

# **2025 New Horizons Fall Camporee & Cuboree**



**Trailblazers of The Frontier**

**October 17-19  
Beaumont Scout Reservation**

**Final Manual Version 3 (10/14/25)**

# Table of Contents

Welcome to Camp - Check In.....	3
Event Overview.....	4
Event Staff.....	4
Registration.....	5
Packing List.....	5
Event Guidelines and Etiquette.....	6
Camporee Lunch.....	7
Campsite Quiet.....	7
Weather.....	7
New Horizons Trading Post.....	7
Schedule.....	8
All Activities and Programing.....	9
Merit Badges and NOVA Awards.....	10
Service Projects.....	10
Adult Leader Training.....	11
Saturday Night Campfire.....	11
Ultimate Frontiersman Challenge.....	12
Competitions.....	13
Directions, Parking, Camping, and Maps.....	14
Unit Roster.....	16
Event Evaluation.....	16
Climbing Safety Rules.....	18
Shooting Sports Safety Rules.....	19
Shooting Sports Permission Form.....	20

## THANK YOU TO OUR SPONSOR!



# Welcome to Camp - Check In

Welcome to the New Horizons 2025 Fall Camporee & Cuboree! We're excited to have you join us for a weekend full of fun, adventure, and advancement opportunities for Scouts of all ages.

When you arrive at camp, please look for event staff to direct you to your assigned camping area and receive the latest event schedule and updates. We ask that all unit leaders and guests park only in designated areas and follow the traffic guidelines outlined in this manual to help ensure a smooth and safe arrival for everyone.

Each unit should send an Adult Leader to Headquarters (HQ) at the large white circus tent in scoutcraft field, next to the Emerson Center with a copy of your registration list, unit health forms (which will be kept by the unit), and relevant waivers (e.g., range and target activities) to check in. Check-in runs from 5:00 PM to 9:00 PM on Friday night. At check-in, leaders will receive an event packet containing wristbands, schedules, and other essential information.

An important Leaders' Meeting will be held at 8:00 PM on Friday at HQ. This meeting will cover any final updates, event adjustments, and essential safety protocols, including procedures for weather and medical emergencies. Please make sure your Adult Leader and SPLs attend this meeting.

Before departure on Sunday, units should clean their campsite, pack all gear, and pick up trash. Once your area is ready, send an Adult Leader to HQ for a final site inspection. After your campsite is approved, your unit will receive the checkout materials and be cleared to depart.

## **SENIOR STAFF FOR THIS EVENT:**

Campmaster	Leo Byrne	<a href="mailto:leo.byrne@shawneelodge.org">leo.byrne@shawneelodge.org</a>
Asst. Campmaster	Jamieson Rich	
Cub Scouts Lead	Nathan Zaegel	
Scouts BSA Lead	Devan Osburn	
Logistics Lead	Sashant Rengasamy	
Youth Advisor	Joe Attea	<a href="mailto:my717tractor@gmail.com">my717tractor@gmail.com</a>
Camping Chair	Michael Hulsizer	<a href="mailto:michael.hulsizer@shawneelodge.org">michael.hulsizer@shawneelodge.org</a>

# Event Overview

The New Horizons 2025 Fall Camporee & Cuboree will take place **October 17–19** at **Beaumont Scout Reservation**, featuring a full weekend of training, advancement, hands-on activities, and frontier-themed competitions.

Everyone will have a wide variety of engaging challenges centered around our event theme: **Trailblazers of the Frontier**. Whether you're building pioneering structures, navigating through the woods, or cooking up old-time meals, there will be something for everyone—from new Cub Scouts to seasoned Scouts BSA patrols.

**Units are responsible for their own meals with the exception of lunch which will be provided as part of registration.**

**Scouts BSA** will have opportunities to participate in Merit Badge workshops, shooting sports, and competitive challenges designed to test Scout skills.

**Cub Scouts** will enjoy their own tailored Cuboree program, complete with NOVA Award opportunities, games, crafts, and beginner-level outdoor adventures that follow the same frontier theme.

Although this event is designed for both Scouts BSA and Cub Scouts, each group will have its own age-appropriate programming, while also sharing select activities that bring everyone together, such as orienteering, archery, and fire building.

This year's event is organized by a youth-led staff of dedicated Scouts who have worked hard to ensure the program is fun, challenging, and enriching for every age level. All participants—youth and adult—will discover adventure, advancement, and camaraderie on the trail.

# Event Staff

The New Horizons Fall Camporee is a **youth-led** event. Our Scout staff are the driving force behind this weekend and will be guiding activities, competitions, and logistics throughout camp. Please listen to and follow their instructions. If you have questions or need assistance, visit HQ. Adult leaders are always welcome to lend a hand!

If you're interested in **volunteering for this event or helping plan future camporees**, please contact **Michael Hulsizer** at ([michael.hulsizer@shawneelodge.org](mailto:michael.hulsizer@shawneelodge.org)).

# Registration

The event fee covers all program materials, facilities (including restrooms), and a patch.

- Early Bird – \$17 (by September 21 at 11:59 PM)
- Regular – \$22 (by October 12 at 11:59 PM)
- Walk-In – \$27 (no patch guaranteed)

## Target and Range Activities:

Any Scout participating in Archery, BB, Rifle, or Shotgun must submit a signed Shooting Sports Permission Form at check-in. No exceptions.

## Program Sign-Ups (Merit Badges, NOVAs, Adult Training):

All Merit Badges and Cub Scout NOVA Awards are available on our Sign Up Genius site. Any remaining spots can be reserved at HQ Friday night.  
<https://www.signupgenius.com/go/10C0545AFAD23A6F5CF8-59013651-merit#/>

# Packing List

Youth should bring appropriate camping attire and shoes (no open toed or open heeled shoes). Treat clothing with permethrin or use insect repellent with Deet to ward off ticks and mosquitos. A personal first aid kit, flashlight, water bottle, and raincoat should be in a daypack for use on Saturday. A lightweight camp chair is very helpful.

Uniforms are strongly encouraged for flag ceremonies. Activity uniforms should be used during the day. A hat and sunscreen are also smart choices.

All participants should come prepared for a weekend of camping, adventure, and fun! Please review this list carefully, pack accordingly, and lightly.

- |                                     |                                |
|-------------------------------------|--------------------------------|
| - Tent                              | - Class A uniform              |
| - Ground cover or tarp              | - Class B uniform              |
| - Sleeping bag & sheet              | - Extra clothing               |
| - Pillow                            | - Closed-toed walking shoes    |
| - Flashlight or headlamp            | - Rain gear                    |
| - Lawn chair                        | - Personal Toiletries          |
| - Backpack or daypack               | - Towel & washcloth            |
| - Waterbottle                       | - Sunscreen                    |
| - Health and Medical Forms: A and B | - Non aerosol insect repellent |
| - Notebook and Pen                  |                                |

# Event Guidelines and Etiquette

**To ensure safety throughout the event, all units must follow these expectations:**

No Forbidden Items	Fireworks, firearms, alcohol, marijuana, vaping, and illegal substances are strictly prohibited.
Smoking	Smoking is discouraged and must be out of sight of youth at all times.
Buddy System	Youth must remain in groups and stay within the designated camp boundaries.
Parking Rules	Park only in designated areas. No vehicles are allowed on fields or in buildings.
Report Injuries	Any injury beyond a minor scrape must be reported to the Camp Health Officer at HQ.
Youth Protection	Two-deep leadership and all BSA YPT rules must be followed.
Camp Cleanliness	Follow Leave No Trace principles. Campsites must be returned to their original condition. Trash must be disposed of daily.
No Fighting	Any serious behavior issues must be reported immediately to HQ.
Be Respectful	Let's show the best of Scout spirit by respecting others and working together to make the weekend great for all.

**Simple acts of courtesy go a long way in making our weekend run smoothly:**

Campsite Boundaries	Please do not walk through another unit's site. If absolutely necessary, always ask permission first.
Quiet Hours	Begin at lights-out and end at reveille. Keep noise levels low.
Campfires	Fires must be built only in fire rings, away from tents and gear, and always attended. Fires must be fully extinguished — cold to the touch.
Leave No Trace	Keep your campsite clean throughout the weekend. Trash must be bagged and taken to the dumpsters daily.
Shared Spaces	You will likely share the camporee field with other units — be Friendly, Courteous, and Kind.
Restroom Use	Latrines are available in campsites, with additional porta-potties in designated locations. Flushing facilities are at the Emerson center.

# Camporee Lunch

Saturday lunch (Pulled pork sandwich, drink, chips, desert) is included with registration if registered by October 12. We will eat in the dining hall in three shifts. Those with dietary restrictions needed to complete the following form by 10/12/25: <https://forms.gle/DB5GmJkTUfzHaPEN6>

# Campsite Quiet

Quiet hours begin at 11:00 p.m. on both Friday and Saturday nights for all youth and adults. Scouts may be excited and noisy on Friday, so we ask leaders to help enforce this deadline. A good night's sleep is important, especially with an early and busy Saturday ahead. By Saturday night, most Scouts are ready to rest. Adults are welcome to gather around the campfire but should keep voices low and conversations appropriate. Remember—tents aren't soundproof. Please lead by example, and if issues arise, notify HQ for help.

# Weather

Fall weather can be unpredictable. Cold, rain, and even snow are possible. Every year, Scouts arrive without proper gear. Hypothermia is a real risk—so please come prepared.

Extra Layers – Rain Gear – Dry Shoes/Boots – Warm Sleeping Bags

The program will run rain or shine. It's better to have it and not need it than to need it and not have it. Be prepared.

# New Horizons Trading Post

The New Horizons Trading Post will be open from 11:30 AM until 1:30 PM at Headquarters (cash only). We are selling District logo patches and we encourage you to pick up five or more so your Pack, Troop, or Crew can show their District Spirit together at future events. New Horizons patches and slides will be available at the following prices:

PATCHES	SLIDES
1 for \$7each	1 for \$5 each
2-4 for \$6 each	(only 40 left)
5+ for \$4 each	

# Schedule

FRIDAY			
5:00 PM	8:00 PM	Check-in	HQ
8:00 PM	10:00 PM	Movie Night	Scoutcraft Field
8:00 PM	8:45 PM	Adult Leader/SPL Meeting	HQ
11:00 PM		Lights Out	Campsites
SATURDAY			
6:00 AM		Reveille	Campsites
		Breakfast	
8:15 AM		Morning Flag Ceremony + Announcements	HQ
8:30 AM	12:30 PM	Adult Leader Training	TBD
8:45 AM		Merit Badges and NOVAs Begins	
8:30 AM		Morning Activities Begins	
11:30 AM	1:30 PM	New Horizons Trading Post Opens	HQ
11:45 AM	1:15 PM	Lunch	HQ
12:30 PM		Horse Meet and Greet	near HQ
1:00 PM		Afternoon Activities Begins	
1:30 PM		Gaga Ball Tournament	
2:00 PM		Fire Building Skill Competition	
2:30 PM		Knots Competition	
3:00 PM		Top Shot Competition	Ranges
		Gateway Competition Judging	
4:45 PM		Ultimate Frontiersmen Turn In Deadline	HQ
4:50 PM		Evening Flag Ceremony	HQ
5:00 PM		Dinner	Campsites
5:00 PM	5:10 PM	Adult Dessert Competition Turn In	
7:00 PM	8:00 PM	Religious Services	Catholic: Council Ring Jewish: Walz Pavillion Protestant: Emerson Theater
8:10 PM		Meet for Campfire	Emerson Parking Lot
8:15 PM	9:15 PM	Campfire	Council Ring
9:30 PM	10:00 PM	OA Chapter Social	TBD
11:00 PM		Lights Out	Campsites
SUNDAY			
6:00 AM		Reveille	Campsites
8:00 AM	11:00 AM	Checkout	HQ



# All Activities and Programing

**Everyone**

**Cub Scouts only**

**Scouts BSA only**

**All Day**

Hay Bales Obstacle Course	Foam Tomahawk Throwing	Rifle
Inflatable Obstacle Course	Gold Rush	Shotgun
Open Lashing	Rain Gutter Regatta	Rope Making
Survival Skills Challenge	Soap Block Carving	Bridge Building
Fire Starter Creation	<p style="text-align: center;"><b>AM Only</b></p>	
Candle Dipping		
Butter Making		
Leatherworking		
Climbing	Archery	Axe Yard / Totin Chip Training
STEM Trailer	Slingshots	Photography MB
Branding	Range Discipline Awards	Soil/Water Conservation MB
Blacksmithing	Swing NOVA Award	
Gaga Ball	<p style="text-align: center;"><b>PM Only</b></p>	
Sack Races		
Horse Shoe Toss		
9-Square		
Ring Toss		
Corn Hole		
Gaga Ball Competition		
Fire Building Competition		
Knots Competition		

# Merit Badges and NOVA Awards

All Merit Badges and Cub Scout NOVA Awards can be signed up for by Unit Leaders for their scouts at headquarters Friday night and Saturday morning before the program begins.

## Scouts BSA Merit Badges

<b>Photography</b>	The only prerequisite is to view the “Personal Safety Awareness Digital Safety video ( <a href="https://www.scouting.org/training/youth/scouts-bsa/">https://www.scouting.org/training/youth/scouts-bsa/</a> ). Bring proof that you completed it (a printed certificate, a picture of a screen shot). They also need to bring a digital camera of some kind, phone, tablet, camera.
<b>Soil and Water Conservation</b>	Introduction to protecting Earth’s resources. Scouts discover how soil and water support life and how to conserve them for the future.

## Cub Scout STEM NOVA Award

<b>Swing!</b>	The Swing! NOVA Award lets Cub Scouts explore how levers and simple machines make work easier in everyday life. Through fun activities, hands-on projects, and real-world examples, Scouts discover the power of engineering in action.
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All Merit Badges and Cub Scout NOVA Awards are available on our Sign Up Genius site. Any remaining spots can be reserved at HQ Friday night.

<https://www.signupgenius.com/go/10C0545AFAD23A6F5CF8-59013651-merit>

# Service Projects

Units or groups of Scouts will have the opportunity to work on or complete a service project. All projects will take about 1 hour to 1.5 hours. Scouts who complete service will be recognized at the Saturday campfire and will count for the Ultimate Frontiersman Challenge.

Sign up at HQ to learn more about service opportunities.

# Adult Leader Training

Adult Leader Training is a key part of the Fall Camporee & Cuboree. While Scouts are fully engaged in program activities, adult leaders will have the opportunity to grow their own skills and ensure their units receive the strongest leadership possible. This year, we are offering two focused training tracks:

## Cub Scout Leader Training

This session will cover the basic training for Cub Scout leaders, including Den Leaders, Cubmasters, and Committee Members/Chairs. The course will give new and experienced leaders alike the knowledge and tools needed to run a successful pack program.

- Location: To be announced at HQ
- Time: 8:30 - 12:30 on Saturday
- <https://scoutingevent.com/312-cubscoutleadertrainingbeaumont>

## Scouts BSA Leader Training

This session is designed for Scoutmasters, Assistant Scoutmasters, and Troop Committee Members. The training will focus on best practices for running a troop, supporting youth leadership, and ensuring program quality.

- Location: To be announced at HQ
- Time: 8:30 - 12:30 on Saturday
- <https://www.signupgenius.com/go/10C0545AFAD23A6F5CF8-59245261-adult>

# Saturday Night Campfire

Saturday night will feature a camp-wide campfire program with skits, songs, and Scout spirit. The campfire is led by our youth staff and Scouts, and we encourage units to sign up and participate with their own songs or skits, which unit leaders will be able to sign up for campfire spots at HQ before 4:45 PM on Saturday.

This is a great opportunity for Scouts to shine, show creativity, and have fun as a group. Whether you're performing or just watching, the campfire is one of the most memorable parts of the weekend—and the official end to Saturday's program.

# Ultimate Frontiersman Challenge

As part of this year's Trailblazers of the Frontier theme, we're excited to introduce a new camporee-wide competition. This special recognition will be awarded to one Troop, one Pack, and one Crew whose Scouts go above and beyond by fully embracing the weekend's adventures. It's all about participation, spirit, and frontier fun!

## How It Works:

- Every Scout receives a Frontiersman recording sheet at check-in.
- Staffers associated with the activity station (non-game or competition) have a marker.
- Scouts earn a mark by actively participating in the activity.
- Units can earn bonus points for camp service, skits/songs, and winning competitions.

## How to Earn Points:

<u>Activity</u>	<u>Points</u>
Participation at any activity station	1 pt each
1st Place (in competition)	5 pts
2nd Place	3 pts
3rd Place	1 pt
Gateway Competition Participation	5 pts
Camp Service Projects	10 pts
Participating in Campfire (skits/songs)	10 pts

## Important Rules:

- Passports must be turned in to HQ by 4:45 PM Saturday.
- Only marked activities and verified efforts count.
- Ties will be broken by a quick staff-selected challenge at campfire.

## Awards:

- One Pack, one Troop, and one Crew will be honored as this year's Ultimate Frontiersmen.
- Winners will be announced at the Saturday evening campfire and receive a special prize!

Encourage your Scouts to participate in everything, show their best Scout spirit, and get those stamps! Let's see who rises to the challenge!

# Competitions

## Top Shot:

Scouts BSA: Rifle  
Cub Scouts: BB Gun

Competitions based on Highest Score (BB  
# of hits) Each scout gets one (1) "round."

Scouts must state BEFORE THEY SHOOT that the round is for Top Shot.

## Two-Person Crosscut Saw Challenge (Scouts BSA only):

In pairs, Scouts will use a two-person saw to cut through a log. The fastest time wins.

## Gaga Ball:

There will be a Cub Scout and Scouts BSA tournament, each separate. There will be three rounds to find three winners. Those three will compete to be the winner.

## Fire Building Skill:

Teams of three make a fire fastest that burns the string wins - 1ft up. Must use natural material for fuel found at BSR. The goal is to use only 2 matches to start the fire.

## Knots Competition

Scouts will put their knot-tying skills to the test in this fast-paced competition where scouts will race to tie essential knots correctly under pressure.

## Adult Dessert Competition

Adults are invited to prepare their best dessert creation and bring it to HQ between 5:00-5:10pm. Creativity, presentation, and taste will all play a role in judging.

## Gateway Competition:

### Competition Guidelines

- Gateways must be Scout-built.
- All knots and lashings must be properly tied.
- Troops must supply their own materials. Scouts may bring staves or scavenge deadwood from the area. Cutting live trees is strictly prohibited.
- Gateways must be assembled on-site at your campsite.
- No hammers, nails, or digging holes. Gateways must be freestanding.

### Scoring Breakdown (50 points total)

- Original Design – 10 points
- Troop Identification Sign – 15 points
- Safety (Tight Knots & Lashings) – 10 points
- Pole Usage (1 point per pole, max 15) – up to 15 points

# Directions, Parking, Camping, and Maps

To find the camp simply take exit #269 from Interstate 44, proceed west on the outer road leading down a long hill (Antire Rd.) At the bottom of the long hill, the Reservation is immediately on the left and within sight of Highway 44. 6480 Beaumont Reservation Dr., High Ridge, MO 63049

All units will be camping in the Lane and Shippey camporee fields located down the road of Camp May. Unit camping location assignments will be available at check in. There is no need to reserve camping sites. We have enough room in Lane/Shippey.

**Parking** is a serious problem when we have several hundred cars with limited space. We have had events where the road has become blocked for both Camp and Emergency Vehicles. For both your safety and for the Camp Ranger Staff to function it is VERY important that we DO NOT park on the blacktop road. We would all regret a situation where an ambulance could not get to an injured or seriously ill Scout or Scouter. Please help by following these guidelines:

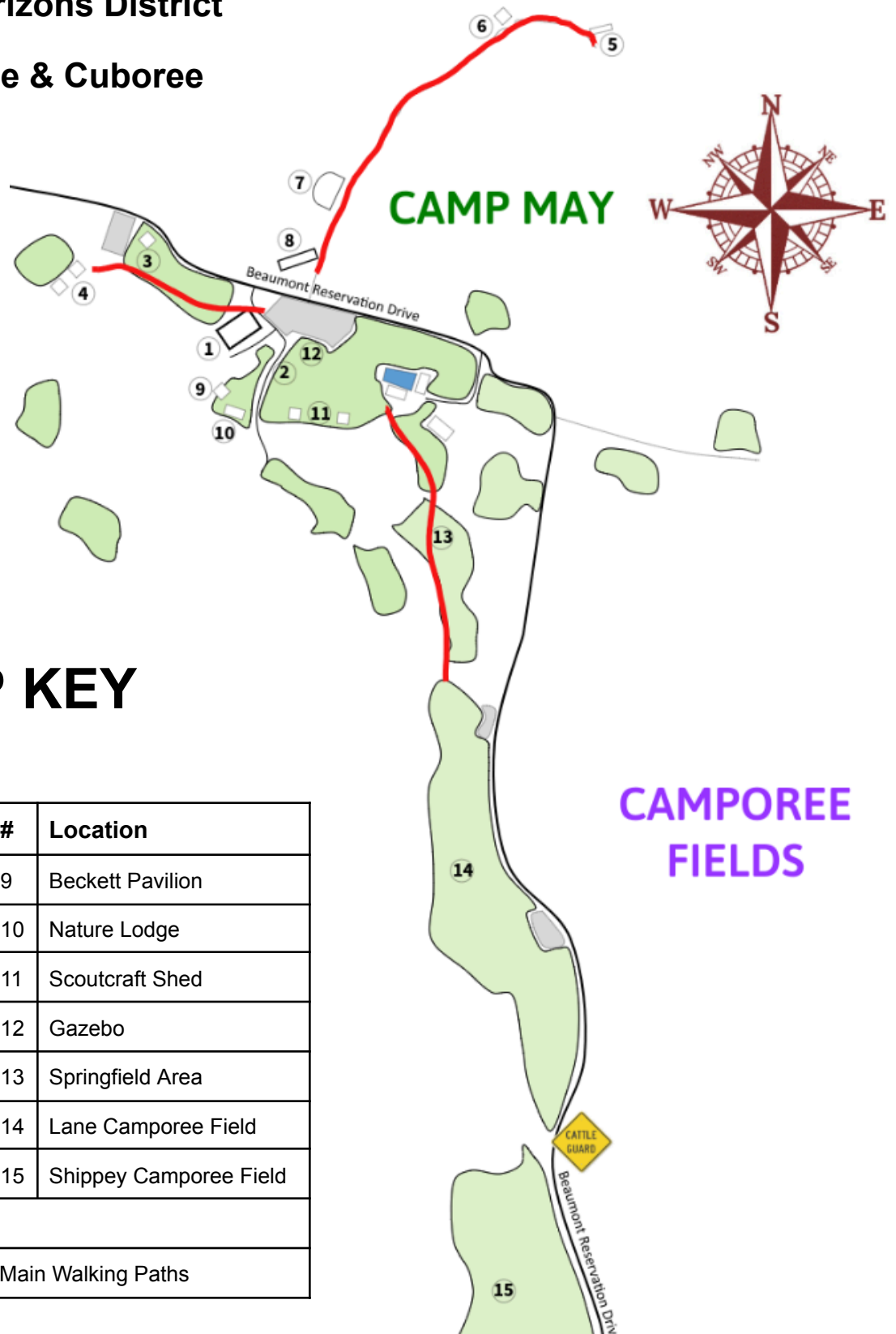
- Carpool, this alone would solve most of the problem.
- NEVER park on the blacktop road!
- Never leave your vehicle on the blacktop road after you unload. Please park and come back for your gear.
- Always park vehicles and trailers perpendicular to the road. If your trailer will not fit (steep bank) please park in the parking lot. Space will be available for trailer parking in the gravel lots. It is just not very 'Scout Like' to park parallel and take up 8 or more parking spaces and it just compounds the problem.

## Campsite Set-up

Please share the road frontage and set up your campsites perpendicular to the road. On occasion a unit has blocked the road access by setting up all along the road. Then, of course, they complain about people walking through their campsite. Please be considerate and share the road frontage.

Contact ([michael.hulsizer@shawneelodge.org](mailto:michael.hulsizer@shawneelodge.org)) if you have any questions.

# 2025 New Horizons District Fall Camporee & Cuboree



## MAP KEY

#	Location	#	Location
1	Emerson Center	9	Beckett Pavilion
2	Headquarters	10	Nature Lodge
3	Climbing Tower	11	Scoutcraft Shed
4	Cub Shooting Ranges	12	Gazebo
5	Rifle Range	13	Springfield Area
6	Shotgun Range	14	Lane Camporee Field
7	Council Ring	15	Shippey Camporee Field
8	Trading Post		
Solid Red Line = Main Walking Paths			

# Unit Roster

Fall Camporee  
Beaumont Scout Reservation

October 17-19, 2025

DISTRICT: \_\_\_\_\_ Unit #: \_\_\_\_\_ Total Attendees: \_\_\_\_\_

Youth (5-17): \_\_\_\_\_

Name	Age	Guardian Phone #	Guardian Email

Adults (18+): \_\_\_\_\_

Name	Phone #	Email



# Event Evaluation

Fall Camporee  
Beaumont Scout Reservation

October 17-19, 2025

DISTRICT: \_\_\_\_\_ Unit #: \_\_\_\_\_ Email Contact: \_\_\_\_\_

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What did the Scouts Like the Best?

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What should we keep doing?

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What should we start doing?

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What should we stop doing?

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Other comments:

# Climbing Safety Rules

1. The qualified instructor is in charge of all activities surrounding the rock climbing experience.
2. Qualified instructors should defer to the advice of anyone possessing current Instructor Staff and current Climbing Instructor cards. Failure to do so may result in immediate loss of qualification. The Instructor Staff is responsible for the safe administration of this activity and will stop operations at any time they deem necessary.
3. Safety is always your first consideration. All procedures and equipment should have a backup if the primary system fails.
4. Nothing is taken for granted - every item of equipment and all procedures are checked and rechecked. Use the buddy system - two people (one is the instructor) to check everything.
5. Remember to P.E.E. before and during every event. Assess the PARTICIPANTS, ENVIRONMENT, AND EVENT. Assess the participants as a group.
6. Onlookers are kept away from the activity site and the possibility of falling debris and any possible accidents.
7. All anchor points are checked each day (visit), especially at the beginning of summer following the winter freeze/thaw period.
8. All gear is checked daily for flaws: worn rope, cracked helmets, loose carabiner pins, sticky carabiner gates, holes in gloves, frayed chin straps, etc. A rope is overdue for retirement if the outer sheath is worn or cut.
9. Participants must be continuously supervised. Clarify that the program does not make them qualified climbers. If they wish to pursue climbing, they should seek help from qualified climbing instructors.
10. DO NOT CLIMB -
  - During a thunderstorm
  - When raining or holds are slippery and wet

# Shooting Sports Safety Rules

Scouts will abide by ALL RULES on the range or they will be removed and not allowed to return to the range for the duration of camporee. No refunds will be issued for removal from the range.

1. Follow all commands from the Range Officer or staff immediately and without question.
2. Keep all weapons pointed downrange (toward the targets) at all times — never at people.
3. Do not load or shoot until given the command to do so.
4. Absolutely no horseplay or roughhousing on or near the range — instant removal for violations.
5. Only council-issued equipment (bows and guns) is allowed on the range.
6. Dry firing a bow is strictly prohibited, it can damage the equipment and yourself.
7. Keep your finger off the trigger (for BB guns and rifles) until ready to shoot.
8. Wear all required safety gear (eye protection, arm guards, etc.) when instructed.
9. Do not cross the firing line or retrieve arrows/BBs until told it is safe to do so.
10. Scouts must behave according to the Scout Oath and Law while on the range.
11. A properly colored wristband is required for range entry and participation.

**One safety violation = one warning.**

**A second = removal from the range for the rest of camporee.**

# Shooting Sports Permission Form

\_\_\_\_\_ (Unit, District or Council) will be conducting an open shooting experience. In this program, Scouts will be able to participate in archery, rifle, shotgun, and/or pistol (Venture or Sea Scouts only) programs under direction of an NRA Range Safety Officer, NRA certified instructors, or USA Archery Level 1 Instructor.

Scouts will be required to wear appropriate protective equipment at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, shotgun, archery instructor(s).

I, the undersigned, give my child, \_\_\_\_\_, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participant. For safety, my child and I agree that they will do the following or they will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all of the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, shotgun, and archery instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is a registered Venturer or Sea Scout (for pistol programs).

Participant Signature \_\_\_\_\_ Date: \_\_\_\_\_

Parent/Guardian Signature \_\_\_\_\_ Date: \_\_\_\_\_

Parent/Guardian Printed Name \_\_\_\_\_ Date: \_\_\_\_\_

Home Phone \_\_\_\_\_ Cell \_\_\_\_\_