

POLICIES AND PROCEDURES

Guide to Safe Scouting

Bovay Scout Ranch follows all *Guide to Safe Scouting* rules. The latest version can be found at www.scouting.org/scoutsource/HealthandSafety/GSS.aspx. All adults attending Bovay Scout Ranch should be familiar with the *Guide to Safe Scouting*.

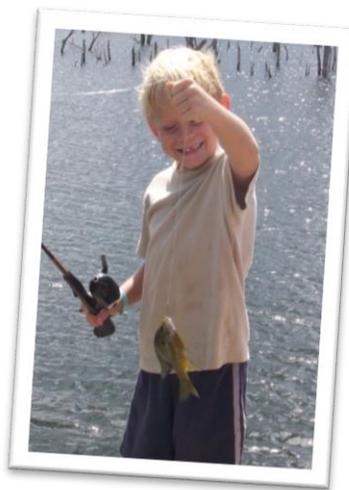
Leadership Requirements

Each unit must have two BSA registered leaders. Every adult must provide a copy of Youth Protection training upon check-in for Adventure Camp and Weekend Camping. For Resident Camp, every adult must take Youth Protection Guidelines for Adults, Leaders, and Parent” Training which will be available on the first day of camp. A minimum of one leader must be at least 21 years of age or older. The second leader must be at least 18 years of age. Additional leadership requirements are noted in each camping program section. If at any time during your stay you are unable to fulfill this requirement please notify the Camp Director, Campmaster or Ranger.

Rotating Unit Leadership. During Scout Unit Camping there may arise a need to change out adult campers or unit leaders. Be sure that the outgoing and incoming leadership provides two-deep leadership coverage at all times. Also ensure that your leaders and visitors check in and out at the Camp Administration Building.

Expectations of Unit Leadership. A successful Unit camping experience begins with planning and program preparation **before** you arrive at camp. By reviewing this Leaders Guide and you will have taken the first steps at having a successful and fun Bovay Scout Ranch experience. Adult leaders are responsible for the following key activities and responsibilities:

- Maintaining Pack safety and discipline at all times, including safe travel to and from camp.
- Participating fully in scheduled program by using the Outposts at assigned times.
- Attending all special camp events and leadership meetings on time.
- Returning all Council Equipment in better than borrowed condition. Ensuring all rented Council equipment is turned in to the proper location and person. For your safety and the safety of others,



please do not lend rented equipment to another unit. They may not know the rules or have the proper training to ensure a safe program to their unit.

- Being aware of each Scout's personal growth and participation; coordinating activities for the maximum benefit of all Scouts.
- Maintaining conduct and discipline of your Scouts. Remember your campsite is your home. Please ensure that Scouts and unit family members understand that entering or loitering around other campsites without permission from the other Scout unit's leader(s) will only serve to invite problems.
- Enforcing lights out at the Ranch is 9:00 pm. All campers must be in their campsite by this time.

Webelos Den Overnight Camping

Webelos may camp as a Den during Weekend Camping. Webelos Den Camping is led by the Webelos Den Leaders who must provide two-deep leadership. Each adult onsite must have a copy of their *Youth Protection Training* certificate (taken online at www.myscouting.org within last 2 years). One adult per Webelos den registration must have a *Hazardous Weather Training* certificate (taken online at www.myscouting.org within last two years) and one adult must have Webelos Leader Outdoor Training (www.shac.org/Training-Schedule). BALOO training is recommended, but not required for Webelos Den camping. Webelos are encouraged to camp with Troops, but should do so only at times when the Den is the focus of the Troop activity. Webelos Dens should not spend the night at Boy Scout based events such as Camporees.

Webelos Den members and their family members may attend Webelos Den Overnight Camping. Each child will be under the supervision of a parent or legal guardian. In special circumstances, a Webelos Scout whose parent or legal guardian is not able to attend an overnight camping trip may participate under the supervision of another registered adult member of the BSA who is a parent of a Webelos Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional "nonfamily member" youth. Webelos Leaders may request a Bovay Belt Loop Kit from the campmasters to work on advancement.

Note: Tiger, Wolf, and Bear dens are not authorized to camp as a den except for the following situations: Wolf and Bear dens may attend Bovay Resident Camp; all ranks may attend Bovay Adventure Weekends and Pack Campouts.



Security

All Leaders, parents and campers must check in and out of the Camp Registration Office. If they are leaving earlier than their scheduled departure day and time, they must check in at the Camp Registration Office. Any Scout leaving the camp early with someone other than their parent must have a signed camper release from the minor's parent, guardian or unit leader.

Campmasters

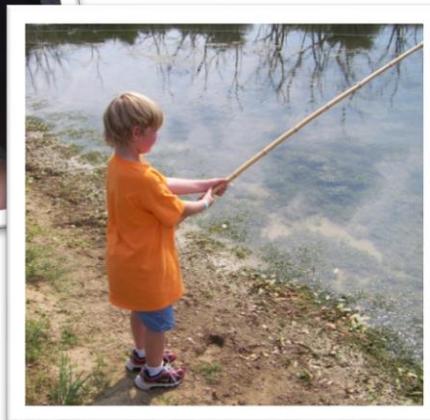
The Campmaster corps is a group of selected, trained, and registered Scouters who volunteer to serve at Council camps on weekends when Scouts are using any part of the camp property. Campmasters are our Camp Hosts. The Campmasters help with registration and questions. For information on becoming a Campmaster, visit www.shac.org/campmasters.

Lost and Found

If you have lost something, please notify a Campmaster. If you find items, please bring them to the Trading Post to be placed in the Lost and Found bin.

Pocket Knives

The Whittling Chip is an award that can be earned by a Wolf, Bear or Webelos. The objective is to teach a boy that a knife is an important tool and the safety rules of using one. Boys may not carry or use a pocket knife until they have earned the Whittling Chip, and even then it is a parental decision whether or not to allow the Scout to carry one. Inappropriate behavior or action that may involve pocket knives will not be tolerated. See the Pocket Knife handout in the Appendix.



Quartermaster

The Camp Quartermaster's office is located at the back side of the Administration building. This is where cots and tents and rented and restroom supplies are borrowed. If the QM office is closed, check in at the Registration Office. Each Camper and Pack is responsible for taking care of the equipment assigned for their use. In case of damage to this equipment campers and pack are responsible for its replacement. The current replacement costs are as follows: Cots: \$50.00; Tent: \$350.00. Damages will be assessed by the Camp Rangers and any damage fees will be recommended by them to the Council Camping Director.

Tents

You are responsible to supply your own tent. All campsites have a limited number canvas tents that hold 2 cots on concrete platforms that are available to rent. These range in number from 4-9. Any tent modifications that need to be made to tents and tent platforms to conform to special needs should be turned into the program office so proper accommodations can be made.



- Tents cost \$350.00+ to replace! Do not use pins; they cause leaks and start rips.
- Do not use Duck Tape on flaps because it leaves glue residue.
- Running your fingers on wet canvas will break air bubbles and make tents leak.
- Dry flaps before rolling to avoid mildew.
- Roll flaps toward the inside so they won't become "Gutters." Un-roll flaps periodically.
- Canvas and ropes shrink when wet, loosen the ropes (guy) at beginning of rain, tighten afterwards (pull ropes evenly on each side).
- Never hang towels, wet clothes, etc. on guy ropes.
- Do not use sprays in tents. Aerosol sprays cause water proofing to stop working and canvas to deteriorate.
- Always close your tent flaps when leaving the campsite.
- These tents are your home and home to many other Scouts during the summer. Please do all that you can to care for them properly.
- NO flames in or around the tents
- Only flashlights and battery operated lanterns are permitted in tents.
- DO NOT use flammable chemicals near tents: charcoal lighter, spray cans of paint or bug killer and repellent.
- DO NOT use electricity in the tents as light bulbs could overheat the tent material causing a fire.



Campfires

Campfires are permitted in the campsites. All campfires are subject to following the specific guidelines of fire ban watches or warnings. See the camp ranger or campsite host for questions.

- Fires are only permitted in fire pit in each campsite.
- A water bucket is supplied for FIRES ONLY in each campsite. Keep it full and close by each time you have a fire. When leaving camp, leave the bucket by your campsite water faucet. Put fires completely out when you are finished with them. You should be able to put your hand in the cooled ashes.
- DO NOT LEAVE A CAMPFIRE UNATTENDED AT ANY TIME!
- NO LIQUID FUEL!
- When a fire ban is in effect, fires are not permitted.
- Do not cut down any trees or brush. You must bring your own wood or charcoal. If you do not use your wood, take it home when you leave camp. Leaving wood for next group will only invite ants to make a nest in it.
- Obey all fire laws, ordinances and regulations.

Additional Camp Rules

- Be safe!
- Do not ride or transport people in the back of a pickup or open hatchback car. Everyone must wear a seatbelt.
- At the waterfront, everyone must wear a life jacket on boats, rafts, and canoes.
- Report any injury to the camp medical office.
- Everyone in camp must be listed on a Pack camp roster which is available in the appendix.
- Park cars in designated parking areas only. Do not drive onto grass or off the paved roads.
- No fires in campsites when a FIRE BAN is in effect. Check with the Campmaster or ranger.
- Bicycles may be ridden around camp on roadways and gravel paths. Do not ride on sidewalks or on the Scout Plaza. Helmets **must** be worn at all times by youth and adults riding bicycles around camp. Personal bicycles cannot be used on BMX track.

Trader Vic's Camp Store

The Trading Post is located at the west end of the administration building. Trader Vics offers a variety of merchandise including camping essentials, T-shirts, patches, geology rocks and snacks, brandable mugs, and souvenirs for purchase. Oh, and don't forget to treat yourself and a friend to a Bovay Brew! VISA and MasterCard are accepted. Check the store front for hours of operation.



Restrooms, Showers, Trash

Each campsite is responsible for maintaining the order of their restroom and shower facility and campsite while at camp on a daily basis. Toilet paper, paper towels, and cleaning supplies are available from the Quartermaster located at the rear of the Headquarters building. Cleaning kits contain all of the items needed to sanitize restrooms and showers. Please return cleaning kits to the Quartermaster when you are finished so that kits are available to all campers and can be restocked. Brooms are located in each restroom. Before check-out, each restroom and shower must be cleaned and swept, surrounding walkways swept, and trash from each trash cans removed. For Resident Camp new trash bags are in bottom of trash can; when trash cans are full, remove, tie, and place trash bags at the road for trash pickup during the day. For Adventure Camp and Weekend Camping all garbage must be taken removed and disposed at the Camp Sanitation area located on the right before you pass the Ranger House when leaving camp; bring small trash bags for the restrooms and 55 gallon trash bags for the campsite.

Wildlife

Snakes, hogs, spiders, ants, coyotes, bobcats, cougars, deer, ticks, other camp critters, and insects have all been seen on property. Observe, but do not disturb the wildlife. Read Chapter 13 of the *Guide to Safe Scouting* on Animal and Insect Hazards.

Mail

Parents may send mail to their Scouts during resident camp. To ensure a Scout receives their mail, send letters and packages at least one week ahead of time.

Bovay Scout Ranch

Attn: Scout's name, Unit Number, Session
3450 County Road 317
Navasota, Texas 77868



Phones

Telephones for Scout use are not available at camp. If you have an emergency and need to leave a message for a Scout or adult leader, you can leave a message that will be relayed to the leader during meal time. You are strongly encouraged to not allow Scouts to bring cell phones to camp. As a courtesy to all of our campers and in respect of the outdoor experience, adult cell phone should be limited to outside program times. The phone number at the Bovay Scout Ranch is 936-825-4120.

Dining Hall Information

For Resident Camp and Adventure Camp, each person is responsible for cleaning assigned tables, picking up trash, wiping down tables and chairs, and sweeping around tables. Mop, if needed. After the last meal scheduled for the event (e.g., breakfast on Sunday for weekend events or breakfast on Day 4 for resident camp), fold chairs and place chairs on top of the tables.



Talent Release

Please be advised that promotional videotaping or photography may be in progress at any time at an event. Your entrance at Bovay Scout Ranch constitutes your agreement that Sam Houston Area Council (SHAC) has the right to use and publish the photographs/film/ videotapes/ electronic representations and/or sound recordings made of you or your child at Bovay Scout Ranch, and releases the Boy Scouts of America, SHAC, the activity coordinators, employees, volunteers, related parties, or other organizations associated with SHAC from any and all liability from such use and publication. SHAC may reproduce, 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 you waive any right to any compensation for any of the foregoing.

Emergency Procedures

Fire

- Sound alarm by yelling “FIRE” and notify Camp Management immediately. Local fire authorities will be called to fight the fire
- Because of the age of the Scouts, it is not recommended that any fire fighting action take place. Remove yourself and others from harm’s way and notify Camp Staff.
- Move Cubs and family members to a safe location away from fire danger, usually in the parking lot in front of the campsite. Ensure that all members of your unit are accounted for and that they remain together and calm.
- In an emergency, the central alarm will be sounded (siren blown continuously for 3 minutes) to warn camp. Camp Staff personnel will be dispatched to campsites to give further instructions.
- Be prepared to mobilize to a safe location.
- 3 short blasts of the siren will signal the all clear. A radio announcement will also communicate the all clear.

Thunderstorms or Tornadoes...

When threatening weather occurs, all persons in campsites should go to the nearest restroom building. All persons in a program area should move to the nearest building or structure.



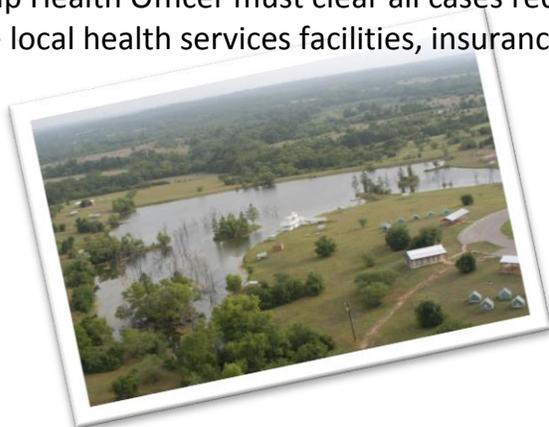
Medical Services

During Adventure Camp and Summer Resident Camp, the Bovay Health Lodge is open 24 hours a day. Our Medical Staff is prepared to handle minor injuries and illnesses. Any emergency that cannot be treated at the Health Lodge will be referred to a local hospital or doctor's clinic. The unit leader or assistant will transport the patient to the outside medical facility.

- In the event of a **MEDICAL EMERGENCY** report it immediately to the Health Lodge. The Health Lodge is located adjacent to the administration building.
- If the medic is not in the office, there will be instructions near the door that will advise you of how to reach him/her.

Every Scout and adult who attend camp **MUST** have an annual health history form completed within the last 12 months prior to attending camp. A copy of your health form will be turned in during check-in at camp.

- It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital for minor emergencies. For major emergencies, we will call 9-1-1.
- One adult leader from the unit will accompany the unit member(s) requiring services from a doctor or hospital and is asked to carry insurance forms in for completion. He must obtain the Scout's health record from the Health Officer before going to the doctor or hospital.
- Parent(s) or guardian(s) will be immediately notified by the camp Health Officer of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you and the unit leader where they can be located.
- Directions and medical procedures to doctor's offices and hospitals will be available at the Health Lodge.
- The camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health services facilities, insurance company, and claim procedures.



Fire Policy

The Sam Houston Area Council maintains and enforces the following policies at all of our camp properties. Although campfires are a significant part of our camping traditions and training, wild fires are a serious threat to the safety of our participants, property and neighbors. We must take all precautions to prevent wild fires. For All Sam Houston Area Council Camps:

- Cooking and ceremonial campfires made of wood or charcoal are allowed in improved campsites and campfire arenas, but must be contained within fire rings, barbecue pits, and fire tables.
- Never burn chemically treated or painted lumber.
- The cutting of living trees for firewood is prohibited.
- Appropriate fire extinguishing equipment must be present.
- Fires must be attended at all times under the supervision of an adult and **COMPLETELY EXTINGUISHED** when not being attended.
- Propane cooking appliances and lanterns are approved for their intended purpose.
- The use of liquid fuels and accelerants is prohibited, with the exception of use by Boy Scouts and Venturers in backpacking stoves during approved trainings and shakedown.
- “NO FLAMES IN TENTS” shall be enforced at all times.
- The burning of brush piles from service projects must be supervised by a Camp Ranger.

SHAC monitors wild fire danger. Should any local authority governing our camps institute fire restrictions, the Sam Houston Area Council will immediately enforce those restrictions. SHAC Camp Rangers and Campmasters are charged with enforcing any fire restrictions or burn bans. Temporary or situational (drought conditions, special events, etc.) changes to the policy must be approved in writing by the Council Camping and Risk Management Committees.



BSA Chemical Fuels and Equipment Policy

Check for updates: www.scouting.org/scoutsource/HealthandSafety/GSS.aspx

"Purpose

- This policy directs Boy Scouts of America members how to safely store, handle, and use chemical fuels and equipment.
- Safety and environmental awareness concerns have persuaded many campers to move away from traditional outdoor campfires in favor of chemical-fueled equipment used for cooking, heating, and lighting. Be aware that chemical fuels and equipment create very different hazards than traditional wood, charcoal, and other solid fuels; this policy defines how to address those hazards.
- Before any chemical fuels or chemical-fueled equipment is used, an adult knowledgeable about chemical fuels and equipment, including regulatory requirements, should resolve any hazards not specifically addressed within this policy.

Definitions

- **Chemical fuels**—Liquid, gaseous, or gelled fuels.
- **Approved chemical-fueled equipment**—Commercially manufactured equipment, including stoves, grills, burners, heaters, and lanterns that are designed to be used with chemical fuels.
- **Prohibited chemical-fueled equipment**—Equipment that is handcrafted, homemade, modified, or installed beyond the manufacturer’s stated design limitations or use. Examples include alcohol-burning “can” stoves, smudge pots, improperly installed heaters, and propane burners with their regulators removed.
- **Recommended chemical fuels**—White gas (Coleman fuel); kerosene; liquefied petroleum gas fuels, including propane, butane, and isobutane; vegetable oil fuels; biodiesel fuel; and commercially prepared gelled-alcohol fuel in original containers.
- **Chemical fuels not recommended**—Unleaded gasoline; liquid alcohol fuels, including isopropyl alcohol, denatured ethyl alcohol, and ethanol; and other flammable chemicals that are not in accordance with the manufacturer’s instructions for chemical-fueled equipment.

Storing, Handling, and Using Chemical Fuels and Equipment

- An adult knowledgeable about chemical fuels and equipment should always supervise youths involved in the storage, handling, and use of chemical fuels and equipment.
- Operate and maintain chemical-fueled equipment according to the manufacturer’s instructions and in facilities or areas only where and when permitted.
- Using liquid fuels for starting any type of fire—including lighting damp wood, charcoal, and ceremonial campfires or displays—is prohibited.
- No flames in tents. This includes burning any solid, liquid, gel, or gas fuel—including tents or teepees that feature or support stoves or fires; and any chemical-fueled equipment or catalytic heaters.
- Store chemical fuels in their original containers or in containers designed for immediate use. Securely store any spare fuel away from sources of ignition, buildings, and tents.
- During transport and storage, properly secure chemical fuel containers in an upright, vertical position." (*Guide to Safe Scouting*, November 2012)

Insurance

The Council Accident & Sickness insurance plan covers your registered Scouts and adult leaders while at camp. All registered members of Sam Houston Area Council Packs are covered by Health Special Risk unit insurance. A claim form (available at the Health Lodge) must accompany each Scout who is referred to an outside medical facility. This is a secondary coverage. If there is no other policy, this will be the primary insurance.

This coverage does not include SHAC LDS units (LDS units should contact their church for insurance claim forms and bring a copy to camp). Units not in SHAC are not covered by this policy and should contact their council office on Tour Plans filing policies and what information must be brought to camp. "Out of Council" Packs must provide proof of accident and sickness insurance upon arrival at camp.

Council Refund Policy

The Council refund policy is available at www.shac.org/forms



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BSR UNIT REGISTRATION CHECK LIST

Resident Camp

- Adult in Camp Compliance form, one for every adult; submitted to SHAC by May 1st
- Camper Release form, one for every Scout who does not have a parent onsite; kept by Unit Leader
- First Aid Kit (small kit for campsite)
- Hazardous Weather* Training certificate, one adult per registered group
- Leader's Guide
- Medical form (Parts A & B), one for every participant; two copies alphabetized in a notebook or envelope (copy for campsite and Health Lodge)
- Roster, one per registered group, two copies (copy submitted at check-in and check-out)
- Sexual Offender database check, one for every adult
- Youth Protection Guidelines for Adults, Leaders, and Parent* Training certificate (classroom based YPT), one for every adult; training will be available at Bovay on the first day
- Unit Membership Roster with participants highlighted

Adventure Camp and Webelos Coyote Trail Extreme

- Camper Release form, one for every Scout who does not have a parent onsite; kept by the Unit Leader
- First Aid Kit (small kit for campsite)
- Hazardous Weather Training certificate, one adult per registered group
- Leader's Guide
- Medical form (Parts A & B), one for every participant; copies alphabetized in a notebook or envelope
- Roster, one per registered group, two copies (copy submitted at check-in and check-out)
- Trash Bags (small for restrooms; 55 gallon for campsite)
- Youth Protection Training certificate, one for every adult

Weekend Camping

- Camper Release form, one for every Scout who does not have a parent onsite
- Medical form (Part A & B), one for every participant
- First Aid Kit (Note: Health and Safety officer is not onsite during weekend campouts)
- For Pack Camping only: BALOO Training certificate, one adult per pack
- For Webelos Dens only: Webelos Leader Outdoor Training certificate, one per registered den
- Hazardous Weather Training certificate, one adult per registered group
- Leader's Guide
- Roster, one per registered group, two copies (copy submitted at check-in and check-out)
- Trash Bags (small for restrooms; 55 gallon for campsite)
- Youth Protection Training certificate, one for every adult

<p>Adult in Camp Compliance form: www.shac.org/resident-camp</p> <p>Camper Release form: www.shac.org/forms</p> <p>Guide to Safe Scouting: www.scouting.org/scoutsources/HealthandSafety/GSS.aspx</p> <p>Hazardous Weather Training: www.myscouting.org</p> <p>Leader's Guide: www.shac.org/adventure-camp or www.shac.org/resident-camp or www.shac.org/family-camping</p> <p>Medical Forms: www.scouting.org/sitecore/content/home/healthandsafety/ahmr.aspx</p> <p>Register Adventure Camp: www.shac.org/adventure-camp</p> <p> Resident Camp: www.shac.org/resident-camp</p> <p> Family Camping: www.shac.org/family-camping</p> <p>Roster: www.shac.org/forms</p> <p>Sam Houston Area Council: www.shac.org www.facebook.com/shac.bsa</p> <p>Sexual Offender database: https://records.txdps.state.tx.us/DPS_WEB/SorNew/index.aspx</p> <p>Unit Membership Roster: www.myscouting.org</p> <p>Webelos Leader Outdoor Training Schedule: www.shac.org/training-schedule</p> <p>Youth Protection Training online: www.myscouting.org (for Weekend Camping and Adventure Camp)</p> <p>Youth Protection Guidelines for Adults, Leaders, and Parent Training (live, classroom training): www.shac.org/training-schedule (for Resident Camp and Day Camp)</p>
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WHAT TO BRING TO BOVAY SCOUT RANCH

- Tent (if not requested on registration form)
- Sleeping bag, sheets, or blanket and pillow
- Cot or air mattress (if not requested on registration form)
- Toiletries (e.g., shampoo, toothbrush, deodorant)
- Water bottle
- Towel and wash cloth
- Sunscreen
- Insect repellent
- Swimsuit
- Clothes appropriate for weather
- Rain gear, hat, jacket in the fall and winter
- Extra clothes
- Scout Uniform (determined by pack)
- Closed toed shoes (tennis shoes) and extra pair
- Flashlight with fresh batteries
- Personal medication
- First Aid Kit, one per registered group
- Medical Form, Part A & B; required for every participant (2 copies alphabetized in 2 notebooks)
www.scouting.org/sitecore/content/home/healthandsafety/ahmr.aspx
- All items marked with name and unit number
- Trash bags, small for restrooms; 55 gallon for campsite (for Adventure Camp and Weekend Camping)



Optional:

- Alarm Clock
- Battery operated lantern
- Bicycle and bike helmet
- Book of Faith
- Camera
- Camp Chair
- Cub Scout Handbook
- Fishing gear
- Glow sticks (great to keep track of your kids at night and to play games)
- Lockable footlocker
- Money for Trading Post
- Shower shoes
- Snacks (do not keep in tent)
- Sports drinks or flavor packets for water (to help keep Scouts hydrated)
- Sunglasses

Adults also need to bring a copy for camp:

- *Hazardous Weather Training* certificate, one adult per registered group
- Bovay Camp Roster, one per registered group, two copies
- Leader's Guide and Bovay Policies and Procedures, one copy per group
- Camper Release Form, for Scouts whose parents are not attending camp
- For Adventure Camp and Weekend Camping: *Youth Protection Training* certificate, every adult (online or live training)
- For Weekend Camping: BALOO Training certificate, one adult per pack
- For Webelos Dens Camping: *Webelos Leader Outdoor Training* certificate, one per registered den
- For Resident Camp: Adult in Camp Compliance form submitted to SHAC by May 1st
- For Resident Camp: Sexual Offender database check
- For Resident Camp: BSA Unit Membership Roster
- For Resident Camp: *Youth Protection Guidelines for Adults, Leaders, and Parent Training* (live, classroom training)

WHAT NOT TO BRING TO CAMP:

- Alcohol
- Electronics / Game equipment
- Firearms
- Guns and ammunition
- Illegal drugs
- Liquid fuel lanterns or stoves
- Pets
- Scooters or Skates
- Skateboards
- Valuables

ADULT IN CAMP STATE COMPLIANCE FORM (for Resident Camp)

Please Print. All information on this form is required.

Full Legal Name: Last Name: Full First Name Full Middle Name

Birth date: (mm/dd/yyyy) SSN:

Home Address: City: State: Zip:

Daytime Phone: Cell Phone: Email:

Unit Type: (Pack/Troop/Crew) Unit Number: District: Council:

1. Which camp are you attending?

- District Day Camp: District Name Day Camp Dates
Bovay Resident Camp: Session: 1 2 3 4 5 6 7 8
Walter Horseshoe Bend Summer Camp: Week: 1 2 3 4 5 6 7
Cockrell River Camp Summer Camp: Week: 1 2 3 4 5 6 7
Rough Riders: Week: 1 2 3 4 5 6 7
Super Troop: Week: 1 2 3 4 5 6 7
Winter Camp

2. Experience working with youth in other organizations:

3. Previous Residences (last 5 years):

4. References. Please list those who are familiar with your character as it relates to working with youth. References will be checked when necessary.

Name: Phone: Phone:
Name: Phone: Phone:
Name: Phone: Phone:

5. Additional information. Mark each answer Yes or No. (* For items marked yes, attach a letter of explanation.)

- Yes No Do you use illegal drugs?
Yes* No Have you ever been convicted of a criminal offense?
Yes No Have you ever been charged with child neglect or abuse?
Yes* No Has your driver's license ever been suspended or revoked?
Yes* No Other than the information above, is there any fact or circumstance involving you or your background that would call into questions your being entrusted with the supervision, guidance, and care of young people?

6. Background check. A criminal and sexual background check is required annually by the State of Texas and will be conducted by the Sam Houston Area Council.

Yes No I agree to a criminal and sexual background check.

7. Signature: Date:

Texas Youth Camp Safety Act

(for Resident Camp and Day Camp)

As of March 2012, the following procedures are required so that all adults attending a Sam Houston Area Council camp will be in compliance with the Texas Youth Camp Safety and Health Act. This applies to unit leaders and parents attending any District Day/Twilight Camp, Bovay Resident Camp, Boy Scout Summer Camp or Winter Camp. This does not apply to Adventure Camp or Weekend Camping as they have separate requirements. These procedures are subject to change by the State of Texas.

BSA Membership: Two registered adult leaders, or one registered leader and parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings.

The Adult in Camp Compliance form must be submitted to the Council a minimum of two weeks before camp so that the criminal background check can be completed.

Before any adult can have in-camp contact with youth, the following documentation must be on file with Camp Administration and available for a BSA or state inspection:

1. Official BSA Unit Membership Roster, one per unit
2. Adult in Camp Compliance form, one per adult
3. Criminal Background Check, one per adult (will be completed by the Council)
4. Sexual Offender database check, one per adult
5. Youth Protection Guidelines for Adults, Leaders, and Parent Training, one per adult
6. BSA Annual Health and Medical Record, one per adult

1. A BSA Membership Roster can be obtained from the council office or from www.myscouting.org. Please highlight adult member names attending camp on the official BSA Membership Roster.
2. Every adult attending camp must provide an Adult in Camp Compliance form. Social Security numbers are required. www.shac.org/forms.
3. A criminal background check will be conducted by the council with the information on the Adult in Camp Compliance form provided by each adult. The check must be completed before camp and within 90 days of camp.
4. Every adult must have a Sexual Offender database check which can be obtained at the Texas Department of Public Safety Criminal Records Service website: https://records.txdps.state.tx.us/DPS_WEB/SorNew/index.aspx Click on Name, then click agree, then search by first name, last name and date of birth. Print two copies. NOTE: These documents contain sensitive information and must be secured in a locked file on site. Access is to be limited by only those who have a genuine need to know.
5. Every adult must take the new Youth Protection Guidelines for Adults, Leaders, and Parent Training (classroom based YPT). Check the Council training site for courses: www.shac.org/training-schedule. Courses will also be available on the first day of camp.
6. Every adult must have BSA Annual Health and Medical Record form which is available at: http://scouting.org/filestore/pdf/34605_Letter.pdf.

Adult in Camp Compliance form: www.shac.org/resident-camp

Guide to Safe Scouting: www.scouting.org/scoutsource/HealthandSafety/GSS.aspx

Medical Forms: www.scouting.org/sitecore/content/home/healthandsafety/ahmr.aspx

Sam Houston Area Council: www.shac.org www.facebook.com/shac.bsa

Sexual Offender database: https://records.txdps.state.tx.us/DPS_WEB/SorNew/index.aspx

Unit Membership Roster: www.myscouting.org

Youth Protection Guidelines for Adults, Leaders, and Parent Training: www.shac.org/training-schedule

Bovay Camper Release Form

for Scouts whose parents are not attending camp; form is kept by Unit Leader

Scout Name: _____ Unit # _____ District _____

Each youth member must be under the supervision of a parent or legal guardian. In special circumstances, a Cub Scout whose parent or legal guardian is not able to attend an overnight camping trip may participate under the supervision of another registered adult member of the BSA who is a parent of a Cub Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Guide to Safe Scouting and Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional "nonfamily member" youth. Tiger Cubs are required to have a parent or guardian at all camping events offered at Bovay. For Resident Camp and Family Camping Weekends, Tiger, Wolf, and Bear Cubs must have a parent or guardian attend camp. Every Scout must have a completed Medical Form (Parts A & B) signed by their parent or guardian in order to attend camp. Please review the Leader's Guide for additional information about camp.

Bovay Scout Ranch Leader's Guide: www.shac.org/cub-scout-camping
Guide to Safe Scouting: www.scouting.org/scoutsource/HealthandSafety/GSS.aspx
Medical Forms: www.scouting.org/sitecore/content/home/healthandsafety/ahmr.aspx

Scouts will only be allowed to leave camp with their parent/guardian, the Unit Leader attending the camp or the adult(s) listed on this camper release form. (National Standard requirement of the Boy Scouts of America).

To be filled out by legal parent/guardian. Please type or print neatly in ink.

I _____ understand the camper release plan of the Sam Houston Area Council and their camps and I give approval for my son, _____, to leave with the Unit Camp Leadership and the following (Identification will be checked by unit leadership):

Name _____ Relationship _____ Cell _____

Name _____ Relationship _____ Cell _____

Name _____ Relationship _____ Cell _____

List anyone not allowed to pick up this child: _____
If custody is an issue, please provide the Unit Leader with a copy of the most recent child custody order.

I may be contacted at:

Cell _____ Phone _____ E-mail _____

Signature of Legal Parent/Guardian

Date

Resident Camp Day of Arrival Unit Health Inventory

Unit Leader completes

Unit # _____	Unit Leader _____	Cell _____
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Yes No 1. Do you have a Medical Forms (Part A & B) for every person attending camp, completed, signed, and alphabetized?

Yes No 2. Have any participants been sick in the past 72 hours? If yes, list:

A.

B.

Yes No 3. Do any participants currently have fever, cough, or skin rash? If yes, list:

A.

B.

Yes No 4. Were any participants ill on the way to camp today? If yes, list:

A.

B.

Yes No 5. Do any participants require special assistance (i.e., physical, emotional, learning)? If yes, list:

A.

C.

B.

D.

Yes No 6. Do any participants have any health problems (e.g., special meal accommodations, medications needed while at camp)? If yes, list:

A.

C.

B.

D.

Bovay Scout Ranch Evaluation

To assist the Council in its continuing efforts to upgrade and improve our camps, please provide feedback.

Dates Attended: _____ **Pack:** _____ **District:** _____ **Council:** _____

of Scouts in Camp: _____ **# of Adults in Camp:** _____ **Campsite #:** _____

Camp Leader: _____ **Phone:** _____ **Email:** _____

Program: Resident Camp Adventure Camp Weekend Camping Webelos Coyote Extreme

	very unsatisfied		very satisfied			N/A
	1	2	3	4	5	
Overall satisfaction with Bovay Scout Ranch						
Staff helpfulness and friendliness						
Camp Director responsiveness to needs						
Registration process						
Arrival/check in process						
Schedule/rotations						
Physical facilities (campsites, restrooms, dining hall, program areas)						
Food service						
Trading Post						
Cost of camp						
Overall Program						
Archery						
BB						
Crafts						
Campfire						
Dino Dig						
Fishing						
Lake activities: <input type="checkbox"/> Canoeing, <input type="checkbox"/> Paddle boats						
Mine / Science Program						
Nature Center Program						
Sports and Games						
Sports Field: <input type="checkbox"/> BMX track, <input type="checkbox"/> Transverse Wall						
Water Park / Pool						
Wrist Rockets (slingshots)						
Other:						
Other:						

Which camp staff member(s) helped you the most? Why? *Please list name(s).*

Which activities did you enjoy most?

Which activities did you enjoy least?

What valuable skills did you / your son learn at Bovay Scout Ranch?

Do you want to come back to Bovay Scout Ranch? Yes No

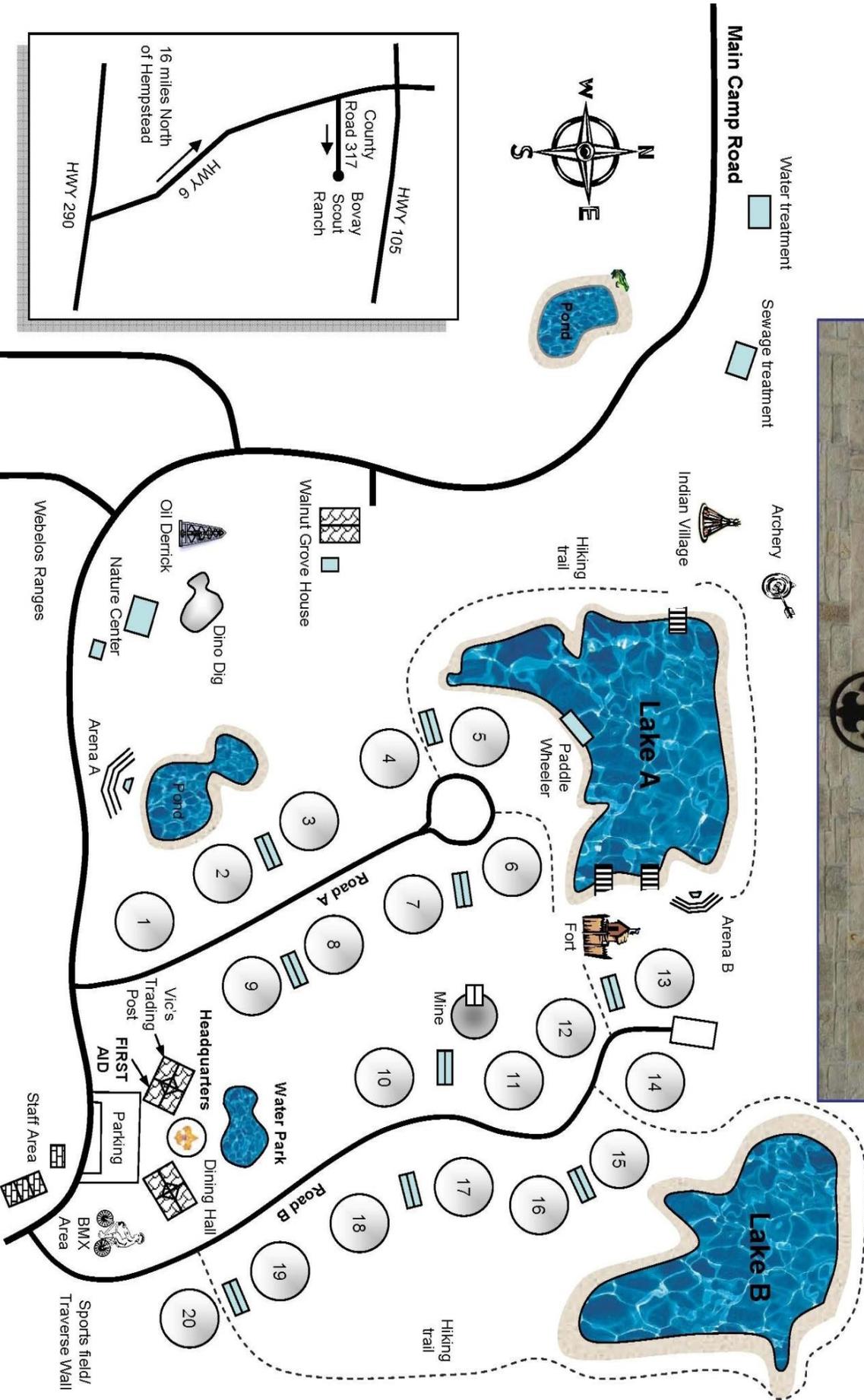
Does your son want to come back to Bovay Scout Ranch? Yes No

Would you recommend Bovay Scout Ranch to others? Yes No

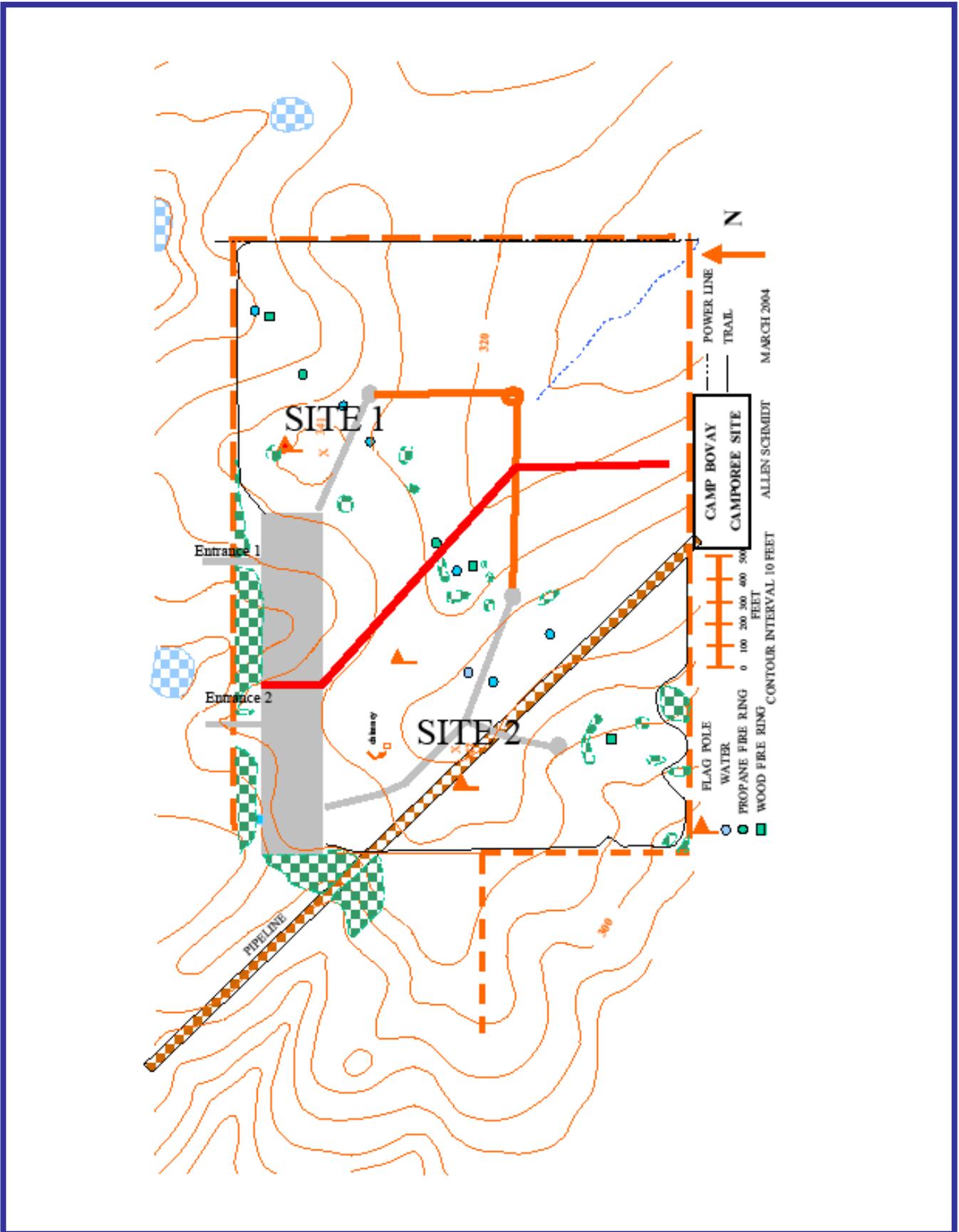
Suggestions: *Please provide specific feedback on any area marked 3 or below on page 1.*

This evaluation form is shared with our camp staff and reviewed by administrative to improve the program. Please return this form before you leave camp or email: bovay@shac.org, fax: 713-865-9199 or mail to: Sam Houston Area Council - Support Services: PO Box 924528, Houston, TX 77292-4528.

We appreciate your feedback.



Camporee Site



Cub Scout Outdoor Activity Award



Requirements:

- All Ranks Attend Cub Scout day camp, Cub Scout or Webelos Scout resident camp.
- Tigers Complete one requirement in Achievement 5 (Let's Go Outdoors) and three activities listed below.
- Wolves Assemble the Elective 23b (Six Essentials for Going Outdoors) and discuss their purpose and complete four activities listed below.
- Bears Earn Elective 25h (Cub Scout Leave No Trace Award) and complete five activities listed below.
- Webelos Earn the Outdoorsman Activity Badge and complete six of the outdoor activities listed below.

Outdoor Activities

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.
2. Participate in an outdoor activity such as a picnic or park fun day.
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
4. Attend a pack overnighter. Be responsible by being prepared for the event.
5. Complete an outdoor service project in your community.
6. Complete a nature/conservation project. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Pack Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with den how a good citizen obeys the park rules.



Leave No Trace Awareness Award

Requirements

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace guidelines.
2. On three separate outings, practice the front country guidelines of Leave No Trace.
3. Tiger: Complete the activities for Achievement 5, Let's Go Outdoors.
Wolf: Complete Achievement 7, "Your Living World."
Bear: Complete Achievement 12, "Family Outdoor Adventures."
Webelos: Earn the Outdoorsman activity badge.
4. Participate in a Leave No Trace-related service project.
5. Promise to practice Leave No Trace guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace guidelines and display it at a pack meeting.

I promise to practice the Leave No Trace front country guidelines wherever I go:

- Plan ahead.
- Stick to trails.
- Manage your pet.
- Leave what you find.
- Respect other visitors.
- Trash your trash.



Pocket Knives

A Cub Scout knife is an important tool. You can do many things with its blades. The cutting blade is the one you will use most of the time. With it you can make shavings and chips and carve all kinds of things. You must be very careful when you whittle or carve. Take good care of your knife. Always remember that a knife is a tool, not a toy. Use it with care so that you don't hurt yourself or ruin what you are carving. Knives are usually used as tools, but they can be weapons, too. Many places, such as schools, prohibit knives. To be sure you never take a knife where they are banned, always keep your knife at home unless your parent or guardian den leader tells you otherwise. (Bear, Achievement 19)

Safety Rules

- A knife is a tool, not a toy.
- Know how to sharpen a knife. A sharp knife is safe because it is less likely to slip and cut you.
- Keep the blade clean.
- Never carry an open pocketknife.
- When you are not using your knife, close it and put it away.
- Keep your knife dry.
- When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.
- Make a safety circle: Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you can't touch anyone else, it is safe to use your knife.

Whittling Chip

Read, understand, and promise to abide by the Knives Are Not Toys guidelines and the Pocketknife Pledge.

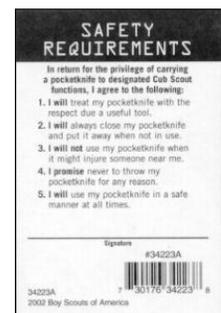
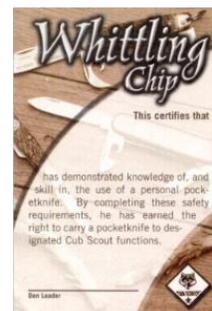
Knives Are Not Toys

- Close the blade with the palm of your hand.
- Be careful that you do not cut yourself or any person nearby.
- Never use a knife on something that will dull or break it.
- Never use a knife to strip the bark from a tree.
- Do not carve your initials into anything that does not belong to you.

Pocketknife Pledge

In return for the privilege of carrying a pocketknife to designated Cub Scout functions, I agree to the following:

1. I will treat my pocketknife with the respect due a useful tool.
2. I will always close my pocketknife and put it away when not in use.
3. I will not use my pocketknife when it might injure someone near me.
4. I promise never to throw my pocketknife for any reason.
5. I will use my pocketknife in a safe manner at all times.



- Wolves, Bears, and Webelos can **only** carry or use a knife at scout functions under the following conditions:
 - They have earned the Whittling Chip Card and have it in their possession
 - And the Leader in charge gives permission
 - And the Parent (or Guardian) gives permission
- You can lose your Whittling Chip Card under the following circumstances:
 - For each minor violation of the knife safety rules, one corner of the Whittling Chip Card will be cut; if all four corners are cut, you lose the Card and must re-earn it.
 - Any major violations of the knife safety rules (e.g., cutting yourself or someone else, throwing a knife) will result in the immediate lose of the Card and you must re-earn it.
- Always cut away from you, never toward you.
- When you are using the cutting blade, do not try to make big shavings or chips.
 - Learn & use the "Safety Circle."
 - Learn & use the "make eye contact" method of handing a knife to someone else.

STEM / Nova Award: Science Everywhere

www.scouting.org/stem/Awards/CubScout.aspx



This module is designed to help you explore how science affects your life each day.

1. Choose A or B or C and complete ALL the requirements.
 - A. Watch an episode or episodes (about one hour total) of a show about anything related to science. Then do the following:
 1. Make a list of at least two questions or ideas from what you watched.
 2. Discuss two of the questions or ideas with your counselor.
Some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision
 - B. Read (about one hour total) about anything related to science. Then do the following:
 1. Make a list of at least two questions or ideas from what you read.
 2. Discuss two of the questions or ideas with your counselor.
Books on many topics may be found at your local library. Examples of magazines include but are not limited to Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights, and OWL or owlkids.com
 - C. Do a combination of reading and watching (about one hour total) about anything related to science. Then do the following:
 1. Make a list of at least two questions or ideas from what you read and watched.
 2. Discuss two of the questions or ideas with your counselor.
2. Complete ONE belt loop or pin from the following list. (Choose one that you have not already earned.)

● Astronomy	● Map and Compass	● Photography
● Collecting	● Mathematics	● Science
● Geography	● Nutrition	● Weather
● Geology	● Pet Care	● Wildlife Conservation
3. Act like a scientist! Do EACH of the following:
 - A. With your counselor, choose a question you would like to investigate.
Here are some examples only (you may get other ideas from your belt loop or pin activities):
 1. Why do rockets have fins? Is there any connection between the feathers on arrows and fins on rockets?
 2. Why do some cars have spoilers? How do spoilers work?
 3. If there is a creek or stream in your neighborhood, where does it go? Does your stream flow to the Atlantic or the Pacific ocean?
With your parent's or guardian's permission and assistance, you may want to use an online mapping application to follow the streams and rivers to the ocean. Keep track of the names of the streams, lakes, and rivers connecting your stream to the ocean. Is it possible for you to find out the name of your watershed? Paddle-to-the-Sea by Holling C. Holling is a fun book on this topic.
 4. Is the creek or stream in your neighborhood or park polluted?
You can do a stream sample to find out what kinds of things are living in the water and under the rocks. Some things can survive in polluted water; others can live only in clean water. You can discover if a stream is polluted by finding out what lives there.
 5. What other activity can you think of that involves some kind of scientific questions or investigation?
 - B. With a parent or your counselor, use the scientific method/process to investigate your question. Keep records of your question, the information you found, how you investigated, and what you found out about your question.
You may do 3B with another Cub Scout if you would like, but you need to do and record your own work.
 - C. Discuss your investigation and findings with your counselor.
4. Visit a place where science is being done, used, or explained, such as one of the following: zoo, aquarium, water treatment plant, observatory, science museum, weather station, fish hatchery, or any other location where science is being done, used, or explained.
 - A. During your visit, talk to someone in charge about science.
 - B. Discuss with your counselor the science done, used, or explained at the place you visited.
5. Discuss with your counselor how science affects your everyday life.

STEM / Nova Award: Tech Talk

www.scouting.org/stem/Awards/CubScout.aspx



This module is designed to help you explore how technology affects your life each day.

1. Look up a definition of the word *technology* and discuss the meaning with your counselor.
2. Discuss EACH of the following with your counselor.
 - A. How technology is used in EACH of the following fields:
 1. Communication
 2. Business
 3. Construction
 4. Sports
 5. Entertainment
 - B. Tell why technology is important.
3. Choose A or B or C and complete ALL the requirements.
 - A. Watch an episode or episodes (about one hour total) of a show about anything related to technology. Then do the following:
 1. Make a list of at least two questions or ideas from what you watched.
 2. Discuss two of the questions or ideas with your counselor.

Some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision.
 - B. Read (about one hour total) about anything related to technology. Then do the following:
 1. Make a list of at least two questions or ideas from what you read.
 2. Discuss two of the questions or ideas with your counselor.
 - C. Do a combination of reading and watching (about one hour total) about anything related to technology. Then do the following:
 1. Make a list of at least two questions or ideas from what you read and watched.
 2. Discuss two of the questions or ideas with your counselor.

Books on many topics may be found at your local library. Examples of magazines include but are not limited to Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights, and OWL or owlkids.com
4. Complete ONE belt loop or pin from the following list. (Choose one that you have not already earned.)

● Astronomy	● Computers	● Photography
● BB-gun Shooting	● Map and Compass	● Snow Ski and Board Sports
● Bicycling	● Mathematics	● Video Games
● Bowling	● Music	
5. What technology is used in your belt loop or pin?
 - A. Discuss with your counselor how you think this technology:
 1. Was invented
 2. Could be made better
 - B. Discuss your ideas about technology with your counselor.
6. Visit a place where technology is being designed, used, or explained, such as one of the following: an amusement park, a police or fire station, a radio or television station, a newspaper office, a factory or store, or any other location where technology is being designed, used, or explained.
 - A. During your visit, talk to someone in charge about the following:
 1. The technologies used where you are visiting
 2. Why the organization is using these technologies
 - B. Discuss with your counselor the technology that is designed, used, or explained at the place you visited.
7. Discuss with your counselor how technology affects your everyday life.

STEM / Nova Award: Swing!

www.scouting.org/stem/Awards/CubScout.aspx



This module is designed to help you explore how engineering and simple machines called levers affect your life each day.

1. Choose A or B or C and complete ALL the requirements.
 - A. Watch an episode or episodes (about one hour total) of a show about anything related to motion or machines. Then do the following:
 1. Make a list of at least two questions or ideas from what you watched.
 2. Discuss two of the questions or ideas with your counselor.
Some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision.
 - B. Read (about one hour total) about anything related to motion or machines. Then do the following:
 1. Make a list of at least two questions or ideas from what you read.
 2. Discuss two of the questions or ideas with your counselor.
Books on many topics may be found at your local library. Examples of magazines include but are not limited to Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights, and OWL or owlkids.com
 - C. Do a combination of reading and watching (about one hour total) about anything related to motion or machines. Then do the following:
 1. Make a list of at least two questions or ideas from what you read and watched.
 2. Discuss two of the questions or ideas with your counselor.
2. Complete ONE belt loop or pin from the following list. (Choose one that you have not already earned.)

● Badminton	● Golf	● Table Tennis
● Baseball	● Hockey	● Tennis
● BB-gun Shooting	● Mathematics	● Ultimate
● Fishing	● Softball	
3. Levers
 - A. Make a list or drawing of the three types of levers. (A lever is one kind of simple machine.)
 - B. Be able to tell your counselor:
 1. The class of each lever
 2. How each lever works
 - C. With your counselor, discuss:
 1. The type of lever that is involved with the motion for the belt loop or pin you chose for requirement 2
 2. What you learned about levers and motion from earning your belt loop or pin
 3. Why we use levers
4. Do the following:
 - A. Visit a place that uses levers, such as a playground, carpentry shop, construction site, restaurant kitchen, or any other location that uses levers.
 - B. Discuss with your counselor the equipment or tools that use levers in the place you visited.
Visitations to places like carpentry shops, construction sites, restaurant kitchens, etc., will require advance planning by the counselor. The counselor should call ahead to make arrangements, and make plans to have appropriate supervision of all Scouts. The site will very likely have rules and instructions that must be followed. The counselor should help ensure that all the participants are aware of and follow those rules. This may include safety procedures and other instructions.
5. Do EACH of the following:
 - A. On your own, design, including a drawing, sketch, or model, ONE of the following:
 1. A playground fixture that uses a lever
 2. A game or sport that uses a lever
 3. An invention that uses a lever
 - B. Discuss with your counselor how the lever in your design will move something.
6. Discuss with your counselor how levers affect your everyday life.

STEM / Nova Award: 1-2-3 Go!

www.scouting.org/stem/Awards/CubScout.aspx



This module is designed to help you explore how math affects your life each day. *Math and physics are used in almost every kind of invention, including cars, airplanes, and telescopes. Math also includes cryptography, the use of secret codes*

1. Choose A or B or C and complete ALL the requirements.
 - A. Watch an episode or episodes (about one hour total) of a show that involves math or physics. Then do the following:
 1. Make a list of at least two questions or ideas from what you watched.
 2. Discuss two of the questions or ideas with your counselor.
 - B. Read (about one hour total) about anything that involves math or physics. Then do the following:
 1. Make a list of at least two questions or ideas from what you read.
 2. Discuss two of the questions or ideas with your counselor.

Some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision. Books on many topics may be found at your local library. Examples of magazines include but are not limited to Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights, and OWL or owlkids.com
 - C. Do a combination of reading and watching (about one hour total) about anything that involves math or physics. Then do the following:
 1. Make a list of at least two questions or ideas from what you read and watched.
 2. Discuss two of the questions or ideas with your counselor.
2. Complete the Mathematics OR Computers pin.
3. Choose TWO options from A or B or C and complete ALL the requirements for those options. Keep your work to share with your counselor. The necessary information to make your calculations can be found in a book or on the Internet. (See the Helpful Links box for ideas.) You may work with a parent or your counselor on these calculations.
 - A. Choose TWO of the following places and calculate how much you would weigh there.
 1. On the sun or the moon
 2. On Jupiter or Pluto
 3. On a planet that you choose
 - B. Choose ONE of the following and calculate its height:
 1. A tree
 2. Your house
 3. A building of your choice
 - C. Calculate the volume of air in your bedroom. Make sure your measurements have the same units—all feet or all inches—and show your work. $Volume = Length \times Width \times Height$
4. Secret Codes
 - A. Look up, then discuss with your counselor each of the following:
 1. Cryptography
 2. At least three ways secret codes or ciphers are made
 3. How secret codes and ciphers relate to mathematics
 - B. Design a secret code or cipher. Then do the following:
 1. Write a message in your code or cipher.
 2. Share your code or cipher with your counselor.
5. Discuss with your counselor how math affects your everyday life.

Cub Scout Supernova Award

www.scouting.org/stem/Awards/CubScout.aspx



To earn the Cub Scout Supernova award, you must be a Bear or Wolf Cub Scout who is active with a den. With your parent's and unit leader's help, you must select a council-approved mentor who is a registered Scouter. You may NOT choose your parent or your unit leader (unless the mentor is working with more than one youth).

A Note to the Counselor

The Cub Scout Supernova award recognizes superior achievement by a Cub Scout in the fields of science, technology, engineering, and mathematics (STEM).

All experiments or projects should be conducted using the highest level of safety protocol and always under the supervision of a qualified, responsible adult.

Tiger Cubs are not eligible to earn the Cub Scout Supernova award.

Although it is not a requirement, it is recommended that you earn at least two of the four Nova awards for Cub Scouts before earning the Dr. Luis W. Alvarez Supernova Award.

Dr. Luis W. Alvarez Supernova Award

For Cub Scouts

This Supernova award can be earned by Cub Scouts like you who want to soar in science.

Requirements

1. Earn the Science AND Mathematics Cub Scout academic pins.
2. Earn THREE of the following Cub Scout academic pins: Astronomy, Computers, Geography, Geology, Map and Compass, Nutrition, Pet Care, Photography, Reading and Writing, Video Games, Weather, and Wildlife Conservation.
3. Find interesting facts about Dr. Luis W. Alvarez using resources in your school or local library or on the Internet (with your parent's or guardian's permission and guidance). Then discuss what you learn with your mentor, including answers to the following questions: What very important award did Dr. Alvarez earn? What was his famous theory about dinosaurs?
4. Find out about three other famous scientists, technology innovators, engineers, or mathematicians approved by your mentor. Discuss what you learned with your mentor.
5. Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Cub Scout Supernova award. Ask them why they think math and science are important in your education. Discuss what you learn with your mentor.
6. Participate in a science project or experiment in your classroom or school OR do a special science project approved by your teacher. Discuss this activity with your mentor.
7. Do ONE of the following:
 - A. Visit with someone who works in a STEM-related career. Discuss what you learned with your mentor.
 - B. Learn about a career that depends on knowledge about science, technology, engineering, or mathematics. Discuss what you learned with your mentor.
8. Learn about the scientific method (or scientific process). Discuss this with your mentor, and include a simple demonstration to show what you learned.
9. Participate in a Nova- or other STEM-related activity in your Cub Scout den or pack meeting that is conducted by a Boy Scout or Venturer who is working on his or her Supernova award. If this is not possible, participate in another Nova- or STEM-related activity in your den or pack meeting.
10. Submit an application for the Cub Scout Supernova award to the district Nova or advancement committee for approval.
www.scouting.org/stem/Awards/CubScout.aspx

Webelos Scout Supernova Award

www.scouting.org/stem/Awards/Webelos.aspx

To earn the Webelos Scout Supernova award, you must be a Webelos Scout who is active with a den. With your parent's and unit leader's help, you must select a council-approved mentor who is a registered Scouter. You may NOT choose your parent or your unit leader (unless the mentor is working with more than one youth).



If you earned the Cub Scout Supernova award, you must repeat similar requirements while you are a Webelos Scout.

Although it is not a requirement, it is recommended that you earn at least two of the four Nova awards for Cub Scouts before earning the Dr. Charles H. Townes Supernova Award.

Dr. Charles H. Townes Supernova Award

For Webelos Scouts.

This Supernova award can be earned by Webelos Scouts like you.

Requirements

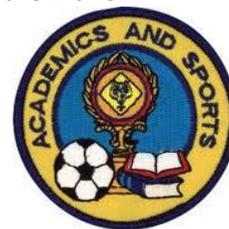
1. Earn the Scholar AND Scientist AND Engineer Webelos Scout activity badges.
2. Earn THREE of the following Webelos Scout activity badges: Craftsman, Forester, Geologist, Naturalist, Outdoorsman, and Readyman.
3. Find interesting facts about Dr. Charles H. Townes using resources in your school or local library or on the Internet (with your parent's or guardian's permission and guidance). Then discuss what you learned with your mentor, including answers to the following questions: What very important award did Dr. Townes earn? What was Dr. Townes' most famous invention?
4. Find out about five other famous scientists, technology innovators, engineers, or mathematicians approved by your mentor. Discuss what you learned with your mentor.
5. Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Webelos Scout Supernova award. Ask them why they think math and science are important in your education. Discuss what you learn with your mentor.
6. Participate in a science project or experiment in your classroom or school. Discuss this activity with your mentor.
7. Do ONE of the following:
 - A. Visit with someone who works in a STEM-related career. Discuss what you learned with your mentor.
 - B. Learn about a career that depends on knowledge about science, technology, engineering, or mathematics. Discuss what you learned with your mentor.
8. Under the direct supervision of your mentor, do an experiment that shows how the scientific method (or scientific process) is used. Prepare a short report on the results of your experiment for your mentor.
9. Participate in a Nova- or other STEM-related activity in your Webelos Scout den or pack meeting that is conducted by a Boy Scout or Venturer who is working on his or her Supernova award. If this is not possible, participate in another Nova- or STEM-related activity in your den or pack meeting.
10. Submit an application for the Webelos Scout Supernova award  to the district Nova or advancement committee for approval. www.scouting.org/stem/Awards/Webelos.aspx



Bovay Belt Loop Buckets (B³)

Packs and Webelos Dens may check out *Bovay Belt Loop Buckets (B³)* from the Campmaster on weekend campouts. *Belt Loop Buckets (B³)* are designed to provide the resources needed to have structured program activities based on the Cub Scout Academics and Sports Program. *B³* focuses on the Pins.

Buckets include instructions, progress cards to record completed requirements, as well as materials to complete certain Belt Loop and Pin activities at camp. Materials for some activities will be available from a storage area near the sports fields. Buckets may be reserved on the reservation form and picked up at check-in.



Belt loops and pins are a great way to help fulfill the aims of Scouting—build character, develop citizenship, and encourage mental and physical fitness. All of the Academic and Sports requirements can be found at:

www.scouting.org/scoutsources/cubscouts/parents/awards/cub%20scout%20academics%20and%20sports%20program.aspx

Topic	Belt Loop and Pin Requirements	Rank Requirements
<p>Astronomy</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Demonstrate how to focus a telescope or binoculars. 2. Draw a diagram of our solar system—identify the planets and other objects. 3. Explain several astronomy terms. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 2. Explain how to use a star map. 3. Draw and label 5 constellations. 4. Find the North Star. 8. Make a poster illustrating the different kinds of stars. Include a diagram showing the life cycle of a star. 12. Locate 3 major observatories on a map. Explain why these locations are good for astronomy. 	<p>Bear:</p> <p>Elective 1a - Identify two constellations and the North Star in the night sky.</p> <p>Webelos:</p> <p>Scientist 14 - While you are a Webelos Scout, earn the Academics belt loop for Astronomy.</p> <p>Notes: Location: Campsite. Materials will be provided.</p>

Topic	Belt Loop and Pin Requirements	Rank Requirements
<p>Bicycling**</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Explain the rules of safe bicycling. 2. Demonstrate how to wear the proper safety equipment. 3. Show how to ride a bike safely. Ride for at least half an hour. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 1. Make a chart to record 10 hours of bike riding. 3. Demonstrate how to repair a flat tire. 4. Make a poster showing early bikes. 5. Demonstrate proper use of safety equipment and gear. 7. Go on a bike hike. 	<p>Tiger: Elective 37 - Take a bicycle ride with your adult partner.</p> <p>Wolf: Requirement 9e - Know the rules of bike safety.</p> <p>Bear: Requirement 14a - Know the rules for bike safety. Requirement 14g - Plan and take a family bike hike.</p> <p>Webelos: Handyman 6 - Fix a flat tire on a bicycle. Readyman 9 - Explain six safety rules you should follow when “driving” a bike.</p> <p>Notes: Location: Campsite. Materials will be provided. Participants must bring their own bike and helmet.</p>
<p>Chess</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Identify the chess pieces and set up a chess board for play. 2. Demonstrate the moves of each chess piece. 3. Play a game of chess. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 1. Demonstrate basic opening principles. 3. Solve a prespecified chess problem. 5. Play 5 games of chess. 7. Read about a famous chess player. Tell about this person. 8. Describe U.S. Chess Federation ratings for chess players. 	<p>Tiger: Requirement 3G - Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event.</p> <p>Notes: Location: Campsite. Materials will be provided.</p>

Topic	Belt Loop and Pin Requirements	Rank Requirements
<p>Fishing**</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Review your local fishing regulations. Explain why they are important, and commit to following them. 2. Demonstrate how to bait a hook properly. 3. Spend at least 30 minutes trying to catch a fish. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 5. Identify three different fishing flies. 6. Practice casting for 30 minutes at a target 30 feet away. 7. Select a species of fish and draw a picture of it, correctly labeling each part and its function. 9. Make a simple pole and line fishing rig. Use it to catch a fish. 10. Catch a fish using artificial bait or lures. <p>Notes: Location: Paddlewheeler / Docks. Participants must bring their own poles, casting rods/reels, bait and lures.</p>	<p>Tiger:</p> <p>Elective 31 - Learn about an animal.</p> <p>Wolf:</p> <p>Elective 19a - Identify five different kinds of fish. Elective 19b - Rig a pole with line and hook. Then go fishing. Elective 19c - Fish with members of your family or an adult. Bait your hook and do your best to catch a fish. Elective 19d - Know the rules of safe fishing. Elective 19e - Tell about some of the fishing laws where you live. Elective 19f - Show how to use a rod and reel.</p> <p>Webelos:</p> <p>Sportsman 3 (partial) - While you are a Webelos Scout, earn Cub Scout Sports belt loops for two individual sports. (Fishing can be one of these belt loops.).</p> <p>Notes: Location: Paddlewheeler / Docks. Participants must bring their own poles, casting rods/reels, bait and lures.</p>
<p>Flag Football</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Explain the simple rules of flag football. 2. Practice running, passing and catching skills for at least 30 minutes. 3. Play a game of flag football. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 1. Layout and mark a flag football field. 2. Explain the difference between offense and defense. 3. Describe 5 different positions a player can play in football. 6. Consider and list all the people who make it possible to play a game of football. 8. Explain and demonstrate at least 6 football officiating signs. <p>Notes: Location: Sports Field. Materials will be provided.</p>	<p>Tiger:</p> <p>Requirement 3G - Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event. Elective 35 - Play a game outdoors with your family or den.</p> <p>Wolf:</p> <p>Elective 20j - Play a game of flag football.</p> <p>Bear:</p> <p>Requirement 23a - Learn the rules of and how to play three team sports. (Flag Football could be one of the sports). Requirement 23c - Take part in one team and one individual sport. (Flag Football can be the team sport).</p> <p>Webelos:</p> <p>Sportsman 4 (partial) - While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports. (Flag Football could be one of the two team sports).</p>

Topic	Belt Loop and Pin Requirements	Rank Requirements
<p style="text-align: center;">Hiking</p> 	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Explain the hiking safety rules. Practice these rules on a hike. 2. Demonstrate proper hiking attire and equipment. 3. Hike at least 30 minutes. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 1. Make a chart and record at least 5 hours of hiking. 2. Help plan a hike. 5. Learn 7 trail signs and tell what they are. 7. Using pictures or photographs identify 3 poisonous plants. 8. Take two different hikes for two different purposes. 	<p>Tiger: Requirement 5g - Take a hike with your den.</p> <p>Wolf: Requirement 10c - Plan a walk. Elective 18g - Point out poisonous plants.</p> <p>Bear: Requirement 12b - Go on a hike with your family.</p> <p>Webelos: Naturalist 7 (partial) - Learn to identify poisonous plants. Outdoorsman 9 (partial) - Go on one 3 mile hike with your Webelos den.</p> <p>Notes: Location: Sports Field. Materials will be provided.</p>
<p style="text-align: center;">Kickball</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Explain the rules of kickball. 2. Spend 30 minutes practicing the skills of kickball. 3. Play a game of kickball. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 1. Demonstrate the following kickball skills: pitching, kicking, base running, catching, throwing. 2. Explain the rules of base running. 3. Describe the basic defensive positions in kickball (pitcher, catcher, infielder). 5. Report to your den or family about the similarities between the rules of baseball and kickball. 6. Explain the role of being the captain of a kickball team. <p>Notes: Location: Sports Field. Materials will be provided.</p>	<p>Tiger: Requirement 3G - Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event. Elective 35 - Play a game outdoors with your family or den.</p> <p>Bear: Requirement 15a - Set up the equipment and play any two of these outdoor games with your family or friends. (Kickball could be one of these games). Requirement 23a - Learn the rules of and how to play three team sports. (Kickball can be one of these sports). Requirement 23c - Take part in one team and one individual sport. (Kickball can be the team sport).</p> <p>Webelos: Sportsman 4 (partial) - While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports. (Kickball could be one of the two team sports).</p>

Topic	Belt Loop and Pin Requirements	Rank Requirements
<p data-bbox="159 170 334 275">Map and Compass</p>  <p data-bbox="191 495 310 541">map and compass</p> 	<p data-bbox="418 170 565 201">Belt Loop</p> <ol data-bbox="418 216 846 426" style="list-style-type: none"> 1. Show how to orient a map. Find 3 landmarks on the map. 2. Explain how a compass works. 3. Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place you visit often. <p data-bbox="418 485 743 516">Pin (complete belt loop first)</p> <ol data-bbox="418 527 846 898" style="list-style-type: none"> 1. Explain to your den or an adult family member what cartography means. 2. Make a poster showing 10 map symbols and their meaning. 4. Make a simple compass with a magnet and pin. 6. Draw a compass rose for a map. Label north, south, east and west. 7. Study a blank map of the United States of America. Label your state, and the states that share its boundary lines. 	<p data-bbox="880 170 967 201">Tiger:</p> <p data-bbox="880 216 1490 279">Requirement 2f - Look at a map of your community with your adult partner.</p> <p data-bbox="880 296 961 327">Bear:</p> <p data-bbox="880 342 1528 405">Elective 23a - Look up your state on a U.S. map. What other states touch its borders?</p> <p data-bbox="880 411 1479 474">Elective 23c - Make a map showing the route from your home to your school or den meeting place.</p> <p data-bbox="880 485 1026 516">Webelos:</p> <p data-bbox="880 531 1511 594">Traveler 13 - While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Map and Compass.</p> <p data-bbox="880 684 1511 716">Notes: Location: Campsite. Materials will be provided.</p>
<p data-bbox="167 930 329 961">Marbles</p>  <p data-bbox="199 1188 305 1213">marbles</p> 	<p data-bbox="418 930 565 961">Belt Loop</p> <ol data-bbox="418 978 824 1146" style="list-style-type: none"> 1. Explain the rules of Ringer or other game. 2. Spend at least 30 minutes practicing skills to play Ringer or another game. 3. Participate in a game of marbles. <p data-bbox="418 1205 743 1236">Pin (complete belt loop first)</p> <ol data-bbox="418 1247 846 1566" style="list-style-type: none"> 2. Explain and demonstrate what lagging is. 3. Demonstrate the following shooting techniques: knuckling down, bowling, and lofting. 4. Explain the correct way of scoring for a game of marbles. 5. Play five complete matches of marbles using standard rules. 8. Explain the rules about shooters. <p data-bbox="418 1619 748 1682">Notes: Location: Campsite. Materials will be provided.</p>	<p data-bbox="880 930 967 961">Tiger:</p> <p data-bbox="880 978 1520 1062">Requirement 3G - Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event.</p> <p data-bbox="880 1073 1511 1104">Elective 35 - Play a game outdoors with your family or den.</p> <p data-bbox="880 1115 961 1146">Wolf:</p> <p data-bbox="880 1161 1300 1192">Elective 4b - Play Marble Sharpshooter.</p> <p data-bbox="880 1199 1268 1230">Elective 4e - Play a game of marbles.</p> <p data-bbox="880 1241 961 1272">Bear:</p> <p data-bbox="880 1287 1511 1371">Requirement 23b - Learn the rules of and how to play two sports in which only one person is on each side. (Marbles could be one of these sports).</p> <p data-bbox="880 1377 1528 1440">Requirement 23c - Take part in one team and one individual sport. (Marbles can be the individual sport).</p> <p data-bbox="880 1451 1026 1482">Webelos:</p> <p data-bbox="880 1497 1528 1581">Sportsman 3 (partial) - While you are a Webelos Scout, earn Cub Scout Sports belt loops for two individual sports. (Marbles could be one of the two individual sports).</p>

Topic	Belt Loop and Pin Requirements	Rank Requirements
<p style="text-align: center;">Soccer</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Explain the rules of soccer. 2. Spend at least 30 minutes practicing soccer skills. 3. Play a game of soccer. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 2. Demonstrate the skills of passing, collecting, shooting, heading, dribbling and tackling. 3. Demonstrate skill in goal keeping. 4. Accurately lay out a soccer field for a game. 5. Demonstrate five types of fouls and explain why players should avoid them. 6. Demonstrate how to juggle the soccer ball and keep it from touching the ground for 30 seconds. <p>Notes: Location: Sports Field. Materials will be provided.</p>	<p>Tiger:</p> <p>Requirement 3G - Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event.</p> <p>Elective 35 - Play a game outdoors with your family or den.</p> <p>Wolf:</p> <p>Elective 20k - Show how to dribble and kick a soccer ball. Take part in a game.</p> <p>Bear:</p> <p>Requirement 23a - Learn the rules of and how to play three team sports. (Soccer can be one of these sports).</p> <p>Requirement 23c - Take part in one team and one individual sport. (Soccer can be the team sport).</p> <p>Webelos:</p> <p>Sportsman 4 (partial) - While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports. (Soccer could be one of these belt loops).</p>
<p style="text-align: center;">Ultimate</p>  	<p>Belt Loop</p> <ol style="list-style-type: none"> 1. Explain the rules of ultimate. 2. Spend at least 30 minutes practicing ultimate skills. 3. Participate in a game of ultimate. <p>Pin (complete belt loop first)</p> <ol style="list-style-type: none"> 2. Demonstrate effective pivoting while throwing. Use some of the following throwing styles: backhand pass, sidearm pass, and upside-down pass, and/or roller throw. 3. Demonstrate skill in the following catching techniques: one-handed, clapping, and sandwich. 5. Explain the flight dynamics of the flying disc. Draw a diagram if needed. 6. Accurately lay out an Ultimate playing field. 9. Explain the history of Ultimate and how it became a sport. <p>Notes: Location: Sports Field. Materials will be provided.</p>	<p>Tiger:</p> <p>Requirement 3G - Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event.</p> <p>Elective 35 - Play a game outdoors with your family or den.</p> <p>Bear:</p> <p>Requirement 15a - Set up the equipment and play any two of these outdoor games with your family or friends. (Ultimate could be one of these games).</p> <p>Requirement 23a - Learn the rules of and how to play three team sports. (Ultimate could be one of these sports).</p> <p>Requirement 23c - Take part in one team and one individual sport. (Ultimate could be the team sport).</p> <p>Webelos:</p> <p>Sportsman 4 (partial) - While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports. (Ultimate could be one of these belt loops).</p> <p>Notes: Location: Sports Field. Materials will be provided.</p>