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	OLDER 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						✔
Search and Rescue Missions						✔
Search and Rescue Practice					✔	✔
Fueled Devices (Stoves and lanterns)					✔	✔
Hiking—Multiple Day					✔	✔
Mountain Boards					✔	✔
Orienteering					✔	✔
Wilderness Survival Training				Castaway Elective	✔	✔
Camporees				Day Visit Only	✔	✔
Fire Building				✔	✔	✔
Pioneering				✔	✔	✔
Cooking Outdoors			Bear Necessities Requirement	✔	✔	✔
Horseback Riding			✔	✔	✔	✔
Map and Compass		Map Only	✔	✔	✔	✔
Pioneering Towers (Check requirements for height restrictions.)	Council/District Events Only			✔	✔	✔
Rope Bridges (Check requirements for height restrictions.)	Council/District Events Only			✔	✔	✔
Conservation Projects	✔	✔	✔	✔	✔	✔
Fishing	✔	✔	✔	✔	✔	✔
Hiking—Day	✔	✔	✔	✔	✔	✔
TOOLS (See handbook requirements, merit badge pamphlets, and Age Guidelines for Tool Use, No. 680-028, for additional limits.)						
Power Tools—Chain Saws, Log Splitters, Wood Chippers, Power Saws	Adult Use Only					
Power Tools						See Age Guidelines for Tool Use
Axes					✔	✔
Bow Saws				✔	✔	✔
Pocketknife			Bear Only	✔	✔	✔
Hand Tools	✔	✔	✔	✔	✔	✔
TREKKING (See Trek Safely, 430-125.)						
Horse Treks						✔
Backpacking—Overnight, Backcountry					✔	✔
Bike Treks—Multiple Overnights					✔	✔
Ski Touring—Multiple Days and Nights Carrying Gear					✔	✔
Day Hikes	✔	✔	✔	✔	✔	✔
SHOOTING (See shooting sports guides at www.scouting.org. Note: Shooting 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						✔
.22 Rifle					✔	✔
Archery—Field					✔	✔
Muzzleloaders					✔	✔
Shotguns					✔	✔
Specialty Programs—Airsoft					✔	✔
Specialty Programs—Chalkball					✔	✔
Air Rifle (pellet guns)				Webelos Resident Camp Only	✔	✔
BB Guns		Council/District Outdoor Programs Only			✔	✔
Archery—Target, Action (moving targets)	Council/District Outdoor Programs Only				✔	✔
Slingshots/Wrist Rockets	Council/District Outdoor Programs Only				✔	✔
Catapults/Trebuchets	Projectiles must be soft and small (no larger than a tennis ball).					

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	OLDER SCOUTS, SEA SCOUTS, VENTURERS ("Older Scouts" are age 13 and have completed eighth grade or 14 years old and up.)
VEHICLES						
Driving	Drivers must be currently licensed and at least 18 years of age.					
Snowmobiles						Venturers Only
All-Terrain Vehicles (ATV)					Approved Council Use Only; No Unit Use	
Personal Watercraft (PWC)					Approved Council Use Only; No Unit Use	
BMX Biking			✔	✔	✔	✔
Mountain Biking			✔	✔	✔	✔
Bike—Day Trip	✔	✔	✔	✔	✔	✔
COPE AND CLIMBING (See Climb on Safely training and Belay On, No. 430-500.)						
Caving (other than simple novice activities)						✔
Lead Climbing						✔
Snow and Ice Climbing						✔
Belaying					✔	✔
Rock Climbing					✔	✔
Amusements—Aerial Adventure Parks					✔	✔
Amusements—Canopy Tours					✔	✔
Amusements—Zip Lines					✔	✔
Rappeling				✔	✔	✔
COPE	Age-Appropriate Initiative Games				✔	✔
Bouldering	✔	✔	✔	✔	✔	✔
Climbing (age-appropriate man-made facility)	✔	✔	✔	✔	✔	✔
AQUATICS (See handbooks, Safe Swim Defense, and Safety Afloat for restrictions based on skills, such as swimming ability, rather than age.)						
Aerial Towed Activities (kitesurfing, parasails)	Not Authorized					
Cliff Jumping, High Dives	Not Authorized					
Triathlon: Swim Races in Open Water						Sanctioned Events
Paddle Sports: Youth Operated on Class III or Above Whitewater						✔
Personal Water Craft (PWC)					Approved Council 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					✔	✔
Sailboats and Sailboards: Youth Operated					✔	✔
Snorkeling in Open Water					✔	✔
Scuba (See www.scouting.org/health-and-safety/gss/gss02/#h.)					✔	✔
Surfing					✔	✔
Towed Activities (waterskiing, knee boarding, floats)					✔	✔
Tubing (floating in gently flowing water)			✔	✔	✔	✔
Paddle Sports: Youth Operated on Calm or Gently Flowing Water	Passengers Only		Paddle Sports Include Canoes, Kayaks, Pedal Boats, Rafts, Rowboats, SUP			
Commercial Marine Transport (ferries, excursion ships)	✔	✔	✔	✔	✔	✔
Day Rides on Large Private Craft With Trained Adult Operator	✔	✔	✔	✔	✔	✔
Swimming	✔	✔	✔	✔	✔	✔
Snorkeling in Confined Water	✔	✔	✔	✔	✔	✔
Water Parks, Slides, and Floating Attractions	Appropriate Age Varies by Feature					
AIRCRAFT (Complete and follow Flying Plan Checklist, No. 680-672.)						
Soaring (Orientation flights only)			✔	✔	✔	✔
Hot-Air Balloons (See Tether Guidelines and FAQs at www.scouting.org.)	✔	✔	✔	✔	✔	✔
Orientation Flight	✔	✔	✔	✔	✔	✔

680-685
2018 Printing
Rev. 8/18