

LEADER'S

2



2

# LEADER'S GUIDE

Alamo Area Council's Cub Scout

# 2 DAY CAMP





Dear Leaders and Parents,

It is with great excitement that I welcome you to Cub Scout Day Camp—a week packed with fun, learning, and adventure! As the Camp Director, I'm honored to share this special experience with you and your Scouts.

Day Camp is a place where imaginations soar, new skills are mastered, and friendships are built. Each day, your Scouts will explore a variety of activities designed to inspire creativity, build confidence, and foster teamwork. From shooting sports and crafts to outdoor skills and STEM projects, there's something for everyone to enjoy!

We believe camp is more than just a collection of activities—it's a chance for Scouts to grow, discover their potential, and embrace the Scouting spirit. As leaders and parents, you play an essential role in this journey. Your support, encouragement, and enthusiasm help make Day Camp a positive and impactful experience for every Scout.

Safety is our top priority. Our trained staff and volunteers are committed to ensuring a safe, inclusive, and welcoming environment for all participants. If you have questions or need assistance during camp, don't hesitate to reach out to me or any member of our team—we're here to help!

Thank you for being part of our Cub Scout Day Camp adventure. Together, we'll create memories your Scouts will cherish for a lifetime. Let's make it a week to remember!

Yours in Scouting,

*Linda Dieguez*

Camp Director, Cub Scout Day Camp



Alamo Area Council  
2226 NW Military Hwy  
San Antonio, TX 78213

[Adventure@AlamoAreaBSA.org](mailto:Adventure@AlamoAreaBSA.org)  
[www.AlamoAreaScouting.org](http://www.AlamoAreaScouting.org)

## Table of Contents

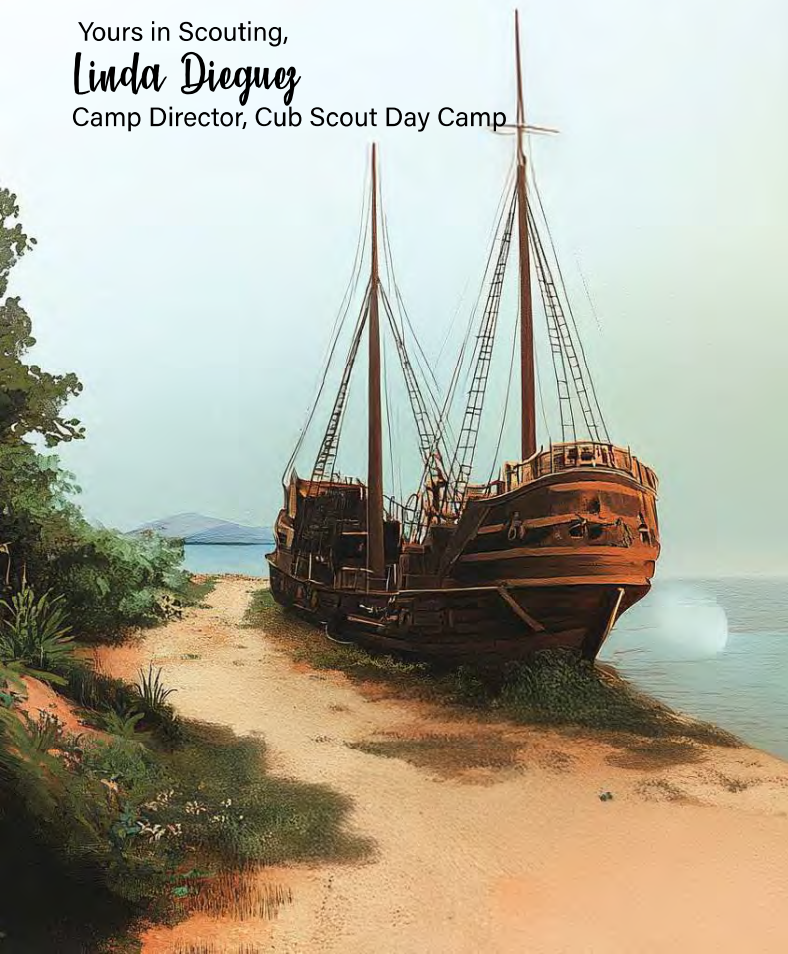
### Cub Scout Camp Info

Registration Info	2
Den Chief Info	3
Medical Info	3
What to Wear to Camp	4
What to Bring to Camp	5

### Location Details

McGimsey Scout Park Details	6
Pickrell Park Camp Details	7
Boerne Camp Details	8

<b>New! All Ages Day Camp Info</b>	<b>9</b>
------------------------------------	----------





## Registration/Check In

At registration, the parents will turn in completed Health forms parts A and B. These can be found in the Resource section on the Day Camp registration page. Camp gear and den assignments will be given. Those that complete early registration may proceed directly to their dens on Monday.

### Meals at Day Camp

Meals are NOT provided at camp. Please make sure campers are ready for their adventure with a complete breakfast before they arrive, as Scouts burn lots of energy while at camp.

Scouts should bring a complete sack lunch each day. Lunches will be placed and stored in coolers / camp walk-in cooler. Avoid sugary drinks as they attract bugs and bees. Pro Tip: Freeze a bottle of water the night before, and add it to your Scout's lunch sack. This will help keep food cool and will be a cold, refreshing drink at lunch. Please send lunches in disposable packaging that do not have to be picked up at the end of the day. Paper sacks or gallon zip-locs bags work best! Make sure your Scout's name and den is clearly written on the bag.

### Siblings at Camp

Unregistered siblings are not allowed at camp. All participants must meet the age limits and be registered members of Scouting America.

### Lost and Found

Items collected around camp will be placed in the Lost and Found box (for McGimsey Scout Park, this is found inside the White House). On Friday, items will be placed at the Council Office. All items not collected by July 14th will be donated to a local charity.



## Adults at Camp

Parents are welcome to experience camp with their Cub Scout when registered in advance. Parents/guardians must register as we are required by the state of Texas to complete background checks ahead of the event. In addition, current Youth Protection Training certificates and BSA Annual Health & Medical Record Parts A, B1, and B2 are required.

Adults are issued a wrist band to wear throughout the week showing they've completed necessary Youth Protection Training (YPT) and are registered. For the safety of our Scouts, any adult present without a wristband will be escorted from camp.

### ATTENTION TIGER PARENTS

Tiger Scouts must be accompanied by a parent or guardian while attending camp.





## On-site medical services

If a camper is injured or becomes ill, the medic will provide first aid and assistance for the camper. Our clinic is only designed to treat minor injuries or minor heat-related illnesses.

## Disabled Parking

### McGimsey Scout Park

Handicap parking is available near the White House and at the pool area. Only vehicles with state issued Disabled Parking placards or license plates may park in designated Disabled Parking areas. DV plates alone do not meet this requirement.

### Boerne & Pickrell Park

Handicap parking is marked in the general lot areas. These are the only options available.

## Den Chiefs

Den Chiefs must be under the supervision of a Scouts BSA Troop Leader, a Cub Scout Pack Leader or a Parent or Guardian who is a registered adult on-site.

Den Chiefs are required to submit a completed health form and a copy of their Den Chief training certification in order to participate as a Den Chief. Scouts may purchase an adult sized t-shirt during registration if they would like a shirt to wear at camp.



## Medical Information

All campers and adults need to have a current Scouting America Annual Health and Medical Record Part A & B on file with the medic while on camp. Please ensure that all participants have a current tetanus immunization. A copy of the insurance card should also be attached to the form. This form may be turned in before camp at the Council office, at preregistration, or on the first day of camp at check-in. Any medical issues or allergies should be reported to the medic BEFORE camp so the proper precautions can be taken.

Please check YES or NO and sign the "non-prescription medication administration is authorized" (i.e. Tylenol for headaches) on the Scout's medical form.

All prescription medication must come to camp in the original bottle from the pharmacy with the following information clearly labeled by the pharmacy:

Camper's name

Date of prescription

Doctor's name and phone number

Correct dosage

Medications will be kept with the camp medic and administered at the time indicated on the prescription label. Medications can be picked up daily or at the end of the week. Medications will be secured in a locked box while on camp. Inhalers and epi-pens must remain with the Scout or accompanying parent/guardian the entire day.

## Camp Attire

Campers are provided a camp t-shirt and hat for camp. For easy identification of our campers, these must be worn each day at camp.

### Swimwear

The day camp program includes various activities including aquatics. We recommend that Scouts wear their swimming attire under their camp t-shirt. This allows Scouts of all genders to easily transition from field sports to aquatics quickly, making the most of their time in the water.

The Alamo Area Council requires activity appropriate swimwear (apparel designed as swimwear, secure enough to not shift or fall off while participating) to be worn in the aquatics areas by all Scouts and adults attending camp. A t-shirt or additional layer may be worn as long as it does not hamper movement in the water.

For boys, parents have found board shorts the best option. The lightweight fabric is a cooler option to denim or cargo shorts and can be worn throughout the day. Many campers wear a swim shirt while in the pool for sun protection.

For girls, parents have found one-piece suits to be cumbersome, and find swim short sets, swim shirts, or tankini's with a brief-style bottom to work well in accommodating the needs of female campers. Shorts can be pulled on over swim bottoms and worn for other day camp activities.

Flotation devices and life vests may be provided for Scouts.



### Footwear

Closed-toe shoes are required for all areas except the aquatics area. Campers attending day camp at McGimsey Scout Park are encouraged to wear Aqua Shoes or Socks while swimming as the bottom of the pool tends to be rough on swimmer's feet.

It is recommended that Scouts wear sturdy shoes with good foot coverage to fully participate in activities. We are in natural areas with rocks, sticks, and at times, thorns, and shoes with solid bottoms provide ideal support and protection.

### Long Hair

It is recommended that Scouts with medium to long hair have it tied back with a hair tie, bandanna, or by wearing their hat while on the ranges.

### SunScreen & Insect Repellent

Please apply sunscreen and send it with your Scout to use throughout the day. Depending on weather conditions, Scouts may want to use insect repellent, especially around knees and ankles. Skin-So-Soft works well.

Per Youth Protection Guidelines, staff cannot reapply sunscreen, or bug repellent to youth. Please make sure your Scout knows how to use these products without assistance.

## Youth Protection

Camper safety is a top priority at Day Camp. To ensure that our youth are protected, we have the following in place:

- Buddy System: No Scouts should be without a buddy at camp.
- No one-on-one contact between adults and youth or older youth and younger youth.
- Separate bathrooms for youth and adults. Facilities for youth only and adults only will be clearly marked.
- All adults staying on camp must show proof of current BSA Youth Protection Training.



# What to bring to Day Camp

Make sure to mark all items with your scout's name

## Must Haves

Closed toe shoes (sturdy)  
Day pack\*  
Swim towel (hand towels work best)  
Swim wear  
Camp Cup\*  
Camp t-shirt and hat\*  
Lunch  
Sunscreen  
\* These items are issued at check-in

## Optional

Swim goggles  
Carabiner(to attach water cup/bottle to day pack)  
Afternoon snack  
Aqua Shoes/Socks  
Money for the Trading Post  
Hair tie/bandanna  
Insect repellent

## Items to Leave At Home

Knives/pocketknives  
Fireworks  
Phones / Music Devices  
Skateboards & scooters  
Valuables  
Electronic games  
Pets  
Alcohol and illegal drugs  
Tobacco or vaping products

## Recommended for adults

Camera  
(Email your pics & video clips to [Scouting@AlamoAreaBSA.org](mailto:Scouting@AlamoAreaBSA.org))  
Black Permanent Marker  
(To write Scout name on belongings)

Don't pack a beach towel. Hand towels fit inside a backpack & does just fine.



**Pro Tip:**  
Encourage your Cub Scouts to carry their own belongings. It builds confidence, responsibility, and self reliance!



## Lunches

Please do not use insulated bags for lunches - use a gallon sized zip-loc with your camper's name clearly written on the front instead. If we all do this, we'll have plenty of room in our ice chests. We recommend freezing a water bottle the night before and place it in the bag with their lunch.

## Leave water bottles at home

Campers will be given a water cup and water will be provided - no need for a personal water bottle.





### **What to expect at camp:**

Our day starts with a Flag Ceremony and overview of the planned activities. Campers will participate in 3-4 activities in the morning program schedule.

McGimsey Scout Park has a Trading Post open at lunch and some days after camp selling snacks, small camp items and t-shirts. Camp is not responsible for lost currency.

### *Week 1*

Monday: Waterfall Day  
Tuesday: Falcon Flight Day  
Wednesday: By the Sea Day  
Thursday: Dragonfly Day  
Friday: Desert Island Day

### *Week 2*

Monday: Become An Explorer Day  
Tuesday: Weather Watching Day  
Wednesday: Water Navigation Day  
Thursday: Nature Survival Day  
Friday: Search for Treasure Day

## **CAMP DETAILS FOR**

# *McGimsey Scout Park Day Camp*

### **Drop off**

Day Camp begins at 8:00 am each day. Please do not drop off your Scout before 7:45 am. Scouts should be escorted from the parking area by their parent and checked-in with their Den Walker. Please make sure the Scout's lunch is safely stowed in the proper cooler prior to the parent leaving.

### **Late Arrivals**

If your scout is running late, please check them in at the White House. Camp personnel will walk them to the program area. Please do not take them to the program area without checking in.

### **Pickup**

Pick up is at 3:00 pm. For the protection of our Scouts, parents need to park their car and walk to the White House gathering area and wait for their child to complete camp activities. Parents are NOT permitted to enter the program area. Every Scout must be checked out with their Den Walkers before leaving the grounds. Be prepared to show your Photo ID to sign out your Scout. If you are attending camp with your Scout, you still need to officially sign them out from with the Den Walker at the White House gathering area.

### **Early Dismissal**

If you need to pick up your scout before camp is finished, you may check them out at the White House. A sign in/out sheet is available at the counter.

### **Parking**

Parking is available across from the tepees. See page 4 for requirement for disabled parking.

### **Transportation at camp**

For the safety of our Scouts, camp traffic proceeds one-way during day camp. Drivers can enter McGimsey Scout Park through the Cub Pavilion Gate off of Wedgewood Drive (the first gate after the council offices) and must exit the camp through the gate off NW Military. Only authorized staff vehicles are allowed to access other areas of the park during program hours.

### **After-Camp Swim Lessons**

After-Camp Swim Lessons are available for an additional fee as an add-on option during McGimsey Day Camp registration. Registration is required and space is limited. Registered campers will be escorted to the aquatics area by staff members following day camp's closing ceremony. Parents must pick up their child at the pool promptly at 4:00 pm. Waiting children will be taken to the After-Camp Care program where a \$22.00 fee will be applied for the additional service. This fee is due at the time the child is picked up, and exact change is required. We strongly suggest that parents register their Scouts up for both After-Camp Swim Lessons and After-Camp Care if parents are unable to reliably arrive by 4:00 pm.

### **After-Camp Care**

After-Camp Care is available for an additional fee as an add-on option during McGimsey Day Camp registration. After camp ends promptly at 6:00 pm. During After-Camp Care kids participate in games and activities, or watch movies. A snack is provided. A late fee of \$10 per half hour will apply to any Scout waiting after 6:00 pm, and will be collected when the parent arrives. Exact change is required.

NOTE: After-Camp Swim Lessons and After-Camp Care are two different services. Scouts registered for one are NOT automatically registered for the other. If you wish your Scout to participate in both programs, they MUST be registered for both, and satisfy the full registration rates for both.



Pickrell Park  
703 Oak Street  
Schertz, TX 78154

**Important Phone Contacts:**  
Jeremy Kappes  
Day Camp Director  
804-627-3096

Jonathan Zitelman  
Program Director  
210-643-8997

## CAMP DETAILS FOR

### Pickrell Park Scout Day Camp

#### Drop off -

Monday:

Day Camp check in begins at 8:30am. Do not drop off your Scout, but walk them to the check-in table. On our first day, our Camp Staff will need to verify your Scout's name, emergency contact information, pick-up plan, and to collect the completed Scouting America Annual Health Form parts A&B, and parent agreement forms. This is when your Scout will receive their participation bag, T-shirt, and den assignment. Please make sure the Scout's lunch is safely stowed in the proper cooler prior to the parent leaving.

Tuesday - Thursday:

Day Camp check in begins at 8:15am. Specific drop-off information will be emailed to registered participants the week prior to camp.

#### Late arrivals

If your Scout is running late, please wait with them at the check-in table. Camp personnel will walk them to the program area. Please do not take them to the program area without checking in.

#### Pickup

Pick up is at 3:30 pm. Specific pick-up information will be emailed to registered participants the week prior to camp.

#### Early dismissal

If you need to pick up your scout before camp is finished, you may check them out from the check out table. Parents are NOT permitted to enter the program area.

#### Swimming

Swimming is offered everyday. Scouts will rotate throughout the day to this in order to cool off. Send campers wearing a swimsuit under their camp shirt and shorts to cut down on changing time, as facilities will be limited. A tankini suit or rash guard usually functions best for girls. Scouts may be wet at pick up, so prepare accordingly.

#### Bring Something to sit on

Campers can use their swim towel or you can send a small hand towel for them to sit on the grass. They really need a barrier between them and the grass to prevent any discomfort from the grass and ants, etc.

We are shifting to a new location this year! Since the camp will take place in a public park, scouts will be required to wear their camp T-shirt everyday for identification.

Scouts will rotate between 3 activities in the morning and 3 in the afternoon, including nature studies, adventures, range and target sports, crafts, field games, and of course getting wet!

Additionally, we will have special presentations each day during lunch to help us explore Outdoor Adventure.

What's different this year:

- New location at Pickrell Park
- Four full days of camp instead of 3 1/2 days
- Swimming is back!

To minimize check-in time, we will be accepting paperwork the Saturday Prior to camp (more details to come).

### Adventure Awaits

Monday  
Agile Adventures

Wednesday  
Earth Explorers

Tuesday  
Organism Observers

Thursday  
Weather Watchers





The Agricultural Heritage  
Museum  
102 City Park Rd  
Boerne, TX 78006

Important Phone Contacts:  
Carolyn Clary  
Camp Director  
830-370-1828

Dianna Miller  
Program Director  
830-377-8804

## CAMP DETAILS FOR

### *Boerne Cub Scout Day Camp*

#### **Drop Off**

Day Camp begins at 8:30 am each day. Camp Staff will be ready to check in your Scout beginning at 8:00am. Do not drop off your Scout, but walk them to the check-in table. On our first day, our Camp Staff will need to verify your Scout's name, emergency contact information, pick-up plan, and to collect the completed Scouting America Annual Health Form parts A&B. This is when your Scout will receive their participation bag, T-shirt, and den assignment. Please make sure the Scout's lunch is safely stowed in the proper cooler prior to the parent leaving.

#### **Late Arrivals**

If your scout is running late, please wait with them at the check-in table. Camp personnel will walk them to the program area. Please do not take them to the program area without checking in.

#### **Pickup**

Pick up is at 3:30 pm. For the protection of our Scouts, parents need to park their car and walk to the Boerne City swimming pool gate where you will show your photo ID and wait for your child to be called. Parents are NOT permitted to enter the program area. If you are attending camp with your Scout, you still need to officially sign them out.

#### **Early Dismissal**

If you need to pick up your scout before camp is finished, you may check them out from the check out table. Parents are NOT permitted to enter the program area.

#### **Parking**

Parking is available by the pool in the park.

#### **Swimming**

Swimming will be offered everyday. Swimsuits are encouraged to be worn all day on these days to cut down on changing time and to keep with Youth Protection rules in the pool area. A modest tankini suit or rash guard usually functions best for girls. Scouts will be wet at pick up so prepare accordingly.

#### What to expect at camp:

Day Camp is for Scouts entering 1st-5th grades during the 2025-26 school year.

Each day of camp we will play games, make crafts, learn skills and most important have fun! Scouts will earn their rank specific shooting sports patch in archery and BB gun.

Day Camp will be held at Boerne City Park at the Agricultural Museum and Arts Center. Founded in 1986, the "Ag Museum" offers visitors an enjoyable learning experience about farming history and is also a fantastic place for Scouting adventures.



## Discover, Create, and Play at McGimsey Scout Park!

For youth ages 7-17\* at McGimsey Scout Park!

Our camp offers a unique blend of adventure, creativity, and learning, all while allowing campers to return to the comfort of their homes each night. Each week, campers will dive into exciting topics designed to spark their interests and unleash their creativity.

### Week 1

**June 30 - July 4, 2025**

Dungeons & Dragons  
3D Printing  
Robotics  
Coding & Game Design

### Week 2

**July 7 - 11, 2025**

Handicrafts  
Card Games

### Week 3

**July 14 - 18, 2025**

Dungeons & Dragons  
3D Printing  
Robotics  
Coding & Programming  
Game Design

### Week 4

**July 21 - 25, 2025**

Handicrafts  
Card Games  
Animation  
Graphic Arts

### Week 5

**July 28 - Aug 1, 2025**

Dungeons & Dragons  
3D Printing  
Robotics  
Game Design

**All Ages Day Camps are open to the public  
...You do NOT have to be a registered scout to participate!**

### About the class

Class size varies from 4-10 participants, and they are grouped with their peers to enhance the learning experience for all. For example, teens will not be in classes with elementary-aged children, but campers their own age.

### The Emersive Experience

These classes will delve into an curriculum designed to keep kids engaged, and building on the concepts of the previous day. Most classes will be working toward a final project to be completed at the end of the week. Campers also have opportunities for outdoor experiences such as swimming, sports, and range & target activities each day.

### Facilities

Classes are held in shaded areas and temperature controlled rooms at McGimsey Scout Park, and the Alamo Area Service Center.

### Lunch

Lunch is provided daily from one of our local kid-friendly restaurants. Families will choose their meals based on the offerings each day.



**This guide is for classes designed  
for youth ages 7-11 only**

To register, or to see the offerings for youth ages 12-17, scan the QR code



# 2025 Classes



## Coding and Programming

**Available: Week 1, Week 3**

Dive Into the World of Coding Every day, you'll learn how to speak the language of computers. Start with Scratch, where coding is as easy as dragging colorful blocks. Then, get ready to unlock the secrets of real coding languages —you'll feel like a genius with every new skill you learn!

## Robotics Camp

**Available: Week 1, Week 3, Week 5**

*Build, Battle, and Become a Robotics Hero at Camp!*

Get ready to bring your robot dreams to life at camp, where YOU are the inventor! At this camp, you'll build awesome robots, learn to program them to move, spin, and compete, and show off your skills in an epic robot battle on the final day.

## Make New Friends

You'll team up with other young inventors who love robots as much as you do. Work together, share ideas, and cheer each other on as you create amazing machines and memories!



## Game Design

**Available: Week 1, Week 3, Week 5**

Be the Game Designer At camp, you'll get to do what the pros do: create fun challenges, build awesome levels, and even invent your own rules for a game. You'll learn how to design games that are fun to play and look super cool!

Learn and Test in Minecraft. Minecraft isn't just for playing—it's the perfect place to practice game design! You'll use creative mode to build obstacle courses, treasure hunts, and puzzles.

## Discover the Magic of 3D Printing!

**Available: Week 1, Week 3, Week 5**

Welcome to Camp, where your creativity comes to life in 3D! If you've ever dreamed of designing and creating your own toys, models, or gadgets, this is your chance to make it happen. Join us for an unforgettable adventure in the world of 3D printing, where you'll get hands-on experience with 3D printers!

## Learn the Science Behind the Magic

We'll explore the science of 3D printing, including how materials are used, how designs come to life, and how this amazing technology is changing the world—from making movie props to building houses!



## Animation Camp

**Available: Week 4**

*Animation Camp: Bring Your Drawings to Life!*

Ever wanted to make your own cartoon or create cool animations like the ones you see on TV? At Animation Camp, you'll learn how to turn your drawings into moving characters and stories! From making your first flipbook to using real animation software, you'll get to explore all the fun ways to make things move and come to life.

Start with the Basics You'll begin by creating your very own flipbook! Learn how to draw little pictures that come to life when you flip the pages fast enough. It's like magic, and you'll be amazed at how a few simple drawings can tell a story! Use Cool Animation Software Once you've got the hang of flipbooks, you'll dive into real animation software. You'll learn how to create moving characters, make them jump, dance, and even talk! It's just like making your own mini movie, and you'll see your ideas come to life on screen.



## Graphic Arts Camp

**Available: Week 4**

*Graphic Arts Camp: Create Your Own Amazing Designs!*

Do you love drawing, coloring, and making things look awesome? At Graphic Arts Camp, you'll get to learn all about how to make cool designs, just like the ones you see in comics, on t-shirts, or even in your favorite video games! You'll explore the world of graphic arts and become a real artist using fun tools and techniques.

### Field Trip to a Local Vendor

Get an inside look at how graphic designs are turned into real products! You'll visit a local vendor to see the printing process in action. This field trip will show you how your designs can go from a computer screen to things like shirts, posters, and more.

## Handicrafts

**Available: Week 2, Week 4**

Do you love being outside and using your imagination? At Handicrafts Camp, you'll get to enjoy the beautiful outdoors while learning how to make amazing art! From weaving colorful baskets to painting beautiful pictures and even making your own pottery, you'll have the chance to try all kinds of cool arts and crafts!

## Dungeons & Dragons

**Available: Week 1, Week 3, Week 5**

*Welcome, Brave Adventurer!*

Imagine stepping into a world where you are the hero of an epic story. At Dungeons & Dragons Adventure Camp, every day is a new chapter in an incredible quest filled with magic, treasures, and exciting challenges!

### Your Quest Awaits

The moment you arrive, you'll meet your adventuring party—new friends who will become your trusty teammates. Together, you'll create your own characters: wizards who cast powerful spells, sneaky rogues, courageous knights, or even daring dragon-riders! Then, your Dungeon Master will guide you through mysterious forests, ancient castles, and dark caves where treasure—and danger—await.



## Card Games

**Available: Week 2, Week 4**

*Escape the Texas Heat and Play Your Favorite Games!*

Looking for a fun way to beat the Texas heat? Card Games Camp is the perfect way to spend your day inside an air-conditioned room, playing awesome card games with your friends! You'll get to dive into games like Yu-Gi-Oh!, Magic the Gathering, Pokemon, and so many more! Whether you're a beginner or a pro, you'll learn new tricks and strategies while having tons of fun.

**Play with Friends** This camp is all about fun, making new friends, and battling it out with your teammates! Whether you want to challenge someone to a head-to-head match or team up for a group game, you'll always have someone to play with.

### Cool Down in the Air Conditioning

Escape the hot Texas sun and stay cool in our air-conditioned room. You'll be able to focus on your game, hang out with friends, and enjoy a day full of card-playing fun, all while staying nice and cool inside.





## 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: \_\_\_\_\_



**Prepared. For Life.®**

## 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
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	Last HbA1c percentage and date: _____ Insulin pump: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	
<input type="checkbox"/>	<input type="checkbox"/>	Asthma/reactive airway disease	Last attack date: _____
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	
<input type="checkbox"/>	<input type="checkbox"/>	COPD	
<input type="checkbox"/>	<input type="checkbox"/>	Ear/eyes/nose/sinus problems	
<input type="checkbox"/>	<input type="checkbox"/>	Muscular/skeletal condition/muscle or bone issues	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion/TBI	
<input type="checkbox"/>	<input type="checkbox"/>	Altitude sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	
<input type="checkbox"/>	<input type="checkbox"/>	Neurological/behavioral disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/sickle cell disease	
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	
<input type="checkbox"/>	<input type="checkbox"/>	Seizures or epilepsy	Last seizure date: _____
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/stomach/digestive problems	
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Skin issues	
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	List all surgeries and hospitalizations	Last surgery date: _____
<input type="checkbox"/>	<input type="checkbox"/>	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
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	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)
<input type="checkbox"/>	<input type="checkbox"/>		Tetanus	
<input type="checkbox"/>	<input type="checkbox"/>		Pertussis	
<input type="checkbox"/>	<input type="checkbox"/>		Diphtheria	
<input type="checkbox"/>	<input type="checkbox"/>		Measles/mumps/rubella	
<input type="checkbox"/>	<input type="checkbox"/>		Polio	
<input type="checkbox"/>	<input type="checkbox"/>		Chicken Pox	
<input type="checkbox"/>	<input type="checkbox"/>		Hepatitis A	
<input type="checkbox"/>	<input type="checkbox"/>		Hepatitis B	
<input type="checkbox"/>	<input type="checkbox"/>		Meningitis	
<input type="checkbox"/>	<input type="checkbox"/>		Influenza	
<input type="checkbox"/>	<input type="checkbox"/>		Other (i.e., Hib)	
<input type="checkbox"/>	<input type="checkbox"/>		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: \_\_\_\_\_

