



Troop 1518 Camping Rules

- **All scouts are expected to display the tenets of the Scout Law at all times.** A scout who is not acting in accordance with these tenets or following the rules below will be asked to change his actions. If he is unable to do so, he will be separated from the troop with adult supervision and a parent will be contacted to come and take their son home.
- No **electronic games/ musical devices** in camp. They may be used in the car, with the driver's permission and with the volume turned down or off (or headphones). These devices must be left in the car when we get to camp; they may not be brought into the campsite (even if they are not used there). Neither the driver nor the troop assumes any responsibility for these items.
- **Buddy system** at all times outside the campsite. No scout leaves the campsite by himself.
- No **snacks** in packs or tents; they attract critters. (Venture backpacking crews carry food on the trail, but it is on their backs during the day and in a bear bag at night.)
- No scout may carry a **pocketknife** on his person until he has earned Totin' Chip. He may bring a pocketknife in his pack in case there is an opportunity for Totin' Chip training, but it is to be used only for that purpose until he has earned Totin' Chip. Pocketknife blades may not exceed 3½ inches. No **sheath knives** at any time by any scout. This is a National BSA requirement.
- No scout may use **matches** or other fire-starting implements until he has earned his Fireman' Chit. Lighters are allowed only with the permission of an adult or the SPLIC. No gas **lanterns** or other sources of flame in a tent at any time. No **firearms or fireworks**.
- On campouts, we do not prepare **Friday dinner** in camp, and we don't stop along the way for dinner. Scouts should eat dinner before they arrive at the church or bring a sack dinner if so indicated by the SMIC. Meals will be eaten at the campsite after camp is set up and at direction of the SPLIC. Meals may only be eaten in cars if the driver approves. All trash will be removed from the cars!
- We always wear **Class A uniform** shirt when traveling to and from campouts. For certain events (e.g. a district council scouting event), the SMIC may specify that the Class A uniform will be worn. In Troop 1518, Class A uniform includes BSA uniform pants. (Either long scout pants or scout shorts, as appropriate.) Class A uniform includes a troop neckerchief and a neckerchief slide, scout belt, and scout socks. A scout may wear a neckerchief that he earned at a scouting event on campouts.
- Scouts must have a **functional pack** for their gear. If not a backpack, then a duffel bag, oversized gym bag, or similar (something with a shoulder strap, or at least handles that can be gripped in 1 hand). Avoid two-handed containers for weekend campouts.
- **Raingear** is mandatory on all campouts and hikes. Raingear consists of a poncho or rainsuit. A hooded nylon jacket will serve as raingear in the summer, but is not proper raingear for other times of the year (even May or September), as it does not protect below the thighs. Same issue re: most coats in the winter—they do not protect your lower body from rain. A fleece jacket is not raingear.

- **Boots** are strongly recommended on campouts and hikes. Either hiking boots (preferred), or work boots. Sneakers do not provide the appropriate amount of support or protection around a campsite or on the trail.
- When camping, it can be cold at night as late as the end of April and as early as the beginning of October. **Scouts should come prepared for cold weather.** Some scouts get cold because they are not dressed properly or do not have an adequate sleeping bag or nightwear. Please refer to the gear guides that you were given when you joined the troop. A **hat** and **gloves** (or mittens) are mandatory in cold weather. Dress in multiple **layers**, invest in a good synthetic **sleeping bag rated to 20 degrees F or lower**, and bring **extra clothing to sleep in.**
- **Please be prompt** when assembling for a campout. When it is announced that we will be meeting at 5:30 for a 6:00 departure, that doesn't mean arrive by 6:00. Last-minute arrivals delay the entire troop due to uncertainties about whether such persons will be no-shows. That affects the ride plan, gear stowage, etc.
- **If a scout will be brought to a campout late or will be leaving early**, please let the Scoutmaster-in-charge (SMIC) of the event know about this as early in the process as possible. If the scout will be missing any meals, he also needs to let his patrol leader know this in advance, for meal-planning purposes. If a scout will be leaving the campout for several hours (e.g. for an athletic event), the scout needs to check out and back in with his patrol leader, and the scout or parent should check out and in with the SMIC.
- **If a parent is planning to camp with us**, please let the SMIC know in advance. We need to know how many people we are feeding, we often pay a campsite fee based on the number of participants, and we have to file a BSA Tour Permit application in advance.
- **If an adult is camping with us but he or she plans to arrive late or leave early**, that adult should inform the SMIC about this as early as possible in the process (several days in advance at a minimum). Once a driver advises the SMIC that he or she will be camping with us, it is assumed that this person will be traveling in both directions with the troop and will be able to carry scouts in both directions unless the individual has advised the SMIC otherwise.
- All scout **medications** (including non-prescription medications) must be given to the SMIC at the church on Friday evening. The meds must show the scout's name and must contain instructions on dosage, frequency and any special procedures (e.g., take on a full stomach). If scouts are taking a prescription for behavioral control, a campout is NOT the time to experiment with not taking them.
- If a scout has **food allergies**, he should mention this to his patrol leader before menus for a campout are finalized. The scout could either bring this up during 'Patrol Corners' or he could mention it privately to his patrol leader before that time. Parents should also feel free to communicate this information to that patrol's adult Patrol Advisor. Information about food allergies that might have been included in the boy's "Scout Personal Data" form might not be available to the patrols in time for a new scout's first campout, so the scout or parent should be sure to mention this to the patrol leader or patrol advisor no later than the time that menus are being planned for the scout's first (and even second) campout.
- Scouts should put their **name** in their Scout Handbook and in their neckerchief, cap, poncho, and any other article of outerwear that might be taken off outside or in a car during the course of an event. These things frequently become separated from their owner. The scout's name can be marked under the bill of a cap. All troop neckerchiefs look alike, and scouts take them off in cars, tents, and elsewhere. The scout's name should be marked in ink on the back and top of the neckerchief where it will be covered when rolled. On campouts, scouts should keep their neckerchief slide on their neckerchief when they get undressed at night.
- When scouts are brought home at the end of a campout, **they need to know where they live.** Every year we have some scouts who are new to the troop who cannot give directions from SUMC to their house, and some of those boys don't know their street address either. We don't expect scouts to be able to provide complete directions to their house before starting out from the parking lot, but once underway they should be able to tell the driver where to turn at the appropriate places. If necessary, please drive your son between home and the church during daylight several times, and point out turns and landmarks.

- The time that is estimated for scouts to return at the end of a campout is subject to change without notice due to developing events. There are a number of factors that may occasionally cause us to return a couple of hours before or after the estimated time. ***Every scout must have a means to get into his house (e.g., someone home, or his own key) before and after the estimated return time.*** If the plan calls for parents to meet their scouts in the parking lot after the campout is over, parents should be prompt in being at the parking lot at the appointed time.

Changes to these rules will be at the discretion of the Scoutmaster. If you wish to suggest a change please forward it to sfr1518@cox.net along with appropriate rationale. Rationale behind the rules above can be found in the Troop 1518 Guidance for Camping also found on the troop website.