

Troop 211 Rules of the Road to Good Scouting

Troop Activities

During troop meetings and travel to and from a camping area, the complete Class A Scout uniform must be worn: shirt, pants, socks, belt, neckerchief and slide.

Do not leave the site of a troop activity or meeting without permission. On campouts, do not leave the main campsite without the permission of the Senior Patrol Leader or Assistant Senior Patrol Leader. During meetings, do not leave Hauser Hall except when directed to do so for a troop activity.

Always travel with a “Buddy”.

When we leave the site of any troop activity, its condition should be as good as or better than when we came.

No chunking, hurling, or throwing anything at any time, except as part of an organized game.

No cussing or verbal abuse.

No knife play or stick play.

No lighters (butane, propane, Zippo, Bic, etc.)

No flicking of matches.

No cell phones or other electronics (radios, I-pods, CD/DVD players, gameboys, play stations, etc) are allowed in the campsite. All these devices will be left in the cars for the drive to and from the campsite. If you need to call your parents during the campout, speak with a member of the Comanches.

No food in the tents.

Set-up your patrol camp site with your patrol’s gear only. All of the tents and flies which have been issued have the patrol’s name on them.

No running in camp.

Keep your shirt and pants on at all times, except for swimming and other organized aquatic activities.

During campouts, clean dishes and utensils with the 2-pot method: one pot to wash with warm soapy water, one pot to rinse with hot water (no soap).

When camping, the adults, “Comanches”, camp away from the Scouts. If you have an issue or question that cannot be answered by your Patrol Leader or Senior Patrol

Leader, you must ask permission to enter the Comanche area before entering to seek an answer.

Upon returning to the church parking lot from a camping trip, no one leaves without checking with his Patrol Leader or the Senior Patrol Leader. Patrol gear is passed out to take home to clean, dry out, etc. and is brought back at the following Scout meeting.