Leader and Parent Guide
“Outdoor Adventure with a Purpose”
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Welcome to Adventure Day!

This year, Scouts will learn fun games that can be played in the outdoors, while achieving advancement to get them started off on the right foot for the new Scouting year! Don’t forget, shooting sports are back and ready to WOW! the pack.

The volunteers who make up the staff at each event have been working for months to bring you a great experience. We’ve prepared this leader guide to help you, the Cubmasters and other leaders who get to spend a great Saturday with your amazing Scouts.

Within this guide, you will find information that will be very helpful in your preparation. Here, you will find what you need to bring, what you should bring and what you should not bring. You will see lots of reminders, like everyone needing a health form. We also try to point out big things like Scouts have to be going into the 1st grade or older to be able to attend.

Adventure Day is offered in many locations throughout the Sioux Council. Programs are the same, but each may offer a slightly different twist. You can attend any of them—whichever is closest to you, fits best in your schedule, whatever works.

Each registered family will also receive an email with helpful tips for Adventure Day one week before.

If you have any questions, please contact the Sioux Council office and we will be happy to help in any way needed to provide your Scouts with an awesome experience!

Yours In Scouting!

Tony Dwire
Sioux Council Camping Chair

John Bultsma
Sioux Council VP Program
General Information

What is Adventure Day?
It is a one-day event offered to Cub Scouts. All incoming Tigers, Wolves, Bears and Webelos are eligible to attend. The purpose is to provide fun and educational programs within each district of the Sioux Council. Cub Scouts may attend any session based on the convenience of date and location.

Dates and Locations

<table>
<thead>
<tr>
<th>Location</th>
<th>Date</th>
<th>Site</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yankton</td>
<td>May 30</td>
<td>Lewis and Clark Scout Camp</td>
<td>31071 430th Ave, Tabor, SD 57063</td>
</tr>
<tr>
<td>Pierre</td>
<td>June 6</td>
<td>Oahe Downstream</td>
<td>20439 Marine Loop, Fort Pierre SD 57501</td>
</tr>
<tr>
<td>Sioux Falls</td>
<td>June 6</td>
<td>Mary Jo Wegner Arboretum</td>
<td>1900 S Perry Place, SF SD 57110</td>
</tr>
<tr>
<td>Watertown</td>
<td>June 6</td>
<td>Memorial Park</td>
<td>1200 North Lake Dr., Watertown, SD 57201</td>
</tr>
<tr>
<td>Mitchell</td>
<td>June 13</td>
<td>Davison County 4H</td>
<td>3200 W Havens Ave, Mitchell, SD 57301</td>
</tr>
<tr>
<td>Pipestone</td>
<td>June 13</td>
<td>Peace United Methodist Church</td>
<td>500 7th St SE, Pipestone, MN 56164</td>
</tr>
<tr>
<td>Huron</td>
<td>June 15</td>
<td>Memorial Park</td>
<td>10 Jersey Ave NE, Huron 57350</td>
</tr>
<tr>
<td>Newton Hills</td>
<td>June 20</td>
<td>Newton Hills Camp</td>
<td>28482nd Ave. Canton, SD 57013</td>
</tr>
<tr>
<td>Camp Iyataka</td>
<td>June 20</td>
<td>Camp Iyataka</td>
<td>47218 131st St, Wilmot, SD 57279</td>
</tr>
<tr>
<td>Brookings</td>
<td>June 22</td>
<td>Brookings Gun Club</td>
<td>634 58th Ave, Brookings, SD 57006</td>
</tr>
</tbody>
</table>

To register go to [www.siouxcouncil.org](http://www.siouxcouncil.org).

What is the cost of Adventure Day?
Early bird registration is $25 if paid by May 1, $35 after that date. The price covers materials and patch for the day. Lunch is NOT provided and should be brought with you.

Advancement
Adventure Day organizes by Den; as such, Packs will be divided. Scouts will be placed with their den-level peers: Tiger, Wolf, Bear, Webelos 1 and Webelos 2. Program stations will focus on age appropriate activities.

Scouts will accomplish the following Advancement:
- Tigers: My Tiger Jungle and Tigers in the Wild
- Wolves: Paws on the Path and Call of the Wild
- Bears: Bear – Fur, Feathers and Ferns
- Webelos 1: Into the Woods
- Webelos 2: Into the Wild
Refunds
Preparations for Adventure Day begin a year in advance. Sioux Council volunteers and staff spend countless hours preparing program, materials, and a WOW experience. When Scouts who registered for camp do not attend, it limits the experience for others. Sioux Council approves refunds for Scouts who suddenly become ill or in case of a family emergency. In such cases, written requests must be submitted by emailing the Program Director at Pete.Carteaux@scouting.org.

What are the hours?
Adventure Day begins at 9 am, with check-in beginning at 8:00 am for Sioux Falls and 8:30 am for the others. The event will end by 3 pm. Parents/guardians should arrive by 2:45 pm to ensure prompt departure.

What is the attire?
Often it is really hot for these events; dress accordingly! Cub Scouts are encouraged to wear Scout t-shirts; leaders are encouraged to wear a uniform shirt (to make it easier for Scouts to find you!). No sandals or open-toed shoes are allowed. Scouts will not be allowed to participate if they do not have appropriate footwear or if they are wearing offensive clothing. Adventure Day will be held rain or shine; dress accordingly.

What should I bring?
Following is a list of items for all attendees to bring. Be sure to label all items with the Scout’s name and pack number.

Required to bring
- Lunch, including drink
- Water bottle
- Annual health form (parts A and B)—must be BROUGHT
- A desire to HAVE FUN!

Recommended to bring
- Sunscreen
- Rain gear
- Hat/Sunglasses
- Daypack
- Camp chair
- Snack
- Insect repellant

What not to bring
- Electronic toys, phones, games or music devices
- Knives
- BB guns/archery equipment
- Pets/Animals
Health forms

Health forms are required of each person attending Adventure Day. This includes all Scouts, parents and leaders. At the conclusion, Part A of the health form will be retained by Sioux Council. This is per Boy Scouts of America policy. Part B of the health form (the health history) will be returned to the pack at check-out. Any health forms not retrieved at the end will be shredded, to maintain privacy.

Pets/Animals

Qualified, certified service animals are welcome. Scouts or leaders needing a service animal should bring their medical statement with them. No other animals or pets are allowed under any circumstances.

Camp Security

Each person staying for Adventure Day will be given a wristband. This includes Scouts and adults. The wristband is to be worn at all times! Any Scouts or adults leaving early or arriving late must sign in or out at registration. Any visitors must also sign in and receive a wristband. Anyone without a wristband may be asked to leave camp for the safety of the Scouts.

Tobacco/Alcohol

Tobacco is not allowed; smoking (including vaping) will only be allowed in designated areas—out of sight of the youth. Alcohol is prohibited at all Sioux Council activities.

Adult Supervision

All Tiger aged youth need to have an adult that is 18 years or older that is responsible for them. Every Pack needs to also maintain a 1 adult to 4 youth ratios for the event to make sure we have adequate supervision during the event. Per Youth Protection guidelines, all packs need to have two adults at the minimum. Scouts attending on their own without a pack must have a legal guardian over the age of 18 with them the entire event.
What should I expect at Adventure Day?

Adventure Day can be divided into 4 distinct parts: check-in, program, lunch, and check-out. Below is information to help navigate each part without any confusion or mishaps.

Check-in: When you arrive, you will immediately see check-in tables. Check-in will be by pack number. If you registered for Adventure Day as a pack, you will be expected to check-in as a pack—all at once, with the “Cubmaster for the day” checking in for everyone. The “Cubmaster for the day” should have ALL health forms and will turn them in. Names will be checked for attendance, and wristbands will be given to the cubmaster for each person staying. Please note: everyone staying for the day—youth AND adults—are required to complete a health form. There can be no exceptions!

If you registered as an individual, you will still need to know your pack number for check-in, have health forms, and be given wristbands.

At check-in, in addition to wristbands, you will receive patches for your pack and schedules. You will then move to a health re-check, where the medical staff will review health forms for special needs and medication.

Program: During the day, you will move between activities. At check-in, you will be given a schedule. Please be sure to follow the schedule.

Lunch: Provides Scouts with a needed break from the morning’s activities. National standards recommend that we allow at least 45 minutes for lunch. This is a great time for leaders and parents to engage Scouts in the morning activities and help reinforce what was learned.

Each person attending needs to bring their own lunch. Adventure Day doesn’t have refrigeration facilities.

Check-out Standards, and basic safety, require each Scout to check-out before departure. Parents or cubmasters need to ensure that the registration staff check-out Scouts before departure.

Important Note: If a Scout needs to leave early, the event director needs to be notified in writing or in person. Anyone picking up a Scout early must be listed on the health form as having authorization.

Health Recheck
Upon arrival, as part of the check-in process, the camp medic will review health forms. Medics reserve the right to discuss specific needs with Scouts and parents. In general, medicine should be kept by parents/cub leaders during the day.
**Pack Responsibilities**

**Pre-Event Responsibilities**
- Register all Scouts **on-line** at [www.siouxcouncil.org](http://www.siouxcouncil.org)
- Ensure completion of health forms prior to arrival
- Bring health forms to Adventure Day (not to the Council office)
- Ensure that each person attending has lunch and a snack
- Each registered leader has completed Youth Protection training prior to arrival ([http://my.scouting.org](http://my.scouting.org))
- Convey drop-off and pick-up information to parents who are not staying

**Responsibilities at Adventure Day**
- **Maintain 2 deep leadership at all times for your pack**
- Ensure the buddy system is followed at all times
- Escort your den from station to station
- Maintain a positive attitude
- Ensure Scout’s safety. This includes preventing dangerous actions (like rock throwing) and ensuring that Scouts wear correct footgear and appropriate gear for the weather
- Check in/check out Cub Scouts and adults
- Observe and maintain Scout-like behavior
- Pay attention to the Scouts **and not your cell phone**
- Make sure the Scouts drink water at the beginning and end of each station
- Assist staff as needed during program

**Individual Responsibilities (if you register for camp as an individual)**

**Pre-Event Responsibilities**
- Register **on-line** at [www.siouxcouncil.org](http://www.siouxcouncil.org)
- Ensure completion of health forms prior to arrival
- Bring health forms to event (not be to the Council office)
- Ensure that each person attending has lunch and a snack

**Post Evaluation**
At the end of Adventure Day, we invite all adult attendees to participate in a two-minute survey. The survey will be distributed during Check-out for each family when they leave.
Emergency Procedures

While we hope to never have an emergency, life happens. Below are some specific situations for which we have planned. We will review these at the opening flag ceremony.

In all cases, **stay calm**. Adults staying calm will be the most important factor in helping resolve any emergency.

*Sickness/Injury*: If someone becomes sick or injured, even a small cut, please report immediately to the health officer. Standards require a log to be kept of any sickness or injury, regardless of how small it may appear to be. If additional treatment is required, the health officer will contact the appropriate authorities. Of course, if an injury is severe enough, contact 911 then report to the health officer.

*Lost Scout*: The buddy system is to be maintained always; this helps ensure that we don’t have lost Scouts. If a Scout becomes “misplaced,” please contact the closest staff member who will contact the event director. A search plan will be implemented by the event director.

*Severe Heat*: Each Adventure Day will be supplied with plenty of ice and water. Each event will also have some sort of shade/shelter for participants to get out of the heat. Programs will continue even if temperatures are high; however, everyone will need to drink more often. Volunteer staff and pack leadership will need to help remind Scouts to drink!

*Severe Weather*: Each Adventure Day will have a designated severe weather location. Rain will not stop activities. Severe weather, however, will. In the event of severe weather, participants will head to the designated shelter, where pack leaders will take roll. Activities will not resume until the all clear signal has been given.