



Quartermaster

- Description:** Appointed by the Senior Patrol Leader to manage the troop's equipment and maintain it in good working order, and to lead the Quartermaster team which includes three assistants:
- Quartermaster of Shelter: expert who manages tents, tarps, pop-ups, silver/tan bullet
 - Quartermaster of Cooking & Light: expert who manages stoves, lanterns, propane, and cooking gear, utensils, and chuck boxes
 - Quartermaster of Tools & Fire: expert who manages woods tools, fire-starting materials, rope, and axe yard
- Reports To:** Assistant Senior Patrol Leader of Gear & Outings
- Eligibility:** First Class rank or higher, or approval by the Scoutmaster
Must have previously served as assistant Quartermaster
Must hold a valid Totin' Chip and Firem'n Chit
- Duties:** Train assistant Quartermasters as needed in their individual gear focus areas.
- Keep an accurate inventory of the troop's gear, including replacement cost of each item. Maintain records of purchases, model numbers, spare parts, repair parts, use instructions, and other documentation related to troop gear.
- Run a reliable check-out and check-in system for gear used by Scouts. Ensure that gear checked out is ready for use, and returned gear is clean, inspected, and repaired if needed.
- Work with the youth planner for each troop outing to determine the equipment needed for camping and activities. Arrange to have the equipment available for the outing, and for it to be turned in and inspected upon return.
- Instruct Scouts in the troop on the proper use and care of equipment.
- Develop (with assistance from the adult mentor) a plan to repair or replace damaged or worn out gear.
- Tools:** [QM Gear Request for Outing](#)
[Equipment Inspection Tags](#)
[Totin' Chip](#)
[Firem'n Chit](#)

Principles of Leave No Trace