

TWIN RIVERS COUNCIL **MONSTER MASHOREE**

SCHAGHTICOKE FAIRGROUNDS
OCTOBER 10-12, 2025



LEADER'S GUIDE

Version Final

Please note that as we get closer to the event, this guide will be updated as our circumstances and program develop further. Please check the Council website regularly to make sure that you have the most recent version of the Guide. Also, please follow Council on social media:



<https://www.facebook.com/twinriversbsa>



<https://www.instagram.com/twinriversbsa>

Dear Scouts and Scouters,

Since 2016, every two years, all of the scouting units in Twin Rivers Council gather for a celebration of Scouting. This is a massive event that you do not want to miss! Given all of Council's resources are dedicated to this event over Columbus Day weekend, ALL Twin Rivers Council as well as Rip Van Winkle Council properties (i.e. the TRC service center, Camp Wakpominnee, Rotary Scout Reservation, the Kingston Scout Shop and Camp Tri-Mount) are closed Columbus Day weekend. We hope that you will find this year's Camporee to be just as fun and exciting as (if not more than!) previous Twin Rivers Council Camporees. In 2025, we will gather at the Schaghticoke Fairgrounds located in Schaghticoke, NY for the Monster Mashoree.

Our theme for this Council Camporee is the *Monster Mash*. This theme was chosen because first off it is FUN but it also reminds us of fall and the annual harvest. From October 10-October 12 (i.e. Columbus Day weekend), our scouts and scouters from throughout the Council (and beyond) will come together for fun, games, activities, entertainment, advancement opportunities, and great food and adventure that is sure to be a highlight of the upcoming 2025-26 scouting year.

We want to thank all of the volunteers whose efforts have made this Camporee's events possible. Without their time (literally hundreds of hours), talents, and dedication, an event like this would not be possible.

We hope that each of you — Cub Scouts, Scouts BSA, Venturers, and Explorers — are planning to join us at the Monster Mashoree; we look forward to seeing everyone there! If you have any questions, suggestions, or would like to join us to help deliver this amazing program for our scouts, please do not hesitate to reach out by emailing vpprogram@trcscouting.org

Thank you and see you Columbus Day weekend!

Yours in Scouting,

Rob Pattison
Vice President of Program

Michael Charlesworth
Director of Program

Monster Mashoree (aka Council Camporee) Registration

This Council Camporee sounds awesome!!...so how do I register? **ALL** registrations must be submitted online using the following link to register your unit AND participants:

<https://scoutingevent.com/364-94844#>

Important Disclaimer: It is in your unit's budgetary best interests to register early since you get the exact same program for a lower price ☺. However, for those that need more time, you can register up to and including the day of the Camporee but that comes at a 50% higher cost since late registrations add additional last-minute planning for the Camporee staff.

Registration prices are as follows:	Regular Registration Price	Late Registration Price (Effective 10/01)
Scouts BSA, Explorers, and Venturers	\$45 per person	\$67 per person
Cub Scouts	\$45 per person	\$67 per person
Adults	\$35 per person	\$52 per person
Saturday Only (Youth and Adult)	\$35 per person	\$52 per person
...Saturday only includes the BBQ dinner		
Camporee Staff	\$30 per person	\$30 per person

So what do you get for your registration price?:

- Admission to the Camporee as evidenced by the provided wristbands, which must be worn in order to participate in the programs on Saturday,
- A hard copy of this Leader's Guide for the unit leader,
- Camporee Pocket Patch (see front cover for image) for every participant,
- A Camporee-themed playing card deck for every participant, and
- Saturday night BBQ dinner in 9x9 to-go container, a \$15 value!, from Miller's Backyard BBQ of Cohoes for EVERY participant whether you stay overnight or just visit on Saturday (<https://millersbackyardbbqllc.com/>)!! You will be provided a wrist band at check in to evidence your paid BBQ dinner.
 - ½ BBQ chicken (gluten free) or Vegan Ziti Marinara (vegetarian)
 - Piece of cornbread (contains gluten) – each piece is individually wrapped
 - Baked potato
 - 4 oz. Mac & Cheese or 4 oz. cole slaw (gluten-free as well as vegetarian but not vegan)
 - Bottled beverage – water or gatorade
 - Utensils, napkin, etc.
 - *The entire meal is both egg and nut free*

We will have a limited number of picnic tables and garbage cans at the BBQ dinner pick up area.

Safeguarding Youth

To have the safest possible event for our Scouts, please note that:

- The Camporee site was reviewed by a Twin Rivers Council Short-Term Camping Administrator prior to the Event
- All participants who enter the camping area **MUST** have a designated Cub Scouts, Scouts BSA, day-only ticket, or unregistered Cub Scout parent/guardian colored wristband. Day-only participants **CANNOT** enter any camping area. Unregistered Cub Scout parents/guardians may enter the Cub Scout camping area but **CANNOT** enter the Scouts BSA camping area.
- **Scouts BSA** - Anyone 18 years or older who seeks to camp overnight at the Camporee **MUST** be **REGISTERED** with Scouting America (requires YPT/Safeguarding Youth training) in a position that includes a Charter Organization approval as well as a federal background check. These positions include:
 - Troop Committee Member
 - Scoutmaster / Assistant Scoutmaster
 - Unit Scouter Reserve / Unit College Scouter Reserve
 - Analogous positions for Crews, Posts, and Ships
- **Cub Scouts – UPDATE** - We have provided our Cub Scout membership's feedback to Scouting America that the current policies restricting non-registered parents/legal guardians from camping overnight at an event like a Council Camporee with their child were not received well. Scouting America has heard you; we have worked with them to develop the following procedures so all Cub Scout parents, legal guardians and leaders can **BOTH** attend the Camporee **AS WELL AS** camp overnight:
 - Parents/legal guardians who are **NOT** registered leaders are welcome to attend **AND** camp overnight ONLY with their own child(ren) **AND** have registered for the event through <https://scoutingevent.com/364-94844>; Twin Rivers Council will submit these individuals for screening to the New York Sex Offender Public Registry, which is what we do for adults attending summer resident camp.
 - There must be separate sleeping arrangements for adults and youth unless the adult(s) tent with their own children.
 - A BALOO-trained leader and registered leadership must be on site for the event.
 - Non-registered adults **MAY NOT** be responsible for youth other than their own children. **ONLY** registered leaders (e.g. den leader, cubmaster, etc.) with Scouting America can be responsible for Cub Scouts that are not their own children.
- **Arrow of Light Scouts Camping with Scouts BSA Troops – the following Scouting America procedures still hold:**

Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack or Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two deep leadership.

*To ensure all stations are running safely, we **REQUEST** that each unit provide an adult to help at the program stations for the AM program time slot (9am-12pm) as well as PM program time slot (1pm-4:30pm); note that your unit can split the assignment amongst two adults (i.e. one for AM and one for PM). The adult(s) should attend the staff cracker barrel on Friday night at 10pm in Building 21 to receive their assignment as well as have snacks; they will receive a camporee staff patch as recognition of their service.*

Short Term Camping Administrator Disclaimer

Due to a Scouting America rule change in 2024, Cub Scout Packs and Scouts BSA Troops can **NO LONGER** share a campsite or even camp in the same camping area. To abide by this rule, we have established a separate campsite area for Cub Scout Packs that is closest to the Camporee program area as well as the restrooms and water supply. The Scouts BSA campsite area will border the Cub Scout campsite area. Please plan your unit's camping arrangements accordingly.

Check In...

We're registered and ready to come to this great event? What do we do when we show up?

...for Units Arriving Friday Night

Units may begin arriving at 5:00 pm on Friday night. Due to the fact that we must wait until we have camporee staff in place to receive units, units are not allowed to arrive early. If they do, they will NOT be allowed to set up until we are ready. No exceptions. We strongly encourage units to caravan to Schaghticoke Fairgrounds and thus arrive together; it will hasten the check-in procedure.

Upon entering the Fairground's gates, your unit will be greeted by staff who will ask you for your unit number. They will notify you of the location of your sub-camp, and then direct you to the area to park your vehicles. If your unit has a trailer, the trailer but not the towing vehicle will be allowed to park in your unit's assigned camp site. From the parking area, your participants will then proceed to walk to your sub-camp and meet your sub-camp staff.

The sub-camp staff will provide you with the location of your campsite. The size of your unit's campsite will be based on your unit's registered participants. The campsites have been planned in a modular format in which ~25 participants equate to a campsite area of approximately 30' by 30' (no more, no less). Units are STRONGLY advised to plan ahead on tenting arrangements (i.e. no 6-person tents for two scouts).

...for Units Arriving Saturday Morning

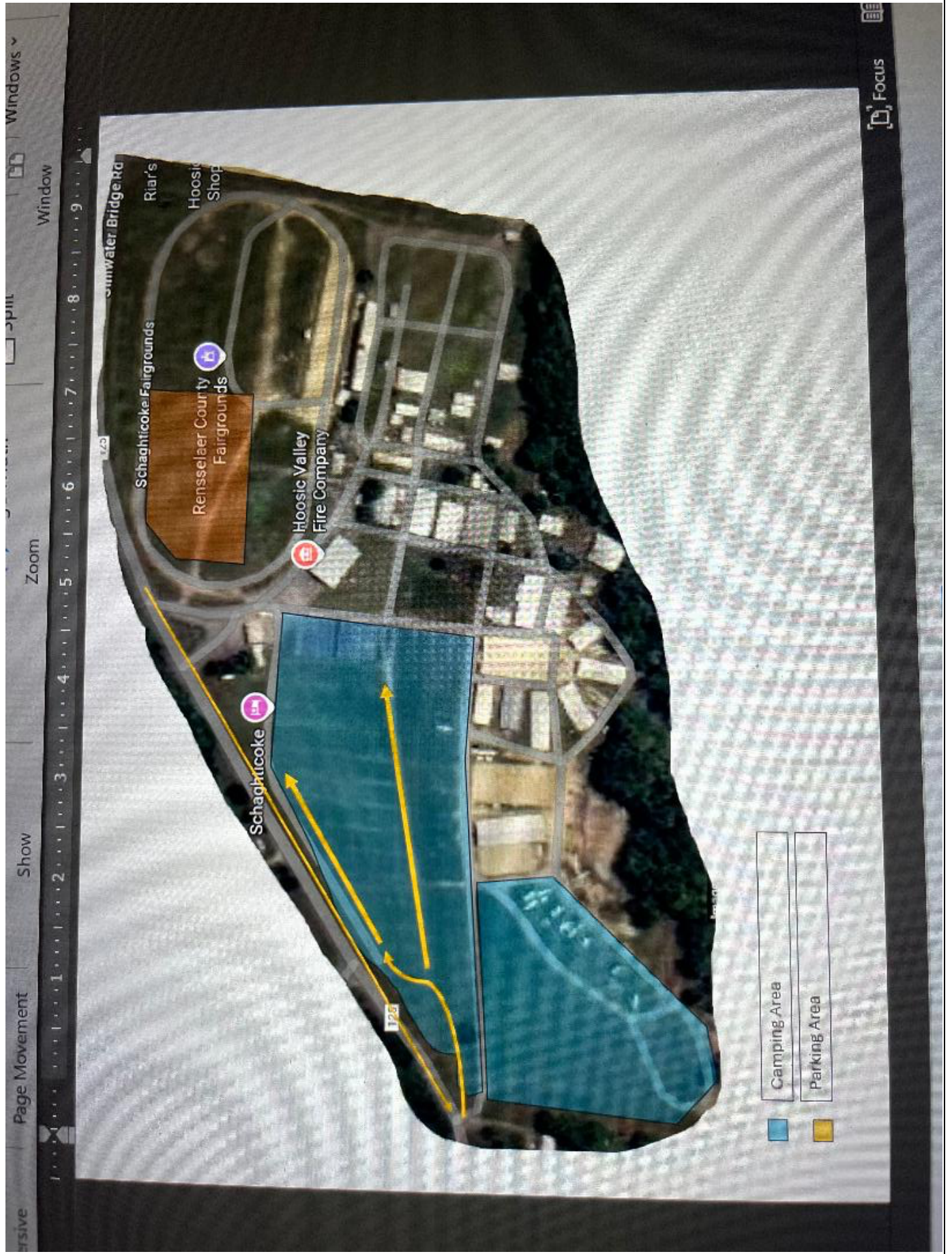
Units may begin to arrive on Saturday morning at 8:00 am. Formal registration will run until 10:00 am, however someone will be available to handle arrivals outside of that timeframe.

Units who have registered to stay overnight Saturday will be shown to their campsite by the sub-camp staff.

Gate Entry & Parking

When units arrive only on Friday, they should use the gate near the end of the Fairgrounds on Route 125/Stillwater Bridge Road (see next page for Friday entry map). After dropping off scouts in their camping site in the blue designated areas, cars will be directed to proceed to park in the orange shaded parking area.

For units arriving on Saturday, you may use the main gate on Stillwater Bridge Road and enter into the orange shaded parking area.



Camporee Map



Camporee Map - Fairgrounds Building Legend:

3 = Not Used	21 = Event Staff HQ and Health Care Professions Merit Badge
5 = Grandstand / RC Race Cars / 5K Race	24 = Drone Obstacle Course
6 = BB Gun Range	25 = Not Used
7 = Not Used	26 = Trading Post, Trade-O-Ree, Collections MB, Scouting Heritage Displays and MB
8 = Not Used	27 = Not Used
10 = Planetarium	28 = Lego Pinewood Derby
11 = Not Used	29 = Not Used
12 = Not Used	30 = Magic: the Gathering
13 = Sam's Snack Shack	32 = Religious Services/Karaoke
14 = Face Painting & Schenectady Ham Radio	34 = Miller's Backyard BBQ of Cohoes
15 = Veterans' Building	36 = Rensselaer County Conservation Alliance
16 = Not Used	37 = Not Used
17 = Not Used	39 = Not Used
18 = First Aid Building	40 = Not Used
19 = Not Used	44 = Indoor Archery and Slingshot Range
20 = Uncharted Wild Shows	45 = Not Used
-	48 = Farm Museum

Checkout for All Units

The “official” end of the Camporee program is Saturday evening after the movie. Units are free to pack up and head out at their earliest convenience on Sunday morning. Support services will be available until Sunday at 11:00 am. All units are expected to be out by that time.

Units are expected to check out of their sub-camp with the sub-camp staff who will ensure that the scouts have done a proper police line such that their campsite was left better than how they found it when they arrived.

If a unit plans to check out earlier than Sunday morning, they are asked to inform the Camporee staff at the time of registration so that appropriate plans can be made.

Packs and individual Cub Scout family who are only participating for the day on Saturday may depart when they are ready. No formal checkout is needed.

Event Information/Communication

There will be no adult leader/SPL meeting on Friday night. The logistics of settling all the units arriving throughout Friday evening make this impossible. However, we will use a number of tools to keep everyone informed. This Guide is the first step in that process. We will keep the Council's website updated with all of the information we have as well. When you are onsite at the event, here are ways we will keep everyone informed:

REMIND App: We will be using an App called "Remind" to communicate through text messaging. To join, follow this link: <https://www.remind.com/join/trcmash25>

Fairgrounds PA system

X (formerly known as TWITTER): @trcscouting

FACEBOOK: <https://www.facebook.com/twinriversbsa/>

EVENT HASHTAG: #MonsterMashTRC

Medical Information

Medical forms (Parts A & B) are required for each participant at this event. They must be collected and secured by the unit leader prior to arrival to the Camporee.

We will have a full event medical staff on site for the weekend, located in Building #18 which is the "First Aid Building."

Water

Town-treated water will be onsite and available for all units located at spigots near telephone phones around the camping area. It is HIGHLY RECOMMENDED that units arrive with enough water for the first night to help alleviate any congestion in an already busy area.

Restrooms

On the provided site map, we have listed where the restrooms are located. In addition, we will have Porta Potties (including a few that are handicap accessible) placed on the perimeter of the camping areas.

Campfires

Ground fires are **NOT** permitted on site at the Schaghticoke Fairgrounds (i.e. we cannot leave the campsite ground scorched). Above ground fires, including cooking stoves and portable fire pits, are permitted in the campsites. Untreated firewood can only be brought if it was obtained within 50 miles of the Schaghticoke Fairgrounds. If not, the firewood must be heat treated pursuant to NYS DEC regulations.

Finding Help/Staff Assistance

Throughout the event, there will be various locations to find assistance or to get answers to your questions. Throughout the Camporee, the staff will be circulating around the Fairgrounds wearing hi-vis vests to assist you with anything that you may need.

Scout Uniforms

Class A uniforms are expected for Saturday dinner and evening events. The rest of the time, given it is the Monster Mashoree, please feel free to wear your Halloween costume! If you do not want to wear a costume, please wear scouting related clothing.

Unit Meals (excluding Saturday Dinner)

Units are encouraged to prepare quick and easy meals for the weekend (i.e. optional Friday cracker barrel, “normal” Saturday breakfast, nonperishable “On-the-Go” packed-bag Saturday lunch, optional Saturday cracker barrel, and quick Sunday breakfast) so that participants do not have to walk back to their campsites at a prearranged time during the Camporee.

Money

Scouts and Scouters should plan to bring cash and/or debit cards. There will be vendors at the trade-o-ree selling scouting memorabilia as well as several food vendors.

Food Vendors

The following food vendors will be onsite offering a range of tasty options for purchase.

- Ted’s Fish Fry (Friday night only)
- Sam’s Snack Shack

Camporee Swag and Trade-O-Ree



There will be vendors on-site at the Trade-O-Ree selling patches and other scouting memorabilia. The Council will also have a booth to sell Camporee swag, collectable Council Shoulder Patches ("CSPs") as well as other items from prior events.

At the Trade-O-Ree, there will be a table of FREE scouting collectibles (e.g. sweatshirts, mugs, patches and more) available ONLY for Scouts to start their collections...these items are limited so when we are out, we are out.

There will also be a Silent Auction at the Trade-O-Ree; the proceeds of which will benefit scouting programs in Twin Rivers Council.



Trading Camporee Themed Playing Cards

As part of the Monster Mashoree, each participant will receive a full deck of Monster Mashoree-themed playing cards **BUT** they have been mixed up so the deck includes cards with ALL four different monsters on the participant patch. To get to a full deck with just one monster on each of the 52 cards, you will need to meet, talk and trade with other scouts at the event. If you want the two Joker cards, you will need to visit program areas throughout the camporee to track them down. If you would like to have full decks of each of the four different monsters, you can purchase full sets at the Trade-o-Ree.



Saturday Evening Show

All participants are invited to the Grandstands for an amazing show of:

Video Highlight

National Jamboree 2026



Concert by North Allen Duo

[\(https://www.northallenduo.com/\)](https://www.northallenduo.com/)



Drone Show by Adept Advancements



Movie



At the Grandstands, the following concessions will be available for purchase: water, soft drink, coffee, hot chocolate, candy, chips, popcorn and ice cream!

Fairgrounds

The Fairgrounds is open to scouts for this camporee. No other events are occurring during this time.

Bicycles

Scouts and Scouters may bring their bicycles to the Camporee. We will have a bike rodeo at the event. Participants **MUST** wear a helmet while riding their bicycle. Any person acting dangerously while on their bicycle will lose the privilege of riding for the remainder of the Camporee.

Religious Services

On Saturday at 5:30pm, our Council Commissioner, Bill Levering, will conduct an interfaith service at Building #32 for those who want to participate in it. There will also be a Roman Catholic service at Building #30.

Rules to Camp By

1. We are Scouts. The Oath and Law will be followed at all times.
2. Low impact camping guidelines will be followed at all times.
3. No vehicles will be allowed to travel around the event without permission from the event staff.
4. Leave the Schaghticoke Fairgrounds better than you found it.
5. Trash: Carry in, Carry Out
6. Campfires and cooking fires must be contained and elevated above ground.
7. If you are not sure you should be doing something, don't do it! Ask!
8. No alcohol or drugs are permitted on site for the duration of the event. Anyone in violation of this rule will be asked to depart immediately, no refunds will be provided, and follow up with Council staff will occur after the Camporee
9. Smoking must follow the Guide to Safe Scouting (smokeless tobacco is NOT allowed): *"Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any Scouting America activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants."*

Camporee Schedule

A finalized schedule will be provided during check-in. This is just to give you a rough idea. Follow us on REMIND or X (formerly known as TWITTER) for the latest updates.

Friday

8:00 am - event staff arrive and set up
4:00 pm – event staff meeting (Location – Building #21)
5:00 pm - unit/participant arrival and registration
10:00 pm – event staff and unit volunteers cracker barrel
11:00 pm - lights out

Saturday

6:45 am - 5k fun run (six laps of the track) for Scouts BSA and Adults – 1 lap fun run for Cub Scouts...there will be prizes for the top 3 of cub scouts, scouts bsa and adults.
7:04 am - sunrise
7:30 am - reveille
8:00 am - units arrive and registration begins (though 10:00 am)
9:00 am - program begins
12:00 pm - Lunch – many program areas close
1:00 pm - program areas restart
4:30 pm - program areas end
4:30 pm - dinner
5:00 pm – North Allen Duo performance starts
5:30 pm - religious services
6:19 pm - sundown
7:00 pm – drone show, jamboree video, movie
11:00 pm - lights out

Sunday

7:30 am - reveille
9:00 am - units begin to depart / Camporee staff begins take down of remaining areas
11:00 am - all units must have departed

Program Summary

The Twin Rivers Council Monster Mashoree will highlight the fun and excitement of the Scouting program and provide a great opportunity for fellowship and community engagement. Exhibits and displays located around the Fairgrounds will provide resources and information about a range of Scouting opportunities. Most of all, the program has been designed for everyone to have a great time.

We are working collaboratively with various organizations, businesses, agencies, and Scouting groups to organize a diverse and engaging program.

Please note that the following program summary is ever changing. We have commitments from many individuals and groups, but things do happen, and changes may be necessary. We are continuing to recruit additional partners and add program, so check back often for the latest information.

Scheduled General Program Highlights Include:

Facepainting by Shanti Payne

Two Exotic Animal Shows @ 12 & 1 pm



- Midway of Games run by Kittan Lodge
 - 9-Hole Mini Golf Course
 - 19 Carnival Games
 - Large Board Games
- Planetarium Shows (5) from Dudley at Siena & Siena College School of Science:
 - Show 1 = 10am
 - Show 2 = 11am
 - Show 3 = 1pm
 - Show 4 = 2pm
 - Show 5 = 3pm
- Climbing Walls (2) provided by both the Army National Guard and Albany County
- Bicycle Rodeo – you must bring your own bicycle and helmet. Classes will be held every 30 minutes from 9:30am-noon.
- RC Race Cars from Rotary Scout Reservation
- Merit Badges:
 - Collections (Interested Scouts BSA should bring evidence of their required collection) – held at Building #26 starting at 1pm
 - Health Care Professions (interested Scouts BSA need to previously complete requirement #9 to complete the MB at the camporee, class is limited to 30 scouts – first come, first served) – held at Building #21 at 1pm
 - Scouting Heritage – held at Building #28 – see end of Leaders Guide for Requirements / Instructions
- Twin Rivers Council Scouting Heritage Display
- Magic: the Gathering
- Tours of Military Vehicles – ***If the Government Shutdown continues through Camporee weekend, these vehicles cannot come.***
- Visit from the CW Channel 15 News Van with meteorologist Alexa Dringus – **only 9am to noon! News Van likely located near Building #7**
- Onsite Farm Museum tour
- Onsite Veterans Hall tour
- Onsite activities and displays from the Rensselaer County Conservation Alliance
- Sending and receiving radio messages working alongside the Schenectady Amateur Radio Association
- Visit by a local K-9 unit
- Karaoke
- **Video Game Trailer** – the following games are expected to be available: Rocket League, Minecraft, Street Fighter, TMNT, Mario Kart, Super Smash Brothers, Sonic, Mario Party, sports games and more.
- **Mashoree Virtual Scavenger Hunt** – please download the TurfHunt app before arriving
 - As you explore the Mashoree activities, dive into our all-day interactive scavenger hunt!
 - Collect points by navigating to event flags, and also discovering hidden

“treasure” flags scattered throughout the event.

- Boost your score by completing photo challenges, solving puzzles, and answering trivia questions. Compete with fellow adventurers for prizes and ultimate bragging rights—all while enjoying the Mashoree’s unforgettable activities and attractions.
- Top scorers will earn a prize of collectible Twin Rivers Council patches!!

Scheduled Scouts BSA Program Highlights Include:

Video Game Trailer that can hold up to 20 scout players provided by Capital Region Games on the Go from 1pm to 4:30pm



- Drone Obstacle Course provide by UAlbany from 1pm to 4:30pm
- Indoor BB Gun range from 1pm to 4:30pm
- Indoor Slingshot range from 1pm to 4:30pm
- Indoor Archery range from 9am to 12pm
- GaGa Ball from 9am to 12pm
- Magic: the Gathering from 1pm to 4:30pm



Scheduled Cub Scout Program Highlights Include:

Video Game Trailer that can hold up to 20 scout players provided by Capital Region Games on the Go from 9am to 12pm



Bounce House



- Drone Obstacle Course provide by UAlbany from 9am to 12pm
- Indoor BB Gun range from 9am to 12pm
- Indoor Slingshot range from 9am to 12pm
- Indoor Archery range from 1pm to 4:30pm
- Lego Pinewood Derby Racing (5-Lane Track)
- GaGa Ball from 1pm to 4:30pm
- Magic: the Gathering from 9am to 12:00pm

Many more program elements will be confirmed and announced prior to the Camporee. Check back often for the latest updates...



Scouting Heritage MB

TRC Monster Mashoree

Please check <https://www.scouting.org/merit-badges/scouting-heritage/> for exact wording of requirements.

Connect with counselor George Hassel, Watervliet, NY, ghassel@siena.edu on Scoutbook
Record requirements onto Worksheets available at Pavilion 28 or print out ahead of time. Bring sheet to pavilion for approval on a drop-in basis. I will review pre-requisites, or accept leader initials for completion

Prerequisites: Some requirements will need to be done before or after the Monster Mashoree, please send me evidence of completion, leader approval, or bring to the event. These are

#5 – research history of Scouting in your unit or area and make a presentation

#6 – make a collection of Scouting memorabilia

Requirements: These can be completed at Monster Mashoree or evidence of prior completion is acceptable.

#1 Discuss Baden-Powell

#2 (a) Research and make a short biography of at least two contributors and (b) two programs

#3 Discuss evolution of Scouting program

#4 – visit the TRC Historic Display at the Trade-O-Ree and take a selfie, get initials from an organizer or your leader, and write about some things you learned

#7 – Set up and play some of the games at the Pavilion. I will bring equipment for a few games, but feel free to bring others

#8 Interview at least 3 people over age 40 about Scouting. This may be done ahead of time, or Scouters willing to participate at Monster Mashoree will be identified with a wristband.

Name: _____ Unit(Number, Town): _____ Leader: _____



Scouting Heritage MB

TRC Monster Mashoree

Please bring this sheet to Pavilion 28 to check over.

Connect with counselor George Hassel, Watervliet, NY, ghassel@siena.edu on Scoutbook

Prerequisites: Bring to Monster Mashoree, or send to me before or after

#	Requirement	Counselor	Leader Initial
5	History of your unit or Scouting in your area		
6	Personal collection		

Requirements: Complete at Monster Mashoree (or bring evidence)

#	Requirement	Counselor	Leader Initial
1	Discuss Baden-Powell		
2a	Biography of two contributors		
2b	Discuss two programs		
3	Discuss history of scout programs		
4c	Visit TRC history display at Trade-o-ree		
7	Scouting game		
8	Interview three people over 40 about Scouting		

Requirement 2a: Biography of two contributors

Contributor 1:

Contributor 2:

Requirement 2b: Role of two programs

Program 1:

Program 2:

Requirement 3: How have Scouting's programs developed over time?

Requirement 4c: Visit Trade-o-ree display, show me picture or leader initials _____

Requirement 8: Interview three adults over age 40 about scouting.

Interview 1: Name: _____ Signature _____

Notes:

Interview 2: Name: _____ Signature _____

Notes:

Interview 3: Name: _____ Signature _____

Notes: