

Troop 477 Bylaws

"These bylaws are to be observed at all scout functions for Troop 477. These bylaws are organized in general, and outlining sections and established a code of conduct, and method to amend Troop bylaws."

GENERAL: These Bylaws pertain to chain of command and cover all outings and meetings, unless specified otherwise.

Always obey the Scout Oath and Law at all scout functions.

1. Uniforms

Field Uniforms "Class A" are required at all scout functions, except activities in campouts or at meetings that require physical activity that may damage uniforms. Field Activity Uniform 'Class B' uniforms are required for these activities. Damaged uniforms must be repaired as soon as practical and clothing with rips, tears, or holes are not suitable. The final authority to determine if uniform parts meet these requirements is the Senior Patrol Leader.

Field Uniforms shall consist of Official Boy Scout Uniform: shirt pants, socks, belt and hat. NO NON-SCOUT HATS CAN BE WORN WITH SCOUT UNIFORM AT ANY TIME. "Patrol hats must be approved by the committee and everything the committee says needs to be done, must be completed before it can be worn" (AMENDMENT #4). Closed-toe shoes must be worn at all times, and a troop neckerchief and scout slide. Merit Badge Sash is permitted.

Field Activity Uniform shall consist of uniform (or look-alike pants), a Troop T-Shirt (or- any SCOUT T-shirt), and "an official scout or approved" hat (AMENDMENT #3).

2. Chain of Command

a. Scouts must obey the chain of command, and problems should be resolved at the lowest level possible. If a patrol can't resolve a problem then the patrol will go through the chain of command.

b. The Chain of Command is as follows:

- Members of the patrol reports to...
- Assistant Patrol Leader reports to...
- Patrol Leader reports to...
- Troop Guide reports to...
- Assistants Senior Patrol Leader reports to...
- Senior Patrol Leader reports to...
- Junior Assistant Scout Master reports to...
- Assistant Scout Master reports to...
- Scout Master reports to...
- Committee reports to...
- Chartered Organization Representative

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3. Troop Positions

The Senior Patrol Leader position will be filled by the current Assistant Senior Patrol Leader at the end of the current 6 month term of office. At the end of the term, troop elections will be held to elect the following positions.

- Assistant Senior Patrol Leader (2nd Class or Higher Rank Required)
- Patrol Leader elected by members of the patrol (Tender Foot or Higher Rank Required)

The Patrol Leader of each patrol will appoint a APL (Assistant Patrol Leader), Scribe, Quartermaster. Other positions may optionally be filled at the discretion of the PL, SPL and Scout Master.

The SPL will appoint Scribe, Quartermaster, Historian, OA Representative.

When the Assistant Patrol Leader is elected he will have 6 months from the election to earn the rank of 1st Class which is required to hold the office of Senior Patrol Leader. If the Scout is unable to obtain 1st Class Rank, the Adult Leadership will appoint an interim SPL until the Scout is able to earn 1st Class.

4. Attendance

It is desirable for scouts to attend as many regular Troop meetings, patrol meetings, outings, and special events as possible. Attendance records will be maintained by the patrol leader. Scouts that have an elected or appointed position in the Troop and miss two PLC meetings in a 6 month time period, will be taken out of office unless approved by the SPL and SM, but must always have a representative from the Patrol.

Scouts who cannot make a meeting should notify the Patrol Leader or the Senior Patrol Leader in advance, if possible.

If any scout wishes to join another patrol they MUST get it approved by the SPL and the Scoutmaster, and both of the Patrol Leaders must approve.

5. Behavior:

It is important that scouts observe common courtesy at all times and scouts should show respect for the flag and their uniform, and should obey all rules at all functions. It is expected that when the sign is up "that all scouts will stop activities, talking and listen to the leader who put the sign up. Additionally, the following rules will be observed:

- a. Scouts will not throw anything at people or animals, except as part of approved games, balls and other soft objects may be used when permitted by the scoutmaster. COW TIPPING is allowed, NO BUFFALO TIPPING.
- b. Scouts will show scout spirit and cooperation at events and outings.
- c. No fighting, cursing, arguing, name calling in a malicious manner, harassment, hazing or obscene gestures. This unit will not tolerate this behavior.
- d. Scouts must raise their hand and be recognized by the leader in charge to speak at any troop function.
- e. No food or drinks in meeting unless approved by the Scoutmaster.

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- f. Competition between patrols and other units will be FRIENDLY!
- g. Patrol names must be approved by both the Scoutmaster and Senior Patrol Leader, patrol names should reflect positive scouting image.
- h. Each scout will be given two warnings to behave, the third time they will call their parents and they will leave.
- i. No pointing fingers

6. Amendments

These bylaws may be amended at any PLC meeting by a majority vote (one more than half the leadership that vote on a proposed amendment i.e., 10 people vote on a proposal, it requires six to pass).

7. Outings

Outings are intended to enhance scouting skills, knowledge, fun and abilities. Patrols may organize outings separate from Troop activities provided the Scoutmaster is notified and at least two parents accompany and are present at the outing.

1. Scouts should backpack into campground if possible.
2. Scouts may bring CAFFEINE FREE soft drinks only when the Senior Patrol Leader and Scout Master approve this. The Senior Patrol Leader must be notified within the patrol menu of the amount of soft drinks before he approves the privilege of bringing them. The maximum amount is 4/12 oz. cans per person. If any evidence is found that the trash is not contained then this privileged will cease!!!
3. Scouts must receive permission to go in other scouts tents or leave the unit's campsite other units or unplanned activities from an adult leader.
4. Scouts should be prepared on outings, this includes bringing scout handbooks, merit badge cards, and materials associated with the outing.
5. Troop and patrol campsites must have a troop and all patrol flags, fire fighting buckets, patrol box, and tents, when circumstances allow.
6. Scouts may bring personal electronic equipment unless Scoutmaster notifies otherwise.
7. No food in tents.
8. No fireworks.
9. No fire in tents.
10. Scouts must have a TOTIN CHIP to use a hatchet knife or saw, all cutting will be done in a designated area and approved by an adult leader before any cutting tool is unsheathed.
11. All Knives or axes must be approved by the Scoutmaster.
12. Scouts must have FIRE'N CHIT to start a campfire, all campfires will be approved by an adult leader before ignited. The designated fire Marshall will be in charge of the fire.

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"ACTIVE" or "ACTIVE MEMBER" of the Troop

The term "active" or "active member" is defined as follows:

"The level of involvement for active scouts should be at least half (at least 60%) of all activities of the troop, including meetings, PLC"s, fundraisers, campouts. Also, all scouts should be able to know and teach skills for any rank equal to or below, and demonstrate leadership skills, scout spirit embodied in the scout oath and law"