

Campout Rules

The following rules apply to all Scouts and adults regardless whether the Scout and/or his parents have signed them below.

The Scout Oath and Scout Law govern everyone in camp, including both Scouts and adults, at all times.

Uniform requirements: Scout and adult leaders will wear their uniform shirt to and from the campout and at chapel on Sunday. The uniform pants, belt & scout socks are optional.

Camping is by patrols: At campouts, patrol members camp together in the location designated for their patrol. Sharing of tents by Scouts within a patrol is encouraged. *Adults do not share tents with Scouts, including their own sons, and generally avoid the area of their own son's patrol.* Adults (the "[Old] Goat Patrol") ordinarily will camp in their own designated campsite. On some occasions, two to four adults will be assigned to camp with each Scout patrol, but not with the patrol of the adult's own son.

Stay out of other patrols' areas: Scouts should request permission before entering another patrol's campsite. Adults should request permission before entering any Scout patrol site. Adults should discourage Scouts from being in the Goat area unless they have a specific need to be there.

Hands off: Don't touch someone else's equipment, tent, or belongings, unless you have the owner's prior permission.

Everyone works: Each patrol leader designates individual Scouts to be in charge of planning patrol menus, collecting money, arranging transportation, preparing equipment, buying food ("grubmaster"), cooking and clean up. Every patrol, including the Goats, should have a duty roster. All Scouts and adults are expected to do their share of patrol duties in accordance with the duty roster.

Keep the campsite squared away: All Scouts and adults are to maintain their tents and gear (both personal gear and patrol- and troop gear) in a clean and neat condition on an on-going basis. The entire troop assembles for a "clean sweep" of the camping area at the end of each campout.

Fire safety: Scouts may build and light ground fires (cooking and campfires) only *when* and *where* authorized by the Scoutmaster, Patrol Assistant Scoutmaster, or the campmaster. No unauthorized fires are permitted. Fire safety rules will be strictly enforced. *A fire must never be left unattended.*

No flames in or near tents. No fires or open flames (including stoves, lanterns or propane bottles) are allowed in or near tents.

No liquid fuels. The use of liquid fuels by Scouts or Goats for starting any type of fire is *prohibited*. *Exception:* If the Scoutmaster has previously authorized the use of backpacking stoves at a campout, liquid fuel will be dispensed and re-collected by the quartermaster (or his/her designee) at the campout. No Scout or Goat (except the quartermaster or his designee) shall travel to or from a campout with liquid fuel in a backpacking stove tank.

The buddy system. The buddy system is very simple: Never leave your buddy nor let him leave you. (If the buddy system is good enough for Navy SEALs, it's good enough for

us.) The buddy system is in force (a) for all water activities; (b) when outside immediate camp area; or (c) if separating from the main group when traveling. If you get caught without your buddy at a "buddy check," there will be consequences (for example, if you are swimming, both of you will have to get out of the water for awhile).

Water-safety rules. Scouts and Goats will follow Safety Afloat and Safe Swim Defense procedures and policies at all times for all water activities.

Lights out: All Scouts will be inside their tents at 11 pm (or otherwise at the Scoutmaster's discretion). Lights will be out and talking will stop by 11:30 pm. No Scout should leave his tent (except for brief trips to the latrine or to report illness or other emergency) until reveille the next morning.

No fighting, hazing, harassment, or excessive roughhousing: There will be no hazing or harassing (physical or verbal) of any kind. Fighting, hitting, wrestling, or rough horseplay are not permitted. A Scout will not put himself or another Scout in physical danger.

No early departures unless excused: Scouts are strongly encouraged to attend the entire campout. *Scouts may not leave the immediate camp area without the express permission of the Scoutmaster or campmaster, and must check out with the campmaster just before departure.* Unless a Scout has an urgent need to leave early, and has been excused by the SPL and Scoutmaster, all Scouts are expected to remain in camp until dismissed by their Patrol Leader after the troop's "clean sweep" of the campsite just prior to departure.

No alcoholic beverages (it's BSA policy) or illegal drugs (it's the law).

Tobacco use by adults on campouts is strongly discouraged (it's BSA policy). Tobacco use by Scouts is *prohibited (it's the law)*.

No non-Scout siblings: Non-Scout siblings are not welcome on campouts. Their presence tends to detract from the program focus and undermine enforcement of campout rules.

Consequences: The consequences of failing to abide by the camp and troop rules may include quiet time isolation, extra work detail, calls home, *being sent home*, or in severe cases being suspended or even expelled from the troop. Parents may be required to travel to camp at their expense and take a Scout home who fails to abide by the troop and camp rules. A warning system will be in effect for minor inappropriate behavior problems. Consequences will be assigned as warranted. The most severe consequences may be assigned directly without assignment of less-severe consequences first.

I HAVE READ AND UNDERSTOOD THESE RULES AND WILL ABIDE BY THEM:

Scout signature

Parent signature

Date signed

Date signed