

Nevada Area Council

Zephyr District

Cub Scout Leader Roundtable Resources

June, 2020

Some Planning Tips!

1. Get your den and pack registered for Day Camp!
 - a. July 29-30-31
 - b. Davis Creek Day Use Facility
2. Get Cubs to take their families out to a park or for a hike!
3. Online Den Meetings can be fun for Simon Says! games, and working on advancement.
4. Get your Unit Recruiting Plan together for when school comes back. Cubs is more fun with friends!
5. Who's your Popcorn Kernel? Many Packs fund their entire annual program with funds raised with Popcorn and Camp Card sales.
6. Roundtable will pick up again on August 4th. We'll send reminders. The plan is to continue holding Roundtable online. It's a great way to get and share information!
7. Lots of Scouting Activities are being planned for this Fall.



75 Cub Scout Pack Activities for the Summertime Pack Award

1. Meet at a park and just **let the Scouts play** – Our Cub Scouts often don't get to just hang out and play. Give them that opportunity.
2. Go on a **pack [camp out](#)** – A classic!
3. Have a pack picnic – You can grill out, bring sandwiches or even order pizza.
4. Go for **[a hike](#)** – Even if it's just around your meeting place's neighborhood.
5. Go for a **[bike ride](#)** – Have everyone meet at a park with your bikes.
6. Host a bicycle rodeo – Find links to **[helpful resources here](#)**.
7. Go on a scavenger hunt – Here are some **[great ideas for scavenger hunts](#)**.
8. Play baseball – What says summer more than baseball?
9. Have fun with sidewalk chalk – Here's **[a list of 8 active games you can play with sidewalk chalk](#)**. Set up a station for each game, and let the kids rotate through them.
10. Have a campfire complete with **[s'mores](#)**, of course!
11. Pick up trash as a service project (local park, creek, etc.) – You can make it **[a scavenger hunt](#)**.
12. Have a backyard carnival – Bears can host the carnival to complete a requirement for the **[Grin and Bear It adventure](#)**. Here's a **[great site for ideas](#)**.
13. Visit a cave – Are there any **[caves near you](#)** that your pack can explore?
14. Play badminton – Have a few families bring their sets so that you can have several games going at once.
15. Attend a local sporting event like a minor league baseball game – Call to find out if they'll give Scouts a discount. Some may even have patches they'll give you.
16. Hold a basketball tournament – Find a park with several basketball courts if you expect a lot of Scouts to attend.



75 Cub Scout Pack Activities for the Summertime Pack Award

17. Go bowling – Did you know that kids can [bowl free at select centers](#)? Or plan a bowling party with the center. When we did this, we got a tour of the center including a behind-the-scenes look at the machinery.
18. Host a star-gazing party – Here’s a [super easy party plan](#) or [find an event hosted by an astronomy club](#).
19. Go to a local festival or outdoor concert as a group – Find out if the event needs some extra hands. Picking up trash after it’s over is a [great service project](#). Plus your Webelos and Arrows of Light can get credit for the [Maestro! adventure](#).
20. Go roller skating – Find out if there is a [center near you where kids can skate free](#).
21. Hold a Raingutter Regatta – Instead of making boats from the kits, make it a [recycled regatta where the Scouts construct their boats out of recycled items](#).
22. Have an old-fashioned field day – Be sure that you include 3 legged races, sack races, a tug of war, a hula hoop competition and water balloon tosses.
23. Visit an amusement park or water park – These often offer discounts for Scout groups.
24. Wade in a creek or stream – We have a creek hike and pick up trash along the way.
25. Play water balloon baseball – [Read about it here](#). Put the balloons in a container of water as you’re filling them. They’re less likely to pop that way.
26. Catch fireflies (or lightning bugs, as we call them) – Find out the [proper way to catch them](#).
27. Make birdfeeders – Try one of [these three designs](#).
28. Take a free kids’ workshops at a store such as [Home Depot](#) or [Lowes](#) – Check with your local store. They may be willing to host a special time just for your pack.



75 Cub Scout Pack Activities for the Summertime Pack Award

29. Go to a farmers' market and learn about healthy foods – Some local markets offer a program for kids.
30. Go to the zoo – Many zoos have Cub Scout programs that fulfill adventure requirements.
31. Make ice cream in a bag – Here are [the directions](#).
32. Make [armpit fudge](#) – Yes, it sounds gross, but the kids love it! And it's surprisingly yummy.
33. Watch Independence Day fireworks together – Don't forget to pack a picnic!
34. Go on a 1 Foot Hike – There are [several ways to conduct this hike](#) to make it fun for the entire pack.
35. Play kickball.
36. Visit a nature center – Many of them have programs that will help your Cub Scouts complete adventures.
37. Build an obstacle course – Have the Scouts come up with their own ideas for a course. If you need to give them a little inspiration, here's an [article with some cool suggestions](#).
38. Visit the fire or police department – Turn this into a service project by having the Scouts write thank you notes or [put together treat bags](#) for the police officers and firefighters before you go.
39. Have a Cub Scout theater night – Have the Scouts bring costumes and props to the event. Give them a little time to create and practice an original skit with their den. Then have all the dens perform. Check out this [idea for DIY Cub Scout skits](#).
40. Play human foosball – We built a [human foosball court like this one](#).
41. Have an ice cream sundae party – Tip: [Pre-scoop the ice cream!](#)



75 Cub Scout Pack Activities for the Summertime Pack Award

42. Visit a local factory – This [website lists factories that give tours](#). Even if your local factory isn't on the list, call and ask them anyway. If it's a factory that uses robots, your Bears can mark off that requirement for the Robotics adventure.
43. Play frisbee golf – Don't have a frisbee golf course close by? Then [make your own!](#)
44. Have an outdoor movie night – I'll bet someone in your pack works for a company that has a projector you can borrow. Get [more ideas here](#).
45. Organize a bingo event at a local nursing home – Read [this story](#) for some inspiration.
46. Participate in a National Park Service Junior Ranger program – Find out [more about the program here](#).
47. Organize a paper airplane contest – [Scholastic has information](#) on holding a competition, but you have to check out [this post for folding techniques](#).
48. Have a kite derby – We used [these directions to make kites](#) at Cub Scout day camp a couple of years ago.
49. Play [giant marbles](#) – If you have a big group, make more than one marble ring.
50. Go orienteering in a box – This was another [super fun day camp activity](#). Our camp was a Star Wars theme, but you can decorate your boxes any way you want.
51. Organize a geocaching event – Read about [two options for a geocaching event](#).
52. Host a recycling event – Although America Recycles Day isn't until November 15th, you can use [some of these activities](#) to help raise awareness of the importance of recycling.
53. Make [pizza box ovens](#) – Have English muffin pizzas and s'mores for dessert and cook them both in the pizza box oven.



75 Cub Scout Pack Activities for the Summertime Pack Award

54. Have a knot-tying class – Ask members of a Scouts BSA troop to come and teach the Cub Scouts how to tie knots. Use these [knot-tying resources](#) to study up before the meeting!
55. Go on a rock hunt – Learn how to [classify the rocks](#) you've found here. And Webelos and Arrows of Light can count this toward the [Earth Rocks! adventure](#).
56. Host backyard Olympics – My friend Liz from Hoosier Homemade shows you how to make some [easy Olympics-style games](#).
57. Go to Cub Scout day camp – Is your child signed up? If not, stop and do it now! *(Some packs think going to Cub Scout camp doesn't count toward this award. But I believe if the pack plans to attend the same camp, it does. You'll need to make your own decision about this.)*
58. Go to Cub Scout or Webelos resident camp – See number 57.
59. Go fishing – The [Take Me Fishing website](#) has some good information for getting started.
60. Hold a rocket academy – Here's what [my pack did](#).
61. Have a bubble games night – Buy huge bottles of bubbles, and [play these games](#).
62. Lawn Twister – This is super fun for the kids! You can either make several [smaller playing areas](#) or make a [large one like this](#).
63. Have an epic water balloon dodgeball competition – Find the [instructions here](#).
64. Play capture the flag – Find [directions here](#).
65. Make it more fun and play glow in the dark capture the flag. – Details can be [found here](#).
66. Play flashlight tag – Read about [how to play here](#).



75 Cub Scout Pack Activities for the Summertime Pack Award

67. Play clothespin tag – Read about how [one pack plays](#). (You may need to scroll down the page to see the post.)
68. Host a lemonade stand to raise money for charity – Here are [10 tips](#) to help your Cub Scouts be successful.
69. Have a treasure hunt – The Scouts will love looking for treasure that you’ve hidden. Check out this [guide to learn how to plan it](#).
70. Play putt-putt golf – Call your local facility to find out about group rates.
71. Minute to win it games – These are popular with our pack, but we’ve only played indoors. Here are some [ideas for outdoor minute to win it games](#).
72. Play beach ball volleyball – Just like regular volleyball, but with a beach ball.
73. Have a [lumberjack competition](#) – This is one of the coolest things I’ve seen!
74. Build and race Cubmobiles – [This post](#) shares the plans and rules for a Cubmobile race.
75. Play glow in the dark wiffle ball – I love wiffle ball, and [playing in the dark](#) looks super cool!



JUNE - SET 1 - BRAVE



ROAMING REPTILE ALERT

A SCOUT IS BRAVE. HOW DOES “ROAMING REPTILE ALERT” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout can face danger even if he is afraid. What kinds of reptiles roam the United States? Let's learn about the four poisonous snakes to be aware of, and interesting facts about others. Learn about alligators, lizards, and any reptile that piques your interest. Be aware but not afraid!

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides which can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

The advancement ceremony in this plan calls for face painting. Secure permission from parents and guardians, and check for any allergies to products being used. Make sure the product washes off with mild soap and water. Consider involving the parents or guardians as the Akela in the ceremony to help with face paint.

◆ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month's adventure, if applicable.

Preassign dens to perform the flag ceremony and the opening skit.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Gathering game materials:
 - Green streamers to use as tails for Lizard Tag
 - Plastic worms or bugs, mason jars for Reptile Walk Obstacle Course
- Snake station craft materials and fact printouts for the following:
 - Coral snake
 - Copperhead
 - Rattlesnake
 - Cottonmouth
- Song sheets with the closing song or projection of the words on a screen or wall
- Face paint for the advancement ceremony

◆ GATHERING

Lizard Tag or Reptile Walk Obstacle Course (See the Resources section for instructions.)

◆ OPENING CEREMONY

The flag ceremony is led by a predetermined den, who will present the colors and lead the pack in the Pledge of Allegiance.

Snake Skit

Preassign a den. All the boys in the den are either curled up like snakes or wiggling around, quietly hissing like snakes. All are happy.

One by one, each boy except the last one shouts, “Ouch!”

Boys: “Oh, no! Are we poisonous?”

Last boy: “No, why?”

Boys: “Because we just bit our tongues!”

◆ OPENING PRAYER

“We gather here as a Cub Scout family to celebrate being with one another. We are grateful for the many things that Scouting teaches us, helping us grow. Tonight we learn about bravery and ask for the strength to be both smart and brave in our everyday lives.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

Poisonous snake stations: The boys are split into four groups. At each station, a predetermined volunteer teaches the boys facts about the featured snake while the Scouts make their snake craft.

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month’s adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month’s theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

This is a face-painting ceremony for all five ranks. (Use the parts you need. Check with parents or guardians that Scouts do not have allergies.)

Roles: Cubmaster, den leaders, and boys who are advancing. Consider using parents or other boys to help.

Equipment: Red, blue, green, yellow, orange, and brown face paint; washable markers; or face crayons

Bobcat: *(Akela places three thin red lines across the bridge of the nose.)*

Cubmaster: “Akela welcomes you who seek the Bobcat rank. You have worked hard to learn the Scout Oath, the Scout Law, and the Cub Scout motto. These three red lines show that you have completed these three important steps of your journey. Remember them because they will guide you on all the trails of Scouting. We are glad you have found your place in our pack. Will the den leader present these Bobcats with their badges?”

Tiger: *(Akela places an orange dot under each eye.)*

Cubmaster: “We mark you with the eyes of the tiger. You have watched and learned in your adventures. You have shown courage and strength. You have achieved the rank of Tiger. Will the den leader please present these Tigers with their badges?”

Wolf: *(Akela places a brown, upside-down V above each eyebrow.)*

Cubmaster: “We mark you with the ears of the wolf. During your journey on the Cub Scout path, you have shown a willingness to listen to your leaders and learn from them. You are making Akela proud as I watch you on your journey. You have advanced to the rank of Wolf. Will the den leader present these Wolves with their badges?”

Bear: *(Akela places two green lines on each cheek, slanting up to the nose.)*

Cubmaster: “We mark you with green lines to represent strong, straight trees. You have promised to live by the Scout Oath and the Scout Law, and you have done well. The Oath and Law have helped you grow strong and straight like the trees of the forest as you travel your path. Akela is well pleased. Will the den leader please present these Bears with their badges?”

Webelos: *(Akela places a large, blue W from the temple down to the chin and up to the other temple.)*

Cubmaster: “You are now a Webelos Scout and have proven your loyalty. You have grown in spirit as well as knowledge. The blue W stands for the mountains that we climb in life. The way you have lived the Scout Oath and the Scout Law has helped you make good choices. Akela is happy with your choices; they show that you are getting ready to move from Cub Scouts to Boy Scouts. Be ready to use the skills you have already learned. Will the den leader present these Webelos Scouts with their badges?”

Arrow of Light: *(Akela places a yellow line, slightly bowed, with seven rays across the forehead.)*

Cubmaster: “Faithfully you have journeyed the Cub Scout path. You are nearing the end of your Cub Scout trail. The gold arrow represents the Arrow of Light, the highest rank in Cub Scouting. The seven rays stand for wisdom, courage, self-control, justice, faith, hope, and love. The arrow points you toward the Boy Scout path, where the Scout Oath and Law will continue to guide your life. Akela is honored to present you with your Arrow of Light badge, the only badge from Cub Scouting that you can put on your new uniform.

“The faces of these young men show the world of their hard work and the reward that is gained by living the Scout Oath and the Scout Law. Please congratulate these fine young men.”

◆ CUBMASTER’S MINUTE

“Tonight I’ll tell you the tale of Tortoise and Hare.

“Hare was a very fast runner and made fun of Tortoise, who was not very fast. One day, Tortoise grew very tired of this and challenged him to a race. Hare thought it was hilarious and made many mean jokes about the slow and steady Tortoise.

“The big day came and the two animals set off on their race, watched by all the other woodland animals. Hare ran down the road and then ran back to run circles around Tortoise and tease him. He said, ‘How can you ever expect to win when you are so slow and heavy? Look at me! I am fast and light.’

“Tortoise just smiled and bravely said, ‘Slow and steady wins the race.’

“Tired out from running around and back and forth, Hare decided he was so far ahead, he would take a short nap.

“While Hare was sleeping, Tortoise walked and walked. Even when he became tired, he kept going and didn’t stop until he came to the finish line.

“All the animals shouted ‘Hooray’ so loudly that they woke up Hare. He tried running to catch up, but it was too late. The slow and steady Tortoise crossed the finish line.

“We can learn from this brave Tortoise who believed in himself even when Hare made fun of him. He showed courage when he raced the fast Hare and he finished. True bravery and courage is doing something we may not be good at, but we keep trying. I hope we can all be like the slow and steady Tortoise.”

◆ CLOSING

Good Night, Cub Scouts

Tune: “*Good Night, Ladies*”

Good night, Cub Scouts,
Good night, Cub Scouts,
Good night, Cub Scouts,
Time to go home now.

We’ve learned about our reptile friends,
Cub be brave, Cub be brave,
And how to be safe when going,
Up that Cub Scout trail.

Be brave, Cub Scouts,
Grow strong, Cub Scouts,
Sweet dreams, Cub Scouts,
Time to go home now.

(The preassigned den retires the flags.)

RESOURCES

Lizard Tag

Object: Be the last lizard with a tail.

Give each boy a foot-long length of green streamer to stick in his back pocket for a tail. When the leader calls “Go,” the boys chase one another, trying to collect tails. If a boy loses his tail, he freezes in place for the rest of the game. The last boy with a tail wins.

Reptile Walk Obstacle Course

Object: Have the entire team move through the obstacle course.

Preparation: Set up an obstacle course with the following stations:

- Leap like a lizard. (Tape paper rocks to the floor.) The boys leap from rock to rock.
- Slither like a snake. (Mark the distance you want the kids to travel.) Move the distance without using hands, knees, feet, etc. Slither, wiggle, wind.
- Totter like a turtle. (Mark a shorter distance.) Crouch down in a turtle-like shape and slowly move between the two marks.
- Place a container of plastic worms or bugs at each station. At the end of the course, place a mason jar.

Directions: Split the boys into teams. Gauging the difficulty to the boys’ ages, have them make their way through each station, collecting a plastic worm or bug at the end of each station. At the end of the course, have them balance on one foot while dropping the bugs/worms into the jar. Run back and tag the next person in line.

Snake Activity Station

Each station needs one or two volunteers to run it. Set each of them up with their materials ahead of time.

Station 1: Coral Snake



Courtesy Shutterstock.com/©Jay Ondreicka

Facts:

- Coral snakes have one of the strongest venoms of any snake, but because of their small jaws they are not considered as dangerous as rattlesnakes.
- The snakes are usually between 18 and 20 inches long. Some grow to be 3 feet long.
- They can be as skinny as a pencil.
- Their heads are small and look like their tails.
- Their fangs are always out because they cannot pull them back into their mouths.
- There is a harmless king snake that looks so much like the coral snake that people made up a rhyme about their coloring. However, it is a good idea to never pick up any snake unless there is an adult with you. The rhyme is:
“Red and yellow, kill a fellow;
“Red and black, friend of Jack.”
- Coral snakes live in a variety of habitats, ranging from marshes to woods and sand hills. They also like to sleep under rotting leaves. They are often found in suburban areas as well.
- They eat lizards and other small snakes.
- They lay eggs. Babies are 7 inches long when they hatch and are fully venomous.
- Most people who are bitten receive the bite when they pick up the snakes or step on them with bare feet.

Activity: Beaded Coral Snake With a Tag

Materials:

- Googly eyes
- Glue
- Red, yellow, and black pony beads
- Chenille craft stems
- Glue
- Scissors (It would be better to cut all the pieces needed beforehand.)
- Tags with the rhyme

1. Cut red chenille stems into fourths.
2. Make a loop out of one end of the chenille stem to create the head. Thread beads in the following order: red, yellow, black, yellow, red, yellow, black, yellow until you reach the end.
3. Fold a piece of red craft stem over the end of the loop and twist it to create the snake tongue.
4. Glue on eyes.
5. Add a tag with the following verse:
“Red and yellow, kill a fellow;
“Red and black, friend of Jack.”



Station 2: Copperhead



Courtesy Shutterstock.com/©Dennis W. Donohue

Facts:

- Copperhead snakes get their name from their copper-red heads.
- They are pit vipers and have heat-sensing pits on their faces that help them detect prey.
- Copperheads have wide, muscular bodies with hourglass-shaped markings.
- They average between 2 and 3 feet long.
- They live in many different environments, including rocky areas, woods, and mountains; near streams, desert oases, and canyons. Nearer to humans, they also love to live in wood and sawdust piles, abandoned and overgrown yards, and old construction areas.
- Although they hunt alone, they are social and hibernate in dens with many other snakes.
- Copperheads eat mice and other small rodents, small birds, lizards, amphibians, small snakes, and insects.
- They use their pits to sense heat and track prey. After they bite large prey, they wait until the prey dies and then eat it.
- Adults sometimes eat only 10 to 12 meals a year if the meal is a larger animal.
- Babies are born live with fangs and venom as dangerous as an adult snake's.
- Copperheads give no warning and will strike almost immediately if they feel threatened.

Activity: Copperhead Finger Puppet

Materials:

- Printout of snakes (If there is time, have parent volunteers cut them out ahead of time.) Visit www.mrprintables.com/finger-puppets-snakes.html to find patterns for snake finger puppets.
- Tape
- Scissors, if snakes will not be pre-cut
- Markers, if using blank templates

Station 3: Cottonmouth



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Facts:

- Cottonmouths are the only venomous water snake in North America, but they are also happy soaking up the heat on land.
- They have a triangular head and a thick body.
- They are also commonly called water moccasins.
- They are called cottonmouths because they open their mouths wide when they are threatened. The inside of the mouth is white, like cotton.
- They are pit vipers.
- Cottonmouths range from 2 to 4 feet long.
- They have dark vertical lines by each nostril and pale snouts.
- They can be found in swamps, marshes, drainage ditches, ponds, lakes, and streams or sunning themselves on land nearby.
- They swim with their heads out of the water.
- They eat fish, birds, amphibians, lizards, baby alligators, turtles, small mammals, and other snakes.
- Babies are born live in litters of up to 20.
- When threatened, cottonmouths will coil up, open their mouths, and expose their fangs.

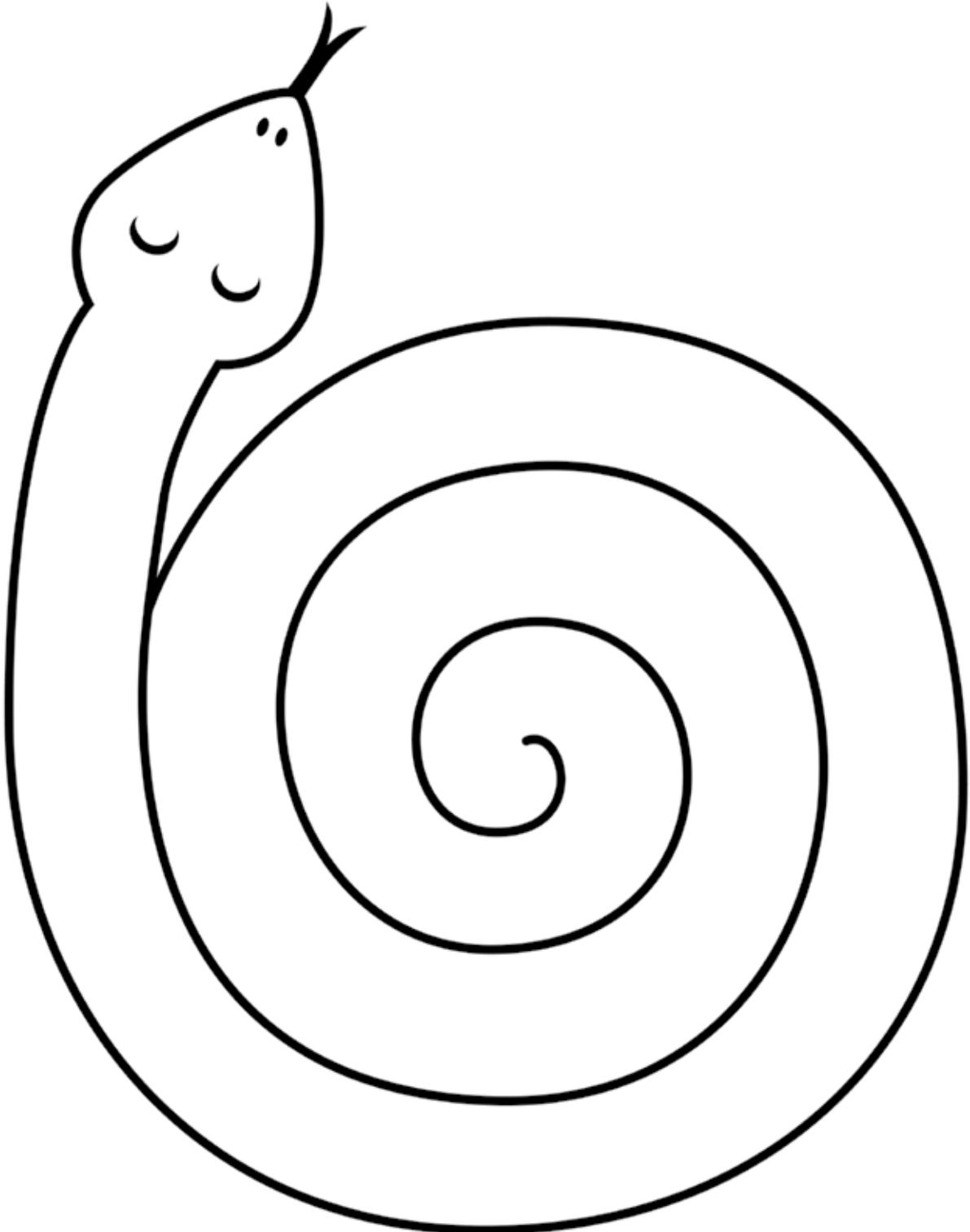
Activity: Cottonmouth Snake Twirler

Materials per Scout:

- Snake spiral
- String

- Stapler
- Scissors

Cut out the snake and then staple its head to a length of string. Twirl away.



Station 4: Rattlesnake



Courtesy Shutterstock.com/@reptiles4all

Facts:

- A rattlesnake's warning sounds are hissing and rattling of its tail.
- Rattlers can grow to be 1 to 7 feet long.
- They have a distinctly triangular head.
- Every time a rattlesnake sheds its skin, another ring is added to the rattle on its tail.
- Rattlesnakes live in many different environments in North and South America. They can live anywhere from desert sands to grasslands, scrub brush, rocky hills, and swamps. They can live in high elevations, up to 11,000 feet.
- Generations of rattlesnakes can use the same dens for hundreds of years.
- They give birth every two years to live babies.
- They can live up to 30 years.
- Rattlesnakes eat small rodents, reptiles, and insects.
- Their strike is extremely fast.
- They eat about every two weeks.
- Most rattlesnake strikes on humans happen when the snakes are stepped or sat upon.

Activity: Rattlesnake Bracelet

Materials per Scout:

- Chenille stem
- Googly eyes
- Glue
- Three pony beads
- One bell





SUPER CUB!

A SCOUT IS BRAVE—HOW DOES “SUPER CUB!” RELATE TO THIS POINT OF THE SCOUT LAW?

Superheroes are known for facing danger even when they are afraid. A Scout, like a superhero, has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than one and a half hours in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

One option for the gathering activity is for the Webelos den to help the younger Scouts by guiding them through a fitness game or games. This would complete requirement 5 for the Stronger, Faster, Higher required adventure.

◆ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month's adventure, if applicable.

Be sure the following materials are available for the meeting:

- Flags for the opening and closing ceremonies
- Materials for the gathering game:
 - Lightweight plastic tablecloths in many different colors—cut into four equal rectangles (Prepare one cape per Scout before the meeting.)
 - Enough tables for the Cub Scouts to spread out the capes
 - Covering for tables
 - Permanent markers
 - Poster with superpower descriptions
 - Materials for advancement ceremonies

◆ GATHERING

Fitness Game

The Webelos den leads the gathering activity by leading a fitness game or games.

OR

Superhero Cape Gathering

Have each Cub Scout and his family make a superhero cape with an emblem to represent the Scout's superpower. They will get one rectangle of plastic and some permanent markers to make the capes. Make sure to cover the table with newspaper, butcher paper, bulletin board paper, or some sort of covering to protect the table from the pens. Have the Scouts try on the capes before drawing to see where to place the emblem. They will then spread the cape out on a table to draw the emblem. Once they have

finished their capes, have the Scouts discuss with each other their superpowers and how the emblem represents this power.

◆ OPENING CEREMONY

The preassigned den presents the flags and leads the pack in the Pledge of Allegiance.

Scout Law Opening Ceremony

Use 12 Scouts or provide two signs per Scout.

Cub Scout 1: *(Holding up a sign printed with “Trustworthy”)* “Trustworthy—You can count on me!”

Cub Scout 2: *(Holding up a sign printed with “Loyal”)* “Loyal—I will stick by you.”

Cub Scout 3: *(Holding up a sign printed with “Helpful”)* “Helpful—I will volunteer to help you without expecting a reward.”

Cub Scout 4: *(Holding up a sign printed with “Friendly”)* “Friendly—I offer friendship to everyone, no matter how different they are.”

Cub Scout 5: *(Holding up a sign printed with “Courteous”)* “Courteous—I am polite and use good manners.”

Cub Scout 6: *(Holding up a sign printed with “Kind”)* “Kind—I treat others as I want to be treated.”

Cub Scout 7: *(Holding up a sign printed with “Obedient”)* “Obedient—I obey rules and laws.”

Cub Scout 8: *(Holding up a sign printed with “Cheerful”)* “Cheerful—I look for the bright side of life.”

Cub Scout 9: *(Holding up a sign printed with “Thrifty”)* “Thrifty—I use time and resources carefully.”

Cub Scout 10: *(Holding up a sign printed with “Brave”)* “Brave—I stand up for what is right even if others don’t.”

Cub Scout 11: *(Holding up a sign printed with “Clean”)* “Clean—I keep my home and community clean.”

Cub Scout 12: *(Holding up a sign printed with “Reverent”)* “Reverent—I respect my own beliefs and the beliefs of others.”

All: “I am a Super Cub!”

Cubmaster: “All of our Cub Scouts are Super Cubs! Their superpower is the Scout Oath and Law. Let’s recite the Scout Oath and Law together as a reminder of how super our Scouts are.”

◆ OPENING PRAYER

“Help us realize the power we each have inside of us to make the world a better place by remembering to do our best each and every day.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster, who may want to wear a superhero cape in keeping with the theme, welcomes new families and visitors, introduces them to the pack, and thanks those who helped prepare the pack meeting.

◆ DEN DEMONSTRATIONS

Ask each den in turn to talk about their adventures during the last month. Call each den to the front to do so.

Cubmaster: “Thank you to each of our dens, who did a super job sharing their adventures with us. Let’s salute them by giving them a Hero Applause: ‘Hip, hip, hooray! Hip, hip, hooray!’”

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

Cubmaster: "Tonight we recognize all those brave Scouts who have used their superpowers to achieve their rank this month.

Bobcat: "Will the following Scouts who have earned the Bobcat badge please come up with their parents or guardians? *(The Cubmaster calls the name of each Scout to receive the Bobcat badge.)* These Scouts have learned their first Cub Scout power—the basics of Cub Scouting—to help them on their next adventure."

Tiger: "Will the following Scouts who have earned the Tiger rank this month please come up with their parents or guardians? *(The Cubmaster calls the name of each Scout to receive the Tiger badge.)* These Scouts have used their powers to earn their rank, and now are ready to continue their adventures in Cub Scouting."

Continue similarly for Scouts who have earned the ranks of Wolf, Bear, Webelos, and Arrow of Light.

◆ CUBMASTER'S MINUTE

"A hero is a person who is admired for his character, his achievements, and his example to others. Let us honor all the real heroes in our world today and our own Super Cub heroes, who are growing into the heroes of our future."

◆ CLOSING

Superhero Skit

Scene: A group of boys stand together, talking and wearing T-shirts instead of uniform shirts.

Boy 1: "I hear a superhero is coming!"

Boy 2: "Have you seen him?"

Boy 3: "No, I wonder who it is?"

Boy 4: "I hear he helps people. Maybe it's Superman. I hope there isn't any kryptonite around here."

Boy 5: "I hear he is trustworthy, maybe it's Thor and he'll shoot lightning!"

Boy 6: "I hear he is patriotic, so it might be Captain America!"

Boy 7: “I hear he is brave and wears a special uniform. Maybe it’s Ironman!”

Boy 8: “I hear he is kind. Maybe it’s Batman.”

All: (As den chief or other Scout in uniform enters) “Here he comes!” (Den chief or Scout walks across stage, flexing his muscles and grinning. All Scouts cheer him on.)

RESOURCES

Cub Scout Superpowers

Trustworthy	Always answers the call
Loyal	Defends the earth from evil forces
Helpful	Rushes to the rescue
Friendly	Turns evildoers good
Courteous	Protects old and young alike
Kind	Balances his strength with being gentle
Obedient	Enforces right over wrong
Cheerful	Laughs in the face of danger
Thrifty	Saves time by moving faster than an arrow
Brave	Overcomes fear when threatened
Clean	Repels evil influences over mind and body
Reverent	Has the power to believe



JUNE - SET 3 - BRAVE



HOME OF THE BRAVE

A SCOUT IS BRAVE. HOW DOES “HOME OF THE BRAVE” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout can face danger (or new things) although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him. For a Cub Scout, his home is his community: his neighborhood, his school, and his place of worship. Acts of bravery come in all shapes and sizes, just like Cub Scouts.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

◆ BEFORE THE MEETING

Set up tables or areas for the den adventure displays (see above), if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- A poster of the Outdoor Code with printing large enough for everyone to read, or the words projected on a wall for all to see
- Balloons for the gathering game (check for latex allergies)
- For the closing skit, a large box that Cub Scouts can step into and out of, decorated on the front with knobs and dials
- Props for each occupation in the skit (e.g., chef's hat, plastic firefighter's helmet)

◆ GATHERING—CROSSING THE DELAWARE

As Cub Scouts arrive for the meeting, give each of them a balloon to blow up and tie. When all are ready, have them stand against a wall. On signal, the boys will cross the room, hitting the balloons only with their heads to keep them in the air. No hands are allowed. The first one to reach the end of the room while following these rules wins the game.

◆ OPENING CEREMONY

Cubmaster: “Did you see those Cub Scouts ‘crossing the Delaware?’”

Assistant Cubmaster: “I sure did! I don't think one balloon fell to the floor.”

Cubmaster: “Oh, I think one or two might have hit the floor, but I am very proud of the Cub Scouts for being brave enough to try that new game.”

Assistant Cubmaster: “You are right! Sometimes it is scary to try something new: a new game, a new food, a new den, or a new classroom.”

Cubmaster: “Yes, our Cub Scouts are brave. They may be afraid, but they still try new things and do it with a good attitude.”

Assistant Cubmaster: “Our Cub Scout pack is the Home of the Brave!”

Cubmaster: “Den, please present the colors.”

The flag ceremony is led by a preassigned den. They will present the colors and lead the pack in the Pledge of Allegiance.

◆ OPENING PRAYER

“We give thanks for the everyday people who do brave things: the firefighters who answer the call for help, the doctors who treat the sick, the police officers who work at keeping our cities safe, the bus drivers who take us to school, the military personnel who keep our country safe, the teachers who start each day with a smile—and the Cub Scouts who unselfishly give service to others. May we recognize all of these everyday heroes, and give them our thanks.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert the activity here.

◆ AUDIENCE PARTICIPATION

Have the audience sing “The Star-Spangled Banner” or lead them in “Clancy to the Rescue.” If the second option is chosen, have sections of the audience repeat their assigned action in the story each time their word is spoken by the narrator:

Clancy: Feel your muscles, like a bodybuilder.

Horses: Slap thighs.

Yell(ed): Shout “Hey, Guys!” with hands cupped around your mouth.

Fire Engine(s): Make a high-pitched siren sound.

Bell: Swing arm like a clapper, saying, “Clang, clang, clang.”

Hose: Say, “Shh-sh-sh,” like water coming from a hose.

Steam: Make a hissing s-s-s-s sound.

Brave: Shout, “A Scout Is Brave!”

If you like **HORSES**, you would have enjoyed living back in the 1800s when **HORSES** pulled old-fashioned steam-type **FIRE ENGINES**. One of these **FIRE ENGINES** was driven by a **BRAVE** hero, **CLANCY**. Yes, sir! **CLANCY** was a real **BRAVE** hero! Every day when there was no fire, he would take the **HORSES** out for exercise, trotting them up and down the streets. If children were playing along the way, **CLANCY** would always stop and let them pet the **HORSES**.

Sometimes, the fire alarms happened during the daytime, but sometimes they happened at night. When the alarm sounded at night, one person would **YELL** up to the firefighters above, and they would wake up and slide down the pole as fast as they could. Then they would run to the **FIRE ENGINE** where the **STEAM** was up, and away they would go to the fire, clanging the **BELL**, with **CLANCY** driving the **HORSES**.

One night most of the firefighters were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's big two-story house! Quick as a flash they were there. **CLANCY** stopped the **HORSES** and **YELLED**, "Keep the **STEAM** up, men!" They started the fire **HOSE** and began to squirt water on the fire.

CLANCY strained to see upstairs where the mayor and his wife were trapped. Flames were everywhere! Being so **BRAVE**, he tried to reach them but couldn't get through. So **CLANCY YELLED**, "You'll have to jump!" The firefighters held a net out to cushion their fall. The mayor and his wife were afraid, but **CLANCY** encouraged them, and as the flames licked their heels, they were **BRAVE**, jumped, and came right down into the middle of the net.

The **BRAVE** firefighters kept battling the fire. They put the **HOSE** on it and kept up the **STEAM** in the **FIRE ENGINE**. Before long, the fire was out, so they turned off the **HOSE**, got back on the **FIRE ENGINE**, and returned to the firehouse, clanging the **BELL** all the way. To **CLANCY** and the other **BRAVE** firefighters, it was all in a day's work—but to the **BRAVE** mayor and his **BRAVE** wife, they were heroes. The End.

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month, and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

For each rank, call each Scout and his parent or guardian by name and ask them to step forward.

Cubmaster: "As we explored being brave this month, we learned that a brave person will stand up for what he thinks is right even if others laugh at him or threaten him. Sometimes this can be hard to do, but being brave can mean doing what is right even when you are afraid. Our pack is the home of the brave."

Bobcat: "Our brand new Scouts showed their bravery as they accepted the challenge to learn the Scout Oath and Law, and the Cub Scout motto. They also learned the handshake, sign, and salute." *(Call up Bobcats and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a hearty roar to cheer on the recipients.)*

Tiger: "Our new Tiger Scouts are brave! They went on a hike in the woods and looked for signs of wild animals. They were a little unsure at first, but they are pro hikers now." *(Call up Tigers and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in the Tony the Brave Tiger cheer: "You'rrrrrrre brave!")*

Wolf: "Our new Wolf Scouts learned how to be brave by being prepared for scary things that can happen like a natural disaster or weather changes when you're on an outing. Knowing what to do can help

you be brave even when you are scared.” *(Call up Wolves and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a wolf howl cheer.)*

Bear: “Bear Scouts have learned about famous Americans who had amazingly scary challenges but faced them bravely like Neil Armstrong, the first man on the moon. They also visited with local brave citizens like firefighters or police officers. These new Bear Scouts have learned from examples of bravery in everyday life.” *(Call up Bears and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in the Soldier cheer: Stand at attention, salute, and yell, “Well done!”)*

Webelos: “As a boy grows older and moves out into the world, he faces more difficult situations. These Webelos Scouts showed great bravery when they cooked meals for each other and even greater bravery when they ate those meals.” *(Smile and pause for the audience to enjoy this gentle joke. Then call up new Webelos Scouts and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a hero cheer, shouting several times, “Brave and loyal, strong and true!”)*

Arrow of Light: “Arrow of Light Scouts have learned the Scout Law and serve as good examples to younger Scouts by making wise and moral decisions. An Arrow of Light Scout is brave when he talks over a problem with someone he trusts and respects, and then makes the right decision even when it requires great courage.” *(Call up Arrow of Light recipients and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a final advancement cheer: “Prepare to launch Cub Scouts into the world. All together ... All systems go ... We have Bravery!”)*

◆ CUBMASTER’S MINUTE

A Scout Is Brave

In the Scout Law we say, “A Scout Is Brave.” What does that mean to you? *(Allow time for people to contribute answers.)* We tend to think of bravery as overcoming fear so we can take action to save a life or help someone in some way. Most of the time, what we have to overcome is the fear of physical harm to ourselves. But there’s another kind of bravery. It’s the bravery to overcome fear of ridicule from our friends. It’s the courage to stick with what you know is right, no matter how unpopular that might be. Bravery in those situations is even more amazing than bravery in a sudden crisis or emergency, because when you have more time to think about it, the decision can be harder to make. It’s hard to do the right thing when *everybody* is urging you to do something you know is wrong. It takes courage and character to withstand that kind of pressure from your friends. But it’s the mark of a brave Scout. Let’s do our best to be brave, even in the toughest times.

◆ CLOSING

A preassigned den performs the “When I Grow Up” closing ceremony.

Set the large box with knobs and dials in front of the audience. Note that the occupations in this skit can be changed, depending on what the boys choose to be or the props that were collected.

Cub 1: *(pointing to the box)* “Ladies and gentlemen, this is the fantastic, terrific, magical future machine. It takes a lot of courage to enter this machine because, once you go inside, you will know your future career. Pretty scary, huh? Who will be brave first?”

Cub 2: “Let me try it first.”

Cub 1: “OK, enter the chamber.”

(Cub 2 steps into the box, and Cub 1 turns the dials.)

Cub 1: *(after a few seconds)* “Come out and reveal your future.”

Cub 2: *(stepping out)* “Wow, I’m going to be a fireman. I will bravely put out fires.”

(Repeat this pattern with Cubs 3, 4, 5, 6, and 7 saying the following lines as they leave the box.)

Cub 3: “Hey, I’m going to be a policeman. I will bravely fight crime.”

Cub 4: “I’m going to be a soldier. I will bravely protect our country to keep us free.”

Cub 5: “An astronaut! I’m going to be an astronaut. I will bravely go to outer space.”

Cub 6: “Yay, I’m going to be a sailor. I will bravely protect our country at sea.”

Cub 7: “I will be in the U.S. Air Force, and I will bravely fly jet planes.”

(Then Cub 8 steps toward the box.)

Cub 8: “I’m not so sure about this, but here goes!”

Cub 1: *(guiding Cub 8 into the box)* “This way.” *(Turns dials.)*

Cub 8: *(inside the box)* “WOW!”

Cub 1: “What is it? What will you be?”

Cub 8: *(stepping out of the box)* “I will be the bravest of all! I will be *(pauses for suspense)* a Cubmaster!”
(Flexes his muscles and struts off the stage.)

The preassigned den retires the flag.



DAY CAMP 2020

NEVADABSA.ORG/DAYCAMP

DOWN ON THE FARM

DAY CAMP - NORTHERN NEVADA

DAVIS CREEK REGIONAL PARK

25 Davis Creek Camp Ground Rd
New Washoe City, NV 89704

July 29 - July 31
8:45 AM to 4:00 PM

Contact: Veronika Frazier
frazierfamily3@gmail.com

Cost to attend is \$70 if you register by July 19. After that, the fee goes to \$85 until July 26. On July 27 registration is closed and walk-in registrations on the day of camp are not accepted. It is important to the camp staff that you register on time and help them prepare adequately.

Packs that are looking to register as one group and pay with a single check need to contact Linda Brant at the Scout Office for directions (775-787-1111 or linda.brant@scouting.org).

COVID-19 Information

- We will be watching closely and following all local and state guidance to hold our camp in the safest manner possible
- In the event we need to cancel this Day Camp due to COVID-19 we will refund 100% of your money. All other circumstances for your need to cancel the normal refund policy applies and is provided through this registration
- Shirts and patches may not be available right away at the camp. In the event they are not the Council will ensure sending them to a coordinator for each Pack to help distribute. While this is not our normal way of getting these out, we just want to share what may happen in case COVID-19 prevents proper delivery.

IMPORTANT DAY CAMP INSTRUCTIONS

- Day Camp is for all Cub Scouts (Tiger, Wolf and Bear Cubs and Webelos Scouts), leaders and parents.
- Day Camp does NOT provide leadership to walk with your Cub Scouts. Adult/Scouts Ratio at Day Camp is 1:6. It is the pack's responsibility to provide at least 1 adult leader (Den Walker) for every 6 Scouts attending. Den Walkers may be split into 2 shifts but no more. If you are not able to commit to those times please find someone that can. Tigers MUST be accompanied by their adult partner.
- A Day Camp T-shirt and patch will be provided to each Scout registered. Den Walkers are highly encouraged, for the safety of our camp, to purchase a T-shirt for \$8 when they register online.
- Transportation: Parents provide transportation to and from camp. Carpooling is recommended.

- What to Bring: Youth and adults need to bring a sack lunch, water bottle, hat, sunblock and closed-toed shoes. No sandals are allowed for either Scouts or adults.
- What NOT to Bring: Electronic games, knives or **pets**.

HEALTH FORMS

- EVERY YOUTH AND ADULT (DEN WALKER AND STAFF) attending camp MUST complete both Parts A and B of the Annual Health and Medical Record
- [Click Here to Download Health Form](#)
- Health Forms can be submitted at the Scout Office or at day camp. Submitting your health form at day camp may mean you have a longer line to stand in.
- Personal Insurance Card - A copy is to be included with Health Form

DEN WALKER

A Den Walker is the adult accompanying the Scouts at camp. The Den Walker can be a pack leader, Cubmaster, committee member or a parent. The Den Walker supervises the camp den and escorts the den through the program rotation schedule.

Den Walker MUST:

- Register online as “Adult Den Walker”
- Provide a completed medical form
- Complete Youth Protection Training Certificate from My.Scouting.org
- Purchase a T-shirt for \$8 is highly recommended

Attend one of these Den Walker Trainings:

Den Walker Training will be held online on July 16th with a link mailed out to registered Den Walkers and Pack Leaders.

STAFF MEMBER

Day camp staffers are members of the Day Camp team that implement the camp. These are adults that either run the program activity areas or handle the administrative duties (camp directors, registration/check-in, first aid, supplies, etc.). If you wish to volunteer as a staff member for your district, please contact the Camp Director. All staff members must be approved by the Camp Director.

Staff Member MUST:

- Register online as “Staff”
- Provide a completed medical form
- Be registered with the Boy Scouts of America
- Complete Youth Protection Training

WHAT IS A CAMP DEN?

Each Day Camp will divide the Scouts into “camp” dens that rotate as a group to the activity stations. Sometimes there will be Scouts from different packs in the same camp den. This is an opportunity for Scouts to meet Cub Scouts from other packs.

*****Annual Health and Medical Form (PDF)*****

CONTACT E-MAIL

frazierfamily3@gmail.com

COST

\$70.00 per Youth

LATE FEE

After 7/19/2020 a fee of \$15.00 will apply to all Youth Registrants.

CANCELLATION POLICY

REFUND POLICY Because most of the fees that are paid for camps and events are actually spent or committed prior to the actual camp or event, refunds or activity fee transfers for Council and district camps and activities will be made only under the following conditions: Request for cancellation of a reservation or activity fee transfer must meet one of the following criteria: A: For the use of Council camps, Boy Scout summer camp, Cub Scout Day Camp, or any overnight camping event, a written request must be received by Volunteer Services at the Council Service Center at least thirty (30) calendar days before the event. B: For all non-overnight events, a written request must be received by Volunteer Services at the Council Service Center at least fourteen (14) calendar days before the event. All requests for refunds must be made in writing and submitted by the person who paid for the original reservation. All refund requests received by the deadline will be processed by the Volunteer Services department, and will require approval by a member of the Council Management Staff. Volunteer Services will request this approval. In regards to Camp Fleischmann, refund requests received by the above deadlines, will be processed by Volunteer Services at the end of each session of camp. Cancellation requests received by the required deadline, as stated above, will result in a full refund minus a non-refundable, non-transferable fee of 15%. Refunds will be paid in the manner of funds received (check, CC, etc.) and mailed/ notified to the person who submitted the original reservation. The only exception to this policy is in the case of an emergency, injury, or illness. The exception request must be in writing and verified by a parent and/or guardian. The maximum available refund under this provision will be 50% of the total fee paid by the individual. The implementation of the policy was March 9, 2017. This policy supersedes all previously adopted or implied Refund Policies.

Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

Every person who furnishes any BB device to any minor, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor. (California Penal Code Section 19915[a]) My signature below on this form indicates my permission.

I give permission for my child to use a BB device. (Note: Not all events will include BB devices.)

Checking this box indicates you DO NOT want your child to use a BB device.



NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.

List participant restrictions, if any:

None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont Scout Ranch, Philmont Training Center, Northern Tier, Sea Base, or the Summit Bechtel Reserve, **I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met.** The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: _____ Date: _____

Parent/guardian signature for youth: _____ Date: _____

(If participant is under the age of 18)

Complete this section for youth participants only:

Adults Authorized to Take Youth to and From Events:

You must designate at least one adult. Please include a phone number.

Name: _____

Name: _____

Phone: _____

Phone: _____

Adults NOT Authorized to Take Youth to and From Events:

Name: _____

Name: _____

Phone: _____

Phone: _____



Part B1: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Age: _____ Gender: _____ Height (inches): _____ Weight (lbs.): _____

Address: _____

City: _____ State: _____ ZIP code: _____ Phone: _____

Unit leader: _____ Unit leader's mobile #: _____

Council Name/No.: _____ Unit No.: _____

Health/Accident Insurance Company: _____ Policy No.: _____



Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.

In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate's phone: _____

Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
		Diabetes	Last HbA1c percentage and date: _____ Insulin pump: Yes <input type="checkbox"/> No <input type="checkbox"/>
		Hypertension (high blood pressure)	
		Adult or congenital heart disease/heart attack/chest pain (anginal)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
		Family history of heart disease or any sudden heart-related death of a family member before age 50.	
		Stroke/TIA	
		Asthma/reactive airway disease	Last attack date: _____
		Lung/respiratory disease	
		COPD	
		Ear/eyes/nose/sinus problems	
		Muscular/skeletal condition/muscle or bone issues	
		Head injury/concussion/TBI	
		Altitude sickness	
		Psychiatric/psychological or emotional difficulties	
		Neurological/behavioral disorders	
		Blood disorders/sickle cell disease	
		Fainting spells and dizziness	
		Kidney disease	
		Seizures or epilepsy	Last seizure date: _____
		Abdominal/stomach/digestive problems	
		Thyroid disease	
		Skin issues	
		Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
		List all surgeries and hospitalizations	Last surgery date: _____
		List any other medical conditions not covered above	



Part B2: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____
or staff position: _____

Allergies/Medications

DO YOU USE AN EPINEPHRINE AUTOINJECTOR? Exp. date (if yes) _____ YES NO

DO YOU USE AN ASTHMA RESCUE INHALER? Exp. date (if yes) _____ YES NO

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
		Medication				Plants	
		Food				Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

Check here if no medications are routinely taken. If additional space is needed, please list on a separate sheet and attach.

Medication	Dose	Frequency	Reason

YES NO Non-prescription medication administration is authorized with these exceptions: _____

Administration of the above medications is approved for youth by:

_____/_____
Parent/guardian signature MD/DO, NP, or PA signature (if your state requires signature)



Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

Immunization

The following immunizations are recommended. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Yes	No	Had Disease	Immunization	Date(s)
			Tetanus	
			Pertussis	
			Diphtheria	
			Measles/mumps/rubella	
			Polio	
			Chicken Pox	
			Hepatitis A	
			Hepatitis B	
			Meningitis	
			Influenza	
			Other (i.e., HIB)	
			Exemption to immunizations (form required)	

Please list any additional information about your medical history:

DO NOT WRITE IN THIS BOX.

Review for camp or special activity.

Reviewed by: _____

Date: _____

Further approval required: Yes No

Reason: _____

Approved by: _____

Date: _____

