

## Code of Conduct

The Code of Conduct is separated into three distinct parts: **Expectations**, which deals with the responsibilities and duties of scouts and leaders, **Infractions**, a categorized list of the grievances a person might commit, and **Consequences**, a corresponding list of the actions that should be taken.

### Expectations:

A member of the troop, whether scout or leader, is expected to conform to certain guidelines. As a scout grows older and acquires higher ranks, these guidelines become more defined and the punishments for breaking these guidelines increases. All scouts must adhere to the basic principles of the scout law. The twelve points of the law serve as the foundation for scouting, and failure to comprehend and follow these points reveals a definite lack of scout spirit and quality of character. The points are defined as follows:

- **Trustworthy:** A scout or leader must always tell the truth, no matter what the circumstances. They must keep their promises and support their beliefs. They must be honest and volunteer truth even if it may be painful to themselves or another individual. They must be dependable.
- **Loyal:** A scout or leader must be faithful to their family and friends. They must be supportive of the troop, their patrol, their fellow scouts and adults, and their country. They must be supportive of their community and their nation.
- **Helpful:** A scout or leader must be concerned with the fates of others. They must volunteer their time and service to aid those in need. They must be useful and not avoid work.
- **Friendly:** A scout or leader must be open towards new individuals. They must be nice and benevolent even towards those who they do not like. A scout must never express anger in an irrational manner.
- **Courteous:** A scout or leader must also use proper etiquette in dealing with other persons. They must always remember to use proper mannerisms and correct dialogue when interacting with others. A scout or leader must not be rude or impolite.
- **Kind:** A scout or leader must be compassionate towards the feelings and emotions of others. They must be understanding and never cruel or violent. They must also go out of their way to be nice to others.
- **Obedient:** A scout or leader must respond promptly to the commands of their peers and leaders. They must do a job quickly, efficiently, but with quality and care. They must abide by the rules and guidelines set down by a leader, and not openly complain. They must not discredit or degrade their leader.
- **Cheerful:** A scout or leader must maintain a positive attitude at all times. They must utilize this happiness in helping others to redeem their self-esteem.
- **Thrifty:** A scout or leader must be wise in their usage of any resource. When spending or collecting money, they should be aware of their financial situation and spend or save accordingly.
- **Brave:** A scout or leader must be strong in the face of danger or trouble. They must be ready to face any challenge, no matter how difficult, with courage and strength. They must be capable of attempting any task, no matter how impossible.
- **Clean:** A scout or leader must be clean in body, mind, and spirit. They must maintain good personal hygiene and always use appropriate language. They should not speak derisively of others. They should always have clean thoughts.
- **Reverent:** A scout must always have respect towards God, and towards the rights of others to pay homage to God. A scout must show respect in the presence of religious ceremonies, and events which are important to their faith and the faith of others.

Each scout and leader is expected to adhere to these twelve points of the scout law. As a scout gains rank, they are given additional responsibilities that a person of their maturity should have little trouble executing.

- **Scout:** A scout of the rank of Scout is officially a member of the troop. He is expected to attend all meetings and computes possible and to wear his uniform proudly at the appropriate times. They are expected to know and uphold the scout law, motto, slogan, and promise.
- **Tenderfoot:** A Tenderfoot scout has been with the troop for a reasonable amount of time. He has had a chance to make friends and become accustomed to the environment. He is therefore expected to have a greater understanding of scouting and scouting skills, as well as have long-term goals in mind.
- **Second Class:** A Second Class scout is expected to lead his patrol by example. He should be a sign to the younger scouts of what a maturing, more experienced scout is like.
- **First Class:** Independence should be the sign of the First Class scout. This individual is self-motivated, hardworking, and excited about his career in scouting. He has the maturity to help teach the younger scouts, and guide them along the proper path.
- **Star:** By the time a scout reaches the rank of Star, he should be supportive of the troop as a whole by acting as a role model for all younger scouts. He should be capable of advanced leadership positions, active in his community and any other scout related activities. He should be attending Patrol Leader Council meetings to help plan the future of his troop. A Star scout should also act with the maturity of his rank at all times, whether in a meeting, at school, with friends, or at home.
- **Life:** A Life scout should be comparable to an adult leader in every way. They should have great maturity and performance levels, exhibiting quality in their work. He should have defined goals, as well as a comprehensive knowledge of scouting and scout skills.
- **Eagle:** An Eagle scout should be a young man prepared for life. No longer is he a fledgling member of the troop, but instead an individual prepared by scouting to meet the real world. His training will help guide him to happiness and success.

Each of the leadership positions must assume a new definition to better describe the duties and expectations of that position. If any scout is unable to perform part of his duty, he must find someone to handle his work for him during the absence.

- **Scribe:** The scribe must take attendance at every meeting, campout and activity, keep a calendar of events, and follow up on individuals who miss the meeting by contacting them for excuse of their absence.
- **Historian:** The historian needs to keep a written record of the events which happen at any meeting or activity, and take a large array of photographs at extended activities.

See reverse

- **Chaplain Aide:** In addition to leading the troop at prayer moments, the Chaplain Aide must act as a spiritual leader and guide to all scouts at all times. He should spend extra time with scouts who have difficulty with reverence, guiding them to success.
- **Librarian:** The Troop librarian must keep a written record of all the books, who has checked them out, assess fines and purchase new books on a monthly basis. He is also financially responsible for lost books.
- **Bugler:** The bugler is expected to call the troop to attention at the posting of the United States flag before every meeting and sound revelry at every campout.
- **Spirit Master:** The Spirit Master must organize all games and activities by coordinating with the SPL. He should also work with the chaplain to provide guidance to troubled scouts. The Spirit Master must also run all campfires.

**Infractions:**

The different offenses which an individual can commit are classified into three categories. Class III covers problems which are light and transient, and need immediate action to handle. Class II offenses are more serious, and therefore require more complex disciplinary action. Class I offenses are by far the most serious, and will result in a conference with the persons involved.

Class III

- Verbal abuse towards another scout or leader
- Foul language, whether directed or accidental
- Disorderly conduct
- Lack of respect for others
- Totin Chip Violations
- Fireman Chit Violations
- Failure to show scout spirit
- Violation of any of the twelve points of the scout law

Class II

- Vandalism of troop or scout property
- Willful destruction or defacing of the environment
- Possession of illegal items, such as knives, guns, or fireworks
- Gambling
- Repeated Class III offenses

Class I

- Any threat of physical harm or actual harm to another human being
- Any offense punishable by law, including theft, arson or any illegal act.
- Hazing
- Repeated Class II offenses

**Consequences:**

Consequences are divided into three categories to match the offenses. This list is in no way intended to list all possible consequences, but rather to serve as a model for other punishments.

Class III

- Meetings
  - The scout in question will be assigned the arduous task of writing a sentence as many times as their patrol leader feels necessary.
  - The scout in question is taken to "time out," where he is asked to sit with the leaders for a period of time.
  - The scout in question is removed from any activities he is involved in at the time.
- Campouts
  - The scout in question is assigned the duty of police call for the rest of his patrol.
  - The scout in question is assigned to handle cleanup for the adult patrol.
  - The scout in question is removed from troop activities
  - The scout in question is assigned firewood duty.
  - If any of these tasks are refused or not completed sufficiently, this act is treated as a Class II offense

Class II

- Meetings
  - The scout is assigned to write a note to be sent home to his parents explaining his offense and how he feels about the act.
  - The scout is assigned to write a letter of apology to the troop which will be read aloud by his patrol leader.
- Campouts
  - The scout is assigned to police the entire campsite for garbage.
  - The scout is assigned to do the dishes of multiple patrols or the entire troop.

Class I

- The scout's parents are contacted immediately
- The scout is sent home immediately
- The scout is invited to leave the troop.

I agree to obey the code of conduct \_\_\_\_\_ Date \_\_\_\_\_

scout