

Welcome To Troop 16

2010-2011 Troop 16 Scout Handbook



- Meetings: Tuesdays 7:00 to 8:30 PM (Sept – May)
St. Johns Church - Barker and Davidson 20275 Davidson Rd; Brookfield 53045
Summer meetings as scheduled
- Uniforms: Scout shirt with Council Patch, Troop numbers and flag.
Neckerchief and slide (Slide can be homemade)
Distributors:
- Scout Service Center – 804 Bluemound Road, Waukesha
- Dunham's - Calhoun and Bluemound Road
- Neckerchief: Furnished by Troop and presented to new Scouts at the first court of honor he attends.
(Scout's name should be marked on the neckerchief)
- Equipment: Boy Scout Handbook (Scout's name should be marked in handbook)
Silverware - needed for camping (vit'l kit used by most) (mark it some way .for identification)
Mess kit or cook kit -optional but handy
Cup - needed for camping (usually one in mess kit, mark for identification)
Pocket knife - optional for camping (must have Tot'n chip)
- Code of Conduct: Scouts and adults are expected to conduct themselves in an appropriate manner during all scouting activities and functions. A 'Code of Conduct' for both scouts and adults is required to be signed on an annual basis for participation in Troop 16 activities. A copy of each is attached.
- Scout Rank: Once joining the Troop a new scout should earn the scout rank (requirements are similar to the Webelos Arrow of Light requirements).
- Communication: The Scoutmaster regularly communicates with scouts via email. If a Scout doesn't have his own email account; parents are asked to set up a regular system whereby Scoutmaster Communication is timely shared with their scout(s.) In addition, in an effort to foster leadership, responsibility and independence, scouts are to communicate – in person, via email, or via phone – directly with the scoutmaster about any scouting -related items. Parents can assist in this independence process by refraining from taking on this responsibility.
- Camping: We try to get out on a camping trip once a month with two (2) one week campouts during the summer.
- Membership: Fill out application form and return to Mr. Hoepfner
Webelo transfers - Troop will pay transfer fee if application is made before Pack re-charters.
- Long Lake: Potawatomi Area Council Summer Camp (Long Lake) located near Dundee, WI - swimming, boating, fishing, canoeing, rifle, archery, scout skills, camp craft, horseback riding, games, nature. This is a great opportunity to work on Scout Rank skills and merit badges. The Council staffs the camp. Parents are always needed to spend a day, a night, a week, or whatever to help watch over things. Our troop attends the first week of camp usually starting Fathers Day. Details will be issued when available.

High Adventure: A week-long troop activity usually occurring late July or early August. Requirement for this activity is that the scout attends Long Lake Summer Camp or his male guardian comes along.

Volunteering: Every scout family is encouraged to help with the troop activities. An annual fall meeting is held to determine each family's volunteer role.

Fund Raising:

1. Christmas wreath sales run from September through October every year.

Minimum total wreath sales per Scout is \$100.00

- If there is more than one Scout in a family, each additional Scout's minimum sale is \$50.00

Example:

Two Scout family = \$150.00 in total sales

Three Scout family = \$200.00 in total sales

- If this minimum is not met, the family must pay the difference between the actual amount sold and the minimum sales requirement per family. If no wreaths are sold by a family, then the full minimum sales amount must be paid.**

- Note: This is Troop 16's ONLY FUNDRAISER TO BENEFIT THE TROOP so please sell as many wreaths as you can. .

- As an incentive for Scouts to sell wreaths for Troop 16, 10% of the total wreath sales for each Scout will go into a fund to be used for that Scout's next year Long Lake summer camp, Pine Tree Youth Leader Training, or Provisional Long Lake summer camp. An additional 10% will go into a fund to be used for that Scout's High Adventure outing. Unused funds in these scout wreath accounts will be returned to the Troop general fund at the end of each Scouting year (August).

2. Our Council sponsors a popcorn sale each fall. All profits (approx. 40% of sales) are kept in the Troop 16 treasury and is credited to the scout's individual camping account to be used for summer camps, scout camping fees or camping supplies.
3. Elk's Club is a service organization that raises funds, through Sunday Bingo, which they donate to charities. They conduct Bingo Games the 2nd & 4th Sundays of the month. Troop 16 scouts may sign up to help setup and take down tables and chairs. The scout receives \$12.50 for each session worked. The \$12.50 is kept in the Troop 16 treasury and is credited to the scout's individual camping account to be used for the summer camps, scout camping fees or camping supplies.

Court of Honor: A Court of Honor is held 4 times a year to celebrate rank advancement and merit badge completion. These events are usually held in February, June, August and November. All family members are invited.

Uniform Classification:

The type of meeting usually determines the type of uniform to be worn.

Uniform Type	
Class A	Scout shirt, neckerchief and slide, sashes, hair combed, neat slacks and shoes. Also a belt if trousers have loops. This is usually worn for special occasions, ceremonies, Court of Honor, etc.
Class B	Scout shirt, neckerchief and slide, hair combed, neat slacks and shoes. Also a belt if trousers have loops. This is usually worn the first meeting of the month for inspection.

Class C	Scout shirt only, trousers or shorts appropriate for the activity. This is usually worn at all other meetings.
Class D	Any clothes appropriate for the activity. No objectionable clothing, logos or 'messages' are allowed. Worn on some camping trips, game night, etc.

Point System: Scouts earn points for inspection and attendance at all scouting activities. Top scoring scouts are awarded prizes each month and at the end of the season.

Inspection List:

Item	Points Off
No Scout Shirt	5
No Neckerchief	3
No Neckerchief slide	2
Each unbuttoned button	1
Missing required patches	1
No belt when pants have loops	1
Untied shoelace	1
Shirt hanging out of pants	1
No book at meeting	1
Messy hair	1
Dirty hands	1
Sleeves rolled up	1

Note the max deduction is 10 points

Attendance: Taken at all troop meetings. If scout needs to be excused, he should call patrol leader his S.P.L. or Scoutmaster prior to the meeting.

Questions Call:

Scoutmaster	Terry Hoepfner	262-786-0412
Asst. Scoutmaster	Chris Flannery	608-764-3019
Asst. Scoutmaster	Scot Flannery	414-581-4489
Committee Chairman	Larry Long	262-549-6625
Committee Member	Jim Mathes	262-938-0808
Committee Member	Brian Hochtritt	262-549-0647
Committee Member	Jean Lambert	262-785-0231
Committee Member	Jerry Langenecker	414-573-9724
Committee Member	Diane Peterson	262-547-0197
Committee Member/Treasurer	Roxann Cowan	262-542-2564

Troop Web page: <http://www.pacunits.org/t16/index.html>

SCOUT LAW

A Scout is Trustworthy.

A Scout tells the truth. He is honest, and he keeps his promises. People can depend on him.

A Scout is Loyal.

A Scout is true to his family, friends, Scout leaders, school, and nation.

A Scout is Helpful.

A Scout cares about other people. He willingly volunteers to help others without expecting payment or reward.

A Scout is Friendly.

A Scout is a friend to all. He is a brother to other Scouts. He offers his friendship to people of all races and nations, and respects them even if their beliefs and customs are different from his own.

A Scout is Courteous.

A Scout is polite to everyone regardless of age or position. He knows that using good manners makes it easier for people to get along.

A Scout is Kind.

A Scout knows there is strength in being gentle. He treats others as he wants to be treated. Without good reason, he does not harm or kill any living thing.

A Scout is Obedient.

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobeying them.

A Scout is Cheerful.

A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy.

A Scout is Thrifty.

A Scout works to pay his own way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.

A Scout is Brave.

A Scout can face danger although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

A Scout is Clean.

A Scout keeps his body and mind fit and clean. He chooses the company of those who live by high standards. He helps keep his home and community clean.

A Scout is Reverent.

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

TROOP 16 BOY SCOUT CODE OF CONDUCT OVERVIEW

The Boy Scouts of America is a values-based youth development organization that helps young people learn positive attributes of character, citizenship, and personal fitness. The BSA has the expectation that all participants in the scouting program will relate to each other in accord with the principles embodied in the Scout Oath and Scout Law.

As they grow and develop, children and youth need to learn appropriate behavior, and benefit from the guidance and instruction provided by adults. The examples which are set by positive adult role models is a powerful tool for shaping behavior, and is a tool that is used in scouting.

Misbehavior by a single youth member of a scouting unit may constitute a threat to the safety of the individual who misbehaves as well as to the safety of the individual who misbehaves as well as to the safety of other unit members. Such misbehavior constitutes an unreasonable burden on a scout unit and cannot be ignored.

The following suggestions are offered by the Ad Hoc Code of Conduct Committee of Troop 16 as helpful guidelines for adult staff members of the troop. They stand not as hard and fast rules, but as helpful guidelines for adults who need to make disciplinary decisions regarding youth scout behavior.

The following excerpts are taken from the TROOP 16 BOY SCOUT CODE OF CONDUCT:

Unless otherwise noted, all of the following disciplinary actions may be taken by an adult chaperone, an adult staff member, or acting scoutmaster. Consequences of violations should be applied consistently.

1. A scout will set a good example by keeping himself clean and neatly dressed, and caring for his uniform.
The scout will receive positive reminders and lose points according to the Troop 16 Inspection Code. At Long Lake, scouts may be asked to return to their tents in order to dress properly for dinner or assembly.
2. A scout is responsible for taking home any notes or permission slips and giving them to his parent/guardian. A scout is responsible for handing in any money, permission slips or notes from his parent/guardian to the scout leaders in a timely fashion.
The scout will receive reasonable verbal and email reminders, and will miss an event if the deadline is not met. The parent/guardian is asked to request information from the scout, and to read and share information with the scout.
3. A scout will take care of all troop or patrol gear issued to him or his patrol and of any personal property belonging to him or to others. A scout will put his name on all of his personal gear. A scout will be responsible for any negligent damage that he may cause. Theft or vandalism will not be tolerated.

The scout will receive positive reminders about gear. A scout who engages in "keep-away" games with another scout's personal gear will be warned. A scout's parent/guardian will be informed if damage to troop or another scout's personal gear occurs. Serious theft or vandalism will require payment for damaged items, apologies, communication with the Troop Committee and possible suspension from future scout events.

4. A scout will bring appropriate and approved gear with him to scout meetings and events. The following items are inappropriate or banned:
 - a) Any printed or recorded material that leaders consider rated "R"
 - b) Knives other than pocket knives as described in the Boy Scout Handbook (no switchblades, gravity knives, sheath knives, butterfly knives, etc.)
 - c) Fireworks or explosives of any kind
 - d) Toy weapons such as super soakers, air soft guns, darts/dart guns, etc.
 - e) Electronic devices such as walkie-talkies, cell phones, radios, music devices, games, etc.

Prohibited gear will be confiscated and returned to the offending scout's parent/guardian at the end of the event. Serious or repeated offenses will result in the acting scoutmaster communicating with the Troop Committee and may result in suspension from future scout events.

5. Scouts are not to use cell phones during meetings or other scouting events. This includes telephone, texting, camera, music, internet, games, etc. A working cell phone will be available at every scouting event; contact information should be necessary, scouts can approach an adult leader to use the available cell phone during meetings or other scouting events.

Cell phone use during Scout meeting or Scouting events will be followed by confiscation of phone by scoutmaster or assistant scoutmaster to be returned to the scout's parent at the end of the meeting or scouting event. If parent not present at the end of the meeting or scouting event, phone will be returned to the scout and scoutmaster will make email/phone contact with parent.

6. A scout will abide by the law and will not purchase, possess or consume tobacco products, alcoholic beverages or illegal drugs.

A scout in possession of any of these substances will be immediately removed by the acting scoutmaster from the scout event. The Troop Committee will be informed by the acting scoutmaster. A meeting with the parent/guardian will follow. Authorities will be notified by the Troop Committee Chair if warranted.

7. A scout will use clean and kind language. Profanity, put-downs and verbal taunting will not be tolerated.

A scout will receive warnings and an apology may be called for. The parent/guardian will be informed by the acting scoutmaster if behavior persists or is serious. Incidents of verbal taunting may result in a scout being removed from an event, and may be considered harassment. The acting scoutmaster will report incidents of verbal harassment to the Troop Committee.

8. A scout will behave in a safe manner. Unsafe behaviors will not be tolerated and include: improper use of knives or axes, improper use of sharp sticks, rope or other equipment, playing with fire.

A scout will receive positive instructions or warnings as needed. Adult staff may cut corners off of Tot 'n Chip or Fireman's Chit cards as warnings. Dangerous behavior will be stopped immediately (by any chaperone or adult staff member) and reported to the acting scoutmaster. Dangerous behavior or repeatedly ignored warnings may result in the offending scout's removal from the event by the acting scoutmaster, communication with the Troop Committee, and a meeting with the parent/guardian.

9. A scout will use the buddy system during troop outings. Scouts will use the "rule of three" when meeting with a leader or adult.
A scout will receive positive reminders. A scout who consistently violates the buddy system rule may be given a time-out by an adult staff member.
10. A scout will behave in a friendly manner. Behavior that sets a bad example or gives the appearance of causing physical harm will not be tolerated. Behavior with the intent to cause physical harm will not be tolerated. Examples of prohibited behavior include, but are not limited to:
 - a. Physically violent behavior such as choking, punching, or any deliberate attempt to injure another person.
 - b. Throwing objects with the intent to harm another person
 - c. "Play-fighting" which gives the appearance of fighting or is determined that it could lead to fighting
 - d. In addition, a scout is expected to "keep his hands and feet to himself," during meetings, meals and other times that are not designated as "game time" when scouts may physically interact.
 - e. A scout who engages in poking, soft-hitting or play-fighting will receive reminders to keep hands and feet to himself. Ignoring repeated reminders may result in a "time out" given by an adult staff member and acting scoutmaster or adult staff member conversation with parent/guardian.
 - f. A scout who is observed in engaging in any physically violent behavior with intent to harm will be stopped in that behavior by any chaperone, adult staff member or acting scoutmaster. The acting scoutmaster will remove the scout from the event, will inform the Troop Committee, and a meeting with the parent/guardian will follow. Suspension from future events may result.
11. A scout who is observed in engaging in any physically violent behavior with undetermined intent will be stopped in that behavior by any chaperone, adult staff member or acting scoutmaster. The scout will immediately be required to meet with the acting scoutmaster or adult staff to discuss the situation. Appropriate discipline will be determined by the acting scoutmaster and may include: time-out, probationary period, removal from the event. The acting scoutmaster will inform the Troop A meeting with the parent/guardian will follow.
12. A scout will respect authority, and will comply with instructions given by the acting scoutmaster, adult staff, adult chaperones and youth leaders unless the scout deems the instructions to endanger himself or another scout. In that case, the scout will seek help from another adult staff member. A scout will immediately report any dangerous situation to the nearest adult chaperone or staff member.
A scout who disrespects authority in a casual manner will receive reminders. A scout who continually disrespects authority in a casual manner may receive a

time-out from an adult staff member and/or adult staff member or acting scoutmaster conversation with the parent/guardian. A scout who disrespects authority in a vulgar, angry or violent manner will meet with the acting scoutmaster, who will determine appropriate discipline. Options include: Meeting with the parent/guardian, time-out, removal from the event, informing the Troop Committee...

13. A scout who has a problem with another scout will report the problem to his patrol leader and patrol advisor, who will seek advice from an adult staff member if the problem is in violation of the Code of Conduct or if a solution cannot be found. A scout who has a problem with an adult chaperone or adult staff member will report the problem to two other adult staff members.

A scout will receive positive encouragement and proper information regarding conflict resolution. Adult chaperones, adult staff members and acting scoutmasters will receive proper information about "chain of-command" and the role of the Troop Committee. Parents will receive proper information regarding the role of the Troop Committee in conflict resolution.

TROOP 16 BOY SCOUT CODE OF CONDUCT

All scouts in Troop 16 are responsible for living up to the Scout Oath, Law, Motto and Slogan. The following Code of Conduct has been adopted by the Troop Committee and is intended to direct scout behavior during scout events. It must be signed on an annual basis by each scout and his parent/guardian at the beginning of each scouting year (September). Signed copy must be on file in order for scout to be registered with the troop and attend campouts or other activities. New scouts will sign at the time of registration with the troop. Parents will help their scouts to understand the importance of following this code. Any situation that is not explicitly covered by the code will be decided by the acting scoutmaster, followed by discussion with the scout and his family.

1. A scout will set a good example by keeping himself clean and neatly dressed, and caring for his uniform.
2. A scout is responsible for taking home any notes or permission slips and giving them to his parent/guardian. A scout is responsible for handing in any money, permission slips or notes from his parent/guardian to the scout leaders in a timely fashion.
3. A scout will take care of all troop or patrol gear issued to him or his patrol and of any personal property belonging to him or to others. A scout will put his name on all of his personal gear. A scout will be responsible for any negligent damage that he may cause. Theft or vandalism will not be tolerated.
4. A scout will bring appropriate and approved gear with him to scout meetings and events. The following items are inappropriate or banned:
 - a. Any printed or recorded material that leaders consider rated "R"
 - b. Knives other than pocket knives as described in the Boy Scout Handbook (no switchblades, gravity knives, sheath knives, butterfly knives, etc.)
 - c. Fireworks or explosives of any kind
 - d. Toy weapons such as super soakers, air soft guns, darts/dart guns, etc.
 - e. Electronic devices such as walkie-talkies, cell phones, radios, music devices, games, etc. unless otherwise directed or cleared by the acting scoutmaster.
5. A scout will not bring a cell phone to:
 - a. Campouts
 - b. Scout Meetings
 - c. Scouting events

If on rare occasion it's not possible to leave the phone at home, it must be powered off and kept out of sight. A working cell phone will be available at every campout, scouting event and meeting. Contact information should be available to parents prior to the event. When necessary, scouts can approach an adult leader and request to use the available cell phone during meetings, scouting events, or campouts.

Consequences for violation of this portion of the Code of Conduct are as follows:

- a. Phone will be surrendered to an adult leader and returned to the parent/guardian following the campout/meeting/event.
 - b. Repeated violations or refusal to surrender the phone when requested by an adult leader or chaperone will result in 3 month suspension from scouting.
6. A scout will abide by the law and will not purchase, possess or consume tobacco products, alcoholic beverages or illegal drugs.

7. A scout will use clean and kind language. Profanity, put-downs and verbal taunting will not be tolerated.
8. A scout will behave in a safe manner. Unsafe behaviors will not be tolerated and include: improper use of knives or axes, improper use of sharp sticks, rope or other equipment, playing with fire.
9. A scout will use the buddy system during troop outings. Scouts will use the “rule of three” when meeting with a leader or adult.
10. A scout will behave in a friendly manner. Behavior that sets a bad example or gives the appearance of causing physical harm will not be tolerated. Behavior with the intent to cause physical harm will not be tolerated. Examples of prohibited behavior include, but are not limited to:
 - a. Physically violent behavior such as choking, punching, or any deliberate attempt to injure another person.
 - b. Throwing objects with the intent to harm another person
 - c. “Play-fighting” which gives the appearance of fighting or is determined that it could lead to fighting

In addition, a scout is expected to “keep his hands and feet to himself,” during meetings, meals, and other times that are not designated as “game time” when scouts may physically interact.

11. A scout will respect authority, and will comply with instructions given by the acting scoutmaster, adult staff, adult chaperones and youth leaders unless the scout deems the instructions to endanger himself or another scout. In that case, the scout will seek help from another adult staff member. A scout will immediately report any dangerous situation to the nearest adult chaperone or staff member.
12. A scout who has a problem with another scout is encouraged to report the problem to his patrol leader and patrol advisor, who will seek advice from an adult staff member if the problem is in violation of the Code of Conduct or if a solution cannot be found. Scouts may report problems to adult leaders at any time. A scout who has a problem with an adult chaperone or adult staff member will report the problem to two other adult staff members. Parents who become aware of problems between scouts or between scouts and adults should report them to the acting scoutmaster or adult leader.

TROOP 16 BOY SCOUT CODE OF CONDUCT

All scouts in Troop 16 are responsible for living up to the Scout Oath, Law, Motto and Slogan. The following Code of Conduct has been adopted by the Troop Committee and is intended to direct scout behavior during scout events. It must be signed on an annual basis by each scout and his parent/guardian at the beginning of each scouting year (September). Signed copy must be on file in order for scout to be registered with the troop and attend campouts or other activities. New scouts will sign at the time of registration with the troop. Parents will help their scouts to understand the importance of following this code. Any situation that is not explicitly covered by the code will be decided by the acting scoutmaster, followed by discussion with the scout and his family. My signature below indicates that I agree to follow the Troop 16 Boy Scout Code of Conduct.

Scout Signature	Print Name	Date
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Parent/Guardian Signature	Print Name	Date
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Revised 09/10

TROOP 16 ADULT SCOUT STAFF & ADULT CHAPERONE CODE OF CONDUCT

All adults in Troop 16 are responsible for living up to the Scout Oath, Law, Motto and Slogan. The following Adult Code of Conduct has been adopted by the Troop Committee. It must be signed on an annual basis, at the beginning of each scouting year (September), by each adult leader who will serve as an acting scoutmaster or scout staff member and by each parent/guardian who will serve as an adult chaperone during the course of the program year. Any situation that is not explicitly covered by the code will be decided by the Troop Committee.

1. Any adult serving as scoutmaster or as a scout staff member (leader) will complete Basic Leader Training, Youth Protection, Level Specific, and any other training courses as recommended by the Troop Committee.
2. Any adult serving as an adult chaperone will attend an orientation session, led by scoutmaster and/or the scout staff. Adult chaperones are under the authority of the acting scoutmaster and adult scout staff.
3. Scout staff and adult chaperones will personally abide by the **amended** Troop 16 Adult Scout Staff & Adult Chaperone Code of Conduct during all scout meetings and events:
 - a. The adult will set a good example by keeping himself or herself clean and neatly dressed, and caring for his or her uniform.
 - b. The adult will personally complete permission slips and provide payment in a timely fashion so that transportation arrangements can be made in an efficient manner.
 - c. The adult will take care of all troop or patrol gear issued to him or her, of personal property, and of property belonging to others. The adult will put his or her name on all personal gear. The adult will be responsible for any negligent damage that he or she may cause. Theft or vandalism will not be tolerated.
4. The adult will bring appropriate and approved gear to scout meetings and events. The following items are inappropriate or banned:
 - a. Any printed or recorded material that is considered rated "R"
 - b. Knives other than pocket knives as described in the Boy Scout Handbook (exception: an adult may bring a larger knife for food preparation or for filleting fish)
 - c. Fireworks or explosives of any kind
 - d. Toy weapons such as super soakers, air soft guns, darts/dart guns, etc.
 - e. Electronic devices such as radios, music devices, games, etc.
 - f. **Cell phones and walkie talkies are approved devices for adults (see the Cell Phone Policy)**
5. The adult will abide by the law and will not purchase, possess or consume illegal drugs, and will not possess or consume alcoholic beverages at scout events. The adult will abide by the BSA smoking policy, and will not smoke in the presence of boy scouts.
6. The adult will use clean and kind language. Profanity, put-downs and verbal taunting will not be tolerated.

7. The adult will behave in a safe manner. Unsafe behaviors will not be tolerated and include: improper use of knives or axes, improper use of sharp sticks, rope or other equipment, playing with fire.
8. The adult will follow the BSA policy of 3-deep leadership. At no time will one adult be alone with one boy.
9. The adult will follow the BSA policy of NEVER grabbing or inappropriately touching an adult or boy scout. The ONLY exception is in response to a dangerous or violent situation. Adults will follow the guidelines of the BSA Youth Protection policy (and these guidelines will be applied to adults as they interact with their own children).
10. The adult will respect authority, and will comply with instructions given by the acting scoutmaster and adult staff, unless the adult deems the instructions to endanger himself, herself or another person. In that case, the adult will seek help from another adult staff member.
11. The adult who has a problem with a boy scout will report the problem to the acting scoutmaster. An adult who has a problem with another adult will report the problem to the acting scoutmaster and to at least one other adult staff member.
12. The adult will abide by the following Troop 16 cell phone policy. This policy is designed to provide for the safety of the scouts and adults, and to allow scouts appropriate access to their parents/guardians. The policy intends to discourage scouts from using cell phones to play games, contact friends, etc. during scout events.
 - a. During scout events, parents/guardians will be provided with an emergency contact number (acting scoutmaster cell phone number, land line number or other designated number) to be used only in cases of emergency.
 - b. If willing, the adult scout staff member or adult chaperone will carry his or her cell phone during scout events, to be used in the case of emergency to contact authorities or parents/guardians. The acting scoutmaster will verify that a minimum of two adult staff members or chaperones have cell phones during any given event.
 - c. If a boy scout wishes to phone his parent/guardian, the adult staff member or adult chaperone will **check with the acting scoutmaster or available adult scout staff member**, and then may use his or her cell phone to place the call for the scout, and then will allow the scout to speak freely.
13. The adult scout staff members and adult chaperones are responsible for monitoring the behavior of boy scouts and interceding when necessary. Adult scout staff and chaperones are encouraged to enforce the Boy Scout Code of Conduct with positive instruction and conversation. Reprimands, warnings and time-outs are appropriate negative consequences for adult staff members and chaperones to use. All disciplinary actions should be reported to the acting scoutmaster. The acting scoutmaster holds the responsibility of communicating with the parent/guardian of a boy scout who violates the Code of Conduct.
14. The acting scoutmaster holds final authority at any given scout event, and will determine if a boy scout or an adult staff member or adult chaperone needs to be removed from the event. The acting scoutmaster will seek advice from adult scout staff members and adult chaperones.

15. A parent who attends a scout event is not responsible for administering discipline to the scouts. A parent who is present in a dangerous situation may intervene, but is otherwise charged to defer to the adult chaperones and adult scout staff members who are present.

16. The Troop Committee will review any incident as requested by a boy scout, a parent/guardian or adult scout staff member or chaperone.

HELPFUL DEFINITIONS

Acting Scoutmaster = The person listed on the Troop 16 charter as Scoutmaster, or whoever is designated by the official scoutmaster as “Acting Scoutmaster” for a given event. The acting scoutmaster guides the other adult staff and the senior and assistant senior patrol leaders, encouraging overall use of the patrol method. The acting scoutmaster holds final authority on all decisions during the event (such as schedule changes or cancellations, scout assignments, discipline)

Adult Staff Member = Assistant Scoutmasters, Junior Assistant Scoutmasters who are age 18 or older, Troop Committee members and other adults with designated leadership positions in the troop. The adult staffs members work to encourage, guide, teach and serve as role models for the boy scouts, and work to support the acting scoutmaster.

Adult Chaperone = Parent, guardian or other adult who attends a troop event in a supervisory role, that is, not to accompany his or her son, but to teach, coach, serve as a role model and help out for the good of the troop. Adults who attend troop events will be asked to indicate if they are attending as “chaperones” or as “parents.”

Parent/Guardian = An adult who may attend a scout event in order to assist his or her child due to special needs or circumstances; or an adult who visits or shares a brief stay during a scout event (for example, sleeps one night at Long Lake)

TROOP 16
ADULT SCOUT STAFF & ADULT CHAPERONE CODE OF
CONDUCT

All adults in Troop 16 are responsible for living up to the Scout Oath, Law, Motto and Slogan. The above adult Code of Conduct has been adopted by the Troop Committee. It must be signed on an annual basis, at the beginning of each scouting year (September), by each adult leader who will serve as an acting scoutmaster or scout staff member and by each parent/guardian who will serve as an adult chaperone during the course of the program year. Any situation that is not explicitly covered by the code will be decided by the Troop Committee.

My signature below indicates that I agree to follow the Troop 16 Adult Scout Staff & Adult Chaperone Code of Conduct.

Scout Staff or Adult Chaperone Signature
Date

Print name

TROOP 16 2010 – 2011 CALENDAR

September	1	Fox River Roundtable for Adults & OA Members – Life & Eagle Scouts Present Mix-O	C
	4	Carpentry Merit Badge Clinic	B
	7	Meeting: Inspection, Elections and choose Patrol Members <input checked="" type="checkbox"/> Webelos Jam-O Ree PS Due <input checked="" type="checkbox"/> Plan Patrol Menu for Webelos Jam-O-Ree <input checked="" type="checkbox"/> Devil's Lake Hike & Campout PS Out; <input checked="" type="checkbox"/> Clayton Lewis Eagle Service Project PS out	B
	10-12	Webelos Jam-O-Ree at Menomonee Park	C
	12	Elk's Bingo Service Day	D
	14	Meeting: <input checked="" type="checkbox"/> Patch Design Contest Info Out; <input checked="" type="checkbox"/> Pick Patrol Names; <input checked="" type="checkbox"/> Clayton L. Service Project PS Due	C
	18	Clayton L. Eagle Project	D
	21	Meeting: Scuba Diving Crew Presentation; Work on Patrol Flags; Devil's Lake PS Due	C
	25	Clayton L. Eagle Project	D
	26	Elk's Bingo Service Day	D
	28	Parent Meeting 7:00pm	-
	28	Meeting: Safety MB Clinic PS and Fee Due; Used Cell Phones are Due; Devil's Lake Menu Planning; work on Patrol Flags; Popcorn Info Out; Fun World PS Out	C
October	1-3	Devil's Lake Hike, Campout and Dance – Rob S. Eagle Trip	D
	5	Fun World PS Due; Harnischfeger PS Out	D
	6	Fox River Roundtable for Adults & OA Members	C
	10	Elk's Bingo Service Day	D
	12	Meeting: Inspection; Eagle Ceremony Practice	B
	16	(Saturday 1:00) James K Eagle Ceremony	A

	19	Meeting: Advancement – Start Merit Badges; Popcorn Orders & Payment Due; Harnischfeger PS Due	C
	22-24	Harnischfeger Campout	D
	22-24	Oakleaf Outdoor Training at Camp Long Lake	C
	24	Elk's Bingo Service Day	D
	26	Meeting: Halloween Party; Big Bend PS Out; Patch Design Due for Contest	D
	30	Safety Merit Badge Clinic At Potawatomi Council Office 7:30am	B
November	2	Meeting: Court of Honor - National Jamboree; Wreath Order Forms Due First Aide Clinic PS Out	A
	3	Fox River Roundtable for Adults & OA Members	C
	9	Meeting: Inspection; Big Bend PS Due; First Aid Clinic PS Due	B
	12-14	Big Bend Lions Cabin Camping – Brent Christianson Eagle Trip	D
	14	Elk's Bingo Service Day	D
	16	Meeting: First Aid Clinic PS Due	C
	19-21	Wreath Pick Up	D
	23	Meeting: Popcorn Pick up	C
	28	Elk's Bingo Service Day	D
	30	Swim Party; Wreath Money Due	D
December	1	Fox River Roundtable for Adults & OA Members	C
	4	First Aide MB Clinic	B
	7	Meeting: Inspection	B
	12	Elk's Bingo Service Day	D
	14	Meeting:	C
	21	Caroling and Christmas Party	B
	28	Christmas Break Activity	D

	29	Potawatomi Council Scout Ski Day	D
January	4	Meeting: Inspection; Mukwonago Park PS Out	B
	5	Fox River Roundtable for Adults & OA Members	C
	9	Elk's Bingo Service Day	D
	11	Meeting	C
	18	Meeting: Klondike PS Due; Mukwonago Park PS Due	C
	21-23	Mukwonago Park Cabin Camping	D
	23	Elk's Bingo Service Day	D
	25	Meeting	C
	31	Long Lake Chili Supper Camp Promotion for Troop Leaders	B
February	1	Meeting: Inspection	B
	2	Fox River Roundtable for Adults & OA Members	C
	5	Klondike Day	D
	8	Pot Luck Court of Honor – Long Lake Snow Bird Fee Due	A
	11-13	Rokilio Cabin Camping	D
	15	Meeting	C
	18-19	OA Lock-In	D
	19	Rotary Pancake Breakfast Event	C
	22	Meeting	C
	26	Railroad MB Clinic	B
March	1	Meeting: Inspection	B
	4-6	Indian Mound Cabin Camping & First Aid Meet	B
	19	Scouting For Food Bag Distribution	C
	26	Scouting For Food Bag Pick Up	C

April	8-10	Oak leaf Training	C
	4-29 5-1	Law & Finger Printing MB Camporee – Matthew P. Eagle Trip	C
May	3	Meeting: Inspection	B
	10	Meeting: Long Lake Early Bird Fee Due	C
	20-22	Point Beach Camping Trip	D
June	3-5	Elroy- Sparta Bike Hike	D
	14	Meeting: Long Lake Regular Fee Due	C
	12-17	Pine Tree Junior Leader Training	B
	19-25	Long Lake Summer Camp	B
July	7-30 8-6	Lefeber High Adventure Camp	C

CAMPING CHECKLIST:

Check your Boy Scout Handbook for more detailed information.

Required Forms

- Medical Form
- Medication Form & Medication

Clothing

Clothing & Personal Gear **MUST** be tagged with the Scout's Name.

1. Class A Uniform
2. Troop Activity Shirt
3. Scout Neckerchief & Slide
4. OA Sash (if applicable)
5. Sweater or Sweat Shirt
6. Jacket or Windbreaker
7. 6 Pairs of Socks - Change Daily!
8. 6 Pairs of Underwear - Change Daily!
9. 6 T-shirts
10. 1 Pair of Jeans or Long Pants
11. 2 Pairs of Shorts
12. Belt
13. Handkerchiefs
14. Swimming Trunks & Beach Towel
15. Sneakers / Gym Shoes (1 Pair to Wear and 1 Pair for Spare)
16. Hiking Boots
17. Thongs or Shower Shoes
18. Poncho or Rainsuit
19. Pajamas / Sleepwear
20. Hat

Personal Toiletries

1. Soap (in Plastic Case / Bag)
2. Shampoo (Small Bottle)
3. Washcloth & 2 Towels
4. Dental Floss
5. Toothbrush & Toothpaste
6. Comb / Brush
7. Laundry Bag
8. Metal Mirror (non-glass)
9. Insect Repellant (non-aerosol only)
10. Sunscreen (SPF 15 or higher)
11. Kleenex / Tissues

CAMPING CHECKLIST:

Required Gear

1. Sleeping Bag or 2 Warm Blankets
2. Pillow
3. Backpack or Duffle Bag
4. Mess Kit (plate, knife, fork & spoon)
5. Drinking Cup (plastic)
6. Flashlight & Extra Batteries
7. Canteen or Water Bottle

Optional Gear

1. Compass
2. Air Mattress / Sleeping Pad
3. Fanny Pack / Day Pack
4. Cord / Rope / Clothes Pins
5. Cot & Foot Pads (Summer Camp ONLY)

Personal

1. Scout Handbook (a must)
2. Pen or Pencil (a must)
3. Note Pad or Paper (a must)
4. Wristwatch
5. Alarm Clock
6. Camera & Film
7. Sewing Kit
8. Scout Pocket Knife (if you have earned Totin' Chip)
9. Fire'm Chit Card & Totin' Chip Card
10. Spending Money
11. Sunglasses
12. Hiking Staff / Stave
13. Lawn Chair or Folding Camp Stool
14. Fishing Gear
15. Frisbee

DO NOT BRING:

Cell Phone, Video Games, Portable Radios, Electronic Toys or Sheath Knives

DO NOT PACK SNACKS IN GEAR BAG...

Raccoons, Chipmunks, Skunks, etc... Love Midnight Snacks.

2010/2011 TROOP 16 PARENT POSITIONS

- Scouting Coordinator
- Committee Chair
- Treasurer
- Committee Secretary
- Committee Members
- Troop Scoutmaster
- Recharter
- Quartermaster
- Asst. Quartermaster
- Advancement
- Camping Coordinator
- Friends of Scouting
- Special Events Coordinator
- Cubbing Coordinator
- Long Lake Scout Master
- Long Lake Coordinator
- High Adventure Coordinator
- Scouting for Food Coordinator
- Health Forms
- Order of Arrow Coordinator
- Troop Secretary
- Canoe Storage
- Good Turn America Coordinator
- Website Coordinators
- Christmas Break Gym Day
- Spring Break Bowling
- Wreaths (fundraiser)
- Popcorn (fundraiser)
- Elks Bingo Service (fundraiser)
- Elks Reminder Caller
- Elks Bingo Scout Accts.
- Pick N Save We Care (fundraiser)
- Halloween Refreshments
- Nov. Court of Honor Refreshments
- Nov. Swimming Coordinator
- Christmas Party Refreshments
- Feb. Pot Luck Court of Honor
- June Court of Honor (outdoor)
- June Softball (hot dog roast)
- July Softball refreshments
- Aug Corn/Softball Court of Honor
- Eagle Ceremony Invitations
- Eagle Ceremony Previous "2" Eagle Families
- Eagle Ceremony Coordinator

ELKS BINGO

Elk's Bingo Contact Person: Craig N.
Elk's Bingo Date Reminder: Yvette T.

History:

Elk's is a service organization that raises funds, through Sunday Bingo, which they donate to charities. They have been a service project of our troop 4 1/2 years. They conduct Bingo Games the 2nd & 4th Sundays of the month. This is a great way to pay for your long term camping, camping supplies and be of service to our community.

Location:

Waukesha Elk's Lodge #400
2301 Springdale Road
Waukesha, WI 53186
262-782-6118
(Near White House of Music)

Dates:

Two Sundays a month, usually the second and fourth Sunday.

Duties:

- 9:00 AM: Setup tables and chairs for Sunday bingo (takes about 20 – 40 minutes to setup or tear down).
- 3:45 PM: Remove Table and Chairs.
- A parent must assist each scout.**
- The Elk's are depending on us. Please don't let them down by not showing up.

Scouts Benefit:

1. Receives \$12.50 for each session worked.
2. The \$12.50 is kept in the Troop 16 treasury and credited to the scout's individual camping account to be used for the summer camps or camping supplies
3. Only 2 people per shift, additional scouts get service time credit.
4. If the scout leaves the troop, the money will be held until the next registration. After that, the money will return to the troop account.

Proof of Work:

1. **Scout must sign in on sheet in storage closet.**
2. Signup sheet will be posted with scouts names and phone numbers.
3. Scout will be reminded once the week prior to Elks date by phone and email.
4. Scouts failure to complete commitment after 2 times will receive a lower priority for Bingo requests.