



# Bugler

## Scout Leader Position Description

**Responsible To:** Assistant Senior Patrol Leader

**Minimum Rank for this Job:** First Class

**Ranks that this job may apply toward:** Star

**Job Description:** The Bugler plays the bugle at troop ceremonies. Scout must be able to play bugle/trumpet/coronet and hit High E without cracking (highest note for most bugle calls).

### Specific Duties:

1. Play bugle as requested by troop leadership.
2. Plays Reveille at the beginning of Troop Meetings and Taps at the conclusion of Troop Meeting.
3. Earn the Bugling merit badge
4. Enthusiastically wear the Scout uniform correctly.
5. Live by the Scout Oath and Law.
6. Meet Active Scout Requirement.
  - a. Attend the Troop Leadership Training (TLT)

**I have read and understand the responsibilities I am agreeing to fulfill in taking this position. If I don't fulfill all of the job requirements as outlined above, I understand I will not receive leadership credit for this position toward rank advancement.**

\_\_\_\_\_

Print Name

\_\_\_\_\_

Signature

\_\_\_\_\_

Date



# Bugler Evaluation Form - Troop 288

This form is to assist you in satisfying the requirements for rank advancement which have been approved by the Scoutmaster. Use this form throughout your term as Bugler to record your accomplishments. Space under requirements left blank will be considered as “no effort” made on this requirement.

Name: \_\_\_\_\_ Date: \_\_\_\_\_ to \_\_\_\_\_

Attend majority of Scout Campouts.


Bugle revile, flag and meals at campouts


Enthusiastically wear the scout uniform correctly, set a good example and arrive at all troop functions in advance of the start time.


As the troop engages in activities, be continually watchful for any scouts not participating in the activities, and make every effort to keep them active and interested in the scouting program.


Earn the Bugling merit badge.


Use the space below to list any additional accomplishments you feel contributed to fulfilling leadership requirements for this position