

Troop 179

Summer Camp

Edward N. Cole Canoe Base
Silver Springs/Silver Creek Campsite

June 28 through July 4, 2026
Participant's Guide



General Information

Mail and Phone

In extreme emergencies you can call the camp and leave a message for your Scout to call home, be sure to tell them they're with Troop 179. We do not recommend sending mail to the Scouts since it usually takes several days to get through the US mail offices and the camps mail distribution. Please use discretion in deciding to mail a letter, if something must be mailed or shipped because it was left behind, we provide this information.

The camp's address is:

(Scout's Name)
Troop 179/Silver Springs
Cole Canoe Base
1356 E. Greenwood Road
Alger, Michigan, 48610

The camp's office number is: (989) 873-1516

The Camp's Fax number is: (989) 873-1517

Transportation

Summer Camp always has a lot of equipment to haul so every parent is asked to help with transportation of the Scouts to and from camp by driving one way or the other. If you are planning to drive to camp, you should plan on arriving at camp by 12:00 noon on Sunday for check-in. If you will drive home from camp, the closing Court of Honor is at 11:00 a.m. on Saturday and we depart about noon. You should plan a stop for lunch at a fast-food restaurant for the Scouts to purchase lunch on both trips and the Scouts should have money to purchase their own lunch with them. If you have transportation or registration concerns contact Lisa Hayes, (248) 471-2691, t179transportation@gmail.com.

Adults at Camp

The Scouting America's policy states that any Scout or Adult spending a night at Summer Camp must be registered with the Scouting America and have a BSA Health Form A, B, & C. Leaders (21 or older) must also apply for a clearance letter from the State of Michigan Department of Human Services. Any adult (18 or older) wishing to help staff Summer Camp this summer should talk to Scoutmaster, Chuck Williams at a Tuesday night meeting. He will help to find a job in our Troop or Crew that you will fit into and make sure that your BSA membership is secured along with the State of Michigan DHHS Clearance.

Scouts Leaving the Camp

We always keep track of where the Scouts are very seriously. For this reason, we ask that no parent should ever remove their son or daughter from camp without first checking in with our leader in charge. No person may remove a Scout from the camp without their name appearing on the National Health Form (authorization section on part A).

Health Forms & Medications

Every Scout and adult attending camp must have a current National Health Form Parts A, B, & C (No Exceptions). This form is renewed annually by a physician. New forms are available at the Scout meetings and on our web site. All medications must be checked-in with the Health Officer during medical checks on Sunday. All prescription drugs (including those needing refrigeration) are to be locked up. An exception may be made for a limited amount of medication to be carried by a camper, leader, or staff member for life-threatening conditions, including EpiPen's, heart medication and inhalers, or for a limited amount of medication approved for use in a first aid kit. Campers that are going to be taking medications need to have filled out the "Parent Medication Control Permission Form" include with this enough medication for the week in the original bottle (your pharmacist can help you by making out a special labeled bottle for camp). Put everything in a gallon sized zip-lock bag and use a marker to put the campers name on the outside of the bag. We will have our own Health Officers in camp to make sure that the medications are distributed using the instructions you give us on the form.

What to Bring to Camp

What We Wear Every Day!

Scout Field Uniform	Activity Uniform
Scout shirt (long or short sleeve)	Red Scout t-shirt or a blank red t-shirt
Scout trousers & shorts	Scout trousers & shorts
Scout socks (any length)	Scout socks (any length)
Troop hat (red ball cap)	Troop hat (red ball cap)
Web Scout Belt	Web Scout Belt

We will wear the Scout Field Uniform while traveling to and from camp and every day for flag ceremonies. The Activity Uniform can be worn at all other times throughout the day. The leaders will encourage the Scouts to only wear uniforms when required and to change anytime a dirty activity is about to happen. Please mark all clothing, especially uniforms, with the Scout's name to avoid mix-ups. On Wednesday the leaders will collect Scout Uniforms only and launder them.

Personal Equipment

Uniforms
2 Blankets or Sleeping Bag
Sheet
Foam Pad or Small Cot
Pillow
Jacket
Rain Gear
Extra Shorts
Extra Trousers
6 Blank Red or Troop T-shirts
6 Pairs Underwear
Pajamas
6 Pairs Socks
Swim Trunks
2 Pairs of Shoes (no opened toes)
Toilet Kit
2 Beach Towels
Laundry Bag
Flashlight
Insect Repellant (no aerosol)
Scout Handbook
Closing Pocket Knife
Compass
3 Pens and Ruled Paper
Clothing required for Advancement*
Blank Red or Troop Sweatshirt

Optional Items	
Fishing Gear	
Camera and Film	
Books	
Leisure Toys	
Mess Kit (plate, bowl, cup, fork, knife & spoon)	
Extra Batteries	

Advancement Items

Scouts should read merit badge books for courses they will take and use common sense to be sure they are wearing the right clothing to participate in the activity the merit badge requires. Examples are climbing required shoes you can climb with, welding required jeans and leather boots.

What Not to Bring

There are many common items that are not recommended bringing to camp that distract the Scouts and can serve to get them in trouble. These include expensive items such as phones & tablets, (see paragraph below). Other items are water guns, fixed blade knives and aerosols of any kind.

Valuables

Troop 179 and camp will not be responsible for valuables brought to camp. We suggest that you do not bring them. However, if you must, you may want to consider bringing a trunk or suitcase that can be locked. For the Scout's convenience, they may deposit their money at the Troop Bank in the adult camp, the bank will be available twice a day just prior to the flag assemblies (please place the money in an envelope with the Scout's name on it; singles are best). Many Scouts like to hold onto their money but regret their decision after the money is lost or stolen. As with any valuable item, the fewer Scouts that know you have it, the less likely it will be bothered with, so keep your stuff to yourself.

Scout Field Uniform

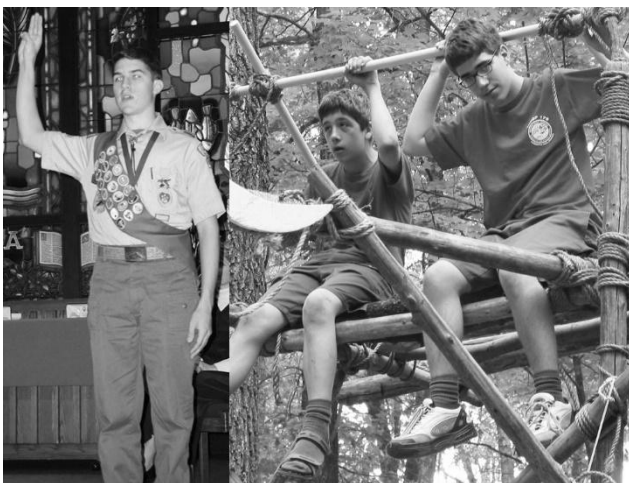
- Official Hat
 - Red Ball Cap (New or Boy Scouts)
 - Campaign Hat (Paul Bunyans)
 - Black Ball Cap (Venturers)

- Scout Shirt (with appropriate patches)

* indicates official patches that are optional

- Michigan Crossroads Council Strip
- "179" Numerals
- Badge of Office
- Rank Badge
- USA Flag
- Patrol Patch
- *50 Year Bar
- *Trained Strip
- *Year Pins
- *World Crest
- *Arrow of Light
- *OA Flap
- *Activity Patch
- *Jamboree Patch
- *Quality Unit Patch

- Scout Pants or Shorts
- Bolo Tie or other
- Socks
- Belt



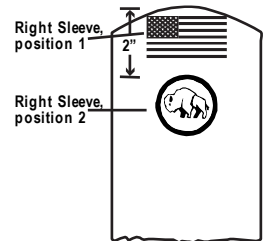
Scout Field Uniform

Activity Uniform

PATCH PLACEMENT

Right Sleeve

- U.S. Flag emblem, position 1
- Patrol Patch, position 2 (2" below the seam)



Left Sleeve

- Michigan Crossroads Council patch
- Troop Numerals (179)
- Position Patch
- Trained Patch

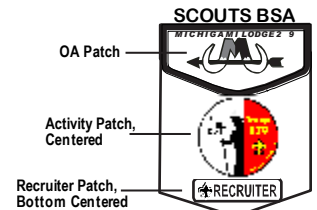
(Patches should be lined up, centered below each other, with each patch touching each other.)



LEFT SLEEVE

Right Pocket

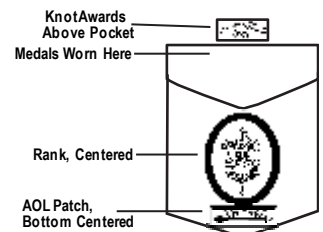
- OA Patch on Flap, (optional)
- Centered on pocket, the Activity Patch of your choice (optional).
- Above the pocket:
 - Interpreter Strips (optional)
 - Name Plate (optional, worn on flap if not O-A)
 - Jamboree Patch (optional)



RIGHT POCKET

Left Pocket

- Centered on pocket, current Rank patch
- Bottom of pocket, Arrow of Light patch (optional)
- Above the pocket:
 - Knot awards (religious emblem, for saving life)
 - 3/8" above, service stars (optional)



LEFT POCKET

World Crest (optional) worn 3" below left shoulder seam and centered over left pocket.

While at Camp

Homesickness

TIPS FOR PARENTS TO HELP US COMBAT HOMESICKNESS:

If a Scout calls home, ask to talk to a Scoutmaster to get the facts. (Scouts sometime embellish the situation to get sympathy i.e., "Someone is being mean to me." "The food is bad." "I don't feel well.") Talk to the Scout about the positive experiences they have had as well as those they can look forward to. Encourage them to continue and let them know how proud you are of them. Don't write to your Scout telling them how much you miss them and don't send special items or food to camp. If you are in camp, try to stay away from your Scout and their activities, let them know that you are there to help the troop and that they should continue to work with their leaders.

The law of camp is the Scout Law!

A Scout will be asked to return home if the following policies are broken:

- Possession, consumption, or being under the influence of alcohol or dangerous drugs.
- Illegal, immoral, or other activities considered unacceptable by society.
- No Scout should be in a tent or facility other than their own (Scouts may not enter another Scout's tent EVEN when the other Scout has invited them, no exceptions).
- The BSA respects the privacy of Scouts and leaders but reserves the right of its leaders to enter quarters and/or duffels during reasonable hours, when necessary, for repair, maintenance, fire safety inspections, or to ensure compliance with BSA regulations and policy.

Venture Recognitions

Cole supports many of the Venture Recognitions; whether you are on a track to earn Ranger or one of the other Venturing Awards they will help you with signing off requirements. The troop will also present a Venture Conservation project during the 9:00 session. All Ventures must sign up for the Venture Conservation Project unless they have gained the permission of the Adviser.

Scout, Tenderfoot and Second-Class Scouts

The program that is designed for Scouts who have joined Troop 179 in the six months prior to summer camp is Camp Tenderfoot. The basic skills of Scouting are incorporated into a program of fun and adventure as it orients the new Scout in the ways of Scouting and helps them along the path to First Class. We concentrate on working on requirements, having fun, learning about Scouting, and getting to know our Patrols and Troop members. The Scouts will be learning the skills that may be applied toward meeting requirements for the Scout, Tenderfoot, Second Class, and First-Class ranks. For Scouts who need to work on these early ranks that have been with the troop for longer than six months there is a session called "Scout Skills" where the Scout will have the opportunity to work one on one so that they can meet the specific requirements they need to earn their rank.

First Class, Star, Life, and Eagle Scouts

Scouts and parents need to keep in mind that earning the rank of Star, Life, and Eagle is much, much, more than earning Merit Badges. There are requirements that deal with Participation, Scout Spirit, and Positions of Responsibilities; it is these requirements that the Scouts will be able to spend the most time on accomplishing. These requirements are what make up the essence of each of the ranks and what tells us, has a Scout really earned the right to hold the status that comes with the ranks they are going for. There is no other activity like Summer Camp that allows the Scouts to work on these requirements and hone their abilities to understand their esoteric meanings. The Scoutmasters at camp will be available to give conferences for ranks throughout the week. Boards of Review will also be available for ranks. The key to successful advancement at summer camp is to plan for it. Prior to going to camp a Scoutmaster will meet with each Scout to help create a plan for advancement.

Instructional Schedule

Program Area	9:00 am	10:00 am	11:00 am	2:00 pm	3:00 pm	4:00 pm
COLE CANOE BASE MERIT BADGES						
Aquatics	Canoeing MB	Kayaking MB	Kayaking MB	Kayaking MB	Kayaking MB Canoeing MB	
		Small Boat Sailing MB				
Cosgro	Movie Making	Photography MB	Movie Making		Photography MB	
Crafts	Art & Music MB		Game Design	Art & Music MB Leatherwork MB	Leatherwork MB	
Eco-Con	Bird Study MB Fishing MB	Fish & Wildlife MB Geology MB	Fishing MB Mammal & Reptile MB		Oceanography MB	
Shooting Sports	Archery MB Rifle Shooting MB			Archery MB Rifle Shooting MB		
		Shotgun Shooting MB		Shotgun Shooting MB		
Outdoor Skills				Chess MB Search & Rescue	Chess MB	
Skilled Trades	Welding MB	Electricity & Fire Safety MB	Painting MB	Welding MB	Painting MB	
	Automotive Maintenance MB			Automotive Maintenance MB		
		Metalworking			Electricity & Fire Safety MB	
High Adventure	Climbing MB (10:00 to 12:00 ATV Instruction (must be 16, Cost of \$65)			ATV Riding (must be 16, \$35.00) (Must be in Training or have Done it)		
179 Campsite	Cit Community MB* Hiking MB* Nature* Wood Carving*	Cit in Nation MB* Emer. Prep MB* Env. Science*	Personal Mgt MB* Public Speaking	Communication* American Heritage	Camping MB* Cit in World MB* Salesmanship*	Astronomy Law MB* Traffic Safety* Venture MB
				First Aid MB* Swimming Merit Badge*		
TROOP 179 SCOUT SKILLS INSTRUCTION (ALL IN 179 CAMPSITE)						
Service	Service Project		Service Project			Scout Skills
Camp Tenderfoot	Ropes / Knives / Fires	Land Navigation	Service Project	Scout Skills Aquatics		First Aid

(* Merit Badge meets in the Troop 179 campsite)

RECOMMENDED ACTIVITIES BY AGE

First Year Scouts

Camp Tenderfoot

Second Year Scouts

American Heritage MB
Archery MB
Art MB
Bird Study
Camping MB
Chess MB
Citizenship in the Community MB
Citizenship in the Nation MB
Citizenship in the World MB
Electricity MB

First Aid MB

Fishing MB

Game Design MB

Geology MB

Leatherworking MB

Mammal Study MB

Music MB

Nature MB

Photography MB

Reptile & Amphibian Study MB

Rifle Shooting MB

Swimming MB

Third Year Scouts

Astronomy MB

Automotive Maintenance MB

Canoeing MB

Climbing MB

Communication MB

Emergency Preparedness MB

Environmental Science MB

Fish & Wildlife MB

Kayaking MB

Metalworking

Moviemaking MB

Oceanography MB

Painting MB

Shotgun MB

Public Speaking

Small Boat Sailing MB

Welding MB

Traffic Safety MB

Wood Carving MB

Fourth - Fifth - Sixth Year Scout

ATV Instructions

Search & Rescue MB

Personal Management MB

Law MB

(* Merit Badge that meets in the
Troop 179 campsite)

Merit Badge Pre-Camp Work

Archery | Scouts should be familiar with local and State laws regarding Archery equipment, ownership, and usage.. Arrow Kits are available for purchase in the River Store for approximately \$5.00.

Art | 6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).

Astronomy | 8 (observation). It is recommended that Scouts complete 4c (Big Dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.

ATV Program | Participants must be 14 years old by the first day of the course and have an ATV Hold-Harmless form (scoutingevent.com/Download/27272137/OR/CCB_ATV_Hold_Harmless.pdf) signed by a parent or guardian. Everyone must also complete the E-Course offered by the ATV Safety Institute to ride an ATV. Visit atvsafety.org/atv-ecourse/ and select "Register Here" under the ATV E-Course description.

Remember to bring your E-Course Certificate Number with you to camp! Participants should have a long sleeve shirt, long pants, and boots that cover the ankle. A bandana is recommended. Gloves, helmets and goggles will be provided.

Automotive Maintenance | Participants must be 14 years old by the first day of the course This is a **two-hour session** per day merit badge.

Bird Study | 5 (observe and identify 20 birds). It is recommended that scouts complete 2 (bird sketches), 6 (bird characteristics), and 7 (bird songs).

Camping (Eagle Req.) | 4 (Patrol campout), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).

Canoeing | 2 (BSA Swimmer test) will be conducted at the start of camp.

Chess | It is suggested that Scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.

Citizenship in the Community (Eagle Req.) | 2 (mapping landmarks), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected to begin preparations for requirement 8 (presentation) prior to coming to camp.

Citizenship in the Nation (Eagle Req.) | 5 (national news for 5 days); Do Two: 7a (visit landmark), 7b (visit state capitol), 7c (visit federal facility), 7d (national monument). It is suggested Scouts bring a speech to discuss for 6. If Scouts have already written the letter for requirement 8, please bring response (if any) to camp.

Citizenship in the World (Eagle Req.) | It is suggested that Scouts research current world events for requirement 3 & 7 to be prepared for discussion.

Climbing | None. Scouts need appropriate clothing and footwear (closed-toed shoes).

Communications (Eagle Req.) | 5 (public meeting). Requirements 3, 6, & 8 (5-minute speech, teach a skill, & MC) can be completed in the unit's campsite with adult leadership approval and signature. The interview for requirement 4 can be completed in the campsite.

Emergency Preparedness (Eagle Req.) | 1 (First Aid Merit Badge), 1b (10 emergency situations for family meeting), and 9b (troop mobilization plan).

Environmental Science (Eagle Req.) | 7c (household hazardous waste).

Scouts are encouraged to work on requirement 6 prior to camp.

First Aid (Eagle Req.) | 2b (assemble a first aid kit). This is a **two-hour session** per day merit badge.

Fish and Wildlife Management | 5 (observations) and 7 (fish age, census, stomach contents, or aquarium). Recommended for second year scouts.

Fishing | Scouts are encouraged to attempt requirements 9 and 10 prior to camp. It is recommended that Scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

Game Design | 8 (meet with a game development professional). It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.

Geology | None. Recommended for second year scouts.

Kayaking | 2 (BSA Swimmer Test, can be completed at camp).

Law* | 6 (attend a civil or criminal court, or mock trial) and 7 (lawyer).

Leatherwork | 5 (commercial tanning process, tan animal skin, recondition, or visit leather related business). If none of these options have been done, scout may complete 5c (reconditioning) at camp.

Moviemaking | None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment may be available.

Music | 3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4b (compose music) the scout must complete 4a (teach 3 songs) OR 4c (make an instrument). Music and Art are taught at the same time on different days. Scouts are not required to participate in both badges.

Nature* | 4 (collect items and identify species) is strongly recommended prior to camp. Recommended for second- or third-year scouts.

Oceanography | 8 is recommended prior to camp. Recommended for second- or third-year scouts.

Personal Management (Eagle Req.) * | 1 (large family purchase), 2 (budget with 13-week record of income and expenses), 8 (to do list/ schedule for 7 days). It is suggested Scouts prepare for 9 (project) prior to camp.

Photography | 1b (BSA Digital Safety video). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment may be available. Scouts can view the BSA Digital Safety video online at scouting.org/training/youth/scouts-bsa

Reptile and Amphibian Study | 8 (maintain or observe a reptile or amphibian).

Painting | None.

Rifle Shooting | None

Shotgun Shooting | None

Small-Boat Sailing | 2 (BSA Swimmer Test). This is a two-hours per day badge.

Space Exploration | Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult.

Traffic Safety | None

Swimming (Eagle Req.) | 2 (BSA Swimmer Test) and 3 (150-yard swim) need to be completed at camp. Young Scouts often find that this badge is more physically demanding than they anticipate.

Welding | None. Scouts must be at least 14 and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred)

Wood Caring | 2a (Totin' Chip). This badge is not recommended for first year scouts due to skill level required.

Program Sign-up

Scouts Name: _____

MY SCHEDULE AT COLE CANOE BASE

9:00 AM -Venture Service Time

Merit Badge or Activity

2:00 PM

Merit Badge or Activity

10:00 AM

Merit Badge or Activity

3:00 PM

Merit Badge or Activity

11:00 -Scouts Service Time

Merit Badge or Activity

4:00 PM

Merit Badge or Activity

**NEW SCOUTS ARE NOT REQUIRED TO USE THIS FORM,
YOUR DAILY SCHEDULE WILL BE DISCUSSED AT UP COMING TROOP MEETINGS.**

Merit Badges

Cole Canoe Base offers many different merit badges to choose from; added to that Troop 179 will also have merit badges available at our campsite. After the Scout has signed-up for the Merit Badges they should next secure a current copy of the BSA Merit Badge Pamphlet. One of the best tools for earning a Merit Badge are the worksheets available at Merit Badge Worksheets (usscouts.org). Most Merit Badge Counselors recommend using the worksheets to keep organized. Beginning in June, our Troop leaders will meet with the Scouts for their first Merit Badge session.

Whether a Scout returns home with a completed Merit Badge, or a partial is most often dependent on whether they have completed the pre-camp work assigned by the counselor. Merit Badges are earned with the advice of the Scoutmaster. The list of Merit Badges on the Instructional Schedule has been recommended by the 179 Scoutmaster.

Suggestions for Scheduling Your Day: Keep in mind that most Scouts only have time prior to camp to complete three to four merit badges. While there are six slots of time, filling them all with merit badges is not necessarily going to be successful. Pick your merit badges, then start now work the merit badges until you have mastered the skill or knowledge contained within. Throughout the day there are free time activities and you do not need to register for them specifically.

Keep in mind that all Axmen and Paul Bunyan Patrol members will have a slot for leadership (see Scoutmaster Chuck Williams). Scouts BSA (including new Scouts) will use the 11:00 time slot for service time and activities. Venturers will use the 9:00 time slot for their conservation projects.

Scoutmaster Approval: _____

Troop Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
7:00	Reveille	Reveille	Reveille	Reveille	Reveille
7:30	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30	FLAGS	FLAGS	FLAGS	FLAGS	FLAGS
9:00	Instructional	Instructional	Instructional	Instructional	ADVANCEMENT WRAP-UP
10:00	Instructional	Instructional	Instructional	Instructional	
11:00	Instructional	Instructional	Instructional	Instructional	
12:30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
2:00	Instructional	Instructional	Instructional	Instructional	SCOUT BSA TREK VENTURE TREK
3:00	Instructional	Instructional	Instructional	Instructional	
4:00	Instructional	Instructional	Instructional	Instructional	
5:15	FLAGS	DINNER (patrol cook)	DINNER (patrol cook)	FLAGS	FLAGS
6:00	6:30 BEAST FEAST DINNER (patrol cook)			FLAGS	TROOP PARTY Dinner by GOATs Paul Bunyan Games Ice Cream Social OA Brotherhood 8:30
6:45					
7:00	PATROL FREE NIGHT Crafts on Fire 5 Mile Hike	PATROL FREE NIGHT Rifle Open Shoot SM/SPL Shotgun Shoot 3D Archery Crafts Game Night Night Zip Line	VENTURE PATROL COMPETITION GAMES		8:15 Camp-wide Flag Lowering
8:00					
9:30	Program Fire	179 Desert Contest	Scouts Own	179 Movie Night	8:30 CLOSING CAMPFIRE
10:30			Scouts Campfire		
11:00	Taps	Taps	Taps	Taps	Taps

Sunday

12:00 Arrive at Cole Canoe Base
Set Up Camp/Med Check
3:00 Camp Tour (Troop Only)
4:00 Swim Checks
5:00 SM/SPL Meeting (Camp Meeting)
5:30 Dinner (patrol cook)
7:30 Flag Lowering (1st troop, 2nd camp)
8:30 Program Expo
9:30 Troop Opening Campfire at Cosgro Fire Bowl
10:30 Patrol Leaders Council Meeting
11:00 Taps

Saturday

6:30 Reveille, pack personal gear
Work to dry out tent if possible
Finish Breaking Down Patrol & Program Areas
Return all Gear to Troop Trailers
8:30 Breakfast at Dumas Pavilion
9:30 Finish Breaking down Camp
Do final Clean on Latrines
Police Lines
11:00 Closing Court of Honor
Flag Lowering
12:00 Leave for Home

Troop Duty Roster

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Clean North Latrine		Vikings Crew	Executive Paul Bunyan Patrol	GOAT Patrol	Vikings Crew	Executive Paul Bunyan Patrol	GOAT Patrol
Clean South Latrines		Dazzling Ducks Patrol	Chunky Monkey Patrol	Falcon Patrol	Excellent Eagles Patrol	Biggie Bears Patrol	Silly Snakes Patrol
Take Trash to Dumpster	Dazzling Ducks Patrol	Chunky Monkey Patrol	Falcon Patrol	Excellent Eagles Patrol	Biggie Bears Patrol	Silly Snakes Patrol	Viking Crew
Morning Flags	Paul Bunyan Patrol	Viking Crew	Dazzling Ducks Patrol	Chunky Monkey Patrol	Falcon Patrol	Excellent Eagles Patrol	Paul Bunyan Patrol
Evening Flags	Paul Bunyan Patrol	Falcon Patrol	Biggie Bears Patrol	Dazzling Ducks Patrol	Silly Snakes Patrol	Fire Red Fox Patrol	Paul Bunyan Patrol

Clean Latrines: Sweep out stalls and all cement floor area, throw away all garbage, clean around toilet holes with cleanser and brush, clean out sink with cleanser and rag, hose down everything with water, police area all around the bathroom including paths leading to the latrine, change out the trash bag and take trash bag to GOAT camp. This should be done prior to evening activities.

Take Trash to Dumpster: Following dinner collect up trash/garbage from Patrol campsites and load on wagons, Take to Commissary parking lot and throw into dumpster.

Flags: One-half hour before flags have five (5) patrol members meet at the Flagpole to practice; 1 caller, 2 at American Pole Guards, 2 Featured Flagpole (Paul Bunyan Patrol will raise Troop and Crew Flags).

LEGION OF MERIT & RING OF SHAME

The Legion of Merit is an award handed out daily around the cleanliness of your patrol's cooler. You will be judged against your peers. **The expectation is that no food comes back.** Notes may be left in the cooler when you drop them off if you want to communicate quantity changes, new allergy concerns or just score some brownie points. The commissary staff will try to meet your needs.

