

Troop Elections will be subject to the following rules:

- Positions are queried in advance to establish/promote a ballot and thereby continue an enthusiastic election. Scouts must contact the SPL and Scoutmaster by the Friday prior to elections to get on the ballot and must give their name and the reason why they want to run for that position
- If on the ballot in advance but cannot be present at the election, Scout must notify the SPL and Scoutmaster in advance of the election to remain on the ballot. Accepted excuses are Family matters and illness. Elections are held on Mondays so scouts have time to finish most homework.
- Write-in candidates are not permitted if you are not on the ballot in advance you can not take part in the election.
- Scouts running for election, including ballot and write-in, must be in field uniform (aka Class A) to be eligible.
- Only secret ballots will be permitted.
- Voting will be handled essentially top-down (SPL, ASPL, etc.)
 - a. SPL (appoints ASPL)
 - b. Scribe
 - c. Quartermaster
 - d. Chaplain's Aide
 - e. Librarian
 - f. Historian
 - g. Bugler
- Scouts may run for multiple positions. A tally and winner will be announced following vote for each position to allow themselves to drop out if running for multiple positions.
- Efforts will be made to ensure that only one vote is cast per Scout and that Scouts are not writing down names of people not running in the election.
- If a position goes unfilled it becomes a scoutmaster appointed position.

Approved unanimously at August 2009 Patrol Leaders' Council