A	AGE APPROPRIATE GUIDELINES DOR 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 PARTINER)	TIGERS (WITH ADULT PARTINER)	WOLF/BEAR SCOUTS	WEBELOS SCOUTS	SCOUTS BSA	CUDER SCOUTS BSA, SEA SCOUTS, VENTURERS (*Older Scouts BSA" are age 13 and have completed eighth grade or 14 years old and up.)		
	Outdoor Skills								
	Hunting						Venturers Only		
	Mountaineering/Scrambling/Cross-Country Travel								
	Search and Rescue Missions					,			
	Search and Rescue Practice								
	Fueled Devices (Stoves and lanterns)					V	V		
	Hiking—Multiple Day					V	V		
	Mountain Boards Orienteering					V	V		
	Wilderness Survival Training				Castaway Elective	v v	v v		
	Camporees				Day Visit Only	v v	1		
	Fire Building					v √	V		
	Pioneering				V				
	Cooking Outdoors			Bear Necessities Requirement	√	√	√		
	Horseback Riding					V	√ √		
	Map and Compass		Map Only						
	Pioneering Towers (Check requirements for height restrictions.)	Ca	ouncil/District Event	ts Only					
	Rope Bridges (Check requirements for height restrictions.)	Co	ouncil/District Event	ts Only					
	Conservation Projects								
	Fishing	V	V	√	√	√			
	Hiking—Day	\checkmark		√		\checkmark			
	TOOIS (See SAFE Project Tool Use Guidelines: <u>filestore.scol</u>	ıting.org/filestore/he	althsafety/pdf/680	-028.pdf)					
\forall	Power Tools—Chain Saws, Log Splitters, Wood Chippers, Power Saws				dult Use Only				
II I	Power Tools		1	I			See Age Guidelines for Tool Use		
	Axes								
	Bow Saws					V	V		
	Pocketknife			Bear Only					
	Hand Tools			\checkmark		\checkmark	\checkmark		
	Trekking								
\searrow	Horse Treks	1	1	1	1		1		
	Backpacking—Overnight, Backcountry					1	V V		
	Bike Treks—Multiple Overnights					v 1/	1		
	Ski Touring—Multiple Days and Nights Carrying Gear					v √	V V		
	Day Hikes	√					√ √		
(a)	Shooting				·	Ţ	· ·		
S	Shooting (See shooting sports guides at www.scouting	g.org. Note: Shooting	g at each other is pi	rohibited.)	1		1		
T	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 .22 Rifle					1	V N		
	Archery—Field					V 1	V		
	Muzzleloaders					v v	v v		
	Shotguns					v v	v v		
	Specialty Programs—Airsoft						1		
	Specialty Programs—Chalkball						√ √		
ET.	Air Rifle (pellet guns)				Webelos Long-Term Camp Only	v			
	BB Guns		Counc	II/District Outdoor Progr	-	V	, √		
	Archery—Target, Action (moving targets)		Council/District	Outdoor Programs Only					
	Slingshots/Wrist Rockets		\checkmark						
	Catapults/Trebuchets		Pr	ojectiles must be soft a	nd small (no larger tha	n a tennis ball).			
Z D	Camping (See Guide to Safe Scouting: <u>www.scouting.c</u>	org/health-and-safet	tv/ass)						
	Camping as a Den , , ,								
	Unit-Coordinated Camping	Camping as a	a Pack at Council's Des	ignated Locations	or Pack at Council's Designated Locations	\checkmark	\checkmark		
	Council-Coordinated Camping	1			V	1	1		
	counter coordinated oumping	V	V	v	v	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 (MITH ADULT PARTINER)	WOLF/BEAR SCOUTS	WEBELOS SCOUTS	SCOUTS BSA	OLDER SCOUTS BSA, SEA SCOUTS, VENTURERS (*Older Scouts BSA" are age 13 and have completed eighth grade or 14 years old and up.)	
- 🛞 Vehicles							
All-Terrain Vehicles (ATV)		1	1		Anneround Cour	asil Use Only No Unit Use	
Personal Watercraft (PWC)						ncil Use Only; No Unit Use ncil Use Only; No Unit Use	
BMX Biking			V	V	1/		
Mountain Biking			v √	v √	v √	$\sqrt{1}$	
Bike—Day Trip	V	V	v v	v v	v v	v √	
Cope and Climbing	V	, v	V	v	v	v	
Caving (other than simple novice activities)		1					
Lead Climbing						$\sqrt{1}$	
Snow and Ice Climbing						v v	
Belaying						$\sqrt{1}$	
Rock Climbing					v v	v v	
Amusements—Aerial Adventure Parks					√ √	$\sqrt{1}$	
Amusements—Canopy Tours							
Amusements—Zip Lines							
Rappelling					√ √		
COPE		Age-Appropria	I ate Initiative Games	v	V		
Bouldering		√	√		V		
Climbing (age-appropriate man-made facility)							
Aniatics (Son Safe Swim Defense and Safety Aflect for	restrictions based	on skills, such as s	vimming shility, rather	than ano)			
	or restrictions based on skills, such as swimming ability, rather than age.) Not Authorized						
Aerial Towed Activities (kitesurfing, parasails)							
Cliff Jumping, High Dives			No	ot Authorized		Oranational Franks	
Triathlon: Swim Races in Open Water						Sanctioned Events	
Paddle Sports: Youth Operated on Class III or Above Whitewater					Annual	V ouncil Programs Only	
Personal Water Craft (PWC)					Approveu u	/	
Paddle Sports: Whitewater With Professional Guide on Board					V	N N	
Paddle Sports: Youth Operated on Class I or II Whitewater Motorboats: Youth Operated (check state regulations)					V 1	√ √	
Overnight Cruise on Live-Aboard Vessel					v	v √	
Sailboats and Sailboards: Youth Operated					V V	v N	
Snorkeling in Open Water					v 1		
Scuba					v √		
Surfing					V	$\sqrt{1}$	
Towed Activities (waterskiing, knee boarding, floats)					1	v v	
Tubing (floating in gently flowing water)					v v	v v	
Paddle Sports: Youth Operated on Calm or Gently Flowing Water	Passeng	ers Only		v rts Include Canoes, Ka	v Ayaks, Pedal Boats. Ra	v	
Commercial Marine Transport (ferries, excursion ships)	$\sqrt{\sqrt{1-1}}$		$\sqrt{1-1}$		√	√	
Day Rides on Large Private Craft With Trained Adult Operator	V						
Swimming					V		
Snorkeling in Confined Water		v √					
Water Parks, Slides, and Floating Attractions			Appropriate	Age Varies by Featur	e		