

Welcome to Adventure Day!

At Adventure Day this year, scouts will learn fun games that they can play in the outdoors, and do not forget, shooting sports are back and ready to WOW! the pack.

The volunteers have been working diligently to bring you a magnificent event. Within the attached leader guide, you will find information that will be especially important in your preparation for Adventure Day. 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 important things like Scouts have to be going in the first grade or older to be able to attend.

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

Yours In Scouting!

General Information

What are the hours? Adventure Day begins at 9 a.m., with check-in beginning at 8:00 am for Sioux Falls and 8:30am for the others. The event will end by 12:00 p.m. Parents/guardians should arrive by 11:45 a.m. to ensure prompt departure. Lunch is not provided.

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:

- Water bottle
- Annual health form (parts A and B)—must be BROUGHT FOR EVERYONE IN ATTENDANCE A desire to HAVE FUN!

Recommended to bring:

- Sunscreen
- Rain gear
- Hat/Sunglasses
- Daypack Camp chair
- Snack
- Insect repellent

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 (Scout and Adults) attending Adventure Day. This includes all Scouts, parents, and leaders. At the conclusion, Sioux Council will retain Part A of the health form. 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 adults, parents, Scouts, and leaders. **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 one adult to four 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 as a minimum. Scouts attending on their own without a pack must have a legal guardian over the age of eighteen with them the entire event.

What should I expect at Adventure Day? Adventure Day can be divided into three distinct parts: check-in, program, 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 would 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. 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.