

Scouts America, Bluegrass Council, Palisades District
Chartered with Mary Queen of the Holy Rosary Church

www.t282.org



***WELCOME
TO
TROOP 282***

***IT IS IMPORTANT TO AMERICA AND TO YOURSELF THAT YOU BECOME
A CITIZEN OF FINE CHARACTER, PHYSICALLY STRONG, MENTALLY
AWAKE, AND MORALLY STRAIGHT***

THEREFORE.....

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Introduction to Troop 282

The leaders and committee of Troop 282 congratulate your child and you for taking this big step into Scouting America. We want to make this transition as smooth as possible for everyone. In order to do so, we have assembled this information packet. We encourage each scout to accept their responsibility in Scouting. Parental support is also needed to accomplish this goal.

In order to join Scouting America, you need to meet certain membership requirements:

- *Have completed fifth grade and be at least 10 years old OR be at least 11 years old OR have earned the Arrow of Light Award as a Webelos and be at least 10 years old.*
- *Have not reached age 18.*
- *Complete and sign the Scouting America youth application.*
- *Give the completed application and fees to the troop's scoutmaster.*

Troop 282 meetings are 7-8:30 p.m. every Tuesday at Mary Queen of the Holy Rosary Church cafeteria. Troop meetings are used for planning all activities in which the troop participates. Many of these activities cannot be explained adequately in troop newsletters. For that reason, it is important that the scout attend the Tuesday meetings. Attendance also counts towards scout spirit. For more information on attendance, see the Troop 282 requirements for Scout Spirit and "Being Active."

Periodically, Troop 282 will hold a Court of Honor. This event is an important ceremony in which we recognize the advancements and awards earned by the scouts. It is also the time we review upcoming activities and events. Because parents are as integral to a scout's advancement as the patrol leaders, senior patrol leader and adult leaders, parent attendance at Courts of Honor is important and highly encouraged.

The packet that you have received has information concerning Scouting America and Troop 282. It consists of the following:

1. *This document welcoming you to Troop 282 which you should keep for future reference. This document is also on the Troop 282 website, www.t282.org/welcome_to_t282.html*
2. *A Scouting America application, which is required by Scouting America.*
3. *A Contract of Understanding required by Troop 282 (Appendix A).*
4. *A Boy Scout Medical Form, consisting of three parts. Parts A and B need to be filled out when your Scout joins the Troop. Part C must be filled out by a physician, physician assistant or other qualified medical professionals and is used if your scout attends any camp. This needs to be done annually.*
5. *Adult Resource Form*
6. *An Adult Leader Application. Activities and events rely on adult leaders. These activities must have a minimum of 2 registered leaders attending. If are interested in becoming a merit badge counselor you also must register as a leader. We are always looking leaders to be drivers, doing fundraising, attending campouts, doing board of reviews, organizing and attending service projects, organizing transportation and many other adult leader opportunities. If you have questions about what these positions involve, please ask any leader.*
7. *Map to Camp McKee*
8. *A Scout Spirit Demonstration form for each scout rank.*
9. *Example of a merit badge workbook*
10. *Merit badge counselor requirements*
11. *A one-page overview of all planned activities for the current year.*
12. *A list what is needed to join Troop 282*
13. *Instructions for the Cyber Chip Document for 6-8 Graders*

How Scouting America Does Business

The purposes of Scouting America are character development, citizenship training and physical fitness. These purposes are achieved through the activities (primarily outdoors); an ethical and moral code; and by association with men and women of high ideals.

The Scouting America program begins with Cub Scouts at age 8, and, through progressive scouting experiences, keeps pace with the scout's development through high school. At age 11, with some exceptions (see joining requirements in appendix A for details) the scout is eligible to join a Scouting America troop. The scout does not have to be a Cub Scout to be in Scouting America. They can join through age 18. At 18 the scout is considered an adult and, unless granted certain accommodations, is no longer eligible for advancement, but is able to begin volunteering as an adult leader.

This program reaches boys, girls, and young men and women through existing institutions (churches or synagogues, schools, community groups) in their own neighborhoods. The meeting place and the adult leaders are provided by the institution. The adult leaders serve without financial compensation. The expenses of each group (uniforms, equipment, camp fees) are financed by the members of the troop. Within the broad policies of Scouting America, each chartered institution is completely independent in the operation of its program. Thus, scouting becomes an integral part of the church, school and community in its functions. The scout's loyalty remains with their home, church and school. Scouting supplements, but does not supplant, these fundamental institutions in a boy's development. There are a number of things vital to the success of the program, which the sponsoring institutions cannot provide for themselves. These services are provided by the Scouting America Council (ours is the Blue Grass Council) and its committees composed of selected volunteers. Some examples provided are: organization of new units, training of leaders, program aids, camping facilities and merit badge counselors. Through organization, the talents of these men and women are directed to the time and place where their help is needed.

The council employs an executive staff of trained men and women who are consultants, not to the scouts, but to the leaders and the parents of the youth in scouting. Scouting is essentially a volunteer movement.

The council maintains a business office as a service station for volunteers. It is the connecting link between local institutions and their leaders and the National Council of Scouting America. Our Service Center and Scout Shop are located at

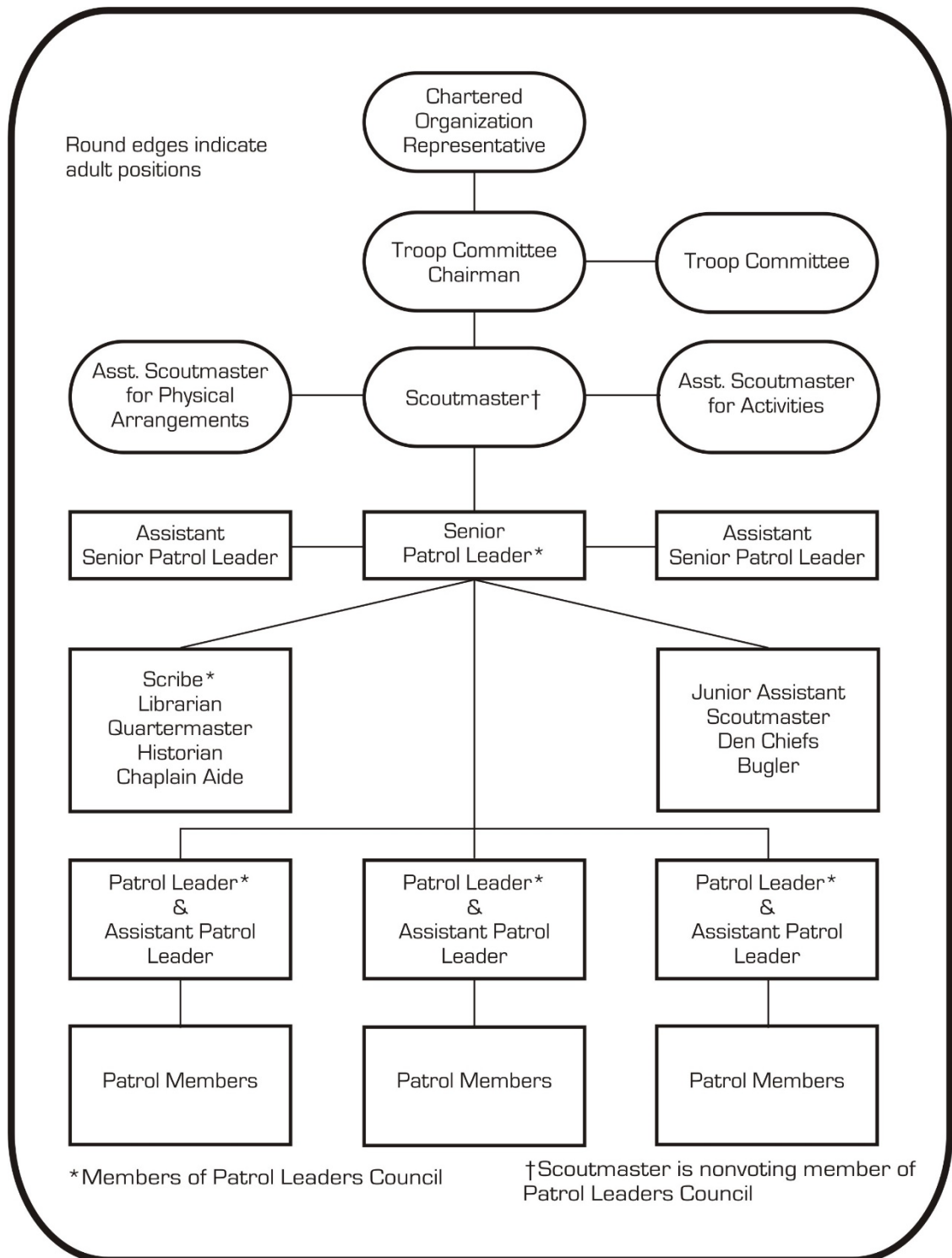
***Council Service Center
Boy Scouts of America
Bluegrass Council
2134 Nicholasville Rd
Suites 3 and 4
Lexington, KY 40503
(859) 231-7811***

***Fully Stocked Scout Shop is located
2134 Nicholasville Road, Suite 15
Lexington, KY 40503
(859) 276-3760***

***Hours are subject to change depending on the
season. Please call the Scout Shop before
visiting.***

Leadership Organizational Chart

This organization chart explains how the troop is considered to be a “youth-led troop.” It is the goal of Troop 282 to allow the boys to run the troop with their ideas and activities, with the guidance of the adult leaders.



What is needed to be a scout in Troop 282?

Uniform:

*Old or new uniforms are acceptable but do not mix old and new. Each scout is to be in uniform for all meetings and outings. Uniform is defined as official scout shirt, official scout pants/shorts or similar pants/shorts to the official scout pants/shorts. No gym shorts or jeans. The activity uniform is defined as a troop t-shirt and scout pants/shorts or similar pants/shorts to the official pants/shorts. **The wearing of the scout uniform is required when a scout presents themselves for a scoutmaster conference and board of review to advance in rank. It is considered part of the Scout Spirit requirement for all ranks. The members of Troop 282 (scouts and adult leaders) are expected to wear the full uniform at all troop activities or events. For more on proper uniforming, see the section on Scout Spirit.***

When the leadership determines that the uniform is inappropriate for an activity, the members of the troop will be told to wear the activity uniform. It is required that scouts wear their uniform when leaving for overnight camping trips and when returning.

There are Troop 282 t-shirts available for the times when a uniform is not expected. There is an additional cost for the troop t-shirt. See an adult leader for more information about the troop t-shirt cost.

Parental encouragement to wear the uniform for all activities is important. If the scout does not wear the uniform, they will be asked to leave the activity and it can adversely affect the Scout Spirit required for rank advancement. Please see that your scout is in uniform as they leave the house on their way to each activity or meeting. As scouts we take pride in the way we look.

The uniform consists of the following:

<i>Description</i>	<i>Approximate cost</i>
<i>Everything is red is mandatory</i>	
<i>BSA official Slacks or Shorts (options are to purchase khakis)</i>	<i>\$35.00 - \$50.00</i>
<i>BSA official Shirt - Long or Short Sleeves</i>	<i>\$30.00 - \$50.00</i>
<i>Scarf – Troop 282 Scarf (see adult leader for more information)</i>	<i>\$18.00</i>
<i>Neck slide - Does not have to be official</i>	<i>\$2.30</i>
<i>Green Shoulder Loops</i>	<i>\$4.50</i>
<i>BSA Hat - Visor Cap (optional)</i>	<i>\$12.00</i>
<i>BSA Belt - Green Webbed (optional)</i>	<i>\$9.00</i>
<i>BSA Socks - Scout Socks(regular or knee socks)</i>	<i>\$4.50</i>
<i>BSA Handbook - obtained from the Scout Shop</i>	<i>\$38.00</i>
<i>Bluegrass Council strip - obtain from Scout Shop</i>	<i>\$4.00</i>
<i>Troop Numerals, 282 – (see adult leader for more information)</i>	<i>FREE</i>
<i>USA Flag - obtained when you buy the BSA shirt from Scout Shop</i>	<i>\$.00</i>
<i>Patrol Emblem</i>	<i>\$4.00</i>
<i>Troop t-shirt (part of activity uniform)*</i>	<i>\$15.00</i>

*All prices are estimates. Please check the Scout Shop or the website at www.scoutshop.org
The placement of the patches is explained in the inside covers of the Boy Scout Handbook.*

**Troop t-shirts make it easier for adult leadership to identify scouts at summer camp, and promote unit pride.*

Troop 282 Joining Fees:

The costs associated with joining Troop 282 are as follows, but will be prorated according to the month in which you join:

- 1. If you are **NOT** a Webelos Scout the cost is **\$92** a year. This includes \$7 for insurance.*
- 2. Troop 282 dues are **\$4.50** per month. These are paid annually at the time of rechartering (**\$54.00**).*
- 3. Scouts Life magazine costs **\$15** a year.*
- 4. Registration for adult leaders is **\$72** a year. This includes \$7 for insurance.*
- 5. There is an optional facility cost of **\$10** per year, per Scout or adult leader.*
- 6. Troop 282 has its own neckerchief, which costs **\$18**. All scouts are required to have and wear a Troop 282 neckerchief.*
- 7. **\$25** for Merit Badge Counselors (New Fee applies only for Merit Badge Counselors not already registered as leaders).*

Please make checks out to Troop 282 or pay with PayPal to troop282ky@gmail.com or Venmo to [@John-Tomecek-2](#)

Please see the Troop 282 treasurer for a complete cost sheet.

Troop 282 Electronic Device Policy

Phones are permitted at troop meetings, but only as tools to research information related to the meeting program, like searching for videos that demonstrate knot tying or other information related to a scouting requirement. If scouts are seen on their phones excessively (determined by an adult leader), the phone will be confiscated until the end of the meeting. Headphones, earbuds, and other personal listening devices are forbidden during meetings.

Troop 282 does not permit the use of electronic devices (phones, tablets, video games, digital music players, etc.) on any troop outings, including, but not limited to campouts and day hikes. Devices will be confiscated for the duration of the outing. Exceptions may be made; for example, using an electronic device to fulfill a requirement for a rank or merit badge, like using GPS to navigate, may be permitted, at the discretion of the adult leader in charge of the outing. If a scout needs to use an electronic device to fulfill a requirement on an outing, it must be discussed with the scoutmaster prior to the outing. It is the scout's responsibility to initiate that conversation.

Communications

Most communications about troop activities will be conveyed via meetings and email. Because meetings are the first place your scout will learn about upcoming activities, it is important for them to make an effort to attend all meetings. If your scout is not at a meeting, they are responsible to making sure to check email for messages from the troop about activities. Such messages can include times we are meeting before going on a campout or other activity, where we are meeting, monetary obligations for things like food and other important information.

Most communication via email or text messaging will be from the troop's senior patrol leader or the scout's patrol leader, youth members of the troop. When a scout communicates with an adult leader via digital medium (email or text messaging), it is important to adhere to the Scouting America Youth Protection guidelines regarding two-deep leadership. The following passage from scouts.org provides mandatory procedures on digital communication between scouts and adult leaders:

Two-deep leadership and no one-on-one contact between adults and youth members includes digital communication. Leaders may not have one-on-one private online communications or engage one-on-one in other digital activities (games, social media, etc.) with youth members. Leaders must copy a parent and another leader in digital and online communication, ensuring no one-on-one contact exists in text, social media, or other forms of online or digital communication.

For the sake of keeping it simple, Troop 282 prohibits communications between scouts and adult leaders on social media platforms, including, but not limited to Facebook, Twitter, Instagram, Snapchat, WhatsApp and other platforms or instant messaging apps. As a parent, if you have questions about this, please contact an adult leader.

You and your scout will likely have many questions about the troop, activities, advancement and other topics. The troop website, t282.org, is a treasure trove of information. We encourage you and your scout to visit and read through each section of it. If you find you still have questions, your scout's patrol leader or senior patrol leader is a good resource to go to.

All Troop 282 Adults:

There are three training courses that all adults/parents must take.

1. *Youth Protection Program is called "Safeguarding Youth offered by the Scouting America at the following link my.scouting.org.*
2. *All scouters who have points of contact with youth must complete Hazardous Weather Training.*
3. *The Diocese of Lexington Safe Environment Training link is cmgconnect.org.
<https://cmgconnect.org/>*

Troop 282 Adult Leaders:

Troop 282 always welcomes adults to join as a leaders. There are certain requirements for being an adult leader:

1. *Youth Protection Program is called "Safeguarding Youth offered by the Scouting America at the following link my.scouting.org.*
2. *The Diocese of Lexington Safe Environment Training link is <https://cmgconnect.org/>*
3. *Fill out a Scouting America Leader application and sign the background check.*
4. *Attend Boy Scout training classes, starting with:*
 - *Each leader must take leader specific training for their title. This training is available online. For more information, visit my.scouting.org.*
 - *Depending on the position, an adult volunteer may be required to take Introduction to Outdoor Leadership Skills.*
 - *Wood Badge training is optional, but recommended for advanced leadership. Contact the council office for information on upcoming courses.*

Physicals:

Each scout is required to have a physical on file with the troop. Physical forms are at the following link and via the Troop website, t282.org/physicals.html.

www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

There are three sections to the physical. All three sections need to be completed every 12 months. Section A and B are to be completed at least annually by participants in all scouting events and section C if your scout attends any event that exceeds 72 consecutive hours.

Scout Accounts:

Each registered scout and adult leader in Troop 282 will have a scout account opened. All fundraising money will be deposited in this account. The Troop 282 treasurer maintains these accounts. An adult leader with a child in the troop can transfer money from their account into their child's account.

Each scout may use this money for any item that pertains to scouting (i.e. pocketknife, backpack, summer camp, etc.). Before the scout purchases the item, they should confirm that the item is, in fact, scout-related. Check with the scoutmaster, treasurer or committee chairman. After purchasing the item, the scout should turn in a receipt to the Troop 282 treasurer for reimbursement.

It is customary that a \$20 minimum deposit be collected for each scout attending any outing. The purpose of this \$20 deposit is to cover outing-related expenses such as food, insurance and pre-registration costs. This is only a deposit. If the actual cost of the trip is more than \$20 then the troop treasurer will collect additional money to pay each scout's prorated share of the total cost. Conversely, if the trip costs less than \$20 the scout's account will be credited accordingly. In the event the scout fails to attend an outing for which they have signed up, any deposit collected or debited from the account is forfeited. See Cost of an Outing section for details.

If the amount in the account goes negative the scout cannot attend any Troop 282 outing until the balance is zeroed out. Merit badges and badges of rank will be withheld if the scout's account is negative. All balances are posted on the Troop 282 bulletin board and are updated at least once a month by the troop treasurer. If a scout does not recharter 30 days after the rechartering date, any account balance is transferred into Troop 282 general account.

If any Scout or adult leaves the troop they are entitled to the money in their account.

Scout Backpack:

Each Scout will be given a school type backpack embroidered with the troop number and the scout's name on the exterior after the scout's rank is SCOUT. If the scout does not stay active for at least one year, the backpack needs to be returned to the troop.

Cost of an Outing:

Participant cost of a Troop 282 Outing

Summary

- **All scouts, leaders, and other adults must pay for the outing on or before the deadline on the Outing Permission Slip.**
 - *The cost of the outing is listed on the Outing permission slip.*
 - *You can pay in cash, check or use money in your troop account.*
- **If a person cancels from the outing after food or deposits have been made, they will forfeit any money committed before they canceled.**
- **Drivers will be reimbursed for gas if the total outing miles driven is more than 50.**
- **Reimbursements for food, etc. will be made by check or credit to your troop account.**
- **All receipts, food mileage, etc. must be turned in within two weeks after the outing.**
- **If the actual cost of the outing is less than what was collected, the individual scout's troop account will be credited, if the cost is more the account will be debited.**

Gas Costs

- **As stated above, drivers are eligible for fuel reimbursement for all activities whose total driving mileage exceeds 60 miles.**
- **The gas cost will be determined by the type of vehicle driven**
 - *15 MPG for truck's, SUV, etc*
 - *25 MPG for cars*
 - **The cost will be determined by:**
 - *Dividing the miles driven by the MPG of the vehicle driven (truck, car). This will give the number of gallons of gas used.*
 - *Multiply the gallons of gas used by the prevailing cost per gallon. This will give the drivers cost for the trip. The troop will use this site to determine gas cost: <https://gasprices.aaa.com/>*
 - *Determine the cost for each vehicle driven on the outing.*
 - *The total gas cost will be the sum of the cost of each vehicle.*
 - *The individual cost will be the total gas cost divided by the number of participants.*
 - *Note: If a driver is reimbursed for gas used on an outing, the driver should not use that mileage for a charitable tax deduction.*
- **If a driver drops participants off late or picks them up early, they are responsible for the gas they use.**
- **Gas usage will not be paid for drivers driving to and from summer camp at Camp McKee**
- **It will be the responsibility of the trip adult leader to turn the information into the troop treasurer within two weeks of the activity**

Food costs

- **All participants eat the meals as one unit.**
 - *Divide the total cost of all food purchased (food may be purchased by more than one person) by the total number of participants at the outing.*
- **Participants eat by patrols (if adults eat separately, they will be considered a patrol)**
 - *Divide the total cost of all food purchased for the patrol (food may be purchased by more than one person) by the number of participants in the patrol.*

- *If food for an outing using patrols is purchased for all participants (cracker barrel, etc.), the total cost of group food will be divided by the number of participants attending the outing.*
- *The cost of food purchased by the individual before, during, or after the activity will be the responsibility of that individual*
- *It will be the responsibility of the trip adult leader to supply a list of participants in each patrol*
- *It will be the responsibility of any person purchasing food to turn the receipts to the troop treasurer within two weeks of the activity*

Group costs (propane, camping fees, firewood, etc)

- *The total cost of any items used by all participants will be divided by the total number of participants.*
- *It will be the responsibility of the person making the purchase to turn the receipts into the troop treasurer within two weeks of the activity*

Activity costs

- *If a group activity has the same costs for each individual. (zip line, canoeing, etc):*
 - *A list of those participating and the associated cost will be given to the troop treasurer by the trip adult leader, with receipts, within two weeks of the activity*

Individual Costs

- *Each individual will be responsible for costs they incur for selected activities when activity options determine the total costs.*

Total cost of an Activity

- *The total individual cost for the activity will be determined by adding up the costs of each category.*

Reimbursements

- *Reimbursements for items purchased (food, etc) can be either check or credit to your scout account.*

Guidelines for Permission Slips:

In order for a scout to attend a troop activity, they need a permission slip on or before the deadline date, and they need to pay the deposit stated on the permission slip. If there is enough money in the scout's troop account, (see troop website), that money can be used for payment.

The permission slip has several purposes:

- 1) Gives detailed information about the activity (adult leader in charge, departure and return times, cost, etc.). This section is to be kept by the parent/guardian.*
- 2) The second half gives the adult leader in charge permission to have the scout treated for a medical emergency, if the need arises.*
- 3) The second half also contains phone contact information.*
- 4) On occasion, a second permission slip for a specific activity may be required.*

Most troop or council activities have a cost associated with them. On average the cost is around \$10-\$20. The cost may consist of:

- 1) Cost of transportation (gas cost for drivers driving to and from the activity)*
- 2) Food for the activity*
- 3) Cost for an activity (skiing, white water rafting, etc.)*
- 4) Cost for a campsite*
- 5) Cost for a council activity (Klondike Derby, Coal Campout, etc.)*
- 6) Other special costs associated with an activity (worms for fishing, etc.)*

Some of these activities require payment/purchase of items before the date of the activity. If you cancel after an item has been paid (3, 4, 5 and possibly 6), or food has been purchased (2), that money is not refundable. If you are sick and notify the activity adult leader, it is his/her decision as to how much of the cost will be refunded. In many cases, the troop must make a nonrefundable payment in advance which will be taken out of the scout's troop account.

Understand that if the activity cost is a larger amount such as summer camp (\$285) and you have a valid reason for canceling, the council may either prorate the refund or return all of it to you.

Reimbursement: Parents, scouts, adults, leaders must submit receipts for any item they wished to be reimbursed within two weeks of the activity. The reimbursement may be made in the form of check or added to the scout's troop account.

Attendance:

All scouts are expected to stay the duration of all troop meetings. Any scouts leaving early from any scout function, primarily the weekly troop meeting, must be picked up by a parent or guardian. If the scout is to be transported by someone other than a parent or guardian, and especially if the driver is a fellow scout who is a licensed driver, they must submit a written consent form with that driver's name. That form is kept on file with the scoutmaster.

Driving/Drivers:

The Scouting America driving rules must be followed for all outings. These rules are available upon request.

- *Passengers will ride in the cab only if trucks are used.*
- *When returning from an outing, the adult leaders will have the scout call approximately one hour prior to returning, letting the parents/guardians know when the scout will be ready to be picked up at a designed location (usually at Mary Queen of the Holy Rosary Church). On almost all outings there will be troop equipment to be returned to the scout garage, and all scouts are required to help unload equipment.*
- *Any Troop 282 leader or adult driving on an outing, that is further than 60 miles, is entitled to getting reimbursed for the mileage. The amount is determined by the market price of gasoline. The total amount of driver's mileage expense will be divided among the participants, including the driver, attending the outing.*

Licensed Scouts Driving:

- *The speed limit on Mary Queen of the Holy Rosary Church property is 10 miles per hour, so no SPEEDING.*
- *There should be no short cuts by crossing in the middle of any parking lot to get to the other side.*
- ***THIS IS IMPORTANT*** *If any leader/adult sees a scout texting while driving, they will not be allowed to drive to a meeting for one month, and must have a parent/guardian or other designated person drive them to meetings. If parents wish to impose a more strict punishment, the troop will not dispute it.*
- *The scoutmaster and committee chairman MUST be notified that your scout will be driving to and from troop meetings. See Appendix A for Driving Form.*
- *No scout that is licensed to drive should drive any other scout home or to a meeting without prior notification to the committee chair or the scoutmaster. The exception is if a scout has a sibling in the troop.*
- *If a scout is driving and is not going to be at a troop meeting, please inform committee chair and scoutmaster, preferably by phone call, but text or email is also acceptable. That phone call or text message should not come from the scout's phone.*

Troop 282 Knife and Ax Rules:

1. *You are allowed to carry and use your knife and ax if you have earned and are carrying your Totin' Chip.*
2. *Never release any cutting instrument without hearing "Thank you" from the person receiving the instrument. Always reply with "You're welcome" to acknowledge that you are transferring control of the tool to the receiver.*
3. *Always pass your ax in a sheath so that the person receiving it will grab it by the handle.*
4. *Always pass a pocketknife closed.*

5. ***NO sheath knives are permitted.***
6. ***In camp, use your ax only in a designated ax yard.***
7. ***Never throw your knife or ax.***
8. ***Never drive your ax or knife into a live tree or into the ground.***
9. ***Follow the safety rules as defined in the Official Boy Scout Handbook.***

NOTE Failure to follow these guidelines will result in the loss of the Totin' Chip and all its privileges.

Advancement Policy and Procedure:

Sign-offs of on advancement requirements through First Class is done by a Troop Guide, a qualified junior leader (designated by the scoutmaster and senior patrol leader), the scoutmaster, the adult patrol advisor, or a designated assistant scoutmaster. This leader signs and dates the scout's handbook adjacent to the requirement completed and notifies the advancement chairman.

An Advancement Workbook is available for each rank up to First Class. These workbooks are fill-in-the-blank, and can be used to keep record of requirements that have been signed off. The scout can fill in the Advancement Workbook with the help of a adult (21 or older) and then it can be reviewed by one of the people who are designated to sign off a completed requirement, as noted above.

Troop 282 requirements for Scout Spirit and “Being Active”

It is very difficult as Troop 282 leaders and committee members to define what is Scout Spirit and being active. Scouting America does not enforce any guidelines and leaves it up to the individual Troops to define. Below are guidelines for defining Scout Spirit and being active. Remember, as scouts get older and advance into the Star, Life and hopefully Eagle ranks, their lives become very busy. There are many other activities (in school, church, club athletics and other diversions) that your scout will become actively involved with, and it is important to understand that an Eagle Scout is the BEST and should perform the BEST. “Being Active” and demonstrating Scout Spirit is the way to become the BEST. If a scout has obligations in other activities, please make the adult leadership aware of that so that we can work with you and your scout to determine our expectations for advancement.

Scout Spirit:

All Scouts must wear the uniform 100% of the time spent in each rank. The Troop allows a Scout to miss wearing his uniform 10% of the time. A uniform consists of:

- *A Scout Shirt, tucked in, not bloused*
- *Troop neckerchief (Eagles may wear the Eagle neckerchief instead of the Troop 282 neckerchief)*
- *Official scout pants/shorts, or similar pants/shorts to the official scout pants/shorts. No gym shorts or jeans.*

In addition to the above requirement Scout Spirit

- *For each rank advancement, the scout needs to have demonstrated four new applications of the Scout Law.*
- *As the scout advances, he will have gone through the 12 Points of the Scout Law twice.*
- *As part of our regular meetings (or at outings), just before the Scoutmaster Minute, the scouts will be asked for examples of how they have demonstrated scout spirit this past week (or, for outings, this past day).*
- *Scout Spirit (How the scout is doing)*
 - *The concept of Scout Spirit applies to how scouts live and conduct their daily lives. It refers to scouts living their lives by the Scout Oath and Scout Law on a daily basis, both within and outside of scouting activities. Showing Scout Spirit means being a good example to one’s peers. Scout Spirit is not to be interpreted as having to attend a certain percentage of scouting events or outings, but rather how the scout brings out the best in others as a reflection of their own character and attitude.*

Some ways to do this are:

- *telling the truth,*
- *sticking up for the kid being picked on,*
- *handing out papers for the teacher,*
- *letting everyone play a game,*
- *saying thank you to the clerk at a store,*
- *helping a kid that dropped his books instead of laughing at him or her,*
- *playing a game to have fun rather than to win at all costs,*

- *looking for a little fun in every job you have to do,*
- *using your boring old cellphone for another year because it still works,*
- *asking your buddies to not use bad language around you,*
- *listening to music that doesn't promote hate, violence, and other negative topics,*
- *taking five minutes once in a while to just quietly sit outside and think about where you're heading in life*

(that was a simple example of each of the 12 points in the Scout Law)

- *There is documentation that the scout must use to keep track of their Scout Spirit from rank to rank. See the scoutmaster or advancement chairman for these documents.*

"Being Active":

A Scout must attend the weekly meetings and attend outings on a consistent basis. For weekly meetings, a scout in Troop 282 must attend at least 75% of the meetings between each rank. Some excuses are accepted, such as illness, homework, school exams and school activities. If your scout is in other activities, they will not advance if he does not attend weekly meetings and outings. It is up to the Scoutmaster and Committee to review this requirement.

Outing requirements for being active between Tenderfoot, Second Class and First Class are in the Scout Handbook. They are:

- 1. Requirement 1 for Tenderfoot,*
- 2. Requirement 1 (a, b, and c) for Second Class*
- 3. Requirement 1 (a and b) for First Class.*

First Class to Star Rank:

To fulfill the participation requirement between the rank of First Class and Star a Scout must "be active in your unit (and patrol if you are in one) for at least four months as a First Class Scout." In Troop 282 the scout must also attend five activities/outings which include:

- 1. A minimum of two troop overnight camping trips as a First Class Scout*
- 2. One scouting overnight camping trip. Examples: Order of the Arrow Ordeal, Scout Training camp, Lock-in or a third troop overnight camping trip can be substituted.*
- 3. Two troop activities. Examples: Eagle Service Project, Troop bike day trip.*

Star to Life Rank:

To fulfill the participation requirement between the rank of Star and Life a Scout must "be active in your unit (and patrol if you are in one) for at least six months as a Star Scout." In Troop 282 the scout must attend seven activities/outings which include:

- 1. A minimum of three troop overnight camping trips as a Star Scout*
- 2. One scouting overnight camping trip. Examples: Order of the Arrow Ordeal, Scout Training camp, Lock-in or a fourth troop overnight camping trip can be substituted.*
- 3. Three troop activities. Examples: Eagle Service Project, Troop bike day trip.*

Life to Eagle Rank:

To fulfill the participation requirement between the rank of Life and Eagle a Scout must “be active in your troop and patrol for six months as a Life Scout.” In Troop 282 the scout must attend seven activities/outings which include:

- 1. A minimum of three troop overnight camping trips as a Life Scout***
- 2. One scouting overnight camping trip. Examples: Order of the Arrow Ordeal, Lock-in, Scout Training camp or a fourth Troop overnight camping trip can be substituted.***
- 3. Three Troop activities. Examples: Eagle Service Project, Troop bike day trip.***

To obtain the ranks of Star, Life and Eagle, a Scout will need a leadership position. If the leadership position requires Patrol Leader Council (PLC) attendance, the scout must attend a minimum of three PLCs between First Class and Star and four PLCs between Star and Life and Life to Eagle in order to advance.

It is the responsibility of the Scoutmaster to conduct the Scoutmaster Conference. If the scoutmaster is not available, an assistant scoutmaster will be designated by the scoutmaster to conduct the conference. The scout will be reviewed and may be signed off for Scout Spirit at the time of the Scoutmaster Conference.

Only qualified, registered merit badge counselors approved by Troop 282 may monitor and sign off merit badges. The scout should obtain a Merit Badge Application (presently referred to as a “blue card”), a Merit Badge Notebook and obtain a signature from the scoutmaster on the “blue card”, before beginning work on the merit badge. The scout will then work with the merit badge counselor until the requirements are completed. Credit will not be given for the merit badge until the scout returns the merit badge application (with the counselor's signature) and the notebook to the scoutmaster.

All Boards of Review, regardless of rank, are conducted by a minimum of three adults. One of the purposes of the review is to ensure that the scout has met all of the requirements. Therefore, a scout will not be given a review until the troop records indicate completion of requirements. The signatures of the adults will be recorded and filed in the scout's records for future reference.

It is the responsibility of the advancement chairman to maintain accurate records of the advancement requirements and merit badges completed by the scout. A scout can correct a discrepancy in the troop records by showing the advancement chairman the signature and date in his handbook (or other appropriate written evidence). The advancement chairman can sign off in a scout's handbook to update it in accordance with the troop records.

Periodically Troop 282 or the Catholic Committee on Scouting will conduct classes for the Roman Catholic Scouting awards, Ad Altare Dei and Pope Pius XII. For those scouts that are not Roman Catholic, Troop 282 will work with your church to help those scouts achieve the appropriate religious award for your denomination. Please see the Troop 282 scoutmaster or committee chair for details.

Troop 282 WEB Page:

The Troop 282 website is www.t282.org

Scouts of Troop 282 can have their own web page as long as it pertains to Scouting. Scouts interested in creating their own web page should contact Mr. Tomecek. If any Scout is interested in working with Mr. Tomecek on the web page let him know.

The troop will meet virtually via teleconference if necessary. The adult leadership will determine which platform we will use to conduct the meetings, and communicate that to the scouts and parents.

Online Advancement Tracking - Troopmaster:

Troop 282 uses a software product called Troopmaster to manage advancements, activities and personal information. Each scout can obtain a userid and password to login to Troopmaster and see their advancements. Parents can also have a userid and password. Contact Mr. Tomecek for the access.

Troopmaster does interface with Scoutbook for all the advancements. Prior to a Court of Honor, the advancement is uploaded to Scoutbook to generate the paperwork for to the awards. This is done by the troop Advancement Coordinator

Camping Equipment:

Below is a list of basic needs for camping. We do not suggest that you rush out and purchase these items, but offer this list as what a scout might need. The troop has backpacks and tents available. There are further lists on the troop website www.t282.org

1. *Sleeping bag or blanket roll**
2. *Backpack or duffel bag**
3. *Plastic sheet or ground cover*
4. *Canteen or plastic bottle**
5. *Mess kit or plastic plate and cup*
6. *Silverware kit*
7. *Small flashlight with batteries*
8. *Poncho or raincoat*
9. *Personal hygiene items*

** These items come in many variations, levels of quality and expense. The experience of other boys and adults in the troop are often helpful with choosing the appropriate item. Please feel free ask questions before purchasing any equipment.*

- *You will find a complete checklist in the Official Boy Scout Handbook and on the troop website.*
- *Boys will be allowed to carry and use knives, saws and axes ONLY after earning a Totin' Chip, which is the certification of the knowledge of knife, saw and axe safety.*

Appendix A - Forms

Please fill out the attached forms and return them with your fees to the Troop Treasurer, Scoutmaster or Committee Chairman.

- ***Contract of Understanding***

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Contract of Understanding

To: Scoutmaster and Leaders of Troop 282

I have reviewed the "Youth Protection: How to Protect Your Children from Child Abuse – A Parent's Guide" pamphlet (which is located in the front of the Boy Scout Handbook) with my son.

I also understand that any form of drugs (which includes tobacco) is NOT TOLERATED in Troop 282 and constitutes probable dismissal from the Troop.

By the signatures below I understand all of the above.

Boy Scout Signature _____ ***Date*** _____

Parent Signature _____ ***Date*** _____