

Scout Release Request Information

Scouts desiring to leave camp prior to their unit's departure or during the week have a release signed by their parents or guardian and approved by the Scoutmaster. Scouts should normally only be permitted to leave accompanied by their parents.

In an emergency it may not be possible for a parent or guardian to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the Scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the Scout, and give detailed reasons for the release.

In signing the request for release, BSA and parents or guardians mutually acknowledge that there will be no refund of camp fees; that the council health and accident insurance terminates with the Scout's departure from camp; that upon the Scout's departure from the Scout Camp, the BSA or its representatives shall not be liable for any loss or injury to the Scout's person or property.

******NOTE******

Scout must check out through the Camp Office. Photo ID and verification will be required to escort any Scout from Camp.

Scout Release Request

Request is made that Scout _____

Scout's Home Address _____

Verification Phone Number _____

Council _____ Unit No. _____

Be permitted to leave camp for the following reason(s):

Scout to leave on Date _____ Time _____ Method of Travel _____

Accompanied by _____

Drivers License # _____

Request made by: _____

(Parent or Guardian)

Address: _____

Telephone (H) _____ (C) _____

Approval of Scoutmaster _____ Date _____

(SIGNATURE)

This form is not valid without a Scoutmaster signature

Scouts must check out through the Camp Office. Photo ID and verification will be required to
escort any Scout from Camp and written approval from the Camp Director.

Approval: _____ Date _____ Time _____

(Camp Director or Representative)

Comments _____
