ORIENTATION* RULES AND REGULATIONS 1&'II

To be broken up in any manner convienent . Done by SM and ASM, each doing a part to break monotony

SM-A.program for the two weeks

1.highlights

a.guest instructors-camp director

b.beeline

c.overnight

- d, banquet
- e.graduation

2.daily schedule

a.show posted program

b.go over typical day

AS "B.uniforming-go over thoroughly so they can be inspected tommorrow 1.Scout hat-no funny hats allowed except in rain

2.neckerchief-JIAC one-wash so will have clean one for guestsworn at every assembly session, and whenever you leave site

3.neckerchief slide-design one as a patrol insignia . Make it nice. To be worn always with whatever neckerchief. Due Monday morning at assembly.

4.Scout shirt-buttons, proper insignia (go over), neat

5.official Scout belt-brass on brass

6.shorts-not rolled up (sleeves either)-keep clean, wash when dirty 7.hengbsocks with green garter tabs-no twisted stripes-other socks

may be worn inside

8.shoes-hike or tie shoes-sneakers not allowed-bone bruises on rocks 9.name tags

C.Baden Powell's whistle signals (see extra sheet)

GM D, patrol system

1.do, dearn, work, play as a patrol

2.do not visit other patrols

3.patrol flags make design tonight or tommorrow morning -have approved then we give you material

4.patrol name _____ add an adjective to the name for the camp-

ASME.service patrol-to be posted

1.duties

a.rinse off washstand

b.sweep latrine box and floor

c.scrub seats with bactricide

d.flush urinal with remainder

e.clean up sheltemr floor, sweep, papers, straighten materials, wash blackboard

X f.serve as colorguard

2. the service patrol rotates by schedule, changing after lunch

5 W F. Purpose of JITC-To help you learn more about how you can have better patrols and a better troop. We teach the Scout way to camp and to serve.

1.not provisional

a.little free time-we expect that in your spare time you will help yourself by reading the Handbook for Patrol Leaders

b.no merit badge time, but you come out prepared to pass some c.little swim

: 1 the 2.your rewards a.come out as a better leader and person b.able to help your troop better c.memory of a genuine scouting experiance d.neckerchief and certificate if you pass 3how to pass -everyone can do it Encourage them a.notebook b.S.T.A.'s (spare time activities) c.cooperation with staff d.learn as much as you can e.you must pass as a patrol-red feather (90+) -WORK TOGETHER f.do more than what is expected of you-mark of a leader-try your best g.patrol overnight is your test h.appraisal-interview with SM G.rules and regulations-listen carefully-there is a reason for everythingx If not sure, ask 1.NO: sheath knives, comics, unscoutlike books, cards or dice, smoking 2.no axes or knives until Axe demo 3.cursing or distasteful words are not used-reasons why not desira ble "words don't make a man, but a man's words can label him as a wise man or a fool" 4.firsfitaid-report all injuries to leaders who will treat them or send you to nurse 5.keep clean-wash before handking food 6.latrine-no paper in urinal-please use tetrine for your health-we have a friendly larry monster-don't let water run-don't hang buckets on spicket-no pots washed at latrine 7. unused patrol sites are off limits 8. never leave site without permission of staff 9. conservation-do not touch live trees 10.no open flames in tents-(candles, gas) 11. please go around leaders area -tents ourhome, knock H.equipment 1. shelter, latrine, tents, etc. yours to use-belong to camp-do not deface or misuse anything 2. shovel, rake, saw-use 3.daily issue of staples procedure I.mail J.phone rules K.lost and found L.patrol leader system-rotate according to chart-change after lunch before cleanup-Reason: gives all a chance to lead an "experianced" patrol and teaches you how to follow-elect permanent PL after last Scout has turn M. chain of command-all questions asked of PL (informed at PLC)-if he does not know, he asks SPL-that way SM's time can be devoted to program

*Bring a Friendship Stick to campfire this evening-1 ft by %in.