

BSA Troop 777 Guidelines and Discipline

All rules of the Boy Scouts of America will be followed.

Leadership

Troop 777 is a boy led troop. That means that the scouts will elect their own leaders and mostly set their own meeting agenda's (*with adult guidance*). Scout youth leaders must be of the rank of First Class and maintain 75% attendance at camp outs and meetings.

Scouts who fail to show leadership or respond positively to Scoutmaster or Assistant Scoutmaster guidance when they require additional leadership skills may be relieved of their position. Scouts that do not meet the attendance rate of 75% without being excused for those absences or are relieved of leadership position will not have leadership credit granted to the scout for that position.

Positions that will be elected by the scouts are as follows: SPL, ASPL, PL, and APL. Positions that are assigned by the Scoutmaster will be: QM, Scribe, Librarian, Guide, Instructor, Chaplin Aide, Bugler, Web Master, Historian and JASM. The Scoutmaster will assign other positions that are not listed but are used in the troop.

If the troop activity requires that the Scoutmaster or his assistant need to assign a temporary leadership position to a scout that is not already a youth leader, that temporary assignment will not count towards leadership time unless the temporary assignment is turned into a full-time leadership position by the Scoutmaster.

Uniform

The Class-A uniform is defined as: the scout uniform shirt with patches properly placed and attached, khaki, olive-green, or scout-green long pants or shorts, scout-type belt, and closed-toe shoes or boots. Scout socks must be worn with shorts. If the troop adopts a troop hat, then the troop hat will become part of the Class-A uniform.

The Class-B uniform is defined as: a plain or scout oriented T-shirt, or, a plain or scout-oriented long sleeve shirt, shorts or long pants, and closed-toe shoes or boots. Hats, belts, etc. are optional and can be worn if appropriate for the event.

Military type fatigues and headgear is prohibited at any scouting event. Clothing denoting gang membership, or that has inappropriate slogans, logos, or insignia, or any other clothing not consistent with scouting, is also prohibited at any scouting event.

At most meetings and public scout events, scouts must wear the Class-A uniform. While traveling to/from campouts other than Camps Manatoc, Butler or Hudson Springs, scouts must wear the Class-A scout shirt with appropriate Class-B pants/shorts. During camp outs, scouts can wear either Class-A or Class-B uniforms as is appropriate. Some meetings and other scouting events that normally require Class-A uniforms may be designated as Class-B events by the Scoutmaster or his assistants. Where possible, dates for these events will be advertised in advance. For the Memorial Day Parade and Summer Camp, Scout shorts and socks are required.

Open-toe shoes may only be worn while participating in water events, while resting in camp or during other events approved by the Scoutmaster or one of his assistants. Open-toe shoes may not be worn while participating in any other activity.

Discipline

Troop discipline is required for any type of:

1. Swearing
2. Fighting
3. Insubordination
4. Violation of guidelines or rules
5. Inappropriate behavior as it relates to the troop or Scouting as deemed by the Scoutmaster
6. Any other disruption of a meeting or scouting event, or other type of inappropriate behavior as deemed by the Scoutmaster

Scouts that are disruptive at any scout event (*meeting, camp out, or other event*) will be subject to the following:

1. The scout's youth leader in the presence of another youth leader will give a first warning.
2. At the next occurrence of disruption, two adult scout leaders will warn the scout again and a parent of the scout will be contacted at time of pickup after the meeting regarding the offensive behavior.
3. If the scout has disruptive behavior again, the scout will be sent home at his own expense.

Depending on the severity of the behavior requiring discipline, the offending scout may be denied participation in the future scouting events (*camp out, meetings, or other external events*), and/or may have advancement delayed due to lack of Scout Spirit. These penalties will be imposed by the Scoutmaster, or by the Patrol Leaders Council (*with Scoutmaster approval*). Where a disciplinary action is such that a scout may face the penalty of being permanently removed from the troop, the scout may be placed on temporary leave and the Scoutmaster and his assistants discuss the decision.

Scouts that are asked to leave the troop are entitled to a hearing conducted by a troop discipline committee if the scout and/or scout's parents request to do so. The troop discipline committee will consist of the Scoutmaster, one Assistant Scoutmaster, the Troop Committee Chair, The Troop Institutional Representative, and one non-related adult chosen by the Troop Committee Chair (*this may be parent from within the troop, another adult leader, or other interested adults from outside the troop*). All parties will consider a majority ruling by this committee final. If a scout or his parent's wish to appeal the decisions made by this committee, an appeal committee will be formed consisting of the District Executive, the Troop Commissioner and 1 adult Scout Leader chosen by the District Executive.

In no case will the discipline of a scout be decided nor fully discussed at a Parent's Meeting. Where this committee is required to form and act, a report will be made by the Scoutmaster at the next parent's meeting outlining the actions requiring discipline and describing the discipline prescribed for the offending scout. At the end of the disciplinary term, the Scoutmaster will make a follow-up report to the Parent's Meeting.

Should a complaint be brought against an adult leader of the troop, a committee of the Scoutmaster, the Troop Committee Chair, The Troop Institutional Representative, the troop's District Commissioner, and the BSA District Executive will investigate the complaint.

In cases where the rules of the Boy Scouts of America are violated requiring disciplinary action, the BSA District Executive will be notified promptly.

Advancement

The troop uses the TroopMaster software system to track individual scout progress. This software is maintained by Mr. Smith (*Assistant Scoutmaster*). It is the responsibility of each scout to make sure that the TroopMaster software accurately reflects that scout's individual progress. Boards of Review and advancement will not be granted if the TroopMaster software shows a scout to be deficient in areas required for advancement. It is the responsibility of the scout to keep, as his personal record, all merit badge blue cards.

Scoutmaster conferences will only be held at camp outs. Any variation to this rule will be at the discretion solely of the Scoutmaster. Scouts should always bring their Scout Handbook to meetings, camp outs, and Boards of Review. A Board of Review will not be given to scouts who are not in full uniform and do not have a completed Scout Handbook with them at that time. The troop committee will make every effort as possible to hold Boards of Review after every camp out for scouts that have earned enough credit to advance in rank. Other Boards of Review will be held as the Troop Committee deems necessary.

Only the Scoutmaster or the Assistant Scoutmasters may sign the blue merit badge cards for scouts under "leader". Only the Scoutmaster or the Assistant Scoutmasters may sign off requirements in the scouts Scout Handbook with the exception of the parental conference for Scout. As a scout advances, he should continually track his entries in the TroopMaster software.

Fund Raising

All scouts are expected to participate in all troop sponsored fund raising activities. Failure to do so will be considered to be a lack of Scout Spirit and may affect advancement. When fundraising activities occur, the scout is required to turn in all monies immediately including any donations by the meeting preceding the deadline.

Scout Accounts

Scout Accounts will be established by the Troop Treasurer as part of the troop bank account for the purposes of holding funds that are awarded to scouts as rewards from fund raising events, refunds from canceled events or other activities where a refund is due a scout, or as a place for interested people in a scout's life to deposit funds for that scout.

These Scout Accounts can only be used for paying for scout events, or as reimbursement for Scout Equipment purchases made by or for the scout. Reimbursement will only be granted by the presentation of the receipt to the Troop Treasurer who will release a check within 1 week after reception of the receipt. In the event that a scout transfers to another troop, a check representing the balance of the scout account will be sent directly to that troop so that the Scout Account can be transferred with the scout.

Travel and Camp outs

Scouts and adults going on scouting events must have a current, completed Class 1 (*or better*) medical form on file with the troop Secretary. While traveling to and from campouts other than Camps Manatoc, Butler or Hudson Springs, scouts must wear the Class-A shirt with appropriate pants and closed-toe shoes. The Scoutmaster may relieve this requirement based on individual trip requirements and that announcement will be made prior to the departure date.

When it is appropriate, scouts (*and drivers*) may leave or arrive at scouting events (*early or late*) to participate in other events and then maybe return to the scouting event. This type of activity is permissible only with the prior permission from the Scoutmaster or one of his Assistants. Early release or late arrivals must notify the Scoutmaster PRIOR to the actual time/event of the scout

not being present at the planned activity. Failure to do so will result in discipline. A group may leave early to reserve or set up a campsite before the main group leaves/arrives for the camp out. No group going early may take troop equipment without an Assistant Scoutmaster or Scoutmaster in attendance (*this is to protect troop equipment*). If there are not enough drivers for both groups to travel safely, then the group desiring to leave early must travel with the later group. The troop will make every attempt to leave at the announced time.

Personal equipment such as tents, tarps, or cooking gear may not be used on camp outs without prior approval of the Scoutmaster, Assistant Scoutmaster or Adult Quartermaster.

If there are not enough drivers to transport all scouts and adults going to a camp out or other event, then that camp out or event will be cancelled.

Scouts planning to go on a camp out **MUST** have their fees paid at the meeting prior to the trip (*this is to ensure proper food and driver quantities*). Only scouts or adults who can not make a camp out because of illness will have their fee applied to the next troop camp out, otherwise, because we must pre-buy food, there will be **no refunds**.

Troop Equipment Rules

1. Equipment can only be withdrawn from the trailer by the designated Quartermaster. Therefore, the only person who is permitted in the trailer is the designated Quartermaster.
2. Equipment (*tents, stoves, cook kits, including but not limited to these items*) will be assigned by the Quartermaster at the beginning of activities.
3. Assigned scouts will be responsible for said equipment including cleaning, proper packing, drying and returning to the designated Quartermaster at the earliest opportunity after the activity. (*Example: next meeting, or no later than two weeks*).
4. Failure to properly care for assigned gear including lost or damaged items will be charged to the scout and/or his family for repair or replacement. Normal wear and tear is excluded from this policy.
5. If the assigned scout is unsure of how to properly care for said gear, they are to contact the designated Quartermaster for instructions.
6. Wagons are for transporting gear and NOT for riding, or horseplay! Wagons are to be returned to the trailer as soon as the assigned individual is done using it.
7. If personal gear is being transported in the trailer, it will be placed in the trailer by the designated Quartermaster and furthermore, all personal gear will be distributed out from the trailer by the designated Quartermaster.