

How to Train Your Scout



Pathfinder North Star & New Horizons

2026 Klondike Derby

Saturday, January 31, 2026

Beaumont Scout Reservation

Lane & Scoutcraft Field

Co-Campmasters:

Stephanie Dickmann (*Pathfinder*)

Jamieson Rich (*New Horizons*)

Campmaster Adviser: Jonathan Dickmann (*Pathfinder*)

Welcome

Welcome to the 2026 Klondike Derby! We're excited to have you join us for a day filled with tons of fun and adventure. This year, several districts are collaborating to bring you the best Klondike possible! Because of this, there are two Co-Campmasters, Stephanie Dickmann, a Life Scout with Troop 362 from Pathfinder District, and Jamieson Rich, an SPL and Life Scout from Troop 303 from New Horizons.

This year's theme originates in the movie series, *How to Train your Dragon*, a story following Hiccup, a young Viking who befriends a dragon named Toothless. Together, they challenge Hiccup's village's belief that dragons are dangerous, showing that humans and dragons can live in harmony. The story began as a book series by Cressida Cowell in 2003 and was adapted into a popular DreamWorks animated film in 2010, sparking sequels, TV shows, and shorts.

Arrow of Light Scouts (5th graders) and their leaders may attend this event, but must attend with a Troop. Don't wait, invite a Cub Pack now!

Like previous Camporees and Klondikes, patrols will have opportunities earn points during the skill sessions and afternoon activities, like the Flag & Yell, Costume Contest, Sled Decoration, the Skit Competition, and Sled Race.

A popular event every year is the Currency System, where Scouts are free to trade with other Troops and the staff for more coins, extra food, or whatever else they may like. **Coins will be turned in for points**, so the more coins collected, the more points awarded! This year **there will be multiple stocks to buy and trade**. The Totem Exchange will also be returning this year.

In addition, we will be collecting **pet food** (Cats & Dogs) for the APA Pet Adoption Center in Brentwood, **also worth points**.

Interested in Staffing?

As always, we need many Scout staff members to run the event. By staffing, Scouts get a chance to practice leadership skills, make some new friends, and help make the event better for everyone. To be eligible to staff, a Scout must either be at least 14 years old, have reached the rank of Star Scout, or are approved by the Camping Chairman and the Scout's Scoutmaster. If a Scout wants to staff, they can reach out to any of the people below. We can never have too many Scouts on staff.

Staff Development dates are Sundays - January 4, 11, 18, 24 at 5 PM at Maplewood United Methodist Church, 7409 Flora Ave, Maplewood, MO. Plus, there will be an overnight on Friday, January 30 in a cabin.

Most importantly Klondike is meant for patrols to have a fun time socializing, learning and competing, so good luck and have fun!

Pathfinder

Stephanie Dickmann, Co-Campmaster

Phone number: 314-788-1883

Email: 27DickmS@corjesu.org

Jonathan Dickmann, Campmaster Adviser

Phone number: 314-604-2839

Email: jdickmann@gmail.com

Joel Schwartz, Camping Chairman

Phone number: 314-494-7542

Email: joel.schwartz@shawneelodge.org

New Horizons

Jamieson Rich, Co-Campmaster

Phone number: 314-830-8588

Email: jamiesonrich11@gmail.com

Michael Hulsizer, Camping Chairman

Phone number: 314-956-1804

Email: michael.hulsizer@shawneelodge.org

Klondike Information

Registration

Registration for the 2026 Klondike will take place **online only** at

<https://www.scoutingevent.com/312-26PFNHKlondike>

- Registration opens on Monday, December 1st and closes at **11:59 PM on Thursday, January 23**. The cost to attend the Klondike is \$15.00 for Youth and Adults, which includes a hot lunch.
- **Late registration** will be available from **Friday, January 24 from midnight until 11:59 PM Thursday, January 29**. The fee for late registration is \$20.00 for Youth and Adults. No guarantee of lunch.
- On-site registration will be allowed for any last-minute individual Youth or Adults only. No new unit registration will be allowed and no guarantee of lunch

Be prepared to enter the quantity of Youth and Adults from your unit who are attending Klondike when you register. Troops and Packs can coordinate registration together or separately. **To help us plan food, accurate pre-registration numbers are necessary and greatly appreciated.**

- For Pathfinder Units, use the [Pathfinder Unit Directory](#) to identify and invite an AOL Dens to attend with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

Location and Check-in

Klondike will take place at Beaumont Scout Reservation, Saturday January 31, 2026, in the Lane camping area for morning and closing activities. Lunch and afternoon activities will take place in Scoutcraft and around Emerson. Headquarters is at Lane Shelter. Please arrive between 7:30 and 8:00 AM. Do not plan to arrive before 7:30 AM.

After all your vehicles are parked, please have an adult come to Headquarters (Lane Shelter) to check in. Check-in will be between 8:00 and 8:30 AM, with the opening ceremony at 8:45 AM.

Rosters

When registering, please enter all participants (both Troop and Arrow of Light Scouts and all Adults) who will be attending within the registration site. At check-in we will be looking at that roster to verify attendance.

Patrol Registration Form

In addition to the Roster, you must turn in a Patrol Registration Page for each Patrol to compete in events. Patrols can include Arrow of Light Scouts; there's no need for separate AOL Den Patrols. The form is included at the end of this manual.

Participation

Klondike events are **only** for Scouts BSA and Arrow of Light (5th graders) Scouts. Webelos (4th graders) and new Arrow of Light Scouts (4th graders) may participate in the Spring Camporee.

Klondike Lunch

Saturday lunch (menu TBD) is included with registration if registered by regular registration of January 24. Late registration, we will try to provide lunch but can't guarantee. Those with dietary restrictions need to indicate those restrictions on the registration form.

Two-deep leadership is required for each Troop and Pack attending Klondike.

Camping

If your Troop/invited AOL Den is camping at Beaumont over Klondike weekend. There are a limited number of spaces on the Camporee field. Otherwise, **you must obtain your own camping reservation** from the Council. You may not camp near or at the pavilion, as that is reserved and will only be used for the Klondike.

Health Information

Be sure to have health information forms on all your participants (Adults and Scouts). This information should be readily accessible. All leaders in the camp should know its location so we're prepared in case of an emergency.

Camp Rules and Guidelines

Camp Code

The Scout Oath, The Scout Law, and The Outdoor Code is always the camp code. Violations to following the Scout Oath and Law may result in the individual, or their entire Troop/Pack, being asked to leave the event.

Garbage

All trash must be put into trash bags and disposed of properly off the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

Ground fires are allowed, but should be placed in existing fire pits when possible.

Alcohol, Drugs

Alcohol and drugs are not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

Schedule

7:30 AM	Arrival (no earlier than)
8:00 AM - 8:30 AM	Check-In at Headquarters
8:45 AM	Opening Ceremony, Flag Raising
9:00 AM	Morning Events
10:00 AM	Adult Leader Koffee Klatch @ HQ
12:00 PM	Coin and Totems Turn-In @ HQ
12:00 PM - 1:00 PM	Lunch @ Emerson
1:00 PM - 3:00 PM	Judging of Skit, Patrol Flag and Yell, Pet Food Collection Drive Turn-in Afternoon Activities Open @Emerson Area
3:15 PM	Scorecard Turn-In
3:15 PM	Sled Race and Sled Decoration Judging @ Lane
4:00 PM	Skit Showcase at Headquarters, Performance of Top 3 Skits
4:30 PM	Closing Ceremony, Awards, Flag Lowering
After Closing	Patch Pickup and Evaluation Turn-in

++Adult Events Only

Points Breakdown

Morning Skills Events*	740 points
<i>* Includes points for bring sled to each morning event</i>	
Coin Management	150 points
Top 3 Patrols Coins	Up to 15 bonus points
Totem Collection	180 points
Top 2 Best Design Totem	Up to 20 points
Sled Race	60 points
Top 3 Sled Race placement	Up to 15 bonus points
Afternoon Activities	100 points
APA Pet Food (Donation)	50 points
Sled Decoration	50 points
Skit Competition	50 points
Flag and Yell	30 points
Staff Participation	20 points
Koffee Klatch	15 points
Roundtable Attendance (December & January)	30 points (15 per Roundtable)
Hosting an Arrow of Light Den	5 points
Total Points	1530 points

** The Top 3 scoring Patrols in both New Horizons and North Star/Pathfinder will receive award plaques in recognition of their performance at the closing ceremony. **

Morning Events

Finding the Dragon's Nest

You and your patrol must navigate your way through the thick fog using only your compass and a direction sheet to find the Dragon's Nest. You'll follow the directions through the perilous waters to reach the nest. When you find it, bring ONE egg back to your expedition leader (event staffer). You will have twenty minutes to complete the course. If you don't have a compass, you may rent one from the event head.

Course Completed on Time (5 points off per minute over): Up to 40 points
Egg Secured Successfully: 50 points
Sled: 5 Points
Patrol Flag and Yell: 5 Points
Total: 100 Points

The Dragons' Hoard

Your patrol has found the hoard of a small dragon that has been stealing from your village! You will get thirty seconds to view the hoard before the dragon returns, and as a patrol you must remember as many items as possible so they can be replaced.

Items Remembered (3 points/Item): Up to 90 points
Sled: 5 points
Patrol Flag & Yell: 5 points
Total: 100 points

Field Training with Gobber

Fighting dragons is no joke, but Gobber believes in learning on the job! Your patrol will need to be prepared for anything. See how well you handle five tough simulated first aid scenarios to test your skills! Up to 20 points will be awarded for each scenario. Make sure to bring a proper first aid kit, blanket, and hiking sticks.

5 Scenarios @ 20 pts each: 100 points
Sled: 5 points
Patrol Flag & Yell: 5 points
Total: 110 points

Book of Dragons Knowledge Test

How much do you really know about How to Train your Dragon? We will have 10 questions about Dragons and the movie that you will have to answer correctly to earn points.

10 questions @ 10pts each: Up to 100 points
Sled: 5 points
Patrol Flag & Yell: 5 points
Total: 110 points

Dragon's Breath

How good is your mastery of flame? Mimicking the power of a dragon's breath, do your best to impress! Using the materials you bring, construct a mighty blaze strong enough to burn through three tiers of string within the 20-minute time limit without using accelerants. You will need basic fire building supplies; matches will be available for purchase.

3 strings @ 20 Points per String Burned: 60 points
Starting a Fire: 15 points
Completed Within 20 mins: 15 points
Sled: 5 points
Patrol Flag & Yell: 5 points
Total: 100 points

The Dragon's Den Repair

Toothless' Dragon's Den has collapsed! We need your help to repair it! Everyone in your patrol will pair up into groups of two. Each pair will use one hand per person to tie an assigned knot. Only one pair can tie a knot at a time. There will be 4 knots total per patrol and 2 minutes allowed per knot. These will be basic knots such as the square knot, clove hitch, etc. If you do not have enough people, each pair may have to tie multiple knots. Extra Points will be awarded for completing the bonus knot. This knot will be significantly more challenging.

4 knots @ 20 Points per Knot Tied: Up to 80 points
Bonus Knot: 30 points
Sled: 5 points
Patrol Flag & Yell: 5 points
Total: 120 points

Flight Test

Learn about how things stay in the air and then fly the Styrofoam "Dragon" (Airplane) for distance. Select your patrol's best two Commanders for your Styrofoam "Dragon". Each Commander will get one practice throw and one official throw, the longest throw counts as your score. All Scouts participating will complete Aviation Merit Badge requirements 1B and 3B.

Distance (1 point/foot, up to 40 points per flight): Up to 80 points
Avoided Stalling/Crashing "Dragon": 10 points
Sled: 5 points
Patrol Flag & Yell: 5 points
Total: 100 points

Other Events

Totems

This year marks the return of Totems! Totems are small or large items that can be collected from other Patrols or Traders through trading. Totems may consist of any item that has your Troop number and Patrol name. Some good examples are a 3d printed trinket, a carved piece of wood, or a piece of labeled leather. Please bring a minimum of 25 so many Patrols and Traders can get them. For each Totem you collect from a different Patrol or Trader, you will get 10 points, up to 15 totems for a total of 150 points. If you collect all Totems available, you'll earn an extra 30 points. The top 2 Totem designs will receive BONUS POINTS. Totems have no worth in coins and should be traded ONLY for other Totems.

10 pts per totem collected: Max 150 points

Collecting all Totems: 30 points

Top 2 Totem designs: Up to 20 points

Coin Management and Stock Trading

You will start your mission with 50 coins. Spend them sparingly. For every coin you have at the end of the day, you will receive a point, with a maximum of 150 Points. There will also be a stock market with 6 different goods and services, or stocks, you can invest in. There will be a greater risk factor for each of the stocks, increasing as you go down the list. Use the table below to prepare. The change in the market will be calculated every 15 minutes. Each stock starts at 10 coins a stock, except for Isle of Berk Estates and Night Fury's Golden Investments which start at 20 coins. Stock prices will go up or down over time. The lowest a stock can go is one coin.

(Coin values as follow: Gold:1 Silver:5 Red:10)

- Terrible Terror Insurance Company | +/- 2
- ScaldrInn Franchise | +/- 4
- Northwind Loans | +/- 6
- Longship Realtors | +/- 8
- Isle of Berk Estates | +/- 10
- Night Fury's Golden Investments | +/- 12

Points for event: 150 Points

Top 3 Coins: up to 15 Points

Trading and Traders

Each patrol has an opportunity to trade throughout the morning events with other patrols and staffers. **Each patrol should bring items that they are willing to trade.** Some of the most popular items used for trading can include Candy, Cookies, Sweets, Drinks, etc. **Some of your items may be worth coins from the staffers.**

In addition to trading with patrols and staffers, there will be several Traders that will be wandering around camp. They may have something that will help you with one of your events. For example, they will have a supply of coins to buy items from you. Keep an eye on traders to strike deals with.

Adult Leader Koffee Klatch

The Koffee Klatch will be held on Saturday at 10:00 AM at Headquarters. This is an open-ended meeting and is for adults in your Troop and AOL Leaders. This is the time to hear any new camping information from the Council, discuss Scouting topics, and ask questions.

Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn each of your Patrols 15 points towards their final score.

Afternoon Events

Afternoon Activities

During the afternoon your patrol will be able to participate in a variety of activities around Emerson. **Each patrol must participate in at least three of these activities to receive full points.**

- Rifle*
- Climbing Tower⁺
- Dragon Knife Throwing
- Viking Axe Throwing
- Winter Gaga Ball
- Ice Fishing w/Backyard Bass
- Bagged ice cream

****Target and Range Activities:****

Any Scout participating in Rifle must submit a signed Shooting Sports Permission Form at check-in. No exceptions. The form is located at the end of this manual.

⁺Climbing Safety Rules located at the end of this manual

Grand Total: 100 Points

Flag & Yell

Show off your Flag and Yell starting at 1:00 pm in the Scoutcraft Field. For the highest possible points, keep it theme related and Scout appropriate. The Flag and Yell are worth up to 15 points each.

Flag

Patrol Flag	0 or 5 points
Theme Related	1 - 5 points
Overall Design	1 - 5 points

Yell

Patrol Yell	0 or 5 points
Theme Related	1 - 5 points
Enthusiasm & Originality	1 - 5 points

Grand Total: 30 points

Skit

Prepare a skit for the staffers to judge after lunch. Bring your Patrol to Scoutcraft Field starting at 1:00 PM. Your Patrol will receive up to 50 points in the skit contest. The Top 3 Patrol's Skits will perform their skit at the Skit Showcase (Campfire). Make sure the skit is Scout appropriate, well executed, and is related to the theme. More information about the Showcase appears below.

(Patrols must present the attached skit application form when performing their skit)

Grand Total: Up to 50 points

Sled Decoration Contest

Here is your chance to show off your Sled. Show the staff your "How to Train Your Scout" themed Sled at 3:15 PM at Headquarters.

To earn top points sleds will be judged on the following

CREATIVITY	<i>How well does the sled show creativity, and personality?</i>
ORIGINALITY	<i>Does the sled stand out from the rest?</i>
COMPLEXITY	<i>Did the sled take time and effort?</i>
THEME/AUTHENTICITY	<i>How accurate and thorough is the sled?</i>
SCOUT APPROPRIATE	<i>Is the sled appropriate for all ages of Scouts?</i>

Grand Total: Up to 50 Points

APA Pet Food Donation

After the many occurrences of dragons eating pets, the Vikings have decided to run a charity drive to assist in their recovery. Bring pet food of any type for cats or dogs. One can-good item or food item for each 2 members of your patrol. The food we collect will go to the APA in Brentwood.

100% - 50 Points
75% to 60% - 40 Points
60% to 40% - 30 Points
40% to 20% - 20 Points
20% to 15% - 10 Points

Sled Race

The Village Chief wants to see which young Viking group is the strongest and swiftest! Race across the open fields against several other patrols to earn your place in the Championship Heat in your ships (Sleds).

Participation: 60 Points

Top 3 Patrols: Up to 15 Points

Skit Showcase

The Top 3 Patrols from the Skit Judging will perform their skit at the Closing “Skit Showcase” (also known as Campfire). The Showcase will begin at 4:00 PM in Lane field and will be immediately before Closing/Flag Lowering and Award Presentation. Plan to be entertained by the Staff and your fellow Scouts at the end of Klondike!

Other Opportunities

Staff Participation

For this Klondike to run successfully, we need Scouts to help Staff the events and activities. To be eligible to staff, a Scout must either be at least 14 years old, have reached the rank of Star Scout, or are approved by the Camping Chairman and the Scout’s Scoutmaster. By staffing, Scouts get to know other Scouts within our district and have the opportunity to work in teams with new people. If you ask any Scout who has staffed before, they always say it is a fun experience. Each Troop who sends at least one Scout to staff will get **20 points***.

** If your Troop is unable to provide a staff member due to the number of Scouts within the Troop, please bring this to Headquarter’s attention at check-in.*

Roundtable Attendance

Important information about the Klondike is given in the two Roundtables (December and January) before the Klondike. This is also your opportunity to ask questions about the manual. Your Troop will earn **15 points** for each Roundtable a leader from your Troop attends. Remember to sign in to receive up to **30 points**.

Arrow of Light Hosting

If your Troop hosts at least one **AOL den**, you can earn **5 bonus points**. This is a great opportunity for you to show your Troop off to prospective Scouts. Most Scouts who enter Scouts BSA come from a Cub Pack.

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Evaluation Form

Unit leaders, we need your feedback for this Klondike. Please take a few minutes to fill out this evaluation form. Please include what you like and what you would like to change *and print legibly*. Use back for additional comments

Please provide any comments about the registration experience.

Please provide any comments on check-in process on Saturday morning.

How were the morning activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How were the afternoon activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How was the Campfire program?

Is there anything we should stop doing?

Is there something different you would like to see at the Klondike?

If you would like to discuss any items further, please provide your name, contact information and unit number.

Thank you for your feedback!

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Skit Application

This Form needs to be brought with you when you perform your Skit.

The skit judging contest will start at **1:00 PM** at Scoutcraft.

Each Patrol that performs a skit will earn **points** just for participating.

The top 3 skits will be awarded **bonus points** towards their final score and will perform their skit at the closing campfire.

The scoring that will be used to determine the top 3 skits is at the bottom of the page

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: _____ Patrol Name: _____

Name of skit, song, cheer: _____

Brief description of skit: _____

Staff Notes: To decide top 3 skits

ENJOYMENT How well did you enjoy the skit? 1 - 10 Score _____

ORIGINALITY Did the skit look original or put a new spin on an old skit? 1 - 10 Score _____

PREPARATION Did the patrol look like they practiced and were prepared? 1 - 10 Score _____

THEME How well did the skit fit the theme? 1 - 10 Score _____

SCOUT APPROPRIATE Is the skit appropriate for Scouts? 0 or 10 Score _____

TOTAL Score _____

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Patrol Registration Form

Troop # _____

Patrol 1 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 2 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 3 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Troop OA Information

OA Troop Rep: _____

Email: _____ Phone Number: _____

Adult OA Troop Advisor: _____

Email: _____ Phone Number: _____

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Climbing Safety Rules

1. The qualified instructor oversees all activities surrounding the climbing experience.
2. Qualified instructors should defer to the advice of anyone possessing current Instructor Staff and current Climbing Instructor cards. Failure to do so may result in immediate loss of qualification. The Instructor Staff is responsible for the safe administration of this activity and will stop operations at any time they deem necessary.
3. Safety is always your first consideration. All procedures and equipment should have a backup if the primary system fails.
4. Nothing is taken for granted - every item of equipment and all procedures are checked and rechecked. Use the buddy system - two people (one is the instructor) to check everything.
5. Remember to P.E.E. before and during every event. Assess the PARTICIPANTS, ENVIRONMENT, AND EVENT. Assess the participants as a group.
6. Onlookers are kept away from the activity site and the possibility of falling debris and any possible accidents.
7. All anchor points are checked each day (visit), especially at the beginning of summer following the winter freeze/thaw period.
8. All gear is checked daily for flaws: worn rope, cracked helmets, loose carabiner pins, sticky carabiner gates, holes in gloves, frayed chin straps, etc. A rope is overdue for retirement if the outer sheath is worn or cut.
9. Participants must be continuously supervised. Clarify that the program does not make them qualified climbers. If they wish to pursue climbing, they should seek help from qualified climbing instructors.
10. DO NOT CLIMB -
 - During a thunderstorm
 - When raining or holds are slippery and wet

Shooting Sports Safety Rules

Scouts will abide by ALL RULES on the range or they will be removed and not allowed to return to the range for the duration of camporee. No refunds will be issued for removal from the range.

1. Follow all commands from the Range Officer or staff immediately and without question.
2. Keep all weapons pointed downrange (toward the targets) at all times — never at people.
3. Do not load or shoot until given the command to do so.
4. Absolutely no horseplay or roughhousing on or near the range — instant removal for violations.
5. Only council-issued equipment (bows and guns) is allowed on the range.
6. Dry firing a bow is strictly prohibited, it can damage the equipment and yourself.
7. Keep your finger off the trigger (for BB guns and rifles) until ready to shoot.
8. Wear all required safety gear (eye protection, arm guards, etc.) when instructed.
9. Do not cross the firing line or retrieve arrows/BBs until told it is safe to do so.
10. Scouts must behave according to the Scout Oath and Law while on the range.
11. A properly colored wristband is required for range entry and participation.

One safety violation = one warning.

A second = removal from the range for the rest of Klondike.

Shooting Sports Permission Form

New Horizons/North Start/Pathfinder (Unit, District or Council) will be conducting an open shooting experience. In this program, Scouts will be able to participate in archery, rifle, shotgun, and/or pistol (Venture or Sea Scouts only) programs under direction of an NRA Range Safety Officer, NRA certified instructors, or USA Archery Level 1 Instructor.

Scouts will be required to wear appropriate protective equipment at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, shotgun, archery instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participant. For safety, my child and I agree that they will do the following or they will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all of the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, shotgun, and archery instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is a registered Venturer or Sea Scout (for pistol programs).

Participant Signature _____ Date: _____

Parent/Guardian Signature _____ Date: _____

Parent/Guardian Printed Name _____ Date: _____

Home Phone _____ Cell _____