



Twin Rivers Council

Cub Scout Adventure Academy Guide

Saturday, March 21, 2026

Shaker High School
(445 Watervliet Shaker Rd, Latham, NY 12110)



Purpose of the Cub Scout Adventure Academy (the “Academy”): The intent of the Academy is to supplement your Cub Scout’s (ranks Wolf, Bear, Webelos and/or Arrow of Light) adventure work with their Pack’s den leaders. *Note: due to Scouting America’s requirement that the Cub Scout’s Adult Partner must attend all activities for Lion and Tiger Scouts, we are not offering classes for Lions and Tigers ranks.* Specifically, the Academy seeks to provide your Wolf, Bear, Webelos and/or Arrow of Light Cub Scout an opportunity to work on elective adventures for their respective rank as well as have fun outside of the classroom.

Disclaimer: Earning a Cub Scout Adventure at the Academy is NOT guaranteed. No requirements will be “excused”; none will be “gifted”. Your Cub Scout MUST participate.

Code of Conduct:

- the Scout Oath and Scout Law apply at all times.
- If your Cub Scout’s instructor determines that your Cub Scout is disruptive to a class, your Cub Scout may be asked to leave; you will have to pick them up. No refunds will be given.
- Academy participants are guests of Shaker High School. Please leave it better than how you found it.
- Cub Scouts should NOT be roaming the hallways.
- Please be respectful to both the Academy staff and its instructors; they are volunteering their time to support your Cub Scout’s advancement.

Recording of Cub Scout Adventure Advancement: Since Cub Scout Adventures can only be entered into Scoutbook by adult leaders of your Cub Scout’s Pack, your Cub Scout will receive from their instructor a certificate upon successful completion of all Adventure requirements at the conclusion of each Academy class that will be placed in your Cub Scout’s Academy packet. Please present this certificate to your Cub Scout’s den leader so they may enter your Cub Scout’s advancement in Scoutbook and thus your Cub Scout can receive their Adventure belt loop/pin at a future Pack meeting.

Items for your Scout to Bring to the Academy:

- Class A uniform – Cub Scouts MUST be in their Class A uniform (uniform, neckerchief & slide, and Cub Scout ball cap). Note: that Scouting America does not have an official neckerchief for Arrow of Light scouts so these scouts do not have to wear a neckerchief.
- Snack(s) from home
- Water bottle / something to drink
- Brown Bag lunch (if not purchasing the lunch option)
- Pen/pencil
- Draw string bag or backpack to hold the above items

Cell Phones: Cub Scouts may bring them BUT:

- It must be set to silent/vibrate during the Academy
- A Scout is Courteous – unless instructed by the instructor for your Scout to use their phone, your Scout may NOT call/text/browse/play games/etc. during a class

Schedule:

- Check-In = as early as 8:30AM
- Morning Adventures = 9:00AM-11:50AM
 - First Adventure = 9:00AM-10:20AM
 - Second Adventure = 10:30AM – 11:50AM
- Lunch = 12:00PM – 1:00PM

Wolf (Cub Scouts in 2nd Grade) Adventure Academy Classes

	Adventure	Session	Instructor	Classroom
	Adventures in Coins	9:00AM-10:20AM	Erik Wright	K108
	Code of the Wolf	9:00AM-10:20AM	Mike McGuire	K107
	Computing Wolves	10:30AM-11:50AM	George Hassel	K107
	Germs Alive	10:30AM-11:50AM	Catina Leon	K108

Bear (Cub Scouts in 3rd Grade) Adventure Academy Classes

	Adventure	Session	Instructor	Classroom
	Roaring Laughter	9:00AM-10:20AM	John Koch and John DeMarco	K105
	Marble Madness	9:00AM-10:20AM	Laura Stone & Aoife Conerney	K106
	Super Science	10:30AM-11:50AM	Susan Fenstermacher	J103
	Forensics	10:30AM-11:50AM	John Koch and John DeMarco	K105

Webelos (Cub Scouts in 4th Grade) Adventure Academy Classes

	Adventure	Session	Instructor	Classroom
	Aware & Care	9:00AM-10:20AM	Richard Crumb	K104
	Yo-Yo	9:00AM-10:20AM	Alejandro Williams	J101
	Earth Rocks	10:30AM-11:50AM	Hope Bigwarfe	K106
	Modular Design	10:30AM-11:50AM	Richard Crumb	K104

Arrow of Light (Cub Scouts in 5th Grade) Adventure Academy Classes

	Adventure	Session	Instructor	Classroom
	Engineer	9:00AM-10:20AM	Jeff Zemsky	J103
	High Tech Outdoors	9:00AM-10:20AM	Rob Pattison	J102
	Estimations	10:30AM-11:50AM	Chris Gersey	J101
	Into the Woods	10:30AM-11:50AM	Rob Pattison	J102

Pricing:

- In Council:

Credit / Debit Card = \$25.75

Bank Transfer / Check = \$25.00

- Out of Council:

Credit / Debit Card = \$36.05

Bank Transfer / Check = \$35.00

Lunch Option- Lunch will be available to preorder at time of registration for an additional \$17. It will be a boxed lunch from Subway (includes sandwich, chips and cookie). If your Cub Scout does not preorder lunch, they must bring a bag lunch as there will be no food available to purchase on site!

Where does my Cub Scout report upon arrival?

Both the parent/guardian AND their Cub Scout(s) report to the Academy registration table in the small cafeteria near the main entrance to the high school. At this table, they will receive their packet which consists of:

- The Academy patch, as well as
- lunch ticket (if this was purchased with the Cub Scout's Academy registration)

The parent/guardian will proceed to bring their Cub Scout(s) with the instructor for your Cub Scout's first class to the classroom of their first class.

The Academy classes will be in the same wing of the high school. The instructors will facilitate the transfer of Cub Scouts to their classroom for their second morning class. The instructors will also escort the Cub Scouts to receive their lunch. At the conclusion of the lunch period, the instructors will escort the Cub Scouts to the afternoon fun session.

Where do I get my Cub Scout when the Academy is over at 1pm?

At the same Academy registration table in the small cafeteria near the main entrance to the high school where you dropped your Cub Scouts off in the morning.

Hallway Map of Shaker High School

