AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on many factors. When planning activities outside of program materials or handbooks, ask this question: Is the activity appropriate for the age and for Scouting? Not every activity needs to be conducted.



LIONS (WITH ADULT PARTNER)



TIGERS (WITH ADULT PARTNER)



WOLF/BEAR SCOUTS



WEBELOS SCOUTS



SCOUTS



SEA SCOUTS, VENTURERS ("Older Scouts" are age 13 and have completed eighth grade or 14 years old and up.)

· ** **.	OUTDOOR SKILLS						
	Hunting						Venturers Only
	Mountaineering/Scrambling/Cross-Country Travel						V
	Search and Rescue Missions						V
	Search and Rescue Practice					~	V
	Fueled Devices (Stoves and lanterns)					~	V
	Hiking—Multiple Day					~	V
	Mountain Boards					V	V
	Orienteering					~	V
	Wilderness Survival Training				Castaway Elective	~	V
	Camporees				Day Visit Only	~	V
	Fire Building				~	~	V
	Pioneering				~	~	V
	Cooking Outdoors			Bear Necessities Requirement	~	~	V
	Horseback Riding			V	~	~	V
	Map and Compass		Map Only	V	~	~	V
	Pioneering Towers (Check requirements for height restrictions.)	Co	ouncil/District Event	s Only	~	~	V
	Rope Bridges (Check requirements for height restrictions.)	Co	ouncil/District Event	s Only	~	~	V
	Conservation Projects	V	V	V	~	~	V
	Fishing	V	V	V	~	V	V
	Hiking—Day	V	V	V	~	~	V
	TOOLS (See handbook requirements, merit badge pamphle	ets, and Age Guidel	ines for Tool Use N	o 680-028 for addition	nal limits)		
W/		oto, una Ago dulaci	11103 101 1001 030, 10				
	Power Tools—Chain Saws, Log Splitters, Wood Chippers, Power Saws			l A	dult Use Only		One Are Oridalines for Tool Hea
	Power Tools					~	See Age Guidelines for Tool Use
	Axes				~	~	~
	Bow Saws			Dear Only	~		~
	Pocketknife	/	~	Bear Only	~	~	~
	Hand Tools						V
	TREKKING (See Trek Safely, 430-125.)						
	Horse Treks						<i>V</i>
	Backpacking—Overnight, Backcountry					V	V
	Bike Treks—Multiple Overnights					~	V
	Ski Touring—Multiple Days and Nights Carrying Gear					~	V
	Day Hikes	/	V	V	/	~	V
	SHOOTING (See shooting sports guides at www.scouti	ng.org. Note: Shoot	ting at each other is	prohibited.)			
	Centerfire/Large-Bore Rifles						Venturers and Sea Scouts
	Pistols						Venturers and Sea Scouts
	Pistol Safety and Marksmanship Programs						Council-Run Program
	Specialty Programs—Cowboy Action Shooting						V
	.22 Rifle					~	V
	Archery—Field					V	V
	Muzzieloaders					V	V
	Shotguns					V	V
	Specialty Programs—Airsoft					V	V
	Specialty Programs—Chalkball					V	V
	Air Rifle (pellet guns)				Webelos Resident Camp Only	V	✓
	BB Guns		Counc	il/District Outdoor Progr		V	V

AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on many factors. When planning activities outside of program materials or handbooks, ask this question: Is the activity appropriate for the age and for Scouting? Not every activity needs to be conducted.



LIONS (WITH ADULT PARTNER)



TIGERS (WITH ADULT PARTNER)



WOLF/BEAR SCOUTS



WEBELOS SCOUTS



SCOUTS



SEA SCOUTS, VENTURERS

("Older Scouts" are age 13 and have completed eighth grade or 14 years old and up.)

						grade or 14 years old and up.				
VEHICLES										
Driving	riving Drivers must be currently licensed and at least 18 years of age.									
Snowmobiles						Venturers Only				
All-Terrain Vehicles (ATV)					Approved Cou	ncil Use Only; No Unit Use				
Personal Watercraft (PWC)			Approved Cou	ved Council Use Only; No Unit Use						
BMX Biking			V	~	/	V				
Mountain Biking			V	V	V	V				
Bike—Day Trip	V	V	V	V	V	V				
COPE AND CLIMBING (See Climb on Safely t	raining and Belay C	n. No. 430-500.)								
Caving (other than simple novice activities)						V				
Lead Climbing						V				
Snow and Ice Climbing						V				
Belaying					V	V				
Rock Climbing					/	V				
Amusements—Aerial Adventure Parks					V	V				
Amusements—Canopy Tours					V	V				
Amusements—Zip Lines					V	V				
Rappeling				~	/	V				
COPE		Age-Appropri	ate Initiative Games		V	V				
Bouldering	V	V	~	V	/	V				
Climbing (age-appropriate man-made facility)	V	V	V	~	~	V				
Aerial Towed Activities (kitesurfing, parasalls) Cliff Jumping, High Dives	Safety Afloat for restrictions based on skills, such as swimming ability, rather than age.) Not Authorized Not Authorized									
Triathlon: Swim Races in Open Water				- Audionizou		Sanctioned Events				
Paddle Sports: Youth Operated on Class III or Above Whitewater						V				
Personal Water Craft (PWC)					Approved C	ouncil Programs Only				
Paddle Sports: Whitewater With Professional Guide on Board					/	✓				
Paddle Sports: Youth Operated on Class I or II Whitewater					~	~				
Motorboats: Youth Operated (check state regulations)					/	~				
Overnight Cruise on Live-Aboard Vessel					V	V				
Sailboats and Sailboards: Youth Operated					/	V				
Snorkeling in Open Water					~	V				
Scuba (See www.scouting.org/health-and-safety/gss/gss02/#h.)					V	V				
Surfing					V	V				
Towed Activities (waterskiing, knee boarding, floats)					V	V				
Tubing (floating in gently flowing water)			V	V	V	V				
Paddle Sports: Youth Operated on Calm or Gently Flowing Water	Passengers Only		Paddle Sports Include Canoes, Kayaks, Pedal Boats, Rafts, Rov			fts, Rowboats, SUP				
Commercial Marine Transport (ferries, excursion ships)	V	V	V	V	~	V				
Day Rides on Large Private Craft With Trained Adult Operator	/	V	V	V	/	V				
Swimming	V	V	V	V	V	V				
Snorkeling in Confined Water	V	V	V	V	V	V				
Water Parks, Slides, and Floating Attractions	Appropriate Age Varies by Feature									