

# Baltimore Area Council, BSA Arrowhead District Webelos Activity Pin Madness November 13, 2010

**(REGISTRATION CLOSED)**

## Location

### Holy Family Church/School

9531 Liberty Road, Randallstown, MD 21133-2726

## Directors

Gregory Miller

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Brian Hayman

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## Registration

Brian Hayman

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## Schedule

8 AM	Registration check-in main lobby
9 AM	1 <sup>ST</sup> Session begins
12 PM to 1 PM	Lunch
1 PM	2 <sup>ND</sup> Session begins
4 PM	Sessions End

## Webelos Activity Pins Offered

Engineer  
Forester  
Handyman  
Naturalist  
Readyman  
Scientist  
Showman

**Class size limited to 12 Scouts per pin for each session. Please check district website for current class availability ([www.bacarrowhead.org](http://www.bacarrowhead.org))**

**Registration Cost** \$7.00

**Dress** Class "A" field uniform required

**Lunch is not included in the cost of registration.** There will be a concession stand at the activity run by Boy Scout Troop 970 and they will have a variety of food and beverages for a cost. If this is not practical for your Webelos Scout it is recommended that you bring a bag lunch.

**Note: Due to space constraints there is a limit on the number of Scouts who can sign up for each activity pin. Registrations will be processed on a first come first serve basis. A completed registration form and full payment must be submitted to be scheduled for sessions.** Please select a first, second, and third choice for each session's activities. Every effort will be made to have the scout participate in their requested activity. If, however, selected classes are full when your registration arrives, the Registrar will contact the indicated contact person to find out what alternative activity the Scout(s) would like to take. If instead the affected Scout(s) elects not to attend, the Unit will be refunded the registration fee for that Scout(s). In past years many popular activity pins have filled long before the registration deadline!

Not all of the requirements for the activity pins can be completed in the allotted time. Some may have elements that must be completed at home. The earning of the activity pin is not guaranteed. We will not be awarding the activity pins themselves. We are presenting the opportunity for the boys to earn them. It is up to the individual units to acquire and award the actual pins during their normal pack advancement ceremonies.

At the successful completion of each session, the session leader will sign off on the activity requirements and present each scout with a certificate of completion to take back to the advancement chair of their respective unit.

**Know any Boy Scouts? Check out Merit Badge Madness on the same day for an opportunity to earn merit badges. Go to the Arrowhead District website ([www.bacarrowhead.org](http://www.bacarrowhead.org)) for details and a registration form.**

**Baltimore Area Council, BSA  
Arrowhead District  
Merit Badge Madness and  
Webelos Activity Pin Madness  
November 13, 2010**

**Holy Family Church/School Rules**

1. No food or drink, except water, in the classrooms. The only exception is Room #7 for Scouts. The teacher's lounge may be used by Scouters only.
2. No desks, chairs, or tables may be moved within the classroom without the assistance of the facility manager.
3. Scouts must not go into any desk or play with any items on the shelves, floor, etc. in any classroom. These are the personal items of the students of Holy Family School.
4. Scouts and Scouters will police the rooms, hallway, bathrooms, parking lot, etc. after each session.
5. All relocated tables, desks, and chairs will be moved to their original location at the end of the MBM.
6. Fans may be turned on and windows may be opened but all must be turned off and closed before leaving.
7. Scouts must use the bathrooms in the long hallway (not the one near the gym) during the last session.
8. No signs will be taped to the doors.
9. Scouts and Scouters will respect any blackboards marked "DO NOT ERASE." If blackboards are used. They must be erased before departure.
10. Scouts and Scouters will respect the bingo players and workers (From about 3 pm to MBM closing). Bingo begins at 6:30 pm.
11. Scouts should not leave the building unless chaperoned.
12. All trash must be placed in trash bags and placed in the dumpster.
13. Any spills must be cleaned up. Clean up equipment is available.
14. If anything is broken or damaged, these items must be reported to the facilities coordinator as quickly as possible.
15. Scout rules for child protection must be observed.
16. Any injuries will be reported to Health and Safety.
17. School telephones are to be used for urgent needs or emergencies only.