

Troop 325 is going to Summer Camp!

Parent Meeting Agenda:

Introductions

Purpose of Summer Camp

Troop 325's Selection of Camps

What is a Day at Camp Like?

How to you reach your son during camp

What kind of medical support is available at camp?

What your son should bring to camp

How much money should your son bring to camp?

Transportation Schedule:

What time do we leave for camp?

What time do we get back home?

Purpose of Summer Camp

- Live the scout dream-life (learn/use scoutcrafts)
- Developing friendships
- Opportunity for physical/mental/emotional/character development
- A time to have and exercise responsibility
- Motivation!
- FUN!

Troop 325's Selection of Camps

Troop 325's leadership corps chooses summer camp during the annual planning process each year. There are typically 3-5 camps that are offered - each having a distinctly different offering. Every other year we attend Camp Hi-Sierra, our council's camp.

What is a Day at Camp Like?

Typical Daily Schedule (Mon. - Fri.)

7:00 AM	Reveille
7:20 AM	Troop Morning Flag Ceremony in their Campsite
7:25 AM	Steward Bell for Breakfast
7:50 AM	Morning Flag Ceremony in the Flag Meadow (be prompt)
8:00 AM	Breakfast
8:30 AM	SPL Meeting
8:30 AM	Prepare Campsite for Inspection
9:00 AM	Program Areas Open until Noon
11:55 AM	Steward Bell for Lunch
12:30 PM	Lunch
1:30 PM	Program Areas Open until 5 PM
5:20 PM	Troop Evening Flag Ceremony in their Campsite
5:25 PM	Steward Bell for Dinner
5:50 PM	Evening Flag Ceremony in the Flag Meadow (be prompt)
6:00 PM	Dinner
7:00 PM	Scheduled Programs or Free Time
8:45 PM	Evening Campfire (invite staff)
10:00 PM	Taps and Quiet Time - everyone should be in their own campsite
11:00 PM	Lights Out <u>until 7 AM</u>

Dining Hall Camp Hi-Sierra prides itself on serving nutritious and delicious meals. You can help make summer camp a more pleasant experience by understanding and following the Dining Hall procedures for food service.

- ☐ We practice family style dining.
- ☐ Staff members dine with campers with their seating assigned by mug selection.
- ☐ Troops have pre-assigned tables in the Dining Hall.
- ☐ Campers assemble for flags in the flag meadow before breakfast and dinner in field uniforms.
- ☐ The camp assembles outside the Dining Hall in activity uniforms for lunch.
- ☐ Each troop assigns a Table Steward for each of their tables. Table Stewards are to report to the Dining Hall 30 minutes before each meal to set the troop's tables.
- ☐ Second helpings are available upon the Head Steward's signal.
- ☐ Scouts and leaders are to stay seated until dismissed by the Head Steward.
- ☐ Campers will scrape and stack plates, cups, serving bowls, and silverware before leaving the table.
- ☐ Table Stewards remain in the Dining Hall after dismissal. Under the direction of the Head Steward, they will clear the tables, clean their areas, and complete additional clean-up assignments.

Meals: A nutritionist reviews the meals planned for Camp Hi-Sierra to assure that they meet the needs of growing boys in an active environment. The meals are nutritionally balanced and we offer some alternatives. Many adults notice that we serve a higher percentage of carbohydrates than they may be accustomed to. This is intentional due to the high levels of physical activity that the boys will be practicing 5,000 feet above their usual elevation. If you have any campers with special dietary needs (food allergies, religious preferences, vegetarianism, etc.) we will be glad to try and meet your needs in camp but ask that you contact us at least one week before arrival to discuss your needs. In rare cases, we may not be able to reasonably accommodate all requests, but we will do our best.

Trading Post: The Trading Post at Camp Hi-Sierra provides many selections for a Scout's program needs as well as for comfort. Scouts typically spend \$30 to \$40 at the Trading Post during their stay. It is open in the morning, afternoon, and early evening for Scouts to purchase the items listed below. Some merit badges require the purchase of supplies from the Trading Post; see their descriptions for potential cost.

Camp Mugs	Handicraft Kits	Scout craft items	
T-shirts	Scout Literature	Flashlights/Batteries	
Hats	Rifle Pass	Snacks / Soft drinks	
Souvenirs	Shotgun pass	Postcards/Stamps	
Belts	Merit Badge Pamphlets	Insect Repellent	

A Scout's Development

As an individual, a Scout will grow through the advancement program and challenging activities like the Mile Swim. He will build self-confidence through the accomplishment of goals. Your role as leader will be to give the Scout guidance as he sets his goals, encouragement as he tries new things, motivation to keep him on schedule, and understanding and counseling if things are not going right.

As part of a group, he will learn responsibility, cooperation, and leadership.

That is a lot to ask of a young man. These experiences are what makes Scout Camp is such a worthwhile experience. Your role as a leader will be to help the Patrol Method work. Do not avoid this essential method; you will only be hindering the Scout's development. Work through your troop's SPL and PLC to make and carry out plans. Help your Patrol Leaders get their patrols working smoothly. They can do it, but they need your help. Youth development may be challenging, but it is also very rewarding.

Chaplain Services The Camp Chaplain provides inspirational services for Scouts, patrols, troops, and leaders. He promotes the religious awards programs and works closely with anyone who desires special counseling. Everyone is welcome to talk with the Chaplain. The chapel will be available for unit denominational services by arrangement with the Chaplain.

Medical Care and Safety Emergencies: We have taken every precaution to ensure a healthy and safe camping experience for all Scouts. Unfortunately, accidents and medical problems do occur. Camp Hi-Sierra operates a well-equipped medical lodge, administered by a qualified medical director. The medical staff will administer all treatment other than minor first aid. The medical staff is available 24 hours a day. The medical clinic and hospitals in Sonora have made special arrangements for the treatment of more serious cases. If such treatment is required, we will make every effort to notify the camper's parents.

In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, we will turn over the care of your Scout to the local emergency medical service. At their discretion, the use of ground or air ambulance service may be required. There is no cost for medical service provided by the camp medical staff. However, all expenses associated with this additional treatment become the responsibility of the Scout's parents(s) or guardians(s), preferably handled through their personal health insurance or supplemental accident insurance.

Health and Safety Medical Examination: Each Scout and adult must have a medical examination by a doctor prior to arrival at camp, unless religious beliefs exempt him or her from this. Admission to camp is contingent upon a satisfactory medical record and current Scout membership. The camp is not prepared to conduct medical examinations. Medical forms are available at the Council Service Center and on the web at <http://www.sccc-scouting.org/sccc/resources/resources.asp>. Scouts and adults under the age of 40 must present both a Class 1 and a Class 2 form. The Class 1 form is valid for 1 year. The Class 2 form requires a medical examination and is good for 3 years. Adults age 40 and over must present a Class 3 form. The Class 3 form requires a medical examination each year.

On their first day in camp, the Troop leaders and Scouts will receive an explanation of the standard emergency procedures. In the event of an emergency, notify a member of the camp staff immediately. If you feel that you are able to deal effectively with the situation, do so after sending word to the camp medic or Camp Director. If the situation seems at all dangerous, the priority is to evacuate all Scouts and leaders from the area.

Emergency Care Procedures

The following procedures will apply if emergency care is necessary:

- ❑ If a Scout has a serious illness or injury, the attending medical staff will notify the Parent(s) or guardian(s) as soon as possible by. If the parents will not be home during the week of camp, the camp needs to know where to reach them. In the case of a severe accident, the medical staff will contact the parent(s) as soon as possible after administering proper care.
- ❑ In the event that the parent(s) or guardian(s) are unavailable, the unit leader will need to make decisions in their place. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring non-emergency medical services off camp property.
- ❑ Two adult leaders will accompany a Scout requiring non-emergency medical services. The leaders must obtain the Scout's medical form from the medical lodge before leaving the camp. Two adults must also stay with the troop; the Camp Director will assist in helping with leadership when needed.
- ❑ The Health Lodge will provide directions to the medical clinic.
- ❑ The camp medical staff must clear all cases requiring outside medical care. In the event of serious medical emergency, professionally trained, local emergency medical services, will assume care of the patient.

How to you reach your son during camp?

MAIL TO CAMP

It is recommended that letters to Scouts at camp be mailed early (even before camp), as mail service to camp can be very slow. The address is:

(Scout's Name)
Troop #325
Camp Hi-Sierra
29211 Hwy. 108
Long Barn, CA 95335

Whenever possible, use the U.S. Postal Service for delivery. Frequently, special carriers (UPS, Fedex, etc.) will not deliver into camp and packages end up waiting for pickup elsewhere.

EMERGENCY PHONE NUMBERS:

Emergencies at home may be reported to the Council Service Center (408-280-5088 extension 911, 24 hours a day), Camp Hi-Sierra directly (209-965-3432, daylight hours), or to the Tuolumne County Sheriff (209-533-5815 or 800-228-3592).

Concerns and Other General Information

General Behavior

The **Scout Oath**, **Scout Law**, and **Outdoor Code** are the **RULES** of camp. **Scoutmasters have the primary responsibility for troop discipline.**

We will not tolerate the use of profane language or physical violence by Scouts, Adult leaders, or staff. If we hear of an individual using this language, he or she will be reminded him of the Scout Law:

A Scout is Clean in mind and body.

Troop Campsites should be treated the same as your HOME. Scouts and leaders should not go into other campsites without permission from the troop leaders. This includes partially walking through to your campsite or just using the latrine for a brief stop because it is the closest.

Telephone The camp phone is for business and emergency calls only.

A pay phone **MAY** be available (subject to phone company capability) for outgoing calls. The phone may be located behind the Camp Office. Scout use of the phone is limited to 5 minutes and **must be supervised by an adult leader.** Parents do not expect your son to be able to call home on a daily basis.

Rest: Sleep or the lack thereof can be one of the greatest causes of a fantastic or poor week.

Everyone needs a certain number of hours each week to rest and the Scoutmaster should see that his or her campsite is quiet from 10:00PM to 7:00AM. This will permit those who wish to sleep the chance to get in eight hours of rest.

Footwear: You must wear shoes that fully cover soles and toes at all times. Sandals, thongs, slippers, etc. are inappropriate and perilous for a camping experience. You may wear open-toed shoes IN the shower or AT the waterfront, not for travel in-between.

Animals in Camp: We do not exaggerate when we tell you that Camp Hi-Sierra and the surrounding land exhibits abundant wildlife. Moreover, we do not exaggerate when we tell you that these animals exhibit little fear of Scouts. Remember we are borrowing their land for a camping experience and must favor them with their freedom to roam at will.

There are deer, squirrels, snakes, yellow jackets, and yes, black bears in the vicinity. At any given time, camp is the host to one or several of these animals. Trash and any type of food that is lying about or (hidden) in tents or packs will attract animals into camp.

All edibles not factory sealed in cans must be stored at the Dining Hall and not left overnight within your campsite. Please adhere to this restriction; safety is the Boy Scout policy at all times.

The general rule at Camp Hi-Sierra is that **food must stay on the Dining Hall side of the river**. In addition, **everyone** needs to work to keep the entire camp trash free. Pick up and properly dispose of any litter you see. If trash becomes a problem, we will take measures to correct the situation (e.g. close the Trading Post or organize cleanup crews).

Alcohol and Drugs: "It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances are not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America or at any activity involving participation of youth members."

Tobacco: The legal age in the State of California for the use of tobacco is 18. You, as a leader, can prevent tobacco use among youth by informing your Scouts that we will not permit the use of tobacco products by anyone under the age of 18 at camp. For those adults that have the urge, please smoke only in the designated areas. The smoking area on the edge of the parking lot is the designated smoking area in camp. We strictly prohibit smoking in tents.

Firearms, Ammunition and Fireworks: We do not allow firearms, ammunition and fireworks in camp. This includes B.B. guns, pellet guns, and slingshots. You may use field archery equipment (no bladed or hunting tips) responsibly at the Archery Range with the Range Director's approval and must be stored at the Archery Range.

Weather: Be prepared for weather. Rain can occur in the Sierras at any time of year. You will be visiting camp in the summer, but our camp is located at an elevation of 5,000 feet. This means we can experience a wide variety of weather patterns. Daytime temperatures during the camp season can range from the 50's to the 90's depending on the current weather patterns. Nighttime temperatures can drop into the low 30's. Encourage your Scouts to drink plenty of water during the hot days.

Altitude: Our Camp elevation is approximately 5,000 feet. Some people have difficulties in adjusting to this altitude. All campers should observe limited activity for the first day. Asthmatics may want to increase preventive doses of medications. Adequate fluid and food intake and plenty of rest is the key to comfort at any elevation.

Camp Programs

Camp Hi-Sierra offers a diverse selection of programs to satisfy Scouts and Scouters of all ages. There are four core programs to accommodate the needs of each camper.

- **Trail to First Class** - the core program to guide Scouts through their first year at camp
- **Merit Badges** - to aid returning campers in their quest for Eagle
- **Open Program Time** – program areas are open for use during non-merit badge times
- **Mountain Adventure Program** –

The Trail to First Class (TtFC) program offers an excellent opportunity for younger Scouts to advance to the rank of First Class. Aimed primarily at first-year campers, it is open to all Scouts who are intent on traveling the path to Eagle. Whether they recently became a Boy Scout or have already reached Second Class, the TtFC program teaches the individual skills of the rank requirements. This allows Scouts to work on the requirements which they need while also having time to involve themselves with other camp programs. The TtFC area has open times for practicing skills and working on missed requirements while allowing the Scouts to help each other with the skills.

As Scouts becomes familiar with what Scouting has to offer them, their attention will be drawn to other programs in camp. Camp Hi-Sierra's merit badge program offers the opportunity for a Scout and his leaders to tailor a program that will satisfy his time at camp. A Tenderfoot or Second Class Scout may use both the TtFC and merit badge programs to help him advance to First Class and to begin his journey towards Star, Life, and Eagle. A returning Scout may desire to use his second or third year to work on more challenging badges while participating in other camp activities.

Advancement in Camp

Scout advancement is not an end in itself. Advancement is a means by which Scouting's objectives are achieved. It is a measure of a boy's ability to do things, to get results, to pursue a goal, and to give him tangible recognition. It is also a mark of the troop's success in Scouting. Working toward advancement is a primary reason for going to camp but not the only reason.

Typically, Scouts have about thirty hours available during a week in camp for advancement and play. It is appropriate for them to spend ten to twenty hours working on advancement. New Scouts ('Scouts' and 'Tenderfoots') should expect to spend at least half of that time in the Trail to First Class program. Every Scout should have his advancement goals approved in advance by his unit leader. The camp counselors will require that all Scouts present a blue card filled out by the Scoutmaster no later than their second meeting. Although it comes in a conveniently accessible package, the camp merit badge program operates the same way that it does at home. A boy chooses a badge, gets his Scoutmaster's permission, contacts a counselor, and makes appointments with the counselor to meet and complete assignments. Counselors generally schedule appointments so that Scouts can learn the badges together, but the schedules are not "set in stone" in advance. It is appropriate for Scoutmasters to monitor a Scout's success in his advancement activities. Feel free to discuss progress with the counselors at private opportunities.

Trail to First Class

The Trail to First Class program is for our first-year campers and younger Scouts who are just beginning their journey to Eagle. This exciting program will teach many of the basic Scout skills required for the Tenderfoot, Second Class, and First Class ranks.

The format of this program is designed to balance a Scout's desire to learn the skills necessary for rank advancement with the curiosity and discovery of being at summer camp.

For example, if a Tenderfoot Scout strictly follows his TtFC schedule then each day will consist of approximately two hours of class time in various areas of camp with a different instructor each hour. By the end of the week, the Scout will have been taught many of the requirements for the Second and First Class ranks. The other hours of the day will have been spent earning some of the more simple merit badges, reviewing requirements with his leaders, and discovering the other opportunities of camp with his buddies.

Note: TtFC provides instruction in the Scout skills necessary for rank advancement but cannot actually sign off the requirements. It is the responsibility of each Scout to return to his Troop leadership to review what he has learned. When an older scout with first class rank or above is satisfied that a Scout has satisfied all elements of a requirement, then that older scout may sign the Scout's Handbook. To aid in this process each participant will be given a Trail to First Class booklet at the beginning of the week in which the instructors will initial the requirements that they have taught.

While working on their advancement, TtFC Scouts are expected to experience the rest of camp. All areas have open program times and Scouts have ample time to participate in these areas. Scouts can learn Scout skills and knot tying in the Scoutcraft area, go swimming in the lake, or work in the Handicraft area to make a memento of their time in camp. The Nature department is available for Scouts to learn about their local surroundings including which plants and insects are good to munch on. This week of camp is an introduction to the wonderful world of Scouting. They will be inspired to continue their advancement and to come back next year to try more challenging activities. Their advancement will help them to develop learning skills, leadership, and self-confidence.

Merit Badges

(see Merit Badge handout)

Other Programs for Scouts and Adults

Camp is not just about advancement and sessions. The following list describes many of the activities available to Scouts and adults to fill their time at camp. Many activities are self-lead and make good patrol or troop activities with the adults providing leadership. Talk with the director of the underlined program area.

Quiddich

This familiar Harry Potter sport has been a popular part of the camp program for a several years now. It is an adaptation of the book & film version made to work at camp in the Program Meadow. Several matches are conduct between units or even the Camp Staff on Tuesday through Thursday evenings. Flying brooms are optional. Mountain Adventure

Bike Hikes

Use camp's supply of 21 mountain bikes and go on a troop ride, join the High Adventure team on one of their rides or just go for a short time to get some exercise and see the forest. There is plenty of space in the area around camp as old historical logging and fire roads intersect it. Campers may bring their own bikes as long as they follow all rules and regulations. All trips beyond camp property must have two deep leadership. High Adventure

BSA Lifeguard

This extremely difficult program requires instruction and a lot of practical work at the waterfront. Candidates are to have earned the Swimming, Lifesaving, Rowing, Canoeing, and First Aid merit badges before they begin working on this award. Adults may also earn BSA Lifeguard. See the current Boy Scout Requirements book for more details. Aquatics

Trail to First Class overnight

First year scouts will be going on a Trail to First Class overnight that fulfills several TtoFC requirements. The hike is about 1 mile long. Please be prepared with a backpack.

Campfires

Campfires are an integral, entertaining, unavoidable, crazy, and dizzying part of the camp experience. Sunday's Opening Campfire is a show for you from the staff. The Scouts (and leaders) put on Friday's Closing Campfire with a little help from the staff thrown in to fill in the empty parts. The other four nights are open for your troop to have a campfire in the troop site, join another troop for a bigger campfire, or even invite a staff member to join you. Come to camp prepared with skits, songs, and silly stuff to share with everyone. Program Director

Day Hikes

Campers may go on day hikes, as long as they follow all rules and regulations and there is two-deep leadership and the buddy system for all trips out of camp. There are many miles of trails in and around Camp Hi-Sierra. Scoutcraft

Firem'n Chit

Learn proper fire safety. This is great for a first-year camper. Scoutcraft

Leave No Trace

This is for leaders only. Learn about ecologically sound camping and hiking techniques. We help you to earn this award and train you so you can teach it to your Scouts. Nature

Nature Games and the Nature Trail

Besides the expected complement of merit badges, the Nature also offers educational opportunities through games and guided walks. Visit with the Nature (Ecology and Conservation) Director and ask about how individuals, patrols, and troops can understand more about the dynamic world of nature. Take the Nature Trail along the river and discover the nature around camp. Nature

Orienteering Course

Any patrol can challenge their orienteering skills and explore the beauty and depth of the surrounding forest. Any interested individuals may prepare courses while some courses may already exist. Scoutcraft

Frisbee Golf Course

Any patrol can challenge their Frisbee skills and experience our very own nine-hole Frisbee Golf Course. Any interested individuals may participate. Mountain Adventure

Sports

There is always something going on in the Program Meadow or in Blackfoot Meadow. We have equipment for Frisbee, soccer, football, softball, horseshoes, and many other sports. Troops can challenge other troops or even the staff to games in the evenings. The Assistant Program Director and the SPL Council must approve all team events. Mountain Adventure

Totin' Chip

Demonstrate proper handling, care, and use of the Scout knife, ax, and saw. Earn the right to carry and use a pocketknife. This is a must for first-year campers. Leaders are encouraged to make this a patrol activity and to teach their own Scouts. Scoutcraft

How much money should your son bring to camp?

The Trading Post provides goods, camp souvenirs, food, drinks, and candy for the needs of Scouts during their week at camp. Remember that certain Merit Badges do require the purchase of supplies (See Merit Badge Listings). Merit Badge advancement items are available including pamphlets, handbooks, kits and targets. It is suggested that forty to fifty dollars should meet the needs of most Scouts during the week.

Transportation Schedule

July 26th Departure: We will be meeting at the Prospect High School parking lot at 7:15 to check-in and collect medications. We will be leaving promptly at 8:00am to arrive at camp by 1pm. **We will leave promptly at 8am!** Make sure your son has had breakfast and has money for lunch. Plan on lunch on the road before we reach camp.

August 1st Returning Arrival: We will be arriving back to San Jose between 12-2pm. We will return your son to your house. Please be sure to be home at that time. Also make sure your son knows how to get to your house from Roger's Middle School or Prospect High School. **Be sure to remind your son to save a few dollars for lunch on the return trip.**

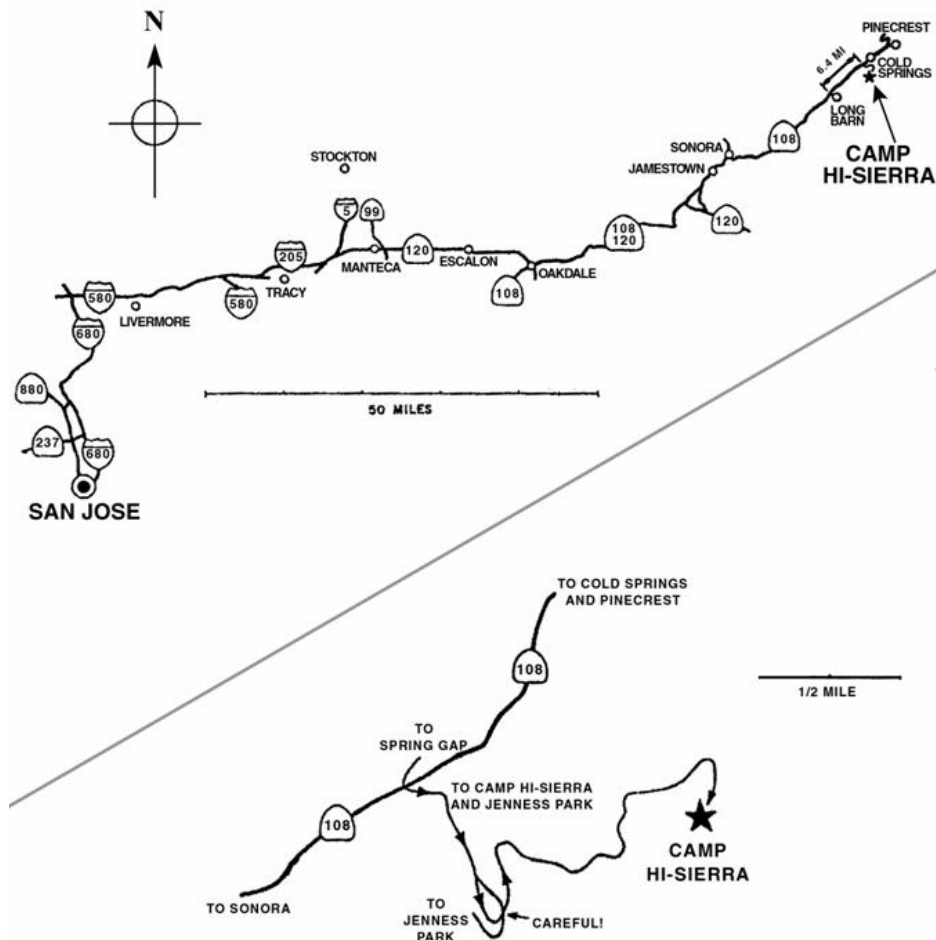
If you are driving back on Saturday please be at camp around 9am Saturday morning.

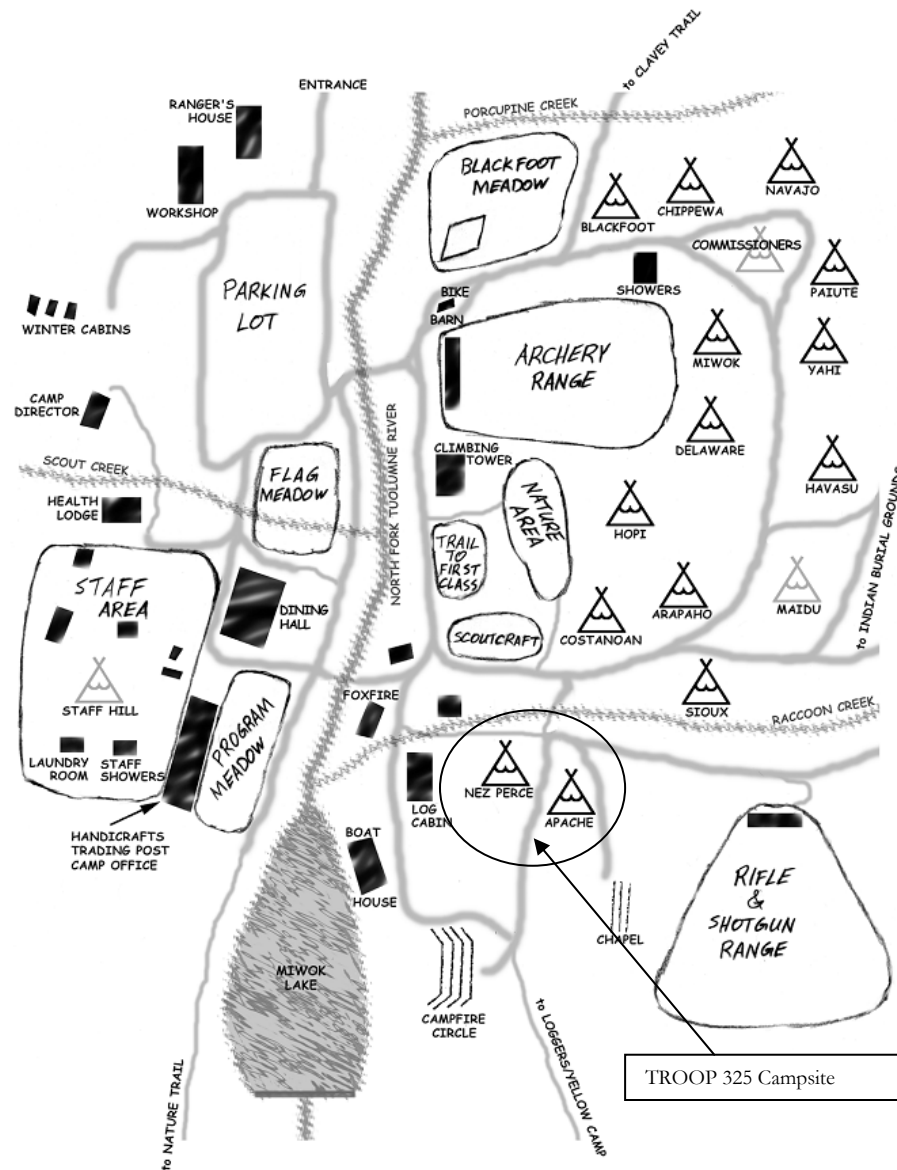
**** IF YOU ARE A DRIVER, PLEASE BE SURE YOUR DRIVER'S INFORMATION IS ON FILE WITH THE TROOP ****

Map of How to Get to Camp Hi-Sierra

CAMP HI-SIERRA

SANTA CLARA COUNTY COUNCIL
BOY SCOUTS OF AMERICA





Map of Camp Hi-Sierra

Campsites Are Equipped With The Following: 8'x10'x8' canvas wall tents on wood and metal platforms

- Picnic Table with dining fly
- Bulletin Board
- Fire pit
- Equipment rack with shovel, rake, broom, and fire bucket
- Flagpole and American flag in troop assembly area
- Double private latrine
- Water spigot and bubbler
- Hand washing station
- Plenty of shade

What to Bring to Camp

- | | |
|--|---|
| <ul style="list-style-type: none">_ Backpack_ Fanny pack or day pack_ Sleeping Bag_ Air mattress or foam pad and/or cot_ Raincoat or poncho_ Hat_ Jacket_ Sweater or sweatshirt_ Full Uniform_ Hiking Shorts_ Long Pants_ T-shirts_ Long Sleeve Shirt_ Underwear and socks (lots)_ Pajamas (keep the sleeping bag clean)_ Hiking boots_ Camp shoes (no open toes)_ Work gloves_ *Swimsuit_ *Large towel_ Laundry bag | <ul style="list-style-type: none">_ Soap_ Wash cloth, hand towel_ Toothbrush_ Toothpaste_ Comb_ Chapstick_ Sun Screen/Sun block_ Scout Handbook_ Supplies for merit badges_ Pencils and notepad_ Pre-addressed envelopes and stamps_ Flashlight_ Spare batteries and bulbs_ Pocket knife (no sheath knives)_ Personal First aid Kit_ Canteen or plastic bottle_ Knife, fork and spoon_ Plate, cup, and bowl_ Matches_ Money for the Trading Post (\$30 - \$40)_ |
|--|---|

* Place at the top of your pack for easy access upon arrival

Optional Gear

- | | |
|---|--|
| <ul style="list-style-type: none">_ Compass_ Sunglasses_ Sewing kit_ Camera and extra film_ Musical instruments_ Twine or light rope_ Shower thongs | <ul style="list-style-type: none">_ Pillow_ Insect repellent_ Fishing gear_ Sharpening stone_ Clothespins and clothesline_ OA Sash and neckerchief_ Religious book |
|---|--|

Items to Leave at Home

- | | |
|---|---|
| <ul style="list-style-type: none">_ Pets_ Electronic Equipment (radios, games, etc.)_ Expensive or delicate items_ Sheath Knives_ Fireworks | <ul style="list-style-type: none">_ Firearms, Ammunition_ Tobacco, Alcohol and illegal drugs_ Sandals_ Axe, hatchet_ Clothing with alcohol, tobacco, or sexual connotations |
|---|---|

Scouts that have prescription medicines must give them to the Scoutmaster in a Ziploc bag along with Scout's name and instructions.

Parental Firearm Authorization Form

Scout's Name _____ Troop _____

Address _____

Parent/Guardian's Name _____

Phone Number (H) _____ (W) _____

While at Camp Hi-Sierra, my son, _____, has my permission to use the firearms provided by camp under the supervision of the camp Rifle Range Director.

*California Penal Code Section 12522:

S12551. Furnishing Firearm To Minor Under 18 Without Permission Of Parent. -- Every person who furnishes any firearm, air gun, or gas operated gun, designed to fire a bullet, pellet, or metal projectile, to any minor under the age of 18 years, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor.

Parent/Guardian Signature

Date

Parental Photo Consent Form

I, _____, give permission for the Boy Scouts of America to use a photograph of my son, _____, in any and all promotional materials.

Signature

Date