

Scout Program Guidelines

- Most programs require at least 2-4 hours to complete. Programs can be completed in one day or split over multiple days, subject to availability. We recommend 4 hours programs to be split into two 2-hour sessions. If doing the one day option, the program will be split into 2 hours in the morning, 1 hour for lunch, and 2 hours in the afternoon.
- Book your program 3+ months in advance. Certain badges require daylight or warm weather to complete, so please keep this in mind when booking.
- Some badges can be conducted at your meeting site. This involves a travel fee plus a per scout fee.
- Participation does not always fulfill requirements for the badge. Requirements with an * indicated there is one or more pre/post requirement that must be completed on your own. Pre/post requirements are listed as (PR: requirement #(s)).
- If the instructor feels the scout/pack/troop did not adequately complete the requirement, they will not get checked off on that requirement and will have to fulfill it on their own.
- Scouts BSA must bring a blue card signed by their scoutmaster. If the scout completed any requirements beforehand, he or she must bring their work to get signed off by the merit badge counselor.
- Scouts may contact our merit badge counselor to schedule a meeting for independent merit badge counseling free of charge. However, a "No Call, No Show" will result in a \$5 fee if that scout wanted to reschedule for another meeting date.
- Scouts need to dress and be prepared for all elements of the weather since most programs include outdoor time (sunscreen, insect repellent, closed toe shoes, coats, etc.)

Scout Program Guidelines Continued

- Programs are drop-off except one adult from each pack/troop must remain on the Douglas-Hart Nature Center property in case of emergency.
- The minimum number of participants is 4 scouts. In the event 1 or more scouts do not show making your total below the minimum, your pack/troop is responsible for paying the difference.
- If you are aware you do not have enough scouts to meet the minimum, we encourage your pack/troop to reschedule because our fun, hands-on activities are better suited for 4 or more scouts.
- The Douglas-Hart Foundation reserves the right to cancel/reschedule any programs that do not meet the minimum scout requirement. In this event, packs/troops will not be charged the \$15 cancellation fee.
- Cancellations must be made at least 24 hours in advance. Cancellations made less than 24 hours before the program will be charged a \$15 cancellation fee for educator time and material prep.

Ready to Book?

- Call 217-235-4644, email programs@dhnature.org, or fill out a request form at www.dhnature.org/bsa
- Have at least 3 possible dates and times for your program
- Let us know if you need additional time during the program for snack, meeting, etc.

Be sure to check our website and social media (@douglasshartnc) for already scheduled programs!



CUB SCOUTS & SCOUTS BSA Programs



Douglas-Hart Nature Center



Lion

Fun on the Run

2 Hours • \$8/Scout

Animal Kingdom**

2 Hours • \$8/Scout

Mountain Lion**

2 Hours • \$8/Scout

Gizmos and Gadgets

2 Hours • \$8/Scout

On Your Mark**

2 Hours • \$8/Scout

Build It Up, Knock It Down

2 Hours • \$8/Scout

** Families are encouraged to participate in the last 30 minutes

** Requires daylight

** Requires daylight/warm weather



Tiger

Games Tiger Play*

2 Hours • \$8/Scout

My Tiger Jungle**

2 Hours • \$8/Scout

Tiger Bites

2 Hours • \$8/Scout

Tigers in the Wild**

2 Hours • \$8/Scout

Good Knights

2 Hours • \$8/Scout

Sky is the Limit**

2 Hours • \$8/Scout

Stories in Shapes

2 Hours • \$8/Scout

Tiger-iffic

2 Hours • \$8/Scout

Tiger Tag**

2 Hours • \$8/Scout

Tiger Tales

2 Hours • \$8/Scout

Tiger Theater

2 Hours • \$8/Scout

*(PR:2)

** Requires daylight/warm weather

** Requires daylight

** Requires at least 1 hour of total darkness

** Requires daylight/warm weather

*denotes pre/post requirement(s)

**denotes important information regarding scheduling



Webelos

Cast Iron Chef***

2 Hours • \$8/Scout

First Responder

3 Hours • \$10/Scout

Webelos Walkabout**

4 Hours • \$15/Scout

Adventures in Science**

4 Hours • \$15/Scout

*** (PR:1) & requires daylight

** Requires daylight

** Requires two 2-hr sessions



Wolf

Call of the Wild

2 Hours • \$8/Scout

Howling at the Moon**

2 Hours • \$8/Scout

Paws on the Path

2 Hours • \$8/Scout

Running with the Pack*

2 Hours • \$8/Scout

Air of the Wolf

4 Hours • \$8/Scout

Code of the Wolf

2 Hours • \$8/Scout

Collections & Hobbies*

2 Hours • \$8/Scout

Digging in the Past

3 Hours • \$10/Scout

Finding Your Way

3 Hours • \$10/Scout

Germs Alive*

3 Hours • \$10/Scout

Grow Something***

2 Hours • \$8/Scout

Motor Away**

4 Hours • \$15/Scout

** Families are encouraged to participate in the last 30 minutes

*(PR:6)

*(PR:4)

*(PR: 5 or 6)

*** (PR: 1 & 4) & requirements will be started in program

** Requires daylight/warm weather



Bear

Bear Necessities

2 Hours • \$8/Scout

Fur, Feathers, and Ferns**

2 Hours • \$8/Scout

A Bear Goes Fishing**

2 Hours • \$8/Scout

Beat of the Drum

2 Hours • \$8/Scout

Forensics

3 Hours • \$10/Scout

Make it Move

2 Hours • \$8/Scout

Marble Madness

3 Hours • \$10/Scout

Super Science

3 Hours • \$10/Scout

A World of Sound

2 Hours • \$8/Scout

** Requires daylight

** Requires daylight/warm weather

** Requires daylight

** Requires daylight



Scouts BSA

Bird Study***

4 Hours • \$15/Scout

*** (PR: 2 & 5) & requires daylight

Environmental Science***

4 Hours • \$15/Scout

*** (PR:2,3f(1),6) & requires daylight/warm weather

Forestry***

4 Hours • \$15/Scout

*** (PR: 1 & 7) & requires daylight/warm weather

Gardening***

4 Hours • \$15/Scout

*** (PR: 2 & 8c) & requires daylight/warm weather

Geocaching***

4 Hours • \$15/Scout

*** (PR: 7, 8b, 9) & requires daylight

Insect Study***

4 Hours • \$15/Scout

*** (PR: 4, 7, 11) & requires daylight/warm weather

Mammal Study***

4 Hours • \$15/Scout

*** (PR: 1 & 2) & requires daylight

Nature***

4 Hours • \$15/Scout

*** (PR: 3, 4a, 4g) & requires daylight/warm weather

Reptile and Amphibian Study***

4 Hours • \$15/Scout

*** (PR: 1, 4, 7, 8b) & requires daylight/warm weather

Wilderness Survival***

4 Hours • \$15/Scout

*** (PR: 1, 2, 6, 8) & requires daylight/warm weather

"The open air is the real objective of Scouting and the key to its success."

-Robert Baden-Powell



Contact Us

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