

Troop 360 Uniform Code



The uniform makes the Boy Scout Troop visible and creates a positive image to the community. Scouts BSA is an action program, and wearing the uniform is an action that shows each Boy Scout's commitment to the aims and purposes of Scouting. The uniform gives each Scout an identity to the world brotherhood of youth who believe in the same ideals. The uniform is practical attire for Scouting activities and provides a way for every Scout to wear the badges to show their accomplishments.

Patrol Leader / Senior Patrol Leader Rank Sign-Offs / Scoutmaster Conference and Board of Review Dress Code

1. Scouts presenting themselves to their Patrol Leader and SPL for approval for a Scoutmaster Conference to earn a higher rank, and attending their Scoutmaster Conference and their Board of Review will wear the approved BSA Field Uniform ("Class A") Shirt including the following items. All patches must be attached by being sewn on or with 'Badge Magic'. ** See your Scouts BSA Handbook to ensure proper placement. **
 - Alamo Area Council Patch (comes w/ uniform)
 - World Crest Scouting Patch (comes w/ uniform)
 - American Flag (comes w/ uniform)
 - Troop 360 Numbers (issued when joining)
 - Epaulettes [Olive] (issued when joining)
 - Nametag (ordered on Google Doc, issued by PL)
 - Patrol Patch (issued by PL or Troop Guide)
 - Current Leadership Position Patch (issued by SPL)
 - 'Trained' Patch (earned by attending ILST)
 - NYLT Patch (earned by attending NYLT)
 - Current Rank Patch (awarded by Scoutmaster)
2. Scouts will wear Official Scouts BSA pants, nice blue or black in color jeans, or khaki slacks with no holes or tears. Scouts may also wear Official Scouts BSA shorts or khaki color shorts. *Sweat pants and 'athletic style' shorts are not allowed.*
3. Scouts will wear a belt regardless of what style pants or shorts are worn. Scouts may wear a green Scouts BSA belt or a Scout belt (leather or cloth) from any Scout Camp or High Adventure Base (Philmont, Sea Base, Bear Creek, Bartle, Northern Tier, etc.) or any leather belt (brown or black colors are preferred). A short length of yellow-with-black polypropylene rope with whipped or fused ends may be worn tied or clipped to the belt (this is issued by each Patrol Leader to all new Scouts).
4. Scouts will wear closed-toed shoes. Tennis shoes (sneakers), hiking or cowboy boots are preferred. No open-toed sandals, Crocs®, or open-heeled shoes (i.e. flip-flops) will be worn. If shorts are worn (Scouts BSA or khaki color), the Scout may wear any color socks. Official Scouts BSA socks are NOT required.
5. Scouts will wear their Official Scouts BSA neckerchief and a neckerchief slide. The Troop 360 neckerchief (green with red piping) is issued to every Scout when they join the Troop. Order of the Arrow, National and World Jamborees, High Adventure Base, and NYLT neckerchiefs are also allowed to be worn in-lieu of the T360 one.
6. Scouts may wear the green merit badge sash over the right shoulder to display any merit badges they have earned.
7. Scouts may wear a hat. Cap options are, the Official Scouts BSA green cap, any cap with a Troop 360 logo, a cap from a Scout camp or High Adventure base, or a non-Scouting related cap. Any cap that is worn must be in good condition and serviceable.

Troop Meeting / Patrol Leader's Council Meeting Dress Code

- Field Uniform Shirt (Class A) without a neckerchief [Labor Day through Memorial Day]
- Activity Uniform (Class B) (any Scout related T-Shirt) [also worn under Field Uniform Labor Day - Memorial Day]
- Pants/Shorts/Belt (as described above)
- Activity appropriate footwear (as described above)
- Neckerchief is optional during all Troop meetings

Campout Dress Code

- Scouts must travel to/from campout in the Field Uniform (Class A) Shirt without a neckerchief
- Scouts should wear some form of cap/headwear to all campouts for protection from the sun (Scout Essential)