God of the mountains, of the forest, of the plains, hear our prayer.
Hear our prayer for courage, courage to face life's problems,
Courage to meet the unknown, courage to rise above the crowd and heed they bidding.
Hear our prayer for vision, a vision of the wider horizons of brotherhood and justice,
A vision of high ideals of purity and love, and through a rift in the clouds,
A vision of thee the source of all that is pure and true and noble.
Hear our prayer for endurance, endurance in the face of storm,
Endurance over the sharp rocks and crags, endurance to keep on climbing to the end of life's
trail.

HYMNS FOR RELIGIOUS CEREMONIES

1. **AMERICA THE BEAUTIFUL**

O, beautiful for spacious skies,
For amber waves of grain,
For purple mountain majesties,
Above the fruited plain.
America, America, God shed his grace on thee,
And crown his good with brotherhood,
From sea to shining sea.

2. **MY COUNTRY, 'TIS OF THEE**

My country, 'tis of thee,
Sweet land of liberty,
Of thee I sing.
Land where my fathers died,
Land of the Pilgrim's pride,
From every mountain's side,
Let freedom ring.

3. **MINE EYES HAVE SEEN THE GLORY**

Mine eyes have seen the glory of the coming of the Lord,
His trampling out the vintage where the grapes of wrath are stored.
He has loosed the fateful lightning of his terrible swift sword.
His truth is marching on.
Glory, glory, hallelujah,
Glory, glory, hallelujah,
Glory, glory, hallelujah,
His truth is marching on.

4. **O GOD OUR HELP IN AGES PAST**

O God our help in ages past,
Our hope in years to come,
Our shelter from the stormy blast,
And our eternal home.

O God our help in ages past,
Our hope in years to come,
Be now our guide while life shall last,
And our eternal home.

5. **NOW THANK WE ALL OUR GOD**

Now thank we all our God,
With hearts and hands and voices,
Whose wondrous things has done,
In whom the world rejoices.
Who from our mothers arms,
Has blest us on our way,
With countless gifts of love,
And still ours today.

6. **SENT FORTH BY GOD'S BLESSING**

Sent forth by God's blessing,
Our true faith confessing,
The people of God from his dwelling take leave.
The seed of his teaching,
Our inner souls reaching,
Shall blossom in action for God and for all.
His grace shall incite us,
To further God's kingdom and answer his call.

7. **LET THERE BE PEACE ON EARTH**

Let there be peace on earth and let it begin with me,
Let there be peace on earth a peace that was meant to be.
With God as our father, brothers all are we,
Let me walk with my brother, in perfect harmony.
Let peace begin with me, let this be the moment now.
With every step I take, let this be my solemn vow,
To take each moment, and live each moment, in peace eternally,
Let there be peace on earth, and let it begin with me.

8. **AMAZING GRACE**

Amazing grace, how sweet the sound,
That saved and set me free.
I once was lost, but now am found,
Was blind but now I see.

When we've been here ten thousand years,
Bright shining as the sun.
We've no less days to sing God's praise,
Then when we'd first begun.

9. **GOD BLESS THE USA**

If tomorrow all the things were gone I'd worked for all my life,
And I had to start again with just my children and my wife.
I'd thank my luck starts to be living here today,
Because the flag still stands for freedom and they can't take that away.
And I'm proud to be an American where at least I know I'm free.
An I won't forget the men who died, who gave that right to me.
And I'd gladly stand up next to you and defend her still today,
Because there ain't no doubt I love this land, God bless the USA>

From the lakes of Minnesota, to the hills of Tennessee.
Across the plains of Texas, from sea to shining sea,
From Detroit down to Houston and New York to L.A.,
Well there's pride in every American heart, and it's time we stand and say.
That I'm proud to be an American where at least I know I'm free.
And I won't forget the men who died, who gave that right to me.
And I'd gladly stand up next to you and defend her still today,
Because there ain't no doubt I love this land, God bless the USA.

Campfire Program Collections

5/10/96

CAMPFIRE RULES

- ⇒ ***Always attempt to face the audience.*** This allows the audience to see your face and others in the skit. They will also enjoy what's happening because they don't miss anything - **with your help.**
- ⇒ ***Always speak loudly.*** Remember, when outdoors, your voice is not as clear as when inside an auditorium or room. It does not project as well.
- ⇒ ***Involve the audience wherever possible.*** If you want the audience to be interested in your skit, they have to hear you. They need to also be involved - be it singing, responding to questions or being asked to volunteer for a skit.
- ⇒ ***Set the stage for what will be happening.*** The Master of Ceremony or person(s) leading the skit may have to explain to the audience the setting, location, who's involved, what might happen, etc. Remember, getting the audience to understand what's going to happen will create more enjoyment for everyone.
- ⇒ ***Always be positive and be careful of others both in and out of skits.*** This is most important, particularly when involving many people, at night and around a campfire. Be considerate of others and their abilities to perform. It should be a positive experience for everyone.

RUN-ONS

A "Run-On" is defined as a person or persons running onto the Campfire stage to perform an impromptu skit. A "Run-On" should be coordinated with other skits/songs through the Campfire Master of Ceremony (MC).

- Two men enter throwing a football to each other, call imaginary football play. The Master of Ceremony asked what they are doing. Together they reply, "We're just passing through."
- A: Enters spreading imaginary "Elephant Repellent" around.
B: What are you doing?
A: Spreading Elephant Repellent.
B: Elephant Repellent!! There aren't any elephants within 10,000 miles of this place!
A: Does a pretty good job doesn't it!
- A: I've been seeing spots before my eyes.
B: Have you seen a doctor?
A: No, just spots.
- A: Man crawls on stage, cries: "Water, water!"
B: Second fellow come running with a glass of water.
A: First man thanks him, takes the glass of water, pulls out a comb and uses the water to comb his hair.
- CPR: Two Scouts are frantically performing CPR on another Scout. This proceeds for a few seconds with the appropriate counting and breathing. Suddenly, one of the Scouts shouts "SWITCH." On that signal, instead of just the two performing the CPR switching, all three change places, including the victim.

A: (Enters crying) My watch stopped.
B: What happened?
A: I was putting insect repellent on when it stopped suddenly.
B: That's the problem! The insect repellent killed the ticks.

-
- A: Want to hear a couple of lulus?
B: Sure
A: Lulu, lulu!!
 - Walk-on: Enters swinging a cane in the air.
Narrator: What's that you have there?
Walk-on: It's a cane.
Narrator: What are you doing?
Walk-on: I'm raising cane!
 - Boy enters, dragging a rope across the stage.
A: Why are you dragging that rope?
B: Have you ever tried pushing one?
 - Two Scouts enter following tracks carefully on the ground. The two argue whether they are raccoon tracks or deer tracks. They both continue arguing until they are run over by a train (group of Scouts in a single file line, a flashlight acting as the headlight of the train.) A Scout gets up off the ground and exclaims, "Maybe they're train tracks."
 - A Scout walks on stage throwing a ball into the air and catching it. Master of Ceremony (MC) asks "What are you doing?" The Scout replies "I'm throwing up!"
 - A Scout runs out screaming and dies a quick and horrible death. The Master of Ceremony (MC) asks "What happened to him?" Another Scout enters and replies "He just found out we're having.... (Example: Having in oatmeal for breakfast again!)"
 - A rope is tied to a Scout, and another is slowly dragging him across the stage. The Scout tied to the rope moves his feet really fast, as if running. The MC asks "What are you doing?" and the Scout pulling the rope replies "Pulling a fast one!"
 - A Scout enters and starts jumping up and down. The MC asks "What are you doing?" The Scout replies he just took his medicine, and the bottle said to SHAKE WELL and he forgot to do so.
 - Two Scouts enter, agree on a deal, and say to each other "Let's shake on it!" Both clasp hands and begin to shake uncontrollably.
 - Two boys around the campfire, take soda crackers and "light" them in the fire. Then they quickly throw them into the crowd, cover their ears, and duck. When asked what they are doing, they explain they are lighting "Fire Crackers."
 - Man search for a lost item near the campfire. A stranger enters, ask what he is doing. "I lost my keys." Stranger helps him look for a while, finally asks where the man lost them. "Over there," comes the reply, and the first man points out into the darkness. "Then why are you looking over here?" "Because the light's better!"
 - ATTENTION! ATTENTION! (Person runs on saying this. When finally gets everyone's attention, he says, "I just love attention" and runs off.
 - Newspaper boy comes in and proclaims "EXTRA, EXTRA, READ ALL ABOUT IT. ONE MAN SWINDLED!" When a man comes up and asks for a newspaper and **how much it costs**, the newspaper boy charges him \$5.00. The man reluctantly pays him and walks away. Boy proclaims "EXTRA, EXTRA, READ ALL ABOUT IT. TWO MEN SWINDLED!"

-
- A Scout fishing in a tin can.
A: "What are you doing?"
B: "Fishing"
A: "Fishing!? Have you caught anything yet?"
B: "Yes, you're the tenth sucker I caught!"
 - Scout enters with a coffee cup. He takes a drink and spits it out. He replies "This coffee tastes terrible! It tastes like dirt!" To which another Scout replies "It ought to, it was freshly ground this morning!"

SKITS

American Express Card

A Scout in a trench coat and hat acts the part of Karl Malden in the American Express Commercial. "Do you know me? I'm (Scout name), and I carry the American Express Card. Don't leave home without it. You'll see why..... just watch!"

A man begins slowly walking near the campfire while two other men walk swiftly past the first man and then suddenly the first man exclaims "Oh no, my wallet is gone! And I'm in a foreign country with no money and I don't know anybody!"

Person playing Karl Malden reenters and says "You see, it can happen to anyone. In case you missed it, let's see that scene again, but this time in slow motion."

This time the two men physically pick up the man, turn him upside down, find his wallet, look at the money, divide it and shake hands and leave. Person playing Malden concludes, "The American Express Card, don't leave home without it!"

Brain Transplant

A man goes to get a brain transplant. He is shown various models, from the brain of a peddler for \$500 to the brain a physicist for \$1,000. Then he is shown a brain for \$5,000 dollars. The man asks why this brain is so expensive? The doctor replies, "It belonged to _____ (Scoutmaster, etc.) and it has never been used."

Calls Of The Night

Skit involves two or more Scouts - one to lead and others be off stage to provide sounds of the night. A Scout enters on stage and tells the audience there are many sounds which can be heard during the night. For example, just as it is getting dark, you might hear a crow settling in for the night. From off stage a Scout hollers "Caw, Caw, Caw" loudly like a crow. Later in the night you might hear and owl. Again, from off stage a Scout hollers "Hoot, Hoot, Hoot.". Sometimes you might even be able to hear a coyote at which time a Scout off stage barks like a coyote. And at campouts you can hear the faithful Scoutmaster - again, from off stage a Scout hollers "**Who the heck took the toilet paper!!**"

Candy Store

The owner of the candy store asks for two volunteers to stand behind them. He then proceeds to announce his candy store is open for business. Several people come up and ask for a particular type of candy bar. All are told they are all sold out of that brand. Finally, one customer asks what the candy store has for sale. The owner, pointing to the two volunteers, responds with "Just these two suckers."

Car Salesman

This skit involves a car salesman and a number of Scouts on all fours acting as used cars. Customer walks up and want to buy one of the cars. He tries them out by sitting on them and starting them. The "cars" give the appropriate noises of starting. Two of the cars are fine, but the one he is interested in has problems. When the man sits on it, it falls down and sputters. The salesman has the answer though. He asks for a couple of "Volunteers" from the audience to come up and hold up the car. Once this is done, he announces that the car only need a couple of "nuts."

Greatest Scoutmaster Echo

The announcer tells the audience that powerful echoes can be heard on this spot. He calls out something which is echoed three times with the help of people hiding off stage. The disbelieving audience is treated to about two more examples when the announcer calls out what he ate for lunch - BALONEY. But when he calls out BALONEY, no echo is heard. Puzzled, he tries again, but still no answer. So he tries another echo by calling out "Mr. _____ is the greatest Scoutmaster in the world!" The response is echoed back "baloney," "baloney," "baloney."

(Note: You may want to try this with someone else being the greatest cook, best camper, best canoeist, etc.)

Fruit of the Loom

Two camp staff members (John and Bill) are talking as campers walk by them. Bill seems to know all of the camper's names. John puzzled, asks how he learned all of the camper's names so quickly. Bill responds by telling him it's as simple as looking at the tags on their T-shirts. He explains that mothers always write the kids' names on the shirts, and by looking at the collar you can easily learn the names. He demonstrates on a passing camper by introducing him to John. "John, meet (looking at the tag) Jimmy. Jimmy, meet John." John now figures he knows how and tries an introduction on the next camper who walks by. "Bill, I'd like you to meet (looking at the tag) Fruit of the Loom."

Good News, Bad News

A group of Scouts (prisoners) line up in formation at a prison camp. The camp commandant stands in front of them. With a heavy German accent, he proceeds to tell the men he has good news and bad news. First the good news - everyone will get a change of underwear. EVERYONE CHEERS! The bad news - Joe, you change with John, Jim you change with Karl, etc.

How Indians Tell Time

The MC announces the next skit as "How Indians Tell Time." A number of Scouts acting as Indians then come out and begin to shout and holler very loud. On signal from their leader, they stop and put a hand to their ear to listen. Hearing nothing, they begin to dance, shout and holler again. This continues until they are again signaled to stop. The stop and put a hand to their ear to listen. Hearing nothing they again begin to dance and holler. The leader stops them again and they put a hand to their ear. Someone one from off stages shouts "BE QUIET DOWN THERE!! DON'T YOU KNOW IT'S 2 O'CLOCK IN THE MORNING?" The Indians smile and leave.

The Infant-Tree is Coming

A General, center stage, is besieged by soldiers reporting from the front line. Each soldier runs up breathlessly to the General and reports the "Infantry" is coming! Then they run off stage. Finally, someone walks in holding a small branch or tree and announces the "INFANT TREE IS HERE" and begins to plant it.

Is It Time Yet?

A group of five or more stands in a line facing the audience. Each leans against the person to their right, their elbows on that person's shoulder, head's resting on their elbows as if a pillow. The person on the right end of the line asks "is it time yet?" to the person to his left, who then repeats the question to the person on his left, and so on.

The person at the left end answers "nope" and that in turn is repeated by each person back up the line. After a short pause, the same question "is it time yet?" is again asked down the line and the same answer "nope" (or some other response) is returned. After repeating this 3-4 times, the answer changes to "Yep, it's time" which is passed back to the right. When the first person in line receives it, everyone in unison switches from leaning on their right elbows to leaning on their left elbows and on the person to their left.

J. C. Penny No. 1

A man enters wearing a prominent piece of clothing (coat, hat, etc.). Another man asks "Where did you get that hat?" (etc.) The man replies "J.C. Penny." Others walk on stage one at a time and are each asked where they got their boots, shirt, etc. Each answers "From J.C. Penny." Finally, a man enters wearing only a towel around his waist. When asked who he is, he replies "I'm J.C. Penny!" (Note: Montgomery Ward can also be used.)

J.C. Penny No. 2

A customer walks up and asks a salesperson for an article of clothing. The salesperson goes behind a curtain, there is a commotion, and the salesperson returns with the item. This continues with other customers and other articles of clothing. Finally, when someone asks for underwear, a man storms out from behind the curtain, clad only in his underwear. He says "This is the last straw! I quit this crummy job!"

Jumbo The Trick Elephant

Jumbo is an elephant that can do many amazing tricks. Jumbo can be acted by two Scouts under a blanket or sheet. A narrator keeps the action moving and must ask for applause from the audience after each trick. A Scout is needed to be a vendor selling peanuts. Additionally, two "volunteers" are needed (perhaps adults) whom the joke and the water will be on round out the cast. You need a cup of water.

Jumbo enters the stage.

Narrator: Jumbo is such a well trained elephant that he will follow just simple commands. For Jumbo's first trick, he will simply stand on his hind legs. "Jumbo, stand!" (Rear Scout grabs front Scout and lifts off ground.) *Jumbo stands on hind legs.*

Narrator: Let's give Jumbo a big hand for that trick. Next, Jumbo will turn around. "Jumbo, turn around." *Jumbo turns around.*

Narrator: Another round of applause please. Next, we will need two volunteers from the audience. Could we have _____ and _____ come up here to help us with the next trick? Don't be afraid. You won't be hurt. *Have volunteers come on stage.*

Narrator: For Jumbo's next trick, he will jump over these two volunteers as they lay prone on the ground. *Have volunteers lay flat on the ground.*

Narrator: Now Jumbo will get a running start and jump over these two volunteers. Jumbo.... Run!
Jumbo.... Jump! *Jumbo runs and jumps over the two volunteers.*

Narrator: Wasn't that great! Let's have Jumbo do that one more time. Jumbo... Run!

(As Jumbo begins to run, the peanut vendor enters the scene and hollers out "JUMBO PEANUTS, GET YOUR JUMBO PEA....!!! As he finishes the syllable "PEA," Jumbo stops over the two volunteers, lifts a leg and pours a cup of water on the two volunteers. Note: Cup of water needs to be handed to Jumbo as soon as he makes first pass over volunteers - the cup is held under the blanket or sheet.)

Lawn Mower Salesman

You need a lawn mower salesman and a number of people to act as lawn mowers. With the lawn mowers all in a row (on all fours), various people come up to the salesman to buy a lawn mower. Each tries out the lawn mowers by starting them and finally buying one. Each time one particular mower fails to start. Finally, this mower is the only remaining one. Failing to start, the salesman finally asks for a volunteer to start it. The volunteer walks up (perhaps an adult parent) and he is asked to help start it. The mower proves to be difficult to start. Finally, the salesman encourages the volunteer to give the cord A BIG PULL at which time this is the queue for the mower to start. The salesman then announces to the audience "IT ONLY TOOK A BIG JERK TO GET IT STARTED."

Learn How To Swim

A number of boys are discussing how they learned to swim. One replies it took him two months of lessons at the YMCA. Another replies it took him two summers at Summer Camp. One boy replies it took him four months at the high school pool. Another boys replies it took him only 10 minutes to learn how to swim. The others act surprised over this feat. The Scout continues, "Yeah, it only took me 10 minutes to learn how to swim. My Scoutmaster just threw me overboard in the middle of the lake." The other Scouts act surprised and questions like "Wasn't that tough?" The Scout replies "The toughest part was getting out of the potato sack!"

Lights, Camera, Action

You need a Hollywood film director, cameraman, a leading man, a beautiful woman and a doctor. The director is directing a scene that goes like this:

Man is on his death bed, woman at his side. The man dies in the woman's arms. The doctor rushes in at the last minute but is too late. The woman sobs uncontrollably in the doctor's arms. For the beginning, the temperamental director is never satisfied with the scenes. One time it is too fast, too slow, another too sad, too happy, etc. The comedy comes from the actors following the director's wishes. When they do it fast, they rush about like bees in a hive. Slow means the man takes forever to die. Funny means everyone laughs uncontrollably. Finally, everyone does it just like the director wants, except the cameraman forgot to put film in his camera.

The Lone Ranger

The Lone Ranger and his faithful Indian companion, Tonto, come galloping in. suddenly they realize they are being surrounded by Indians. They gallop out in each direction and stop. The Lone Ranger says "Indians to the East. Tonto, what do we do?" "Go West," responds Tonto. This is repeated until all four directions are included. Finally, trapped in the center, the Lone Ranger says "Indians all around us, Tonto. What do we do?" Tonto replies, "**What do you mean WE, pale face?**"

Midget Act

Two Scouts can ham it up in a midget act. Sitting at or standing behind a covered table, one Scout uses his upper torso with his arms becoming the legs of the midget. He pulls pants on over his arms, puts on socks and shoes on his hands. The other Scout, concealed by a curtain or under a poncho, becomes the arms by standing behind the first Scout.

Together, they perform. Various activities such as shaving, brushing teeth, eating, etc. are hilarious because the first Scout has no control over the hands and the Scout behind him cannot see what he is doing.

Mind Reader

A mind reader enters amidst a great deal of fanfare. An announcer introduces him as one of the world's greatest mind readers. He then proceeds to read the mind of a few previously selected "volunteers." For the mind reader's greatest trick, he asks another "volunteer" to come up and have his mind read. The mind reader gives the "volunteer" a piece of paper and pencil and asks him to write down anything he wishes. He writes his message and the paper is folded and handed to the mind reader. He holds it to his forehead, goes into deep thought, but has a great deal of difficulty reading it. He asks the "volunteer" to stand on the piece of paper so he can receive stronger signals. The "volunteer" stands on the paper, and the mind reader begins - "It's coming to me now. I can tell you what is on the paper. What is on the paper right now.... IS A DARN FOOL!"

Miss America

Two Scouts are needed, as well as a volunteer from the audience. Two Scouts enter arguing:

#1: I don't care what you say, it's just not possible.

#2: It is too possible. I've seen it. It can be done.

#1: I'm telling you it is impossible to walk a straight line with one of your ears covered up. When you cover up an ear, you loose your balance and it's impossible to walk a straight line.

#2: And I'm telling you that it can be done. All you have to do is push on your hip with your other hand to correct your balance. I'll even show you it can be done. Could we have _____ come up here and help us demonstrate? *Volunteer comes on stage.*

#2: (Speaking to volunteer) Now to prove my point, I would like you to walk this straight line. Cover up an ear with one hand, and the elbow out, and push on your hip with the other hand as you walk.

(Have the volunteer walk a line perpendicular to the audience - i.e. walking away from the group. By following the directions, the volunteer looks like a beauty contestant walking down a runway on stage. The line can be scratched in the dirt or made with a flashlight placed on the ground. The volunteer will be seen from the back, walking away from the audience. He is asked to stop and turn around and repeat the same walking toward the audience. This time the two Scouts begin singing "There She Is - Miss America.")

Mystery Box

A man is standing on a street corner when another man approaches him with a cardboard box that is sealed. He asks the first man if he would hold the box for him while he runs an errand. The second man agrees and takes the box for him while he runs an errand.

Standing alone, he begins to wonder what is in the box. He shakes it, turns it around, etc. Not finding out the contents, he then notices a small leak in the corner of the box. Taking his finger and tasting it he decides it tastes like peppermint. Another friend walks by and asks him what he is doing. Explaining the situation, the second man tastes the leak but says it tastes like strawberry, not peppermint. As they argue, others walk up and join the group. Each tastes and gives a different answer.

Finally, the man who owns the box returns and stops the argument by thanking the first man by saying "Thanks for holding my wife's puppy!"

No Skit

As many characters as you wish are used for this skit. The first actor walks on the stage in tears. He carries on, blowing his nose and crying incessantly. Soon another actor enters and asks what's wrong. The first actor whispers into the ear of the second and soon they both begin crying and wailing. This continues with more actors and each begins to cry.

Finally, one actor enters and asks the whole group "What's the matter? Why is everyone crying?" The whole group answers in unison "WE DON'T HAVE A SKIT!"

OHWA-TAGOO-SIAM

An audience participation skit. The announcer asks for participants to join him to bring back the ancient spirit who once inhabited the area. All are asked to kneel and with arms outstretched, bow up and down repeating the following phrase faster and faster: **Oh - Wa - To - Goo - Siam**. When said faster and faster it sounds like Oh What A Goose I Am!

Overheated Car

A man is about to go for a Sunday drive. His auto is four Scouts on all fours acting as wheels. A "volunteer" from the audience is asked to act as the engine. He kneels on all fours in front of the car. The driver jumps in the car and begins to drive, making the appropriate engine noises.

Suddenly, one of the tires deflates. The driver pantomimes getting out of the car and pumping up the tire. He then gets back in the car and continues driving. The other three tires also deflate along the way and the driver's actions are repeated. Finally, the car quits running. The driver exclaims it has overheated. He takes a glass of water and pours in the radiator (over the volunteers head).

Pearly Gates of Heaven #1

St. Peter is standing in front of the Pearly Gates, flanked by two angels. A Scout approaches and asks to enter Heaven. St. Peter asks why do you deserve to enter. The Scout explains he was an Eagle Scout at 12, earned every Scouting award possible, held all the troop offices, etc. "Is that all?" asks St. Peter.

The Scout continues by telling of the Jamborees he attended and all the good turns he had done, etc. "It's not enough!" exclaims St. Peter. "You go down there," as he points. Two angels escort him off.

Another Scout enters with similar story and he too is sent down below. Finally, a small young Scout enters shyly. When St. Peter asks his qualifications for entering Heaven, he explains he almost made 2nd Class but he got sick before the last Camporee. "What else?" asks St. Peter. "Well, I'm in the same Boy Scout troop as _____ (Scoutmaster, Scout, or adult leader) in Northville, Michigan." "Holy cow!" says St. Peter. "Come on in, you've suffered long enough!"

Pearly Gates of Heaven #2

St. Peter is at the Pearly Gates of Heaven again. Various people walk up asking for permission to enter Heaven. St. Peter asks each newcomer his name and occupation (doctor, lawyer, policeman, etc.). After receiving a reply, he tells each Heaven is a little full right now and they will have to wait to enter. He directs them to a waiting room off to the side. Soon the waiting room is getting quite crowded.

Finally, a man comes to St. Peter and tells him he is a _____ (Scoutmaster, Adult Leader or any other occupation on which you wish to play a joke - engineer, carpenter, accountant, teacher, etc.) and wishes to enter Heaven right away. Well, St. Peter lets him right in and this upsets the others waiting nearby. They go up in a group and ask St. Peter why he was admitted when they have been waiting so long. St. Peter replies that they already have plenty of doctors, lawyers, etc. but this is the first _____ they have ever had. (Good joke to play on adults if you know their occupation.)

The Real Thing

An industrious 7-Up salesman, attempting to establish a market in Africa, is reported missing along with a supply of 7-Up. A search party is sent out after him. After a long search, they finally trace him to a village of cannibals. Questioning the cannibal chief, they find out he has been eaten.

The Chief explains... "We ate his head and drank 7-Up. Then we ate his arms and drank 7-Up. Next we ate his legs and drank 7-Up. Finally, we ate this thing..." The search party, puzzled asks "Why didn't you drink 7-Up at eating his thing?" The Chief replies, "**Silly, don't you know? Things Go Better With Coke!**"

The Restaurant

Two Scouts act as diners in a restaurant. Two other Scouts act as chairs while a "volunteer" is needed to serve as the table. Another Scout serves as the waiter. When the table and chairs are set (on all fours), the two diners enter and sit down. The waiter brings them each menus and a glass of water. He sets the water glasses (cups) on the back of the person acting as the table. The two diners, looking at the menus, are outraged at the prices. They stand up, tell the waiter the prices are too high, and leave. The chairs also get up and leave. The "table" is left with two glasses of water on his back. The fun comes watching his attempts to keep the glasses (cups) from spilling.

Rough Riders

Two campers, one big one and one little are needed. A group of Scouts to act as the "Rough Riders" are also needed. The big and little campers enter carrying packs. They go through the motions of setting up a tent.

Big Camper: "I hate to tell you this, but it looks like there will only be room for one person in this tent. You'll have to sleep outside."

Little Camper: "But that's not fair. Give me a good reason why you should stay in the tent."

Big Camper: (Raising his hand) "I'll give you five good reasons. 1, 2, 3, 4, 5 (as he counts his fingers, he makes a fist, and puts it in the face of the smaller camper).

Little Camper: "Those are good reasons! I think I'll sleep outside."

Both bed down and fall asleep. From different sides of the stage, the "Rough Riders" announce one by one: "FROM THE EAST! FROM THE WEST! FROM THE NORTH! FROM THE SOUTH! IT'S THE ROUGH RIDERS!!" The "Rough Riders" swoop in and beat up the little guy, and quickly leave. The little camper goes over, wakes the big camper and begins to complain.

Little Camper: "Hey, I was just attacked and beaten up by a gang!"

Big Camper: "Oh sure! You just want to sleep in the tent. Now go back outside and go to sleep."

The little camper goes back and falls asleep. Again, from different sides of the stage, the "Rough Riders" announce one by one: "FROM THE EAST! FROM THE WEST! FROM THE NORTH! FROM THE SOUTH! IT'S THE ROUGH RIDERS!!" The "Rough Riders" swoop in and beat up the little guy again, and quickly leave. The little camper goes over, wakes the big camper again and begins to complain.

Little Camper: "Hey that gang came back an beat me up again! It's not safe to be out there!"

Big Camper: Okay. If you are that scared, you sleep in the tent and I'll sleep outside."

The campers change places and quickly fall asleep. From off stage, the "Rough Riders" announce one by one: "FROM THE EAST! FROM THE WEST! FROM THE NORTH! FROM THE SOUTH! IT'S THE ROUGH RIDERS!!" The "Rough Riders" swoop in to the campsite. This time though, the leader announces "Do you know what guys? We've picked on this guy outside of the tent long enough. This time, let's beat up the guy inside the tent." (At that moment, the little camper wakes up, jumps up and the "Rough Riders" chase him off stage.)

Shrinking Oil

Two men are talking about muscle building. One, proudly posing and flexing, is asked by the other how he developed such a great body. The first man tells him the secret which is to rub down every night with oil. The second man decides to give it a try. The next day both enter with the second man walking on his knees. "I shrank!" he exclaims. "I thought you said it would work." "Well, what kind of oil did you use?" asks the muscle man. "Crisco," says the shrinking man. "**No wonder, that's shortening!**" exclaims the muscle man.

Suckers On The Line

Two people are having a phone conversation but the connection is terrible and they cannot hear each other. Volunteers are asked to come up and act as telephone poles to hold up the lines between the callers. As each volunteer is asked to come up, the call is tried again, but still the two callers cannot hear each other. Finally, after 3 or 4 volunteers are acting as telephone poles, the call finally goes through.

The following conversation takes place:

#1: "Can you hear me now?"

#2: "Sure I can. This is great!"

#1: "Whatcha been doing?"

#2: "Fishing"

#1: "Any luck?"

#2: "Not too much, just these suckers on the line!"

Suicide

Two version of this skit can be done - one using a newspaper reporter (sad over no big news story) and the other using an undertaker (no business). Either stands on a tall bridge ready to jump. A man stops him and asks why he is jumping. After hearing his story, the man decides to jump also, because he is sad over his farm being a bust or some other disaster. As both swing their arms and count to 2, about to jump, another man rushes up and stops them. After hearing both stories, he too decides to jump because of some catastrophe (a doctor with no patients, a carpenter with no homes to build, etc.).

Now there are three jumping. As they swing their arms and count 1, 2 and are about to jump, another man rushes up and stops them. This is repeated until there are 5 people jumping. Finally, all are set to

jump. As they count 1, 2, 3 they all finally jump except the first man. He then exclaims "Now, I finally have a story" (or more business).

Take-Off

The stunt can be performed two different ways. The object is to blindfold two or three people. Then, as they stand in front of the audience, you ask them to take off anything they have on. Obviously, the smart ones remove their blindfolds, but those caught up in the joke usually remove a watch, shirt, shoe, etc. You continue to ask those remaining to keep removing an object at a time until it borders on indecency. Then remove the remaining blindfolds and let them in on the joke.

Tankity, Tank

A lone soldier is told he is the only one left, and he must fight the enemy alone. His order to the front but exclaims he has no rifle. The commander hands him a stick and tells him if he sees the enemy he is to say "bangity, bang" and they will fall dead. When he asks what to do if he runs out of ammunition, the commander puts an imaginary bayonet on the stick and tells him to use it and say "stability, stab."

He finally sets out for the front line. He spies one of the enemy and says "bangity, bang!" The man falls dead. Remarking on how well his "rifle" works, another enemy creeps up. Spotting him, he says "stability, stab" while thrusting at the enemy. Once again it works. But then, in the distance, is heard a low rumble. A man enters using robot-like movements and walking slowly. The soldier tries the rifle (Bangity, Bang) but it fails to work this time. Then the bayonet is used (Stability, Stab), but it too fails. Nothing works and soon the soldier is soon trampled by the enemy who keeps right on slowly moving over the soldier. As he walks over the soldier, he exclaims in a loud voice "tankity, tank!"

Toilet Peppers

A little boy walks up to the storekeeper and says in a stuttering voice "My mom told me to buy.... My mom told me to buy.... pepper! The storekeeper asks "What kind of pepper? Green... Red... Hot... Black?" The boy looks puzzled and leaves the store. He returns and says "My mom wants me to buy... some toilet paper!"

The Train

Group lines up in order according to height in single file facing the audience. The biggest says "Is there a train coming from the North Ma?" Next biggest turns to No. 3 and says, "Is there a train coming from the North Sam?" (substitute camper names). This question is asked down the line of each successive camper. The smallest one looks around and says "There's no train coming from the North _____." The answer is passed all the way up the line to Pa. Pa then asks "Is there a train coming from the South Ma?" The question is passed then the answer. Participants need to exaggerate their accents and speak slowly.

This can be repeated for East and West if desired. Punch line comes when all directions have been checked and Pa says "Then I guess it's safe for us to cross the railroad tracks!" All family members exaggerate stepping over the track as they return to sit in the audience.

U-Boat

The scene is a German U-Boat on patrol. A number of boys sit on the ground (or can stand) in single file, each with his legs horseshoe style around the boy in front. The boy in front looks through an imaginary periscope. The man in back fires the torpedoes.

The man in front spots the enemy through his periscope and orders the torpedo tubes be checked for loading. His order is repeated all the way back to the last man who responds with "torpedo tubes checked and ready for loading." This reply travels to the front. The first man orders "load torpedoes" and this command is passed back. "Torpedoes loaded" is passed back to the first man. Other commands like "Fire torpedoes" / "Torpedo #1 fired" / "We missed!" along with other creative commands can be used. This is repeated with two other torpedoes fired and missing.

Finally, they hit their target and everyone cheers and says together "**We sunk a row boat. We sunk a row boat!!**"

Ugliest Man In The World

An announcer exhibits someone covered with a blanket, coat or sleeping bag. He proclaims him as the "ugliest man in the world." He explains that anyone looking at his face will die instantly of fright. "Volunteers" from the audience then take a peek at the man, claiming disbelief and being skeptical of the claim by the announcer. As each takes a look, they die instantly. Finally, the guest of honor takes a look. When he takes a peek, the ugly man screams and dies.

The Viper Is Coming

Needed are actors who run across stage screaming "**The Viper Is Coming. Run For Your Lives!**" Two can run into each other and when getting up scream the phrase together. This continues until the dreaded Viper enters. He walks across the stage trailing a roll of toilet paper repeating "**I'm the Viper!**"

(cmpfire1.doc) 5/10/96

1996-97 TROOP 755 PROGRAM

Sunday, November 11, 2001

07/29	Program Planning Meeting Kick-off	Resp: J. Retzbach
08/25	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
09/02	LABOR DAY	
09/09	Troop Meeting <ul style="list-style-type: none">• Merit Badge Sign-up• Scoutcraft: Philmont Expedition Presentation• Permission slips out for canoe trip (\$20/person)• Vote on Summer Camp 1997• B-O-R Cut-off Announcement (09/16/96)	Resp: B. Selinsky Resp: K. Stockhausen Resp: L. Dixon Resp: C. Ronk Resp: C. Ronk
09/12	Gemini Roundtable Meeting <ul style="list-style-type: none">• Pop Corn Chairperson night	Resp: J. Retzbach
09/13 - 09/15	O/A Ordeal at D-A Scout Reservation	
09/15	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
09/16	Troop Meeting <ul style="list-style-type: none">• Merit Badge Class #1 Citizenship in World; Communications; Family Life; Orienteering <ul style="list-style-type: none">• Scoutcraft: Safety Afloat/Safe Swim Defense- Canoe Trip Prep - Gear to bring• Game back-up: Swat 'Em Outdoors• Permission slips in• Last night for B-O-R sign-up	Resp: B. Selinsky Resp: B. Maxim Resp: C. Ronk
09/20 - 09/22	Campout (Canoe Trip/Troop Cook) <ul style="list-style-type: none">• Location: AuSable River	Resp: L. Dixon
09/23	Troop Meeting <ul style="list-style-type: none">• Merit Badge Class #2• Scoutcraft: 1993 Jamboree Presentation• Last night to complete B-O-R's for C-O-H• Reminder: Patrols need materials for "One Match" Fire Lighting Contest next week	Resp: B. Selinsky Resp: J. Retzbach Resp: C. Ronk
09/29	Troop Court-of-Honor (Sunday) <ul style="list-style-type: none">• Location: First Presbyterian Church• Time: Set-up 6:45 p.m.; Starts 7:00 p.m.• Presentation of troop photo plaques to church• Reminder: Patrols need materials for "One Match" Fire Lighting Contest (No liquid fuels!)	Resp: J. Demers Resp: J. Retzbach

09/30	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #3 • Scoutcraft: "One Match" Fire Lighting Contest (Ice cream sandwich award) • Permission slips out for October campout • Reminder: Patrols need to begin studying for knot relay event on 10/14. Knots to study: Square knot; Clove hitch; Two half hitches; Tautline; Timber hitch; Bowline. 	Resp: B. Selinsky Resp: B. Maxim Resp: J. Retzbach Resp: L. Dixon Resp: C. Ronk
10/07	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #4: • Merit Badge Sign-up for next session • Permission slips in • Scoutcraft: Knot Instruction Program • Reminder: Patrols need to continue studying for relay event on 10/14. Knots to study: Square knot; Clove hitch; Two half hitches; Tautline; Timber hitch; Bowline. 	Resp: B. Selinsky Resp: B. Selinsky Resp: B. Maxim Resp: C. Ronk
10/10	Gemini Roundtable Meeting	Resp: J. Retzbach
10/13	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
10/14	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #1: • Scoutcraft: Knot Relay Game (Check on Bowling Night Award) • Prepare campout duty roster/patrol menus (Requires approval of adult leader; distribute funds to PL's to do their food purchases) 	Resp: B. Selinsky Resp: B. Maxim Resp: PL's
10/18 - 10/20	Order of the Arrow Fall Fellowship @ D-A	
10/18 - 10/20	Campout (6:00 p.m. at church for early departure) <ul style="list-style-type: none"> • Location: Warren Dunes State Park • Activity: Cook Nuclear Power Plant • Patrol Cook event 	Resp: L. Dixon
10/21	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #2: • Scoutcraft: Radioactive Isotope 	Resp: B. Selinsky Resp: B. Maxim
10/24	Gemini District Scouter Recognition Dinner Location: Monaghan K-C Hall, 19801 Farmington Rd. North of 7 Mile	
10/27	Eagle Court of Honor - John Moore (Sunday) <ul style="list-style-type: none"> • Mill Race Historical Village Church • Set-up: 4:00 p.m./Starts at 5:00 p.m. 	Resp: J. Demers

10/28	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #3: • Scoutcraft: Flag Folding Contest • Permission slips out for November campout 	Resp: B. Selinsky Resp: J. Retzbach Resp: L. Dixon
11/04	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #4 • Merit Badge Sign-up for next session • Scoutcraft: Dutch Oven Cooking Program • Permission slips in • Note: PLC needs to define Olympic Events 	Resp: B. Selinsky Resp: B. Selinsky Resp: B. Swancutt/ B. Maxim Resp: PLC
11/10	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
11/11	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #1 (3 week session only) • Scoutcraft: Circle of Rope Walk • Note: Confirm PLC has Olympic Events designed and responsibilities assigned in prep for campout 	Resp: B. Selinsky Resp: B. Maxim Resp: C. Ronk
11/14	Gemini Roundtable Meeting	Resp: J. Retzbach
11/15 - 11/17	Campout (Thanksgiving Feast/Waterloo Olympics) Location: Waterloo Recreation Area (Cabins) Meal Coordinator: Bruce Swancutt/Bruce Maxim (Note: Be sure to include Pie Baking Contest)	Resp: L. Dixon
11/18	Troop Meeting (Note: Mid-Week Swim Outing Canceled) <ul style="list-style-type: none"> • Merit Badge Class #2 • Scoutcraft: Patrol Relays 	Resp: B. Selinsky Resp: B. Maxim
11/23	Eagle Court-of-Honor - Eric Retzbach (Saturday) <ul style="list-style-type: none"> • First Presbyterian Church - Fellowship Hall • Set-up: 2:00 p.m./Starts at 3:00 p.m. 	Resp: J. Demers
11/25	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #3: • Scoutcraft: Game or Video 	Resp: B. Selinsky Resp: B. Swancutt/ B. Maxim
11/28	THANKSGIVING	
12/02	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #4 • Scoutcraft: Hiking Preparation • Game: TBD • Permission slips out for December campout 	Resp: B. Selinsky Resp: B Maxim Resp: B. Swancutt/ B. Maxim Resp: L. Dixon
12/06	HANUKKAH	

12/09	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #4 • Scoutcraft: Winter Camping Program Proper Clothing/Supplies for January • Permission slips in 	Resp: B. Selinsky Resp: B. Maxim
12/12	Gemini Roundtable Meeting	Resp: J. Retzbach
12/14 - 12/15	Campout (20 Mile Hike - Potowatomi Trail) Location: Camp Munhacker (Cabins) Assistance: Bill Stockhausen	Resp: L. Dixon
12/16	Troop Meeting (Last meeting of 1996) <ul style="list-style-type: none"> • Christmas Party • Merit Badge Sign-up for next session • Permission slips out for January campout • Other: Hobby Night Presentations by Scouts/Leaders 	Resp: J. Retzbach Resp; B. Selinsky Resp: L. Dixon
12/23	NO TROOP MEETING	
12/25	CHRISTMAS	
12/26 - 01/03	Venture Crew Trek - Florida Sea Base	Resp; J. Retzbach
01/05	Eagle Court-of-Honor - Michael Kuehn (Sunday) <ul style="list-style-type: none"> • Mill Race Historical Village Church • Set-up: 4:00 p.m./Starts at 5:00 p.m. 	Resp: J. Demers
01/06	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #1: • Scoutcraft: Winter Camping Program Proper Clothing/Supplies for January • Permission slips in 	Resp: B. Selinsky Resp: B. Maxim
01/09	Sunset Roundtable Meeting	Resp: J. Retzbach
01/10 -01/12	Jamboree Campout Location: D-Bar-A Scout Reservation	Resp: J. Retzbach
01/11	Cross Country Skiing Location: Maybury State Park (For Scouts not eligible to participate in Jamboree Campout)	Resp: B. Maxim
01/12	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m. (Same day as campout return - may change)	Resp: B. Stockhausen
01/13	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #2: • Scoutcraft: Prepare for Sunset Winter Event • Permission slips out for February campout 	Resp: B/ Selinsky Resp: B. Maxim Resp: L. Dixon
01/20	Troop Meeting (MARTIN LUTHER KING B/D) <ul style="list-style-type: none"> • Merit Badge Class #3: • Scoutcraft: Florida Sea Base Presentation • Permission slips in 	Resp: B. Selinsky Resp: E. Scharf

01/27	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #4: • Merit Badge Sign-up for next session <ul style="list-style-type: none"> ⇒ Family Life ⇒ Camping (Maxim) ⇒ Personal Management ⇒ Collections • Scoutcraft: Prepare for Sunset Winter Event 	Resp: B. Selinsky Resp: B. Selinsky Resp: B. Maxim
01/31 - 02/02	Campout Sunset District Winter Event at D-A Scout Reservation	Resp: L. Dixon
02/02	First Presbyterian Church Activity Awareness Table (Set-up in library - need photographs, memorabilia, etc.)	Resp: J. Retzbach
02/03	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #1: • Scoutcraft: O/A Elections 	Resp: B. Selinsky Resp: M. Grabowski
02/09	Scout Sunday @ First Presbyterian Church	Resp: B. Stockhausen
02/09	Orienteering Course at Maybury State Park Time: 1:30-4:00 p.m.	Resp: J. Jacobs
02/09	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
02/10	Regular Troop Court-of-Honor <ul style="list-style-type: none"> • Friends of Scouting presentation • Eagle recognition • Summer camp program • Troop resource survey • Program activities since September C-O-H • Rank advancements • Merit Badges 	Resp: J. Demers
02/13	Sunset Roundtable Meeting	Resp: J. Retzbach
02/17	NO TROOP MEETING - MID-WINTER BREAK	
02/24	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #2: • Scoutcraft: Game/Steal the Bacon • Permission slips out 	Resp: B. Selinsky Resp: B. Maxim
02/27	Jamboree Scouts & New Scouts - Swim Certification for Jambo & rank advancement Location: Novi High School Pool Time: 6:30-8:00 p.m. Cost: \$1.00 each	Resp: J. Retzbach & B. Maxim
03/01	Junior Leader Training Program Location: First Presbyterian Church Need to reserve Williams Room or Fellowship Hall	Resp: B. Maxim

03/03	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #3: • Scoutcraft: Winter camping • Permission slips in 	Resp: B. Selinsky Resp: B. Maxim
03/08 - 03/09	Campout - Adorondak Shelters Location: Camp Berry Scout Reservation, Findlay, OH Special Activity: O-A Call-out Ceremony	Resp: L. Dixon Resp: O-A Members
03/09	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
03/10	Troop Meeting <ul style="list-style-type: none"> • Scoutcraft: Troop Photograph • Merit Badge Sign-up for next session <ul style="list-style-type: none"> ⇒ Emergency Preparedness ⇒ Engineering ⇒ Auto Mechanics ⇒ Safety • Merit Badge Class #4 	Resp: B. Stockhausen Resp: B. Selinsky Resp: B. Selinsky
03/13	Sunset Roundtable Meeting	Resp: J. Retzbach
03/17	Troop Outing - Tour Ford Wayne Assembly Plant (Tentative)	Resp: B. Stockhausen
03/21 - 03/23	Jamboree Troop 1124 Campout	Resp: J. Retzbach
03/24	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #1 • Open House for 2nd year Webelos & families Confirm use of Fellowship Hall w/Barbara Ross • Scoutcraft: Stockhausen old-time movie film 	Resp: B. Selinsky Resp: J. Retzbach Resp: B. Stockhausen
03/28	GOOD FRIDAY	
03/29	EASTER SUNDAY	
03/31	NO TROOP MEETING (SPRING RECESS)	
04/03	Sunset Adult Leader Training	
04/07	Troop Meeting <ul style="list-style-type: none"> • New Scouts join troop • New patrol assignments/realignments • Merit Badge Class #2 • Permission slips out for April campout 	Resp: New Scout Ldrs Resp: J. Retzbach Resp: B. Selinsky Resp: L. Dixon
04/10	Sunset Roundtable Meeting	Resp: J. Retzbach
04/13	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen

04/14	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #3 • New Scout Program - Kick-off/Camping Prep • Scoutcraft: "Sit Upons" • Permission slips in 	Resp: B. Selinsky Resp: J. Jacobs Resp: B. Maxim
04/21	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Sign-up for next session <ul style="list-style-type: none"> ⇒ Golf ⇒ Cinematography ⇒ Pioneering ⇒ TBD • Merit Badge Class #4 • New Scout Program: Camping Prep • Scoutcraft: Game 	Resp: B. Selinsky Resp: J. Jacobs Resp: B. Maxim
04/25 - 04/27	Scoutmaster Mystery Campout Location: Mystery	Resp: J. Retzbach
04/28	Troop Meeting <ul style="list-style-type: none"> • Youth Protection Presentation • Merit Badge Class #1 • New Scout Program • Permission slips out for 50th Anniversary Campout 	Resp: J. Retzbach Resp: B. Selinsky Resp: J. Jacobs
05/05	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #2 • New Scout Program • Scoutcraft: Pioneering skills/knot tying/lashings • Permission slips in 	Resp: B. Selinsky Resp: J. Jacobs Resp: B. Maxim
05/08	Sunset Roundtable Meeting	
05/-11	Dorchester Canadian Camporee - Venture Crew	Resp: B. Stockhausen
05/11	MOTHER'S DAY	
05/11	Troop Committee Meeting First Presbyterian Church @ 7:30 p.m.	Resp: B. Stockhausen
05/12	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #3 • New Scout Program: • Scoutcraft: Parade Prep for Memorial Day Catch the Snapper • Other: Pioneering demo prep 	Resp: B. Selinsky Resp: J. Jacobs Resp: SPL Resp: B. Maxim Resp: B. Maxim
05/16 - 05/18	Campout: 50 th Anniversary Location: Tentatively set for Ford Field, Northville, MI)	Resp: L. Dixon
05/19	Troop Meeting <ul style="list-style-type: none"> • Merit Badge Class #4 (Last merit badge class for year) • New Scout Program: • Scoutcraft: Parade Prep for Memorial Day • Permission slips out for June Campout/C-O-H 	Resp: B. Selinsky Resp: J. Jacobs Resp: SPL

05/26	MEMORIAL DAY PARADE	
06/02	Last Regular Troop Meeting of Year <ul style="list-style-type: none"> • New Scout Program: • Scoutcraft: Pioneering skill • Prepare for Campout/C-O-H • Permission slips in 	Resp: J. Jacobs Resp: B. Maxim
06/06 - 06/08	JAMBOREE FULL CONTINGENT CAMPOUT AT D-A	Resp: J. Retzbach
06/09	Summer Camp Meeting at Church	Resp: B. Maxim
06/12	Sunset Roundtable Meeting	Resp: J. Retzbach
06/13 - 06/15	Campout (Maybury State Park) <ul style="list-style-type: none"> • Pioneering Demonstration • Court-of-Honor/Eagle Bash (afternoon) • Pot-Luck Dinner 	Resp: L. Dixon
06/16	Summer Camp Meeting at Church <ul style="list-style-type: none"> • Equipment return night from campout 	Resp: B. Maxim
06/23	Summer Camp Leadership Meeting (tentative)	Resp: B. Maxim
07/21	'97-'98 Program Planning Meeting #1	Resp: TBD
07/13 -07/19	Summer Camp at Camp Rotary, Clare, Michigan	Resp: B. Maxim
07/25 - 08/06	1997 National Jamboree, Ft. A. P. Hill, Virginia	Resp: J. Retzbach
08/18	'97-'98 Program Planning Meeting #2	Resp: TBD

(agen9697.doc) Retzbach

Miscellaneous Reference Attachments