

'Official' Uniform Inspection Guidelines

TJ Dubler, SPL

Scout Name: _____

Component	Pass		Fail
¹ Uniform...	P		F
² Scout Approved Pants, tucked in	P		F
³ Scout Approved Belt	P		F
⁴ Bead Totem	P		F
⁵ Neckerchief AND Neckerchief Slide	P		F
⁶ Painter	P		F
⁷ Stars, if Life or Eagle	P		F
⁸ Patrol patch, 794 patch, DAC patch, Journey to Excellence Patch, leadership patch, current rank patch	P		F
⁹ <u>Optional</u> : Challenge coins	P		F
¹⁰ <u>Optional</u> : Scout Approved Hat OR Beret	P		F

Notes on Inspection: Pass or Fail? What is needed in the future? Were you neat and clean?

- 1.) If you don't have your uniform, we have some big issues to be talking about...
- 2.) Scout Approved Pants are either jeans, khaki, or green pants from the scout store. However, they are not sweat-pants or any other athletic pants without belt loops.
- 3.) Official scouting logo on the belt, or approved by a leader.
- 4.) Handed out by Outdoor Coordinator, goes on the right side of the body.
- 5.) Your neckerchief is received when you join the troop, needs to be held together with a Scout-approved neckerchief slide, either metal or like a Turk's Head Woggle. Eagle Scout neckerchiefs are approved.
- 6.) A painter can be white, red, or blue, you receive them as you rank up, the first possible being Tenderfoot. They are tied in the front with a square knot.
- 7.) Stars show the ability to sign off requirements, earned by Life Scouts and Eagle Scouts.
- 8.) Patches need to be up to date.
- 9.) Challenge coins are from places that scouts go, carry them around and *challenge* them to have it on them.
- 10.) A Scout Approved hat is any hat without a logo, with the BSA logo, or our Troop 794 berets.