

The Annual Agreement for Council Chartered Units

Between:

- Pack
- Troop _____ and the French Creek Council, BSA
- Crew

The purpose of the Boy Scouts of America (BSA) program is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values and principles taught in the Scout Oath and Scout Law.

The Pack, Troop or Crew's responsibility is to provide Scouts with a fun, meaningful and impactful Scouting experience through regular meetings, leadership, and outdoor experiences as described in the Scout Oath and Scout Law.

French Creek Council Agrees to:

- Provide sales tax exemption.
- Provide insurance on Unit equipment and trailers submitted on inventory forms.
- Conduct criminal background checks on adult leaders.
- Provide program support through the assigned district and unit commissioners
- Provide unit money earning opportunities for the unit to support their annual program.

The Pack/Troop/Crew agrees to:

- Pay annual BSA National insurance fee of \$100.00 at the time of recharter.
- Pay \$_____ to title and insure any Unit trailer.
- Have at least five (5) registered Adults and five (5) youth members.
- Turn in charter paperwork by deadline set by district
- All Unit key-3 and direct contact leaders are trained
- Participate in council product sales (popcorn, gun raffle)
- Agrees to not solicit for funds and/or donations.
- Utilize money earning applications for non-council sponsored fundraisers.
- Hold at least two recruiting events and turn in new registrations immediately following event.
- Participate in summer camping opportunities (Summer Camp, Day Camp, OA, NYLT, Residence Camp)
- Submit Adult leader applications electronically.
- Unit completes an annual unit inventory form and submits by 11/1.
- Unit completes Financial Reconciliation Form and submits by 01/31.

_____ Unit Committee Chair	_____ Printed Name	_____ Date
_____ Unit Leader	_____ Printed Name	_____ Date
_____ French Creek Council Representative	_____ Printed Name	_____ Date