

Outdoor Adventure: It's On!
Participant's Guide
Cub Fun Day 2024

Bighorn District
Wapiti District
Golden Plains District



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Contact Us

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More information about Adventure West Council:
<https://awbsa.org/>



Objectives

The Cub Fun Day occurs for the benefit of our area scouts and children looking to join scouting. Our program operates for the enjoyment of all participants, in a safe and clean manner. Available programs will support the aims of scouting, family, scout and community bonding, and individual character building.

We adhere strictly to BSA YPT standards, for the safety of all. Each person, regardless of age, should start and end their day feeling capable, supported, heard, and understood.

Concerns, problems, or questions, about the program, safety, program policies, activities, inclement weather, etc. should be addressed with the Cub Fun Day event planner, program activity chair, program director, or district executive.

Mission Statement

Our Cub Fun Day is designed to be fun, dynamic, and appealing to our youth. We want all participants to be challenged, learn, and have fun in a safe and supportive environment.

Program

We have designed a variety of planned program areas packed full of fun activities including nature exploration and education, scouting skills, competitions, games, STEM, and arts & crafts. Our staff often wear costumes related to the theme and play in character.

We begin and end a program day with a patriotic and meaningful Cub Scout ceremony or activity. We offer break times including quiet time, lunchtime, and free time supervised activity.

Program Dens

Cub Fun Day uses the methods of Cub Scouting to achieve our goals. Each participant is grouped into a program Den with other members of their pack and often neighboring packs. As they participate in activities, they will be performing skills that could be used as rank adventure achievements. The dens will remain together throughout the program and will mix with other dens during large group ceremonies and activities.



Location

Date	Location	Contact
Saturday, June 8th, 8:30am check in, 9am-4pm	Bighorn District Liberty Common Plato Campus 1725 Sharp Point Dr Fort Collins, CO 80525	Melody Brake, Alex Shinn, Mike Brake bighorn.activities@gmail.com
Saturday, June 8th, 8:30am check in, 9am-4pm	Wapiti District Camp Patiya 7022 Flagstaff Rd Boulder, CO 80302	John Eastman john.eastman@scouting.org
Saturday, August 3rd, 8:30am check in, 9am-4pm	Golden Plains Island Grove Park Saddle Club 899 N. 11th Avenue Greeley, CO 80631	Heidi Mazur goldenplains.activities@gmail.com

Packs and individuals may attend the program date of their choosing.

Most attendees of Cub Fun Day will be attending as a group and the driver will be staying. Please park in the main parking lot or nearby. If you are dropping off a scout or youth who is attending with a pack or other adult, please park temporarily. All children should be accompanied from the parking lot and drop-off area into the program.



Registration

Dates

Who Can Attend

All children, any gender, attending Kindergarten through 5th grades in the fall following program are eligible to attend Cub Fun Day at all of the districts.

- All Lions (rising Kindergarten) and Tigers (rising 1st grade) aged kids should plan to attend with a parent/guardian for the full day. If there is more than one youth in kindergarten or 1st grade, there needs to be additional adults.
- All Wolves (rising 2nd grade) through AOLs (rising 5th grade) must have 1-4 adults per pack to volunteer for the day to help with the stations and to help with being a walk around leader with the groups going from station to station.
- Not attending with a pack? Bring your parent and have some fun with us!

Lion scouts and Tiger scouts, or children entering Kindergarten or 1st grade, must be accompanied by an adult attending with them or they cannot attend. The required adult can be any relative or child caregiver, but they must be at least 18 years of age and responsible for the participant. Similarly, any **youth attending as an individual must have any relative or caregiver who is 18+** on premises at all times. Scouts who are part of a pack can attend without a relative or caregiver if there are 2 registered adults from the Pack attending all of the events with that scout and assuming responsibility for the scout as outlined in YPT and Scout Safety and designated on the Health Form.

Participants with Special Needs

All children, boys, and girls, attending K through 5th grade in the fall are eligible to attend Cub Fun Day. Some children have needs that give them extra challenges in an outdoor day program setting. If a participant has an aide at school, the participant needs to provide their own aide or personal assistant at program. Please contact your Cub Fun Day Event Planner for more information.



How to Register

Please register online for Bighorn District Cub Fun Day at <https://scoutingevent.com/062-84807>

Please register online for Wapiti Cub Fun Day at <https://scoutingevent.com/062-84808>

Please register online for Golden Plains District Cub Fun Day at <https://scoutingevent.com/062-84809>

Payments should be made during online registration. There will be a computer present for participants who need to register the day of the event. Cash and checks cannot be accepted on site. For other payment options, call Adventure West Council at 970-330-6305.

There is no charge for parents to attend Cub Fun Day. You may register as individuals and will be automatically grouped with others from your pack. Please be sure to indicate in your registration your pack's unit number for proper assignment to a program den. If you are an individual who would like to participate with an existing pack, but have not joined yet, you can still specify the pack unit number during the registration process.

Funding Assistance

We want to be able to provide an awesome Cub Fun Day experience to all youth. If you need assistance sending your scout to this program, please email the contact and we will send you the assistance form.

Volunteer Info Session

There will be an online training session prior to this event. Volunteers, parents and leaders may attend one of these meetings to get information, and ask questions.



Roles at program

These are the ways we encourage you to participate!

We also have event organizer roles not listed such as setup and clean-up, medical officer, registration host, etc.

Lions, Tigers, and Individual Youth Participants

Children entering or completing kindergarten may attend Cub Fun Day with their Parent/Guardian. Individual youth who are not associated with a scout pack, or are the only one from their pack attending also need to attend with their Parent/Guardian.

Walk-Around Leaders - Pack Leader/Den Leader/Den Guide

Help carry out a constructive adventure day program for their pack members - an adult 18+ who is accompanying the group during the day to each station. Will keep the medical forms and program information with them during the day. Helps the pack with housekeeping, sanitation, program health, and safety.

A Parent's Role In program

Parents of 2nd through 5th grade scouts are not required to attend Cub Fun Day with their scout(s) but are highly encouraged. Each pack must have at least 2 adults who are Youth Protection Trained to help the participants have fun and stay safe, and additional parents are welcome, whether they have completed YPT or not.

Station Leaders

Stay at a station for the morning or afternoon and guide Dens in how to complete the activity at that station. May adapt the station to den needs. Helps educate and encourage participation and safety. Adults and registered scouts ages 13+ may help as Station Leaders. We always want more volunteers to join in on the fun!



What To Expect

Code of Conduct

- Each participant must follow the Scout Oath & Law
- Everyone - participants, parents, & volunteers - must sign in & out. The sign-in & sign-out list is located at the Registration Table
- Any participant or volunteer who is a minor must be signed out by a parent/legal guardian or individual designated on the Medical Form A/B, to leave the program. Parents/designees must have a photo ID to verify their identity & to take a minor off the property.
- Closed-toed and closed-heeled shoes & socks must always be worn.
- Don't climb over or on fences, landscaping, buildings or equipment except for playground equipment. Respect program boundaries.
- Don't tamper with smoke detectors, fire extinguishers, lights, outlets, cords, Or other electrical, functional, emergency, or lifesaving equipment.
- Alcoholic beverages, smoking/vaping, illegal drugs, fireworks, or firearms aren't permitted in the program.
- Vandalism, theft, personal injury, or other illegal actions won't be tolerated. Local authorities will be called, & damages will be assessed.
- Pets are not permitted, service animals are welcome (please see scoutings' service animal policy).
- Personal firearms may NOT be brought to the program.
- Vehicles must be kept in legal parking areas & only enter and exit on the designated roadway.
- Any damage or breakage of school property, animals, equipment, or others, must be reported to the organizers as soon as possible. This includes but is not limited to, hitting/damaging trees & vegetation, buildings, permanent structures & fences, horses & wildlife, & actions like throwing rocks or sticks.
- Report all injuries on program property to the Health Officer immediately.
- Any action that violates these rules, or causes harm other to other participants, volunteers, wildlife, or property, will cause the person(s) to be asked to leave program immediately.



Check-In & Check-Out

All participants must check in and out. Adults authorized for pickup and drop-off must be listed on the medical form. Some participants may need to arrive late or leave early or leave temporarily. You must check in or out whenever arriving or leaving. We need to know who is present at all times. Please help us keep everyone safe!

Cancelation

If a participant is going to miss a day of adventure, registration can be adjusted through the day of the event. We are purchasing materials based on registrations, so there are normally no refunds for missing the program. Contact the Cub Fun Day Event Planner if there are other circumstances.

Buddy System

We strictly enforce the Buddy System at this program. No scout is allowed to go anywhere without another Scout or buddy, this includes the restrooms. Please discuss the Buddy System with your Scouts and all Walking Leaders before attending. This will help keep our group together and safe.

Water

Water in jugs or water fountains are available to participants. Participants are responsible for their own water bottle to use at each station. Make sure water bottles are marked with their name and pack number. Keeping participants well hydrated at this program is a priority for staff and programers alike, as it keeps everyone happy and healthy.

Facilities

We ask everyone to wash their hands before and after lunch to prevent germs or possible allergic reactions between participants. There are bathrooms or “Port-a-potties” and hand washing stations available. Portable toilets have locks that can be unlocked from the outside for emergency access. Participants should never lock or unlock a toilet from the outside. Please discuss privacy and appropriate bathroom behavior with your child prior to the program.



What To Bring To program

Adults

- Health Forms (parts A & B)
(<https://www.scouting.org/health-and-safety/ahmr/>)
 - Be sure to bring PROOF OF COMPLETED YPT
- Cooler with ice for lunches/ snacks and a wagon to transport them (optional)
- Hand sanitizer
- Wet wipes to clean hands
- Insect repellent (40% DEET recommended)
- Sunscreen
- Rain gear
- Hat
- Comfortable Shoes (No open toes, sandals, or heels)

- An attitude of FUN!

Youth

- Health Forms (part A & B) for all programers
(<https://www.scouting.org/health-and-safety/ahmr/>)
- Hand sanitizer (optional)
- Lunch & snack(s)
- Water bottle- FULL OF H2O!!
- Insect repellent
- Hat
- Sunscreen
- Rain gear
- Comfortable enclosed shoes (no open toes, or sandals please)

Please label all items with first and last name. DO NOT bring any video games, toys, media players, computers, or valuables to program. Youth should not bring cell phones, as they are often very distracting. Inappropriate possessions may be confiscated and returned to the participants parent/ guardian at check out.

Items prohibited: alcoholic beverages, pets, controlled substances, fireworks, tobacco products, and firearms. Anyone found with these items will be asked to leave immediately and the appropriate authorities will be notified.



Health Information

A trained Health officer will be on site at all times during the program. All injuries, regardless of how big or small, must be reported to the Health Officer to ensure proper documentation and treatment. The Health Officer will need to report on name, age, parent info, area where the injury occurred, the time it occurred, and initial treatment. Emergency numbers are required in your online registration to help expedite your location in an emergency.

Annual BSA Health & Medical Record (Parts A & B)

Prior to coming to the program, this form must be completed for EVERY person attending the program. Only parts A & B need to be completed for this program.

The newest version of this form Must be used.

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>

The Health Officer will check the forms and note anything that the organizing staff need to watch for. After check in, these forms may be kept with the walk around leader or with the Health Officer. The walk around leader should be aware of any potential issues including severe allergies, health conditions that restrict participation, or any required medications. The purpose of these forms is so the adults can prevent issues before they happen, or at least know about a condition if there is an emergency situation. Forms are returned to participants or can be shredded at the conclusion of Cub Fun Day.

Health Accommodation

We can accommodate programers with health or behavior concerns that may limit their full participation or present safety issues. **Please reach out to your Cub Fun Day Event Planner before the program so we can provide appropriate accommodations.** An example would be if a child has a severe peanut allergy and requires special accommodations or if a child has a sensory issue and the parent/ guardian would like to discuss their needs. Any child who has the assistance of an aide at school is required to provide their own additional adult support at the program.

Medication

Any medication brought to the program must be logged by the Health Officer. Medication must be in the original labeled container with clear dosage instructions. Allergy kits, EpiPens, inhalers, and other instant self-administered medications will remain in the participants possession after it is logged in by the Health Officer. Any other medications must remain with the walk around leader. Clearly label all medications with the programer's name and pack number and keep it with you at the program. Health Officers will not take any medications into their possession!



Emergency Information

Staff, attending parents, and participants will review emergency procedures at the beginning of the program. In an emergency, a signal will alert staff to follow guidelines and practice procedures.

Lost participant

In case of a lost participant, your program staff will signal an emergency. At this point, everyone should stop what they are doing, gather in a seated circle, and perform a name check on every person in the group, including adults. Once attendance is taken, participants can sing a song or play a game but we ask that they continue to stay seated until the Cub Fun Day Event Planner gives the all-clear signal. (This may vary between dates.)

Weather

Every effort will be made, consistent with BSA's Guide to Safe Scouting guidelines, to offer a full outdoor program. Please make sure participants are dressed appropriately for the weather- rain or heat. Participants should dress in layers to either keep them warm or be able to cool off. Please be sure to label jackets and sweatshirts clearly as participants are often chilled in the morning and discard their jackets as the day warms up and sometimes jackets get left behind.

*Tip: Check at pick-up time for jackets, water bottles, lunch bags, and other items from the day.

In the event of rain, some or all activities will relocate indoors and may be modified or swapped out with other activities. If the weather is severe, we will shelter in place. If there is an evacuation emergency, all participants will leave with their designated parent/guardian and check out per standard emergency procedure.

Contact information will be posted during check in for staff, and walk around leaders and station leaders will have cell phones on with ringers on loud to allow for quick communication.

Thank you for reading, and keeping our participants safe!



Schedule (times may differ slightly during the event day)

8:00 am	Volunteers arrive
8:30	Check in begins. Program dens organize
9:00	Flags and introduction
9:15-11:45	Stations
11:45-12:45	Lunch. Dens encouraged to prepare a short skit or song for closing time
12:45-3:15	Stations
3:15	Closing: skits, songs, awards
3:45	Check out begins
4:00-5:00	Clean Up

Activities and Stations (actual activities may be different during the event day)

- In the Pond
- Insect Find
- Snakes!
- Noodle Tower
- Senses Scavenger Hunt
- Obstacle Course
- Big Chopstick Bug Collectors
- Splash Relay
- Eagle, Fish Mosquito
- Balloon Toss
- Leaf Hunt
- Precision Noodle Exchange
- Brain Freeze Challenge
- Flying Eagles
- Ribbit
- BB gun range (Wapiti and Golden Plains only)
- Archery range (where permitted)



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