



Quartermaster List

This list does not include the handouts or all logistics/venue items. See Logistics: Venue and Scribe lists for those needs. Add any local supplies to be obtained for a specific camp or venue.

Needs prior to course

	Have	Need
* Meals, snacks, and beverages for staff development		
* Cord for making woggles: 40 inches per staff member plus three extra per patrol, scissors		
* Signage as needed		
* Staff meal the night before Day One		
* Assorted materials for patrol flags		
* Tools as outlined for the presentations		
Binoculars		
Mirror (one per patrol)		
Paper cups on a string (one set per patrol)		
Multitool		
Stethoscope (one per patrol)		
Blueprints		
Tire iron		
Compass		
Sanding disc		
Duct tape (one per patrol)		
Flashlight		
Detour Ahead sign		
<i>Patrol Leader Handbook</i>		
* Tool display board with hooks or pegs		
* Toolbox		
* Room venue items		
Flipcharts, one per patrol		
Markers		
Dry erase markers		
Consult with assistant Scoutmaster for Logistics for any additional items		
* Publishing items:		
Consult with scribe for nametags, paper, ink, binders, etc.		
* Technology (consult with assistant Scoutmaster for Program)		
Prepared audiovisual aids for presentations		
Video clips: Embedded in PPTs and available as MP4s in course files		
"Ten Leadership Theories in Five Minutes"		
J. F. Kennedy's "We Choose to Go to the Moon"		
<i>Hidden Figures</i> : "The Launch"		
<i>Hidden Figures</i> : "Separate Restrooms"		
<i>First Man</i> : "Interview"		
<i>First Man</i> : "Houston"		
<i>Won't You Be My Neighbor?</i> : "Introduction"		
<i>Remember the Titans</i> : "Forming"		
<i>Remember the Titans</i> : "Storming"		
<i>Remember the Titans</i> : "Norming"		
<i>Remember the Titans</i> : "Performing"		
<i>The Music Man</i> : "Introduction"		



WOOD BADGE

"One Human Family, Food for All"		
<i>Mr. Holland's Opus</i> : "First Day"		
<i>Mr. Holland's Opus</i> : "Music Lesson"		
<i>Mr. Holland's Opus</i> : "Last Day"		
Music: "It's In Every One of Us"		
* Food for all meals and cracker barrels		
* Meal presentation supplies		

Day One

Participant Check-in and Gathering Activities		
* Course patch for each participant (optional)		
* Course hat for each participant (optional)		
* Course shirt for each participant (optional)		
* Materials for gathering activities:		
- 2 U.S. flags, regulation dimensions for folding activity		
- 16 3-ft lengths of rope		
- 2 small blankets		
- 2 8–10-inch balls		
- 8 blindfolds		
- 8 pairs of inexpensive gloves		
- 2 decks of cards		
- Plain paper, crayons		
- Patch Matching card set		
Gilwell Field Assembly		
* U.S. flag		
* Wood Badge Pack 1 flag		
* Historic American flag (Flag of 1777)		
Drive Vision, Mission, and Values		
* Tool: Binoculars		
Know Thyself		
* Values cards, one set per person		
* Tool: Mirrors, one per den plus one for display		
Lunch		
* Refer to menu		
* Wood Badge symbols (optional, for décor only at this point)		
Axe and Log		
MacLaren tartan		
Wood Badge beads		
Wood Badge neckerchief and woggle		
Kudu horn		
* Props for any skits		
Den Meeting		
* Emblems to be used for program and service patrols		
* Woggle cord - 1 40-inch piece of 550 paracord per participant		



WOOD BADGE

Communicate Effectively		
* Tool: Paper cups on a string, 1 set per den plus 1 for display		
* Tennis balls or bean bags for Zulu Toss game, one per participant		
* Blank sheets of paper, 6–8 per patrol		
Include and Optimize Diverse Talent		
* Tool: Multitool (wrench, knife, screwdriver, etc.)		
Dinner (Pack Meeting and Blue and Gold Banquet/Crossover)		
* Refer to menu		
* Props for skit and song		
* B&G decorations		
* Crossover ceremony items		
Candles: 1 each of blue, yellow, white, and red		
Lighter or matches		
Bridge for ceremony		
* Patrol flags		
* Pack 1 flag		
* Troop 1 flag		
* Patrol leader and assistant patrol leader patches, 1 set per patrol		
"Getting to Know You" Game (patrol session)		
* Thumbball, one per patrol and list of questions		
Instructional Campfire and Baden-Powell Story		
* Materials for lighting and extinguishing a fire		
* U.S. flag		
* Props as necessary to carry out skits and run-ons		
* Cards for each patrol listing their element of the campfire		
Cracker Barrel		
* Refer to menu		

Day Two

Breakfast		
* Refer to menu		
Gilwell Field Assembly		
* U.S. flag		
* Troop 1 flag		
* Historic flag (Serapis flag)		
Troop Meeting		
* Troop 1 nametags, to replace Pack 1 nametags		
* Badge of office (per patrol: 1 badge for each patrol leader, assistant patrol leader, chaplain aide, and scribe)		
* Scout patches, large, to be affixed to the patrol flag during the new Scout induction ceremony		
* Safety pins (one per participant, for securing badge of office to uniform and two per patrol for securing the Scout patch to the patrol flag)		
* New Scout Induction Ceremony materials:		
16 candles		
Lighter or matches		



WOOD BADGE

1 candleholder for 12 candles		
1 candleholder for 3 candles		
1 candleholder for a single candle		
<i>Scouts BSA Handbook for Boys and Scouts BSA Handbook for Girls</i>		
12 points of the Scout Law on 12 index cards		
* Wood Badge symbols (each is explained during meeting)		
Axe and Log		
MacLaren tartan		
Wood Badge beads		
Wood Badge neckerchief and woggle		
Kudu horn		
* Pre-folded Wood Badge Troop 1 neckerchief for each participant		
* Materials for Sanitation Skill module (dishwashing in camp)		
Three plastic dish tubs		
Biodegradable dish soap		
Dish brush or scrubber		
Tongs for dipping plates and spoons into the hot rinse		
Bleach or sanitizing tablets		
Mesh bag for air-drying		
* Materials for Patrol Method game		
First aid kits—one per patrol—with specified items switched		
Instructions on how to play game		
<i>Learn to Listen, Listen to Learn</i>		
* Tool: Stethoscope, 1 per patrol plus 1 for display		
Lunch		
* Refer to menu		
<i>Plan with a Bias for Action</i>		
* 3-inch by 3-inch self-adhesive notes, markers		
* Tool: blueprints		
Planning Application		
*Rocket-making materials (per patrol)		
Instruction sheet describing the project, one per patrol		
Plastic soft drink bottle, 16 to 20 oz.		
Scissors		
Craft knife		
Materials for decorating rockets		
8-inch by 8-inch square of corrugated cardboard		
Duct tape		
Bobby pins		
Ruler		
Safety goggles		
* For Wood Badge staff serving as facilitators		
Scoring sheet		
Launch pad		
Safety goggles		
Bicycle pump with pressure gauge		
One award for each patrol		
OR		



WOOD BADGE

* Newton car materials (per patrol)		
1 wooden block ~10 x 20 x 2.5 cm; <i>Note</i> : any size block works as long as it is bigger than the fuel block, described next		
1 wooden block ~7.5 x 5 x 2.5 cm, as shown in Figures 1 and 3—the smaller wooden piece with holes drilled into it		
1 3-inch no. 10 wood screw (round head)		
2 1-inch no. 10 wood screws (round head)		
3 rubber bands, all the same size and thickness		
Several pieces of 3-inch to 5-inch cotton string		
2 lead fishing sinkers or similar weights, about 1/2 ounce each		
1 pair of scissors		
1 meter stick		
Masking tape		
Building toys with wheels, such as LEGO® or Tinker toy®—each group needs 4 wheels. <i>Alternative</i> : If toy blocks and wheels are not available, simply place the Newton car on four or five short cylindrical wooden dowels or straws that are roughly 1/2-inch or 3/4-inch in diameter and the same length as the car width; lining up these dowels under and in front of the car creates a relatively low-friction rolling surface for the Newton car, allowing it to slide smoothly across the floor or desk.		
To prepare the wooden weight blocks:		
* Drill and bit (bit size determined by diameter of fishing sinkers or weights and screws)		
* Vice		
* Screwdriver		
<i>Develop Individuals and Teams</i>		
* Tool: tire iron		
Dinner		
* Refer to menu		
<i>Know the Territory</i>		
* Tool: compass		
* 1 set of index cards per patrol containing the methods of Cub Scouting, Scouts BSA, and Venturing (one Method per card) for each patrol. Cards should be shuffled together and not easily identified with the program they belong to.		
* 3 additional cards per patrol with the headings “Cub Scouting,” “Scouts BSA,” and “Venturing.”		
* 1 set of 135 Merit Badge patch picture cards per patrol		
* 1 set of 135 Merit Badge name cards		
* Paper and pen for each patrol		
* At least 40 marbles		
* 1 “marble mover” for each player (3-foot-long, 1/4-inch diameter wooden dowel with a plastic spoon taped to one end and a tape mark 3 inches from the opposite end)		
* 1 plastic bowl or cup for each player		
* 1 large, shallow plastic bowl or platter with a low lip.		
Troop Campfire		
* Materials needed by patrols for campfire program		
* Materials for lighting and extinguishing a fire		



WOOD BADGE

Day Three

Cracker Barrel		
* Refer to menu		
Breakfast		
* Refer to menu		
Gilwell Field Assembly		
*American flag		
*Troop 1 flag		
*Historic American flag (Star-Spangled Banner)		
Troop Meeting		
* Pre-Opening: Model campsite		
Tents, camp stove, cooking gear, cleanup gear, coolers/food storage, fuel, tarp for eating area, any special local requirements such as bear bags, signs for LNT stations		
* Front-end Alignment Game		
Masking tape, measuring tape, marking pen, or premarked rope		
Plastic cans or bowls, 6–8-inches in diameter and 3–8-inches tall, one per patrol		
Chart for scoring, one per patrol		
Individually wrapped hard candies, 10 per participant		
Rules page, one per patrol		
Leadership style "A" page, enough for half of patrols		
Leadership style "B" page, enough for half of patrols		
Apply Interpersonal Savvy		
* Tool: sanding disc		
Lunch		
* Refer to menu		
Manage Conversations		
* Tool: duct tape, 1 per patrol plus 1 for display		
Coach and Mentor		
* Tool: Flashlight		
Dinner (5 x 1 format)		
* Refer to menu		
Cracker Barrel (5 x 1 format)		
* Refer to menu		



Day Four

Breakfast (5 x 1 format)		
* Refer to menu		
Gilwell Field Assembly		
* American flag		
* Troop 1 flag		
* Historic flag (46-star flag of 1908)		
* First Class Rank large patches for patrol flags, one per patrol		
Campsite Setup for Outdoor Experience		
* Equipment varies by camp		
Tentage		
Cooking gear, chuck box, stoves, etc.		
Embrace and Lead Change		
* Tool: Detour Ahead sign		
Create a Culture: "Train Them, Trust Them, Let Them Lead!"		
* Tool: <i>Patrol Leader Handbook</i>		
* Small whiteboard and dry-erase marker (one set per patrol)		
Lunch		
* Refer to menu, patrol size plus guests		
* Ice chests for delivery to campsites		
Problem Solving Round-robin		
* Trolley		
2 2-inch by 6-inch boards, each 10–12 feet long, and each having 2 1/2- to 3-foot lengths of rope attached at 1-foot intervals		
* Traffic Jam		
9 spot markers, 1–2-feet square. These may be cardboard, carpet, plywood, old tarps, or other durable material. There must be one more square than there are patrol members solving the problem.		
*Brownsea Island Turnaround		
A durable tarp, retired tent fly, drop cloth, or sheet of plastic approximately 5x5-feet in size to serve as "Brownsea Island"		
* Mafeking Message Machine		
10–12 "message tubes" (Cut 2-inch diameter PVC tubing into lengths of 19–24 inches. Add variety by attaching PVC elbow joints to one or both ends of the message tubes.)		
* The Clothesline		
A length of rope or bungee cord 12 feet long		
A clothespin		



WOOD BADGE

* Nail-biter's Nightmare		
Two dozen large nails		
A piece of wood, about 4-inches by 6-inches, with a large nail inserted upright in the center		
* The Dinosaur Egg		
An "egg" (an old bowling ball or 10-pound medicine ball)		
A "nest" (a webbing or rope ring about 12 feet in diameter)		
Many pieces of rope or webbing of varying lengths		
A "frying pan" (a hoop, basket, or box—anything you can move the egg into)		
* Human knot		
no equipment		
Problem Solving Application		
*1 PVC Candelabra		
1 - 3/4" PVC 5-way connector		
3 - 3/4" PVC 4-way (cross) connector		
1 - 3/4" PVC Tee connector		
8 - 3/4" PVC elbow connector		
8 - 3/4" PVC 4" long		
8 - 3/4" PVC 6" long		
8 - 3/4" PVC 8" long		
*For each patrol:		
Metal ring 1½–2" in diameter		
Tennis ball		
10-foot lengths of parachute cord or other lightweight line, one per patrol member		
Patrol Dinners (by patrol in campsite)		
* Refer to menu		
* Ice chests for food transport		
Staff Dinner		
* Refer to menu		
"Diversity and Inclusion" Game		
* 1 thumbball per patrol		
* List of Diversity and Inclusion game questions		
Cracker Barrel (by patrol in campsite)		
*Refer to menu		
Staff Cracker Barrel		
*Refer to menu		



WOOD BADGE

Day Five

Breakfast		
* Refer to menu—patrols in campsite, staff in staff area		
Break Camp and Return from Outdoor Experience		
<i>*QM must collect, inventory, and store any course-provided equipment</i>		
Gilwell Field Assembly		
* U.S. flag		
* Troop 1 flag		
* State flag		
Patrol Leadership Quest		
* Materials as requested by patrols		
Closing Luncheon		
* Refer to menu		
Use the Tools		
* Tools from presentations		
* Toolbox		
* Tool display board with hooks or pegs		
Inspire the Heart		
* Small table		
* Jar to hold rocks, gravel, sand, and water		
* Rocks, gravel, sand, and water in containers		
* Toolbox, full of tools		
* Bag of tickets with youths' names on them		
Closing Gilwell Field Assembly		
* Wood Badge coins (optional)		
Before Course is Dismissed:		
* Retrieve the symbols of service for program and service patrols		
* Retrieve course-provided flags, rank patches, and flag poles		
* Retrieve position patches from each patrol (4 patches per patrol)		