



Venture Crew 2526 Preamble & Bylaws

I. Venturing Code Preamble

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 the truth in all things and adventure on the frontiers of our changing world.

As a Venturer, and part of the worldwide network of the Boy Scouts of America, I will live by the Scout Oath and the Scout Law:

- i) The 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.
- ii) The Scout Law: A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

II. Crew Bylaws

2) Crew 2526 Principles

a) Venture Crew 2526 was created to help youth (boys and girls) to grow in character, skills, and leadership through adventure. The principles of the crew are:

- i) Use the Venture Advancement program and Venture Scout motto "Lead the Adventure" as a launching point for discovery and challenge.
- ii) Learn teamwork through skill building activities, wearing the Venture Uniform, and working as a crew in challenging high adventure activities.
- iii) Develop leadership through participation, building expedition leadership, and accepting crew elected and appointed officer positions.
- iv) Become better citizens through servant leadership, service to others, and learning to live the Scout Oath and Law.

3) Membership

a) Membership is open to all young adults of high school age who have completed the eighth grade or are at least 14 years of age.



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- b) No prospective members shall be denied membership based on race, color, creed, gender, or sex. All members must be registered as Venturers and agree to the crew code, bylaws, and be in compliance with the BSA faith requirements specified on the membership application.

4) Charter Organization

- a) Venture Crew 2526 is Chartered by Saint James Episcopal Church.
- b) Crew Per BSA guidelines, Saint James Episcopal Church will approve leaders, provide space, and participate in delivering the Venture Program through their Charter Organization Representative.
- c) The members of the Crew will be respectful of others using Saint James Episcopal Church, mindful of church services and events, welcoming to other youth, obedient to procedures governing use of the facilities, and helpful through providing service to Saint James Episcopal Church.

5) Officers and Elections

- a) The Crew Youth Leaders include all elected officers, Activity Chairs, and Appointed Positions including the Quartermaster and Chaplain. The Advisor, Associate Advisor(s) and Crew Committee Chair act in an advisory role.
- b) The minimum elected positions of the crew will be a President and a Vice President. Other elected positions are subject to available and qualified crew members and include an additional Vice President position, Secretary and Treasurer.
- c) The President shall appoint a nominating committee, which shall consist of three members. The committee shall interview and present a complete slate of candidates who have agreed, if elected to serve to the best of their abilities.
- d) Crew elections will be held annually during fall.
- e) Elections are conducted by a voting system. Only Venturers present either in person or electronically may vote. At least 50% of registered crew members in good standing must be present for an election.
- f) In the event of a tie, the Advisor may cast a vote.
- g) A majority of the Crew may request a new election, with Advisor's approval, at any time.
- h) New Crew officers, who are elected in a special election, will serve until the next scheduled Crew election.
- i) A Crew Officer's Briefing and Training will be scheduled at the Advisor discretion following a Crew election.
- j) Officers will perform the duties generally as outlined in the Venture Handbook, but subject to adjustment based on filled officer positions. Each officer will be given a job description at the Office Briefing.
- k) All Crew Officers positions are filled subject to Advisor's ratification.
- l) All Crew Officers applicants **must not be** delinquent in any Crew payments (i.e., dues, fees, fines) and must be in good standing according to Crew Conduct guidelines.
- m) In the event elections are held without a reaching the required vote to install an officer, the crew leadership will temporarily be appointed by the Advisor following these guidelines:
 - i) Crew who received any votes for a position will be given an opportunity to act in that capacity with mentoring by an Advisor or Associate Advisor on a per meeting, as assigned basis.



- n) After an officer is elected, they will meet with their corresponding advisor to discuss roles and responsibilities in the crew.
- 6) Elected youth leaders shall meet with the Advisor or the Associate Advisor(s) to review their performance in their leadership position as needed. If any deficiency in performance is identified, the Venturer shall correct the deficiency within the time frame agreed upon with the Advisor or Associate Advisor. If the deficiency is not corrected on the agreed schedule, the Venturer shall be removed from his leadership position. The vacancy shall be filled in accordance with the provisions shown above relating to elected Crew Officers. A Venturer removed from a leadership position is not prohibited from holding a leadership position at a future date.
- 7) General Meetings
- a) Crew 2526 will meet at Saint James Episcopal Church from 6-7:30 on Sundays unless other times or locations are specified (i.e., Google Meets, activity location) and at such other times as determined by the Youth Leaders or the Crew Committee.
- b) Crew officers preside over meetings, following these guidelines:
- i) An agenda will be developed in advance and reviewed with the Advisor at least 24 hours in advance (and 48 if possible).
- ii) Fun-kick-back meetings will be scheduled to promote team building.
- c) Crew members will sign-in to each meeting and verify that the contact information of email, phone, and remind is current.
- 8) Member Responsibilities
- a) Every member of the crew has a part in the success of the unit and takes personal responsibility for the crew's success by fulfilling member responsibilities in the areas of attendance, service, program, recruiting, activity leadership, and conduct.
- i) Attendance:
- (1) All Venturers are expected to attend meetings either virtually or in person and activities of the Crew. Members who are unable to maintain attendance due to unavoidable family, personal, faith, work, or school conflicts should let the designated officer know that they will be missing a meeting.
- (2) Venturers who miss two consecutive meetings are responsible for getting caught up and getting all missed information from the meetings.
- (3) Any member who misses a regularly scheduled meeting and does not tell the designated officer will be called by an officer to make sure they are OK.
- ii) Service
- (1) Every Venturer is required to participate in at least 10 hours of community service each year.
- iii) Recruiting
- (1) Every Venturer is encouraged to assist at 3 recruiting events each year. This may be staffing a table at the mall, going to talk to a Troop, or other things as directed by the crew leadership.
- (2) Every Venturer will do their best to promote Venture Scouting to youth they



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know who may be interested by inviting them to crew activities.

iv) Activity Leadership

(1) Each crew member is strongly encouraged to take responsibility and exercise leadership (which may include working with another Venture Scout as team leaders) for a crew activity following these guidelines:

- (a) New Crew (Venturer) – 1st Year – 1 Tier 1 Activity (day or half day)
- (b) Discovery Rank – 2nd Year – 1 Tier 2 Activity such as Camporee
- (c) Pathfinder Rank or Above– 3rd Year – 1 Tier 2 Activity that requires planning (Example: backpack overnight) Or a Tier 1 that requires more preparation (example: one day Ice Climb)
- (d) Tier 3 Activity (super activities) are the responsibility of the President and Vice President unless an exception is made by the Advisor to assign to another Venture Scout.

9) General Policies – Health and Safety

- a) All medications used while on a Crew function must be turned into the Advisor or Medical Personnel for dispensing. All medications must be in original container with dosage attached. Exception - inhalers and epi-pens may be carried by the Venturer.
- b) The use of controlled substances by any person connected with the Crew, not under a doctor's care, will not be tolerated.
- c) The use of alcohol or illegal drugs will not be tolerated at any Crew function. Parents will be called upon to remove any individuals under the influence or in the possession of such substances regardless of time of day or distance involved
- d) Visitors are very welcome to all Crew functions - no activity is secretive.
- e) Adults, registered or not, are to interact with the Venturers in an appropriate manner.
- f) Adult leaders and Venturers may not date under any circumstances, regardless of how close their ages.
- g) While Venturers may date each other, public or private displays of affection are not allowed at Venturing or other Scouting activities.

10) Scout Conduct

- a) Crew members agree to live to the Scout Oath and Scout Law as well as the Venture Code.
 - i) Language should be clean and respectful of time and place. Scouts will be courteous and avoid topics that are inflammatory, intended to make someone uncomfortable, or inappropriate on personal or biological topics.
 - ii) Crew will respect each other and adult leaders by cooperating when “asked once” to do something. Other discussion except for clarification or non-compliance is subject to disciplinary action.
 - iii) Crew will be courteous and present during meetings and activities by putting non crew stuff away, paying attention when someone is talking, and docking technology unless needed for the conduct of crew meetings.
- b) Crew members have responsibilities that are outlined in these bylaws. To be in “good standing” is to fulfill to the best of a crew member's ability the duties and responsibilities in the bylaws. Crew members who do not meet their responsibilities are subject to correction and discipline as outlined in the discipline guidelines.



11) Uniform and Equipment

- a) The wear of the official uniform is an important part of Venture Crew 2526's effort to learn to be a highly capable team. The Venture Crew uniform is a symbol of the crew goals and the commitment of each person to the others in the crew. The Venture Crew uniform is as follows:
- b) Field Uniform (Class A): The Field Uniform is worn during formal events such as flag ceremonies, Scout Sunday, when traveling, and when specified for the event.
 - i) Green Venturing shirt with appropriate badges and epaulets,
 - ii) Gray Venturing shorts or long pants
 - iii) BSA Venturing baseball cap, BSA Leader Hat, or Venture Crew Gray Snap-back Hat, Venture Beanie, Scout hat, or weather, scout appropriate hat.
 - (1) Hats should be worn in appropriate times and indoors will be removed in circumstances such as services and dining halls.
- c) Venture or BSA Scout belt and buckle
- d) Activity Uniform (Class B): The Activity Uniform is worn during informal events such as some crew meetings, outside service projects, and when specified for the event. The Activity uniform is the same as the Field Uniform with the following changes:
 - i) Shirt is the Venture Crew official green Activity (Class B) Shirt
 - ii) Same hat rule applies. Snap-back hat may be worn backwards.
- e) Other Attire: Attire may vary based on specific activities. For example, jeans may be worn for outdoor trail maintenance. Swimsuits will be worn for water activities, etc. Scouts will wear their Field uniform unless the Activity Uniform or other uniform is specified in the activity calendar.
- f) Uniform Variations:
 - i) Garments such as leggings or other shirts may not be visible under the uniform with these exceptions:
 - ii) A long sleeve gray or black under armor type shirt may be worn in cold weather.
 - iii) Any color t-shirt may be worn under the Venture shirt if no emblem, words, or other markings are visible (just the t-shirt color).
 - (1) New Members will be given a Class B shirt and a Venture Awards and Requirements Handbook upon successful attendance at two crew meetings and completion of an application and medical form.

12) Activities

- a) The Crew will plan a Super Activity and at least 11 other Crew activities per year.
- b) The Crew Youth Leaders may plan some of these activities in conjunction with Mountain Valley District such as Camporees.
- c) Appropriate health forms must be presented prior to leaving on an activity.
- d) All activity money must be paid prior to leaving on a campout or activity. If a Venturer indicates he is going to attend a campout or activity at the meeting when the fees are due, and for whatever reason is unable to attend the activity, he is still liable for his share of the fees.
- e) Collection of money should occur at the Crew meeting preceding the event. f) Leaving an activity area is prohibited without permission/coordination with the Crew President or



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an adult leader. This applies to all members regardless of their position in the Crew.

13) Equipment

- a) Venturers are responsible for their own personal equipment and assume the risk of possible loss or damage.
- b) Electronic devices, and other items which distract from the great out-of-doors are HIGHLY discouraged and, if brought to an activity will only be used in the car on the way to and from the discretion of the vehicle driver or to take photos. One exception is that personal music players may be used with headsets in tents after "lights out".
- c) Crew equipment will be treated with respect.
- d) Crew equipment may be checked out from the Quartermaster by the Venturer prior to the campout.
- e) Books may be borrowed from the crew Library. The library has handbooks as well as other reference material helpful for activity preparation.
- f) Pocket knives and other sharp-edged tools may be carried/used following Scout Safety guidelines.

14) Discipline Guidelines

- a) Venture Scouts is a program for older youth, and the type of activities and structure of supervision requires Venturers to be trustworthy in their conduct, self-policing in their behavior, and focused on positive engagement with their fellow Crew members. Every Venture Scout will sign his/her acceptance of the bylaws when joining the crews and annually. The bylaws include conduct expectations and the disciplinary process that will be followed in the event of misconduct.
- b) In the event a Venturer cannot support the BSA program and live up to the Scout Oath and Law to such an extent that other Venturers cannot enjoy their activities, disciplinary action will be taken. When this happens the parents of the offending Venturer will be asked to intercede on behalf of the Crew, by taking immediate action in support of the Advisor and Youth Leaders to rectify the situation. Disciplinary action should be handed out on a sliding scale according to the seriousness of the infraction.
 - i) Instruction and Reminders: In the moment correction of the conduct and assisting the crew member to meet expectations. No further action needed.
 - ii) Mentor Session: Separate discussion with Crew Officers to discuss conduct and reach a plan of commitment by the Crew member to meet conduct standards. Follow-up by the President with feedback on progress.
 - iii) Referral to Advisor: Referral to the Advisor or other adult leadership for Council, which includes consultation with parent to reach a plan of commitment by the crew member to meet conduct standards. Follow-up by the President with feedback on progress.
- c) Discipline Responsibilities
 - i) Minor disciplinary matters should be handled by the Crew President as soon as possible, in accordance with the Crew Bylaws and conduct standards.
 - ii) Youth members should try to stop any disciplinary infraction and then bring the matter to the attention of the Crew President.
 - iii) Matters which involve conflict between Venturers, damage to Crew equipment or damage to other's equipment or property should require the Crew President to intervene immediately. The matter should then be brought to the Crew adult



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leadership for adjudication and discipline.

- iv) Serious matters which involve danger of death or serious injury to another person, where laws are broken, where damage to property is extreme or where anyone is struck or threatened will be handled by:
 - (1) removing the Venturer from the activity, and
 - (2) notifying the appropriate official person(s) and/or forming a disciplinary committee consisting of 3 adults (one representing the Advisor corps, one representing the Crew Committee, one representing the Chartered Organization),
 - (3) Venturers plus an invited member from the disciplined Venturer's parents to decide future action, if any, and to dispense disciplinary action.
- v) Any infraction at a Crew activity may require the parents to be called, without regard to time of day or distance from the crew location, to come to the activity and remove the Venturer immediately.
- vi) Adult leaders should not leave Crew activities of any kind to transport an offending Venturer home. This will be done by the Venturer's parents.
- vii) If a Venturer refuses to follow or complete his assigned disciplinary action, the case should be presented to the Crew Committee for further action. Possible actions include:
 - (1) loss of officer position (if held)
 - (2) suspension from Crew activities
 - (3) suspension from Crew

15) Dues and Finance

- a) Crew members will pay half of their dues, payable in September of each year, the crew will pay the other half through fundraised money as described in 16 b.
- b) Crew have the responsibilities of supporting the crew financially in Popcorn Sales.
 - i) Sell for 6 Hours OR
 - ii) Sell \$200 of Popcorn OR
 - iii) Contribute \$50 to the crew (without any selling required)

Note: remote crew such as those at college who are only active in the summer are exempt from this requirement.
- c) Crew accounts will be kept and can be used for scout expenses. Crew will receive a statement quarterly of the amount in their Scout Account, as well as the general financial balance (expense/income) of the Crew account.
- d) Venturers who participate in Crew fund-raisers may share in the money earned depending on the type of fundraiser and the needs of the Crew. Of crew money making opportunities, 50% goes in crew individual account and 50% goes to crew unless specifically decided otherwise by the Committee. Venturers who do not participate in fund-raisers will not share in the profits.
- e) The Crew Committee will control money earned by the Crew. Fund-raising projects must be approved by both the Crew Committee as well as by a majority vote of Crew members present. The Crew Treasurer will be responsible for maintaining the Crew account as well as the Unit If a Venturer quits the Venturing program all money



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reserved in his individual account returns to the Crew general fund. If a Venturer transfers to another Crew all money in his Individual Venturer account may be forwarded to the new Crew if they have a similar Individual Venturer Account policy and a written request for the transfer is received.

16) Recruiting Committee Responsibilities

- a) The Adult Committee will support the crew by keeping recruiting materials for crew promotion available which includes applications, crew brochure, and an orientation packet.
- b) The committee will help organize three recruiting events a year, subject to approval by the officers and crew as to time, place, and activity.
- c) The committee will advertise open house events.

17) Recognition and Advancement

- a) Venturers are encouraged to broaden their horizons by participating in the Venture recognition program in accordance with the guidelines in the Venturer Handbook.
- b) Each Board of Review should include a discussion of how the Venturer is living the Venturer Code, the Scout Oath, and the Scout Law in everyday life. The session gives the Venturer a chance to bring up any questions or problems. This also provides an opportunity for the board to chat about such important matters as goals, spiritual and personal growth; of course, to congratulate her/him on progress, help set next goals, or, if necessary, to frankly discuss lack of progress or difficulties to support getting back "on track."
- c) After the Board of Review has recommended a Venturer for advancement, the Membership Chairperson will submit the Venturer for the rank and present the Venturer his rank advancement at the next Court of Honor.
- d) The Crew will schedule Court of Honors as needed, with no fewer than one per year.
- e) Venturers will have a goal setting Board of Review at the start of the program year (August/September) and an evaluation meeting at the end (May/June). These meetings are to help the Venturer set goals, review progress, and give feedback to the Advisor(s). The meeting will have at least one adult and one officer present.
 - i) The Fall meeting will include completion of the Interest Survey, leadership ideas, and other input for the annual planning seminar.
 - ii) The Spring meeting will include review of progress and officer position interests.

18) Officer Responsibilities

- a) All officer roles should be executed as described in the venturing handbook

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