



**AUGUST
29**

***Thank you to the
Dane G. Hansen Foudation
for sponsoring the event!***

NO FEES TO ATTEND!

WESTERN CORONADO COUNCIL
CUB FUN
DAY

8:30-4:45

WWW.SCOUTINGEVENT.COM/192-116680



CAMP



**Archery | BB Guns | Hiking
| Games | Monkey Bridge | Water Gun Battle
And a Lot More...**

**At Goddard Place
10 miles west of Hill City**



Western Coronado Cub Scout Fun Day

Date: Saturday, August 29

Where: Goddard Place
2834 170th Ave
Penokee, KS 67659

Directions to Goddard Place

From Hill City, Kansas - 10 miles west on HWY 24 to 170th Ave. Right on 170th Ave. 2 1/4 mile north. Goddard Place is on the right.

From Hoxie, Kansas - 22 miles east on HWY 24 to 170th Ave. Left on 170th Ave. 2 1/4 mile north. Goddard Place is on the right.

Times:

Check-in 8:30-8:50

Dismissal 4:45

Price: Free! Thanks to a generous donation from the
Dane G. Hansen Foundation

Camp Director

Bev Rucker
Bevmomof4@gmail.com
785-675-1087

Who Can Attend

All Cub Scouts (Kindergarten through 5th grades) are eligible to attend Cub Fun Day.

- All Lions (Kindergarten) and Tigers (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 (2nd grade) through AOLs (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/guardian 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 the premises at all times.**

Older Cubs Scouts(2nd grade-5th grade) 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 SYT, Scout Safety, and designated on the Health Form.

All Cub Scout aged youth must be registered with Scouting America to attend this event.

Participants with Special Needs

All Cub Scouts 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 a para at school, the participant needs to provide their own para or personal assistant at the program. Please contact us for more information.

Dragon Scouts - Younger Siblings

Younger siblings of Cub Scouts are allowed to come to the fun day. They must have their parent or guardian with them at all times. They will need the same health forms as all other attendees.

Younger children may be able to participate in some activities; but there will be many parts of the day that are only appropriate for school aged children.

How to Register

Please register online for Western Coronado Cub Fun Day at <https://scoutingevent.com/192-116680>
A computer will be available for participants who need to register on the day of the event.

Everyone attending (Scouts, Adults and Siblings) must register. Please be sure to indicate in your registration your pack's unit number for proper assignment to a program den.

Fees

There are no registration fees for this event. The Cub Scout Fun Day is being sponsored through a grant from the Dane G. Hansen Foundation.

Roles at the 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 ones from their pack attending also need to attend with their Parent/Guardian. All youth who are in grades K-5 must be registered with Scouting America.

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

They help carry out a Fun Day program for their pack members. An adult 18+ will accompany the group to each station during the day. They also help the pack with housekeeping, sanitation, participants' 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 to do so. 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

They stay at a station for the morning and/or afternoon and guide Dens in helping complete the activity at that station. They may adapt the station to the den's needs. They help 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!

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 shoes must be worn.
- 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 scouting's 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 camp property or equipment 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, 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 to themselves to other participants, volunteers, wildlife, or property, will cause the person(s) to be asked to leave the program immediately.

Check-In & Check-Out

All participants must check in and out. The medical form must list adults authorized for pickup and drop-off. Some participants may need to arrive late, or leave early, or leave temporarily. You must check in or out whenever you arrive or leave. We need to know who is present at all times. Please help us keep everyone safe!

Cancellation

If a registered participant is going to miss the day of adventure, please contact Bev Rucker as soon as possible. We are purchasing materials based on registrations. So, accurate numbers help us to get the correct amounts. "A Scout is Thrifty!"

Buddy System

We strictly enforce the Buddy System in 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

Participants can access water jugs. However, they are responsible for bringing their own filled water bottles to use at each station. Make sure the bottles are marked with their name and pack number. Keeping participants well-hydrated is a priority for both staff and participants, 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 available. Please discuss privacy and appropriate bathroom behavior with your Scouts prior to the program.

What to Bring

An attitude of FUN!

Adults

Health Forms (parts A & B)

www.scouting.org/healthand-safety/ahmr/

Cooler with ice for lunches/snacks

FILLED Water Bottle

Hand sanitizer

Insect repellent (40% DEET recommended)

Sunscreen

Rain gear (optional – check the forecast!)

Hat

Closed Toe Shoes (No sandals or crocs)

Youth

Health Forms (parts A & B)

www.scouting.org/healthand-safety/ahmr/

Sack Lunch

Day Pack with 6 Essentials

- First-aid kit
- **FILLED** Water Bottle
- Flashlight
- Trail food (snacks)
- Sun protection (Hat and/or sunscreen)
- Whistle.

Rain gear (optional – check the forecast!)

Closed Toe Shoes (No sandals or crocs)

Water Gun

Sunglasses (or other eyewear for water gun fight)

Please label all items with first and last names and Pack number. DO NOT bring any video games, toys, media players, computers, or valuables to the program areas.

If Youth have cell phones, we ask they be left in the vehicles, as they are often very distracting.

Inappropriate possessions may be confiscated and returned to the participant's parent/ or guardian at check-out.

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

Scouting America has recently allowed **Water Gun Fights** in the program! There are specific requirements on what types of water guns are allowed.

- The types of squirt guns permitted are squeezing bulbs, non-motorized pistons, syringe/pistons, pump shaft, and guns with spring-activated (piston) triggers. Any guns that store pressure are prohibited.
- Air-pressurized reservoir, air separate pressure/firing chamber, motorized small piston (e.g. battery powered), air or compressed gas such as CO2-based separate chamber squirt or water guns, such as **super soaker style water guns are not permitted.**
- Participants must wear eyewear (e.g., prescription glasses, sunglasses, safety glasses, safety goggles, or swim goggles).

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.

Annual Scouting America Health & Medical Record (Parts A & B)

This form must be completed by EVERY person attending the program. Only parts A and 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>

After check-in, these forms will be kept 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. Forms are returned to participants at the end of the day. Any forms that are NOT picked up, will be shredded at the conclusion of Cub Fun Day.

Health Accommodation

We can accommodate participants with health or behavior concerns that may limit their full participation or present safety issues. Please reach out to the camp director before the program so we can provide appropriate accommodations. An example would be if a child has a severe peanut allergy and requires special accommodation, 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 a one-to-one para at school is required to provide their own additional adult support at the program.

Medication

The health officer must log any medication brought to the program. The medication must be in the original labeled container with clear dosage instructions. After the health officer logs in the medication, EpiPens, inhalers, and other instant self-administered medications will remain in the participant's possession. Any other medications must remain with the walk-around leader. Clearly label all medications with the participant's name and pack number and keep them with you at the program. The Health Officer will not take any medications into their possession!

Emergency Information

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

Lost participant

If a participant is lost, the 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.

Weather

Every effort will be made to offer a full outdoor program consistent with Scouting America's Guide to Safe Scouting guidelines, please make sure participants are dressed appropriately for the weather.

*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 be relocated 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 or guardian and check out per standard emergency procedure.

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

Thank you for reading and keeping our participants safe!

Sample Schedule

8:30-8:50	Check In
9:00	Opening Ceremony
9:20-10:05	Station 1
10:15-11:00	Station 2
11:10-11:55	Station 3
12:00-1:00	Lunch/rest break
1:00-1:45	Station 4
1:55-2:40	Station 5
2:50-3:35	Station 6
3:45-4:15	Water Gun Battle
4:30	Closing Ceremony & Dismissal

Activities & Stations (actual activities may vary on the event day)

*BB Guns *Archery *Hiking *Team Building Games

*Obstacle Course *Craft *Water Gun Battle