

A Family Guide to Troop 1000



Everything you need to know,
and more,
about Scouting and
One Grand Troop - Plano, Texas





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ALT*	Adult Leader Training
APA*	Assistant Patrol Advisor
APL	Assistant Patrol Leader
ASM*	Assistant ScoutMaster
ASPL	Assistant Senior Patrol Leader
CC	Camp Constantin
CFAST	Community First Aid Specific Training
CRJ	Camp James Ray
COH	Court of Honor
GMNP	Guadalupe Mountain National Park
HHH	Hickory Hills Hiway
IIT	Instructor In Training
IOLS	Introduction to Outdoor Leadership Skills
JASM	Junior Assistant Scoutmaster
LNT	Leave No Trace
LST	Leader Specific Training
MB	Merit Badge
MBC*	Merit Badge Counselor
OA	Order of the Arrow
OLS	Outdoor Leader Specific
OSP	Older Scout Patrol
PA*	Patrol Advisor
PL	Patrol Leader
PLC	Patrol Leader Council (Greenbar)
QM*	QuarterMaster
RLC	Resurrection Lutheran Church
SM*	ScoutMaster

SPL	Senior Patrol Leader
TFC	Trail to First Class
TG	Troop Guide
TLT	Troop Leader Training
TM	TroopMaster
TRJ	Trevor Rees Jones
WRFA	Wilderness Rescue & First Aid
WB	Wood Badge
WIS	Camp Wisdom
YPT	Youth Protection Training

* = Adult role



When, Where and How Often does the Troop meet?

The Troop meets on Mondays, 7:30 pm to 9pm. All meetings are at Resurrection Lutheran Church, 1919 Independence Pkwy (at Park), Plano 75075, near Plano Senior High School except when noted on the Troop Calendar.

Scouts with Troop or Patrol Leadership positions (PLC or "Greenbar") meet the Monday following a campout.

Weekly meetings cover skills in preparation for a monthly campout or to earn a Merit Badge.

The Scoutmaster and Assistant Scoutmasters have an "Old Buffs" meeting usually the Tuesday before a campout.

The Troop Committee members meet once a month. An up-to-date calendar is maintained on our Troop website. www.T1000.org/calendar

How large is Troop 1000?

Troop 1000 is a mid-size Troop, with 30 - 40 Scouts forming 3 - 4 patrols of 8 - 10 active Scouts.

How many Adult Advisors does the Troop have?

Our Troop has the adult support and equipment to support a Troop of this size. There are a dozen or more adult advisors working with the Scouts as Scoutmaster and Assistant Scoutmasters, Patrol Advisors, Program Advisors, Adult Quartermaster and Merit Badge Counselors. Another 8 to 10 adults make up the Troop Committee.

How many New Scouts are accepted each year?

We do not impose a strict limit - we allow as many boys as the Troop can support, generally 20 or so annually.

What is the average attendance at a Troop meeting?

Typical Troop meeting attendance will be about 25 Scouts, and 8 or more adults.





What is the Average Attendance at a Campout?

At a general campout (not age or ability restricted) we see about 15 to 20 Scouts participating, with 4 to 6 adult advisors.

How many Overnight Outings do you have Annually?

Campouts are the essence of Scouting. Here we teach and demonstrate skills, exercise leadership, build character, make friends, and have fun. Each campout centers on the program topic of the month and is an adventure in learning and fellowship. There are generally 12 to 14 opportunities for Scouts to campout at least 11 months of the year, a few of which may be High Adventure opportunities limited to more experienced Scouts.

Does the Troop have New Scout Patrols or Mixed Age Patrols?

Our patrols are mixed ages, providing the best learning and leadership environment—as designed by Lord Baden-Powell himself. Younger Scouts respond to training best when administered by a slightly older Scout. Trail-to-First-Class Leaders and Troop Guides train the new Scouts in an ongoing Trail to First Class program that starts the day they join and ends with their completing their First Class Rank.

How Big are the Patrols?

Each Patrol has between 8 and 10 active Scouts. Some more active than others at any one time. This ensures that new Scouts have ample leadership and training opportunities. Mixed ages ensure that each Scout has someone to learn from and look up to.

Does the Troop Program meet year-round (any breaks in Summer or Winter)?

Troop 1000 schedules programs and campouts throughout the year, including Summer Camp, Spring Break and Winter Camp when available. There is no requirement that a Scout must attend all events but must remain active to ensure continuing advancement.

What Summer Camps does the Troop Attend?

A week-long camp with programs and merit badge instruction provided by Troop and camp staff, summer camp is especially important for Scouts.

Troop 1000 generally alternates between attending various camps in and around Texas (both in and out of Circle 10 Council) and traveling to a farther (often cooler) location in Colorado, Arkansas or other states.

What is TFC Day?

TFC stands for Trail to First Class. TFC Day is where we focus efforts on New Scouts to quickly learn and master the skills required to attain the rank of First Class. Troop 1000 Scouts and Adult Scouters teach our Scouts Tenderfoot, Second Class and First Class skills at our home base to save money and impart knowledge in a fun relaxed atmosphere.

What Winter Camps does the Troop Attend?

Troop 1000 does participate in Winter Camp at TRJ or CJR when available as long as we have enough adult support. Scouts will be notified of sign-ups.

How Often does the Troop have High Adventure Camping and What Bases or Locations does the Troop Go To?

There are typically three or more High Adventure Trips annually. Our Troop regularly sponsors treks to Philmont every other year, depending on Trek availability. We also develop our own High Adventure trips with climbing, white water rafting, caving and other challenges in Texas, Colorado, Arkansas, and other nearby states.

Does the Troop participate in other National, International, Council or District programs, such as Jamboree or Camporee?

Troop 1000 participates in several Council and District events, including Camporee, Webelos Woods, and first-aid training programs. We support individual interest and participation in District or Council contingents to the National and International Jamborees.

Does the Troop have a special High Adventure Program, Crew or Patrol?

Troop 1000 encourages Older Scouts and Patrols to plan and carry out high adventure activities such as Philmont Treks, white water rafting, rock climbing, etc. Many of our Adult Leadership are trained in offering High Adventure opportunities to older Scouts.

Venture Crew 1000 is a separate but associated co-ed High Adventure organization, for older boys and girls, age 14 to 21.



What are the Programs Like at Typical Troop Meetings?

Once a year, Troop 1000's Greenbar or Patrol Leaders Council selects up to 12 monthly program themes. Each program month includes a Campout and a specific skill set and/or Merit Badge to be introduced to the Scouts.

Each program month is assigned to a Patrol and those Scouts team with an adult Program Advisor or their Patrol Advisor to plan and execute the weekly meetings.

A Merit Badge started in a meeting may not be completed in a program month so it is up to the Scout to want to complete it.

Recent programs and campout themes include: Railroading, Space Exploration, Wilderness Survival, Pioneering, Caving, Backpacking, Climbing and Rapelling, Bicycling, Cooking, Motor Sports, Canoeing, Aviation, Emergency Preparation, and others.

Additional Merit Badge instruction or classes can be offered throughout the year, either on a scheduled basis or at one or more individual Scout's request to our ample list of Merit Badge Counselors.

What are the Fees to Join and Renew membership?

Troop 1000 has separate Joining fees and Troop Membership dues. Joining fees includes the cost of supplies (Scout Handbook, Troop hat, T-shirt, patches, neckerchief, slide, epaulets, and other materials). The semi-annual Membership fee is assessed in March & October. The fee is determined by the Committee each year as part of the Troop Budget Plan.

Part of the Membership fee includes Patrol dues which is used for Patrol activities and gear replacements.

There are additional reasonable costs for each campout attended, varying by campout specifics, entrance fees, distance to travel, etc.

Are there Opportunities for Parents to Join or Participate in Troop Activities, including Camping?

Parents registered with the Troop may camp with the Troop. Any registered adult may serve as an Assistant Scoutmaster and regularly aid with programming and camp with the Troop, following BSA Youth Protection Training (YPT) and a background check. Assistant Scoutmasters (ASM) assist the Scoutmaster as needed,

and fill various roles, including: Patrol Advisors (PA) providing guidance/ support to the Patrol Leaders and Patrol members, and Program Advisors helping the Patrols plan and execute the monthly programs.

Other Adult involvement opportunities include joining the Troop Committee and/or acting as a Merit Badge Counselor for one or more of your areas of interest or expertise.

Our Troop Committee supports Troop activities, operations and governs policy. It is responsible for funding Troop operations. This is done through various fundraisers like garage sales or Rotary flags. There are also fund raising opportunities that enable Scouts to raise money individually for summer camp or high adventure trip costs.

Parents are encouraged to support their Scouts in any way they can. It has been proven that involved parents have involved Scouts.

What Areas or Specific Schools does the Troop draw from?

As one of the oldest Troops in Plano (55 Years in 2025), Troop 1000 draws Scouts from all over the Plano area, North, South, East and especially West. Among the area middle and high schools current Scouts attend are:

Middle Schools	High Schools
Carpenter	Clark
Frankford	Jasper
Haggard	McMillan
Hendrick	Plano East
Renner	Plano Senior
Rice	Plano West
Schimelpfenig	Shepton
Wilson	Plano ISD Academy
	Vines
	John Paul II





What are the Troop Communication Platforms?

Please check the Troop web site often for information or announcements.

www.T1000.org

Website

The Troop has an active web site, which contains a great deal of information.

This is your link to:

- Email Troop leaders and adult advisors (About/Contact)
- Look up dates in Troop Calendar (Calendar)
- Find documents, lists and procedures (Resources)
- Latest campout information (Camping)
- Check out our Photos and Facebook page (Social)
- Pay for Campouts, Troop fees, and Activities (Store)

Email

Currently the Troop Advancement Chair distributes all emails via TroopMaster. To ensure receipt of important informations, please add the domain "Troopmaster.email" to your email whitelist.

Slack

This is a private messaging channel service the Troop uses to communicate with specific groups within the Troop. We encourage you to download the app to your mobile devices or desktops. There is a #general channel which all Troop members are invited to join. Also, there are channels for each Patrol in the Troop, the PLC, the Old Buffs, and Troop Committee. You and your Scout will be invited to these channels as your roles change. www.slack.com

Facebook

The Troop maintains a Troop Facebook account. Often news from ongoing events, campouts and Summer Camp, etc. will be posted there first.

www.facebook.com/T1000Plano

Photos

The Troop posts photos to a SmugMug account which you may join. These photos are posted shortly after the various events and are available only with an approved membership.

<https://planoTroop1000.smugmug.com/>

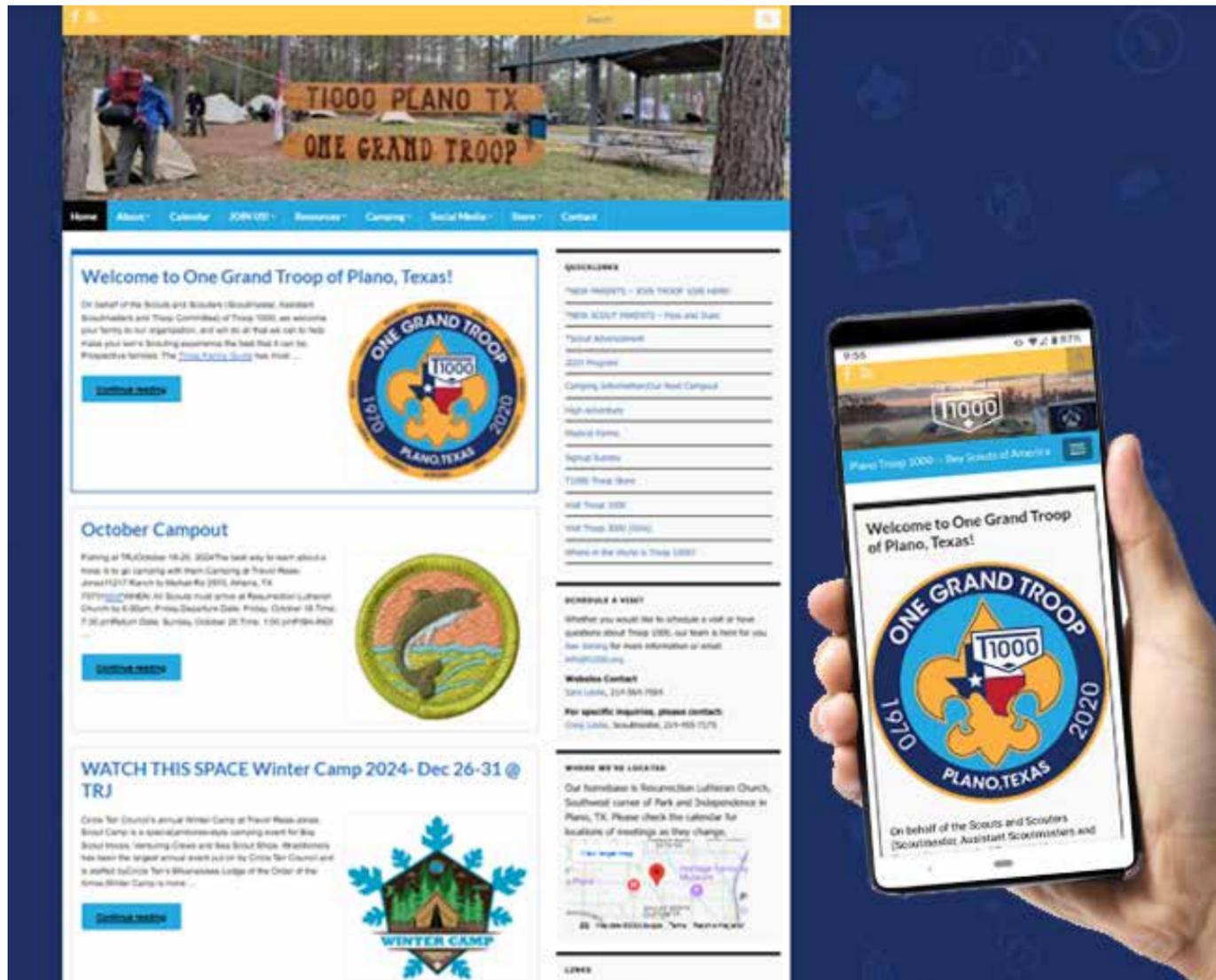
Password is OneGrandTroop

Other Resources

There are many resources available to Scouts and parents. The primary reference is the Scout Handbook. Each Scout must have a Scout Handbook in which to record their advancement. The handbook also contains a lot of valuable information for parents.

Other resources with valuable information for parents include:

- Scoutmaster Handbook
- Troop Committee Guidebook
- BSA Fieldbook
- Guide to Advancement
- Guide to Safe Scouting
- Patrol Leader Handbook
- Troop Program Features





Does Troop 1000 Accept Special Needs Scouts?

Yes, with Scoutmaster approval. Our Troop has had several great successes with Special Needs Scouts - including a Scout with Downs Syndrome who achieved Eagle, a Senior Patrol Leader and Eagle with one arm, Scouts with autism, and many who have some degree of ADD/ADHD.

Our Scouts are encouraged and taught to be both supportive and accepting of differences and disabilities. However; we monitor for disturbances, behavior issues and safety concerns. Should these occur, a parent may be requested to become more involved with their Scout at meetings and/or campouts.

What if I have other Questions or wish to Schedule a Visit?

Wonderful! Whether you would like to schedule a visit or just have questions about Troop 1000, our team is here for you.

To schedule a visit, coordinate on a campout, or general questions about joining please contact:

Recruiting Chair/Webelos Liaison at info@T1000.org

For more specific inquiries, please contact:

scoutmasterTroop1000@gmail.com

Our Troop Website is WWW.T1000.ORG

We look forward to welcoming New Scouts to the adventures that await us on the trail.



Welcome to the Scouting program, and more specifically, Scout Troop 1000 – One Grand Troop. On behalf of the Scouts, and Scouters (Scoutmaster, Assistant Scoutmasters and Troop Committee), we welcome your family to our organization, and will do all that we can to help make your son’s Scouting experience the best that it can be.

The Troop Family Guide and the Troop Policies have been prepared to orient new and existing families to the Scouting experience offered by Troop 1000. It is fairly comprehensive, and will serve as a handy guide to our Troop organization, resources, and other helpful information to guide you into Scouting. Although many of the Troop’s basic policies are covered herein, a formal policies manual is available as a separate document.

Mission of Scouting

All of us – including you as a parent of a Scout in Troop 1000 – can help enrich the lives of these boys and make a difference in the kind of men they become. Together we will continue the mission of Scouting in America – begun in 1910 - to prepare young people to make ethical choices over their lifetimes and to become responsible, participating citizens and leaders, by instilling in them the values of the Scout Oath, the twelve points of the Scout Law, and the Outdoor Code

Scout Oath or Promise

On my honor, I will do my best to do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake and morally straight.

Scout Law

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.

The Outdoor Code

As an American, I will do my best to be clean in my Outdoor manners, be careful with fire, be considerate of the outdoors, and be conservation minded.





INTRODUCTION

Today these values are just as relevant in helping youth grow to their full potential as they were in 1910. Scouting helps youth develop academic skills, self-confidence, ethics, leadership skills, and citizenship skills that will influence their adult lives.

Scouting America provides youth with programs and activities that allow them to:

- Try new things.
- Provide service to others.
- Build self-confidence.
- Reinforce ethical standards.

Scouting encourages youth to achieve a deeper appreciation for service to others in their community. Scouting provides youth with a sense that they are important as individuals. Scouting promotes activities that lead to personal responsibility and high self-esteem. As a result, when hard decisions have to be made, peer pressure can be resisted and the right choices will be clear.

Aims of Scouting

Scouting works toward three aims.

1. Growth in Moral Strength and Character.

We may define this as what the boy is and is becoming. The Scout Oath and Law give the Scout guidelines for living. We encourage each Scout to look at his personal qualities, his values, his outlook, and his hopes for the future.

2. Participating in Citizenship.

Used broadly, citizenship means the boy's relationship to others. In developing this relationship, the Scout learns about his obligation to other people, to the society he lives in, and to the government that presides in that society. This accomplishes our aim of having a boy become a participating citizen.

3. Development of Physical, Mental, and Emotional Fitness.

Fitness includes the body (well-tuned and healthy), the mind (able to think and solve problems), and the emotions (self-control, courage, and self-respect).



INTRODUCTION

Ideals and Behaviors

In addition, a Scout learns the importance of two key ideals in his everyday activities:

SCOUT MOTTO: Be Prepared

SCOUT SLOGAN: Do A Good Turn Daily

Methods of Scouting

To accomplish these aims, Scouting has developed its program using eight methods:

1. Ideals.

The ideals of Scouting are spelled out in the Scout Oath, Law, Motto, and Slogan. The Scout measures himself against these ideals and continually tries to improve.

2. Patrols.

The patrol method gives Scouts an experience in group living and participating citizenship. It places a certain amount of responsibility on young shoulders and teaches boys how to accept it.

3. Outdoors.

Scouting is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and activities practiced at Troop meetings come alive with purpose.

4. Advancement.

Scouting provides a series of surmountable challenges and the steps to overcome them through the advancement method. The Scout plans his advancement and progresses at his own pace as he overcomes each challenge.

The Scout is rewarded for each achievement, which helps him gain self-confidence. The steps in the advancement system help a boy grow in self-reliance and the ability to help others.

5. Adult Association.

Boys learn from the example set by their adult leaders. Troop leadership may be male or female, and associations with adults of high character are encouraged at this stage of a young man's development.





INTRODUCTION

6. Personal Growth.

As Scouts plan their activities and progress toward their goals, they experience personal growth. The Good Turn concept is a major part of the personal growth method of Scouting.

Boys grow as they participate in community service projects and do Good Turns for others. The religious emblems program is also a large part of the personal growth method.

7. Leadership Development.

Scouting encourages Scouts to learn and practice leadership skills. Every Scout has the opportunity to participate in both shared leadership and total leadership situations.

Understanding the concepts of leadership helps a boy accept the leadership roles of others and guides him toward the citizenship aim of Scouting.

8. Uniform.

The uniform makes the Scout Troop visible as a force for good and creates a positive youth image in the community.

Wearing the uniform is an action that shows each Scout's commitment to the aims and purposes of Scouting.

The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals.

INTRODUCTION

Our youth must make mature decisions about many things for which their limited experience with life have not prepared them. Many of these decisions will have long-term consequences. The ready availability of drugs and alcohol and the rising number of youth gangs are situations our youth face daily. The number of single-parent households, the effects of the seemingly never ending change caused by the impact of new technologies, and the increased amount of time parents must spend away from their children to ensure economic survival are all factors that make the Scouting program so vital to our nation's future.

Scouting has successfully assisted more than 100 million members since 1910 to develop the character and peer group associations to make ethical decisions and become role models in their communities.

Working as a team in support of the Troop, you can help your youth members to develop the confidence, skills, character, and mental fitness that will allow them to give quality leadership to a changing society.





SCOUTING AMERICA ORGANIZATION

Scouting America, formerly the Boy Scouts of America, was established originally to provide an education program for boys and young adults. Scouting was modeled after the Scouting movement founded by Robert S. Baden-Powell in England in 1908.

A volunteer board of directors, the National Executive Board, leads the BSA's National Council. A staff of professional Scouters performs the administration.

Among its major functions, the National Council develops programs, sets and maintains quality standards in training, leadership selection, uniforms, registration records, literature development, advancement requirements, and publishes Scout Life and Scouting magazines.

The National Council maintains four national high-adventure bases (Bechtel Summit in West Virginia, Northern Tier in Minnesota, Sea Base in Florida, and Philmont in New Mexico) for use by Scouts. It also organizes a national Scout Jamboree every four years.

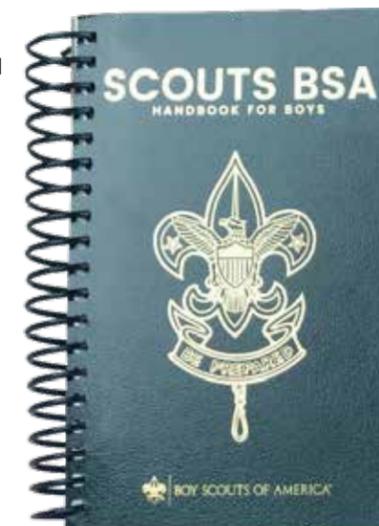
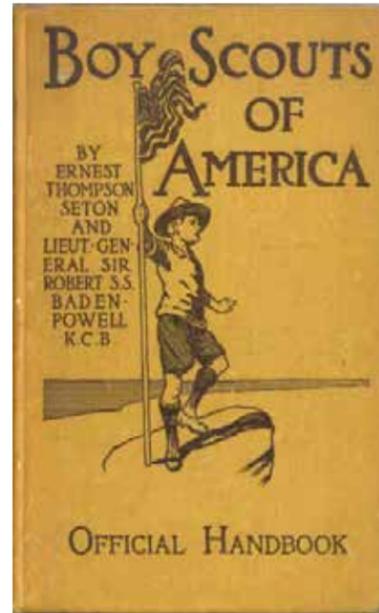
Local Council

Of course, it would be nearly impossible to administer directly the more than 50,000 registered Scout Troops from a centrally-located national office. To achieve this, the National Council issues a charter to each local council. The United States and its territories are divided into more than 300 local councils. Each council has a headquarters city from which it administers the Scouting program within its geographical boundaries.

Like the National Council, each local council is led by volunteers, with administration performed by a staff of professional Scouters. The council president is the top volunteer, and the Scout Executive is the top professional. The local council for Troop 1000 is Circle Ten.

The council's responsibilities include:

- Granting charters to community organizations
- Promoting the Scouting program
- Registration of units and council personnel
- Providing facilities and leadership for a year-round outdoor program, including summer camp
- Offering training in a timely manner



SCOUTING AMERICA ORGANIZATION

Scouting District

A Scouting District is a geographical area within the local council, as determined by the council executive board. The District for Troop 1000 is the Chisholm Trail District, which covers most of Plano ISD.

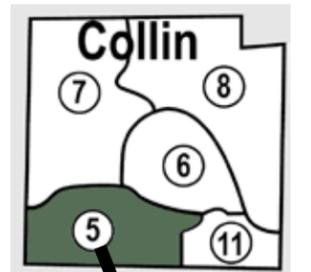
District leaders mobilize resources to ensure the growth and success of Scouting Units within the District's territory. The Council provides our District with a District Executive who is a paid Scouter and helps coordinate the District's activities.

Chisholm Trail District has a District Committee composed of key volunteer Scouters. Several of the District Committee members are current or former Troop 1000 adult volunteers. This committee does not make policy, but rather works with and through the Cub Packs and Scout Troops to assure their success.

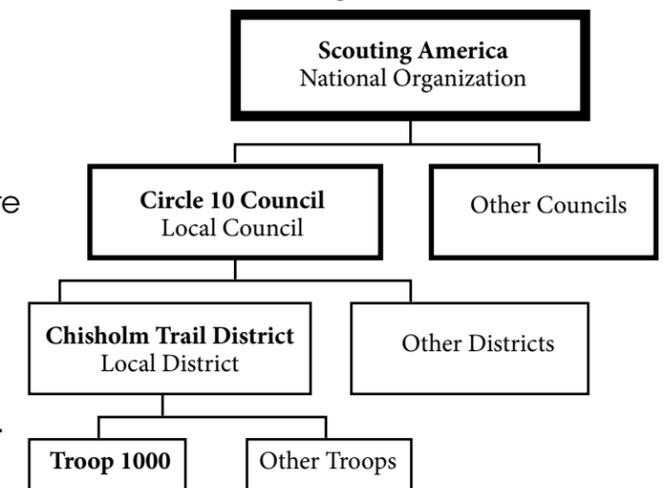
Our District Committee does this by forming a number of sub-committees, comprised of adult volunteers, each specializing in an area of concern such as:

- Membership
- Finance
- Training
- Advancement
- Camping
- Activities
- Health and Safety
- Marketing and Communications

The District offers training to adult volunteers of Packs and Troops, provides District programs for Troops such as Camporee and Cuboree, and assists in the formation of new Packs and Troops in our area. The District also helps coordinate annual fund raising programs (Friends of Scouting, Camp Cards, Popcorn, etc.). The District also provides the Troop with a volunteer Unit Commissioner who gives direct coaching and consultation to our Troop Committee and to the Scoutmaster.



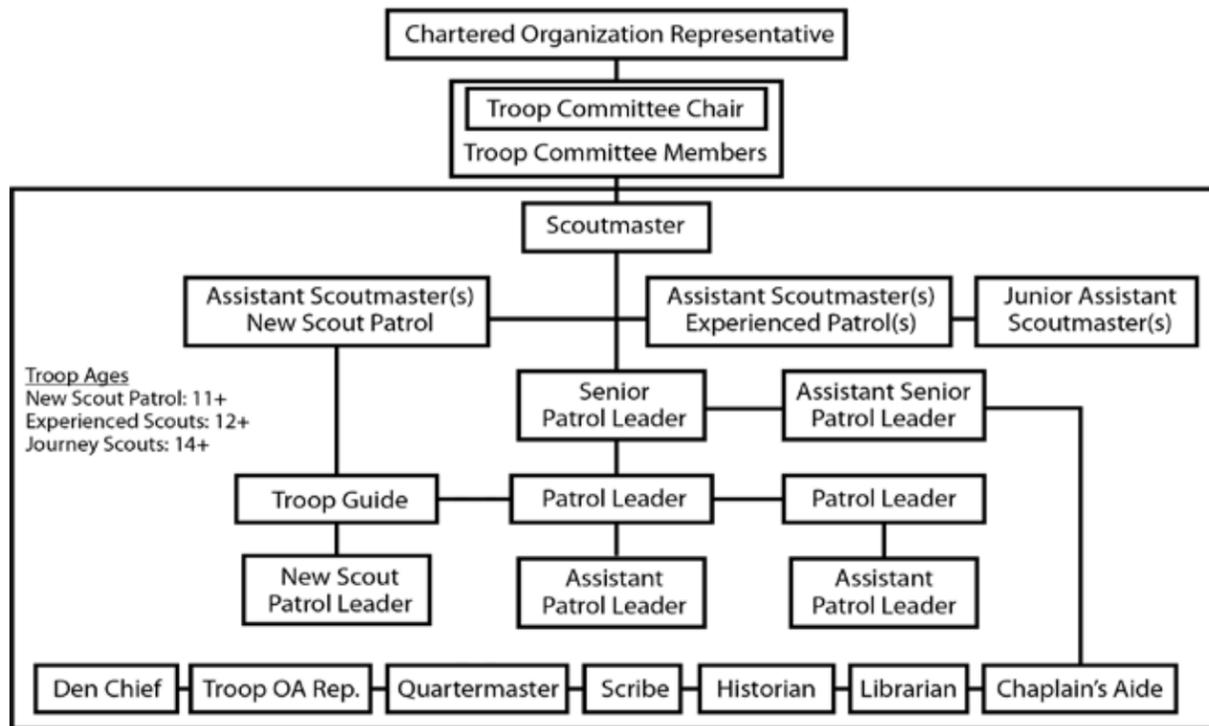
Scouting America ORG Chart





TROOP ORGANIZATION - ADULTS

Troop 1000 Organization Chart



The Chartered Organization

A Troop is "owned" by a Chartered Organization. Resurrection Lutheran Church, Plano, Texas, is Troop 1000's Chartered Organization. The Chartered Organization receives a national charter, which must be renewed yearly to use the Scouting Program as part of its youth work. These groups, which have goals compatible with those of Scouting America, include religious, educational, civic, fraternal, business, labor, governmental bodies, and professional organizations. Membership in the Church or any specific religious affiliation is NOT required to be a member of Troop 1000. Our Troop is interfaith and includes representatives from a wide mix of religious and ethnic backgrounds, including Christian, Jewish, Muslim, Buddhist, Hindu, and others.

Each Chartered Organization using the Scouting program provides a meeting place, appoints a Troop Committee of at least three adults, selects a Scoutmaster, and chooses a Chartered Organization Representative to work with the Troop.



TROOP ORGANIZATION - ADULTS

The Chartered Organization must also approve all adult volunteers. The Chartered Organization Representative is the liaison to the Troop's operating organization. As a member of the Chartered Organization, that person will guide the Troop on the organization's policy. The representative will also know the most effective ways to enlist the organization's assistance and maintain a mutually satisfactory working relationship with the Chartered Organization.

First, it is important to point out that the adults who play a role in the Troop organization are volunteers, financial managers, advisors, or as they like to call themselves, "Scouters." Although occasionally referred to as such, they are **not** the Troop's "Leaders." The Leadership roles are reserved for the Youth who are elected or appointed to their positions of responsibility.

Troop Committee Chair

The Committee Chair oversees the committee and presides over the monthly Troop committee meetings. The Chair is also responsible for ensuring that quality adult leadership is recruited and delegated to; advises the Scoutmaster on policies relating to Scouting and the chartered organization; makes an effort to attend District Roundtables; and supports the Scoutmaster in working with individual boys and problems that may affect the overall unit program.

Troop Committee

The Troop Committee is the Troop's board of adult volunteers and supports the Troop program. Available Committee members and the Scoutmaster attend the monthly Committee meeting. The meeting is open to anyone interested in attending, but voting is reserved for Committee members only. The Scoutmaster is not a member of the Troop Committee, and has no vote. The Committee Chair as well does not have a vote, unless a tie is reached. The Committee's primary responsibility is supporting the Troop program.





TROOP ORGANIZATION - ADULTS

The Troop Committee meets generally once a month starting at 7:00 p.m. at Resurrection Lutheran Church or on a web-based video meeting platform.

Meetings normally do not last longer than one and one-half hours. Please see the Troop calendar for the exact dates.

The Troop Committee, in general, supports the Scouting program by doing the following:

- Carries out the policies and regulations of Scouting America
- Serves on boards of review (for advancement) and courts of honor (for recognition).
- Serves in the various administrative roles necessary for the running of the Troop.

The Committee is comprised of the following duties and positions: (note: some positions may have more than one person and some people may hold more than one position):

- | | |
|---------------------------|---------------------------------|
| • Vice Chairperson | • Fundraising Chair |
| • Advancement Chair | • Adult Webmaster |
| • Secretary | • Membership & Recruiting Chair |
| • Treasurer | • Adult Training Chair |
| • Merit Badge Coordinator | • Communications Chair |
| • Camping Chair | • Chaplain |
| • Adult Quartermaster | • Eagle Advisor |
| • Scribe Coach | • Troop Hospitality Coordinator |
| • Historian Coach | • Clothing Closet Coordinator |

Membership in the Troop committee is open to all parents and to others with an interest in the Scouting program. A completed Adult Leadership Application and proof of YPT is required for anyone that wishes to serve on committee.



TROOP ORGANIZATION - ADULTS

The Scoutmaster

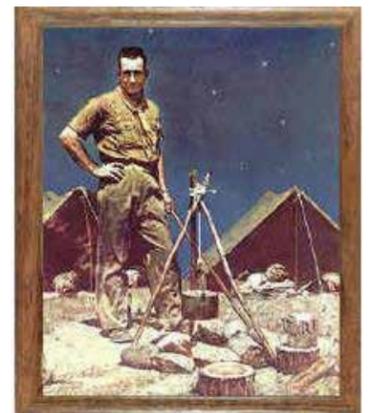
The Scoutmaster's first responsibility is to train and guide the Patrol Leaders Council (the PLC) or, as we like to call it, the Greenbar (named after the bars on the Patrol Leaders Position Patch). He makes sure the Troop uses the methods of Scouting to achieve the mission and aims of Scouting.

The Scoutmaster helps the PLC make sure the annual plan, monthly, and weekly Troop programs and campouts meet our needs. He represents the Troop to the Troop Committee to make sure the PLC's programs are supported. He councils Scouts, both formally (Scoutmasters Conferences) and informally as needed - including any counseling that may be needed due to difficulties or discipline issues. He is also the official "approver" for all advancement - although in Troop 1000 he will generally delegate the "sign-off" for rank requirements to Assistant Scoutmasters or Patrol Advisors and, for swimming and safety related items, to approve Instructors or others with specific training.

Assistant Scoutmasters

It would take reading the Scoutmaster Handbook for a parent to understand the SM's various functions in the Troop - it often takes years to learn and understand them all! In a Troop as large and active as Troop 1000 the Scoutmaster is a pretty busy person.

Fortunately, in Troop 1000 we have over a dozen adult Assistant Scoutmasters (ASM's) to assist the SM in his duties. These ASMs comprise the Old Buffalo Patrol, or "Bufs" for short. The Scoutmaster is the Patrol Leader for the "Buffalo" patrol. This patrol functions similarly to a Scout Patrol, and sets the example for the Scout Patrols to follow.





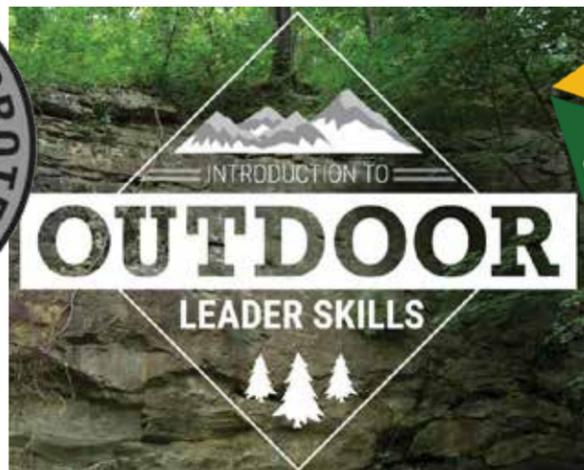
TROOP ORGANIZATION - ADULTS

Each Scout Patrol is assigned one or two ASM's as Patrol Advisors. The Patrol Advisors are responsible for adult oversight of the patrols, and will work directly with the Patrol Leaders and Scouts on program elements and advancements. In addition, there are ASM's who work on a general "at large" basis with the Troop, or in specialized roles such as the "New Scout" coordinator.

ASMs, and other adult volunteers take turns as Program Advisors, helping the Scout Patrols that are planning the programs to understand "what they don't know they don't know" – and filling in with specialized knowledge or specific experience to help Scouts make good programming choices and decisions. ASMs also provide the required two-deep leadership standards set by Scouting America. Any ASM may be delegated a Scoutmaster's task and may need to serve as Scoutmaster in the SM's absence.

While any interested and approved adult may become an ASM, ASM's must attend Scoutmaster Position-Specific Training, which will provide Scoutmasters and ASMs with the basic information and tools they need to aid and build successful Scout Troops. They also must attend **Introduction to Outdoor Leader Skills (IOLS)**, and **Youth Protection Training (YPT)** to be considered fully "trained" for this position. In addition, many take advanced training, including **Wood Badge**, an outstanding 21st Century management course that rivals some of the best business management training.

The "Old Buffs" patrol holds monthly meetings to go over Scout patrol activities and campouts being planned as well as progress of the patrols in rank advancement and service projects. All ASMs and the Committee Chair are encouraged to attend. Review the calendar for dates and times.



TROOP ORGANIZATION - SCOUTS

Scout Patrols and the Patrol Method

Upon joining Troop 1000, your Scout will be assigned to a Patrol. Patrols each contain 8 or more active Scouts, and are the cornerstone of the Scouting program. The patrols are led by Patrol Leaders, who are elected by the Patrol on Troop election nights for 6-month terms. Each Patrol Leader (PL) assigns the other leadership positions within his Patrol, which may include an Assistant Patrol Leader, Patrol Scribe, Patrol Quartermaster, Cheermaster and other positions as required. In Troop 1000, Patrols are comprised of Scouts who are of mixed ages and ranks. One of the main purposes of Scouting is learning, and the ideal way is to have the older, more experienced Scouts teach the younger, newer ones the requisite Scout Skills. Part of the advancement process is demonstrating what you have learned to other Scouts and reinforcing that knowledge by teaching and testing others. Thus we have Patrol Leaders and experienced Scouts reviewing the requirements with the newer Scouts and Patrol Advisors signing off many of the advancement requirements through First Class.

Each patrol is assigned one or more adult Assistant Scoutmasters (ASM) as a Patrol Advisor (PA) to coach the Patrol Leader, aid with advancement and generally help assure the success of the Patrol. The PAs attend and support Patrol meetings and activities as required. The PA is one of the keys to our organization and for that reason these roles are most often assigned to our more senior and experienced ASMs who train others who assist and learn to eventually take over this important responsibility.





TROOP ORGANIZATION - SCOUTS

Patrols function as cohesive units. They camp together, tent in buddy pairs, attend the troop meetings as a patrol, and hold one to three monthly patrol meetings. They also plan and attend fun and educational activities. They may also organize occasional campouts as a Patrol, without the rest of the Troop. These Scouts learn to work together, practice leadership skills and to rely on one another – much like group projects in school and the modern workplace.

Please understand that upon joining Troop 1000 your Scout may or may not be assigned to a patrol with all of his friends with whom he may have bridged from Arrow of Light, or with friends from school, the neighborhood, etc. Patrols are assigned after consultation with Scouts and their families but are at the discretion of the Senior Patrol Leader and Scoutmaster. While efforts will be made to accommodate placement requests when joining, placement is dependent on many factors, including balancing the patrols with regard to the number of Scouts in each, and distribution of age and skill levels.

Patrols are encouraged to foster an identity through their patrol flag, patrol yell, traditions and experiences. Former members should be able to recognize their patrol from their shared connections.

While transfers between patrols are possible, it is unusual barring significant circumstances. Working out reasonable behavior issues as the youth mature or recognizing and accepting differences among the Scouts is an important part of the Scouting program and is encouraged and aided rather than avoided by separation (if possible). However, any continued behavior that negatively impacts another Scout's ability to enjoy and benefit from the Scouting program will not be tolerated and may be reason for removal from a Patrol or the Troop.



TROOP ORGANIZATION - SCOUTS

Occasionally experienced Scouts may agree to Patrol changes to help balance the age and experience levels of the Patrols.





TROOP LEADERSHIP

The Troop is actually run by its youth leaders. With the guidance of the Scoutmaster and assistants, they plan the program, conduct Troop meetings, and provide leadership among their peers. Details and duties for each position is available on the troop website under Resources/Scout Advancement.

Junior Leader Positions

Senior Patrol Leader (SPL) – is the top junior leader in the Troop. He leads the Patrol Leaders’ Council, in consultation with the Scoutmaster, appoints other junior leaders, and assigns specific responsibilities as needed. Troop members elect the Senior Patrol Leader for a six-month term.

Assistant Senior Patrol Leaders (ASPL) - fills in for Senior Patrol Leader in his absence. He also is responsible for training and providing direction to the other junior leaders. These ASPLs (generally two to four in any election cycle) may have specific responsibilities based on their individual experience, such as advising and aiding the Troop Quartermaster or Scribe, in addition to their general duties.

Quartermaster (QM) – is responsible for Troop supplies and equipment. Works closely with the Troop Committee Quartermaster to be sure the Troop has and maintains all the camping and program equipment and supplies needed.

Scribe – is the Troop secretary and treasurer. Maintains attendance records and collects dues and campout money from the Scouts.

Junior Assistant Scoutmaster (JASM) - usually an Eagle Scout, age 16 or 17, who supervises and supports other youth leaders as assigned. May be assigned to the Old Buffalo Patrol, but will be treated as a youth for all other purposes.

Troop Guide (TG) - advisor and guide for new Scouts advancement and activities. They are the designated trainers for Trail to First Class.

Patrol Leader (PL) - gives leadership to members of his patrol and represents them on the Patrol Leader’s Council (Greenbar).



TROOP LEADERSHIP

Instructor – A trained or certified youth who teaches one or more sets of advancement or activity skills to Troop members. Their specialized knowledge may be First Aid, Climbing, Swimming, or another generally safety related skill set.

Troop Historian - collects and maintains Troop memorabilia and information on former Troop members who achieve Eagle rank. Works with the Troop Webmaster and others to maintain real or virtual “scrapbooks” and photo albums from various Troop activities.

Librarian - keeps Troop’s books, pamphlets, magazines, and audiovisuals for the Troop. (May not be considered a Leadership Position for rank advancement without Scoutmaster approval).

Chaplain’s Aide (CA) – plans and assists in Troop non-sectarian religious services and promotes BSA religious emblems programs. Works with the Adult Troop Chaplain.

Bugler - plays the bugle at Troop meetings and campouts and is also the PLC timekeeper.

Den Chief (DC) - works with a Cub Scout den as a guide and activities assistant. We prefer this is an older scout who has completed one or more Troop level positions.

Assistant Patrol Leader (APL) - fills in for the Patrol Leader in his absence. Is generally not a member of the PLC unless he also has one of the above positions.

Order of the Arrow Troop Representative - Represents the Troop OA members at the monthly OA meeting and informs the Troop about OA functions and activities.





The Patrol Leaders' Council or Greenbar

The Patrol Leaders' Council (PLC- also known as The Greenbar), not the adult advisors, is responsible for planning and conducting the Troop's activities. The Senior Patrol Leader (SPL) leads the PLC. The Scouts elect the SPL during the semi-annual elections, which are generally held in September and February of each year. During these elections, each Patrol also elects a Patrol Leader who represents their Patrol on the PLC.

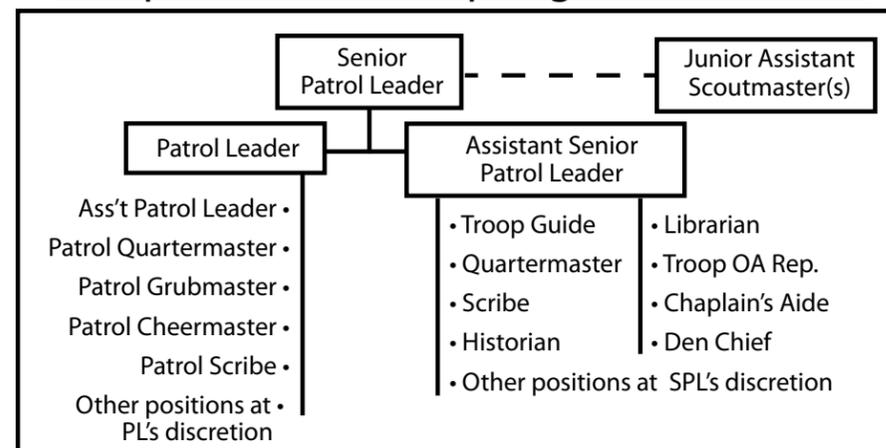
The PLC is comprised of the Senior Patrol Leader and the individual Patrol Leaders, who all have voting rights. Non-voting positions include Assistant Senior Patrol Leaders, and other Troop leadership positions, as listed above. At its monthly meetings, the PLC discusses Troop business and reviews the Program plans for weekly meetings and monthly campouts presented by the Patrol assigned to plan that month's program. The SPL coordinates all planned activities with the Scoutmaster and the Scoutmaster interacts with the Troop Committee to ensure that appropriate support will be available for the planned programs.

Annual Program Planning

The PLC holds an annual Planning meeting in September or October, where the Troop plan is set for the next calendar year. Monthly program themes (such as Pioneering, Canoeing, or Railroading) are developed, along with specific Merit Badges to be covered as part of the monthly program. A calendar of these programs and specific dates is presented by the SPL to and approved by the Troop Committee.

Each Patrol is assigned the planning and execution of one or more of those themes for an assigned month. The plans go through a three month planning and PLC review cycle, with (1) initial thoughts and seeking suggestions, (2) preliminary plans for review and discussion, and finally (3) well documented meeting and campout plans over the course of the three-month period prior to the assigned program month. A Program Advisor and /or the Patrol Advisor may assist the Patrol in this planning process. During the three-month planning process a Patrol may be required to hold meetings more frequently than during other times of the year.

Troop 1000 Leadership Organization Chart



Parental encouragement and support are essential for a Scout to succeed and advance. We encourage all parents to stay informed as to their Scout's activities and progress. The most important thing you can do for your Scout is to show him your interest and encouragement. Simply asking your Scout about the evening's program - what he learned, if he had fun, and what is expected of him the next week - can make all the difference in your son's level of interest and Scouting success.

Unlike Cub Scouts, however, Scouting America requires the Scout to achieve on his own, without his parents doing it for him. A Scout's support group is also built into the Troop by association with other Scouts and the leadership of the senior Scouts and adults who are part of the program.

Our mantra for this is:

Don't do for a Scout what he can do for himself.

You'll be surprised and pleased by your Scout's development at this stage of his life, as he matures through the program. Please feel free to talk to any of the adult leadership about ways to help your Scout.

As you are probably aware, the Scouting program - at all levels - is very dependent upon volunteer adults. Fortunately Troop 1000 presently has a strong group of experienced adults in key positions, many with 10 or more years of Troop involvement, and a strong "bench" of adults in various roles. There is no present danger that you will be called out of the blue and be asked to assume the role of Scoutmaster.

However, some parental involvement is strongly encouraged, and is necessary to provide a great program. This involvement can occur on a variety of levels. Participation may be in the form of program leadership; as an Assistant Scoutmaster, merit badge counselor for a topic related to your carrier, hobby or interest, or subject matter expert for program presentations. We also have our Troop Committee working behind the scenes to support the Troop. We welcome new Committee members should you feel you would like to help but cannot commit to the more regular and sometimes rigorous schedule required by the program side.

In addition, Scout parents as Committee





members can serve the Troop by sitting on a Monday night Scout Board of Review (three or more Committee adults meeting with a Scout as part of the Rank advancement process)

Driving to and from outings and events is another way parents can be of significant help to the Troop. We often transport 20-30 youth and adults to an event, requiring 4 to 6 vehicles plus a trailers in tow. Occasionally we will need additional drivers – especially for long-term camping, such as spring break and summer camp; when we don't take a bus or vans and when some of our regular drivers may not be able to take enough vacation to support these activities. Sometimes we can accommodate staggered parental availability if parents can't stay for an entire campout length.

Parents should plan on assisting at Troop fundraising events, and we encourage helping out with Eagle or Troop service projects. You are always welcome to come to any meeting or outing. We appreciate and look forward to your help in keeping our unit One Grand Troop!

Parents can download a copy of the Adult Volunteer Survey on our website at www.T1000.org/volunteering

Scout Meetings are held year round, Monday nights at Resurrection Lutheran Church from 7:30 PM until 9:00 PM. Exceptions for holidays or other vacations will be on the Troop calendar, updated regularly and published on the Troop Website T1000.org. Parents are always welcome at Scout Meetings.

The deadline for signing up for a campout is called "Signup Sunday". This is usually the Sunday before the next campout weekend and is posted in the Permission Forms. This is the day all Permission forms and payments must be submitted to the Camping Coordinator or else, you cannot go on the campout.

PLC (Greenbar) Meetings are normally held the Monday of the month following a campout at Resurrection Lutheran Church from 7:30 PM until 9:00 PM .

Old Buffs Meetings (SM & ASMs) are normally held the Tuesday before a campout at Resurrection Lutheran Church 7:00 PM until 9:00 PM. This meeting allows the Scoutmaster's staff to discuss the Patrols and ensure the program is properly vsupported.

Troop Committee Meetings are held once a month on Thursdays at Resurrection Lutheran Church from 7:00 PM until 9:00 PM. The Troop committee is made up of several adults who help determine Troop policy, ways and means, etc. Parents are always welcome at Committee Meetings (but please, no children). Scouts are allowed at Committee meetings for discussing relevant topics.

Special Meetings such as Courts of Honor are scheduled on the Troop calendar.

The Troop has at least one Campout or event each month, even December. In some months there may be more than one such event, although not each campout or event will be appropriate for or require all Scouts in the Troop. Some may be High Adventure outings for more advanced and experienced Scouts; some may require only a select group to represent the Troop. Long-term camping is scheduled each summer (Summer Camp/Winter Camp) and generally at Spring Break. An additional week or longer High Adventure trip may be included in the summer program as well.

Permission forms are sent out to drum up interest in an upcoming campout. We strongly encourage all Scout families to consult the Troop Calendar regularly when making up your family calendar.
www.T1000.org/calendar

 **Troop 1000 Volunteer and Adult Resource Checklist**
 Welcome to the Scout family of Troop 1000, Chisholm Trail district. Scouts BSA is for adults as well as youth. We invite you to share your skills, interests and time so the best possible program can be developed for the Scouts in our Troop. In making this survey the Troop Committee wishes to find ways you can enjoy using your talents to help our Scouts. Your cooperation is greatly appreciated. Please return this survey to any adult leader.

Are you currently registered as an adult with Scouts BSA? (circle one) YES / NO
 If NO, please see the Troop Committee Chair.
 (Please Print)
 Adult Name _____
 Scout Name _____ Patrol _____
 Street Address _____ City _____ State _____ Zip _____
 Home Phone _____ Mobile Phone _____
 Business Phone _____ Email _____
 Favorite Hobby _____ Occupation _____

PROGRAM ASSISTANCE - Comittee Positions*	GENERAL ACTIVITES - Troop Activites
<input type="checkbox"/> I can join the Troop Committee	<input type="checkbox"/> Campouts
<input type="checkbox"/> I can join Boards of Review (as needed)	<input type="checkbox"/> Hikes
<input type="checkbox"/> Camping Coordinator - Organize Monthly Trips, Summer Camp, Maintain contacts	<input type="checkbox"/> Outdoor Activites
<input type="checkbox"/> Advancement Tracking (Weekly)	<input type="checkbox"/> Swimming Supervision
<input type="checkbox"/> Treasurer / PayPal (Weekly)	<input type="checkbox"/> Transportation of Scouts, Equipment
	<input type="checkbox"/> 7 or 8 Passenger vehicle

 **T1000 Permission Form**
 * You must fill this form out for each person attending*
 WHAT: October Fishing Merit Badge Campout
 WHERE: Camp Trevor Rees-Jones, Athens TX
 WHEN: Friday October 18 - Sunday October 20, 2024. Arrive at RLC at 6p.
 COSTS:
 Scouts - \$35 (includes food, gas, and camping fees and bait)
 Adults - Free*
 * grubbing costs are \$20-25. Assessed by the grub master at camp.
 Troop Store Link: <https://t1000.org/product/october-campout>
 Signups and Payments are due by Signup Sunday, October 6th.
 Arrow of Light den's attending this activity MUST have a parent and registered BALOO-trained leaders present at all times.
 Parents, please fill out this permission slip for yourself and for your scout. You must declare if you will be attending the entire trip or will be a partial attendance.



Joining and Membership Fees

Each new parent or prospective parent will receive a copy of the Troop's current schedule of Membership fees. As of this publishing a fee of \$85 is assessed by the National office for all participants in Scouting programs. This fee is subject to change over time.

As of this publishing, a Troop joining fee of \$100 will cover hat, t-shirt, neckerchief, slide, other uniform elements and patches, and Scout handbook.

Every year the troop issues Spring and Fall dues each semester. The amount is discussed at the Troop Committee level and will be announced to the troop at large. This is to cover the troop's expenses in support of the program. Troop 1000 is a non-profit organization. All fees are used for program purposes.

Monthly Patrol and Program Scout Dues

As of Fall 2023, Troop 1000 does not collect separate Patrol Dues. They are part of the Troop Membership dues. A breakdown is available from the Troop Treasurer.

Fundraising and Scout "Bin" Accounts

Council sponsored fundraising, such as Popcorn and Camp Card sales, and other Troop sponsored programs, such as Greenery sales, may be available and encouraged for Scouts to participate in, either individually or as part of organized sales opportunities at specific locations. The profits from these sales go directly into individual Scout accounts, called "Bin" accounts, based on the sales or contributions of the participating Scouts. The Troop keeps no share of these proceeds. Scouts can use these funds for their Campout or Summer Camp expenses as explained below. Participation by the Scouts in these fundraising activities is strictly voluntary.

2024 Scouting America Annual Membership Fees

EFFECTIVE AUGUST 1 2024 FOR ALL NEW MEMBERS

\$85/YR	Participants in kindergarten through age 10.
\$50/YR	For all Exploring youth and adults.
\$65/YR	All registered adult volunteers in unit and non-unit positions. (Volunteers with multiple registrations will continue to pay for only one position).
\$30/YR	Scoutreach participants in kindergarten through age 10.
\$25/YR	This fee is for Merit Badge Counselors who are not already registered volunteers.
UNIT CHARTER FEE	
\$100/YR	For all new and rechartering units.
SCOUT LIFE MAGAZINE FEE	
\$15/YR	

The money in Scout "Bin" accounts is available for a Scout to use for Scouting related expenses, specifically Camping costs, unless otherwise approved by the Scoutmaster, but may not be refunded if unused once a Scout is no longer a registered Scout in the Troop. (However, remaining money may be transferred within a family to a sibling Troop member.)

Troop 1000 has Scout Accounts to:

- Encourage greater participation in fundraising activities, and make them profitable
- Acknowledge the effort of those Scouts who participate in fundraising activities
- Provide opportunities to reduce the financial burden of Scouting expenses on families
- Provide opportunities for a Scout to develop money management skills and to help pay for his Scouting experience while supporting his Troop and the BSA.

Bin Account FAQs

Whose money is it?

Until a Scout submits a request for credit or reimbursement as described below, the money belongs to the Troop.

How do Scouts earn money for their Bin Account?

When Scouts participate in Troop fundraising activities, like the popcorn and greenery sales all or a portion of the profits the Troop receives from those sales may be credited to their Bin Account.

The percentage or other fair formula for crediting will vary depending on the nature of the fundraiser and what the Troop's finances look like at the time, but in every case the Troop will explain those requirements in advance of each fundraiser. Most importantly, the amount a Scout can earn will relate to the effort he puts in - the number of sales made, the number of hours worked, or some similar measure.

What can Scouts spend their Bin Account money on?

Bin Account money can be used for camping-related expenses that are paid directly to the Troop. This includes fees for summer camp, monthly outings, and high-adventure activity fees. In addition, Scouts can use their Bin Account money to offset costs associated with their Eagle Court



of Honor celebrations. (You will need to submit receipts to do this.) Scout Accounts cannot be used for other expenses, like camping equipment, uniforms, merit badge books, snacks at Summer Camp, or other expenses without approval from the Scoutmaster.

How will Scouts know how much they have in their Accounts?

Twice a year Scouts receive an account summary. If a Scout loses track of the balance available, he can ask the Troop Treasurer for an update.

How do Scouts spend their Account?

When submitting a Camping or event permission form, please indicate on the form how much of the Scout's Bin Account is to be used toward that expense. You may also use the forms included with this Family Guide as a "check" drawn on that account (and attach it to the Permission Form). If the Scoutmaster approved expense is not for a campout or event, you may fill out, sign, and date a Bin Account Check and turn it in to the Troop Adult Treasurer, who will credit the payment and adjust the Scout Account balance. If a Scout requests reimbursement for payment made directly to a non-Troop Scouting entity or for Eagle COH expenses, provide receipts with your request.

What happens to the money if you quit or graduate from Scouts and still have funds in the Scout Account?

A Scout must use his Scout Bin Account funds while he is an active, registered Scout (and before turning 18). Any funds remaining in a Scout Account after a Scout's registration in Troop 1000 expires (for Troop 1000, December 31st of each year) will be returned back to general Troop funds.

Can the Scout Account be transferred to someone else, or to another Troop?

All or a portion of a Scout Account can be transferred to the account of an immediate family member who is also an active, registered member of the Troop. If a Scout transfers to a new Troop that has a Scout Account program, the Scout can request the Troop Committee to consider transferring the balance once the Treasurer is provided with the new Troop's contact information and the new Troop is confirmed as having tax-exempt status. Otherwise, any remaining funds will be forfeited at the end of the registration year and returned to general Troop funds.



Friends of Scouting

The Circle Ten Council provides many services to make the Scouting program possible for Troop 1000 and your Scout. These services include programs, support materials, training and communications, advancement programs, activities, camping facilities, high-adventure opportunities, and personnel readily available to assist in making possible a better program for all area Scouts.

Friends of Scouting, or FOS, is a primary source of operating income for the Council. Friends are those individuals with an interest in Scouting America and a desire to support the program financially. When given the opportunity, many families of youth members wish to become Friends of Scouting.

Each year - typically in May - Troop 1000, in conjunction with Circle Ten and the Chisholm Trail District, conducts a Friends of Scouting campaign, asking parents to contribute to Scouting. Contributions are voluntary and tax-deductible. (In addition, many corporations will match contributions their employees make to non-profit organizations such as the BSA. Check with your company for further information and details.)

While there are often thank you "gifts," such as patches, hats and such, based on the amount of contribution, even the smallest pledge will earn you thanks and appreciation from all of those who serve or benefit from the Scouting program here in North Texas. Larger pledges to the campaign may earn you an invitation to the annual Friends of Scouting Dinner, a special celebration featuring a significant and interesting guest speaker. If interested in this special invitation, please talk with the Scoutmaster.





Advancement in Troop 1000 is per the BSA's requirements, criteria and policies. All advancement criteria are listed in the Scout Handbook. For the first four ranks, Scout, Tenderfoot, Second Class, and First Class, advancement is dependent on achieving sufficiency in basic Scouting and outdoor skills. From then on advancement is dependent on individual accomplishment through Merit Badges and leadership. Unlike in Cub Scouts, Scouts may work on the requirements for more than one rank at a time.

Many, if not most, Scouts (and their Parents) will begin Scouting with the intent to reach Eagle Rank – even if they do not fully understand the learning, leadership, activities and effort required to get there before their 18th birthday. Advancement through First Class is a “guided” program in Troop 1000, beginning the day they join the Troop and, generally ending with all but a few requirements completed by the end of the Summer Camp trip home.

After that, each Scout will advance at his own pace. Some will go fast, and then slow down. Others will do the opposite, while some will just rocket, or plod along. The more advanced ranks - Star, Life and Eagle - each require a number of Merit Badges be completed/earned, as well as a number of months of leadership time in the Troop or other approved position. While, with a great deal of effort, dedication and a little luck with the election calendar, the exceptional Scout CAN earn Eagle before his 14th birthday, more typically most Scouts accomplish this closer to their 18th.

Once First Class, a Scout is rarely denied an opportunity to have a leadership role in the Troop (or as a Den Chief in a local Cub Scout Pack) to earn his leadership time. Some leadership positions are elected, such as Patrol Leader and Senior Patrol Leader, but most are appointed and/or approved by either the Senior Patrol Leader or the Scoutmaster. The key element here is ASKING and showing interest. Often this requires a less experienced Scout to run for Patrol Leader in an election cycle he wishes to have a leadership position. Even if he does not win that election, if he has demonstrated or can show the ability and/or take training to perform the requested role, he may receive an appointment. Once elected, appointed or approved, the Scout must fulfill the duties and responsibilities of that leadership position in order to earn the leadership advancement credit.

While rank advancement is strongly encouraged, it is not mandated. The program is available to all Scouts at their own speed. Parents are encouraged to take a STRONG interest in what their Scouts are doing to progress, but should not PUSH (except, perhaps, in those last few months before their 18th birthday when the clock is running out). The Troop Committee provides an “Eagle advisor” to help guide your Scout through the Eagle process.

Advancement Process

Ranks are simply a means to an end, not an end in themselves. Everything Scouts do to advance and earn these ranks, from the day they join until they leave the program, is designed to help them have an exciting and meaningful experience. This means providing your Scouts a stimulating and active Troop program! Education and fun are functions of Scouting, and they are the basis of the advancement program. In the Scouting program, recognition is gained through leadership in the unit; attending and participating in the activities; living the ideals of Scouting; and developing a proficiency in outdoor living and useful skills. No council, district, unit, or individual has the authority to add or subtract from any BSA advancement requirement. The advancement requirements have been carefully developed to achieve the aims of Scouting. To alter the requirements would defeat that purpose and would also be unfair to the Scout.

Scout advancement is a four-step process:

The Scout learns. A Scout learns by doing. As he learns, he grows in ability to do his part as a member of the patrol and the Troop. As he develops knowledge and skill, he is asked to teach others. In this way, he begins to develop leadership.

The Scout is tested. A Scout's ability, knowledge and understanding regarding a requirement may be tested by his Patrol Leader, Scoutmaster, Assistant Scoutmaster, a Troop Committee member, or a member of his Troop. The Scoutmaster delegates to Patrol Leaders, Instructors, Eagle Scouts and other specifically trained individuals the authority to give these tests and to pass candidates for specific requirements. All Safety, First-Aid, and Swimming related requirements must be passed by a trained and qualified individual so designated by the Scoutmaster.

The Scout is reviewed. After a Scout has completed all requirements for a rank, he has a board of review. For Tenderfoot, Second Class, First Class, Star, Life, and Eagle palms, the review is conducted by members of the Troop Committee and/or parents. The Eagle board of review is conducted by the Troop Committee with a District representative present.



The Scout is recognized. When the board of review has certified a boy's advancement, he deserves to receive recognition, and his rank patch, as soon as possible. This is normally done at the same or the next Troop meeting. The certificate for his new rank is presented later at a formal court of honor.

Any registered Scout may earn merit badges, badges of rank, and Eagle palms until his 18th birthday. A Scout with a disability may work toward rank advancement after he is 18 years old (review "Program for Youth Members with Disabilities" in National Advancement Policies and Procedures Committee Guide).

The Scoutmaster Conference

Participation in a Scoutmaster conference is a requirement for every rank. The purpose of the conference is to ensure that the Scout is ready for his board of review. An increasing level of trust between the Scoutmaster and each Scout develops during these conferences. In time, the Scoutmaster is allowed by the Scout to become a positive guide and influence in his life. The conference is also an opportunity for the Scoutmaster to review the Scout's personal growth and set goals for further advancement.

Board of Review (Except for Eagle Scout)

When a Scout has completed all the requirements for a rank, he appears before a board of review composed of at least three and not more than six people from the Troop Committee.

The review has three purposes:

1. To make sure that the work has been learned and completed.
2. To find what kind of experience the boy is having in his patrol and the Troop.
3. To encourage the Scout to progress further.

The Board of Review (BOR) is not a time to retest the Scout, but to determine the Scout's attitude and his acceptance of Scouting ideals. The review is normally conducted immediately following the Scoutmaster Conference. Scouts should be in full field uniform (tan shirt, neckerchief, etc.) for the BOR. Scoutmasters and Assistant Scoutmasters do not participate in the board of review.

Examples of the kinds of questions that might be asked are:

- What was your last Good Deed?
- What do you like most in the Troop?
- What new things did you do/learn on your latest campout/service project/Troop meeting?
- What did you learn/feel in giving service to others?
- Why is being a Scout important to you?
- What are your goals in Scouting?
- How did fulfilling requirement number _____ help you?

These types of questions will help the Scout to see the value and practical application of his efforts.

At the conclusion of the review, the board should know whether a scout is qualified for the rank. The Scout is asked to leave the room while the board members discuss his achievements. The decision of the board of review is arrived at through discussion and must be unanimous.

If members are satisfied that the Scout is ready to advance, he is called in, congratulated, notified as to when he will receive his recognition, and encouraged to continue his advancement.

Eagle Board of Review

The Eagle board of review is composed of a minimum of three members and a maximum of six members from the Troop Committee. Plus, at least one district advancement committee representative shall be present.

They must understand the importance of the rank and the Eagle board of review. The discussion will primarily focus on the candidate's Eagle Project - how leadership was achieved, challenges of the project, and take-aways.

If a unanimous decision is not reached, a new review may be convened at the request of the applicant, the Scoutmaster, or the Troop Committee.

If the applicant is again turned down, the decision can be appealed to the District Scout Committee.





MERIT BADGES

A Scout, preferably with a buddy, works closely with a council-approved Merit Badge counselor to complete the requirements for the Merit Badge. Each counselor must be a registered adult member of Scouting America and knowledgeable in the chosen subject. When a Scout feels that he is ready to earn a Merit Badge, he should seek out the Scout's Patrol Advisor who will discuss the request with the Scout (according to process below) and will give him a "Blue Card" indicating approval to pursue the Merit Badge and the name and telephone number of an approved counselor from the Merit Badge counselor list.

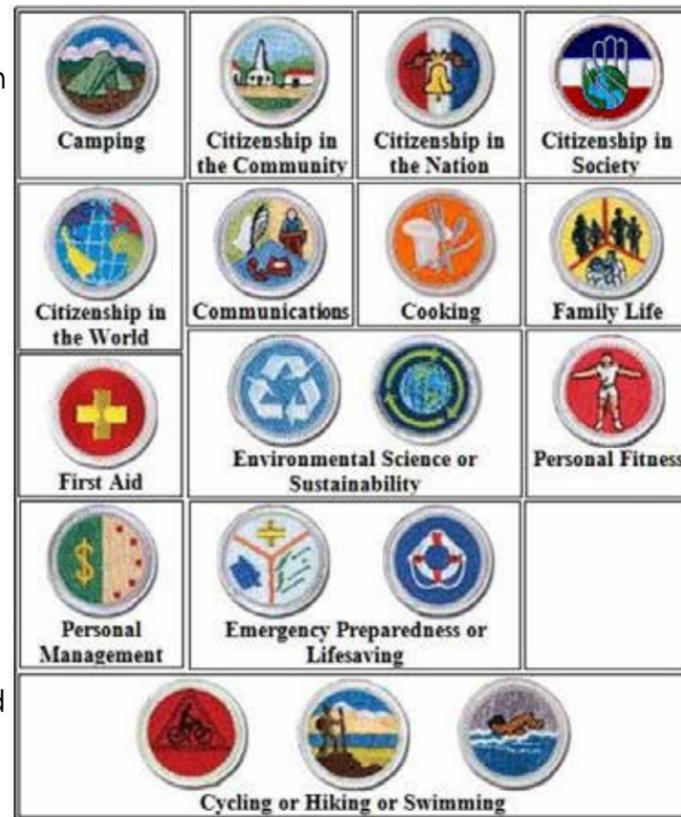
Merit Badges classes may be conducted for an individual (best, though, with a buddy) or in a group. However, badges may only be earned by each individual Scout. Each must demonstrate to the Merit Badge Counselor sufficient knowledge and understanding of the requirements.

Merit Badges provide the opportunity for the Scouts to develop specialized skills and explore individual interests. Beginning with the rank of First Class earning Merit Badges is required for advancement. There are certain specific Merit Badges that are also required for Eagle, and a certain number of these must be earned at each rank from First Class onward.

As of 2023, there are over 130 Merit Badges a Scout can earn. Twenty one of these, including fourteen specific ones, are required to earn Eagle rank.

These 14 are among the most frequently earned badges. Troop 1000 supports a cadre of qualified Merit Badge Counselors to help in this process. The Merit Badge Counselors are coordinated by the Merit Badge Coordinator, a Troop Committee position.

Please note that only qualified Merit Badge Counselors can approve merit badge requirements. Parents cannot sign off on Merit Badge requirements for their Scouts unless they are a registered counselor for that Merit Badge. You must have another person with you at each meeting with the merit badge counselor. This person can be your parent or legal guardian, or another registered adult. Merit Badges are awarded to Scouts for fulfilling requirements in specific fields of interest. The subjects range from Agribusiness to Woodwork and cover areas such as hobbies, careers, sports, science, and Scouting skills.



MERIT BADGES

Scouting America Merit Badge Process

1. Pick a Subject

Talk to your unit leader about your interests. Read the requirements of the merit badges you think might interest you, and pick one to earn. Your leader will give you the name of a person from a list of counselors. These individuals have special knowledge in their merit badge subjects and are interested in helping you.

2. Scout Buddy System

You must have another person with you at each meeting with the merit badge counselor. This person can be your parent or legal guardian, or another registered adult.

3. Call the Merit Badge Counselor

Get a signed Application for Merit Badge, No. 34124 or No. 34130, from your unit leader. Get in touch with the merit badge counselor and explain that you want to earn the badge. The counselor may ask to meet you to explain what is expected and to start helping you meet the requirements. You should also discuss work you have already started or possibly completed.

At the first meeting, you and your merit badge counselor will review and may start working on the requirements. In some cases, you may share the work you have already started or completed.

4. Unless otherwise specified, work on a requirement can be started at any time. Ask your counselor to help you learn the things you need to know or do. You should read the merit badge pamphlet on the subject. Many troops, schools, and public libraries have them.

5. Show Your Stuff

When you are ready, call the counselor again to make an appointment. When you go, take along the things you have made to meet the requirements. If they are too big to move, take pictures or have an adult tell in writing what you have done. The counselor will test you on each requirement to make sure you know your stuff and have done or can do the things required.

6. Get the Badge

When the counselor is satisfied you have met each requirement, he or she will sign your application. Give the signed application to your unit leader so your merit badge emblem can be secured for you.

Merit badge requirements are revised as needed to reflect updated information and technology. Refer to the latest Scouts BSA Requirements book for merit badge requirement updates. The current Scouts BSA Requirements book is available from your local Scouting merchandise distributor. It may also be ordered online at www.ScoutShop.org



MERIT BADGES

Scouts are expected to meet the requirements as they are stated—no more and no less. Scouts must do exactly what is stated in the requirements. If it says “show or demonstrate,” that is what they must do. Just telling about it isn’t enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect,” “identify,” and “label.”

If a new edition of a merit badge pamphlet is introduced with updated requirements after the Scouting America Requirements book has been released, a Scout who is starting the badge may choose to follow either set of requirements until the end of the year. At the start of the new year, Scouts who are beginning must use only the new requirements.

If a Scout has already started working on a merit badge when a new edition of the pamphlet is introduced, they may continue to use the same pamphlet and fulfill the requirements therein to earn the badge. They need not start over again with the new pamphlet and revised requirements.

There is no time limit for starting and completing a merit badge, but all work must be completed by the time a Scout turns 18.

Note: Scouting America does not require boys to have earned any rank before working on a Merit Badge; however, Troop 1000’s practice is to encourage Scouts to work on First Class rank requirements before merit badge requirements (not including First Aid, Swimming and others earned at their first Summer Camp).

It is STRONGLY recommended that the Scout retain his portion of the returned Blue Card along with their Merit Badge Certificate cards issued at the Court of Honor. This is proof of completion, and may be valuable at time of an Eagle Board of Review. Plastic baseball card collecting sheets are useful for this record keeping.

For more information review the policy in Scouting America’s Guide to Advancement.



MERIT BADGES

Becoming a Merit Badge Counselor

All parents have skills, and should consider becoming a Merit Badge counselor. The requirements for counselors are:

- Be 18 years of age or older and of good character.
- Be recognized as having sufficient skills and education in the subjects that they are to serve as merit badge counselors.
- Be registered as adult members of Scouting America.
- Take Merit Badge Counselor Training

If you can serve as a Merit Badge Counselor, please contact any of the Troop’s uniformed adults to get more information and application.

Information for Applicant

- A merit badge application can be approved **only** by a registered merit badge counselor.
- You **must** have a buddy with you (Scout buddy system) at each meeting with the merit badge counselor.
- Turn in your approved application to your unit leader. You will be awarded the merit badge emblem and certificate at a suitable occasion.

Information for Counselor

- Merit badge applications **must** be signed in advance by the applicant’s unit leader.
- The Scout **must** have his buddy (Scout buddy system) in attendance at all instructional sessions.
- You may not change any requirement, but you may share your knowledge or experience that will make the counseling more interesting and valuable.

SKU 34124
7 30176 34528 4
34124 2012 Printing
©2012 Boy Scouts of America

Counselor Initial									
Date of approval									
Requirement No. and letter									
Counselor Initial									
Date of approval									
Requirement No. and letter									

APPLICATION FOR MERIT BADGE

Name _____
Address _____
City _____
is a registered
 Boy Scout Varsity Scout Venturer
of _____ Troop, team, crew, ship No. _____
District _____
Council _____

I have discussed this merit badge with this Scout and recommended at least one merit badge counselor.

Date _____ Signature of unit leader _____

BOY SCOUTS OF AMERICA
34124

The applicant has personally appeared before me and demonstrated to my satisfaction that he has met all requirements for the (please print)

_____ Merit badge

Name of counselor _____
Address of counselor _____
City _____ Zip code _____
Telephone number of counselor _____ / /
Signature of counselor _____ Date _____
Checked and recorded: _____
Date _____ Initials _____
Certificate and badge presented _____ Date _____
Applicant will turn in this portion to his unit leader for record posting.

APPLICANT’S RECORD

Name _____
has given me his completed application for the _____ Merit badge
Completed on _____ / _____ / _____ by _____
Signature of counselor _____
Signature of unit leader _____

COUNSELOR’S RECORD

Applicant _____
 Troop Team Unit number _____
 Crew
_____ Merit badge
Date completed _____ / _____ / _____
Remarks: _____

NOTE TO BOY SCOUT, VARSITY SCOUT, OR VENTURER: Retain this copy for your permanent records.

It is suggested that the counselor keep this record in case any question is raised later in regard to this award.



SERVICE PROJECTS

From time to time the Scouts will have the opportunity to participate in Service Projects. These may be sponsored by an Eagle Scout Candidate as part of his Eagle required project, or may be activities such as Scouting for Food, or community service activities. All Scouts are encouraged to participate in service projects. They demonstrate a commitment to others and our community. Some rank advancement also requires a certain number of service hours. Parent participation is usually welcome, although parent service time does not count towards the Scout's service time.

To help foster a sense of personal responsibility and citizenship, Scouts are required to participate in a service project approved by their Scoutmaster for the ranks of Second Class, Star, Life, and Eagle. Some Merit Badges also require participation in community service.

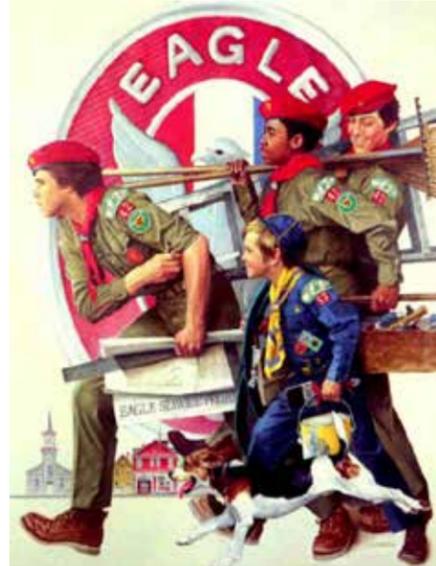
The time of service must be a minimum of 1 hour for Tenderfoot, 2 hours for Second Class, 3 hours for First Class, and 6 hours for Star and Life ranks. This may be done as an individual project or as a member of Patrol or Troop project. Star and Life service projects may be approved for Scouts assisting on Eagle service projects. Please check with the Scoutmaster (or Patrol Advisor) before assuming a non-Eagle or Troop sponsored service project is approved for service hours. Projects benefiting Scouting may not be approved for service hours.

Eagle Service Projects

For the Eagle service project, an Eagle Scout candidate must plan, develop, and give leadership to others in a service project for any religious institution, school, or his community while he is a Life Scout.

The Eagle Scout service project provides the opportunity for the Eagle Scout candidate to demonstrate the leadership skills he has learned in Scouting. He does the project benefiting an organization outside the sphere of Scouting.

Before any Eagle service project is begun, it must be approved by the Scoutmaster, Troop Committee Chair, District Advancement Chairman and the recipient of the project. The size and scope of the project may be amended after discussions with the candidate to determine





RECOGNITION

Troop 1000 believes in immediate recognition of a Scout's accomplishments. When a rank is earned the Scout will receive his new rank badge as soon as possible (generally at the same meeting as he completes his Scoutmaster Conference and Board of Review), and is expected to sew it on himself before the next meeting. To further recognize the Scouts we have a quarterly Court of Honor to recognize the achievements of all Scouts in the Troop.

NOTE: Please do not use "Badge Magic" or glue to affix patches to a Scout Uniform! These not only do NOT hold up to washings, but they leave a stain behind that is impossible to remove when the patch must be changed.

Courts of Honor

When a Scout advances, he normally is recognized at the same meeting where he passed his Board of Review, or the very next Troop meeting. He is recognized a second time at a public ceremony called a Court of Honor (COH). The main purposes of the COH are to furnish formal recognition for achievement and to provide incentive for other Scouts to advance. While rank patches are distributed as and when earned, Merit Badges are presented at the COH along with parent pins, tenure pins, and other recognitions. Troop Courts of Honor are held three times a year to celebrate the Scouts' achievements and advancements. Troop 1000 may hold a potluck supper or dessert in conjunction with some of the Courts of Honor. Attendance at a COH, while not mandatory, is highly encouraged and allows all families to celebrate the achievements and to show their support for all of the Scouts.



One Grand Scout, One Grand Scouter, and One Grand Patrol

In addition to rank advancement, Troop 1000 likes to recognize individual Scouts, Scouters and Patrols who have gone above and beyond in their duties. This can include spending extra time to get a program just right or spearheading a project that benefits the Troop or helping younger scouts advance and learn better. The One Grand Scout and One Grand Scouter receive a special red neckerchief and woggle, a leather lanyard with a red bead for each time they earn the award, a useful gift and a certificate commemorating their achievement.



RECOGNITION

The One Grand Patrol is judged based on a point system of patrol meeting attendance, campout attendance, scout spirit, and rank advancement since the last Court of Honor. The One Grand Patrol receives a plaquard they can display on their Patrol Flag.

One Thousand Thanks

One Thousand Thanks goes to many adults at a Court of Honor who have given their time, talents and resources in a role to help the Troop over the course of a year.

Eagle Court of Honor

Scouts attaining the rank of Eagle may have a separate Court of Honor. These Eagle Courts of Honor are scheduled as needed by the Eagle Scout, the Scout's family and the Scoutmaster. The troop will provide a gathering space at RLC, the Eagle Award kit, the Eagle necker, slide, and knot. The troop will also add their name to the Eagle Scout Plaquard roster.





CAMPING

Camping is the heart of the Scouting program. Campouts are where the Scouts learn and practice their skills, and build lasting relationships with the other Scouts and Scouters. Troop 1000 camps on a monthly basis. In general, the Troop will assemble at the Church on Friday night at about 6pm, leave once packed up and ready, and return on Sunday in the early afternoon. Specific times and details are provided on the permission form for each respective campout.



The camping program is established by the Patrol Leader's Council as part of the yearly planning. In general, campsites are varied, and are chosen to support the program for the month. Transportation to monthly campouts is via private vehicles, normally driven by the Assistant Scoutmasters who are supporting the campout. In some instances, parents are also sought to provide transportation if there are insufficient seats available in the ASM's vehicles.



Parents registered with the Troop are welcome to camp provided they fill out the Permission Form. Parents (as are all adults) are responsible for providing their own personal equipment including tents. (However, with advance approval from the Scoutmaster, ASMs or ASM candidates may be able to use Troop tents until they obtain their own). All adults on a campout will be considered as full working members of the Buffalo Patrol and must camp in the Buffalo Patrol area or as assigned by the Scoutmaster. Adults are not allowed to camp with the Scouts. Family members who are not registered with the Troop may visit the campsite for the day but may not spend the night. Parents are also welcome to visit any campsite, but should check with the Scoutmaster first so as not to interfere with the Troop program.

Most boys join Scouting for one reason - to have fun in the outdoors. The PLC, the Troop Committee, and the Scoutmaster make every effort to give Scouts one or more outdoor experiences every month. Several of the outdoor adventures may be restricted by age or ability. That means separate programs for younger, less experienced Scouts as well as older, more experienced Scouts. Two registered adults, or



CAMPING

one registered adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips or outings (including Patrol campouts). Troop 1000 follows the buddy-system for Scout tenting. Tenting with a buddy enriches the Scouting experience by fostering Scout spirit, enhancing patrol camaraderie, and keeping each other safe. Two male Scouts of similar age (no more than two years apart) may tent together in the same tent provided by the troop. Please refer to the current Guide to Safe Scouting for full safety measures in Scouting America.

High Adventure

Troop 1000 is a "High Adventure" Troop. Our overall Troop program provides high adventure experiences for all levels of Scouts. It is our desire to provide a "challenge by choice" for everyone. Naturally some types of high adventure are not appropriate, nor challenging, for everyone, but in an average year's program all can grow from the challenges provided.

One aspect of this is Troop 1000's Journey Program. The "Journey Patrol" is open to all Troop 1000 registered Scouts who are at least First Class in rank and 14 years old at the time of the activity. (At times a 13-year-old 8th grader may be eligible, dependent on the activity being undertaken.) The primary reason for the Journey activities is to provide a challenging training ground for the older Scouts, who in turn help the other Scouts grow. Leadership skills and confidence development are also key goals of the program, as is providing the older Scouts with extra challenges and opportunities to experience a higher level of Scouting.





Types of Troop Camping

Short-term camping is usually done over one or two nights on the weekend, generally within 2-3 hours of Plano (give or take traffic). The Troop has adequate equipment for the Scouts involved. These short-term camps allow advancement opportunity, fun, and fitness. Long-term or resident camping lasts at least a week and sometimes longer. This will normally be at a summer camp facility or for high adventure. At spring break, the Troop generally sponsors a trip of a week or less.

Summer Camp

The Troop attends a Scouting America Summer Camp each year, generally at the end of June or beginning of July. Summer Camp is a weeklong experience where Scouts can participate in a broad range of Scouting activities, ranging from basketry to water-skiing. Summer Camp is also an opportunity to earn Merit Badges that are difficult to earn in a Troop activity setting.

The costs for summer camp are borne by the Scouts and their families, however there are opportunities for Scouts to raise funds like Popcorn, Camp Cards and Greenery Sales. Costs include the camp, transportation, and spending money. Summer Camp may occur either in or out of Circle 10 Council, as decided by the PLC in its long range planning.

In even years the Troop generally will attend a camp in or near Texas. In odd years, the Troop is more likely to travel farther, to experience a different climate. Longer trips may be limited by the ability of the Troop Committee to raise funds for transportation assistance, as most such trips require rented vans.

Other Long-Term Camps

From time to time the Troop may participate in other long-term camps or trips. These may be treks to various High Adventure bases (i.e. Philmont, Sea Base, Bechtel Summit, etc.) or fall or spring break trips. This type of activity is outside of the normal programs for the year, and is only undertaken if selected by the PLC, and only if adequate adult coverage and transportation can be assured.



“Sign-up Sunday” is the deadline to sign up for a campout. It is when the Scouts must have permission forms and fees turned in for the campout, and make final arrangements for grubbing. Troop 1000 now has a troop store to make submitting campout funds easier and to reflect our more digital world. A month or so prior to the campout an email is sent out with links to any permission forms, medical forms A & B or A, B, & C and store links for Scouts and Adults. Cash is still accepted but each Scout attending an activity **MUST** make sure ALL money, permission forms, and any other required items is turned in to the Activity Chair prior to midnight on Sign-up Sunday.

Permission forms and all other required items must accompany payment. Please understand that there is a great deal of coordination and preparation required for things to work right. Rides must be confirmed, food money budgeted, additional consideration made, and so forth. Your cooperation will help assure your Scout will have a positive camping experience.

Permission Forms

Signed Permission Forms are required for Scouts to attend Troop activities (outside of normal Troop and Patrol meetings). Part of the permission form contains a release for the Troop to obtain medical help for the Scout if he is injured. Permission forms also contain contact information for both the Troop’s and parent’s use, and other pertinent information for the parents. Any Scout showing up for an activity that requires a permission form without one will not be allowed to participate in that activity. Parents will be required to either come and get the Scout, or fill out a form. Contact telephone numbers on the form must be numbers at which parents can be reached during the event. In case of an emergency, the information provided is the only way to reach you.

NOTE: Permission forms are distributed online around a month before an activity, and should be submitted with camping fees by Sign-up Sunday. There is usually a link on the Troop’s website. This is a 3-part form. See next page for example.





PERMISSION Form EXAMPLE



T1000 Permission Form

* You must fill this form out for each person attending*

WHAT: September Webelos Woods Combine Campout

WHERE: Camp James Ray
2026 Mill Creek Rd, Pottsboro, TX 75076

WHEN: Friday September 22 - Sunday September 24
Meet at RLC by 6pm Friday for load-up.
Class A's attire

COSTS:
Webelos and Parents complete this form and sign up at <https://scoutingevent.com/571-2023CJRWebelosWoods1>
\$37 per scout - \$13 camping/\$4 gas/\$20 food
\$10 per scouter
<https://t1000.org/product/september-campout-webelos-woods>

Webelos Woods is an awesome opportunity for Webelos (and their parents) to experience some of the fun that they can look forward to once they cross over into a troop. It is also a chance to experience the differences between the Cub Scout method of adult leadership to the Scouts BSA method of youth leadership. Troops will host Webelos Scouts from various packs and will form patrols which will include those Webelos Scouts for the weekend. Packs will be assigned to camp with a host Troop by the event staff.
This year's theme is the Chisholm Trail Combine. The Combine is a process used

Permission forms contain contact information for the Scout's parents or guardians, food allergy notifications, and Full or Partial attendance.

Pay

Welcome to the Troop 1000 Store. This is our new payment location for fees, dues, campouts, and more.

NOTE: The troop is implementing a 3% service fee for all Credit Card transactions through the troop store. We also have the option to send via Zelle or to give a check to a committee member with the information of the activity written on the check.

Each Scout attending an activity MUST CONFIRM with his Patrol Scribe that all money, permission forms, and any other required items have been submitted. Please understand that there is a great deal of coordination and preparation required for things to work right. Rides must be confirmed, food money distributed, additional consideration made, and so forth. Your cooperation will help!

Showing all 14 results

Default sorting

 Welcome to TROOP 1000 PLANO, TX Joining Fee – FALL 2023 \$150.00 Add to cart	 ONE GRAND TROOP T1000 PLANO, TEXAS Fall Membership Dues \$120.00 Add to cart	 Program Cost FROM: \$0.00 Add to cart	 *October Campout \$0.00 – \$40.00 Select options
 CAMP STRAKE *Winter Camp 2023 FROM: \$75.00 Select options	 PHILMONT SCOUT RANCH CIMARRON N.M. Philmont 2024 \$1,300.00 Read more	 Troop Boonie hat \$15.00 Select options	 Troop T-shirt \$13.50 Select options

Troop 1000 Store page. All campouts, activities, and troop gear can be found at T1000.org/pay



TROOP GEAR

Troop 1000 supplies much of the necessary equipment to support our camping program. This includes tents, chuck boxes (cook kits), stoves, Dutch ovens, grills, rope, lanterns, water coolers, and tarps. Scouts are responsible for the safe and reasonable use of the equipment. A Patrol Quartermaster is assigned the duties of overseeing patrol gear. While the Troop will repair damage to the equipment from normal wear and tear, extensive damage due to misuse of the equipment or horseplay will be the Scout's responsibility.

Troop Equipment

Troop-provided equipment for the Scouts and their Patrols includes:

Tents

Troop tents are to be used by Scouts to ensure uniformity, quality, and standard training. Tents are signed out by Scouts based on the "buddy system," (i.e. one per buddy team, two Scouts to a tent). The Scouts are responsible for signing the tent out from the Troop Quartermaster, generally on the Monday before the outing.

The tent is due back at the next regular Troop Meeting after the campout in a clean and dry condition. Dampness is one of the biggest destroyers of tents. The Scouts are all trained how to clean, dry and stow the tents. The Scouts and Quartermaster will check the tent for damage. Any damage found due to misuse or failure to clean and dry, will be assessed against the Scout(s). Scouts who are overdue in turning in their tents not be allowed to participate in campouts until all equipment issues are resolved. Tents cost several hundred dollars each and are expected to last several years before being retired from regular use.



Patrol Chuck Boxes (Cook Kits)

Each Patrol Chuck Box includes Pots, Pans, Cooking and serving tools and other items to help the Patrol prepare their meals. Periodically these cooking and camping equipment kits are cleaned and inventoried by the Patrols.

Stoves, Dutch Ovens, and Lanterns

Each Patrol is assigned a 2-burner propane stove for their use and care. Additionally, the Troop provides each patrol with a 12-inch Dutch oven which they must maintain and keep clean and properly seasoned.

TROOP GEAR

Backpacking stoves and lanterns (both electric, liquid fuel and propane powered) are provided as needed for the activities and are not assigned to Patrols until needed.

Other Patrol Equipment

Patrols can use troop folding tables when necessary. Grills, tarps and other items necessary for cooking or camping are assigned and provided as needed.

Any damaged or missing equipment is the responsibility of the Patrol to clean or replace. Replacement costs are deducted from the Patrol portion of the monthly Scout Dues, thus reducing the amount available for fun Patrol activities.

Trailers and Sheds

The Troop provides and maintains three trailers to store and transport Troop and personal equipment to and from outdoor activities. Each is a different size, providing the flexibility to select the appropriate size or sizes for each outing.

The Troop provides and maintains two storage sheds in which additional equipment may be placed when not needed for any specific outing. Equipment for various activities, such as rock climbing and rappelling (ropes, harnesses, helmets, etc.), caving, pioneering (ropes, spars/poles), first-aid demonstrations (bandages, dummies, training supplies), and many advancement and Merit Badge kits, are provided by the Troop and stored in the sheds when not in use.

None of this equipment may be removed from the trailers or sheds without Scoutmaster permission and Quartermaster assistance.





Patrol Chuck Box Contents

Aluminum Cook Kit

Large Fry Pan

Small Fry Pan

4 - Aluminum Plates

2 - Fry Pan handle

2 - Quart Pot with lid

4 - Quart Pot with lid

8 - Quart Pot with lid

2 - Hot Pot Tongs

Small Coffee (cocoa) Pot

Stick Free Fry Pan

Non stick spatula

Chef's Tool Kit - Nylon case

Ladle

Slotted spoon

Slicing knife

Paring knife

Can opener

Vegetable peeler

Dry Fry Griddle

Cooking Grill

Camp Shovel

Pair "Fire" Gloves

Set of Wash Buckets (3 diff sizes)

Plastic Box for Cleaning supplies

Mesh Dunking Bag

Dish Soap/Pot Scrubber



Scouts are responsible for providing and maintaining their own personal camping and eating equipment. This includes sleeping bags, sleeping mats, backpacks, flashlights, water bottles, eating items, compass, personal first aid kit, and toiletries. A complete list of required and recommended personal equipment is included in this guide. The Troop will provide specific lists of special personal equipment required for specific weather conditions, long-term camps (including Summer Camp) or high adventure activities as required.

Many parents new to Scouting tend to waste a lot of money by buying the wrong equipment. We suggest attending a Troop orientation and asking a Patrol Advisor before you buy. We've made the same mistakes already, so you don't have to! We may have equipment to borrow as well.

Electronics on Campouts and Outings

Also please note that electronic items (phones, radios, MP3/CD/DVD players, cell phones, and other electronic entertainment or game playing devices) are not allowed outside the vehicles on campouts with the exception of the SPL who may use a mobile phone for emergencies..

Electronic items may be allowed to be used in vehicles while traveling (with the driver's permission, and with headphones). All electronics outside of vehicles will be confiscated. The Troop encourages a separate digital camera if a Scout wishes to take pictures on their adventure. If a Scout needs to be aware of scheduled time activities or needs an alarm, he should wear a digital watch.

We camp to enjoy the outdoors. These electronics may distract from the program, and are also prone to breakage. Similarly non-electronic games that make a lot of noise or have a lot of small pieces are not allowed.





Troop BASIC CAMPING GEAR CHECKLIST
This packing list can be found at T1000.org/camping-ps



Troop 1000 Basic Camping Checklist

RED Daypack or pockets

Daypack essentials:

- 2 1-liter Nalgene Water Bottles - Filled
BSA First Aid Kit - available at Scout Shop
Headlamp - LED type
Survival Whistle
Compass - like Silva Starter 1-2-3
2 Bandannas
Pocket Knife or Multi-Tool
Sunscreen - travel size
Insect Repellent - travel size
Work Gloves
50' of Paracord
Rain Jacket and Pants - Frogg Toggs
Scout Handbook (2019 edition) +++
Pen and pocket-sized notebook

Consider combining many of the smaller items into a Dry Sack, Ziploc, or even a 32oz peanut butter jar.

GREEN Pack in Backpack with hip belt. 65L+ internal frame / 50L+ external frame

Backpack essentials:

- Personal DOPP Kit
Mess kit with lid - Rubbermaid or Sterilite
Silicone collapsible cup
Spork - cup & spork should fit in mess kit
20° or warmer Mummy Sleeping Bag
Sleeping Pad - like Klymit Static-V
Tent - from troop quartermaster

Optional:

- Pack cover
Small towel
Camp Pillow - inflatable or packable
Camp Chair - tripod stool or butterfly
Roll-top Dry Sacks for organization
6 Gallon sized ziploc bags
2 Large garbage bags
Fleece sleeping bag liner

+++ Available from Troop for Purchase

Clothing - All clothing should bear Scout's name

Wear "Activity" blue Troop t-shirt UNDER Field Uniform for travel to campsite. Field Uniform can remain in vehicles.

Clothing essentials:

- Field Uniform
Tan Scouts BSA shirt
Neckerchief and slide +++
Scout pants and belt
Troop hat +++
Hiking boots or Sturdy sneakers
Extra pants or shorts
Extra Troop t-shirt +++
Extra pair underwear
Extra pair thick woolen socks
Liner socks for hiking
Sleep wear

Keep extra clothing in separate Dry Sack. Can double as a pillow!

Cold Weather Clothing as needed - Layers

- Fleece or Down puffy jacket
Sweatshirt or sweater
Top and Bottom Base Layers
Thermal Underwear for sleep clothes
Woolen cap
Gloves
Extra thick woolen socks
Hot Hands

Medication: all medication and a medication form must be presented to the Scout leader in a ziploc with the Scout's name for safe keeping. See T1000 Medication Policy and Forms pdf under t1000.org/camping-ps

Backpack - for everything not in daypack.

ALL GEAR MUST FIT IN BACKPACK

Daypack - small "packable" backpack. Take in vehicle for travel. Any Electronics, games or Cell Phones can travel in vehicles BUT MUST REMAIN IN VEHICLES UPON ARRIVAL. Cell Phones may NOT be used as a camera. No phone calls, email, or texts allowed to or from campsites.

Where possible, clothing should be "dri-fit" poly-pro, nylon or polyester. NO COTTON. NO JEANS. Cotton clothing and jeans will not dry if wet and can be dangerous in cold conditions.

For more info and recommendations visit t1000.org/camping-ps

Daypacks

If you're struggling with what's the difference between a "daypack" and a "backpack" and how is it different from what your kids use for school, let this guide help a bit.

Day Pack: Small "packable" backpack about 24L. Your scout can keep his essentials in the daypack for the trip to the camping location or they can pack it with their backpack gear and part out the essentials at camp.



Daypacks stay with their Scout all weekend and carry their "10 Essentials" to make sure they are hydrated, have their Scoutbook handy for rank requirements, and have emergency items should the need arise.





Backpacks

Internal or external frame. 40-50L is plenty for the first couple years as your Scout grows. There are many models out there and all types of price ranges. Look for padded shoulder straps and hip belt, a lower compartment for your sleeping bag, and side pockets for water bottles. Walmart and Target have quality gear that can work on a budget and aren't too heavy. Weight is a key factor in portability. You don't have to be an "ounce-shaver" but you also should not need a wagon to haul your stuff. A pack shouldn't weigh more than 5 pounds when empty.

All gear must fit in your Scout's pack. The sleeping bag must fit in the lower compartment of your Scout's backpack or fit cleanly to the outside of an external frame pack. With any pack you get you should get it sized to your Scout. REI will help you size any pack to your body type.



Patrol Advisors are here to help! Ask questions. We will be happy to review any specific bag with you or check the fit and suitability should you desire.

(Tip: keep the receipt and bring the item to a meeting for inspection before using on an outing, so that you can exchange if it's not right.)



Sleeping Bags

Sleeping well can make or break a camping trip. As with other gear, there are a bewildering number of sleeping bags. We recommend looking for a combination of low weight, compacted/stuffed size, and overall warmth and durability with a rating of 20 degrees. Knowledgeable folks at REI or Cabela's can help guide you to a 20 degree bag that should work. Review your choices with your Scout's Patrol Advisor. Weight, warmth and size are the key points of comparison for any quality bag. Modern bags are made with more fill on the top and less on the bottom. A bag should not weigh more than 5 pounds.

A Sleeping pad is critical as insulation from the ground. Check the R-value (insulation rating). The higher the R-value, the greater the insulating power.

STORE BAG UNCOMPRESSED HANGING OR IN STORAGE BAG (NOT COMPRESSION SACK) WHEN NOT IN USE.

- European Norm (EN) lower-limit rating of 20°F
- Synthetic insulation continues to insulate well even when damp.
- Shaped hood and down-insulated draft collar to hold in warmth.
- Insulated draft tube backs the zipper to prevent warm air from escaping; anti-snap tape keeps the zipper from catching on the draft tube.
- Full-length, 2-way zipper to make adjustments for ventilation. Footbox allows natural foot movement while also eliminating excess lateral space so you stay warm and comfortable all night long.
- Pad loops give you a way to attach the sleeping bag to your sleeping pad (sleeping pad and attachment hardware sold separately).
- Be sure to acquire compression stuff sack and a storage bag.
- Carry Weight: 2 lbs. 14 oz., Stuff Sack Size: 9 x 17 inches (before compression)





Rain Suit

The Rain Suit is a Rain Jacket and separate Rain Pants - NOT A PONCHO. (We do not allow ponchos as a substitute for a Rain Suit as they do not keep Scouts dry in windy conditions)

The Rain suit is one of the most important items for a Scout - it needs to keep him dry in all kinds of climates (hot/cold), and needs to be lightweight and compact enough to be carried EVERYWHERE around the campsite in his daypack.

Breathability - allowing perspiration to escape while keeping rain and snow out - is another aspect to consider for this purchase. Most kids rain suits are PVC which is NOT breathable. Scouts may feel more wet inside from perspiration than from rain outside the suit.

Troop 1000 recommends Frogg Toggs as an affordable solution. They aren't the most durable but considering they may outgrow them in a year, that may not be a problem. In a pinch, Duct Tape will solve most mishaps.

PLEASE read the sizing information carefully. Frogg Toggs run big because they need to fit over jackets and other layers. This should be at the top of your shopping list to outfit your new Scout.



SIZE	CHEST	WAIST	SLEEVE	INSEAM	HEIGHT	WEIGHT
Small	38-40"	30-34"	35.5"	30	4'8" - 5'4"	Under 120 lbs
Medium	42-44"	34-38"	36.5"	31.5"	5'2" - 5'10"	120 - 150 lbs
Large	46-48"	38-42"	37.5"	33	5'6" - 6'3"	150 - 190 lbs

Personal First Aid Kit

One of the first things a Scout needs to have for his daypack - and which he will take with him EVERYWHERE he goes outside our campsite - will be his personal first aid kit.

The Scout Handbook has a section on the use and contents of such a kit on page 127. And it is Second Class requirement # 6b: "Prepare a personal first aid kit to take with you on a hike."

Troop 1000 puts a great emphasis on knowledge of First Aid. Therefore, we believe it is crucial for each Scout to assemble his own First Aid kit with all of the necessary items (in the right sizes) and to understand how to use each item. Without this experience and knowledge a Scout may not be able to perform very basic First Aid for himself or another Scout when needed. As part of the New Scout program and Trail to First Class, the Troop will be sure that each Scout assembles (or reviews the contents of) his First Aid kit and knows how to use it.

To help your Scout with this requirement, please do one of the following:

1. If gathering the items to include at home, please follow the list in the handbook on page 127 exactly - and use "travel" size items (no full size scissors, or large tubes of Neosporin, etc.). OR,

2. Participate in the Troop's Personal First Aid Kit Building Project (about \$12). Details of this program will be presented at a New Scout Family Orientation meeting, OR,

3. Consider purchasing a brand new item at the Scout Store - the first BSA Personal First Aid kit (only one with the exact recommended contents). This kit is \$20 - and is contained in a pouch small and light enough to carry and large enough to add a few items as his needs change. The details on this kit are at this URL:

<https://www.scoutshop.org/bsa-first-aid-kit-612921.html>





The new Scouts will need their kit for their first Campout, so this is a priority. The Scouts participation in the Troop's First Aid Kit Building Project will do so at the February Campout (or at a make-up session the Monday evening following the February Campout).

If you have ANY questions or difficulties, or if you elect to assemble at home and are short an item - PLEASE call or email the Scoutmaster and he will help you out right away. Scout safety is our first and primary concern.

Oh, and please put your Scouts FULL name and "T1000 Plano TX" on the outside of his kit. First Aid kits tend to get separated from their Scouts!

Water Bottles

Two water bottles are required for each outing. At least ONE of which must be 1-ltr/32 Oz./1-quart each -Wide Mouth Nalgene brand Lexan or compatible. Why are these requirements so specific?

- The top of these bottles fit the water purification equipment carried by the Troop.
- These bottles are known to be leak proof when used properly.
- These bottles also do not retain tastes or odors - and thus are safe to use in areas where we might encounter small or large wildlife attracted to such smells.



Each Scout should keep at least one of his two bottles free from any drink mix, food or other additives which might attract such wildlife. SO, at least one of the two water bottles must fit this description - the other can be a Scout's choice, but must hold at least 1 quart.

To make on-the-trail drinking a bit easier, there are several sipping/pop-up straw tops sold for these wide mouth bottles. But regardless of the top used, the bottles should be checked for leaks before each outing, as they will generally be carried FULL of water. Placing them in a Ziploc bag is an extra and worthwhile precaution if carried INSIDE a daypack or backpack/duffle bag. Mark the bottles with labeling tape if possible.

Other Suggestions

Some other suggestions (check at Troop Orientation meeting to see if group ordering is available for these or other items):

Eating Kit - a plastic Bowl and a "spork" type utensil (combination spoon and fork - best if one fits inside the other with a lid). No plate or separate knife is needed. A popular choice is the Sea to Summit Delta Bowl with Lid, about \$10 at REI. Many experienced Scouts use a Tupperware like rectangular food storage container with lid. For the Spork, a plastic Camping Spork (spoon on one end-fork on the other) at Academy (about \$1) is an excellent choice. Be sure it fits inside the Bowl.

Insulated Cup - a 12 to 16 oz. cup which can be used for hot liquids, like hot cocoa. Not too deep, as it will be difficult to clean. UglyMugz are great for getting a souvenir brand at camp.

Flashlight or Headlamp - No bigger than 2-AA/3-AAA for power. LED bulbs tend to last longer. May be 20 to 100 or more lumens. Look for multi-packs at Home Depot, Costco or Harbor Freight. These often sell for less than \$10 including batteries and you'll have a spare on hand for when they are lost (that's when not if). For new Scouts, we suggest adding an extra headlamp or flashlight rather than extra batteries - these lights often get left on accidentally or lost.

Compass - A clear, flat base, rotating dial, map/orienteering compass is needed, rather than the type that opens and closes in a case. The Troop will have examples of these you can review. The Silva Starter 1.2.3. Compass is a good choice \$15 at Amazon.com. Rothco makes a similar model for less than \$5 at many online retailers. A multi-purpose tool with compass (included as part of a survival tool or other multipurpose gadget) is NOT recommended.

Notepad - Perfect for jotting down notes from a meeting, doodling a leaf or a critter at camp, or keeping a journal of your thoughts during your scouting career.

Again, feel free to ask any Adult Leader, your Scout's Patrol Advisor, or even an older Scout for suggestions about choosing gear. We have spent a lot of time collecting our own gear and will be happy to explain what to look for.





PERSONAL GEAR

Knives and Multitools - The Scouts will want these right away – but they must pass a safety knowledge test before they can use them. So, best to wait till they come home with their Tot'n Chip. We suggest multi-tools over pocket knives. They are more useful and scissors are needed as often or more than a knife. Best value, Cabela's Multitool, only \$6 and includes nylon sheath – buy two for when the first one is lost.

Matches, Lighters and Fire Starters – Like with pocketknives, a safety test is required before they can use matches. This one is called Firem'n Chit. Once earned they may also come home with some suggestions and/or equipment to keep and use.

Rain Covers for Backpack and Daypack – some models come with these, others do not. It's a good idea to have one for their backpack and a large trash bag or two to fit over gear when rain is expected. Daypack covers are a great addition and will keep gear and such from becoming soggy in a stiff rain. These come in various sizes – get one fitted to your pack at REI.

Camp Chairs - while NOT on our required gear list, many Scouts find that a small, lightweight tripod stool or Butterfly-style chair is very helpful. The stool folds up a bit like an umbrella. The Butterfly style chairs are more expensive and tend to be a little heavier but it will be the most favorite piece of gear your Scout owns. These must fit in or attach securely to their backpack.

Suggested brands to look for: Kelty, Alps Mountaineering, Hyke and Byke, Slumberjack, Teton, Deuter, Gregory, Osprey, Coleman, Klymit, Sea to Summit, Magellan (Academy), Ozark Mountain (Walmart), Sierra Designs (Target)

Suggested outfitters: Academy, REI (Garage Sale), Cabela's, Bass Pro Shop, Hiker Direct (great deals for Scouts with membership), Moosejaw, Steep and Cheap

Suggested small gear sources: Target, Walmart, Academy, Amazon (you can choose Circle 10 Council as an Amazon Smile donation recipient).



CAMPOUT COOKING

Cooking and food purchasing for campouts is done on a Patrol basis. Each Patrol will plan its own menus based on the campout guidelines established by the PLC. A Scout will be appointed grubmaster for the patrol per campout, and he will be responsible for assisting with purchasing the food and preparing the detailed menu and preparation instructions as well as staying on budget. This is a requirement for advancement.

Each Scout should make sure that his patrol leader knows of any dietary concerns. Parents MUST complete the Permission Form with dietary concerns if their Scout must avoid certain foods for allergy, dietary or religious reasons. These are not kept on file.

Both hot and cold meals are prepared depending on the overall program. Meals are chosen by the Patrols for nutritional requirements and to suit the type of camping or hiking experience. The troop encourages patrols to come up with exciting and flavorful recipes that reflect their heritage or experience.

Many "fast foods" like hotdogs and chicken fingers are not allowed or at least discouraged. Sodas at meals are also not allowed unless provided by the Troop or served at a restaurant.

Prepackaged "lunchables," candy or "junk food" are also generally not allowed – although a few powdered doughnuts and such do sneak on to the menu from time to time! There are many health reasons for avoiding such foods, particularly in the outdoor environment.

Friday night dinner is NOT served for weekend campouts, with the exception of a cracker barrel if provided at camp, and should be eaten prior to arriving at the church Friday night. Some meals may need to be purchased while traveling or brought by the Scout in his daypack to eat on the way to the event. Be sure to carefully check the Permission Form to see if cash or a brown bag lunch or dinner is required.





CAMPOUT COOKING

The Menu or Meal Plan will (should) contain a variety of “food groups” for each meal. The Patrol Advisors will encourage variety and creativity – however, we are VERY AWARE OF DIETARY CONCERNS. The Permission Form includes a section to list dietary restrictions or allergens to avoid. If needed, the Patrol will cook a version of its main meal “meat free” or without gluten, etc. Therefore, we watch over each patrol to be sure no Scout is seriously skipping meals due to taste and food interests. We don’t advertise this to the Scouts – but there is always some alternative available, even if just dinner rolls or peanut butter and jelly (or just peanut butter or just jelly or just white bread, etc., you know what we mean)

Grubmaster

The job of the Patrol Grubmaster is a very important one – and when done well can teach a Scout valuable lessons in shopping, keeping to a budget, food preparation, menu planning, and proper food storage and handling. Grubmasters are selected per campout - not usually a permanent position. A new Scout should be accompanied to the food store by a more experienced Scout to help show him the process. Patrols and parents must provide coolers if needed. “Dry boxes” are available at the church to store dry/packaged food that does not need to be refrigerated.

We encourage parents to assist their Scout and his Patrol in the food shopping (without doing the shopping) and meal prep process. Many times foods must be pre-cooked or pre-cut up to speed meal prep at the campsite, or to ensure food safety. Showing them how foods are best stored, and which ones must be kept separated, in the cooler, etc. can be very helpful. Ask your Scout’s Patrol Advisor or a parent of an experienced Scout for some hints and suggestions when it is your Scout’s turn to be Grubmaster.

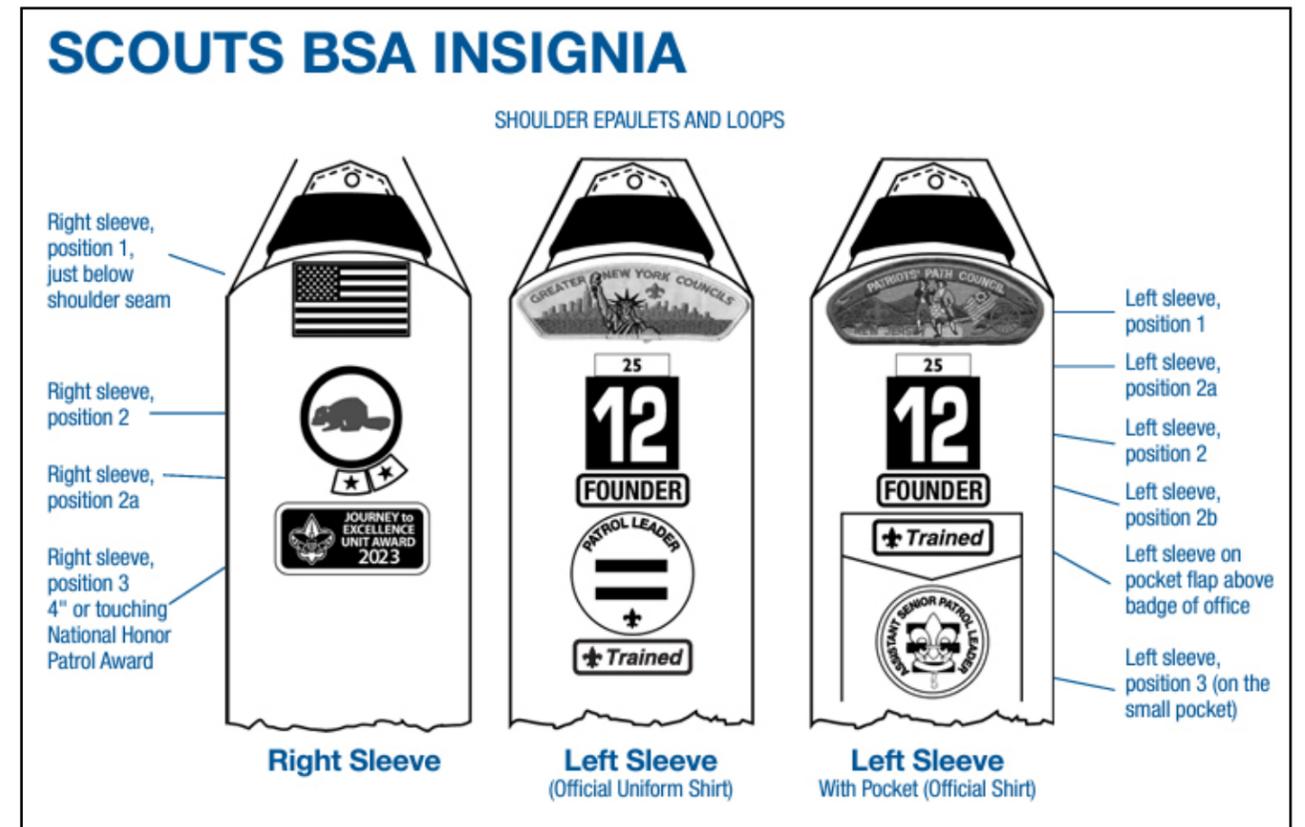
Kitchen and Gear Clean up

The Scouts are taught a three-bucket clean-up process that enables them to sanitize their Patrol cooking gear and personal eating kit. This includes a soap-up bucket, a rinse bucket and a hot water sanitize bucket. However, we encourage you to inspect your Scout’s personal gear (and any Troop/Patrol gear he may have taken home with him) and make sure it is clean and sanitary for use at the next campout.

If Patrol gear was taken home to clean, please be sure that gear is returned the next week to the Patrol cook kit via the Patrol Quartermaster.

UNIFORMS

Scouting America is a uniformed organization. Troop 1000’s standard uniform (Field or Class “A” uniform) is a tan Scouting America shirt with green epaulets, Circle 10 Council patch, rank patch, Troop position patch (as required), Brotherhood of Scouting patch, American Flag, 1000 numeral, and Patrol Patch. For correct placement of patches and insignia please see the Scout Handbook.



In addition an official Scout neckerchief and slide are worn. Official Scout pants, belt and socks are strongly recommended and often available gently worn from our Clothes Closet coordinator.

Our Blue Troop t-shirt can be worn UNDER the tan shirt. Troop Hats are worn to all outings and events In addition, the Scout may wear the Scout Merit Badge sash (generally to Courts of Honor), OA patch (if qualified), religious award square knot (if earned) and Arrow of Light (if earned).

The Field uniform is worn to all Troop meetings, Courts of Honor, and other functions as determined by the PLC. The Field uniform is also the Troop travel uniform which means all Scouts must be in Class A attire to leave for any campout.



The Activity or "Class B" uniform is our Troop 1000 Blue t-shirt, which may be worn at outings, campouts, activities, summer camp and on other occasions as approved by the PLC. When traveling in private or public transportation the t-shirts are worn UNDER the tan field uniform, and the tan shirt may be taken off when arriving at a campsite. Other Scouting (not Cub Scout) related tshirts may be worn during extended stay camps.

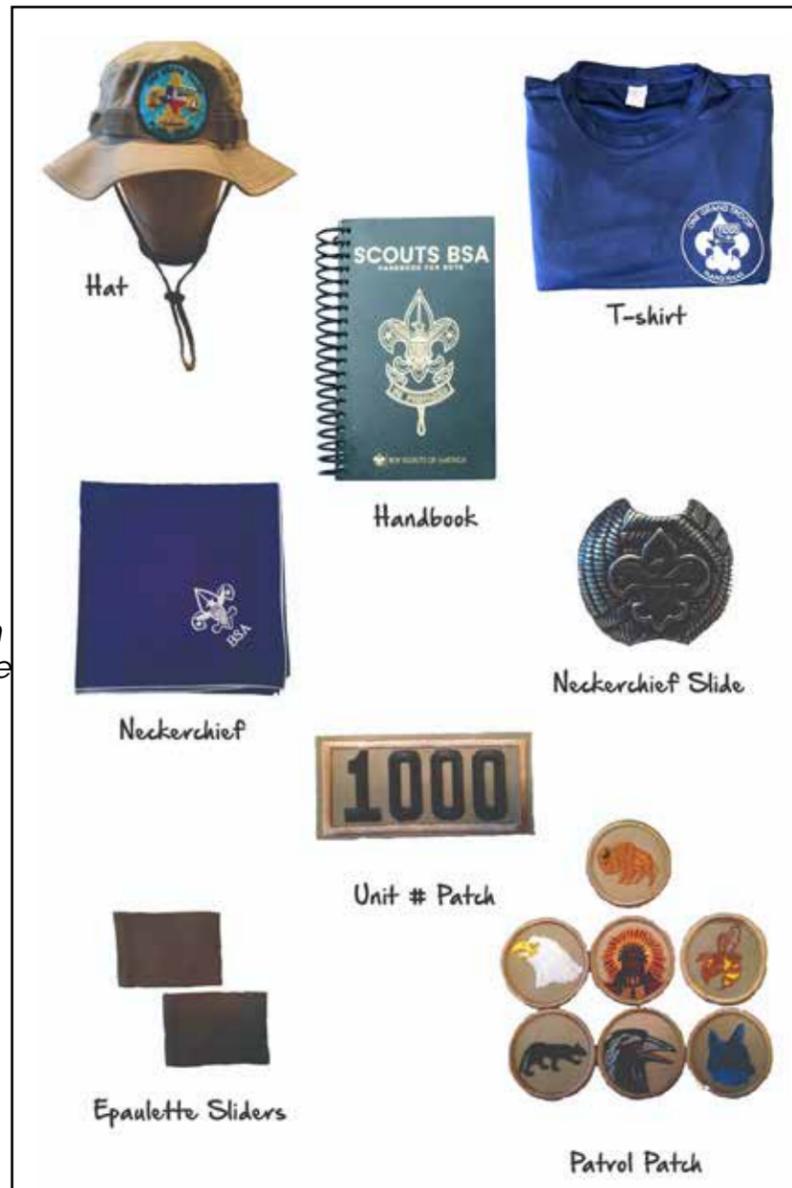
Clothes Closet

The Troop maintains a clothes closet of outgrown, but still serviceable uniforms. The Clothes Closet is also where Scouts can purchase extra Troop T-shirts, scout socks, Troop hat, patches and other items. Please contact the Clothes Closet coordinator for availability.

Troop Store

The Troop also maintains an e-commerce site on it's website where Scouts and Scouters can purchase items in the Clothes Closet and also pay for Troop dues, campouts and other outings. Visit t1000.org/pay

NOTE: While not a Uniform standard, Scouts are asked to refrain from wearing "camo" clothing or other items. Reasons for this include being able to easily find Scouts when lost or missing, as well as reminding us all that any shooting sport (even simulated shooting) involving live targets is restricted as a Scout activity.



As with any organization Troop 1000 has policies and procedures that must be followed for maintaining membership in the organization. Scouting America sets many of these policies, but the Troop Committee has adapted some in order to better serve the needs of the Scouts in our program. Troop 1000 maintains a comprehensive Policies and Procedures Manual. Several of the key points of our policies and procedures are summarized below for your reference. We suggest you review the entire manual for more in-depth understanding of these policies and procedures. The manual is available in the Documents section of the Troop website.

Restricted Activities

Troop 1000 follows the guidelines set out by Scouting America regarding unauthorized and restricted activities. These are activities that the Troop or Patrols cannot engage in as a Scout activity. Some examples of unauthorized activities are: bungee jumping; boxing, karate, and related martial arts; any simulated shooting at live targets (Laser Tag, Paintball Team wars) and exploration of abandoned mines.

Youth Protection Training/Safeguarding Scouts

Scouting America offers a training program for adults that explain the various forms of child abuse. Using an online Q&A, video presentation and discussion guide, the causes, signs, and proper response to and reporting of child abuse incidents are explained in detail.



Troop 1000 requires that all parents directly involved with the youth program take Youth Protection Training (YPT). YPT training follows Scouting America guidelines, and Troop 1000 and Circle Ten requires this training for all Troop adults. It is also required for parents attending outings (campouts), any long term (resident) camp, or teaching a merit badge. The YPT training must be renewed as required by Scouting America, State or Camp rules that apply.

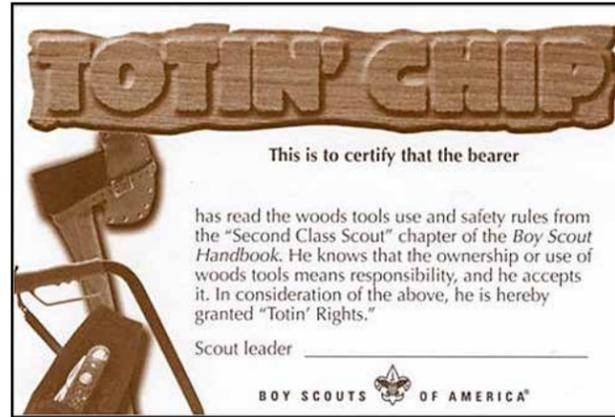
Knives

Pocket knives or multitools with knife blades may only be carried by those Scouts who have successfully completed a Troop training program, and received a "Totin' Chip" card. Pocket knives must have a foldable blade, less than 3 inches long. Fixed blade knives, while approved by Scouting America, are prohibited in our Troop, as are gravity knives, hunting knives, switchblades and spring blades. The use of expensive pocket knives is discouraged, as they tend to get lost or broken on campouts. The Troop strongly discourages buying knives from camp Trading Posts. These tend to be very cheap quality and have caused injuries to Scouts. The Troop recommends an



inexpensive multi-tool with a carrying sheath. Guidelines taught by the Troop for knife use include:

- Must earn Totin' Chip card – usually at or before Summer Camp.
- A knife is a tool not a toy or pastime.
- Whittling strongly discouraged (except when making a Wood carving project with proper whittling tools and safety gear) – especially in close quarters (blood circle)
- Scissors are more effective for most Scout uses



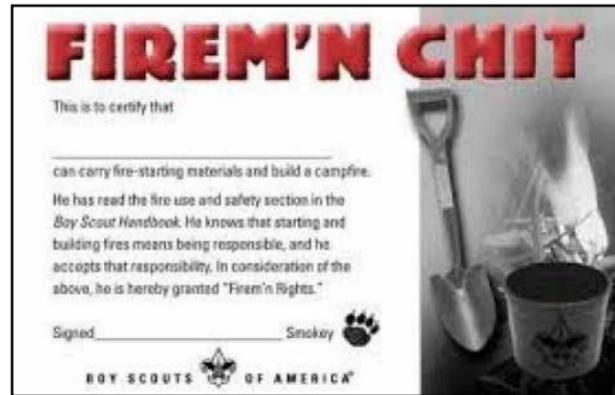
Fire

Carrying waterproof or stormproof matches, and/or a flint & steel fire spark (along with fire starters), in their daypack is encouraged for Scouts who have earned their Firem'n Chit – a fire safety training program. This will be earned at or before Summer Camp. Scouts should receive approved training, such as a fire safety (Firem'n Chit) or stove and lantern lighting class before using any tool or device that may make or start a fire.

Other fire related instruction provided to Scouts includes:

- Never play with matches or fire.
- Never remove anything flammable placed in a fire, such as sticks or branches.

New Scouts do NOT need a lighter. They can carry stormproof matches in a waterproof container or a ferro rod. Patrols should have fire starters ("bugs") available. Making these is a great Patrol meeting activity.



Hammocks

New Scouts are not allowed to sleep in hammocks. Hammocks require a level of maturity, skill, and experience to safely operate. We generally discourage Scouts from using hammocks unless they have used one on a high adventure trek or have approval of the Scoutmaster. The Troop may not be camping in an area that has appropriate trees or they may be too far away from the campsite. Our troop values "buddy camping" as a way to foster Scout Spirit, Patrol camaraderie and Troop safety. Deviation from this policy is at the Scoutmaster's or PLC's discretion.



Firearms

Scouting America is reinforcing its stance on handguns or other firearms at Scouting activities, with the open or concealed carry of handguns or other firearms.

1. While various state laws may have authorized individual Scouters to legally carry or conceal firearms, they are NOT permitted to carry them while involved in Scouting activities outside of the shooting sports program.
2. This applies to all persons involved in the activity, as the activity should be under the control of an appropriately trained Scouter. This has not changed.
3. Review the current Scouting America policy in the Guide to Safe Scouting in both the Range & Targeting Activities section and the unauthorized activity listing that states, "Except for law enforcement officers required to carry firearms within their jurisdictions, personal firearms or ammo shall not be brought on camping, hiking, backpacking, or other Scouting activities except for those specifically planned for target shooting under supervision of a currently certified Scouting America national shooting sports director or National Rifle Association firearms instructor."



Troop 1000 is fortunate to have volunteers who are properly trained in firearms safety. All activities involving firearms are age and skill level appropriate.

Behavioral Problems

Behavior problems are rarely experienced in this Troop, and for the most part in Scouting in general. The older Scouts and adults set the proper behavior example for the younger Scouts to follow. In the rare case a behavior problem goes far enough to be placed in the hands of the Scoutmaster, it is considered on an individual basis. The primary tenet is that no Scout has the right to lessen or interfere with the Scouting experience of others.

Occasionally, a Scout may have a behavioral problem that might require disciplinary action. The Scoutmaster deals with these issues in strict confidence and will inform the Scout's parents of the issue. Repeated offenses or offenses involving the Scout's safety or the safety of others may cause the Scout to be excluded from Troop activities. The Scoutmaster's decisions on this cannot be appealed or overruled.



Smoking, Drinking & Illegal Drugs

It is a policy of Scouting America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by Scouting America or at any activity involving participation of youth members.

Health is a most valuable possession. Smoking will dangerously impair a person's health. Scouting America recommends that Troops maintain the attitude that young adults are much better off without tobacco. Adults are encouraged not to use tobacco products in any form nor allow their use at any BSA activity.

Scout Sunday

Each year the Troop participates in Scout Sunday at RLC. It is an opportunity to demonstrate the value of the Scouting program to our chartering organization, as well as to commemorate the anniversary of the BSA. Attendance at one of the services is encouraged. If you prefer not to attend the service at RLC, we recommend that you wear your Scout uniform at the religious service of your choice.

Order of The Arrow

The Order of The Arrow is a service organization within Scouting America. Scouts are elected to the OA via secret ballots of their peers at one of our yearly Troop elections. Requirements for election are given to the Troop at the time of the elections. Scouts elected to OA will not be notified, but will be "called-out" during a Council campfire. For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth. Our district is in the Cha'Wat chapter of the Mikanakawa lodge. For information please visit <https://oa-bsa.org> and <https://miki.org>



Medical and Medicines

Troop 1000 requires all Scouts and registered Scouters to have a BSA Annual Health and Medical Record form on file for campout eligibility. A weekend campout requires AHMR A & B filled out. A long-term campout or one lasting longer than 72 hours requires the AHMR A, B, & C completed by a family's Primary Care Physician. These can be submitted during a yearly physical. The only way to assure you have the proper documents is to access them from this website: www.scouting.org/health-and-safety/ahmr. This is the only source for the Scouting America's AHMR.

The Scoutmaster needs to be informed if a Scout is taking any medication, or has any medical condition that may warrant special treatments. The medical forms you provide as part of the application process and as requested by the Troop are the primary means of communicating this information. Of particular importance are allergies to medications, insect stings, poison ivy, etc. In the event of a serious injury during a Troop activity, medical help will be sought for the Scout.

Scouting America has a medication guideline that maintains that medication is the responsibility of the Scout and his parents. A comprehensive Medications Policy for Prescription and As Required Medications is maintained by volunteers for the Troop as conditions may allow.

In some cases a Scouter will collect and maintain the medication, but it is preferred that the Scout handle his own medication and FULLY understand it. Due to the nature of our outdoor activities, please discuss any medications with your physician beforehand, and contact the Scoutmaster directly. As noted on the forms and under troop policy, Troop 1000 Scouters are not allowed to dispense any prescription or non-prescription (including Advil, Tylenol, etc) medications or treatments without the written consent of the Scout's parent or guardian.

All medical information is treated with confidence. Extended camping activities may require physicals and physician's releases, the forms for which will be provided as appropriate.

Please visit our website at www.T1000.org/camping-ps for all current Medical Forms. Download and review these forms to familiarize yourself with our policies.



For any and all other issues related to Scouting not specifically addressed here, please refer to the Guide to Safe Scouting and the Guide to Advancement located on scouting.org.



CONCLUSION

Troop 1000 has a tremendous amount of opportunity for training, advancement and leadership for both our youth and parents. If you have any questions or would like to volunteer, please contact any adult volunteer.

Welcome to One Grand Troop!

