

# TROOP 1 \* BSA



Chartered by  
Florence Christian Church  
300 Main Street  
Florence, Ky. 41042

To: New Boy Scouts and Parents

Welcome to Troop 1 and the Boy Scout program. Our troop meets weekly at Florence Christian Church on Tuesday from 7:00 - 8:30 pm throughout the year with few exceptions. The troop has a full agenda of activities during the year including summer camp, service projects, camporees, high adventure trips, courts of honor, and more. Parents-committee meetings are held monthly and program planning conferences are conducted annually by the troop committee and the patrol leader's council. Each month a calendar of troop events is available.

A typical scout troop is organized into patrols with each patrol led by a patrol leader who reports to a senior patrol leader, all of who are scouts elected by their fellow scouts. Each boy in a leadership position has the privilege and responsibility to appoint his own assistant. The concept of scout leading scouts which began when scouting started, can present a significant change to the new scout from the traditional cub scout den led by an adult leader.

In our troop structure, scouts are encouraged and expected to develop and provide the leadership of and for themselves. To support this, Troop 1 is committed to Junior Leader Training within the troop as well as participation in Dan Beard Council training programs. The adult leadership consists of the scoutmaster, assistant scoutmasters and troop committee members assuming the roles of advisors and coaches.

Family support and encouragement are critical to a scout's success in scouting and his advancement. After a scout completes the joining requirements thus earning the scout badge, next will be to earn the first rank of tenderfoot, as he starts on the trail to eagle, scouting's highest rank award. After a rank or merit badge is earned, recognition for these achievements takes place at the next troop meeting and again later at a Troop Court of Honor.

Wearing of the scout uniform is an important part of teaching the aims of scouting; our troop program depends on complete uniforming. The Troop 1 Uniform Standard (enclosed) defines when a class A uniform or when a class B uniform is required for specific troop activities. Each month a uniform inspection is conducted. Scouts who are in proper uniform receive an acknowledgment card, six (6) of which can be redeemed for an item of scout equipment. Complete and correct placement of insignia on the uniform per the official insignia guide (enclosed) is part of the inspection criteria.

Please take time to review the enclosed information. Troop policies and guidelines have been developed over the years by the troop committee and the patrol leader's council for the equal benefit of all of our scouts. One copy of the Troop Code of Conduct should be reviewed, signed, and then returned to the senior patrol leader. Also, we would appreciate the return of the adult resource survey.

Again, welcome to Troop 1. At any time, if you have any questions or concerns, please feel free to contact the undersigned or any other Troop 1 leader. And parents, please consider participating in the monthly parents-committee meetings.

Yours in scouting,

*Tim Lot*  
*Scoutmaster*  
*Tim Lot*  
*Scoutmaster*

*Ron Coble*  
*Ron Coble*  
*Committee Chairman*

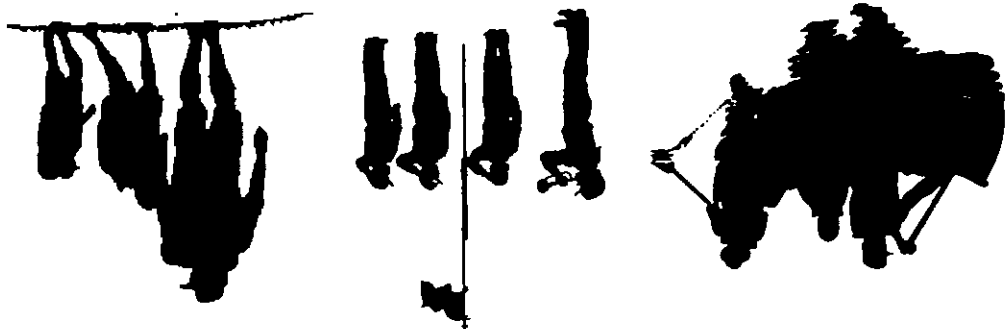
IS LOOKING FOR!  
JOINING THE TROOP  
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NEWS AND INFORMATION ABOUT  
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TROOP 1 IS ON THE WEB!



# Purpose of the Boy Scouts of America

It is the purpose of the Boy Scouts of America to provide for youth an effective program designed to build desirable qualities of character, to train in the responsibilities of participating citizenship, and to develop in them personal fitness, thus to help in the development of American citizens who:

- Are physically, mentally, and emotionally fit.
- Have a high degree of self-reliance as evidenced in such qualities as initiative, courage, and resourcefulness.
- Have personal and stable values firmly based on religious concepts.
- Have the desire and the skills to help others.
- Understand the principles of the American social, economic, and governmental system.
- Are knowledgeable about and take pride in their American heritage and understand America's role in the world.
- Have a keen respect for the basic rights of all people.
- Are prepared to fulfill the varied responsibilities of participating in and giving leadership to American society and in the forums of the world.

The Boy Scouts of America accomplishes this purpose by making its program available in cooperation with existing groups having compatible goals, including religious, educational, civic, fraternal, business, labor, and governmental bodies.

# **BOY SCOUT AIMS**

**Participating citizenship**

**Growth in moral strength  
and character**

**Development in physical,  
mental, emotional fitness**

# BOY SCOUT METHODS

## IDEALS

Oath—Law—Motto—Slogan

## PATROLS

Peer groups—elected representation—activities

## OUTDOORS

All outdoor programs

## ADVANCEMENT

Self-reliance—ability to help others—challenge

## ADULT ASSOCIATION

Image—role model—example

## PERSONAL GROWTH

Good Turn—service projects—religious emblems

## LEADERSHIP DEVELOPMENT

Leadership skills and practice—citizenship

## UNIFORM

Commitment to aims—identity

**CODE OF CONDUCT**

**TROOP 1**



**SCOUT OATH AND LAW**  
\* I will learn the scout oath and law, and my behavior will show that I know them  
\* I understand that knowing and following the oath and law is required if I expect to advance in rank

**COURTESY AND RESPECT FOR ALL LEADERS**  
\* I will give all adult and junior leaders my undivided attention  
\* When the scout sign is given, I will immediately be quiet and also give the scout sign  
\* I will follow all reasonable orders of my patrol leader and senior patrol leaders and I understand that this is part of showing scout spirit which is required for rank advancement

**TREAT FELLOW SCOUTS WITH RESPECT**  
\* I will not call anyone names, pick on anyone or make fun of anyone  
\* I will not fight or cause fights to start and I understand that if I do, I could be suspended from meetings and activities

**SHOW RESPECT FOR OUR MEETING PLACE**  
\* I will use only the designated building entrance and go directly to the meeting place  
\* I understand that all other areas of the building are off limits at all times without specific permission

**BE ON TIME**  
\* I understand that troop meetings begin promptly at 7:00 pm  
\* I will not leave the troop meeting or event until I have been dismissed after any assigned cleanup or equipment storage duties

**BE PREPARED**  
\* I will wear my scout uniform at troop meetings and events in agreement with the troop uniform guide  
\* I will be prepared at meetings with my scout handbook, pencil and paper

**NO HORSEPLAY**  
\* I will not allow others to waste my valuable time by goofing off or interrupting meetings  
\* I will not waste the time of others by doing the same

**OUTDOOR CODE**  
\* I will learn the outdoor code  
\* I will show the out-of-doors the same respect that I show my own home

I, \_\_\_\_\_, as a properly registered boy scout and member of Troop 1, Florence, Kentucky, hereby certify that I have read the troop code of conduct and that I agree to follow it at all troop meetings, activities and events.

Signature of Scout \_\_\_\_\_  
Date \_\_\_\_\_  
I, \_\_\_\_\_, as parent of the scout named above, have read the troop code of conduct and agree to support and encourage him to abide by it.  
Signature of Parent \_\_\_\_\_  
Date \_\_\_\_\_

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## TROOP 1 ATTENDANCE POLICY

Due to some scouts not coming to the troop meetings before a campout or other troop activity, but yet expecting to go on the scheduled activity, without having helped with the planning, will no longer be permitted to do so. Your patrol leaders council has established the following policy:

Effective January 5, 1998

For a Troop 1 scout to be allowed to attend any campout or other troop activity, the scout must attend at least 50% of all troop meetings preceding and leading up to the next activity since the last event

This may and only will be enforced by the scouts of Troop 1. The troop scribe will keep up with attendance so that this can be checked and applied to all scouts.

Troop 1

Patrol Leaders Council



Subject: SCOUT UNIFORM

To: Scouts and parents

The following is a list of the various boy scout uniform parts that are needed to meet the class A and class B uniforms worn by scouts in the troop that adhere to the Troop 1 SCOUT UNIFORM STANDARDS

- 1) Scout shirt (short or long sleeve optional) with red loops and appropriate insignia affixed - required for class A
  - 2) Scout long pants - required for class A
  - 3) Scout shorts - required for class B and/or summer class A
  - 4) Scout cap - mesh or twill is OK
  - 5) Scout web belt with boy scout emblem buckle
  - 6) Scout socks - knee high style or ankle style with red band at top - required when shorts are worn and with long pants when socks show - 3 or more pairs recommended
  - 7) Any official scout T-shirt is OK for regular class B, whereas the Troop 1 class B requires the troop T-shirt which is red with "BSA-Troop 1", the scout emblem, and "Florence, Kentucky" printed at the left pocket position. It is only available through the troop for \$7.50 each
  - 8) Patches (insignia) required for the scout shirt are the Dan Beard Council patch, troop number 1, American flag, Patrol emblem, 50 year veteran unit bar (one provided), quality unit patch (one provided), and the world crest (one provided). Additional patches may be purchased
  - 9) A neckerchief with slide is not part of the Troop 1 uniform. Some scouts may wear a special troop bolo (currently not available) which was previously available from the troop
- Uniform inspections are conducted periodically at troop meetings and other activities. For reference, a copy of the troop's uniform inspection form is attached.

Yours in scouting,  
TROOP 1



ADVANCEMENT  
GUIDELINE  
ATTACHMENT

TROOP 1

04-01-99  
REV A

MERIT BADGE PREREQUISITES

LINE	NUMBER	MERIT BADGE	MINIMUM	ADDITIONAL REQUIREMENTS	OTHER	OFFERED AT
			RANK	FROM RANKS	REQUIREMENTS	SUMMER CAMP
1		American Business	1st Class			
2		American Cultures	1st Class			
3		American Heritage	1st Class			
4		American Labor	1st Class			
5		Animal Science	1st Class			
6		Archaeology	1st Class		See note 1	Often
7		Archery	Scout			
8		Architecture	1st Class			
9		Art	Scout			
10		Astronomy	2nd Class			Sometimes
11		Athletics	2nd Class			Sometimes
12		Atomic Energy	1st Class			
13		Auto Mechanics	1st Class			
14		Aviation	1st Class			
15		Backpacking	2nd Class	1st Class 8a-8d		Sometimes
16		Basketry	Scout			Often
17		Bird Study	2nd Class			Sometimes
18		Bugling (see music)	Scout			Sometimes
19		Camping	1st Class	2nd Cls 6a-6c, 7a-7c & 1st Cls 9a-9d	See note 1	Often
20		Changeing	Scout			
21		Chemistry	1st Class			
22		Cinematography	2nd Class			Sometimes
23		Citizenship in the Community	1st Class		See note 1	Sometimes
24		Citizenship in the Nation	1st Class		See note 1	Sometimes
25		Citizenship in the World	1st Class	1st Class 8a-8d	See note 1	Sometimes
26		Climbing	2nd Class			
27		Coin Collecting	Scout			
28		Collections	Scout			
29		Communications	2nd Class			Sometimes
30		Computers	2nd Class			
31		Cooking	2nd Class	1st Class 4a-4e	FIREMWN CHIT	Sometimes
32		Crime Prevention	Scout	2nd Class 6a-6c & 1st Class 8a-8d		
33		Cycling	2nd Class			
34		Density	2nd Class			
35		Disabilities Awareness	2nd Class			
36		Dog Care	Scout			
37		Drafting	2nd Class			
38		Electricity	2nd Class			
39		Electronics	2nd Class			
40		Emergency Preparedness	2nd Class		FIRST AID MB	Often
41		Energy	2nd Class			
42		Engineering	1st Class			
43		Entrepreneurship	1st Class			
44		Environmental Science	2nd Class			Often
45		Family Life	2nd Class			
46		Farm Mechanics	2nd Class			
47		Fingerprinting	Scout			
48		Fire Safety	2nd Class		FIREMWN CHIT	Often
49		First Aid	2nd Class	1st Class 8a-8d		Often
50		Fish and Wildlife Management	2nd Class			Often
51		Fishing	Scout			Often
52		Forestry	2nd Class	1st Class 6		
53		Gardening	Scout			
54		Genealogy	Scout			
55		Geology	2nd Class			Sometimes
56		Golf	Scout			
57		Graphic Arts	2nd Class			
58		Hiking	2nd Class	1st Class 8a-8d		
59		Home Repairs	Scout			
60		Horsemanship	Scout		See note 1	

> Merit badges in bold are from the eagle required list

**ADVANCEMENT  
GUIDELINE  
ATTACHMENT**

**TROOP 1**

04-01-99  
REV A

**MERIT BADGE PREREQUISITES**

LINE NUMBER	MERIT BADGE	MINIMUM RANK	ADDITIONAL REQUIREMENTS	OTHER REQUIREMENTS	OFFERED AT
61	Indian Lore	2nd Class			Often
62	Insect Study	2nd Class			Sometimes
63	Journalism	2nd Class			Sometimes
64	Landscape Architecture	2nd Class	1st Class 6		Sometimes
65	Law	1st Class			Often
66	Leatherwork	Scout			Often
67	Lifesaving	2nd Class			Often
68	Mammal Study	2nd Class			Often
69	Medicine	1st Class			Sometimes
70	Metallurgy	Scout			Sometimes
71	Model Design and Building	Scout			Sometimes
72	Motor Boating	2nd Class	1st Class 9a-9d	See note 1	Sometimes
73	Music	Scout			Often
74	Nature	2nd Class			Sometimes
75	Oceanography	2nd Class			Often
76	Orienteering	2nd Class	1st Class 1, 2		Often
77	Painting	Scout			Sometimes
78	Personal Fitness	Scout	Tenderfoot 10a-10b	Current year physical	Sometimes
79	Personal Management	2nd Class			Often
80	Pets	Scout			Often
81	Photography	Scout			Often
82	Pioneering	2nd Class	1st Class 7a-7c		Often
83	Plant Science	2nd Class	1st Class 6		Often
84	Plumbing	Scout			Often
85	Pottery	Scout			Often
86	Public Health	2nd Class			Often
87	Public Speaking	2nd Class			Often
88	Pulp and Paper	2nd Class			Often
89	Radio	2nd Class			Often
90	Railroading	Scout			Often
91	Reading	Scout			Often
92	Reptile and Amphibian Study	2nd Class			Often
93	Rifle Shooting	2nd Class			Often
94	Rowing	2nd Class			Often
95	Safety	2nd Class			Sometimes
96	Salesmanship	Scout			Often
97	Scholarship	Scout			Often
98	Sculpture	Scout			Often
99	Shotgun Shooting	2nd Class			Often
100	Skating	Scout			Often
101	Skiing	Scout			Often
102	Small Boat Sailing	2nd Class	1st Class 9a-9d		Often
103	Snow Sports	2nd Class	1st Class 8a-8d		Often
104	Soil and Water Conservation	2nd Class			Often
105	Space Exploration	2nd Class			Sometimes
106	Sports	Scout			Sometimes
107	Stamp Collecting	Scout			Often
108	Surveying	2nd Class	1st Class 1, 2		Often
109	Swimming	Scout	2nd Class 7a-7c & 1st Class 9a-9d	See note 2	Often
110	Textile	Scout			Often
111	Theater	Scout			Often
112	Traffic Safety	2nd Class			Often
113	Truck Transportation	2nd Class			Often
114	Veterinary Medicine	2nd Class			Sometimes
115	Waterskiing	2nd Class	1st Class 9a-9d	See note 1	Sometimes
116	Weather	Scout			Sometimes
117	Whitewater	2nd Class	1st Class 9a-9d		Sometimes
118	Wilderness Survival	2nd Class			Often
119	Wood Carving	Scout			Often
120	Woodwork	2nd Class			Often

Note 1: Summer camps may have additional rank and/or age requirements  
 Note 2: Swimming requirements are waived if merit badge is part of first year camper program at summer camp

CLASS W - WORK CLOTHES

CLASS D - ANY CLOTHES THAT ARE DRY

CLASS C - ANY NON UNIFORM CLOTHES (CIVILIAN)

CLASS B uniform consists of same requirements as CLASS A except  
TROOP T-SHIRT INSTEAD OF THE SCOUT SHIRT  
NO BOLO

CLASS B uniform consists of same requirements as CLASS A except  
OFFICIAL SCOUT T-SHIRT INSTEAD OF THE SCOUT SHIRT  
NO BOLO

CLASS A uniform consists of:  
SCOUT SHIRT - WITH CORRECT/APPROPRIATE INSIGNIA  
SCOUT CAP OR BERET  
TROOP BOLO OR OTHER OFFICIAL SCOUT (YOUTH) BOLO  
SCOUT LONG PANTS OR SHORTS  
OFFICIAL SCOUT BELT AND BUCKLE  
RED TOP SCOUT SOCKS - WITH SHORTS AND WHEN SEEN WITH PANTS  
BLACK OR BROWN SHOES, LOAFERS OR HIKING BOOTS - SNEAKERS THAT ARE OF ONLY ONE COLOR, BLACK, BROWN OR LIKE DARK COLOR ARE ACCEPTABLE  
RED PULLOVER UNDER SCOUT SHIRT IS PERMITTED IN COLD WEATHER - COLOR MUST MATCH RED SHOULDER LOOPS

The TROOP I CLASS B may be worn for the following:  
SUMMER CAMP DINING HALL WHEN APPROVED BY THE PATROL LEADERS COUNCIL  
OTHER ACTIVITIES SPECIFIED BY THE PATROL LEADERS COUNCIL

The CLASS B uniform may be worn instead of the CLASS A for the following:  
TROOP MEETINGS FROM JUNE 1 TO SEPTEMBER 30  
SERVICE PROJECTS  
MAIN ACTIVITIES AT WARM WEATHER CAMPOREES  
OTHER ACTIVITIES SPECIFIED BY THE PATROL LEADERS COUNCIL

The CLASS A uniform is required for the following:  
TROOP MEETINGS  
COURTS OF HONOR  
PARADES, FLAG CEREMONIES AND COLOR GUARD  
UNIFORM INSPECTIONS  
SUMMER CAMP DINING HALL  
DURING TRAVEL ON TROOP OUTINGS/ACTIVITIES  
OTHER OCCASIONS SPECIFIED BY THE PATROL LEADERS COUNCIL





\*\* Troop 1 Class 'A' Uniform Inspection Checklist \*\*

Scout: \_\_\_\_\_

Date: \_\_\_\_\_

Requirements	Items 1 & 6 are required to PASS INSPECTION and Only one "does not pass" of other items is allowed to Pass	Does Not Pass
1. Scout Shirt:	Class 'A' with Red Loops	
2. Patches:	Correct location, office, rank, 50 year bar, quality unit, world crest	
3. Service Pin:	Worn & in correct position. No other pins.	
4. Cap:	Official Scout ball cap	
5. Belt & Buckle:	Issued by BSA	
6. Pants:	Issued by BSA, long pants or shorts	
7. Socks:	With 'red' top required when wearing short pants or long pants when socks show	
8. Shoes:	Appropriate shoe or boot per troop uniform standard, sneakers of only one color, black or brown or like dark color are acceptable	
9. Appearance:	Overall the scout has clean shoes, shirt is tucked in, buttons buttoned, tears repaired	
10. Handbook:	Is with you at the troop meeting	
11. Notebook:	Is with you at the troop meeting, contains paper, pen or pencil	
<b>RESULTS</b>		

Comments:

Inspected by: \_\_\_\_\_

Conducted by: \_\_\_\_\_



THIS GUIDELINE IS ESSENTIALLY THE SAME CRITERIA THAT HAS BEEN FOLLOWED BY THE TROOP SINCE 1990 WITH THE EXCEPTION OF THE ACTIVE PARTICIPATION REQUIREMENT CHANGES OF MAY 6, 2003 WHICH HAS BEEN AMENDED BY THIS REVISION. IT IS INTENDED TO LET ALL SCOUTS AND PARENTS KNOW WHAT IS EXPECTED OF A TROOP 1 SCOUT FOR HIS CONTINUED ADVANCEMENT.

## GENERAL

The advancement program in a boy scout troop is one of the eight methods used to fulfill the aims of the Boy Scouts of America. It is designed to help develop a scout's self reliance and his ability to help others while providing a challenging and learning environment. As a scout earns the scout badge, it is the beginning on the trail to the rank of Eagle Scout, scouting's highest rank.

## FROM SCOUT BADGE TO FIRST CLASS

The structure of advancement requirements has two distinct phases. The first phase is the time when a scout will advance from scout badge through tenderfoot, second class, and first class while he develops outdoor skills and accepts the personal responsibilities of citizenship and service to others.

## STAR TO LIFE TO EAGLE

The second phase of advancement begins as the scout works to earn the rank of Star Scout. After that follows Life Scout and finally the rank of Eagle Scout. Merit badges are a major part of the requirements for earning these ranks. Merit badges will open the door for a scout to explore and learn about a wide variety of subjects. With over 100 subjects ranging from citizenship, business and careers to hobbies, crafts and sports, merit badges are the means to a scout's continued development and advancement beyond first class on to eagle.

## MERIT BADGES

Many merit badge subjects are ideally suited for a new scout and first year camper. Whereas other subjects require a level of knowledge or scout skill that is only acquired as a scout advances through the ranks to first class. And some require a degree of skill and maturity of a first class scout. Therefore this guideline establishes a list of merit badge subjects defining the requirements that should be met by a scout before starting any effort to earn the merit badge. This will be the basis for granting approval to take a merit badge. As a result, a scout can and will gain the most benefit from his efforts while earning merit badges.

## SERVICE WORK

Service work is a requirement for earning rank starting at Second Class and continuing through Life rank. A significant service project developed, planned and carried out by a scout is the requirement for the rank of Eagle. Refer to the TROOP 1 SERVICE GUIDELINES that defines service work effort that will qualify for rank requirements.

## SCOUT SPIRIT

A specific requirement for all ranks is for a scout to "show scout spirit". This is demonstrated in various ways, whereas one particular way in TROOP 1 is through participation in troop activities other than regular troop meetings and the usual camping and troop outings. To qualify for this requirement, a scout must have participated in at least one event with our charter partner, Florence Christian Church (FCC), within the last 12 months prior to a scoutmaster conference and resulting Board of Review. Participation with the troop on the following or similar activities with FCC will qualify:

- o Help at the FCC Thanksgiving dinner in November
- o Help at the FCC Christmas party in December
- o Attendance at FCC on Scout Sunday in February
- o Help at the assigned service project for FCC in the spring of each year

## ACTIVE PARTICIPATION FOR STAR, LIFE, EAGLE, and EAGLE PALM

Requirement #1 for Star, Life, and Eagle ranks specify that a scout must be active in his troop for a specified time period.

- o **Star:** Be active in your troop and patrol for at least 4 months as a First Class Scout
- o **Life:** Be active in your troop and patrol for at least 6 months as a Star Scout
- o **Eagle:** Be active in your troop and patrol for at least 6 months as a Life Scout
- o **Eagle Palm:** Be active in your troop and patrol for at least 3 months after becoming an Eagle Scout or after earning the last Eagle Palm

Active participation must be maintained for at least for the duration's listed above preceding the date of a scoutmaster conference for that rank. Participation that is deemed barely active may require the amount of active participation to be extended. Active participation is defined as attending at least 50% of troop meetings and at least 50% of all other scheduled troop functions, i.e. service, camps, outings, courts of honor, and all other troop activities.

## MERIT BADGE PROCEDURE

Applies to all individual merit badge activity except summer camp. Procedures will be established each year to conform to the requirements of the summer camp being attended

- o Meet all prerequisites for the specific merit badge that is selected
- o Request and fill out a blue merit badge card - all information should be printed in ink, be legible and spelling correct
- o Select a merit badge counselor from the current official district list of counselors maintained by the troop. Enter the counselor's name on the blue card
- o Obtain scoutmaster approval. An expiration date will be added to the blue card at this time
- o Schedule with the merit badge counselor the necessary session(s) to complete the requirements
- o After completion of the merit badge and obtaining the counselor's approval signature with a date of completion, return the merit badge card to the scoutmaster
- o Merit badge will be presented at an appropriate occasion

All merit badge cards that are submitted with a counselor's signature must meet the following criteria. Any blue card not meeting these requirements will not be accepted.

- o Must have prior approval from the scoutmaster
- o The counselor must be listed on the current district counselor list at the time of approving completion of the merit badge
- o The counselor's approval date must not be passed the expiration date of the blue card

**DUES**

Dues are collected to help teach responsibility and to cover certain expenses paid throughout the year on behalf of the scout as determined by the troop committee to be necessary.

Dues are \$2.50 per month and due at the first troop meeting of each month payable in one lump sum. Dues are owed as long as the scout is listed on the troop roster, regardless of participation level throughout the year. Dues should not be paid more than three months in advance beyond the current month.

Scoutmaster conferences required for advancement in rank may not be granted unless dues are paid up to the month of the conference date.

**ANNUAL FEE**

Experience on the majority of past fund raisers has shown that everyone who benefits from the troop program does not contribute their fair share of effort. Therefore troop fund raisers directed to the general account for troop operating expenses throughout the year have been discontinued.

A more equitable method to support troop operating expenses is in effect. An annual fee will be paid by each scout to provide the required funds necessary for troop operating expenses. Each scout has the opportunity to earn this fee and more by participating in the fund raisers defined in the "SCOUT SAVINGS ACCOUNT" section herein.

An annual fee of \$50 is required to be paid by each scout if he wishes to remain a member of the troop. The fee is due at the time when the troop re-charters each year. The fee covers the charter year from March 1 through February 28.

For new scouts joining the troop, the fee is due at the time of joining.

**REGISTRATION**

A new scout or a scout who transfers into the troop after June of the year prior to re-chartering of the following year, will pay a full year's registration fee regardless of when he joins the troop.

A new scout or a scout who transfers into the troop after the most recent re-charter will pay a proportioned annual fee based on the number of months until the next re-charter.

Each scout who has his dues paid up to date will be re-registered as a scout with Troop 1 as the troop re-charters each year. Dues must be paid up to date by each scout who wishes to remain registered with the troop.

When a scout owes the troop for lost or damaged sales merchandise or troop equipment as described in the "SCOUT RESPONSIBILITY" section herein, he must have in place a repayment plan mutually agreed to by the troop and the scout, in order to be re-registered and remain with the troop.

**CAMPORTEE FEES / SPECIAL EVENTS**

The troop will pay camporee fees for district or council events and some other special activities as approved by the troop committee, only for scouts with dues paid up to date.



The scout is expected to respect and take care of troop equipment while using it. A scout will be required to pay for any damage or loss of such equipment as a result of conduct that is not consistent with the Scout Oath and Scout Law. Such extreme decisions will have the concurrence of the Patrol Leaders Council and the Troop Committee.

The scout is responsible and will be held accountable for all sales items such as event tickets and popcorn/candy that he accepts on consignment to sell. He is responsible for all money from these sales until turned in to the sales event chairperson. The scout will be required to reimburse the troop for all merchandise that he has lost or made unusable and for money from sales that he has not turned in.

### SCOUT RESPONSIBILITY

If a scout becomes inactive, his savings account is still active until the troop re-charters each year. Should the scout drop from the troop roster at this time, any remaining funds in his account will revert to the troop's general operating account. His account balance will start at zero if he rejoins the troop at a later date.

Withdrawals from a scout's account can be accomplished by submitting a completed "ACCOUNT WITHDRAWAL" form to the troop treasurer.

Savings from a scout's account may be used for any expense that relates to scouting, such as equipment from the scout shop, summer camp fees, troop campout costs, annual fees, high adventure trips, and other costs related to participation in the scouting program.

Savings from a scout's account may be used for any expense that relates to scouting, such as equipment from the scout shop, summer camp fees, troop campout costs, annual fees, high adventure trips, and other costs related to participation in the scouting program.

When the troop committee designates that the proceeds from specific fund raising activities are to be applied to the individual scout's account, the following will apply:  
A) Money earned individually by a scout from sales of troop sanctioned items will be credited to his account for what he has sold.  
B) All scouts participating in a fund raiser that requires a collective effort will receive an equal share of the designated proceeds credited to his account, provided that he has worked a full shift as assigned. Duration and timing of work shifts will depend on the specific fund raising event and the availability of scout resources.

### SCOUT SAVINGS ACCOUNT

The annual fee is not refundable.

Food money that is collected by the patrol grub master can not be refunded after food has been bought.

Certain event fees that are collected after the fees have been paid at the time the troop registers for the event.

Summer camp payment schedules and refund cutoff dates will be defined each year for the specific camp being attended. Refund policy of the specific summer camp will apply.

### REFUNDS



A consistent set of guidelines is necessary to govern the use and care of troop equipment by troop scouts. Proper use will enhance the useful life of this equipment for the benefit of all. Equipment must be checked out through the Troop Quartermaster and returned in ready to use condition, when practical.

Also, some important safety rules which are directed by BSA policy are defined herein.

## TENTS

New scouts will be instructed and then demonstrate his ability to properly set up and pack a tent before camping.

Don't take bulky packs in tent or any other items with sharp corners or edges. Stow pack and extra gear in supply tent or under dining fly or ditty bag with change of clothes to take in sleeping tent.

Don't take wet or dirty shoes in tent. Put shoes/boots in plastic bag before storing inside tent.

Use only a flashlight for light in tent. Open flames including candles are not allowed in tent. Heaters and lanterns are not allowed and any chemical reaction hand warmer must be pre-approved.

Store mess kit and utensils with patrol box, not in tent.

Store food and all snacks in food box at kitchen area or bear bag when required. Only on specific occasions such as winter camping will any food item be permitted in tents.

Store wet poncho outside tent.

Use tent for sleeping, not for a clubhouse or meeting place. Camp courtesy requires that both tent partners agree before other scouts enter their tent.

When packing tent - remove gear and clean out all debris - count all parts & double check - fold, roll and pack same way as trained

## PATROL BOX

The patrol, as a group, is expected to maintain the patrol box and contents (cooking gear and utensils) in a clean condition at all times meeting sanitary standards. This equipment will be in proper condition when breaking camp and subsequent storage after campouts. Individual items of the cooking equipment will not be removed for cleanup at home without the approval of the Quartermaster.

## DINING FLY

No open flames near or under dining fly. Fly must be returned to storage dry and properly folded. Poles, stakes and ropes should be stowed in designated containers.

## FIRES

Only scouts who have earned the FIREM'N CHIT and have demonstrated their understanding of fire safety through safe conduct around fires will be permitted to build and tend an open fire.

## WOODS TOOLS

Only scouts who have earned a TOTIN' CHIP will be permitted to use woods tools on campouts. To earn this, a scout must be instructed in the proper use of an axe and saw and demonstrate his ability to handle and use these tools safely.

## STOVES/LANTERNS

Scouts will not be permitted to fill or operate any gas or propane stove or lantern. This type of equipment will only be handled by adults.

## KNIVES

Pocket knives must not have a blade length longer than the largest official boy scout folding blade knife currently available. Fixed blade sheath knives and butterfly knives are not allowed. The privilege of carrying a pocket knife will be granted to scouts who continually demonstrate safe and responsible use of a knife.

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**SCOUT SERVICE WORK**

Service work that is required for rank is intended to be above and beyond the duty a scout has to his troop and community. It is part of showing scout spirit. Additionally, Troop 1 has an obligation to its charter partner, Florence Christian Church, for the support the troop receives.

To be approved for the showing scout spirit requirement, a scout must participate, within the last 12 months, in an activity or event that is associated with our charter partner. This applies for all rank advancements, second class and above, effective September 1, 1997.

**SERVICE HOURS REQUIRED FOR RANK**

- o 1 hour - SECOND CLASS requirement 4
- o 3 hours - FIRST CLASS requirement 10 - show scout spirit
- o 6 hours - STAR requirement 4
- o 6 hours - LIFE requirement 4

**SERVICE HOURS THAT QUALIFY**

- o Approved service done at Florence Christian Church
  - Flower planting and grounds clean up
  - Aluminum can clean up on designated occasions
  - Help at Thanksgiving dinner
  - Help at children's Christmas party
  - Other work approved in advance
- o Troop fund raisers when proceeds are designated for a worthy cause
- o Help on eagle projects of other scouts
- o Other service to school, church or Florence community when approved in advance

**ACTIVITIES NOT QUALIFYING AS SERVICE FOR RANK**

- o Troop fund raising activities when the proceeds are for the troop account to support the troop program
- o Troop support of a community goal such as the food and clothing drive when a participation patch or other recognition is received
- o Hours worked to earn workshop funds received by a scout for financial assistance toward camp fees
- o Troop service work at camp
- o Work that is not approved in advance will not qualify