

# Welcome to Troop 6

Welcome to Troop 6! We're glad you have joined us!

If you were in Cub Scouts, you'll notice that things are different in Scouting America. The Scouts take the lead in planning activities and running the meetings. Adults are there to guide and support, but it's the youth who handle making the decisions.

There are a lot of things you need to know as an active member of Troop 6. You will see plenty of information about those things in the pages of this guide, but this is just a start. Use your Scout Handbook to find what you need in greater detail, and bring that with you to every meeting.

If you have questions, start with your Patrol Leader. Ask him for help with the things you're unsure about. If he cannot help, the Senior Patrol Leader will be able to assist you.

The more you put into being a Scout, the more you'll get out of the experience. Attend the meetings, go camping, and volunteer to help the community. Not only will you make new friends, but you will learn skills that can help you even as an adult!

Welcome to Scouting! We hope you enjoy your time with our troop!



# Scouting Basics

The ideals of Scouting are spelled out in the Scout Oath, Scout Law, Scout Motto, and Scout slogan. It is the aim of Troop 6 to prepare boys to become outstanding young men who make a difference in their communities. We expect our Scouts to commit all of these ideals to memory and strive to live up to these characteristics and promises in all they think, plan, and do.

## Scout Law



A SCOUT IS

TRUSTWORTHY

LOYAL

HELPFUL

FRIENDLY

COURTEOUS

KIND

OBEDIENT

CHEERFUL

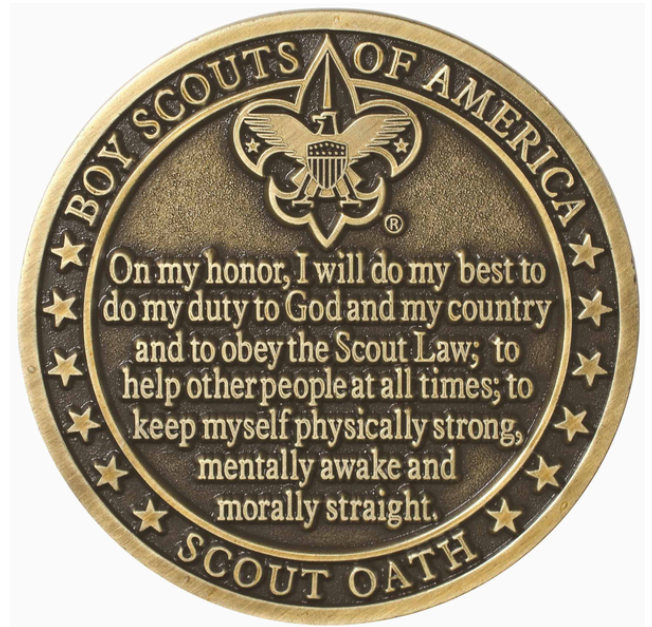
THRIFTY

BRAVE

CLEAN

REVERENT

## Scout Oath



## Scout Motto



## Scout Slogan



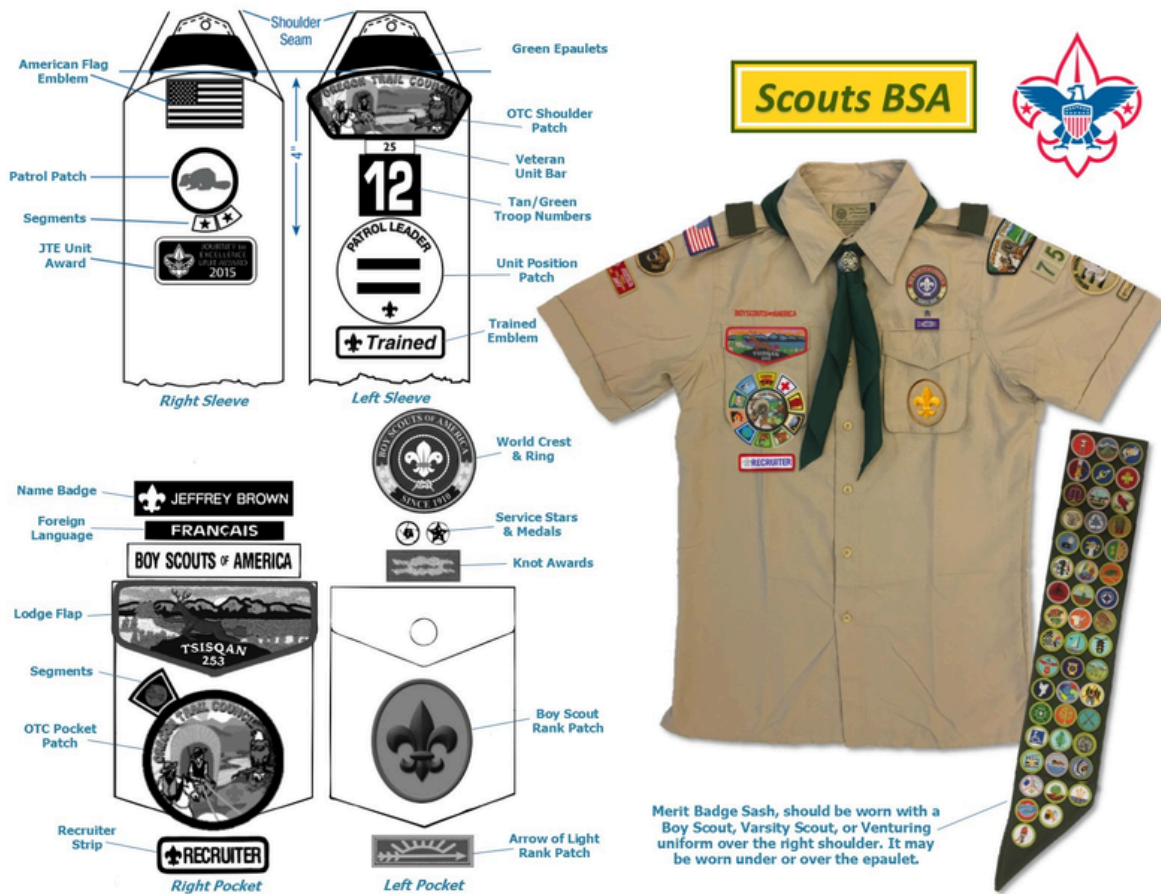
# Scout Responsibilities

Now that you're in Troop 6, you have certain responsibilities we expect you to manage. They include many things, but here are some of the most important:

- **Be active!** Attend the weekly meetings (Mondays at 7:30 pm). Try to attend the camping trips and special activities. Participate in fund raising. Volunteer in our community service opportunities. The more you put into Scouting, the more you'll get out of Scouting!
- **Wear your uniform!** The field activities uniform has a lot of pieces to keep up with, but you should be wearing it to our meetings, when we travel, and to special public activities. It should be a source of pride; when people see you, they *know* you're a Scout. Make sure it is clean and tucked-in, the patches are in the right place, and you have all the pieces.
- **Turn your money in on time!** When you owe money to our troop, pay it quickly. Remind your adults and turn it in at the next meeting. Your adults can always check your balance on their Scoutbook account. A Scout is thrifty, so be on time so you're not in debt to our troop.
- **Practice your Scout law, oath, motto, and slogan.** Those are our Scouting ideals. Practice these, memorize these, and conduct yourself according to these ideals.
- **Behave appropriately!** Use your manners. Be a good listener to your adults AND other Scouts. Follow directions. Be kind and courteous. Scouts is a place for fun, but it also means you need to conduct yourself in a way that reflects positively on Troop 6.
- **Don't be afraid to make mistakes!** Scouting is a safe place to fail. Don't get frustrated when you mess up or find something to be difficult. Keep trying! That's how we learn and become better Scouts!



# Uniform Requirements



Your field uniform is the formal uniform and the one that has all of the patches and official insignia. It consists of a khaki shirt, olive pants, and olive socks. There is also an official Scout ball cap. Your sash will be worn for special events like Courts of Honor. Your adults can buy these online or at the local Scout Shop. Our troop provides the neckerchief.

These uniforms are worn to most meetings, community events, and when we travel. We also ask that you wear them for Scoutmaster Conferences and Boards of Review. They are an important way to show you're a Scout and they provide unity for our members. They also help you learn responsibility, as it is up to you to keep track of all your uniform pieces and make sure your patches are all in the right place.

Wear this uniform with pride! Anyone who sees you will know immediately that you are a Scout from Troop 6!

## Items for the field uniform

- Olive pants or shorts
- Olive belt
- Olive socks
- Khaki Scout shirt
  - Council shoulder patch for your left sleeve
  - Olive/tan 6 for your left sleeve
  - Purple World Crest for over the left pocket
  - Green epaulets for the shoulders
  - Patrol patch (Troop 6 will provide this)
- Olive merit badge sash (The troop will pay for badges as you earn them!)
- (optional) sash pin to hold your sash in place
- Troop 6 neckerchief (Troop 6 will provide this for you)
- Official Scout hat

You will also have an *activity uniform*, which consists of any Scouting-related shirt and your scout shorts/pants. These could be Troop 6 shirts, camp shirts, or even Scouting-related shirts you find online. These are worn at some activities, like camping or work/community service events, where Scouts can be more casual.

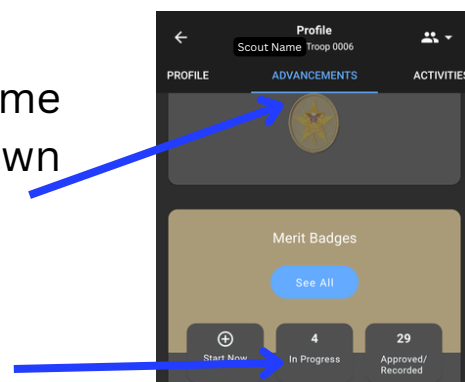


# Summer Camp Badges

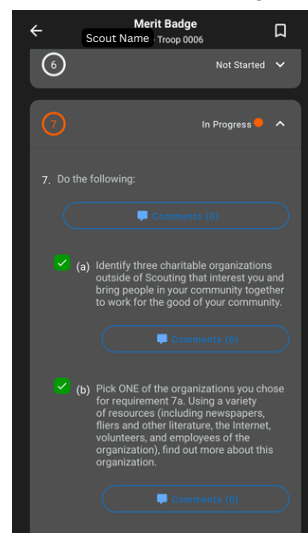
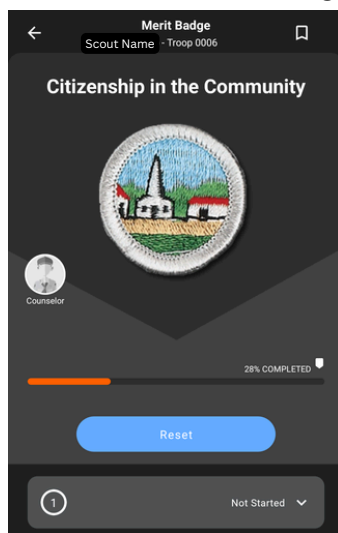
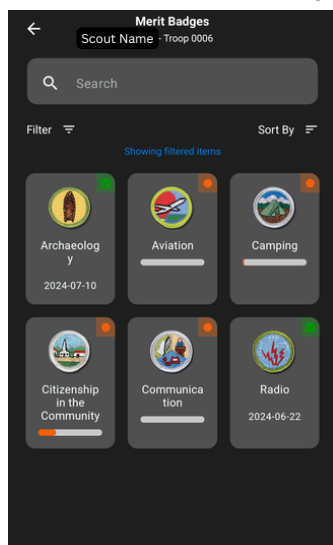
When you attend summer camp, there are many badges that you will complete while you are there. But for some badges, they require additional work that cannot be done in your few days at camp.

You can check your account on Scoutbook to see what badges were only partially completed.

- Login to Scoutbook app and select your name
- Scroll over to Advancement, then scroll down to Merit Badges
- Click on “in progress”



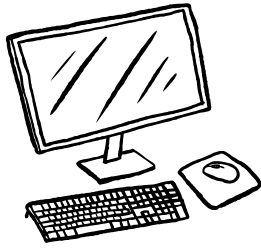
- You will see all badges you are currently working on. Click on each individual badge to scroll through the requirements and see what is marked as completed as well as what you still have to complete.



- It is *up to you* to contact our Advancement Chair and ask them to get you a Merit Badge Counselor to complete your badges. One will not be automatically given to you!

# Merit Badge Process

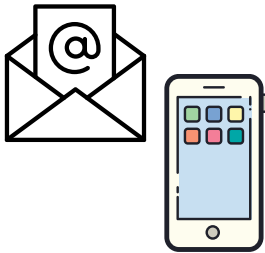
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## Find a badge you're interested in completing

When you have looked through <https://www.scouting.org/skills/merit-badges/all/> and found a badge you're interested in earning, email Amy Hoyt at [doctoramyhoyt@yahoo.com](mailto:doctoramyhoyt@yahoo.com) and let her know!

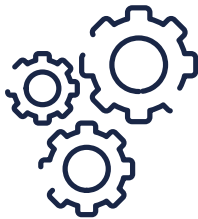
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## Merit Badge Counselor (MBC)

Mrs. Amy will suggest a certified merit badge counselor for that badge and will send you their contact information. It is up to you as the Scout to contact them. **Make sure to follow Youth Protection Training (YPT) and have a second adult on any emails or with you if you have a phone call or online meeting.**

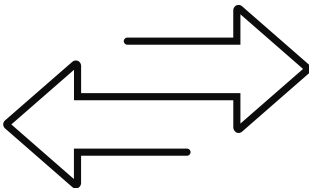
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## Get to work

Start working on completing the requirements. Write down dates, take pictures of things you create or do, and keep track of everything you accomplish. You can use Merit Badge Workbooks from online or create your own template; your MBC will give you suggestions.

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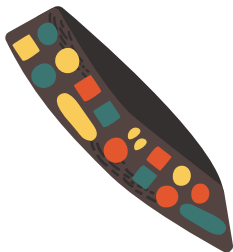


## Keep in contact with your MBC

Let your MBC know about your progress. Send them updates so they can mark off your work in Scoutbook. You might need to meet with them for some of the requirements. If you have questions about the badge or requirements, reach out to your MBC. They're there to help and guide you!

**And remember, always include another adult on any communications with your MBC!**

5



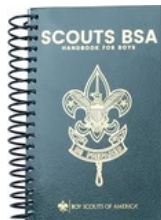
## Wear that badge proudly!

When you've met with your MBC and all of your requirements have been marked off in Scoutbook, the badge is considered completed. You'll be presented with your badge at the next Court of Honor, which we usually have twice a year.

# Rank Advancement



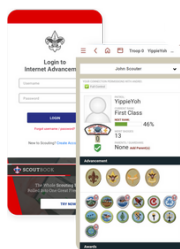
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## Keep working!

As you get your requirements completed, make sure to have them signed off in your handbook by the Assistant Scout Master (ASM) or approved Scouts in your patrol.

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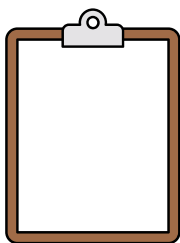


## Make sure we know!

Make sure you're getting those requirements signed off in your handbook, then check online to see they're also marked off in Scoutbook. If they're not in Scoutbook, please let your ASM or Mrs. Amy know.

**Your parents should not be marking these off in Scoutbook.**

3



## Scoutmaster Conference

Once all of the requirements are signed off in your handbook and everything is marked off in Scoutbook, sign up for a Scoutmaster conference. Mr. Tim will have a sign-up sheet at each regular troop meeting. Then you'll meet with him either in person or in an online chat to discuss your work and Scouting experience so far.

4



## Board of Review

After your Scoutmaster Conference, you'll be ready for a Board of Review. Make sure to wear your full field uniform and have your Scout Handbook with you. You will meet with Troop 6 committee members and chat with them for a bit about all the work you've done for that rank.

5



## Congratulations!

When you've completed all the requirements and finished your Board of Review successfully, you'll be awarded your new rank! Wear it on your uniform proudly!



# What is a Scoutmaster Conference?

In our troop, once you complete your rank requirements, you are required to have a Scoutmaster Conference before you can attend your Board of Review.

So just what is that?

This is when you'll meet with the Scoutmaster and he will verify that you've completed all of the requirements for your rank. He will ask you about your time in Troop 6. He might ask you to set a goal for your next rank, or ask you something you want to learn or work on next. He could ask you how Scouting is influencing your life, like at school or on a sports team. He will ask you how you're living out the Scout Oath and Scout Law in your life outside of Scout meetings and activities.

When you're ready, you'll sign up in the notebook and wait for Mr. Tim to schedule a time. We ask that you wear your complete field activity uniform as a way to show your Scout pride as you earn another patch to wear on your uniform shirt.

This video will answer the question, "What is a Scoutmaster Conference?"

This video will tell you how it goes.



# What is a Board of Review

After you've had your Scoutmaster conference and ensured all of the requirements for your next rank are completed, it's time for a Board of Review.

So just what is that?

This is when you'll meet with three or more of the Troop 6 committee members to discuss what you've completed for the rank. This group of adults wants to hear about your work, your experience, and your attitude toward Scouting and being a member of Troop 6. They might ask you about the merit badges you've completed or some of the specific requirements for that rank. Sometimes they will ask you things like, "What do you like about Troop 6?" or "What's something you might change with our troop?"

Wear your field uniform and be proud! You're earning a new rank patch for your pocket! Be sure you have your Scout Handbook with you, too. The adults will want to double check that all of your rank requirements have been signed off and dated.

In Troop 6, we will tell the Scoutmaster about your rank advancement as soon as your Board of Review is finished. Then, he will announce it to the entire Troop so you can be celebrated before you go home!

[This video will tell you about a Board of Review.](#)



# Knots

As Scouts, you'll need to learn how to tie different types of knots. Some of these are required for rank advancement. You will work within your patrols to learn them, but practice will help you to remember. There are videos and apps that, with your adults' permission, you can view to help you practice. Below are videos for some of the knots that are used most frequently.

## Square knot

This knot is used to join two ropes together. It works well with ropes of the same diameter and should not be used for a heavy load.

## Taut-Line Hitch

This creates an adjustable loop that stays in place. This works well with staking the guy lines on your tent.

## Clove Hitch

This is used in lashings.

## Sheet Bend

This is used to tie two ropes together when they're different thicknesses.

## Bowline

This is sometimes known as a sailor's knot. It is used when you need a non-slip loop at the end of a line.

## Timber Hitch

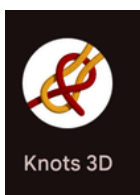
This is used to drag heavy items, like logs, across the ground.

## Two Half-Hitches

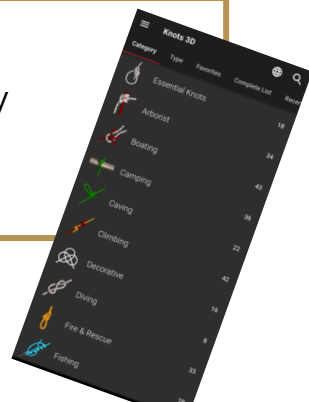
This is used to tie a rope to a tree, ring, or dock.

## Square Lashing

This is used to bind two poles together.



**Pro Tip:** The Knots 3D app shows you step-by-step animated videos for many different knots. It is available in the Google Play and Apple stores for download. Practice makes progress!

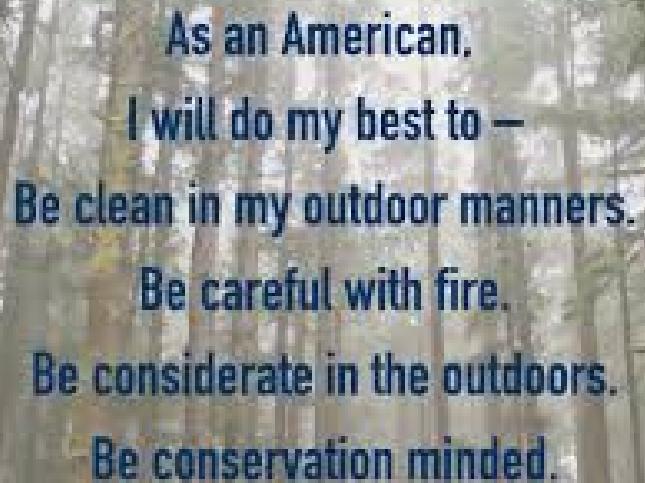


# Leave No Trace

Scouts are responsible outdoor citizens. It is up to us to continue a long Scouting tradition of conservation to our Nation.

The Outdoor Code is something you need to know for your very first rank, and it is something you should practice with each outdoor activity.

## THE OUTDOOR CODE



As an American,  
I will do my best to –  
Be clean in my outdoor manners.  
Be careful with fire.  
Be considerate in the outdoors.  
Be conservation minded.



## Leave No Trace SEVEN PRINCIPLES

1. Plan Ahead & Prepare
2. Travel & Camp on Durable Surfaces
3. Dispose of Waste Properly
4. Leave What You Find
5. Minimize Campfire Impacts
6. Respect Wildlife
7. Be Considerate of Other Visitors

Scouts also follow the seven Leave No Trace principles. We always leave a place better than we find it, and we work to ensure we do no damage to the places we explore. Leave only footprints, take only pictures.

# Camping

Camping is an important part of the Scouting experience. You'll learn survival skills, leadership skills, and how to have fun in the woods! Troop 6 usually camps one weekend a month and does a longer summer camp over the summer.

When we camp, we set up tents in patrols. Your patrol members will help you learn to set up your tent and will teach you the way we do things like duty rosters, cooking, cleaning, and moving from activity to activity. Scouts handle making their own meals, then follow the Outdoor Code and Leave No Trace policies to clean up safely.

You'll need a field uniform for raising and lowering the flags, and sometimes for special activities. You'll also travel to and from camp in your field uniform. The rest of the time camping is spent in activity uniforms. Always dress for the weather, and always pack rain gear. Camping when you're cold and wet is no fun!

Unless otherwise noted, you should eat before we leave on Friday night. The troop typically prepares all three meals on Saturday and breakfast on Sunday. Unless the camping site is far away, we usually do not stop for lunch on the return home.

If swimming or water activity is involved, you must pass the swim test before being permitted to join the Troop. Pocket knives can only be taken if you've earned your Totin' Chip. Electronic devices and cell phones may be used in the car to/from camp, but should not be used during camping activities.

The camping equipment lists are *suggested* only. If there are special items needed, you will know in plenty of time. And you don't need everything on the list! On most camping trips, there aren't even showers to use. Pack what works for you, just be sure you're clean and warm/cool enough to be safe.

## Suggested normal camp packing list

**Normal weekend camping: Gear should be packed in a backpack or duffle bag. Be neat and keep your items organized. Your name should be written on all of your belongings.**

Packed	Clothing	Packed	Misc. Items
	Medications: Must turn in to the Scoutmaster before departing Friday		Headlamp/flashlights
	Field Uniform: shirt, pants/shorts, socks, closed-toe shoes (WEAR this to travel)		Sunglasses
	Hiking boots or good sneakers (closed toe shoes, not Crocs or flip-flops)		Water bottle
	Underwear		Day pack
	Socks		Scout Handbook
	Sleepwear		Sleeping bag (at normal temperatures, a 40* bag works fine)
	Shorts/pants		Sleeping mat or pad
	Long-sleeved shirt or light jacket		Mess kit
	Activity uniform (Scouting t-shirts)		Camping chair/stool
	Cap or Hat		Lightweight towel
	Swim trunks (if water activities are involved)		Rain gear
	Ziploc bags to keep things dry		First aid kit
<b>Packed</b>	<b>Toiletries</b>		Pocket knife (If the Scout has earned their Totin' Chip)
	Comb/brush	<b>Packed</b>	<b>Trip specific items you might consider</b>
	Soap/washcloth		Compass
	Toothbrush and toothpaste		Camera
	Shampoo/Conditioner		Fishing equipment
	Contacts/solution/glasses		Book/playing cards/etc.
	bug spray		Spending money
	sunscreen		

## Suggested cold weather packing list

**Cold weather weekend camping: Gear should be packed in a backpack or duffle bag. Be neat and keep your items organized. Your name should be written on all of your belongings.**  
**\*\*\*Dress in LAYERS\*\*\* that can be easily adjusted for warmth**

Packed	Clothing	Packed	Misc. Items
	Medications: Must turn in to the Scoutmaster before departing Friday		Headlamp/flashlights
	Field Uniform: shirt, pants/shorts, socks, closed-toe shoes (WEAR this to travel)		Sunglasses
	Hiking boots or good sneakers (closed toe shoes, not Crocs or flip-flops)		Water bottle
	Underwear		Day pack
	Socks (Wool are recommended. Bring extra!)		Scout Handbook
	Sleepwear		Sleeping bag (Be sure your sleeping bag is warm enough. <a href="#">This article</a> will explain how temperature ratings work.)
	Sweatshirt/hoodie/flannel shirt		Sleeping mat or pad
	Pants		Mess kit
	Coat/jacket		Camping chair/stool
	Activity uniform (Scouting shirts)		Lightweight towel
	Hat/gloves		Rain gear
	Base Layers (synthetic fibers are best)		First Aid Kit
	Ziploc bags to keep things dry		Pocket Knife (If the Scout has earned their Totin' Chip)
<b>Packed</b>	<b>Toiletries</b>		Spending money
	Comb/brush	<b>Packed</b>	<b>Trip specific items you might consider</b>
	Soap/washcloth		Compass
	Toothbrush and toothpaste		Camera
	Shampoo/Conditioner		Fishing equipment
	Contacts/solution/glasses		Book/playing cards/etc.
			Sleeping bag liner (if your bag is not rated cold enough)

# Summer Camp

Summer Camp is usually a week-long overnight camp that is several hours away from home. There are generally cots inside canvas tents, so the gear you need to take is a little different. You won't need a tent or a thick sleeping bag, and we pack in foot lockers that stay in the tents. Meals are in the dining hall, so you won't have to worry about that, either.

We will typically stop along the route to/from camp and eat a meal. You will need your own money for this.

There is also a camp store at the camp where you can get things like cold drinks, snacks, and Scout-related items. They often sell t-shirts for the camp there, too. You would need your own money if you want to purchase anything.

There are some things we don't want you to bring to summer camp. Those items include, but are not limited to:

- tents
- valuable personal items
- fireworks
- other prohibited items

Sometimes the camp will have specific things they DO want you to bring, and that information will be shared with you as soon as we know what it is.

At summer camp, you will have a tent mate. They must be within 2 years of your age.

Every camper must pass the swim test, even if you've done it before, in order to participate in water activities at the camp.

**EVERY CAMPER MUST HAVE MED FORMS A, B, and C turned in by the set deadline before they will be allowed to join the troop for summer camp.**



## Suggested summer camp packing list

**Summer camping: Gear should be packed in a foot locker, something like [this one](#) . (Note: the 50 gallon one is too big. Please make sure the foot locker is smaller than the 31" tall one so it fits in the tent safely.) Be neat and keep your items organized. Your name should be written on all of your belongings.**

Packed	Clothing	Packed	Misc. Items
	Medications: Must turn in to the Scoutmaster before departing Friday		Headlamp/flashlights
	Field Uniform: shirt, pants/shorts, socks, closed-toe shoes (WEAR this to travel)		Sunglasses
	Hiking boots or good sneakers (closed toe shoes, not Crocs or flip-flops)		Water bottle
	Underwear		Day pack
	Socks (4-5 pairs)		Scout Handbook
	Sleepwear		Sleeping bag
	Sweatshirt/hoodie/flannel shirt for cool evenings		Sleeping mat or pad
	extra shorts		Mess kit
	Swimsuit		Camping chair/stool
	Water shoes (for water sports and the showers)		Lightweight towel
	Activity uniform (Scouting shirts)		Rain gear
	cap or hat (it's a good idea to have one that covers face/ears/neck)		First aid kit
	Ziploc bags to keep things dry		Pocket knife (If the Scout has earned their Totin' Chip)
Packed	Toiletries	Packed	Trip specific items you might consider
	Comb/brush		Compass
	Soap/washcloth		Camera
	Toothbrush and toothpaste		Fishing equipment
	Shampoo/Conditioner		Book/playing cards/etc.
	Contacts/solution/glasses		watch
	bug spray		Laundry bag for dirty clothes
	sunscreen		Spending money for camp store and meals to/from camp
			mosquito net
			Dry Bag (for wet items coming home)

# Pocket Knives

Most Scouts are very excited to carry a pocket knife! It is important to remember that these are a *tool* and not a *toy*. Even if you had a Whittling Chip in Cub Scouts, a member of Scouting America **MUST** earn their Totin' Chit.



**The Totin' Chip certification grants a Scout the right to carry and use woods tools. The Scout must show their Scout leader, or someone designated by their leader, that the Scout understands their responsibility to do the following:**

1. Read and understand woods tools use and safety rules from the Scouts BSA handbooks.
2. Demonstrate proper handling, care, and use of the pocket knife, ax, and saw.
3. Use knife, ax, and saw as tools, not playthings.
4. Respect all safety rules to protect others.
5. Respect property. Cut living and dead trees only with permission and good reason.
6. Subscribe to the Outdoor Code.

**The Scout's "Totin' Rights" can be taken away if they fail in their responsibility.**

**There are many safety rules for pocket knife safety in your Scout Handbook. These are some of the top safety rules you need to always remember:**

- Always keep your knife's blade closed when you're not using it.
- When using your knife, only ever have one blade open at a time.
- Cut facing away from your hands and body to prevent injury.
- Never use a knife near another person. Remember your safety circle!
- Fully close any blades before handing off your pocket knife.
  - In Scouting, when passing a blade, you should wait for the receiver to get a good hold before you let go.
  - To signal this, the receiver should say "thank you." After hearing this, you should reply, "you're welcome" and release the knife.
- Keep your blade sharp and clean.
- Never carry a knife with the blade open – when moving, sheath or close your knife first.
- Take your time when cutting anything. Remember, go slow, steady, and always be in control.
- Never throw a knife. A falling knife is sharp on all sides. If you drop your knife, *never* try to catch it.
- Never use the cutting blade as a prying tool.
- Obey all the local regulations about carrying blades in public places.

**While there is no particular knife that is required, it is recommended that the knife have a locking blade for safety.**

Here are some helpful tips on buying the right blade for you.

The Scout Shop has many knives to choose from, but you can also buy them online or in the outdoor section of many stores.

Your leaders can help you to sharpen your knife if it becomes dull.



# Building a Fire

A campfire is great for staying warm and making s'mores, but Scouts also learn how to cook meals over them. Our Leave No Trace principles mean we don't make fires on every camp out, but it is important to know how to build them safely.

- You must have earned your Firem' Chit to carry matches or start fires.
- Only take materials that are on the ground. Do not cut branches or trees for your fire.
- Do not bring firewood from home. You could introduce parasites to the area that may harm vegetation or wildlife.
- Do not use accelerants/chemicals to create your fire. That will burn quickly and without smoking too much. You'll need an armload for your fire.
  - **Fuel:** This is the wood that keeps your fire going. Split logs are best. Some places, like Pipsico, have an axe yard where we can collect split logs. State and National parks usually have an honor box where you can buy wood that is ready to burn.
- You need 3 things to build a good fire
  - **Tinder:** thin, dry material that ignites quickly with a match. Examples include dry grasses, wood shavings, or leaves. Tinder should be very dry and no thicker than a wooden match. You need a handful of tinder for each fire you make.
  - **Kindling:** sticks around the size of a pencil to a little larger that will burn quickly and without smoking too much. You'll need an armload for your fire.
  - **Fuel:** This is the wood that keeps your fire going. Split logs are best. Some places, like Pipsico, have an axe yard where we can collect split logs. State and National parks usually have an honor box where you can buy wood that is ready to burn.



- There are lots of different fire lays, or designs. The three most popular are:

- **Teepee**: ball up a handful of tinder and set it on the ground. Arrange thin kindling sticks around the tinder like you're building a teepee. Add fuel wood when the fire is burning brightly.
- **Lean-to**: Find a large log or rock as the main "wall" and then prop kindling against that "wall" to create a roof. Place a small handful of tinder in the area under those leaning sticks and light the fire there. The teepee will burn and ignore the sticks leaning onto the log/rock, which will sustain the fire.
- **Log cabin**: Start with two pieces of wood laying parallel (like an = sign), then repeat the next layer by turning the sticks perpendicular (like a T). Keep doing this until you have several layers. Inside the cabin, place your kindling and tinder to light.



### **Things to remember**

- Always check with the land manager or park ranger before you build a fire. Every fire should follow Leave No Trace guidelines.
- NEVER leave a fire unattended. Always have someone on fire watch.
- Follow Leave No Trace principles so you don't negatively impact the land.
- The best place to build a fire is within an existing fire ring.
- Keep the fire small and burning only for the amount of time you're actually using it.
- Be sure to have a hose or water bucket close by and ready to go.
- After extinguishing the fire by soaking it with water, make sure there are no embers and nothing is still smoldering.
- Before you pack out and leave your campsite, make sure you've raked the fire circle, removed any big pieces of wood, and you leave the fire circle in a clean condition.

# Washing Dishes at Camp

**Washing dishes at camp is very important for sanitation, but it can be different without a sink.**

- [This video shows how to wash dishes at camp.](#)

- We use the 3 bucket method to wash dishes at camp.

1. Bucket number one is the “wash pot.” It has hot water you’ve heated on the stove and a few drops of soap. Wash the dish with a sponge or cloth like you would in your sink at home.

2. Bucket two is the “rinse pot.” Rinse the soap off of your scrubbed dishes here.

3. Bucket three is the “sanitize pot.” It contains cold water and a few drops of bleach to sanitize the dish and kill any bacteria. Take your freshly rinsed dishes and dunk them in this bucket for a few seconds.



## **Dishes are clean...now what?**

Hang your dishes and utensils to dry, using a mesh bag, somewhere they can dry safely and stay clean.

Now you need to dump out the water. Do this 200 feet from any water sources and away from your camping area. Filter out food particles and throw those away with your trash. Dump the filtered water over a wide area.

If you plan wisely, you can cook your meals using only one pan! And Scouts should eat using as few dishes and utensils as possible.

Be sure to put your dishes back in your patrol box, clean and dry, so they'll be ready for next time