



Troop 282 & Oregon Duck Parking



Oregon Duck Parking Fundraiser of Troop 282 in cooperation with Troop 100

Welcome to 2017 Duck Parking!

This year, Troop 282 has been afforded multiple opportunities to work during Oregon Duck games. Each opportunity is equally important to our fundraising for the Troop.

So what jobs are there for Duck Parking?

1. "Parking" the Armory Lot (arrive 5 ½ hours before kickoff –until kickoff / 14yo+ Scouts)
2. Providing "Concierge service" to RVs arriving on Friday night (6pm – 8 or 11pm 14yo+ Scouts)
3. "Guard Duty" along Scout Access Road. Two Scouts and two adults will be standing guard from 6am until 5 hours prior to kickoff to prevent entry except for those allowed. (6am – until 5 ½ hours before kickoff / 12 & 13yo Scouts)
4. "Lot Maintenance" which might be raking leaves, pulling weeds, or other work needed to keep the lot looking nice for our patrons. (All Scouts regardless of age)
5. "Cans & Bottles" which is picking up cans & bottles on the lots to get the deposit (30min before kickoff until halftime / 12yo+ Scouts)
6. "Lot Go-Home Pickup" which is picking up the signs, cones, tents, and putting everything from all the BSA lots away into storage for the next game (30min before kickoff until the lot closes / 14yo+ Scouts)

Troop 282 continues to be invited by Troop 100 to participate in the parking activities at home University of Oregon Duck Football games. This is a fantastic opportunity for Scouts to earn funds for their ISA accounts. With this opportunity, like any job, comes responsibility. All it takes is one bad situation to not be invited back and ruin this fundraising opportunity for Troop 282. Most importantly, we are Scouts of Troop 282 and we represent Troop 100, Boy Scouts of America, and the Lord.

Please read the guidelines herein and sign to your agreement to follow them. These guides were established so that everyone knows what is expected of them and are also important for their safety!

1. **START TIME: Be on time.** Be on time and know where we are to meet. We meet at the Armory Lot by the Scout Office. The times will change each game depending upon kickoff time. Each job has a different time that we meet, but all are dependent upon the kickoff time. The kickoff times are often not known until 2 weeks before the game which is determined by the UO and the TV scheduling. For the gameday parking, we are to be there usually 5 hours and 30 minutes prior to kickoff, until the time released. Arriving late to work may be cause to remove you from the schedule for any further games during the season. Being on time means being ready, not just being physically at the property. Do **NOT** show up with lunch or dinner in hand and expect to eat when you arrive on the lot and are being paid – plan ahead, eat first. The Lot Leader should have a briefing prior to the opening of the lot to go over any changes or unique circumstances. It will also be a chance to review the set-up, place cones and make changes before cars start arriving. Cars will start arriving 5 hours prior to kickoff. For those working on Friday nights, you will always start at 5:50pm to begin assisting RVs at 6pm.

2. **AGE:** The insurance agency for Troop 100 requires that no Scout under the age of 14 is allowed to be with the traffic parking cars. This also means to act your age and show responsibility! There are some positions where Scouts who are 12 and 13 years of age can work, but they must be with their parent/guardian. These positions are: a) transacting money at our main entrance, b) being on Guard Duty along Scout Access Road from 6am to 5 hours prior to kickoff, c) doing lot maintenance and d) picking up cans/bottles after the game has started.

3. **UNIFORM:** Unless the job is lot maintenance, Scouts must wear full Class A Uniform (no sash). Additionally for safety, a traffic vest must be worn at all times over the Class A uniform. (It should go without saying that the Class A Uniform must have the shirt tucked in and neckerchief on properly.) Even if it is raining, the Scout should wear their uniform over their layers of clothes, so put on many layers – not cotton. Only when given specific approval by the Lot Manager, may a Scout wear a jacket over their uniform, then the traffic vest must be over the jacket. If you are working after dark, you must wear a headlamp, it must be on and pointed downward as to not shine in others' eyes. **If you do not show up in full uniform, you will not be asked to park any further games during the season and you will be replaced on the schedule.**

Sometimes, other Boy Scouts from other troops may not be in a full Class A uniform. This does not give you permission to be sloppy. You represent Troop 282 and since we are working for Troop 100, we are held to a higher standard. Wear your Class A Uniform with pride and look sharp.

4. **CREDIT for HOURS WORKED:** The typical time that Scouts will work varies from job to job and game to game. Some times are specifically set (Friday Night RV Concierge Service). Other jobs times are set by kickoff time and circumstances of the game. You will receive funds in your ISA for the hours worked. The leader for each session will keep track of the time that each Scout has worked. You will be contacted before the game to be told what time to report for work. Some games, you may be released from work early or reassigned if the lot fills up early. We will try to coordinate rides for Scouts that are released early. Parents should be flexible to drive by and pick up their Scouts, even when traffic is busy on MLK Boulevard.

At the conclusion of the season (when T282 is paid), your ISA will receive a portion of the profits earned, which are funds only to be used for Troop Activities. (We expect that Scouts will earn over \$14/hour for the jobs of parking, concierge service, curb duty, guard duty, and cans/bottles! In this way, we can provide equitable pay within the Troop for each Scout based upon the hours they work.

These parking activities are for Scouts to earn funds for their ISAs. This cannot be done without Scouter support. With Adult Scouters volunteering their time, they will be granted the status of "Star Scouter." As a Star Scouter, some of the Scouter's expenses, such as camping expenses and annual registration, will be paid by the Troop.

5. BE PREPARED: Bring water, something to eat, perhaps dry clothes. Bring sunscreen, rain gear, and/or a warm hat. If you will be working in the dark, bring a headlamp! Working in the cold, pocket hand warmers are nice and dress in layers with your Class A as the outer layer. If you are working the guard duty position, bring a chair for you and the adult with you.

The Ranking Scout will coordinate breaks for the Scouts. The Ranking Scout will try to provide Scouts with at least one 15 minute break to go back to the car and eat, change, etc. Scouts are expected to be back at their post after these 15 minutes. During breaks, please step away from other Scouts so that we don't give the appearance of having a group of Scouts not working standing around together. Take your break in the car or away from the lot and return at the time you are expected back. The Scout is expected to be Trustworthy and return on time. If it is busy, we may need you and you may not get your break at the agreed upon time if at all. Some jobs – like waiving cars into the lot or security -- may not receive a break, so be sure you have used the outhouse before your shift. **DO NOT LEAVE YOUR JOB** until the Ranking Scout or Lot Leader has released you.

6. ACCEPTING GRATUITIES: Do not accept food of any kind unless provided by another Troop. A polite "no thank you" and smile is the best response. Scouts themselves are not to accept tips. If a patron wishes to provide a tip for the Scouts, accept this money and explain that it will go to a scholarship account through the Scout Office. If there is a guest who wishes to make a donation (free T-shirts or even game tickets) - be gracious and have them speak with a Scouter who will provide these donations to Troop 100 to disperse to the Scouts working who are most worthy. These may be awarded to Scouts of T282 or other Troops based upon their performance. If in doubt, ask the Troop 282 Lot manager – each shift will have an adult Scouter assigned as the Lot Manager.

7. SAFETY & SECURITY: Lane County Sheriff reserves and local police will provide security for the lot. They have the authority to make arrests and will roam the parking area. They should be visible and available during the time that the lot is open 5 hours prior to kickoff and after the game has started. If there is an immediate problem (fighting, illegal activity, etc.) call 9-1-1. Troop 100 has used this in the past and say that they have had Eugene PD response within 30 seconds! If it is less emergent, the T282 Leader will have a radio and can contact other Troop 100 persons to deal with questions/concerns. Scouts should always ask Scouters to respond to these situations and not try to resolve them themselves. This is especially true for money exchange situations.

Part of our role is to deny entry for persons walking past the rehabilitation buildings when the lot is open. Be courteous and explain that there is no access that direction. If the patron continues past, get on the radio and request a security guard.

Security during the Friday Nights when we provide concierge treatment requires that the Scout and Scouter have cell phones to call 9-1-1. Scouts and Scouters should take refuge inside their personal vehicle. There are several of our patrons who have said that they would provide refuge inside their RVs if something bad were to happen. However, Scouts should not go inside any RVs unless it is an absolute emergency, 9-1-1 has been called, and they do so with their parent. We have long standing good relationships with many of our patrons and they look out for us just as we look out for them.

8. PERSONAL SAFETY: Boy Scout traffic reflective vests SHALL be worn at all times while working over the top of your Class A uniform.

On game day, having handheld radios (walkie talkies) is beneficial for the Scouts and Scouters—especially to communicate with the Scouters positioned in the lot to direct Scouts back to the front gate. It would be great if each Scouter and Scout had a walkie talkie. If you have a walkie-talkie or handheld radios – bring them. We will see prior to the game if they will communicate on a common channel – usually channel 3, sub-channel 3. Scouts with radios should not allow the radio to become a distraction. Remember radio protocol: “Hey you, it’s me.” For example: “Front desk, it’s Scott.” Front desk acknowledges, “Go ahead Scott, what’s up?”, then Scott says, “There are three more open spaces in the grass area...” And the conversation ensues.

During the Friday night before the game, the Scouters (and Scouts) should bring their cell phone. They will be provided with the phone numbers of the Troop 282 Lot Leader the next day as well as who to contact from Troop 100 if there is a problem. They should call 9-1-1 for any dangerous incident. We have never had a dangerous incident. Most of the time, the same people with RVs show up game after game. They usually know each other very well and look out for each other and for us. Some RVers look forward to finding out which Scout/Scouter is working the lot and enjoy chatting with us about Scouting. No Scout or Scouter should enter a patron’s RV.

For everyone’s safety, quickly report any incident such as injuries, medical emergencies, open fires (although gas grills, gas campfires with a switch, and pellet grills with a switch are okay), yellow jackets, bad behavior, theft, salespeople selling stuff, homeless walking through the lot, etc. Report the incident on Troop 282 walkie-talkies. The lot leader will also have a handheld T100 radio for their assistance. Scouters should identify which Troop 100 Scouters have a radio.

It should go without saying: ABSOLUTELY NO HEADPHONES will be worn – listening to music means you are not paying full attention to your safety and that of others. It is also a poor work ethic. Cell phones should not be used other than to arrange for transportation to and from your event when you are not working. No texting or use of cell phones will be allowed by Scouts.

During the dark hours, headlamps should be worn (tilted down to avoid shining them in other eyes or the eyes of a driver).

>> CHECK YOUR EMAIL on Friday night for any last minute announcements from the Lot Manager. <<

9. **SCOUTERS:** Thank you Scouters for making the Duck Parking fundraiser possible. Without the Scouters volunteering their time, the Scouts could not do this. This is a BSA event and as such, we must insist that every Scouter that helps with Duck Parking activities must complete and have a current Youth Protection Training certificate on file with the Troop (Ms. Hammond). Also, they must be registered with BSA and pay for the BSA insurance. (The insurance is part of the registration fee.) As a reminder, we must follow two deep leadership and not allow ourselves to be placed in a situation with another Scout 1:1 in a private area or give the appearance that we are not observing two deep leadership principles. We are in public, so discussions with scouts is okay, so long as it is not in the back of the building or somewhere where the appearance looks like we are not using youth protection principles. There are some Duck Parking activities that require one Scout and one Parent – which is allowed so long as the adult is the parent. As a reminder, this is an opportunity for the Scouts to earn funds to pay for their Scouting Activities with the Troop. Scouter involvement with Duck Parking and other fundraising activities will bring you “Star Scouter” with the Troop which means that you may receive part or all of your registration and camping expenses covered. You must work a minimum of 20 hours and three games to receive the status of “Star Scouter” from Duck Parking. Contact the Fundraising Chairperson for additional information about this.

10. **ENFORCING PARKING RULES:** While we are not the “parking police”, we want to remind everyone of the parking rules. A) NO OPEN FLAME FIRES – like charcoal briquettes or campfires. Gas campfires and grills and pellet grills are okay so long as they are not set right on the grassy ground where it could be a fire danger. Just remember, if it has a switch then it’s okay. Pellet, wood, and charcoal grills are prohibited if you cannot turn them off. At the early games, there will be a lot of tall dry grass around that presents an extreme fire danger. T282 will be assigned a fire extinguisher that everyone should know its location. B) Drinking – the City Code states there should be no open container until 4 hours prior to kickoff. If there is drinking before this time, politely remind the patrons of the City Ordinance and ask them to take it inside their RV / vehicle or be very discrete. C) NO SMOKING: Smoking cigarettes and marijuana is prohibited on Lane County property. The lot is Lane County property and Lane County now has an Ordinance prohibiting smoking of any kind on the property. BSA can lose the ability to park the lot if the drinking/smoking ban is not observed. The Scout/Scouter should be courteous when reminding patrons of these rules. We will remind patrons, but not enforce these rules. We will leave the enforcement to the Scouter who is the Lot Manager, Troop 100, or the police. We do not want to place our Scouters or Scouts in a confrontational situation. D) YOUTH SERVICES: The lot T282 is parking is next to the Youth Services Building to the East where troubled youth stay 24/7 in rehabilitation for drug and alcohol treatment. Therefore, it is important that we do not allow people to walk by that building out of courtesy to those in rehabilitation. E) QUIET TIME: Many people drive long distances to arrive with their RV the night before the game. We ask that our patrons observe quiet time (11pm to 7am). Scouts/Scouters are to remind the patrons who are outdoors of quiet time at 10:55 before they end their shift. Just as we ask them to respect quiet time, Scouts too must respect quiet time as well for our patrons. F) DISPLAY THE PARKING PASS: The parking pass must be displayed on the dashboard of every vehicle. It has been past practice to “cheat” the Boy Scouts out of paying for parking by arriving with a pass, then walking the pass out to the curb and handing it to a friend who then enters with that pass. Every car entering must either show season pass or purchase a new Gameday pass. Exceptions can be made, but we must be watchful that passes (including season reserved) are not re-used and that every car parked has a pass displayed. If a patron is caught doing this, their parking pass will be revoked

and they will not be allowed to park for the remainder of the season – it is the same as stealing services from the Boy Scouts.

11. **SELLING SPACES:** T282 will be exchanging money for game day spaces. The lot that we will be working has four types of parking spaces: 1) season reserved for RVs, 2) season reserved for cars, 3) “park and go” (no tailgating, parking on the grass or in areas where tailgating is not allowed), and 4) Game Day parking (to fill in the unsold spaces.) The www.duckparking.com website says that there will be no Game Day parking in our lot, but there will be, and we will collect money for those spaces.

If a patron wants to purchase a reserved space for the entire season, they can go online with their smart phones and purchase the space. They will need to show their purchase confirmation email and a Scouter will need to verify that the space is no longer in inventory if they do not have their window tag/pass. Unless they have purchased a reserved space, there is no guarantee that space is available – even if someone has parked there for the last 10 years – if they didn’t pay for a reserved space, we won’t hold it for them.

Patrons paying for Game Day parking will pay \$40 for a space. (\$20 for motorcycles.) We will direct them to the unsold reserved car spaces. T282 will receive a list prior to the game showing the unsold spaces. Scouters can also verify that the space is unsold by going to www.duckparking.com/arm-lot using their smart phones. Patrons parking in reserved car spots 114 – 124 and 136 – 152 may tailgate in the grass in front of their vehicle. Car spaces 125 – 127, 153 – 173, and A – K, are “Park & Go” spaces are not allowed to tailgate.

Friends of people who have an RV may come in and may wish to park their cars next to their friend’s RV. We will do our best to accommodate them if space is available, but they too must pay the Game Day price of \$30 and must park in their friend’s RV space. If they choose to park in an open Game Day space on the pavement, the price is \$40.

A Scouter will be responsible for maintaining the security of the cash. They will oversee the exchanges and do the counting and reconciliation of the cash in the Scout office after kick-off. When a car arrives to pay for a Game Day spot, the Scouter will hand the Scout a Game Day pass. The patron may give the Scout two \$20 bills or correct change for the \$40 entrance fee which is returned to the Scouter. The price of the Armory lot is \$10 more than the western back lots which is \$30 to park. This is because most of the spaces in the Armory lot are on asphalt as well as it is easier to exit after the game.

Troop 282 does offer “WILL CALL” spaces. For \$50, we will pre-sell a space for that game only if someone comes up and pays for the space without a car. Obviously, this is for a space that has not been previously reserved/pre-sold. For WILL CALL, the lot manager will WRITE the person’s name and space number on the Gameday pass and hold it at the entrance. Then when the person arrives at the lot, they tell the Scouts at the entrance that they have a WILL CALL pass waiting for them. We do this as a service to our patrons that want to have their friends park next to them. Again, there is no guarantee that the space may be available the next game, so they should be encouraged to go online and purchase a reserved space.

Specifics about each Parking Activity:

12. **CONCIERGE SERVICE FOR RVs FRIDAY NIGHT:** We will have one Scout/Parent pair working on Friday night from 6pm to 11pm and another Scout or Scout/Parent pair working from 6pm to 8pm. Each RV space will be lined. When an RV arrives, the RV will identify which space they are going to and the Scout should see that they get there. Scouts should NOT try to assist RVs with their parking. The Scout is there to be sure that they find their spot and don't infringe on their neighbor's spots. Those parking in RV-28 through RV-46 may and are encouraged to back over the grass, but they can come onto the pavement as far as the line extends. RV spaces 81-95 are parked in the LCMH north lot. See the enclosed map.

Access will be restricted beginning Saturday morning at 6am to all BSA lots. Only RVs and their extra cars which will also have passes (RV-xxA) are to be allowed into the lot after 6am. Some RVs may come into the lot after 11pm on Friday but before 6am on Saturday. Although we would not be there to help them find their spots during these hours, we will be responsible that they are in their correct spots on Saturday morning which may require us to ask incorrectly parked RVs to move to a different location. Incorrectly parked vehicles on Saturday will be towed at the owners expense. .

All will have Traffic vests and wand flashlights provided. Extra care should be taken because of darkness and large vehicles. Since it will be dark and colder, layers should be worn under the Class A uniform!

The Friday night crew does "Concierge Service" which means we are the host of the lot. The activities that we do on Friday night include:

- Greet patrons (by name from a list if we can)
- Chat with patrons about the Ducks and be supportive of the Game
- Be sure that the RVs are in their correct spot with their pass(es) displayed
- Show a presence – walk around with a Scout in a Boy Scout uniform
- Unlock the 2 outhouses Friday night
- Position the garbage and recycling cans
- Resolve neighbor disputes if needed
- Sell additional spaces for additional cars or RV spaces (if any are available). Before selling a space on Friday night, you must know what spots are available to be sold. Contact the lot manager to coordinate the exchange of money/pass the next day at 5 hours prior to kickoff. (Auto spaces are \$40 / RV spaces are \$200)
- Remind patrons of quiet hours 11pm – 7am.
- Remember and ACT the SCOUT LAW

13. **PARKING CARS SATURDAY:** The day of the game (usually Saturday), we will arrive at the lot 30 minutes before the lot is open (5 ½ hours prior to kick-off). The pre-open activities that must be accomplished are:

- Set out cones. Cones should be placed in either the available (un-sold) spaces or the presold spaces. This may change from game to game. Ask the Lot Leader if they are on the sold or unsold spaces.
- Walk the lot to be sure that the RVs and cars are in their proper places and determine if any RVs or cars are not in their reserved spaces. (Sometimes, a car may get through the security and park without paying. A tow truck will be available for towing improperly parked vehicles.)
- Send the patrons of the lot to the T282 Lot Leader if there are any disputes.
- Review the grass area for proper flagging and be sure that everyone understands the order and sequence of how we will be parking that area.
- Scouter in charge of the till should review the number of passes and change cash. Presold passes from the night before should be reconciled with the till.
- Attend a 10 minute pre-open briefing by the Lot Leader. The briefing should review safety, reminder of the procedures, discuss the chain of command (Who is the Ranking Scout and who is the Lot Leader), and review special circumstances for the lot. Examples of special circumstances for the lot may be: the Governor will be arriving late, or the cheerleaders will be coming by at a particular time, a listing of persons/vehicle who are not allowed in BSA lots, “watch-out” situations or changes to our method of parking. All Scouts and Scouters should attend this meeting and be informed of the unusual circumstances. The Lot Leader will coordinate the adult Scouters and Ranking Scout. The Ranking Scout will coordinate the Scouts.* The Ranking Scout will create initial assignments.
- *If a Scout has completed their ICS100, they may create an Incident Action Plan for the Duck Parking day which completes part of their Search and Rescue (SAR) merit badge requirement. The IAP should be reviewed by Mr. Harkins who is the merit badge counselor at least a day before. If acceptable, the Scout who created the IAP for that Duck Parking day will be the Ranking Scout for that day and conduct the pre-open briefing.

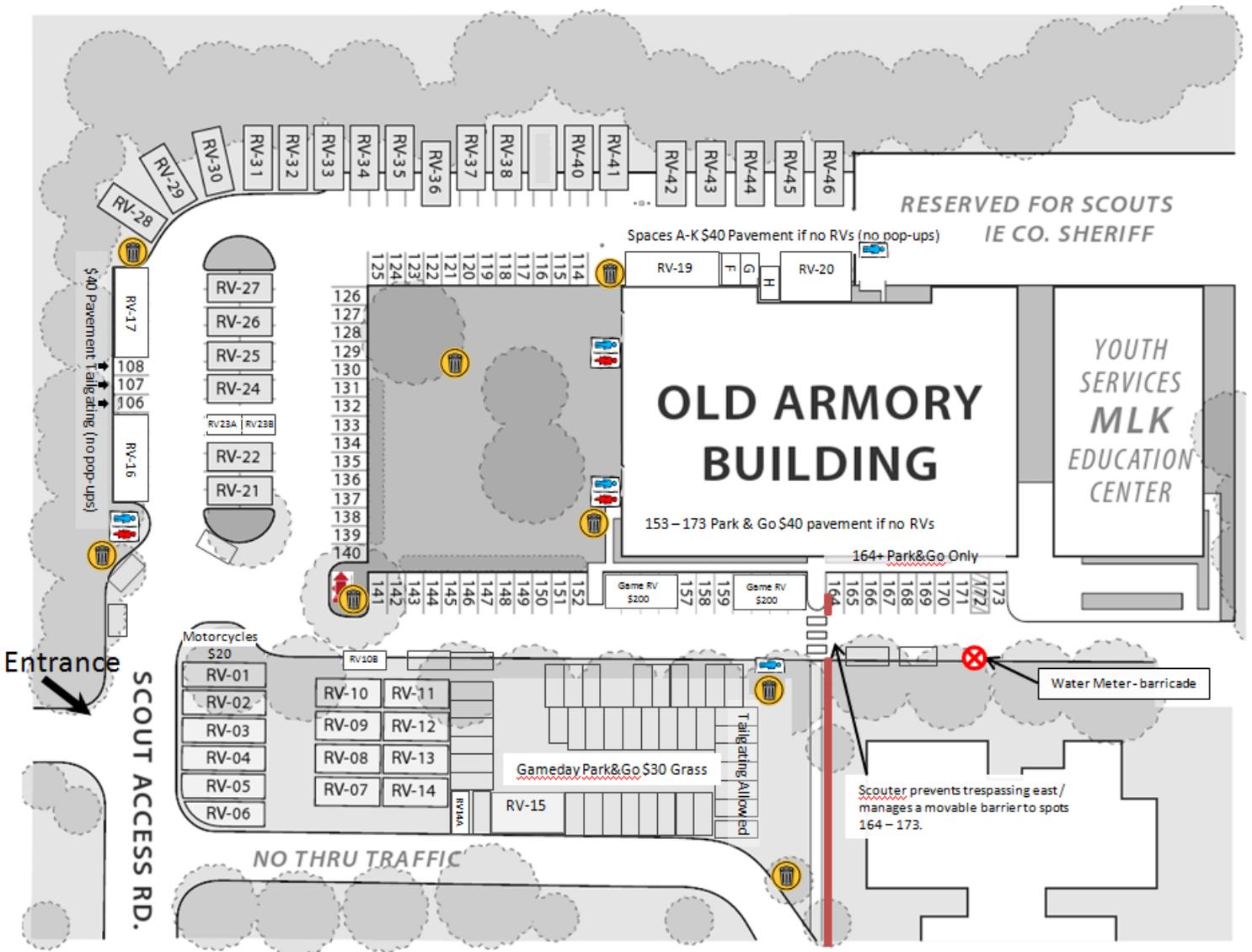
When a car arrives that has a season reserved space pass, the car will identify which space in which they are going and the Scout will show the car to the space. No money is collected and the car is allowed to pass the main entrance. Many times, the driver knows right where to go. The Scout should go with the car or direct another Scout in the lot to be certain that the car makes it to their proper space. **Even if the car has an ARM-xxx tag, a Scout must accompany the car to their space!** If that day, cones are set out on reserved spaces, return the cone to the entrance command post.

If a car arrives and has not purchased a reserved space, they may purchase a place to park in our unsold spaces – or on the grass lot. The price to purchase these Gameday parking passes is \$40 for pavement parking and \$30 for grass parking. After the driver has paid, we can either direct them to the space with a cone in it or we can direct them to a grass lot. The grass lot is not for tailgating. The parking in the grass lot is for park-and-go – that is, to park their car and leave the lot. The park and go spaces are:

- 101- 115,
- 125 – 127,
- 153 – 173,
- A – K

If the driver wishes to park in a unsold reserved space on the pavement, then the Scouts should walk with the car to the space, remove the cone, and direct them to park in that space. Do not allow cars to drive over the cone. Explain to the driver of the car where you want them to park. Return the cone to the entrance command post.

If a car has parked in a space that is not their space, be polite suggest that a mistake may have occurred and seek a Scouter to help resolve the issue. Scouters are strategically positioned throughout the lot. The Scouter on the east side will move a temporary barrier to allow cars to park in spaces 164 -178. This Scouter will also direct patrons across the crosswalk toward Autzen Stadium instead of allowing them to pass in front of the Youth Drug and Alcohol Treatment Center building.



Some people will want to reserve spots for their friends. Do your best to accommodate them but saving spaces is only allowed with WILL-CALL for an additional \$10 fee. Suggest that a second space for the friend may be purchased and then saved with WILL-CALL. Be friendly, explain why we can't hold spots for friends, and do your best to accommodate our guests.

As the available spaces are filled, there may be less to do. Scouts are to avoid congregating, standing around and looking board. As the lot fills, Scouters may be directing Scouts to direct patrons to park in non-lined spaces along the curb, between trees, etc. As the spaces become fewer and fewer, the Ranking Scout may re-assign Scouts to either picking up trash or assisting with recycleable/refundable cans/bottles duty. (See below.)

Be friendly and smile – this is where Troop 282 excels. Our job is to sell Boy Scouts reputation, help these people park easily, orderly, and have fun. Troop 282 Scouts are helpful, friendly, courteous, kind, obedient, and cheerful. Always support the Ducks – even if you are not a fan of the Ducks. We are there to promote the fun and festive atmosphere of the Duck fans who are patrons to the lot!

Remember that Mr. Harkins, or the Scouter who is the Lot Leader in charge may be a good future job application reference!

14. **GUARD DUTY:** Troop 100 has asked Troop 282 to provide TWO Scouts and their parents to guard the access to Scout Access road from 6am until 5 hours prior to kickoff when the lots open. We are to only allow the following persons to enter:

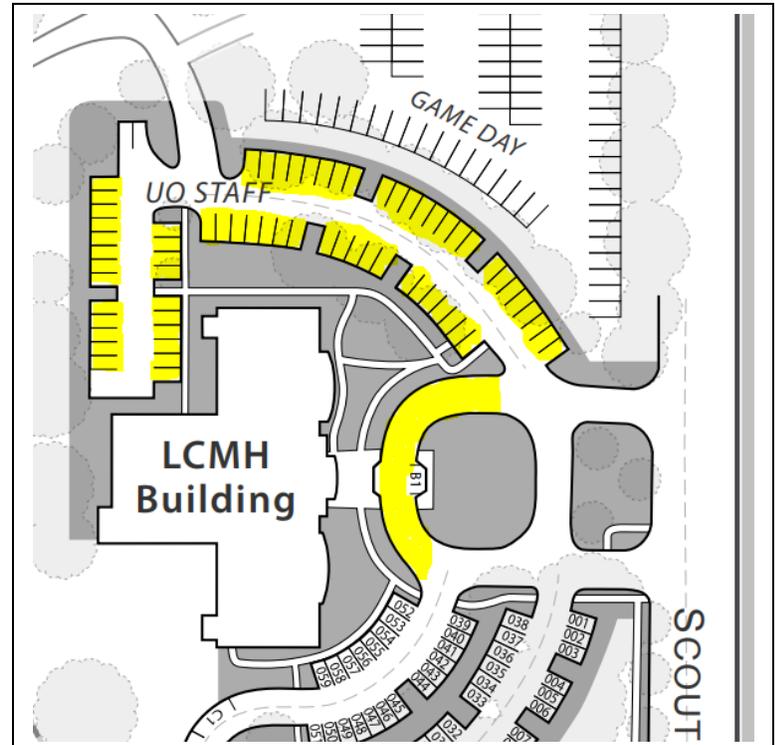
- RVs with a pass to park in the Armory lot,
- Scouts/Scouters that are arriving for work (us),
- UofO personnel with IDs or UofO window tags, and
- Lane County personnel with IDs

The job of denying entry from 6am until 5 hours prior to kickoff requires courtesy and observation. In most cases, we just need to explain that the lot is not open until 5 hours prior to kickoff. In other cases, it is about observation – to see that the driver or passenger is wearing a Scout uniform, observing the ID badge of the Lane County employee, or observing the ARM-RV Parking Pass which allows entry prior to 5 hours before kickoff. Quickly allow someone who is allowed into the lot through by moving a cone barricade.

This position requires supervision and problem solving. They must deal with issues that arise, invariably so. So the person/persons needs to be able to think on their feet and problem solve to provide customer service – give directions, anticipate needs and problems, and work to resolve them representing BSA.

WATCH the car when it comes in. Most UO and LCMH people know where to park. LCMH/LookingGlass staff will turn to the East and go to the LookingGlass buildings through the Armory lot.

LCMH and UO people will turn west into the LCMH parking lot. If they turn west into the LCMH lot, they must either park in the curve area in front, or in spaces highlighted in the map to the left. If you see them park in a numbered space, you must ask them to move or they will be towed!



15. **CANS/BOTTLES:** Troop 282 WILL be collecting cans and bottles from the lots in 2017. In 2016, T282 did not collect cans/bottles due to safety risks associated with sorting and poor return on the time spent. In 2017, T282 will be collecting cans & bottles from ALL BSA LOTS!!! BottleDrop will be leaving a trailer for T282 to put our bags into behind the fence on the Armory lot. There will be NO SORTING REQUIRED!

- Do pick up cans & bottles that are on the ground!
- Do not pick up bottles and cans that are left on the tailgating tables, truck beds, etc. We consider this an extension of the patron's home and not to be violated. Use common sense and if you think it isn't left for us to pick up, don't take it.
- Do not empty closed bottles (of water, soda, beer, etc.) that are sitting on a table. Again, if it is on a table, you may NOT take it.
- Do not confront homeless people who are taking the cans. Inform security to deal with it.
- You may open trash cans and look for bottles and cans that can be reached without dumping the cans out. Do not dump the trash out onto the ground – leave the trash can and the area around it as you found it or cleaner.
- Be polite, respectful, and represent Scouting in a positive way.
- SAFETY: ***All Scouts must wear traffic vests***. Scouts must also be with a buddy at all times. If there is broken glass, leave it! You are encouraged to wear rubber gloves. This can be icky, smelly, and sticky. If there are cans or bottles that look gross – leave them.
- 12 and 13yo Scouts must not be collecting cans & bottles until after the lots are closed.
- 14yo Scouts will begin handing out bags and start collecting before kickoff.
- Speed is important. We want to get as many cans and bottles in as little time. Load the cans & bottles into a bag and put them into the back of the pickup to transport them back to the trailer.
- We can use the assistance of Scouters with pickups to drive through the lot collecting bags!

16. **GO-HOME Pickup:** This job is to do the pick-up and storage of the pop-up tents, all the equipment, traffic cones, signage, and whatever else is needed to be returned to the storage garage. This is a position that cannot be described in this document, because of the specific locations that everything needs to be returned to within the garage. The Troop 282 crew of 2 Scouts and 2 Adults will work with the BSA Lot Manager (Robert Castile?).

- Start time is 30 minutes before kickoff – that means be at the T282 tent 40 minutes before to pick up traffic vests and radios.
- Radios: When checking out the radio, be sure that it is ON and that you hear other people talking on it. If it is silent for some time, check it. The radio is important for this pick-up job. If you have doubt about whether it is working, talk on it – remember, “hey you, its me” eg. (“Mr Castile, this is Scott, I’m doing a radio check. Do you hear me.”)
- Only the Adults are allowed to drive the Gator. All adults driving the gator should go online and take the Oregon ATV license test. The link to the ATV Safety Education Course is here: <http://www.rideatvoregon.org/>. It takes about one hour and forty minutes to complete. It is a requirement for all ATV operators in the State of Oregon. Much of it doesn’t apply to what we are doing, but it is good to know some of that stuff. Be sure that you have access to a printer so that you can print your temporary card when you complete it.
- During the first and second quarters, you will be picking up the candlestick cones, ropes, flagging and the parking supplies and pop-up tents from various locations.
- During the third quarter, you will be resetting the candlestick cones along Scout Access Way to create 3 lanes of traffic (one entrance and two exiting). You will be removing signage.
- During the fourth quarter, you may be assisting with directing traffic leaving the lots.
- After the game, you will be picking up the remaining signs, cones, ramps, and barricades. It is a good idea to bring a pocket knife or other cutter to cut zip ties on signage. You will locking all the honey-bucket portapotties and assisting with putting away the gator into storage for the next game.
- Mr. Gamble of Troop 282 will be training the Scouts and Scouters on the tasks and proper locations on where to store things in the Garage.

Oregon Football Schedule

Date	Opponent	Location	Kick-off	Work Time
Sat, Sep 2	Southern Utah	Eugene, Ore.	5:15pm	11:30am
Sat, Sep 9	Nebraska	Eugene, Ore.	1:30pm	8:00am
Sat, Sept 16	Wyoming.	at Wyoming	4:00pm	
Sat, Sept 23	Arizona State.	at Arizona State	TBA	
Sat, Sep 30	California	Eugene, Ore.	TBA	
Sat, Oct 7	Washington State	Eugene, Ore.	TBA	
Sat, Oct 14	Stanford	At Stanford	TBA	
Sat, Oct 21	UCLA	at UCLA	TBA	
Sat, Oct 28	Utah	Eugene, Ore.	TBA	
Sat, Nov 4	Washington	at Seattle	TBA	
Sat, Nov 18	Arizona	Eugene, Ore.	TBA	
Sat, Nov 25	Oregon State	Eugene, Ore.	TBA	

North LCMH RV Parking





Troop 282
&
Oregon Duck Parking



Fundraiser Job Agreement

As a Scout of Troop 282 and participating in the Oregon Duck Parking fundraiser, I have read and agree to follow the parking rules established by Troops 282 and Troop 100, and understand that by not following the rules, I am risking my safety and may jeopardize the opportunity for me and Troop 282 to continue in this Parking Fundraiser.

Scout or Scouter Signature

Date

Scout or Scouter printed name