

Murphy's Scout Laws

- The child with the fewest clean clothes will invariably be the first to get wet
- The easier the rules of the game the fewer will want to play
- If it can be lost, at some point it will be. This goes for hats, shoes, cups, tents, and the occasional kid
- The leader everyone is depending on will always be the last to arrive at the meeting
- The attention span of the group is inversely proportional to the importance of what is being taught
- The higher the climbable object, the sooner someone will be dared to climb it
- If you pack extra food, no one will be hungry. If you pack just enough they will be ravenous
- The cleaner the uniform the more attractive it is to mustard/paint/mud/etc.
- The more hours of sleep the leaders need, the earlier the kids will wake up
- Whoever put their hand up first knows the least about it
- Rain always happens when on a hike.
- The shortest way from point A to B is by GPS
- When counting the children in a group, there's always one missing.
- The more unbreakable a piece of troop equipment is supposed to be, the sooner a scout will break it.

Two rules that matter most for a scout:

1. Scout leaders are always right.
2. If they are not, then rule number 1 is activated.