



The Wood Badge Alumni Association

PRESENTS

The 2018 Wood Badge Dinner and Reunion



Who? – All past and present members of Gilwell Troop One. Also invited are all those interested in Wood Badge and future Gilwell Troop One members. In other words, **YOU** are invited to attend!



What? – What is on the agenda for the evening? Some good fun, outstanding fellowship, some top notch entertainment and a silent auction of Wood Badge items (critter stuff).



When? - Saturday, February 24, 2018: Gathering - 5:45 PM; Dinner - 6:45 PM; Program until - ?



Where? - Trinity Lutheran Church, 3201 Meadows Dr. Rolling Meadows, IL 60008.



Why? - The Wood Badge Alumni Association is a **Social** group that also provides **Service** and **Support** to the Program of Boy Scouts of America.



FOOD? - A sumptuous Barbeque Dinner prepared for us by Chef Tony Skiroock!



Not sure what this Wood Badge thing is all about? - If you are new to Wood Badge and wish to know more about the Wood Badge experience itself, you are cordially invited to attend this dinner! The dinner will be **free** for **you** to attend! Your cost is **\$0!** How can you pass that up!?! All you have to do is register and we'll take it from there! Don't make me use another exclamation point.... You're invited!



* The price for all of this FUN and FOOD is only \$10.00.... a minimal fee. To sign up for this event, please go to the Pathway To Adventure calendar (www.pathwaytoadventure.com).



* Be aware that the Black Pug registration closes on Sunday, February 18th. Pre-registration is required to ensure there is enough food for all. Attendance is limited to 120 attendees.

SO SIGN UP NOW!

* Donations will be accepted at the door for our Alumni Associations Wood Badge Scholarship Fund.

If your actions inspire others to dream more, learn more, do more and become more, you are a leader." - John Quincy Adams

The Wood Badge experience has inspired EACH of us to be servant leaders who dream, learn and do more. Let us continue to inspire others.