

# Troop 30 / Crew 30 PARENT GUIDE



**2009-2010**

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# Troop 30 / Crew 30 Contract



## INTRODUCTION

### ***Welcome to Boy Scout Troop 30 and Venture Crew 30!***

A community group dedicated to providing outstanding scouting opportunities, the Friends and Supporters of Troop 30 and Crew 30 (FAST30), sponsors Boy Scout Troop 30 (for boys aged 14 to 18) and Venture Crew 30 (for girls aged 14 and through 8<sup>th</sup> grade to age 18, and for young men and women from age 18 to 21)<sup>1</sup>.

FAST30 is organized to support the Aims of Scouting for all eligible youth. **The Aims of Scouting are character development, citizenship training, and personal fitness.** If you are a parent of a Boy Scout in Troop 30 or a Venturer in Crew 30, you are by definition a member of FAST30. If you register as an adult with Troop 30 or Crew 30, you are also a Unit Committee Member. Welcome! We are glad to have you with us!

Troop 30 and Crew 30 are the home of Traditional Scouting in Arizona. To find out what we are all about (and what we are doing each month), please join your Scout or Venturer at meetings, review the information at [www.Troop30.net](http://www.Troop30.net) with your Scout/Venturer, and join the Yahoo Group at [Troop30Crew30@yahoogroups.com](mailto:Troop30Crew30@yahoogroups.com).

To find out more about Scouting, visit [www.scouting.org](http://www.scouting.org) – a great resource for everything from online training to how to sew on uniform insignia!

## WHAT IS SCOUTING ALL ABOUT?

### ***Three Aims of Scouting***

The three Aims of Scouting form the bedrock of all programs in the Scouting movement:

- 1. To build character***
- 2. To develop participative citizenship***
- 3. To foster physical, mental and emotional fitness***

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<sup>1</sup> Troop 30 boys who are 14 and through 8<sup>th</sup> grade are automatically registered in Crew 30 to enable them to participate in additional high-adventure activities, however, they retain their Boy Scout uniform and patrol organization.



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## ***Methods of Scouting***

Boy Scouting uses eight **Methods** to achieve these aims.

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 team building and participating citizenship. The patrol method allows Scouts to act in small groups where they easily can relate to each other. These small groups determine troop activities through their elected representatives.
3. **Outdoors.** Boy Scouting is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and great experiences. Troop 30 camps monthly throughout the year and provides opportunities to participate on many additional outings, usually including backpacking, hiking, canoeing, mountain biking and two summer camps.
4. **Advancement.** Scouting provides a series of surmountable obstacles and 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. Scouts advance through the following ranks:
  - a. **Scout** – requires willingness to learn and a few simple skills
  - b. **Tenderfoot** – requires serious effort including fitness improvement
  - c. **Second Class** – requires basic first aid and scouting skills
  - d. **First Class** – requires mastery of all basic scout skills
  - e. **Star** – requires more learning, service to community and leadership
  - f. **Life** – requires much more learning, service and leadership
  - g. **Eagle** – requires significantly more learning, service and leadershipIn Troop 30, there are many opportunities to advance on our monthly campouts and hikes. Please make sure your Scout attends as many campouts and activities as possible, and help out the adult leaders if you can. Once a Scout has met the tests for a rank advancement, he is interviewed by an Assistant Scoutmaster and then by a Board of Review, usually made up of three parents like yourself. Once the reviews have been completed successfully, the Scout is recognized for his achievement and can wear his new rank badge as soon as it is presented by the Advancement Chair.
5. **Personal Growth.** As Scouts plan their activities, and progress towards their goals, they experience personal growth. Boys grow as they participate in community service projects and do Good Turns for others.
6. **Adult Association.** Boys learn from the examples set by their adult leaders. Association with adults of high character is encouraged at this stage of a young man's development.



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7. **Leadership Development.** Boy Scouting encourages boys to learn and practice leadership skills. 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. The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals.

**Venture Crew Methods** are designed to support the Aims of Scouting and meet the needs of high-school and college-age young adults:

1. **Leadership.** All Venturers are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers. The Venturing Leadership Skills Course is designed for all Venturers and helps teach them in an active way to lead effectively.
2. **Group Activities.** Venturing activities are interdependent group experiences in which success is dependent on the cooperation of all. Learning by "doing" in a group setting provides opportunities for developing new skills.
3. **Adult Association.** The youth officers lead the crew. The officers and activity chairs work closely with adult Advisors and other adult leaders in a spirit of partnership. The adults serve in a "shadow" leader capacity.
4. **The Ideals.** Venturers are expected to know and live by the Venturing Oath and Code. They promise to be faithful in religious duties, treasure their American heritage, to help others and to seek truth and fairness.
5. **Recognition.** Recognition comes through the Venturing advancement program and through the acknowledgement of a youth's competence and ability by peers and adults. **Crew 30 provides many opportunities to work on the Ranger Award.** Highly motivated youth are supported in earning the Silver Award.
6. **High Adventure.** Venturing's emphasis on high adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong memories to young adults. The Crew 30 program emphasizes outdoor skills and high adventure opportunities to complete Ranger Award requirements.
7. **Teaching Others.** All of the Venturing awards require Venturers to teach what they have learned to others. When they teach others often, Venturers are better able to retain the skill or knowledge taught, they gain confidence in their ability to speak and relate to others, and they acquire skills that can benefit them for the rest of their lives as a hobby or occupation.



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## **IDEALS**

Scouts and Venturers strive to improve their relationships with themselves and others, and their usefulness to their family, community, nation and world by living in accord with the Scout Oath and Scout Law, and Venturing Oath and Code.

## **SCOUT OATH**

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.

## **VENTURING OATH**

As a Venturer,  
I promise to do my duty to God  
and help strengthen America,  
to help others, and  
to seek truth, fairness,  
and adventure  
in our world.

## **VENTURING CODE**

As a Venturer, I believe that America's strength lies in our trust in God and in the courage, strength, and traditions of our people. I will, therefore, be faithful in my religious duties and will maintain a personal sense of honor in my own life. I will treasure my American heritage and will do all I can to preserve and enrich it. I will recognize the dignity and worth of all humanity and will use fair play and goodwill in my daily life.; I will acquire the Venturing attitude that seeks truth in all things and adventure on the frontiers of our changing world.



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## WHAT DOES MY SCOUT / VENTURER NEED TO GET STARTED?

- **Handbook**

Your Scout/Venturer will need their Scout/Venturing handbook at every meeting and at every outing unless otherwise specified for at least the first year.

- **Uniform**

The Scout and Venturer uniforms help achieve the objectives of Scouting and show "Scout Spirit." The uniform by itself cannot make a good Scout or a good Troop/Crew, but its use has been proven to improve both the Scout and the Troop/Crew because it is a visible symbol of Scouting and unity. All Scouts are required to wear the appropriate Scout uniform to all scouting activities. Each Scout and Venturer is required to have and wear, within a reasonable amount of time after joining the Troop/Crew, the following uniform items:

### Troop 30

#### Field or "Class A" Uniform:

- ✓ Tan Scout shirt with appropriate insignia and patches (Council strip, green shoulder loops, World Brotherhood Emblem and Patrol emblem)
- ✓ Troop number (30)
- ✓ Black Neckerchief – presented, not purchased by parents
- ✓ Neckerchief slide (can be purchased or made by Scout)
- ✓ Olive Scout pants or shorts.
- ✓ Boy Scout Socks
- ✓ Troop 30 Hat
- ✓ Scout belt and buckle
- ✓ Close-toed tennis shoes or hiking boots. Socks are required.

#### Activity or "Class B" Uniform (worn, as instructed by Troop leadership, when activities may cause damage to the field uniform):

- ✓ Troop 30 t-shirt
- ✓ Troop 30 hat
- ✓ Close-toed tennis shoes or hiking boots (except for water sports).
- ✓ Socks are required. (Scout socks preferred)
- ✓ Activity-appropriate pants or shorts. Scout switchback pants are versatile and appropriate for most if not all activities.



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## Crew 30

### Field or "Class A" Uniform:

- ✓ Green Venturer shirt or blouse with appropriate insignia and patches
- ✓ Crew number (30)
- ✓ Venturer socks
- ✓ Crew 30 Hat
- ✓ Grey Venturer pants
- ✓ Close-toed tennis shoes or hiking boots. Socks are required.

### Activity or "Class B" Uniform (worn, as instructed by Crew leadership, when activities may cause damage to the field uniform):

- ✓ Crew 30 T-shirt
- ✓ Crew 30 hat
- ✓ Close-toed tennis shoes or hiking boots (except for water sports).
- ✓ Socks are required.
- ✓ Activity-appropriate pants or shorts. Venturer zip-off grey pants are versatile and appropriate for most if not all activities.

## • Equipment

Your Scout/Venturer will require a sleeping bag that is light enough for backpacking, a light foam pad and the patience to read lists and assemble gear before every campout. Check gear lists on [www.Troop30.net](http://www.Troop30.net) before purchasing.

Tents are provided by FAST30 and backpacks can be rented or borrowed until your child is confident this activity is worth the investment.

A sleeping bag rated for 20 degrees should be adequate for almost all troop outings. The Scoutmaster recommends looking for a synthetic filled bag that weighs less than 3.5 lbs. Down bags are terrific, but, are more expensive, require more care, and are less effective if they get wet. However, a wool, wool blend, or silk "blanket-sheet" inner liner, or a blanket or two on top can provide additional warmth when needed. It is highly unlikely that there will be a need to invest in a "sub-zero" bag for Scouting purposes in Arizona.



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- **Parent Involvement**

The benefits that the Scout/Venturer receives are directly proportionate to both the QUALITY and QUANTITY of adult support and participation in the scouting programs developed by Troop 30 and Crew 30. All parents/guardians are welcome to attend Committee meetings, which are held once each month. Any suggestions or questions that parents or guardians may have are more than welcome. Please present them to the Committee Chair and/or the Scoutmaster. In order to insure a successful program, all parents/guardians are encouraged to participate in all aspects of the Troop 30/Crew 30 program. You don't need to be Paul Bunyan or the expert camper – in fact you don't need to camp at all - but we strongly encourage you to get involved on a level that you're comfortable with.

The role of parents within Troop 30 is to be supportive of the Troop's efforts and to provide the atmosphere Scouts need to learn and excel. Parents should:

- Read their Scout's handbook and understand the aims and methods of Scouting.
- Actively follow their Scout's progress (or lack thereof) and offer encouragement and a nudge when needed.
- Show support to both the individual Scout/Venturer and the Troop/Crew by attending all Courts of Honor held three times per year.
- Assist, as requested, in all Troop fund-raisers and other such activities. All such assistance lowers the cost of the program we offer to the Scouts and, therefore, lowers each family's cash outlay for their Scout(s).
- Be aware of the Troop/Crew programs and annual calendar.

GET INVOLVED. A Troop and Crew such as ours needs many adult volunteers to keep the Program running so as not to overburden any one individual.

## WHAT DO I NEED TO KNOW ABOUT CAMPOUTS?

- Campout information is posted on [www.Troop30.net](http://www.Troop30.net) and at [Troop30Crew30@yahoogroups.com](mailto:Troop30Crew30@yahoogroups.com). Dates for the major campouts are usually planned every August. The calendar is located on [www.Troop30.net](http://www.Troop30.net).
- Campout programs are planned by Green Bar – the Senior Patrol Leader, his Assistant Senior Patrol Leaders, Patrol Leaders and their Assistant



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Patrol Leaders – in other words, the entire leadership of the Troop and by the President, Vice President and other Youth Leaders of the Crew.

- When the Troop leaves for an outing it usually meets Friday evening, 5:30 PM at Paradise Valley Community College, 32<sup>nd</sup> Street and Union Hills, in the northwest area of the parking lot. When the Crew leaves for an outing, departure times and locations are announced in advance.
- Despite the convenience of email and distribution lists, you and your Venturer/Scout will be far better prepared for any campout if you regularly attend Troop/Crew meetings.
- Every campout requires a permission slip and most require a nominal fee (usually \$8). Particular locations may require an additional fee to cover the cost of campsites, entrance fees, and sometimes specific program aids. The permission slip for each campout provides cost details.
- Transportation costs per campout are usually \$10 to help defray the cost of gasoline.
- Each Troop 30 patrol buys food for each campout. Your Scout/Venturer will need to pay for his/her share of the food. Your Scout/Venturer is responsible for making sure that he or she eats before arriving at the parking lot before departures.
- Scouting embraces the family concept, but due to National BSA policy, only registered Scouts can attend outings. Siblings are not permitted on/at Scout outings or functions. Pets are not allowed on any Troop 30/Crew 30 function.
- Soft drinks / energy drinks and disposable water bottles are not permitted on campouts.
- Discipline is extremely important on outings of any kind; safety and ethics are key concerns. If your Scout or Venturer is behaving in an unsafe or unethical manner, the Scoutmaster/Crew Advisor in charge of the outing may at their discretion send your Scout/Venturer home at your expense. For a more detailed description of the Troop/Crew Discipline Policy, please visit [www.troop30.net](http://www.troop30.net).
- The Troop and Crew often stop for lunch when returning from campouts. Please make sure your Scout/Venturer has \$5-7 with him/her for this purpose.

## **WHAT IF MY SCOUT/VENTURER HAS SPECIAL NEEDS?**

Please alert the Scoutmaster / Crew Advisor to any conditions, especially medical and dietary restrictions, which may be of concern. A medical professional or dedicated adult stand-in is responsible for managing medications on each campout. Please be sure to mark medications on each outing permission slip, insure that any such materials are in original packaging with name and dose clearly marked, and turn medications (other than asthma inhalers) over to the designated adult handling medications for the outing.



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## **WHAT DO I DO IF I AM CONCERNED ABOUT SCOUT/ADULT BEHAVIORS?**

If the behavior of a Scout, Venturer or adult becomes a cause of concern, or if you have a better way of doing things to suggest, please speak to the Scoutmaster, Committee Chairman or FAST30 Chairman at once. Please refrain from talking disparagingly of anyone in front of Scouts and Venturers. Do not use email, especially distribution lists, as a vehicle for expressing concern. FAST30 can replace any leader, the Unit Committee can change any policy within BSA guidelines, and the Scoutmaster can invoke disciplinary measures as needed.

## **WHY SHOULD MY SCOUT/VENTURER ATTEND SUMMER CAMP?**

Troop 30 and Crew 30 are delighted to maintain a tradition that emphasizes the "outing" in Scouting. In addition to monthly campouts, our Troop attends two weeklong summer camps each year at nationally accredited Scout camps. Summer camp provides advancement opportunities including the learning of outdoor skills, rank advancements, as well as merit badges that may not be available anywhere else.

It is Troop 30's tradition to attend a new summer camp each year, providing variety in the Scout's exposure to new experiences, and affording each participant an opportunity to experience different natural environments and exposure and interaction with other Scouting Groups.

Costs for summer camp are estimated based on previous history and projected expenses. We offer the flexibility of a payment plan for summer camp. All fees for summer camp must be paid on or by the payment schedule dates.

## **ADVANCEMENT**

Troop 30 and Crew 30 are each committed to providing opportunities to help your Scout/Venturer to advance through the Boy Scout ranks/attain the Venturer Bronze and Ranger Awards.

Each youth is responsible for his or her own advancement. The Troop and Crew provide many opportunities to learn and demonstrate skills required for advancement / awards but participation is not required. Patrols also often organize sessions to help their members advance in rank, however, attendance and participation is voluntary. Your son or daughter must participate and exert effort to learn and demonstrate the required skills.



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## Boy Scout Ranks:

1. **Scout** – requires willingness to learn and command of a few simple skills
2. **Tenderfoot** – requires serious effort including fitness improvement
3. **Second Class** – requires basic first aid and scouting skills
4. **First Class** – requires mastery of all basic Scout skills
5. **Star** – requires more learning, service to community and leadership
6. **Life** – requires much more learning, service and leadership
7. **Eagle** – requires significantly more learning, service and leadership

Boy Scouts who actively participate in monthly campout program activities and service opportunities find advancement to the rank of First Class very straightforward. The higher Boy Scout ranks – Star, Life and Eagle – require progressively more time, Eagle Required Merit Badges, service to the community and leadership within the Troop. While Troop 30 has an enviable record of producing Eagle Scouts, these outstanding young men have all been highly motivated youth determined to overcome the many obstacles that must be surmounted to attain this rank.

## Venture Crew Awards supported by Crew 30:

1. **Outdoor Bronze** – outdoor skills and experience award; achievable by most
2. **Ranger** – difficult award supported by the high-adventure Crew 30 program
3. **Gold** – requires goal achievement, presentations, service and leadership
4. **Silver** – requires significantly more training, goal achievement and leadership

Crew members who actively participate in scheduled meetings and outings will find the Venturer Outdoor Bronze Award very achievable. The high-adventure Crew program also provides many opportunities to sharpen skills, broaden knowledge, and provide leadership to earn the Ranger Award. Highly motivated Venturers will find support in attaining the Silver Award which – like the Boy Scout rank of Eagle – presents many challenges that must be mastered.

It is very important to stay abreast of communication by joining [Troop30Crew30@yahoogroups.com](mailto:Troop30Crew30@yahoogroups.com), by regularly reviewing the Troop/Crew calendar at [www.Troop30.net](http://www.Troop30.net) and by attending weekly Troop/Crew meetings.

## WHAT ARE BOY SCOUT MERIT BADGES and HOW DO WE GET THEM?

The goal of the merit badge program for Boy Scouts is to expand a Scout's areas of interest and to encourage the Scout to meet and work with adults in a chosen subject. The merit badge aspect of Scouting is open and encouraged from the day a boy obtains his Scout Rank until the day preceding his 18<sup>th</sup> birthday. Merit Badges are required for the ranks of Star, Life and Eagle as well as Eagle Palms.



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Twelve specific Eagle-required merit badges (in addition to nine merit badges of each Scout's selection) are part of the criteria for attaining the rank of Eagle.

Scouts earn merit badges by working with a registered and District approved merit badge counselor. Before beginning any merit badge, a Scout must first contact the Advancement Chair to obtain a merit badge application (blue card). The application is then presented to and reviewed with the Scoutmaster for his approval and for suggestions on a merit badge counselor. BSA policy advises that Scouts should find a buddy to work with on merit badges and make appropriate arrangements regarding places and times to meet with the Counselor.

\*A Scout's buddy can be another Scout, a parent, a sibling, relative or friend. The Troop Committee strongly recommends that the buddy be another Scout.

Once the Scout completes the requirements of the merit badge, the counselor will inform the Scout that he has completed the requirements, and sign the blue card. The blue card must be returned to the Advancement Chair for recording. Awarding of the merit badge will follow, usually at the next Troop meeting.

Parent/guardian participation is a vital part of the Troop program. There are more than one hundred merit badges designed to expose the Scouts to a variety of interests, hobbies, careers, and general interest topics. The Committee is always looking for qualified merit badge counselors who are willing to share their skills and expertise in working with the boys on merit badges.

Please talk with the Advancement Chair about serving as a merit badge counselor and they will give you the necessary information and form to complete. BSA policy requires that a background check be performed on all adults who work with youths, so the form does require you to provide your Social Security number. Your Social Security number will not be stored in any Troop records.

## **National BSA policy states:**

"There is no restriction or limit on the number of merit badges an individual may be approved to counsel for."

"There is no restriction on the number of merit badges a youth may earn from one counselor."

"An approved merit badge counselor may counsel any youth member, including his or her own Scout, ward or relative."



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In order to maintain the highest standards of integrity, the Unit Committee strongly recommends that parents not serve as merit badge counselors for their own Scout, especially on Eagle required merit badges, unless the merit badge is conducted in a 'group class', and then only when another counselor is unavailable. Working one-on-one with your Scout defeats the goal of having the boys meet and interact with various other adults.

The merit badge counselor records a Scout's progress towards a merit badge on a "blue card." This "blue card" has three parts which are distributed by the Advancement Chair once the card is complete.

A merit badge may be refused if the Counselors signature, certifying completion is missing or altered.

## **HOW CAN WE RAISE MONEY FOR SUMMER CAMPS?**

There are at least two fundraising/salesmanship opportunities each year. Please encourage your Scout/Venturer to take advantage of these – the sales experience is broadening and will result in a higher level of commitment to getting the most out of summer camp.

If financial hardship still prevents your Scout/Venturer going to summer camp, please contact the Unit Committee Chair, Unit Committee Treasurer or the Scoutmaster. Requests for financial assistance due to hardship are evaluated by these three individuals together, but without involvement of other Troop leaders. Discussions regarding requests for financial assistance are held in the strictest confidence.

## **WHAT IS THE BOY SCOUT ORDER OF THE ARROW?**

The Order of the Arrow (OA) is an honor society within Boy Scouts dedicated to cheerful service and characterized by great attitudes and a whole lot of fun. To be eligible, Scouts and adults must be registered, have approval of the Scoutmaster, be active in the troop, attain the rank of First Class and complete 15 nights of camping (including at least one summer camp) within the last two years. Members are elected by their fellow Scouts within the Troop. OA dues are \$10 per year.

## **WHAT IS GREEN BAR?**

"Green Bar" is a shorthand expression for Troop youth leadership. Green Bar is composed of the Senior Patrol Leader, Assistant Senior Patrol Leaders, Patrol Leaders and their Assistant Patrol Leaders along with the Quartermasters, Troop Guides and Scouts in other leadership positions. Green Bar meets monthly



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(usually 2<sup>nd</sup> Thursdays at 7PM) to plan program activities at troop meetings and campouts. Check the calendar at [www.Troop30.net](http://www.Troop30.net) for additional information.

## WHAT IS THE UNIT COMMITTEE?

The Unit Committee, composed of registered adults but open to all FAST30 members, handles finances and logistics for the Troop and Crew. It meets once a month (usually 1<sup>st</sup> Sundays at 7PM) and has many subcommittees that are eager for your help. Check the calendar at [www.Troop30.net](http://www.Troop30.net) for details.

## HOW CAN I HELP?

Suggested areas where you can help are:

- ✓ Providing transportation on outings and events
- ✓ Becoming a merit badge counselor and sharing your expertise
- ✓ Providing baked goods for Courts of Honor
- ✓ Helping with set-up and take-down of Troop Meetings and Courts of Honor
- ✓ Providing assistance with special projects
- ✓ Providing assistance with fundraising projects
- ✓ Getting trained to be a Scouter!!

Contact the Scoutmaster, Unit Committee Chair or FAST30 Chair for more information.

Donations – ***other than dues, fees and expenses (such as for uniforms, summer camps, campouts and equipment)*** – made to the BSA or to Friends and Supporters of Troop 30 (FAST30) are tax-deductible. Many corporate employers have a gift-matching program, and will match contributions dollar for dollar.



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I have reviewed the Troop 30 and Crew 30 Parent Guide with an Authorized Troop 30 / Crew 30 Representative. I agree to meet the expectations for my conduct expressed in the Parent Guide. I understand that I may contact the Scoutmaster or Membership Coordinator if I have questions, however, I am responsible for knowing and understanding this information.

- I commit to do my best to attend all Troop/Crew meetings and Courts of Honor.
- I commit to adopt an attitude of willingness and cheerful service and commit to encourage others to do the same.
- I commit to show up on time, prepared in attitude and uniformed appropriately for the activity at hand. For Scouts and Crew, field uniforms (formerly known as “Class A” uniforms) are appropriate for Courts of Honor, Troop/Crew meetings and most Patrol meetings. Activity uniforms (formerly known as “Class B” uniforms) are appropriate for campouts and hikes.
- I commit to follow safety precautions and rules even when they are inconvenient, unfamiliar or difficult. Adults who may be driving to and from Troop/Crew functions, this means not leaving functions without informing the event chief, staying together on the road in case a vehicle has trouble, and driving in a manner that sets a good example for upcoming new drivers.
- I commit to stay informed about Troop/Crew events. Attending Troop/Crew meetings, joining [Troop30Crew30@yahoo.com](mailto:Troop30Crew30@yahoo.com) and reviewing the calendar at [www.Troop30.net](http://www.Troop30.net) are all excellent means of getting information. I understand that no one activity is likely to be sufficient by itself.
- Scouts and Crew only: I commit to honor the traditions of Scouting; I will read the Scout/Venturer Handbook and will learn the information required for advancement.
- Parents/Guardians only:
  - I commit to support my Scout/Venturer in his/her pursuit of knowledge by encouraging review of the Scout or Venturer Handbook, by encouraging attendance at meetings and events, and by my own example of cheerful service.
  - I understand that annual dues -- **independent** of uniform costs, nominal outing fees, campout cooking supplies, summer camps, and “Boys Life” magazine – are **\$50.00 for Crew 30** (girls 14 to 18 and youth aged 18 and up to 21), and **\$100.00 (\$85 for incoming Webelos) for Troop 30 boys** aged 14 up to 18, valid until the end of the current calendar year. I agree to help the Troop and Crew raise funds to defray the cost of summer camps and outings.
- I commit to honor the efforts of all our Scouts to maintain and improve the quality of our Troop and Crew by living the Scout Oath, Scout Law, Venturing Oath, Venturing Code, by being courteous and respectful to the Scouts/Venturers who are leading the programs, and by being the kind of person that others respect.

	Print Name	Signature	Date
Scout/Venturer:	_____	_____	_/_/___
Parent/Legal Guardian:	_____	_____	_/_/___
Authorized T30/C30 Rep:	_____	_____	_/_/___