

# SCOUT TROOPS

## 127 & 1523 INFORMATION GUIDE



## **Welcome to Troops 127 & 1523!**

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Dear Families,

Welcome to Troops 127 and 1523! We are delighted to have you aboard and hope this handbook serves as a guide and resource for you as you acclimate yourselves to troop life. The following pages contain lots of information that will be helpful as your Scout begins their journey in Scouts BSA. Should you have questions, please feel free to connect with any of our adult leaders who are always happy to answer questions and point you in the right direction.

For those Scouts and families who have bridged from Cub Scouts, know that there are many differences between the Cub Scouts and Scouts BSA programs. The biggest difference is that the troops are now boy/girl-led and as such, the Scouts take ownership and responsibility for planning the program and teaching/learning the various skills. Parents' roles are a lot less hands-on than in Cub Scouts. Our role as adult leaders and/or parents in Scouts BSA is to help guide as necessary and facilitate upcoming events for the Scouts. The Scouts will make mistakes and learn from them – this is all part of the process and design of the program. This is part of their leadership development as they learn to take initiative and be independent. You will see the amazing results as the years go by and they advance in the program!!

As time permits, we encourage adults to become registered adult leaders, merit badge counselors, fundraising coordinators, weekend warriors, and other roles. This handbook provides guidance on how to get involved and the necessary clearances and training. Questions may be directed to Lara Faust. Committee meetings are open to everyone and are held every other month as determined by the Committee Chair.

We hope your son or daughter enjoys their time and experiences with the troops. There is something for everyone in Scouting, and everyone goes at their own pace. Our goal is to meet your child where they are and to help them gain the most out of their Scouting journey.

Yours in Scouting,

Lara Faust - Committee Chair  
Dustin Harvey - T1523 Scoutmaster

Steve Scheidt - T127 Scoutmaster

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# Troop Leadership Directory

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## **Adult Leadership:**

Sam High - Chartered Organization Representative

Lara Faust - T127 & T1523 Committee Chair

Steve Scheidt - T127 Scoutmaster

Dustin Harvey - T1523 Scoutmaster

Brian White - T127 & T1523 Unit Commissioner & Life-to-Eagle Coordinator

Bill Faust - T127 Asst. Scoutmaster/T127 & T1523 Advancement Chair/T1523 Treasurer

Ruby Barnhouse - T127 & T1523 Asst. Scoutmaster

Trevor Carlow - T127 & T1523 Asst. Scoutmaster

Drew Elrod - T127 & T1523 Asst. Scoutmaster

Paul Kennedy - T127 Asst. Scoutmaster

Ben Kennedy - T127 Asst. Scoutmaster

Amy Schatzman - T127 Treasurer

Laura Acri - T127 Cookmaster

## **Youth Leadership:**

Toby Acri - T127 Senior Patrol Leader

Nate Faust & Hunter Iannarino - T127 Asst. Patrol Leaders

Olivia Marr - T1523 Senior Patrol Leader

Jocelyn Garson - T1523 Asst. Patrol Leader

# Merit Badge Counselor Directory

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\* **Bolded merit badges denote Eagle-required merit badges.**

Laura Acri - **Cooking**, Disability Awareness, Public Speaking

Ray DiSandro - Golf, **Personal Management**, Salesmanship, Sports

Bill Faust - Architecture, Athletics, Bugling, **Camping**, Coin Collecting, **Communication**, Engineering, Landscape Architecture, **Personal Fitness**, Reading, Safety, Scholarship, Sports, **Swimming**, Welding

Lara Faust - Art, **Citizenship in the World**, Dog Care, **Family Life**, Music, Painting, Pets, Theater

Dustin Harvey - **Citizenship in the Community**, Motorboating, Water Sports

Bob Kane - **Citizen in Society**

Paul Kennedy - American Business, Chess, **Cooking**, **Cycling**, Digital Technology, Entrepreneurship, Gardening, Graphic Arts, Salesmanship, Snow Sports

Brian White - American Heritage, Chemistry, **Citizenship in the Nation**, Collections, **Cooking**, Digital Technology, Genealogy, Programming, Scouting Heritage

\* Help us add to this list! Please consider registering as a merit badge counselor in an area of interest to you or where you have professional expertise. The more merit badges we offer, the stronger our program is for the Scouts. Please review the list of merit badges found online at - <https://www.scouting.org/skills/merit-badges/all/> to see where your interests may fit.

# Chester County Council Resources

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## **Youth Protection Training (YPT) -**

**<https://www.cccbbsa.org/resources/youth-protection-policy/>**

YPT is required of all registered adult leaders on an annual basis as per Chester County Council policies.

**Background Checks - <https://www.cccbbsa.org/resources/pa-background-checks/>**

## **Merit Badge Counselor Application -**

**<https://www.cccbbsa.org/wp-content/uploads/MBCApplication.pdf>**

Parents are highly encouraged to consider registering as a merit badge counselor (MBC). Please use the link above for information regarding MBC registration procedures and applications. MBCs must have up-to-date clearances and YPT training must be completed.

## **Adult Application -**

**<https://councils.scouting.org/glaciersedge/wp-content/uploads/sites/43/2022/08/adult-app.pdf>**

Adult leaders – Essentially, if you want to interact with the Scouts or attend camping outings & excursions, you must register as an adult leader. Please use the links above to access adult applications and submit all background checks.

**Youth Application - <https://filestore.scouting.org/filestore/pdf/524-406.pdf>**

**Medical Forms - <https://www.scouting.org/health-and-safety/ahmr/>**

A pre-participation physical is needed:

- Long-term camps such as summer camp, Wood Badge, Jamborees
- Events 72 hours or more

**\* Please direct all questions regarding applications and background checks to Lara Faust.**

## Camping Outings/Weekend Warriors

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Weekend Warriors, as they are lovingly called are adults, generally parents, that help with Troop activities, campouts, and even meetings. In order for the Troop to participate in any event, these Weekend Warriors help in many different ways like transportation, towing the trailer, even staying overnight with the Scouts helping with leadership, scout skills, and general supervision.

Scouting America Youth Protection policies require the presence of two registered adult leaders 21 years of age or over at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided. All adults staying overnight (even Weekend Warriors) in connection with a Scouting activity must be currently registered as adult volunteers or adult program participants. Adult volunteers must register in the position(s) they are serving in through Scouting America.

Drivers are also often needed to help transport the Scouts to and from events! Drivers are not required to be registered, however, if not registered, they may not spend the night with the Scouts. They must leave the activity but may come back the following day.

We highly encourage parents to volunteer as drivers and/or weekend warriors. We cannot offer camping excursions or day trips without you! Requests for drivers and overnight adults will be made two weeks prior to a camping outing and will generally come from the Scoutmaster or Asst. Scoutmaster. Questions regarding adult applications and/or clearances can be directed to Lara Faust.

# General Camping Packing List

When the troop goes camping, Scouts must have their own gear. Many lists may be found online and there is a list included in your son or daughter's Scout handbook. During the event planning meeting before each trip, the troop will review what is required beyond the normal standard items. Please make sure to review the needs with your Scouts before each trip.

To give you a flavor of what is required/suggested, here is a basic list of items all Scouts should acquire in their lifetimes.

## Essential

Full Class A Uniform for Traveling	Footlocker (25 Gallon Tote or old style footlockers work)
Clothing <ul style="list-style-type: none"> <li>· One pair of shorts/pants per two days</li> <li>· One t-shirt per day</li> <li>· One pair of underwear/day plus one pair</li> <li>· One pair of socks per day plus one pair (minimum)</li> <li>· Sleep clothes</li> <li>· Jacket or sweatshirt</li> </ul>	Day Pack (Think school backpack)
Poncho or Raincoat	Scout Handbook
Sturdy Hiking Boots	Sunscreen, Hat and Sunglasses
Camp Shoes (sneakers or deck shoes)	Hygiene <ul style="list-style-type: none"> <li>· Soap</li> <li>· Deodorant</li> <li>· Toothbrush/Toothpaste/Floss</li> <li>· Comb</li> </ul>
Sleeping Bag (20F rated, mummy style, with a stuff sack)	Flashlight (with extra batteries or charger)
Sleeping Mat (self-inflatable or foam core)	Notepad
First Aid Kit	(2) Pencil or Pen
Whistle	Labeled Water Bottle
	Pocket Knife (after earning Tot 'N Chit)

## Summer Camp Only

Shampoo	Washcloth	Merit Badge specific equipment
Mosquito Repellant	Swimsuit	
Bath Towel	Swim Towel	

## Optional

Hammock	Matches	Personal Cup/Mug
Compass	Tinder or Firestarter	Personal Utensil Kit
Camp Pillow	Playing Cards	Money

This is not all-encompassing. Some trips will require special equipment and there will be times when we need to pair this list down for travel restrictions. However, this is a good general list.

Also, the troop will provide all tents, tarps, tent pegs, poles, plates/cups/silverware, cooking equipment, dish cleaning equipment, stoves, lanterns, water jugs, and a Troop First Aid Kit. We will either haul the trailer on trips or coordinate pick-up trucks for hauling all of our troop and personal gear.

## Planning for Cooking on a Camping Outing

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**One of the most important items related to cooking that relates to cooks and noncooks who are attending a trip is permission slips. Please make sure you get your permission slips in on the due date.** If your Scout is unable to attend the meeting when permission slips are due, please let the SPL or an adult leader know so we can include your Scout on the attending list. We strive to make the process of grocery shopping as easy as possible and one key to that is knowing how many we are feeding.

When a Scout is a cook for a camping trip, the Scout will not participate in all parts of the planned activity for the Scout meeting. The Scout will meet with an adult leader during the meeting to discuss the menu plan. If your Scout is asked to look up recipes, please be sure they return the next week with the documents needed to complete the planning. On the trip, the cook is required to manage the kitchen. He does not need to do everything alone. The Scout can delegate responsibilities to get the meal prepared. The Scout is responsible for having meals on the table in a timely manner. When a Scout is the cook for a trip, we request they arrive 15 minutes before everyone else's report time on the day of departure. The coolers and dry goods boxes will need to be checked for appropriate packing. The coolers and dry goods boxes are also some of the first items to be put in the trailer. We have the trailer which contains all the items needed for preparing and eating the meals. You will not be responsible for supplying eating or cooking utensils, dishes, cookware, or stoves. From time to time we need to restock paper supplies. If a supply is added to a Scout's shopping list, it is not part of the budget for the trip.

Each Scout is required to complete multiple cooking tasks to complete rank advancements. These include shopping for ingredients to prepare meals for our camping trips. When a Scout is asked to be the cook for a weekend, the Scout will need to go grocery shopping. The Scout will have a shopping list and budget. Since a budget needs to be adhered to, we highly suggest shopping at Aldi's for the majority of the items. Although, occasionally you may need to go to an additional store. We encourage the Scouts to do the shopping. We know it is difficult to watch a youth navigate a grocery store, and we ask that you guide them but request you don't take over the trip. The goal is for the Scouts to learn a skill in being able to think through how to shop for groceries. In addition, when the Scout shops, he/she becomes more familiar with the ingredients which helps them when they are cooking on the trip. If you are able, we ask for you to pay for the groceries and turn in the receipts. We will either reimburse you with a check or credit your Scout's Scout account. The choice is yours. If you are financially unable, please reach out to the adult leadership. When your Scout

is chosen to be the cook for a trip, they will meet with a leader to discuss the menu, what items are needed to complete the menu, and quantities of the items needed. The Scout will be sent home with a detailed grocery list. When Scouts are completing rank advancement cooking, the meals are often more simple and easier to prepare.

Scouts will have the opportunity to obtain their Cooking Merit Badge. When the Scout is working on the cooking portion of the merit badge, they are required to shop for ingredients. The merit badge counselor will talk to the Scout after the trip to find out how everything went. If the Scout appears to not have shopped, then they will need to shop again to fulfill the requirement. Since it is the merit badge, the menu is a bit more complex. An adult leader will again meet with the Scout and discuss what is needed and help to determine the quantities for each item. The Scout will be informed of the budget. The adult leader and the Scouts will discuss how to prepare the dishes and a shopping list. The Scout will need to do the shopping. Because the menu is a bit more complex, multiple stores may need to be visited to gather all the ingredients. We highly recommend starting at Aldi's to stay on budget. If you are able, we ask for you to pay for the groceries and turn in the receipts. We will either reimburse you with a check or credit your Scout's Scout account. The choice is yours. If you are financially unable, please reach out to the adult leadership.

## All Things Summer Camp

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Both troops stay at Camp Horseshoe in Rising Sun, MD during “Week 6” of the summer camp season. Week 6 is normally the week that bridges between July and August. Camp starts on Sunday and ends on Saturday. The troop will coordinate transportation to and from camp and will bring our trailer down to camp. The two troops try to stay in neighboring campsites. It is preferable that parents do not attend this week as there is much fellowship and bonding between Scouts, and we want them to become more independent. A minimum of two leaders will attend from each troop every year.

While at camp, Scouts stay in bunkhouses with one solid wall and eight bunks each called stockades. Three full meals are provided daily and the Scouts will participate in camp life doing chores like cleaning up the grounds, making their beds, cleaning the latrine, and serving as a waiter during meals. The load is equally shared among the Scouts. Each Troop’s Senior Patrol Leader is in charge of the Troop for the week and responsible for making sure they are on time for all troop events.

Programming starts at 6:45 AM and ends at 10:00 PM. There is something almost every hour to keep the kids busy and engaged. In addition to the formal Merit Badge and First Year Camper programs, there are also other programs offered at camp like Polar Bear and Morning Fitness daily; evening programs daily; inter-troop competitions on Monday, Tuesday, and Wednesday evenings; campwide games on Monday and Wednesday nights and Friday afternoon; troop nights on Tuesday and Thursday, and campwide campfires on Sunday and Friday nights. Your Scout will want to participate in everything and stay the entire week.

**Parents are encouraged to attend a summer camp prep meeting typically held on the Monday prior to departure for summer camp. At this meeting, a foot locker packing demonstration is offered by an experienced Scout and questions will be addressed by adult leaders.**

**It is imperative that every Scout and adult leader attending summer camp has an updated medical form with Parts A, B, and C which also requires a physical signed by a physician. These medical forms must be submitted to the adult leading summer camp for your troop no later than two weeks prior to summer camp departure. No medical form means no summer camp - no exceptions! Please refer to the Chester County Council resources section of the handbook for links to medical forms!**

# Money Talk

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The cost of Scouting can be split into four categories. Each is collected in its own time and in its own method.

## **Annual Dues**

First, there are National/Council Membership dues. These are non-negotiable and consist of a National component (currently \$85) and a Council Component (currently \$70). The Council portion can be offset by a scholarship available through the Council. These dues are payable via the Internet and are assessed annually based on the date your Scout joined Scouting. Notices are sent from National starting three months before the fee is due. These fees cover your insurance.

Second, the troop dues (\$85 for 2024/2025) are paid directly to the troop. We ask for these payments in October/November. Parents who register and serve as adult leaders earn credit for the value of their cost into their Scout's Account. These fees pay for advancements and awards, leader registration, paper products for the Courts of Honor, and program materials.

## **Camping Outings**

Third, the cost of trips includes both the cost of the activities and the cost of food for the weekend. The troops cover the cost of the campsites from our annual fundraisers. These fees also cover any trail medals and trail patches that need to be purchased.

## **Summer Camp**

Finally, the cost of summer camp is paid in two waves. Deposits are due in February. Once you are registered, camperships for up to 50% of the cost can be requested from Chester County Council. After that, the balance of the cost is paid in line with the Council guidance (Early Bird rate complete by April 15, full rate paid by the start of camp).

## **Uniforms**

Uniforms are the responsibility of the Scout and his/her family. Troop neckerchiefs and slides are given to new Scouts by the troop as well as a Scout handbook. All other parts of the uniform can be purchased at any Scout shop (Exton is the closest at the

Chester County Council offices) or online at [www.scoutstuff.org](http://www.scoutstuff.org). Please refer to the Uniforms section of the handbook for required parts of the Scout uniform.

### **Scout Accounts**

The troop opens a Scout Account for each Scout when they join the troop. Earnings from all fundraising that the Scout participates in are credited into the account and Scouts can spend their account on any Scouting activities or costs. These can include any and all trips, registration for Merit Badge Colleges, supplies for Eagle Scout projects, etc.

### **Scholarship Funds**

When a Scout leaves the troop, any funds remaining in their Scout account are moved into the Scholarship Fund. These funds are used to create scholarships for Scouts who need assistance to participate in Scouting here in Kenilworth.

## Fundraisers - Earning Your Way

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**Annual Car Wash/Yard Sale** - This is an annual tradition where both troops combine to raise funds for the troop accounts as well as individual Scout accounts. It is an all-hands-on-deck event typically held on the first Saturday in June. Scouts will earn money based on the number of hours worked at the event. Families may donate items to the yard sale with the exception of infant car seats, clothing/shoes, and large electronics. Parents are encouraged to help with the car wash or yard sale on the day of the event - particularly with setup and cleanup.

**Mickman Holiday Evergreens** - This sale is entirely online which makes it super simple especially for family and friends who live at a distance. Scouts earn \$8/item sold. The products are high quality and are shipped directly to your customers. The sale opens in October and runs through early December.

**R&K Hoagie & Pretzel Sandwich Sales** - This fundraiser is held multiple times per year. We sell hoagies and pretzel sandwiches of different varieties from R&K Subs. Scouts earn funds per sandwich sold based on the current price of sandwiches, and funds are placed in their Scout accounts.

**Mini Golf Tournament** - This is a new idea we are attempting to coordinate for our T127 Philmont Crew. We hope to host this event in the fall of 2025 at a local mini-golf establishment. We will solicit local businesses to sponsor holes on the course. Tickets will be sold for foursomes. Prizes will also be available. More details to come!

**Norco Fire Co. Fair** - We assist with manning a game booth at Norco Fire Company's annual Fourth of July Fair. Proceeds from the game booth are split between our Scout units and other local participating Scout units. Easy money maker!

**Pasta Dinners** - We have hosted pasta dinners at a local church to support Eagle Scout projects and high adventure excursions. Local businesses are asked to donate supplies. Scouts are requested to sell tickets ahead of the event and to wait and bus tables at the event. Parents are asked to help in the kitchen with preparing the food. Tickets are typically \$10/person. Both eat-in and takeout dinners are available.

We are always happy to entertain new ideas for fundraisers!

# Uniforms

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Uniforming is a method of Scouting in which the Kenilworth units take great pride. Class A Uniforms should be kept neat and tidy and be worn in their complete state to the first meeting of every month, at the departure for any trip, and to any Court of Honor or public event. Class A modified uniforms may be worn at the troop's discretion and usually mean no neckerchief and the shirt tails may be untucked.

The standard Class A uniform for Troop 127 consists of a khaki field uniform shirt, green shorts or trousers, a Scout belt, a troop neckerchief (provided by the troop), a neckerchief slide, red shoulder loops (provided by the troop), red-topped green socks and boots or leather shoes. Shirt tails are to be tucked in, the collar is to be worn over the neckerchief, and the socks should be pulled up over the calf.

The standard Class A uniform for Troop 1523 consists of a khaki field uniform shirt, green shorts, skorts or trousers, a Scout belt, a troop neckerchief (provided by the troop), a neckerchief slide, green shoulder loops (provided by the troop), green socks and boots or leather shoes. Shirt tails are to be tucked in, the collar is to be worn over the neckerchief, and the socks should be pulled up over the calf.

For both troops, a Class B uniform can be worn on any other meeting night, for playing games, or at summer camp. Class B Uniforms consist of any Scouting-related t-shirt, green pants/shorts/skirts or jeans, and appropriate footwear for the activity.

Tank tops, muscle shirts, and shirts with torn-off sleeves are never appropriate for Scouting functions. Other restrictions may apply based on activities and the camps that we attend. For example, at summer camp, girls are not permitted to wear two-piece bathing suits.

# Advancement

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## Ranks and Merit Badges

Scouting is separated into three distinct parts. First, we have the Scout Skills ranks of Scout, Tenderfoot, Second Class, and First Class. A Scout should take between eighteen and thirty months to complete all of the requirements necessary to earn all three ranks. It is not uncommon for a Scout to jump through two or three ranks in consecutive months. About 65% of the skills will be taught in the standard troop meetings. About 25% are requirements they need to complete through camping trips, troop activities, or homework outside of the Monday meetings. The remaining 10% of the requirements relate to closing out rank advancements and will be conducted with the Scout when they are ready. Scouts should prepare at home for any requirements they would like to present then ask a leader or a Scout at least two ranks above that requirement to present the skill and obtain a signature towards completion. Signatures should be maintained in both the Scout handbook and our troop log (the infamous “Binder”). These signatures then get transferred into Scoutbook.

The second set of ranks are Star and Life. These ranks require the completion of a specified number of merit badges (including ones required to achieve Eagle Scout), the performance of service projects, time served in a leadership position and one other challenging requirement. Usually, by the time they are eligible for Life, most Scouts have attended summer camp three times and have earned enough merit badges to qualify for the rank without putting in much extra effort.

The final rank is Eagle Scout. Here, in addition to merit badges, leadership, and service time, they must also design and lead an Eagle Project under the guidance of Mr. White. Parental involvement is almost required at this level, but the troops will do everything they can to assist.

Speaking of how the troops assist, please see the section on Monthly Program Structure for more details, but the troop attempts to offer a counselor for each Eagle required merit badge – or at least those not mastered at Summer Camp. We offer Scouts a chance to complete one of the four Citizenship merit badges and one of the three “ninety-day” merit badges every year. We expect the Scouts to finish four merit badges through camp (though we try to also have those counselors on hand to complete any partial merit badges). We do have counselors for the final three merit badges that the Scouts should complete as they go through the program.

## Weekly Meetings/Program

Every month, each troop attempts to maintain a rotating schedule as coordinated by the PLC. Generally, within a four week period, each troop will schedule one Scout Skill night, one Merit Badge night, one planning night, and one “Fun” night.

Scout Skill Nights are specifically designed for the low-rank skills to be taught to the younger Scouts by the middle-aged and older Scouts. Scouts working on Life Rank need to prepare and participate in the teaching of the skills.

Merit Badge sessions are set up for two or three meetings with each counselor. Ninety-day merit badges are scheduled for May, June, and July. Citizenship merit badges are in September, October, and November and two elective merit badges are run in January, February, March, and April. Leaders are always available to review work on a regular Monday night as long as Scouts contact them ahead of time. **Scouts should bring merit badge workbooks with them to each meeting and these can be downloaded from <http://usscouts.org/usscouts/mb/worksheets/list.asp>.**

The Planning nights are designed to support our weekend camping and activity program. This includes meal and activity planning for all camping trips, discussing transportation and preparing for day trips, planning for the Egg Hunt, preparing for the July 4<sup>th</sup> Parade, and getting ready for summer camp. Many of these nights also become Patrol Meetings and some game is usually played to run out the clock.

Fun Nights are specific activities that are designed to utilize the full 90 minutes for fellowship with the boys. Activities include the three Courts of Honor (where parents are requested to attend), the Christmas Party, Snow Tubing, and Mini-Golf. The troop often also plans Man-Hunt in the Park, Inter-Troop Kickball, and Intra-Troop Soccer games.

## Court of Honor

Troop Courts of Honor are conducted on the first Monday in September, in the middle of February, and at the end of June. Families are encouraged and requested to attend, especially if their child is earning a rank advancement. Most Courts of Honor have two parts - some form of Pot-Luck and a presentation on the activities we've completed, upcoming activities, rank advancement, and pertinent family announcements. The appropriate attire for Scouts is Full Class A (including merit badge and OA sashes).

On occasion, the troop is invited to attend an Eagle Scout Court of Honor. These Courts of Honor recognize the accomplishments of one or two Scouts. The appropriate attire is Full Class A and Scouts will be expected to assist with set-up, opening, closing, and clean-up.

## Life-to-Eagle

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The highest rank in the *Scouts B.S.A.* program is the rank of Eagle Scout. Less than 5% of all youth who join Scouting America earn the Eagle Scout rank. The 1911 edition of the *Scout Handbook* stated that an Eagle Scout is “the all-around perfect Scout.” As such, earning the rank of Eagle Scout requires a great deal of effort on the part of the Scout as well as a significant amount of support from his/her family and troop leaders.

To earn the rank of Eagle Scout, the Scout must earn 21 merit badges, which includes 14 required merit badges (with a few either/or choices in the list). He/she must also demonstrate leadership by actively serving the troop in one or more youth positions of responsibility (not all youth leadership roles meet this requirement). Lastly, he/she must complete an *Eagle Scout Service Project*.

### ***The Eagle Scout Service Project***

The *Eagle Scout Service Project* is what truly distinguishes the Eagle Scout rank from the ranks of Star and Life. Whereas simply participating (*i.e.*, providing labor) in some form of community service meets the community service requirements for the Star and Life ranks, for the rank of Eagle Scout, **leadership** in providing that community service is foremost in determining whether or not the Scout meets the high standards of the Eagle Scout rank.

The Scout (as a Life Scout) must **plan**, **develop**, and give **leadership to others** in a service project helpful to any religious institution, any school, or the community in general. (The project must benefit an organization other than Scouting America.) Before any work on the project may start, the proposed project must be approved by the organization benefiting from the effort, the troop’s Scoutmaster, the troop committee, and the Horseshoe Trail District Advancement Committee. Although there is no set minimum number of hours or helpers, the typical *Eagle Scout Service Project* takes around 200 man-hours to complete, involving around 10 helpers in total (half of that number should be fellow Scouts or other youth).

The *Eagle Scout Service Project* also involves elements of learning and teaching. The Eagle Scout candidate learns about project planning and organization while teaching other youth the skills necessary to complete the labor needed to realize the project’s outcomes. The Eagle Scout candidate must complete specific paperwork during the entire course of the project from the initial proposal to a final report. He/She must concern himself with all details of the project including safety. Although he/she will have

adult advisers to answer his questions, he/she is the foreman of the project and makes the final decisions on how to complete the project subject to constraints imposed by the benefiting organization, local ordinances, and Scouting America policies.

### **The Life-to-Eagle Coordinator**

To assist Eagle Scout candidates and their parents/guardians during this complex process, the troop has a Life-to-Eagle Coordinator to provide assistance and guidance. The Life-to-Eagle Coordinator will periodically host a *Life-to-Eagle Seminar* within the troop(s), during which the details of the process will be presented and discussed. Life Scouts, and frequently Star Scouts, and their parents/guardians will be invited to attend to learn what is involved and to ask questions.

The Life-to-Eagle Coordinator will work with the Eagle Scout candidate to help in the preparation of required paperwork by reviewing said paperwork before being submitted to allow the Eagle Scout candidate to put his/her best face forward. Also, the Life-to-Eagle Coordinator is familiar with those individuals beyond the troop(s) who will have an impact on the process and can usually obtain answers to the viability of a proposed project before the Scout makes too many promises or puts out too much effort.

The Life-to-Eagle Coordinator will assist the Eagle Scout candidate from his/her attendance at a *Life-to-Eagle Seminar*, through the various phases of the *Eagle Scout Service Project*, to the Eagle Scout Board of Review and Eagle Scout Court of Honor.

## Patrol Leaders Council Corner

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### What is the Patrol Leaders Council (PLC)?

Organization of Scouting activities falls on the self-governing principles of Scouting and individuals endowed with leadership responsibilities consisting of the Senior Patrol Leaders (SPL), Assistant Patrol Leaders (ASPL), Scribe, and Patrol Leaders. These individuals maintain their duties within a collective or council, planning the activities for each meeting. We refer to this council as the PLC, the Patrol Leader Council, who advise and discuss the needs and wishes of our Scouts, influencing how we structure each month's meetings. The PLC meets on the first Monday of each month at 6:15 p.m. The Senior Patrol Leader serves as the uppermost authority, responsible for directing, influencing, and advising the council. Each meeting is orchestrated by the Senior Patrol Leader, managing how the activities and advances are brought to fruition. Patrol Leaders are the second authority, independently taking responsibility for a fixed quantity of Scouts. Patrol Leaders are the workhorses of the troop, guiding their group as directed by the Council and the Senior Patrol Leader.

**Additional Positions in the Troop** - Chaplain, Den Chief, Historian, Librarian, Quartermaster, Troop Guide, Webmaster

**Patrol Method** - A Scout patrol is a small team of six to eight members where Scouts learn skills together, share responsibilities, and take on leadership roles. A Scout patrol carries out a wide range of tasks that require pooling resources and working together to function successfully in all kinds of circumstances. For Scouts, being in a Scout patrol will be the first time they have to rely upon themselves and their peers to follow an array of necessary steps to satisfy objectives that require a wide range of life skills. Like any team, a patrol will function well only as long as all the particular responsibilities pertaining to the completion of a task are carried out successfully. Because of its size, this gives *every member an opportunity to participate*, and this in itself results in some positive outcomes. Making a contribution to the patrol's success provides a welcome sense of belonging, of being appreciated, and a feeling of competency resulting in self-esteem.

**Weekly Attendance** - It is incumbent upon the Scouts to inform their Patrol Leader if they will not be attending the weekly meeting. Otherwise, weekly attendance is expected unless there is a conflict with another activity or previously scheduled commitment.

**Parents' Attendance** - Parents are occasionally requested to stay to assist with serving on a Board of Review or counseling a merit badge if you are a Merit Badge Counselor. Parents are highly encouraged to attend Courts of Honor to celebrate the achievements of the Scouts. For Troop 1523, a female adult is required to be present at all troop functions.

# Order of the Arrow

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The Order of the Arrow (OA) is Scouting America's national honor society, which recognizes Scouts and Scouters who exemplify the *Scout Oath* and *Scout Law* in their daily lives. Founded in 1915, the OA provides peer-led leadership experiences to enrich each OA member's Scouting journey; it reinforces a life purpose of leadership in cheerful service to others. OA members (Arrowmen) are defined by the fellowship they share, the service they provide, a commitment to personal growth, and a self-driven initiative to make a difference in their community.

## OA Membership Eligibility

Youth Arrowmen (under age 21) are elected by their troop, with all youth members — plus adult leaders under age 21 — of the troop eligible to vote. Adult Arrowmen (age 21 and over) are nominated by the troop committee. Adult leaders who were inducted into the Order of the Arrow as youth are still Arrowmen as adults.

To be eligible to stand for election to the Order of the Arrow, a Scout (youth) must:

1. Earn the rank of First Class, or be a higher rank.
2. Experience 15 nights of camping at Scouting America activities within the two years (730 days) immediately prior to the election. Furthermore:
  - a. The 15 nights must include one, but no more than one, long-term camp consisting of at least five consecutive nights of camping. Only five nights of the long-term camp may be credited toward the 15-night camping requirement.
  - b. The balance of the camping (10 nights) must be overnight, weekend, or other short-term camps of, at most, three nights each.
  - c. Weekend troop campouts, patrol campouts, and weekend training courses such as *National Youth Leadership Training* (NYLT) count as short-term camps. Besides summer camp, events such as a Philmont trek or the *National Jamboree* can fulfill the long-term camping requirement.
3. Approval by the Scoutmaster.

Registered adult leaders may be nominated by the troop committee for membership in the OA if the adult leader satisfies the camping requirements listed in point 2 above.

Any Scout eligible for election may decline to stand for election; likewise, any adult eligible for nomination may decline to be considered.

## **OA Elections**

The troop is allowed one, and only one, OA election per calendar year; elections are typically conducted during summer camp. Scouts must be present at the election to cast their votes; however, a Scout does not need to be present at the election to be elected. Elections are conducted by representatives of Chester County Council's OA lodge with the participation of the Scoutmaster and/or his/her designee(s).

Each Scout standing for election is voted on individually; a Scout is elected if he/she receives at least 50% of the votes cast. All Scouts, plus adult leaders under age 21, present are eligible to vote. Anyone eligible to vote may choose not to cast a vote; however, at least 50% of the registered youth, plus adult leaders under age 21, on the troop roster must cast votes for the election to be valid.

If no one is elected on the first ballot, a second ballot will be cast; if no one is elected on the second ballot, the year's election is closed. Adult nominations may only be submitted to the lodge when at least one youth is elected.

Typically, the results of the election will not be announced at the time of the election (particularly if the election is at summer camp). The Scoutmaster or his/her designee will contact the parents/guardians of Scouts elected to inform them of their Scout's election and of the time/place of the "Call-Out" ceremony.

## ***The Ordeal***

After election to the Order of the Arrow, a "Call-Out" ceremony will be performed by the lodge to publicly announce those selected for membership; typically, this occurs at a Friday evening retreat during summer camp. (Should the OA election occur outside of summer camp, other arrangements will be made.) After being "called out" the Scouts/Scouters become "Ordeal candidates."

All Arrowmen must "take the Ordeal" to become OA members. The lodge conducts Ordeal events three times a year: late April, early June, and late September. An Ordeal candidate has 18 months from the date of election to "take" his/her Ordeal; otherwise, the Scout/Scouter must stand for reelection, needing to meet again the camping requirements for the new election.

Ordeals are conducted at Camp Horseshoe (occasionally at Camp John H. Ware III). The troop will provide Ordeal candidates, and their parents/guardians, with information about the Ordeal and assist them with paperwork that must be submitted beforehand. The Ordeal involves four "challenges" that have a symbolic purpose:

1. Maintaining silence;
2. Eating little;
3. Sleeping apart from others; and
4. Working on camp improvement/maintenance projects.

The Ordeal involves two ceremonies, one before the Ordeal starts (the *Pre-Ordeal* ceremony) and one at its conclusion (the *Ordeal* ceremony). At the latter ceremony, the Ordeal candidate takes the Order of the Arrow *Obligation* and receives his/her Ordeal sash.

## **Octoraro Lodge 22**

Each Scouting America council has its own OA lodge; Chester County Council's lodge is known as Octoraro Lodge 22. Founded in 1926, Octoraro Lodge 22 has a long history of helping to maintain the Horseshoe Scout Reservation and to promote camping in the council. Numerous hours of volunteer labor by Arrowmen help to ensure our camps function year-round.

The lodge offers many ways for an Arrowman to be involved in Scouting beyond the troop level. Many opportunities to develop leadership are available to those Arrowmen who simply ask how they can help.