



TROOP 152 **SCOUT RULE BOOK**



THREE SIMPLE RULES

RESPECT OTHERS.

KEEP HANDS TO SELF.

HAVE FUN.

GENERAL RULES FOR MEETINGS/ACTIVITIES

1. Always bring Scout Handbook to meetings.
2. Wear field (Class A) uniform to all meetings.
3. Wear activity (Class B) uniform when approved.
4. When the scout sign is up, all must stop talking and give the scout sign.
5. No side conversations are allowed when the SPL, ASPL, or any speaker has the floor. Enough time is provided during the normal course of the meeting to allow for conversations with friends.
6. If you damage church property, the scout's family must pay to have it fixed.
7. Hazing of scouts will not be tolerated.
8. First class scouts and/or scouts of higher rank will sign advancement requirements for the ranks of scout, tenderfoot, second class and first class. Also, scoutmasters and assistant scoutmasters sign off requirements. No parents may sign off requirements.

GENERAL RULES FOR CAMPOUTS

All of these general rules apply unless otherwise instructed by the Scoutmaster or SPL.

1. Always bring Scout Handbook.
2. Travel in Field (Class A) uniform.
3. Wear boots to all campouts.
4. Never bring gum, soda, candy, or additional snacks on any of the campouts.
5. Never bring personal radios, TVs, cell phones, or electronic games.
6. No pocket knives with blades longer than 2 ³/₄ inches.
7. Never bring an axe or hatchet of any kind.
8. Never bring personal stoves, lanterns, or fuel of any kind.
9. Never bring fire making materials (matches, lighters, strikers, etc.) on campouts.
10. Upon returning home, scouts are responsible for hanging up the tents. At the next meeting tents are cleaned and folded up properly.
11. Pots and pans used for cooking need to be cleaned before returning home. More cleanup of cooking equipment may be necessary at the next meeting as well as doing an inventory of the patrol box.

CAMPING PAYMENT POLICY

Campout fees will be collected a month in advance for standard campouts and as determined in advance for high adventure. The deadline will be the month prior to the campout on the final Tuesday troop meeting. If the money isn't turned in, scout cannot go on the campout.

DISCIPLINE

Reasons for counseling and examples of behavior that are not acceptable in Troop 152 include:

1. Blatantly disobeying leaders
2. Fighting
3. Foul language
4. Stealing
5. Vandalism
6. Violating safety procedures (fire, fuel, etc.)
7. Possession of any prohibited materials such as cigarette lighter, weapons, ammunition, fireworks, etc.
8. Continued disruptive activity
9. Use of alcohol, tobacco products, or illegal drugs in any form.
10. Hazing in any manner.
11. Making threats of physical harm
12. Conduct unbecoming of a scout

DISCIPLINARY PROCESS

INCIDENT 1: Instant Scoutmaster's conference

INCIDENT 2: Instant Scoutmaster's conference.

Phone call to parents to come to meeting or campout to chaperone the Scout. If unable to contact parent or the parent is unable to comply, an assistant scoutmaster is assigned to be with the scout as a "stand-in parent," and parents will be informed after return.

INCIDENT 3: Instant Scoutmaster's conference.

Scout sent home and suspended from the next meeting/campout.

Upon return, parents must be in attendance for the meeting/campout.

INCIDENT 4: Dismissal

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