

GREAT FALLS COUNCIL, SCOUTING AMERICA

LEADER/PARENT GUIDE

ADVENTURE FEST 2026 powered by NOCO



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Welcome to Adventure Fest 2026!

Get ready for an incredible weekend of Scouting adventure! Thank you for registering for Adventure Fest 2026 at Watkins Glen International! We're excited to welcome Cub Scouts, Scouts BSA, Venturers, Sea Scouts, families, leaders, and volunteers from across the Great Falls Council for a weekend packed with action, excitement, fellowship, and fun. From the moment you arrive, Adventure Fest will give Scouts the opportunity to try something new, challenge themselves, make new friends, and experience Scouting in a way they will remember for years to come.

Throughout the weekend, Scouts will experience an exciting lineup of hands-on, age-appropriate activities, demonstrations, exhibits, and program areas. Explore the Adventure Fest Midway, discover new Scouting opportunities, and enjoy the incredible atmosphere of Watkins Glen International. With race activities and opportunities to interact with drivers and race teams, this will be much more than a traditional Scouting weekend — it will be a one-of-a-kind adventure combining the excitement of Scouting with the energy of one of America's legendary racetracks!

On behalf of the Great Falls Council, Scouting America, thank you for joining us and for everything you do to make Scouting possible. As you enjoy the weekend, remember that safety, Youth Protection, the Scout Oath, and the Scout Law are at the heart of everything we do. Explore every corner of Adventure Fest, try something you've never done before, take plenty of pictures, make some new friends, and most importantly — have an amazing time!

Welcome to Adventure Fest 2026 — let the adventure begin!

We would like to thank NOCO for their generous support of Scouting programs in Western New York and the Twin Tiers (NY & PA).

Address & Directions

Watkins Glen – Gate 1 - GPS Friendly Address

1 Wedgewood Road, Watkins Glen, NY 14891

Google Maps Driving Directions Link

https://www.google.com/maps/search/1+Wedgewood+Road+Watkins+Glen+NY+14891/@42.3629834,-76.8969154,12849m/data=!3m1!1e3?entry=ttu&g_ep=EgoyMDI2MDkwOC4wIKXMDSOASAFQAw%3D%3D

Event & Emergency Contact Information

Event Contacts

Event Chair

Marc McGrain

Asst. Council Commissioner

E-mail: mdmcgrain@gmail.com

Professional Staff Advisor

Karl A. Ziegenfus

Camping and Program Director

Phone: (607) 743-6899

E-mail: Karl.Ziegenfus@scouting.org

Emergencies

For emergencies please dial 911 immediately, then notify the Professional Staff Advisor or the Event Chair.

Event Emergency Procedures

Event committee has undergone extensive training to prepare for emergency situations that might arise in camp. The camp has emergency phone numbers posted near all phones; FM radio communication throughout the camp property; a written agreement with the local emergency service providers; fire equipment and first aid material and a working relationship with the local law enforcement and the fire department. If you have any questions about procedures after reading this section of the manual, please ask. During an emergency your responsibility is for your unit.

The Emergency Siren

The Professional Staff Advisor will determine if using the siren system is appropriate. The sounding of the event siren will signal a camp-wide emergency

Types of Emergency Siren Calls

10 seconds on / 10 seconds off signals an event emergency with assembly.

- Staff will report to predetermined areas as directed via radio calls and staff training.
- All participants report to the Show Venue (depending on time/weather).

15 seconds on / 45 seconds off signals an event emergency without assembly.

- This signal may stop before the emergency is over.

- Everyone at the event is to return to their unit campsite.
- Additional instructions will be relayed via radio to event staff.

A one-minute continuous siren signals the end of the camp-wide emergency.

Fire

1. Mobilize your unit in a safe area. Send an adult leader to the Administration Area at the Midway Tent to report the location of the fire.
2. Under no circumstances shall staff/participants attempt to fight a fire that has passed the incipient stage (that which can be put out with a single fire extinguisher), nor shall staff/participants attempt to enter a burning building to conduct search and rescue. These actions shall be left to emergency services professionals who have the necessary training, equipment, and experience (such as the fire department or emergency medical professionals). Untrained individuals may endanger themselves and/or those they are trying to rescue.

Flooding

1. Mobilize your unit in a safe area.
2. When advised, proceed to Show Venue area; take attendance; send an adult leader to staff member with a two-way radio, report unit status; further instructions will follow.
3. Event chair should check with local government for road closures before advising units as to the best route to evacuate camp (if necessary).
4. For up-to-date traffic information and travel conditions please visit the [511NY website](#).

Lost Camper

1. Report the situation to the Administration Area at the Midway Tent immediately.
2. The Professional Staff Advisor/Event Chair will provide further instructions.

Personal Accident

1. Give immediate first aid.
2. Report accident to First Aid Station near the Midway Tent.
3. Event Health Officer will administer further first aid and complete the Incident Report (if necessary).

Severe Weather/Storm

In the event of extreme weather, the Professional Staff Advisor will evaluate conditions and determine the safest appropriate response. Actions could include performing an accountability check, sheltering in place, moving campers and staff into personal vehicles, or in rare instances, camp-wide evacuation.

Power Lines Down

If you discover electrical wires on the ground:

1. Keep all people at least 50 feet from the wire. Follow protocol for a serious accident.
2. Call or send two runners to the Administration Area at the Midway Tent to report the incident and location.
3. Do not touch the wires.
4. If injury has resulted, do not move the person until the wire can be safely moved away from the person.

Chemical or Unknown Substance Leak / Spill

Care should be taken when confronted with any unknown material, and they should be taken very seriously. Typical hazard areas at Scout camp could include but not limited to kitchens, roadways and parking lots.

If you discover an unknown substance (leak, spill or container), gasoline leaking from a vehicle, the odor of LP gas leaking from a tank:

1. Clear the area for at least 100 feet in all directions, moving people to the leeward side of the material. Keep all people away.
2. Send two runners to advise the Administration Area at the Midway Tent.
3. The event staff will alert the Professional Staff Advisor and local emergency response personnel.

If you discover gas leaking from a pressurized cylinder:

1. Clear the area for at least 1,000 feet, evacuating any adjacent structures.
2. Send two runners to alert the Administration Area at the Midway Tent about the LP gas leak.
3. Assure that the area remains clear until help arrives.
4. The event staff will alert the Professional Staff Advisor and local emergency response personnel.

Encounters with Wildlife

Portions of the Watkins Glen International property offer the opportunity to observe many types of birds, fish and wildlife. Undoubtedly, the opportunity to observe these animals will provide lifetime memories.

Seeing animals in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are only a visitor. Treat them with respect; give wildlife enough space so they will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event an individual is injured by wildlife, provide first aid then please report the incident to the First Aid Station near the Midway Tent immediately. For additional information or assistance contact the event chair or the Professional Staff Advisor

Intrusion of Unauthorized Persons

All event staff and participants receive color wristbands upon your unit's check-in. If anyone is found without identification, they should be escorted to the Administration Area at the Midway Tent by an event staff member to be logged in as a visitor. If the individual refuses, notify the event chair or the Professional Staff Advisor immediately.

Home Sickness

Studies have shown that 83% of campers between the ages of 8 and 16 will become homesick during some point of their stay at camp. Homesickness can take many forms including headaches, sore throats, not eating or crying. It is important for adult leaders to be prepared for the possibility of one of their Scouts becoming homesick. Please consider the following:

Before the event

- First year scouts are the most likely to become homesick during events.
- Provide time during meetings for Scouts to discuss what camp is like with peers and leaders.
- Encourage parents to calmly reassure their child and to discuss camp with them ahead of time.
- Remind parents not to offer sentiments like, "Honey, if you don't like camp, you can always call us and we'll come get you."

During the event

- Our event leadership is trained to deal with homesickness. We are happy to help.
- Try to determine what is bothering the Scout. Children can get homesick for various reasons including missing their parents, not liking the food, being picked on or not sleeping well. Once you discover exactly what is bothering the Scout you can work to fix it. The solution most often does not involve giving them what they want. Consult the event leadership for assistance/advice. Remember, they came to camp to have an amazing Scouting experience.
- Slow times can be the toughest for homesick campers. They tend to focus on being homesick and this can make things worse. Try to keep your Scouts busy.
- Don't make promises that you can't keep. This will only compound the problem. Don't offer bribes to Scouts for staying in camp, this sends the wrong message to children. The real reward should be the pride and confidence of surviving the weekend. Also, please consult the event leadership before using the phone for any homesick emergency.
- Be sure not berate or tease Scouts for feeling homesick. These are legitimate emotions and must be respected as such.

Event Policies

Prohibited Items

- Alcohol possession
- Firearms, weapons
- Fireworks, loud noisemakers, canons
- Drug possession
- Unauthorized generators
- Unauthorized vehicles of any kind
- Bicycles, E-Bikes, Scooters
- Chainsaws
- Logos, slogans, designs that conflict with Scouting ideals
- Pets of any kind (excluding service animals with appropriate paperwork)
- Open-toed footwear

Event Knife Policy

Folding knives with a blade length not exceeding 3 ½" are appropriate for legal and practical uses at this event if age-appropriate based on the [Guide to Safe Scouting](#).

Sheath knives, knives with fixed blades of any length, machetes, bayonets, swords, cleavers, death stars, stilettos and switchblades are not allowed for youth or adult use at Great Falls Council functions. The only exception to this rule is the use of a chef's knife for the sole purpose of food preparation.

Stoves, Lanterns and Fuels

Due to the extreme danger involving storage of fuels used in camping lanterns/stoves, you must make arrangements with the event staff to store liquid/gas fuels in a safe place. Lanterns may not be hung in tents. Use of lanterns and stoves must be used under adult supervision and in accordance with the [Guide to Safe Scouting](#).

NO FLAMES IN TENTS.

Smoking/Vaping Devices

Scouting has a strict no-smoking policy for all activities, which includes all forms of tobacco and e-cigarettes. All Scouting functions, meetings, and activities must be conducted on a smoke-free basis, with designated smoking areas located away from youth participants. Adults are expected to model healthy living and to not smoke or vape around young people, especially at camps.

Buddy System

We always use the buddy system at Great Falls Council events. This is a great chance to make new friends and stay safe. Please refer to the [Guide to Safe Scouting](#) and the [Scouting.org Safeguarding Youth website](#) for information on how to implement the Buddy System with your unit.

Lost & Found

Please label all of your gear with name and unit number. The camp is not responsible for lost or stolen items. Lost and found items are collected at the Administration Area at the Midway Tent. When the event ends, items will be sent to the Council Service Center in Buffalo.

Pets Prohibited

Only service animals as defined by the ADA and NY State law are permitted at Scouting events. Pets and other animals - including emotional support animals, therapy animals, and companion pets - are not permitted.

Service animals must remain under the handler's control at all times and be harnessed, leashed, or tethered unless such devices interfere with the service animal's work or the handler's disability prevents their use. Handlers are responsible for the care, supervision, and cleanup of their service animal. A service animal that behaves in an unsafe or disruptive manner (e.g., uncontrolled barking, aggression, or failure to eliminate waste appropriately) may be required to leave the premises.

Quiet Hours

A Scout is courteous. Quiet hours are from 10:00 pm – 6:00 am. Taps is at 10:00 pm each evening. All Scouts should remain in the unit campsite until reveille. Leaders are responsible for their unit's conduct.

Event Parking

Parking lot will be at capacity for this event. Carpooling is recommended. For everyone's safety, personal **vehicles must remain in the parking lot while attending the event and will not be permitted in campsites.**

Personal Gear Transportation to Unit Campsites

This event will have staff gear trailers running from the parking area to center of your lettered camping lot area on a regular basis. **We suggest that the families in your unit store personal gear in your unit trailer the night before the event.** All gear that is to be transported by the event gear trailers must be labeled with family name and unit number. Masking tape/painter's tape and a Sharpie is recommended for this.

Campsite Assignments

Unit campsite assignments will be e-mailed to the unit registration contact on Monday, October 5th, 2026. This e-mail will include campsite lot maps and specific site numbers assigned to your unit based on the number of people registered.

NOTE: Electricity is NOT available in any of the camping lots. Participants will need to bring personal battery devices for CPAPs or for the recharging of electronic devices.

Check-in (Unit-based)

FRIDAY NIGHT: PARTICIPANTS DO NOT NEED TO INDIVIDUALLY CHECK-IN. INSTEAD, ALL PARTICIPANTS SHOULD PROCEED DIRECTLY TO THEIR ASSIGNED UNIT CAMPSITE AFTER PARKING. UNITS MUST SEND ONE ADULT LEADER TO CHECK-IN YOUR ENTIRE UNIT AT THE ADMINISTRATION AREA AT THE MIDWAY TENT.

The following items will be distributed to your unit leader during check-in: color bracelets, program schedule/camp map brochures, purchased t-shirts, and a copy of the event unit roster. Event patches will be distributed after your unit completes the campsite check-out procedures. Please reference the check-out section of this guide for more information.

Annual Health & Medical Record (Health Forms)

All event participants (youth & adults) must complete Scouting America's Annual Health and Medical Record (AHMR) parts A (Informed Consent) and B (Health History). Part C is not required. The AHMR form can be found at this link (https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf) and in the appendices of this guide. AHMRs will be collected by your unit and must be available at the event.

Adult Supervision

The minimum leadership requirement for council-sponsored activities like Adventure Fest is two leaders with each unit as provided in Scouting America's Youth Protection Policies, including having one registered female adult, age 21 or older, in every unit serving female youth. If a unit cannot meet these standards, then you must contact the event chair to arrange suitable leadership alternatives that meet Scouting America's policies.

Unit Meal Preparation

Units are permitted to cook at their campsite using a propane stove/grill/griddle or may elect to use charcoal in an elevated fire pit or grill. Please do not cook using a ground fire.

There are thousands of easy recipes for Cub Scout family cooking on camping trips on the web. Foil packs are an excellent choice, especially for Cub Scouts, and can even be pre-prepared at home, frozen and brought ready for a charcoal grill.

For units not experienced with campsite cooking we have provided a sample foil pack-based menu in the appendices of this guide.

Event Program Schedule & Color Bracelet Usage

In the interest of making each of our high-demand activities available to all our Scouts, we have implemented a color-coded program schedule. Please attend program area pairings only at the time designated for your bracelet color.

Cub Scout Program Rotation

RANGE SPORTS & CONSERVATION

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Blue
10:30AM-12:00PM	Red
1:30PM-3:00PM	Green
3:00PM-4:30PM	Yellow

OUTDOOR SKILLS & FIRST AID

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Red
10:30AM-12:00PM	Green
1:30PM-3:00PM	Yellow
3:00PM-4:30PM	Blue

HANDICRAFT & STEM

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Green

10:30AM-12:00PM	Yellow
1:30PM-3:00PM	Blue
3:00PM-4:30PM	Red

GAMES & COMMUNITY SERVICE

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Yellow
10:30AM-12:00PM	Blue
1:30PM-3:00PM	Red
3:00PM-4:30PM	Green

Scouts BSA/Venturing/Sea Scout Program Rotation

RANGE SPORTS & FIRST AID

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Blue
10:30AM-12:00PM	Red
1:30PM-3:00PM	Green
3:00PM-4:30PM	Yellow

OUTDOOR SKILLS & SURVIVOR

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Red
10:30AM-12:00PM	Green
1:30PM-3:00PM	Yellow
3:00PM-4:30PM	Blue

CONSERVATION/STEM & GAMES

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Green
10:30AM-12:00PM	Yellow
1:30PM-3:00PM	Blue
3:00PM-4:30PM	Red

TEAM BUILDING & FRONTIERLAND

<u>TIME</u>	<u>BRACELET COLOR</u>
9:00AM-10:30AM	Yellow
10:30AM-12:00PM	Blue
1:30PM-3:00PM	Red
3:00PM-4:30PM	Green

Cub Scout Program Areas & Station Offerings

Range Sports

Station 1: BB Range

Station 2: Archery Range

Station 3: Sling Shot Range

Station 4: Backyard Bass

Conservation

Station 1: Leave No Trace

Station 2: Petting Zoo

Station 3: Birds of Prey Demo

Outdoor Skills

Station 1: Basic Cub Scout Knots

Station 2: Let's Use a Map!

Station 3: Dutch Oven Dessert Sampler

First Aid

Station 1: First Aid Themed Obstacle Course

Station 2: Quick Thinking First Aid Practice

Station 3: Meet an Emergency Medical Technician!

Handicraft

Station 1: Branding

Station 2: Decorate Your Disc

Station 3: It's Craft Time!

STEM

Station 1: Bottle Rocket Launch

Station 2: Drone/Model Rocket Demo

Station 3: Experimental Aircraft Group

Games

Station 1: Carnival Games Galore!

Station 2: Inflatable Obstacle Course

Community Service

Station 1: K9 Demo, Fingerprinting

Station 2: Flag Retirement Preparation

Scouts BSA/Venturing/Sea Scout Program Areas & Station Offerings

Range Sports

Station 1: Throwing Knives

Station 2: Sporting Arrows

Station 3: Atl Atls (NEW Scouting America program activity in 2026!)

First Aid

Station 1: 3D First Aid Experience

Station 2: Patient Transport Methods

Station 3: Aquatics MB-related, Tenderfoot, 2nd Class, 1st Class First Aid Requirement Instruction

Outdoor Skills

Station 1: How high can you lash?

Station 2: Monkey Bridge Construction

Station 3: Dutch Oven Dessert Sampler

Survivor

Station 1: Geocache Treasure Hunt

Station 2: Search & Rescue Dogs

Station 3: Compass Circle

Skills Round Robin

Conservation/STEM

Station 1: Leave No Trace - Camp Oh No

Station 2: NY State DOR Ranger Relay

Station 3: Model Rocketry

Station 4: Robotics

Games

Station 1: Race Car Tire Bowling

Station 2: Disc Golf

Station 3: Human Foosball

Station 4: Giant Jenga

Station 5: The Legendary Tricycle Race

Station 6: Unit Tug of War

Station 7: Tire Wrestling

Team Building

Station 1: Alien Egg Transport Group Initiative Game

Station 2: Radioactive Transport Group Initiative Game

Station 3: All Aboard Group Initiative Game

Station 4: Hot Chocolate Group Initiative Game

Frontierland

Station 1: Blacksmithing

Station 2: Woodcarving

Station 3: Branding Station

Station 4: Flag Retirement Preparation

Midway Vendors & Program Offerings

[NOCO | The Energy Behind Your Home \(Event Title Sponsor\)](#)

Ever wonder what it takes to heat, cool and power your home every day? Explore today's home energy solutions and discover how new technologies are changing the way we use energy where we live.

[Griffiss Institute | Energy Storage Technologies](#)

Where does energy go until we're ready to use it? Explore the science of energy storage with Griffiss Institute, then roll up your sleeves and build a working battery of your own to see the science in action!

[American Dairy Association: Cows are Superheroes!](#)

What does a dairy cow eat to stay healthy and strong? Build your own trail mix while discovering how farmers create the perfect nutritional "trail mix" for their cows and then enjoy yours!

[Glenn H. Curtiss Museum](#)

Step into the world of Glenn Curtiss, a local inventor who helped change transportation forever. Explore the ingenuity behind early motorcycles and aviation and see where big ideas can take you.

[National Soaring Museum](#)

Climb into a full-size glider and see what it feels like to take the controls! Then test your piloting skills on a flight simulator while discovering how gliders use air, weather and aerodynamics to soar without an engine.

[NYS Department of Environmental Conservation](#)

Learn how to prevent wildfires and protect the places we love to explore. Meet a Ranger!

[Cornell School of Integrative Plant Science](#)

What does it take to create the next great apple? Explore how scientists develop new apple varieties, flavors, and traits, see an apple-grafting demonstration, and discover how research helps bring better apples from the orchard to your table.

[Montour Falls Fire Department](#)

Get an up-close look at a real fire truck and the equipment firefighters use when every second counts! Meet local firefighters, explore the tools of the trade, and discover what it takes to answer the call.

[Great Falls Council Scouting Museum](#)

Take a walk through Scouting history! Explore vintage uniforms, patches, memorabilia and treasures from generations of Scouts, and discover how the adventures and traditions of yesterday helped shape the Scouting we know today.

Racing (Saturday only)

Watch National Auto Sport Association race heats all day long on Saturday. Access the racecourse infield through the tunnel at the end of the Adventure Fest event area. Free seating in the bleachers. **All youth must be supervised by adults when in the racecourse area.** Note: the consumption of alcoholic beverages while participating in Scouting activities is prohibited.

Road Kill Grill (Concessions)

The Eternal Flame Lodge will operate limited concessions Friday night and during the day on Saturday. The following items will be available for purchase: snacks, drinks, hamburgers, hotdogs, and select breakfast pastries.

Campfires in Unit Campsites

Due to dry conditions and the number of people in camp for this event, **ground fires will not be permitted** in your unit's camping area. If your unit would like a campfire in your site, you must bring an elevated fire ring/pit. Elevated fire rings must be a safe distance from all tents and supervised by an adult. Please follow the national policies outlined on the [Unit Fireguard Chart](#) found in this guide's appendices.

Leader Briefings

Leader briefings are planned for Friday night at 9:00 pm and Saturday night at 9:00 pm (or immediately after the campfire program) at the Midway Tent. **Please make sure at least one adult leader from your unit attends these two meetings.**

Potable Water

Multiple potable water faucet sites are located in the lettered camping lots. A map of those locations will be provided at the Friday night leader meeting. Please make sure your unit brings enough water containers for drinking, cooking and cleaning in the campsite.

Garbage

Please place all garbage in strong plastic bags. Dumpster locations will be shared at our scheduled leader meetings. Do not leave trash in your campsite overnight.

Campsite Clearing Procedures

Event staff will be available in each lettered campsite lot immediately following closing ceremony to clear your unit for check-out. The assigned staff member will check that you have returned your immediate camping area to the state in which you found it. Please follow [Leave No Trace](#) principles when clearing your site.

Check-out Procedures

Once your unit campsite has been cleared by the event staff, you may send ONE adult leader to the Administration Area near the Midway Tent to pick-up the unit's check-out package (this package includes an event patch for each registered participant and a list of advancement requirements that were completed at each program area if the youth participated).

Scouts/Families Leaving Early

If a Scout family wishes to leave the event before Sunday check-out, please inform your unit leader prior to departing the camp property.

Appendices: Additional Forms & Documents

1. Event Flyer
2. Cub Scout Event Schedule
3. Scouts BSA/Venturing Event Schedule
4. Annual Health & Medical Record (Parts A & B)
5. Easy Menu for Cub Scout Camping Weekends
6. Cub Scout Family Packing List
7. Cub Scout Unit Packing List
8. Unit Fireguard Chart

THE GREAT FALLS COUNCIL PRESENTS

ADVENTURE FEST

powered by



Adventure Fest 2026 is a council-wide celebration of Scouting taking place October 9–11 at Watkins Glen International, bringing together Scouts of all ages—including Cub Scouts, Scouts BSA, Venturers, Sea Scouts, and leaders—for a full weekend of adventure, fellowship, and Scouting spirit.

Open to both registered Scouts and non-members, the event will feature a wide range of fun, hands-on activities, along with interactive challenges, demonstrations, and a midway area (anchored by NOCO) showcasing a Scouting museum and exhibits from local nonprofits and businesses. Participants will also have the unique opportunity to watch live heat racing during Thunder at the Glen, and the weekend will conclude with a memorable Saturday night campfire show—making Adventure Fest 2026 an action-packed celebration of the adventure, impact, and future of Scouting.

WHERE: **Watkins Glen International (Gate 1 Entrance)**
1 Wedgewood Rd
Watkins Glen, NY 14891

WHEN: **October 9-11, 2026 (Gates open at 5 pm on Friday)**
Registration Deadline: Friday, September 25, 2026.

WHO: **Open to Cub Scouts, Scouts BSA, Venturers, Sea Scouts, Leaders, Parents and Scouting-aged youth not registered in Scouting.**
Registration will be limited to the first 1,000 youth and adults.

COST: **\$35 per person**
Fee includes registration, on-site tent camping, program supplies and event patch. Meals will be provided by you unit. T-shirts may be purchased in advance with your unit registration for \$20/shirt. A late fee of \$10/person will automatically be added to registrations made after September 25, 2026.

CONTACT: **For more information please visit the council website or e-mail Marc McGrain, Event Chair (mdmcgrain@gmail.com).**



Make checks payable to: Great Falls Council, 2860 Genesee Street, Buffalo, NY 14225. Phone: 716-891-4073.

REGISTER ONLINE AT WWW.GFCSCOUTING.ORG/ADVENTUREFEST

CANCELLATION POLICY: ONCE REGISTRATION FEES HAVE BEEN PAID, THEY ARE GENERALLY NON-REFUNDABLE AND NON-TRANSFERABLE, AS EVENT EXPENSES ARE INCURRED IN ADVANCE. EXCEPTIONS MAY BE CONSIDERED UNDER THE FOLLOWING CONDITIONS: A WRITTEN REQUEST FOR CANCELLATION MUST BE RECEIVED BY THE GREAT FALLS COUNCIL SERVICE CENTER VIA MAIL OR EMAIL AT LEAST 72 HOURS PRIOR TO THE START OF THE EVENT. IF APPROVED, REFUNDS MAY BE PARTIAL, BASED ON COSTS ALREADY COMMITTED. CREDIT CARD PROCESSING FEES ARE NON-REFUNDABLE UNDER ANY CIRCUMSTANCE. REFUNDS DUE TO INCLEMENT WEATHER WILL ONLY BE ISSUED IF THE EVENT IS OFFICIALLY CANCELLED BY THE COUNCIL. WE APPRECIATE YOUR UNDERSTANDING AND SUPPORT AS WE WORK TO PROVIDE HIGH-QUALITY PROGRAMS FOR OUR SCOUTING COMMUNITY.

FRIDAY, OCTOBER 9TH, 2026

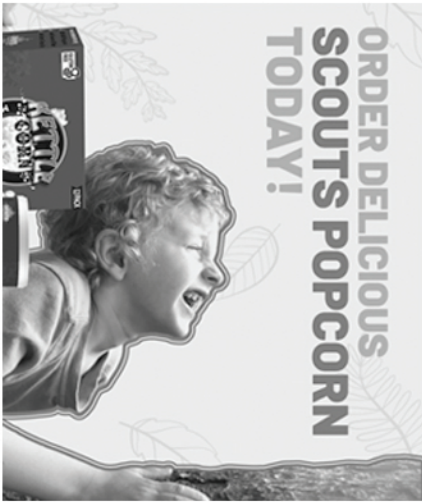
TIME	EVENT	LOCATION
5:00PM-8:00PM	CHECK-IN	ADMIN @ MIDWAY
8:15PM-9:45PM	MOVIE	SHOW VENUE
8:30PM-9:00PM	LEADER MTG.	ADMIN @ MIDWAY
9:00PM-9:30PM	STAFF MEETING	ADMIN @ MIDWAY
10:00PM	LIGHTS OUT	CAMPsites

SATURDAY, OCTOBER 10TH, 2026

TIME	EVENT	LOCATION
6:30AM	REVEILLE	CAMPsites
7:00AM-8:15AM	BREAKFAST	CAMPsites
8:30AM-8:50AM	OPENING	SHOW VENUE
9:00	MIDWAY OPENS	MIDWAY
9:00-10:30	PROG. PERIOD 1	PROGRAM AREAS
10:30-12:00	PROG. PERIOD 2	PROGRAM AREAS
12:00PM-1:30PM	LUNCH	CAMPsites
1:30PM-3:00PM	PROG. PERIOD 3	PROGRAM AREAS
3:00PM-4:30PM	PROG. PERIOD 4	PROGRAM AREAS
5:00PM-6:30PM	DINNER	CAMPsites
6:30PM-7:30PM	UNIT TIME	CAMPsites
7:30PM-8:15PM	CAMPFIRE SHOW	SHOW VENUE
9:00PM-9:00PM	LEADER MTG.	ADMIN @ MIDWAY
9:30PM-10:00PM	STAFF MEETING	ADMIN @ MIDWAY
10:00PM	LIGHTS OUT	CAMPsite

SUNDAY, OCTOBER 11TH, 2026

TIME	EVENT	LOCATION
6:30AM	REVEILLE	CAMPsites
7:00AM-8:15AM	BREAKFAST	CAMPsites
8:30AM-9:00AM	SCOUTS OWN	SHOW VENUE
9:15AM-9:45AM	CLOSING	SHOW VENUE
9:45AM-11:00AM	CHECK-OUT	CAMPsites & ADMIN



EVENT PROGRAM SCHEDULE

IN THE INTEREST OF MAKING EACH OF OUR HIGH DEMAND ACTIVITIES AVAILABLE TO ALL OF OUR SCOUTS, WE HAVE IMPLEMENTED A COLOR CODED SCHEDULE. PLEASE ATTEND THESE ACTIVITIES ONLY AT THE TIME DESIGNATED BY YOUR BRACELET COLOR. THE MIDWAY AND RACES AT THE TRACK MAY BE ATTENDED ANYTIME YOU CHOOSE.

RANGE SPORTS & CONSERVATION

TIME	BRACELET COLOR
9:00AM-10:30AM	BLUE
10:30AM-12:00PM	RED
1:30PM-3:00PM	GREEN
3:00PM-4:30PM	YELLOW

OUTDOOR SKILLS & FIRST AID

TIME	BRACELET COLOR
9:00AM-10:30AM	RED
10:30AM-12:00PM	GREEN
1:30PM-3:00PM	YELLOW
3:00PM-4:30PM	BLUE

HANDICRAFT & STEM

TIME	BRACELET COLOR
9:00AM-10:30AM	GREEN
10:30AM-12:00PM	YELLOW
1:30PM-3:00PM	BLUE
3:00PM-4:30PM	RED

GAMES & COMMUNITY SERVICE

TIME	BRACELET COLOR
9:00AM-10:30AM	YELLOW
10:30AM-12:00PM	BLUE
1:30PM-3:00PM	RED
3:00PM-4:30PM	GREEN

SATURDAY APPROX RACE TIMES
HPDE (HIGH PERFORMANCE DRIVING EVENT)

MULTIPLE SESSIONS 8:30 AM - 6:00 PM

LIGHTNING RACE

QUALIFYING 11:45 AM - 12:05 PM
RACE 3:00 PM - 3:30 PM

THUNDER RACE

QUALIFYING 1:05 PM - 1:25 PM
RACE 4:20 PM - 4:50 PM

COLOR BRACELETS & RACE TIMES



CUB SCOUT
EVENT SCHEDULE
& MAP

OCTOBER 9-11, 2026

WATKINS GLEN INTERNATIONAL



FRIDAY, OCTOBER 9TH, 2026

TIME	EVENT	LOCATION
5:00PM-8:00PM	UNT CHECK-IN	ADMIN @ MIDWAY
8:15PM-9:45PM	MOVIE	SHOW VENUE
8:30PM-9:00PM	LEADER MTG.	ADMIN @ MIDWAY
9:00PM-9:30PM	STAFF MEETING	ADMIN @ MIDWAY
10:00PM	LIGHTS OUT	CAMPsites

SATURDAY, OCTOBER 10TH, 2026

TIME	EVENT	LOCATION
6:30AM	REVEILLE	CAMPsites
7:00AM-8:15AM	BREAKFAST	CAMPsites
8:30AM-8:50AM	OPENING	SHOW VENUE
9:00	MIDWAY OPENS	MIDWAY
9:00-10:30	PROG. PERIOD 1	PROGRAM AREAS
10:30-12:00	PROG. PERIOD 2	PROGRAM AREAS
12:00PM-1:30PM	LUNCH	CAMPsites
1:30PM-3:00PM	PROG. PERIOD 3	PROGRAM AREAS
3:00PM-4:30PM	PROG. PERIOD 4	PROGRAM AREAS
5:00PM-6:30PM	DINNER	CAMPsites
6:30PM-7:30PM	UNIT TIME	CAMPsites
7:30PM-8:15PM	CAMPFIRE SHOW	SHOW VENUE
9:00PM-9:00PM	LEADER MTG.	ADMIN @ MIDWAY
9:30PM-10:00PM	STAFF MEETING	ADMIN @ MIDWAY
10:00PM	LIGHTS OUT	CAMPsite

SUNDAY, OCTOBER 11TH, 2026

TIME	EVENT	LOCATION
6:30AM	REVEILLE	CAMPsites
7:00AM-8:15AM	BREAKFAST	CAMPsites
8:30AM-9:00AM	SCOUTS OWN	SHOW VENUE
9:15AM-9:45AM	CLOSING	SHOW VENUE
9:45AM-11:00AM	CHECK-OUT	CAMPsites & ADMIN

ORDER DELICIOUS
SCOUTS POPCORN
TODAY!

EVENT PROGRAM SCHEDULE

IN THE INTEREST OF MAKING EACH OF OUR HIGH DEMAND ACTIVITIES AVAILABLE TO ALL OF OUR SCOUTS, WE HAVE IMPLEMENTED A COLOR CODED SCHEDULE. PLEASE ATTEND THESE ACTIVITIES ONLY AT THE TIME DESIGNATED BY YOUR BRACELET COLOR. THE MIDWAY AND RACES AT THE TRACK MAY BE ATTENDED ANYTIME YOU CHOOSE.

RANGE SPORTS & FIRST AID

TIME	BRACELET COLOR
9:00AM-10:30AM	BLUE
10:30AM-12:00PM	RED
1:30PM-3:00PM	GREEN
3:00PM-4:30PM	YELLOW

OUTDOOR SKILLS & SURVIVOR

TIME	BRACELET COLOR
9:00AM-10:30AM	RED
10:30AM-12:00PM	GREEN
1:30PM-3:00PM	YELLOW
3:00PM-4:30PM	BLUE

CONSERVATION/STEM & GAMES

TIME	BRACELET COLOR
9:00AM-10:30AM	GREEN
10:30AM-12:00PM	YELLOW
1:30PM-3:00PM	BLUE
3:00PM-4:30PM	RED

TEAM BUILDING & FRONTIERLAND

TIME	BRACELET COLOR
9:00AM-10:30AM	YELLOW
10:30AM-12:00PM	BLUE
1:30PM-3:00PM	RED
3:00PM-4:30PM	GREEN

SATURDAY APPROX RACE TIMES

HPDE (HIGH PERFORMANCE DRIVING EVENT)
MULTIPLE SESSIONS 8:30 AM - 6:00 PM
LIGHTNING RACE
QUALIFYING 11:45 AM - 12:05 PM
RACE 3:00 PM - 3:30 PM
THUNDER RACE
QUALIFYING 1:05 PM - 1:25 PM
RACE 4:20 PM - 4:50 PM

COLOR BRACELETS & RACE TIMES



SCOUTS BSA/VENT.
EVENT SCHEDULE
& MAP

OCTOBER 9-11, 2026

WATKINS GLEN INTERNATIONAL



Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

Every person who furnishes any BB device to any minor, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor. (California Penal Code Section 19915[a]) My signature below on this form indicates my permission.

I give permission for my child to use a BB device. (Note: Not all events will include BB devices.)

☐ Checking this box indicates you DO NOT want your child to use a BB device.



NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.

List participant restrictions, if any: ☐ None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont Scout Ranch, Philmont Training Center, Northern Tier, Sea Base, or the Summit Bechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: _____ Date: _____

Parent/guardian signature for youth: _____ Date: _____

(If participant is under the age of 18)

Complete this section for youth participants only:

Adults Authorized to Take Youth to and From Events:

You must designate at least one adult. Please include a phone number.

Name: _____

Name: _____

Phone: _____

Phone: _____

Adults NOT Authorized to Take Youth to and From Events:

Name: _____

Name: _____

Phone: _____

Phone: _____



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Part B1: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____
or staff position: _____

Age: _____ Height (inches): _____ Weight (lbs.): _____ ☐ Male ☐ Female

Address: _____

City: _____ State: _____ ZIP code: _____ Phone: _____

Unit leader: _____ Unit leader's mobile #: _____

Council Name/No.: _____ Unit No.: _____

Health/Accident Insurance Company: _____ Policy No.: _____



Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.

In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate's phone: _____

Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
☐	☐	Diabetes	Last HbA1c percentage and date: _____ Insulin pump: Yes ☐ No ☐
☐	☐	Hypertension (high blood pressure)	
☐	☐	Adult or congenital heart disease/heart attack/chest pain (anginal)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
☐	☐	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
☐	☐	Stroke/TIA	
☐	☐	Asthma/reactive airway disease	Last attack date: _____
☐	☐	Lung/respiratory disease	
☐	☐	COPD	
☐	☐	Ear/eyes/nose/sinus problems	
☐	☐	Muscular/skeletal condition/muscle or bone issues	
☐	☐	Head injury/concussion/TBI	
☐	☐	Altitude sickness	
☐	☐	Psychiatric/psychological or emotional difficulties	
☐	☐	Neurological/behavioral disorders	
☐	☐	Blood disorders/sickle cell disease	
☐	☐	Fainting spells and dizziness	
☐	☐	Kidney disease	
☐	☐	Seizures or epilepsy	Last seizure date: _____
☐	☐	Abdominal/stomach/digestive problems	
☐	☐	Thyroid disease	
☐	☐	Skin issues	
☐	☐	Obstructive sleep apnea/sleep disorders	CPAP: Yes ☐ No ☐
☐	☐	List all surgeries and hospitalizations	Last surgery date: _____
☐	☐	List any other medical conditions not covered above	



Part B2: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Allergies/Medications

DO YOU USE AN EPINEPHRINE ☐ YES ☐ NO
 AUTOINJECTOR (e.g. EpiPen)? Exp. date (if yes) _____

DO YOU USE AN ASTHMA RESCUE ☐ YES ☐ NO
 INHALER? Exp. date (if yes) _____

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
☐	☐	Medication		☐	☐	Plants	
☐	☐	Food		☐	☐	Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

☐ Check here if no medications are routinely taken. ☐ If additional space is needed, please list on a separate sheet and attach.

Medication	Dose	Frequency	Reason

☐ YES ☐ NO Non-prescription medication administration is authorized with these exceptions: _____

Administration of the above medications is approved for youth by:

_____/_____
 Parent/guardian signature MD/DO, NP, or PA signature (if your state requires signature)



Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

Immunizations

The following immunizations are recommended. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Y	N	Had Disease	Immunization	Date(s)
☐	☐		Tetanus	
☐	☐		Pertussis	
☐	☐		Diphtheria	
☐	☐		Measles/mumps/rubella	
☐	☐		Polio	
☐	☐		Chicken Pox	
☐	☐		Hepatitis A	
☐	☐		Hepatitis B	
☐	☐		Meningitis	
☐	☐		Influenza	
☐	☐		Other (i.e. Hib)	
☐	☐		Exemption to immunizations (form required)	

Please list any additional information about your medical history:

DO NOT WRITE IN THIS BOX.

Review for camp or special activity.

Reviewed by: _____

Date: _____

Further approval required: ☐ Yes ☐ No

Reason: _____

Approved by: _____

Date: _____



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Simple Foil Pack-based Camping Menu

Cooking on Coals

Cooking on coals or embers means charcoal or wood fire that is not flaming. When cooking directly over coals with a grill, take care that dripping fat does not cause your food to burn if it flares up (a squirt bottle of water works well).

Saturday Breakfast (Hearty Breakfast Foil Pack)

Breakfast Foil Packets are a simple and delicious camping meal with eggs, breakfast meat, and potatoes. They can be cooked over the campfire, on a grill, or in an oven.

Yield: 2 adult servings

Prep Time: 20 minutes

Cook Time: 5 to 10 minutes

Ingredients

- 2 cups of cooked potatoes
- 1 cup cooked meat (such as ham, bacon, or sausage)
- 4 eggs
- Salt and pepper or desired spices to taste
- Optional: shredded cheese

Instructions

1. Pre-cook the potatoes and meat before assembling the packets or cook them in the packets along with the eggs.
2. Line pieces of foil with parchment paper to prevent aluminum from leaching into the food.
3. Chop the cooked potatoes and meat into the parchment, leaving a space in between.
4. Break two eggs into that space.
5. Sprinkle salt, pepper, and any desired spices on the eggs and potatoes.
6. Close the foil packet, leaving a dome over the eggs.
7. Place the packet on the grate over the campfire and cook for 5-15 minutes. The cooking time depends on how hot the fire is and how runny you want your eggs to be. It will take longer to cook if your coals are not hot enough or the packet is too far from the heat.
8. Alternatively, place the packet on the grill with medium-high heat, in which case sunny-side-up eggs should take 3 to 6 minutes to cook. The cooking time is even shorter if you're using a 400° oven.

Simple Foil Pack-based Camping Menu

9. Remove from heat, add cheese if desired, and close the packet until melted

Saturday Dinner (Hobo Dinner Foil Pack)

Hobo Dinner Foil Packets are so simple to make and everyone raves about them! Comforting veggies including potatoes, carrots, and onions are topped with a seasoned hamburger patty and grilled or baked to tender perfection.

Yield: 4 adult servings

Prep Time: 15 minutes

Cook Time: 30-40 minutes or until the meat reaches 160 degrees

Ingredients

- 1 pound lean ground beef
- 1 ounce dry onion soup mix 1 packet
- 4 small potatoes peeled and sliced
- 2 cups diced carrots
- 1 large onion or 2 small onions, sliced
- 2 tablespoons olive oil
- 1 teaspoon garlic powder
- salt and black pepper to taste
- 10.5 ounces condensed cream of mushroom soup 1 can

Instructions

1. Preheat oven to 375°F.
2. Combine ground beef and dry soup mix in a bowl. Form into four patties and set aside.
3. In a large bowl combine all remaining ingredients except mushroom soup. Toss until well mixed.
4. Spray a 12" x 18" piece of foil with non-stick spray.
5. Place ¼ of the vegetable mixture in the center of the foil. Top with 1 beef patty. Add 2 tablespoons of condensed mushroom soup on top of each patty.
6. Seal foil packets well. Place beef side up on a large baking sheet and bake 35-45 minutes or until potatoes and carrots are tender.

Sunday Breakfast (Recommend no-cook options for easy clean-up)

A store-bought breakfast should never be underestimated. When the campers are hungry and anxious to start the day, you can bet they'll be ready for anything. Bagels and cream

Simple Foil Pack-based Camping Menu

cheese, donuts, muffins with butter, and other quick breakfast options will be welcome in the campsite. Add in a side of yogurt or fruit to round out the meal.

Family Packing List

CAMP GEAR

- Family-sized tent
- Tarp for underneath the tent
- Sleeping bags, pillows, and sleep mats (or another layer for underneath the bags)
- Flashlight for each family member plus extra batteries
- Refillable water bottle for each family member
- Rubber mallet for stakes
- Lantern—battery powered—for inside your tent
- Camp chairs for each family member

PERSONAL GEAR

- Clothing for each member of the family, per day (weather-specific) plus one extra set.
- Closed-toed shoes (no crocs or flip-flops)
- Pajamas
- Toiletries
- Towel, washcloth if you plan to shower at camp.
- Bug Spray
- Sweatshirt, socks, extra pair of shoes
- Weather-appropriate gear if needed (rain poncho, gloves, boots, warm hat for cold nights if needed)

MISCELLANEOUS GEAR YOU MIGHT WANT TO BRING

- Earplugs can really help knock out night noise
- Pack of Wet Wipes can be handy for sticky fingers
- Cub Scout uniform & hat if you plan to attend the optional Sunday morning Scouts Own service
- Personal snacks
- Hand warmers
- Foldable cart for pulling items from program area to program area

Unit Packing List

Units should consider bringing the following items/equipment to this event:

- A completed Scouting America Annual Health & Medical Record (AHMR) - Parts A and B only - for each Scout or adult attending the event
- American Flag
- Pack/Den Flags
- Pack First Aid Kit
- Rope
- Propane Lanterns
- Propane
- Mantles
- Matches
- Cooking/Food Preparation Equipment
 - ✓ Folding table for food preparation
 - ✓ Propane Stove/Grill/Griddle, Charcoal Grill or Elevated Fire Pit
 - ✓ Charcoal
 - ✓ Coolers
 - ✓ Ice
 - ✓ Utensils
 - ✓ Plastic flatware
 - ✓ Paper plates
 - ✓ Paper cups
 - ✓ Aluminum foil (for foil wrap meals)
- Other items as needed

UNIT FIREGUARD CHART

Fill out and post this chart on your campsite bulletin board.

Troop	Troop fire warden
Camp	Troop campsite
Dates	



We will prevent fires by breaking matches in two after using.



Putting fires COLD OUT with water.



Feeling with fingers to test heat.

FLAMMABILITY WARNING CAMPING SAFETY RULES

NO TENT MATERIAL IS FIREPROOF, AND IT CAN BURN WHEN EXPOSED TO HEAT OR FIRE. FOLLOW THESE RULES:

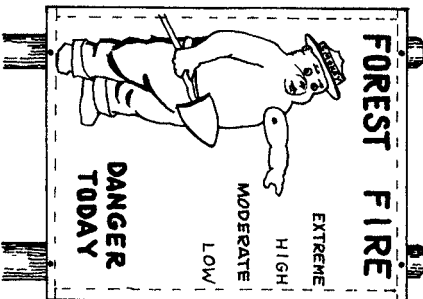
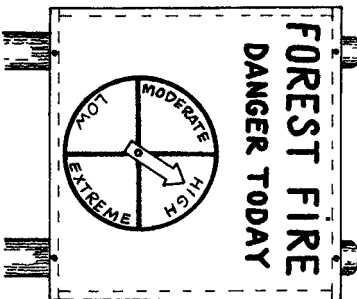
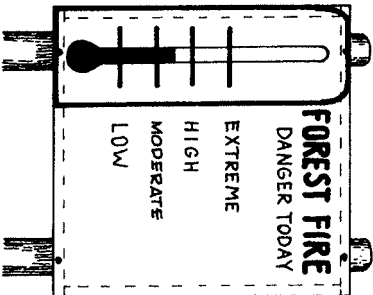
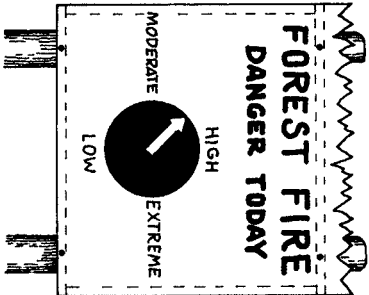
- Only flashlights and battery-powered lanterns are permitted in tents. **NO FLAMES IN TENTS** is a rule which must be enforced.
- Chemical-fueled stoves, heaters, lanterns, lighted candles, matches, or other flame sources should **never** be used in or near tents.
- Do not pitch tents near open fire.
- Do not use flammable chemicals near tents: charcoal lighter, spray cans of paint, or bug killer and repellent.
- Be careful when using electricity and lighting in tents.
- Always extinguish cooking and campfires properly.
- Obey all fire laws, ordinances, and regulations.
- Keep campers informed on a daily basis of your camp's fire danger.



Clearing all burnable material 4 to 6 feet away from the fires or as required by local law.

In the case of Cub Scouts, they should immediately seek adult help, sound the alarm by yelling, "Fire!" and stay away from attempting to fight any camp fire. If adult help is not readily available, the Cub Scout should continue to sound the alarm, send a runner for help, and/or dial the camp office or 911.

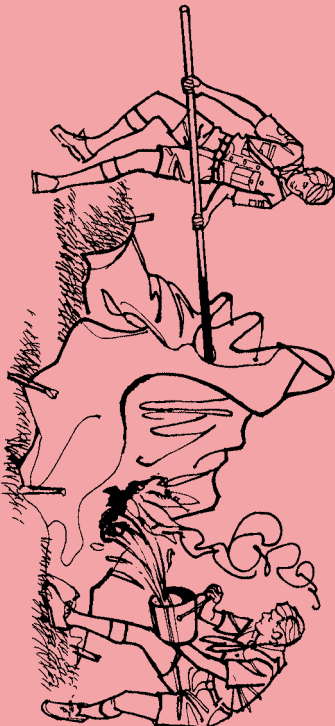
VARIOUS TYPES OF FIRE DANGER SIGNS IN CAMP



Unit Campsite Fire Prevention Assignments		
First Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	
Second Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	
Third Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	
Fourth Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	
Fifth Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	
Sixth Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	
Seventh Day _____ Date _____ Patrol _____ Fire Warden _____	Equipment Checked	



SOUND ALARM



DROP TENTS (CANVAS ONLY) IF NECESSARY
AND SAFE TO DO SO

IN CASE OF FIRE REPORTING AND ASSEMBLY INSTRUCTIONS

At some camps local changes are made in these suggested procedures. All exceptions, however, should be made on the recommendation and with the approval of local fire authorities.

IN A UNIT CAMPSITE

- Sound the alarm by yelling "Fire!" and then notify the first adult you see, then report to a camp officer or the camp fire warden.
- Extinguish a fire only if it can be done quickly and easily.
- When the central alarm is sounded to warn the camp, quickly mobilize in your unit. Move to your preassigned point immediately and await directions.
- A runner reports to the camp office for instructions from the camp fire warden.
- In the event of a tent fire, you can douse it with water or sand, or simply stand back and let professionals fight the fire.

OUTSIDE UNIT CAMPSITE

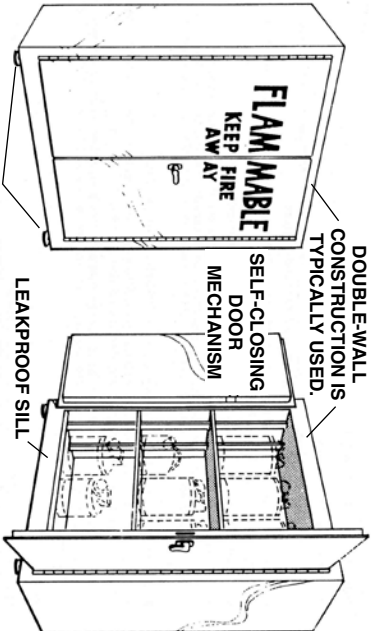
- If you discover a fire anywhere in camp, report immediately to the camp office so the alarm may be sounded and fire authorities notified.
- Camp fire warden sounds the central alarm, and your unit follows steps 3 and 4 above.
- Remember:** Campers should not be directly involved in the fire fighting process except for fires that can be quickly and easily extinguished.

In case of a fire in our campsite, we will notify _____ Camp fire warden and follow the instructions of our unit fire warden.

Control of Flammable/Combustible Liquids and Gases in Camp

Because serious accidents can happen in connection with the use of liquid fuel, propane, butane, etc., in lanterns and stoves and as a result of igniting fires with liquid starters, adult supervision is required when chemical fuels are being used for lighting and cooking. Local councils have the option of restricting the use of chemical-fueled stoves, lanterns, and heaters in campsites under their jurisdiction.

- **Knowledgeable adult supervision** must be provided when Scouts are involved in the storing, handling, and filling of stoves or lanterns or the lighting of chemical fuels.
- **Battery-operated lanterns and flashlights** should be used by Scouts in camping activities, particularly in and around all tentage. No chemical-fueled lantern, stove, or heater is to be used inside a tent.
- **Kerosene, gasoline, or liquefied petroleum-fuel lanterns** may, when permitted, be used inside permanent buildings or for outdoor lighting. When used indoors, there must be adequate ventilation. Strict adherence to the safety standards and the instructions of the manufacturers in fueling and lighting such stoves and lanterns must be carried out under the direct supervision of a responsible and knowledgeable adult.
- **Empty liquid-petroleum cylinders for portable stoves and lanterns** should be returned home or to base camp. They can explode when heated; therefore, they must never be put in fireplaces or with burnable trash.
- **The use of liquid fuels for starting any type of fire is prohibited.** This includes damp wood, charcoal, and cer-



Will your camp be there next season? This is a good question to ask at the close of each camping season as you pack away equipment and leave. In fairness to next year's campers, do everything that can be done to ensure the safety of camp equipment and camp timber.

Fall, with its dry, dead leaves that often bank high around camp buildings is, in many sections of the country, the most dangerous fire season of the entire year. Spring is another bad time.

Here is a checklist of things to do at all times to be sure that your camp is fireproof year-round:

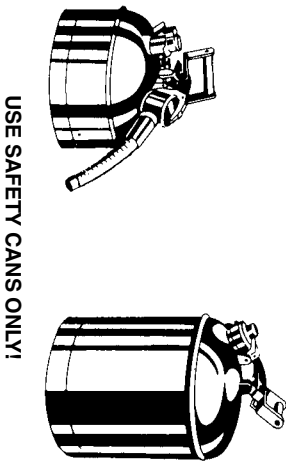
1. Destroy greasy rags.
2. Dispose of all combustible refuse and trash safely.
3. Be sure that doors and shutters are strong enough to keep out trespassers, vandals, or thieves.

emorial campfires. Solid-type starters are just as effective, are easier to store and carry, and are much safer to use for this purpose.

- **Space heaters that use chemical fuels consume oxygen and must be used only in well-ventilated areas.** Using space heaters in poorly ventilated cabins, camper trucks, and recreation vehicles can cause fires and asphyxiation. The use of charcoal burners indoors can be lethal in causing carbon monoxide poisoning.

Bulk Storage and Practices

Storage of liquid fuel and other flammables is a camp maintenance function. Filling tanks for motors, vehicles, and motor-boats should always be handled by someone qualified by age and training for this responsibility. Similar responsible handling and control are prescribed for the limited use of kerosene. Use kerosene only for outside night lights and stationary heating stoves (not portable). Both gasoline and kerosene should be kept in well-marked safety cans and stored in ventilated locked boxes located away from buildings and tents. Large quantities of gasoline should be stored in a properly installed fuel tank with pump. Keys to pumps and storage boxes or sheds should be given to one adult (primarily the camp ranger), who distributes these fuels. Propane or butane storage tanks and permanent caps should be installed by experienced and knowledgeable individuals and changed only by gas distributors. These installations must conform to local regulations and must be inspected regularly.



Year-Round Prevention Plan

4. Stow away firewood and loose equipment that might be used by trespassers.
5. Clear away dead grass or trees, ferns, leaves, bushes, straw piles, and trash from buildings.
6. Clean grease traps and dispose of the grease by burning it at a safe place or burying it in mineral earth.
7. Be sure the camp is ready for winter use. Check fuels, wall and floor protection around heaters, and protecting screens for fireplaces. Inspect location of fire pails, fire extinguishers, and mobile fire-fighting equipment.
8. Develop a fire prevention plan in accordance with OSHA standard 29 CFR 1910.139.

HOW YOUR UNIT FIREGUARD PLAN WORKS

DUTIES

When you arrived at camp, you were oriented and trained in the use of the unit fireguard plan. It is your responsibility as a unit leader to train your Scouts in fire prevention, fire detection, reporting, and fire control. Only implement fire control techniques that can be done quickly and easily.

Study the procedures outlined on this chart and then train your staff and youth members. Post the chart for all to see and follow. At some camps local changes are made in these suggested procedures. All exceptions, however, should be made on the written recommendation and with the approval of local fire authorities.

Organize to make the fireguard plan work by appointing capable fire wardens and deputies.

FIRE WARDENS AND DEPUTIES

As responsible Scouts appointed by their adult leader, the unit fire warden and his deputy are in charge of training, know where fire equipment is located, and are familiar with the unit fireguard chart. They instruct all unit fire wardens and Scouts in the operation of the camp fireguard plan. They conduct annual inspections of fire extinguishers and check to be sure all cooking fires, heating fires, and campfires are out at night or when no one is attending or monitoring the fire during the day. Unit fire wardens and deputies conduct fire drills at least once a week and follow the direction of the camp fire warden. They receive reports related to fire hazards daily from the duty fire warden.

Every boy in the unit should feel responsible for fire prevention, but the unit fire patrol for each day must be alert and ready to evacuate and account for everyone in case of fire emergency or drill.

If a small fire breaks out, the person discovering it should take immediate action, whether or not he is on the fire patrol for the day. Time is the most important element in the suppression of a fire. Some examples of fire control techniques are:

- Immediately send someone to seek assistance, send a runner for help, and/or dial the camp office or 911.
- Douse fire with water or sand.
- Smother fire with a lid.
- In the event of a tent fire (canvas only), simply kick out the end tent poles if it can be done safely.

Remember: Campers should not be involved in the fire fighting process except for fires that can be quickly and easily extinguished.

In making daily inspections of the unit campsite, the unit fire warden should follow the fire-prevention suggestions and use the fire-fighting equipment illustrations found throughout this chart as a guide. Campsite equipment will vary according to your camp. Results of the daily inspection should be posted on the chart in the space provided.

PATROL FIRE WARDEN

The patrol leader is responsible for training his patrol in the unit fireguard plan and leading the unit in practice evacuation and fire prevention.

He checks daily to be sure all members are preventing fires and are prepared in case a fire breaks out. He makes sure and double-checks that fires are built only on nonburnable soil in areas where they will not spread. He verifies to see that all fires are put COLD OUT and that open flames are not permitted in or near tents. He shows patrol members how to drop tents (canvas only) in case of fire. **In the event of a tent fire (canvas only), you can simply kick out the end tent poles if it can be done safely and let professionals fight the fire.**

