



## **ARE YOU LOOKING FOR AN ADVENTURE?**

### **ADVENTURE TO EAGLE PROGRAM**

ADVENTURE TO EAGLE IS AN EXTENDED PROGRAM DESIGNED FOR SCOUTS WHO ARE IN THEIR THIRD OR FOURTH YEAR OF ATTENDANCE AT SUMMER CAMP AND NEED AT LEAST THREE OR FOUR EAGLE-REQUIRED MERIT BADGES. THE PROGRAM WILL ENCOURAGE SCOUTS TO ATTAIN EAGLE SCOUT, PROVIDE LEADERSHIP TRAINING, OFFER MERIT BADGE INSTRUCTION, AND INTRODUCE SCOUTS TO HIGH ADVENTURE. THIS PROGRAM RUNS ALL DAY EVERYDAY OF THE WEEK.

### **PROGRAM FEATURES**

#### **MERIT BADGE WORK**

THE ADVENTURE TO EAGLE (ATE) CREW MEMBERS WILL SELECT THREE TO FOUR EAGLE-REQUIRED MERIT BADGES TO WORK ON DURING THE WEEK. THESE MAY BE THOSE OFFERED AT CAMP OR ANY OTHER REQUIRED BADGE. DEPENDING ON THE BADGE, ALL REQUIREMENTS MAY NOT BE COMPLETED AT CAMP. INSTRUCTION WILL BE PROVIDED BY THE ADVENTURE TO EAGLE STAFF IN AN OPEN, BLOCK FORMAT AT AN ACCELERATED PACE. MB WORK WILL BE DONE IN THE ADVENTURE TO EAGLE PROGRAM, NOT IN REGULARLY SCHEDULED MERIT BADGE CLASSES.

#### **TARGETING THE EAGLE RANK**

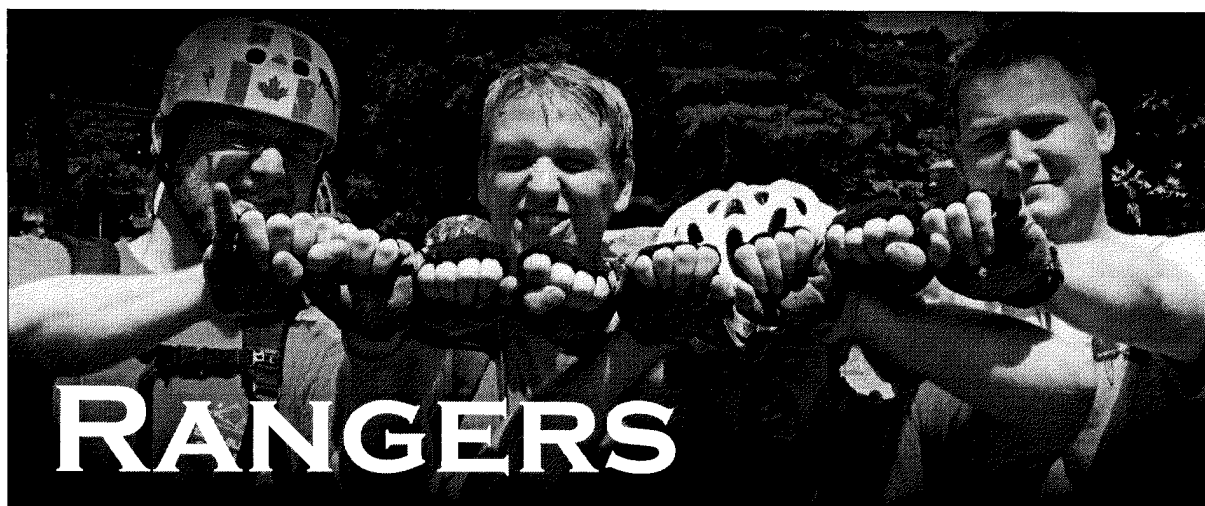
ADVENTURERS WILL DISCUSS THE BENEFITS OF EARNING THE EAGLE SCOUT RANK, POSSIBLE EAGLE SERVICE PROJECTS, AND STEPS FOR PROJECT APPROVAL AND COMPLETION

#### **TEAMWORK AND LEADERSHIP**

PARTICIPANTS WILL PRACTICE TEAM WORK AND LEADERSHIP THROUGH INITIATIVE GAMES, LOW COPE-TYPE CHALLENGES, AND LEADERSHIP DISCUSSION GROUPS.

#### **INTRODUCTION TO HIGH ADVENTURE**

THE ADVENTURE TO EAGLE CREW ENJOY A DAY OF RAFTING ON THE NANTAHALA RIVER AS A HIGHLIGHT OF THEIR WEEK.



## **ARE YOU LOOKING FOR A CHALLENGE?**

### **CAMP OLD INDIAN RANGERS**

RANGERS IS A GREAT PROGRAM FOR OLDER BOY SCOUTS AND VENTURERS. PARTICIPANTS WILL ENJOY A WEEK OF EXCITING EVENTS SUCH AS RAPPELLING, WHITE WATER CANOEING, AND WHITEWATER RAFTING. ALTHOUGH PARTICIPANTS WILL STAY AT CAMP WHITE PINES DURING THE WEEK, THEY SHOULD BE PREPARED TO SPEND ONE NIGHT CAMPING ON AN OVERNIGHT TRIP. THIS IS AN ALL DAY PROGRAM THAT LASTS THE ENTIRE WEEK. PARTICIPANTS SHOULD MEET AT THE CAMP OFFICE AT 4:30 PM ON SUNDAY AFTERNOON. THE WEEKLY SCHEDULE WILL BE DETERMINED BY THE DIRECTOR ACCORDING TO WEATHER, RIVER LEVEL, ETC. PARTICIPANTS WILL DO SOME REQUIREMENTS FOR CLIMBING AND WHITEWATER MERIT BADGES AS WELL AS THE VENTURING RANGER AWARD.

### **REQUIREMENTS TO PARTICIPATE**

YOUTH OR ADULTS WHO PREREGISTER MAY PARTICIPATE IN THE CAMP OLD INDIAN RANGERS PROGRAM. FOR THE FUN AND SAFETY OF ALL INVOLVED, PARTICIPANTS MUST BE 14 YEARS OLD (OR HAVE COMPLETED THE EIGHTH GRADE). RANGER CREW SIZE IS LIMITED TO TWENTY PERSONS. FIRST COME FIRST SERVED. NO EXCEPTIONS. DEPOSITS AND RESERVATIONS ARE DUE BY FEBRUARY 20, 2011, BUT WILL BE ACCEPTED UNTIL SPACES ARE FILLED. ALL DEPOSITS MADE FOR THESE PROGRAMS ARE NOT REFUNDABLE, BUT ARE TRANSFERABLE TO SOMEONE ELSE TAKING THE PLACE OF THE PERSON WHO CANCELED. OTHERWISE, IF ONE DOES NOT PARTICIPATE, HE LOSES HIS DEPOSIT.

### **TO REGISTER FOR THE RANGER PROGRAM**

PLEASE FILL OUT THE ENCLOSED CAMP OLD INDIAN RANGER AND ADVENTURE TO EAGLE REGISTRATION FORM AND INCLUDE A \$40 DEPOSIT; THEN MAIL TO THE SCOUT SERVICE CENTER FOR REGISTRATION CONFIRMATION. THE FEE WILL INCLUDE NECESSARY EQUIPMENT, TRANSPORTATION, AND A SPECIAL PATCH. ALL RANGER PARTICIPANTS MUST FILL OUT THE BSA MEDICAL FORM.

	Aquatics	Civil Development	Ecology	First Aid	Field Sports	Handicraft	Scoutcraft
9:00-9:55	Paddlecraft☐ BSA Lifeguard☐	Cit in the Nation Communications	Bird Study Chemistry E-Science* Soil & Water	Athletics Responder‡	Archery* Rifle Shooting Shotgun Shooting	Indian Lore Leather Work Photography	Pioneering* Fishing/Fly-Fishing*
10:00-10:55	Lifesaving* Swimming* Learn To Swim	Cit in the World Communications	Reptile Study Weather Energy	First Aid Personal Fitness	Shotgun Shooting	Art/Sculpture Basketry/Textiles Woodcarving	Camping/ Backpacking/Hiking*
11:00-11:55	Learn To Swim	Cit in the Nation Cit in the World	Nuclear Sci Space Ex	Personal Fitness Public Health	Archery* Rifle Shooting Advanced Shotgun	Art/Sculpture Basketry/Textiles Indian Lore Leather Work	
2:00-2:55	Canoeing* Lifesaving* Swimming* Learn To Swim	Law Journalism Archaeology Public Speaking American Heritage/ American Cultures Dis. Awareness	E-Science* Plant Science Geology Reptile Study Insect Study	Medicine Personal Fitness E-Prep* First Aid	Muzzleloading* Archery*	Art/Sculpture Indian Lore Woodworking* Music/Bugling	Geocaching* Orienteering*
3:00-3:55							
4:00-4:55		Scouting Heritage Engineering	Forestry Oceanography Astronomy Space Ex	Golf	Required Shoot for Rifle/Shotgun	Basketry/Textiles Woodcarving	Wilderness Survival







\* denotes a TWO HOUR BADGE






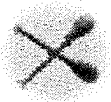

☐Paddlecraft: This program offers scouts the ability to earn rowing, canoeing and BSA kayaking in one, three hour block





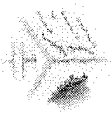


☐BSA Lifeguard is an all-day program intended for older scouts


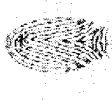



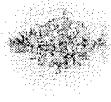

‡Responder is a 3 hour course covering Medicine, First Aid, and Emergency Preparedness







Rank	Description
1	This is an easy badge to get in camp
2	With a little explanation and work I can earn this badge
3	If I dedicate myself I can earn this badge
4	This badge is challenging but if I work hard I can do it
5	With a lot of hard work I can earn this badge
6	This badge is designed for Older Scouts and will take a lot of work before and after camp in addition to a lot of extra work outside of class






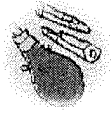

Merit Badge	Notes	Time	Location	Not Earned	Difficulty	Cost	Materials To Bring
 Advanced Shotgun Shooting	Age 15 & Up Shotgun MB Pre-Req	[11:00-12:00]	Shotgun Range		5	\$25.00	
 American Heritage & American Cultures		[3:00-4:00]	Civil Develop Shelter	3	2	NONE	Pen & Paper Water bottle Good Shoes
 Archaeology	Complicated Subjects	[2:00-3:00]	Civil Develop Shelter		4	NONE	Pen & Paper
 Archery		[9:00-11:00] [11:00-3:00] [3:00-5:00]	Shooting Range		5	NONE	Pocket Knife Totem Chip
 Art & Sculpture	Art Cannot Be Finished In Camp	[10:00-11:00] [11:00-12:00] [2:00-3:00]	Handicraft Shelter	Art: 4	2	\$5.00	
 Astronomy	Requires Night Work	[4:00-5:00]	Meadow	1, 2	4	NONE	Pen & Paper



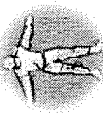




 Athletics	Be Ready To Exercise Daily	[9:00-10:00]	First Aid Lodge		4	NONE	Good Running Shoes
 Basketry & Textiles	Textiles cannot be completed in camp	[10:00-11:00] [4:00-5:00]	Handicraft Shelter	Textiles: 3	3	\$15.00	
 Bird Study		[9:00-10:00]	Meadow	5, 8	3	NONE	Binoculars Pen & Paper
 BSA Lifeguard		[All Day Program]	Waterfront		5	\$5.00	Swim Trunks Towel
 Camping, Backpacking, and Hiking		[10:00-12:00]	Scoutcraft Shelter	Camping: 8d, 9, 10 Hiking: 5, 6 Backpack: 10, 11	4	NONE	Good Shoes Water Bottle
 Canoeing	Must Pass Swim Test Strenuous	[2:00-4:00]	Waterfront		4	NONE	Swim Trunks Towel
 Chemistry		[9:00-10:00]	Meadow		4	NONE	Pen & Paper









 Citizenship in the Nation		[9:00-10:00] [11:00-12:00]	Civil Develop Shelter	2,3	4	NONE	Pen & Paper
 Citizenship in the World		[10:00-11:00] [11:00-12:00]	Civil Develop Shelter	7	4	NONE	Pen & Paper
 Communications		[9:00-10:00] [10:00-11:00]	Civil Develop Shelter	5,7,8	4	NONE	Pen & Paper
 Disability Awareness	Discuss Sensitive Issues	[3:00-4:00]	Civil Develop Shelter		3	NONE	Pen & Paper
 Emergency Preparedness		[3:00-5:00]	First Aid Lodge	1,5,8c		NONE	
 Energy		[10:00-11:00]	Meadow	2b, 4	4	NONE	Pen & Paper
 Engineering		[4:00-5:00]	Civil Develop Shelter		5	NONE	Pen & Paper

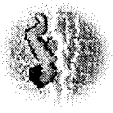




			[9:00-11:00] [2:00-4:00]	Meadow	4	NONE	Pen & Paper
Environmental Science							
			[Twilight Tuesday or Thursday]	Handicraft	1	NONE	
Fingerprinting							
		May Require Work Outside Class	[Twilight Monday, Tuesday & Thursday]	First Aid Lodge		NONE	
Fire Safety							
			[10:00-11:00] [3:00-4:00]	First Aid Lodge	2	NONE	
First Aid							
			[9:00-11:00]	Scoutcraft Shelter	3	NONE	Fishing Rod Fly Fishing Rod Tackle Box
Fishing and Fly-Fishing							
		Great for All Scouts	[4:00-5:00]	Meadow	2	NONE	Pen & Paper
Forestry							
		Req 9 can be finished in camp but not in class	[2:00-4:00]	Scoutcraft Shelter	5	NONE	GPS (Hiking or Geocaching model)
Geocaching							

 Geology	Great for All Scouts	[2:00-3:00]	Meadow		2	NONE	Pen & Paper
 Golf	Prior Experience Preferred	[4:00-5:00]	First Aid Lodge		3	\$25.00	Golf Clubs Collared Shirt
 Indian Lore	Great for All Scouts	[9:00-10:00] [11:00-12:00] [2:00-3:00]	Handicraft Shelter		1	\$6.00	
 Insect Study		[3:00-4:00]	Meadow	4	2	NONE	Pen & Paper
 Journalism	Challenges Verbal & Writing Skills	[2:00-3:00]	Civil Develop Shelter	2	3	NONE	Pen & Paper
 Leatherwork	Great for All Scouts	[9:00-10:00] [11:00-12:00]	Handicraft Shelter		2	\$10.00	
Learn To Swim		[10:00-11:00] [11:00-12:00] [3:00-4:00]	Waterfront		1	NONE	Swim Trunks Towel

 Law	Complicated Subjects	[2:00-3:00]	Civil Develop Shelter	3	NONE	Pen & Paper
 Lifesaving	Must Pass Swim Test Swimming MB Pre-Req	[10:00-12:00] [2:00-4:00]	Waterfront	5	NONE	Long Pants Long Sleeve Shirt Swim Trunks Towel
 Mammal Study & Fish and Wildlife Management	Great for First Year Scouts	[Twilight]	Ecology Lodge	1	NONE	Pen & Paper
 Medicine	Difficult Concepts	[2:00-3:00]	First Aid Lodge	4	NONE	
 Music and Bugling		[3:00-4:00]	Handicraft Shelter	3	NONE	Trumpet or Bugle
 Muzzleloading	Age 14 & Up Rifle MB Pre-Req	[2:00-4:00]	Shotgun Range	5	\$15.00	
 Nuclear Science		[11:00-12:00]	Meadow	4	NONE	Pen & Paper

		[4:00-5:00]	Meadow		3	NONE	Pen & Paper
Oceanography							
	Must be 1 <sup>st</sup> Class	[2:00-4:00]	Scoutcraft Shelter		4	NONE	Compass
Orienteering							
		[10:00-11:00] [11:00-12:00] [2:00-3:00]	First Aid Lodge	9,16	5	NONE	Good Shoes Athletic Clothing
Personal Fitness							
	Photos will not be developed at camp	[9:00-10:00]	Handicraft Shelter		2	NONE	Camera Photos
Photography							
	Must be 1 <sup>st</sup> Class	[9:00-11:00]	Scoutcraft Shelter		4	NONE	
Pioneering							
	Lot of Material Covered in 4 Days	[2:00-3:00]	Meadow	7	4	NONE	Pen & Paper
Plant Science							
		[11:00-12:00]	First Aid Lodge	5	3	NONE	
Public Health							

  Responder	 Reptile and Amphibian Study	 Rifle Shooting	 Scouting Heritage	 Shotgun Shooting	 Soil and Water Conservation	 Space Exploration	[9:00-12:00]	[10:00-11:00] [3:00-4:00]	[9:00-10:00] [11:00-12:00]	[4:00-5:00]	[9:00-10:00] [10:00-11:00]	[9:00-10:00]	[11:00-12:00] [4:00-5:00]	First Aid Lodge	Meadow	Rifle Range	Civil Develop Shelter	Shotgun Range	Meadow	Meadow	1 <sup>st</sup> Aid: 1,2b,7 E Prep: 1,5,8c	8	5	2	5	1	4	NONE	NONE	\$10.00	NONE	\$20.00	NONE	\$25.00	Pen & Paper	Pen & Paper		Pen & Paper Patch Collection		Pen & Paper	Pen & Paper
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 Swimming	Must Pass Swim Test	[10:00-12:00] [2:00-4:00]	Waterfront		3	NONE	Long Pants & Belt Long Sleeve Shirt Shoes Swim Trunks Towel
 Weather	Great for All Scouts	[10:00-11:00]	Meadow		2	NONE	Pen & Paper
 Wilderness Survival		[4:00-5:00]	Scoutcraft Shelter	5	4	NONE	Sleeping Bag Ground Pad Survival Kit (Req 5)
 Woodcarving	Totem Chip needed for badge	[10:00-11:00] [4:00-5:00]	Handicraft Shelter		3	\$5.00	Pocket Knife Totem Chip
 Woodworking	Woodcarving MB Pre-Req	[2:00-4:00]	Handicraft Shelter	7	5	\$10.00	Totem Chip

## **ADULT OPPORTUNITIES**

### **SAFE SWIM / SAFETY AFLOAT CERTIFICATION**

REQUIRED OF ALL LEADERS EVERY 2 YEARS FOR UNITS TAKING PART IN UNIT SWIMS OR BOATING EVENTS. POCKET TRAINING CERTIFICATE GIVEN UPON COMPLETION.

### **CLIMB ON SAFETY/TREK SAFELY**

THIS BSA ORIENTATION COURSE IS REQUIRED OF ADULT LEADERS EVERY TWO YEARS IF TAKING PART IN A UNIT CLIMBING OR RAPPELLING ACTIVITY.

### **LEAVE NO TRACE**

LEAVE NO TRACE TRAINING WILL BE OFFERED BY A CERTIFIED LEAVE NO TRACE TRAINER DURING THE DURATION OF THE WEEK

### **MOTIVATING YOUTH**

A TRAINING SESSION DEALING WITH HOW TO ENCOURAGE SCOUTS TO COMPLETE ADVANCEMENT AND WORK TOWARDS MERIT BADGES AND AWARDS

### **GREEN SCOUTING**

ENCOURAGING AND OFFERING ECO-FRIENDLY APPROACHES TO SCOUTING ACTIVITIES

### **OTHER ACTIVITIES**

ADULTS CAN LOOK FORWARD TO OTHER ACTIVITIES AS FOLLOWS:

- PRIMITIVE GOLF TOURNAMENT FRIDAY AFTER LUNCH
- HORSESHOES
- STAFF/SCOUTMASTER KICKBALL GAME
- VOLLEYBALL

## **OPPORTUNITIES FOR ALL AGES**

### **SCOUTCRAFT/PATHFINDER**

#### *OLD INDIAN HIKE*

SCOUTS AND LEADERS CAN PARTICIPATE IN THE TRADITIONAL HIKE UP OLD INDIAN MOUNTAIN. THE TIME AND DAY WILL BE ANNOUNCED. THE HIKE WILL TAKE ABOUT 1 1/2 HOURS TO COMPLETE. BRING PERSONAL CANTEEN AND GOOD SHOES OR BOOTS.

### **AQUATICS**

#### *FREE SWIM*

YOUTH AND LEADERS MAY SWIM ONLY DURING 6TH PERIOD FREE SWIM. YOUTH AND LEADERS MAY ROW, CANOE, OR SWIM DURING TWILIGHT.

#### *BSA LIFEGUARD*

THIS IS AN ALL DAY PROGRAM. PARTICIPANTS EARN THEIR BSA LIFEGUARD CERTIFICATION. MUST BE 15 YEARS OLD AND BE ABLE TO PASS THE BSA LIFEGUARD SWIM TEST (GIVEN THE FIRST DAY OF INSTRUCTION).

#### *BSA KAYAKING*

OFFERED AS PART OF "PADDLECRAFT," GIVEN THE ALLOTMENT OF TIME

#### *PADDLECRAFT*

THIS PROGRAM OFFERS SCOUTS THE ABILITY TO EARN ROWING, CANOEING AND BSA KAYAKING IN ONE, THREE HOUR BLOCK. IT IS OFFERED IN THE MORNING.

#### *MILE SWIM*

THIS AWARD IS OFFERED DURING TWILIGHT AND FREE SWIM. PARTICIPANTS MUST INFORM AN AQUATICS INSTRUCTOR UPON COMPLETION TO RECEIVE HIS/HER MILE SWIM CARD.

ATTENDANCE OF EVERY TWILIGHT/FREE SWIM SESSION IS NOT REQUIRED FOR CREDIT.

### **FIRST AID OPPORTUNITIES**

CPR WILL BE OFFERED TO YOUTH AND ADULTS MOST WEEKS AT A COST OF \$20. CERTIFICATION WILL BE EITHER AMERICAN HEART ASSOCIATION OR THE RED CROSS. FIRST PRIORITY IS GIVEN TO SCOUTS IN BSA LIFEGUARD AND LIFESAVING MERIT BADGE. TIMES AND LOCATIONS WILL BE ANNOUNCED DURING THE WEEK.

### **FREE SHOOT AT FIELD SPORTS**

FIELD SPORTS WILL OFFER SHOOTING DURING TWILIGHT. THERE IS NO CHARGE FOR ARCHERY. RIFLE IS \$.25 FOR FIVE SHOTS. SHOTGUN IS \$2.00 FOR FIVE SHOTS.

### **ECOLOGY AND CONSERVATION**

THE NATURE LODGE WILL BE FILLED WITH VARIOUS ANIMALS AND INTERESTING DISPLAYS THAT TEACH SCOUTS TO ENJOY SCIENCE. STAFF WILL PROVIDE AN IN-DEPTH LOOK AT THE CAMP'S ENVIRONMENT AND INSTILL AN APPRECIATION FOR NATURE.

### **WEDNESDAY VISITORS ACTIVITIES**

PARENTS AND FAMILY MEMBERS ARE INVITED TO CAMP EACH WEDNESDAY AFTER 5:00 PM TO WATCH THE FORMAL RETREAT CEREMONY AND CAMPFIRE PROGRAM. VISITORS ARE ENCOURAGED TO BRING A PICNIC SUPPER, OR CAMP WILL SERVE MEALS AT A COST OF \$5.00 PER PERSON WITH PRIOR ARRANGEMENT. THE CAMPFIRE PROGRAM BEGINS AT 8:00 PM IN THE AMPHITHEATER AND FEATURES THE ORDER OF THE ARROW CALLOUT CEREMONY AND AN EXCITING AMERICAN INDIAN DANCE PAGEANT. TRANSPORTATION TO THE AMPHITHEATER WILL BE PROVIDED FROM THE TRADING POST FOR THOSE WHO NEED ASSISTANCE.

### **FRIDAY AFTERNOON TROOP AND PATROL GAMES AND ACTIVITIES**

ON FRIDAY AFTERNOON, UNITS WILL TAKE PART IN COMPETITIONS AND GAMES BEGINNING WITH AQUATICS, AND FOLLOWED BY SCOUTCRAFT, FIELD SPORTS, AND OTHERS. SENIOR PATROL LEADERS WILL SIGN UP FOR THESE AT THE SPL MEETING.

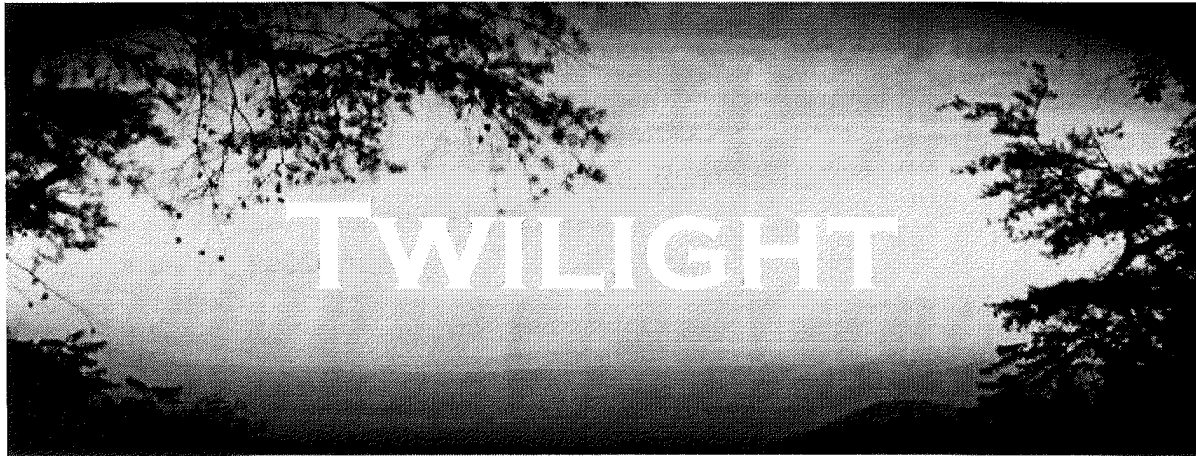
## **TROOP OUTINGS**

### **WHITewater RAFTING**

RAFTING ON THE NANTAHALA RIVER PROVES TO BE AN EXITING ACTIVITY FOR YOUR SCOUTS. CAMP WILL ARRANGE EXPEDITIONS FOR \$30.00/PERSON. THE RAFT FEE INCLUDES ALL EQUIPMENT AND A BAG LUNCH. UNITS NOT IN CAMP WILL PAY AN ADDITIONAL \$5.00 FOR EACH MEAL PROVIDED. TROOPS MUST PROVIDE THEIR OWN TRANSPORTATION. MERIT BADGE INSTRUCTORS WILL WORK WITH SCOUTS TO COMPLETE MISSED WORK IF NOTIFIED IN ADVANCE. FOR MORE INFORMATION, CONTACT THE RANGER DIRECTOR. UNITS THAT WOULD LIKE TO PLAN A RAFTING TRIP THE SATURDAY BEFORE OR AFTER THEIR WEEK AT CAMP SHOULD CONTACT THE CAMP DIRECTOR AT LEAST TWO WEEKS IN ADVANCE TO MAKE ARRANGEMENTS.

### **INNER-TUBING**

TROOPS MAY ELECT TO SPEND A FUN-FILLED AFTERNOON TUBING DOWN THE GREEN RIVER IN SALUDA, NORTH CAROLINA. THE RIVER IS ONLY 30 MINUTES AWAY, AND TUBES MAY BE RENTED THERE FOR A SMALL FEE. TROOPS MUST PROVIDE THEIR OWN TRANSPORTATION. AS WITH ALL BSA AQUATICS ACTIVITIES, TROOPS SHOULD PROVIDE LIFE JACKETS AND QUALIFIED AQUATICS SUPERVISION. MERIT BADGE INSTRUCTORS WILL WORK WITH SCOUTS TO COMPLETE MISSED WORK IF NOTIFIED IN ADVANCE. FOR MORE INFORMATION, CONTACT THE RANGER.



*CAMP OLD INDIAN OFFERS OFFERS A VARIETY OF PROGRAMS FROM 7:00-8:30PM EVERY EVENING. THESE PROGRAMS ARE KNOWN AS TWILIGHT PROGRAMS. BELOW IS THE TENTATIVE TWILIGHT SCHEDULE FOR THE 2011 CAMPING SEASON.*

	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
<b>SCOUTCRAFT</b>	PAUL BUNYAN (PART 1)	TOTIN' CHIT FIREM'N CHIP	ATTA KULLA KULLA DANCE PAGEANT	PAUL BUNYAN (PART 2)	-
<b>HANDICRAFT</b>	-	FINGER PRINTING	ATTA KULLA KULLA DANCE PAGEANT	FINGER PRINTING	-
<b>FIELD SPORTS</b>	FREE SHOOT: SHOTGUN ARCHERY RIFLE	FREE SHOOT: SHOTGUN ARCHERY RIFLE	ATTA KULLA KULLA DANCE PAGEANT	FREE SHOOT: SHOTGUN ARCHERY RIFLE	FREE SHOOT: SHOTGUN ARCHERY RIFLE
<b>AQUATICS</b>	FREE SWIM AND BOATING	OPEN SWIM OPEN BOATING	ATTA KULLA KULLA DANCE PAGEANT	FREE SWIM AND BOATING BSA KAYAKING	FREE SWIM AND BOATING
<b>ATE</b>	FLAG CEREMONY INSTRUCTION	OLD INDIAN MOUNTAIN HIKE,	ATTA KULLA KULLA DANCE PAGEANT		-
<b>FIRST AID</b>	-	FIRE SAFETY (PART 1) CPR TRAINING	ATTA KULLA KULLA DANCE PAGEANT	FIRE SAFETY (PART 2) BLOOD PRESSURE SCREENING	-
<b>ECOLOGY</b>	MAMMAL STUDY/FISH AND WILDLIFE MANG. (PART 1)	MAMMAL STUDY/FISH AND WILDLIFE MANG. (PART 2)	ATTA KULLA KULLA DANCE PAGEANT	MAMMAL STUDY/FISH AND WILDLIFE MANG. (PART 3)	NATURE LODGE OPEN

# Annual Health and Medical Record

(Valid for 12 calendar months)

## Medical Information

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered below in one three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

**Parts A and C** are to be completed annually **by all BSA unit members**. Both parts are required for all events that do not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, such as day camp, day hikes, swimming parties, or an overnight camp, and where medical care is readily available. Medical information required includes a current health history and list of medications. Part C also includes the parental informed consent and hold harmless/release agreement (with an area for notarization if required by your state) as well as a talent release statement. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept on file for easy reference.

**Part B** is required with parts A and C for any event that exceeds 72 consecutive hours, or when the nature of the activity is strenuous and demanding, such as a high-adventure trek. Service projects or work weekends may also fit this description. It is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner, or physician's assistant as appropriate for your state. The level of activity ranges from what is normally expended at home or at school to strenuous activity such as hiking and backpacking. Other examples include tour camping, jamborees, and Wood Badge training courses. It is important to note that the height/weight limits must be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

## Risk Factors

Based on the vast experience of the medical community, the BSA has identified that the following risk factors may define your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Sleep disorders
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on [www.scouting.org](http://www.scouting.org).

## Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.



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