

# Important Information

# Scouting

# Cub Scouts

## MINIMUM NUMBERS

Scout programs and rates are based on groups of 10 people or more. Smaller groups can be accommodated but a minimum payment of \$70 is still required.

## RESERVATIONS

are required. Please book a tour at our website [www.firemuseummd.org/scouts](http://www.firemuseummd.org/scouts) or call 410-321-7500 x102. Reservations are available year round.

## DEPOSITS

Reservations are tentative until a \$70 deposit is received with a signed Letter of Agreement. Deposits are refundable only if a program is cancelled 7 days prior to reserved date. Payment may be made by cash, check, Visa, MasterCard, or Discover. All program fee balances must be paid upon arrival.

## TARDINESS/CANCELLATION

If your group is running late, please call 410-321-7500 x102 so arrangements can be made. Reservations are made for a specific time slot. Groups more than an hour late may be subject to cancellation and forfeiture of deposit. Programs cancelled due to inclement weather will be rescheduled.

## ACCESSIBILITY & PARKING

The Fire Museum is fully accessible for visitors with mobile disabilities. The museum has ample free parking and easy bus access. Autism support available.

**T**he Fire Museum of Maryland's educational programs have provided quality experiences to visitors since 1971. Gleaming fire engines and hands-on activities catch and maintain the attention of Scouts. Each program can be completed in its entirety at the museum, and Scouts will receive a patch from the museum upon completion of their visit.

## OUTREACH VISITS

Some of our Cub Scout adventure programs, as well as some of the Add-ons, can be done outside of the museum. Let us know if this may be better for your pack. Travel charges may be applied based on distance.

**"The Scout programs at the museum are fantastic! They were engaging, and the program met all the requirements for my Scouts' awards."**

-Den Leader Pack 312, Lisburn, PA

Follow the Fire Museum on Social Media

@FireMuseumMD



Share your memories with us  
#FireMuseumMD



THE CITIZENS OF  
BALTIMORE COUNTY



MARYLAND  
HUMANITIES

## FIRE MUSEUM OF MARYLAND

1301 York Road Lutherville MD 21093

410-321-7500 x102

[www.firemuseummd.org/scouts](http://www.firemuseummd.org/scouts)





## ADVENTURE PROGRAMS



### Tiger: Safe and Smart

**Duration:** 1 1/2 hours

**Cost:** \$7/Scouts

\$12/Adults; The Den Leader is free.

Heads up Scouts! It's time to do your best to be safe and smart Tigers. This adventure will help Tigers know what to do in an emergency. Tigers will learn the right way to call 911, and they will also learn other important fire safety tips. Tigers can be an important helper to police and firefighters by knowing and practicing safety plans. Tigers will also develop fire escape plans for their home and family in an emergency.

### Wolf: Code of the Wolf

**Duration:** 1 1/2 hour

**Cost:** \$7/Scouts;

\$12/Adults; The Den Leader is free.

In the world of computers, math is used to create a secret code to protect information. Encryption is when you take a message and use a code to change it into something that no one can read unless they have a way to read the code. This is called a key. Making and creating codes is a form of math



## ADVENTURE PROGRAMS

### Bear: Paws For Action

**Duration:** 1 1/2 hours

**Cost:** \$7/Scouts

\$12/Adults; The Den Leader is free.

Through engaging with our nation's flag and history, Bear Cub Scouts will develop a deep sense of patriotism and connection to their heritage. These activities are more than lessons; they're pathways to understanding what binds us as a nation.



### Webelos: My Safety Adventure

**Duration:** 1 1/2 hours

**Cost:** \$7/Scouts

\$12/Adults; The Den; Leader is free.

In this Adventure, you will strengthen your ability to keep yourself safe with the "Protect Yourself Rules" and learn ways to keep your home and meeting space safe. During this adventure, scouts will know what to do during natural disasters, know about hazardous chemicals in their home and know how to properly dispose of them, and how to keep their home safe.

## ADD-ONS

### FIRE RESCUE GAME

**Duration:** 1/2 hour

**Recommended Grades:** K to 3rd

**Cost:** \$3/Scouts; adults are free.

Scouts wear kid-sized fire gear and simulated breathing apparatus to learn about fire safety. They practice teamwork to "rescue" an adult from a "burning building."



### HALF HOUR IN DISCOVERY ROOM FOR LUNCH

**Cost:** \$30 for Discovery Room, \$50 for lunch

Time in the Discovery Room for lunch can be added for a group rate. In the Discovery Room Scouts explore and learn with their hands, try on kid-sized firefighter gear and play on a real fire engine! Floor space for lunch and a limited number of tables and chairs are available.

### VISITING FIREFIGHTER

**Cost:** \$50/Group

**Duration:** 1/2 hour

Based on availability, a firefighter or representative from UMD's department of Fire Protection Engineering will visit with your group to speak about related career or education pathways and do a demonstration.

### BRUSH FIRE TANK ACTIVITY

**Duration:** 1/2 hour

**Recommended Grades:** K to 3rd

**Cost:** \$3/Scouts; adults are free.

Scouts will be able to operate a real brush fire tank that firefighters would use to put out small fires in remote areas. Instead of a real fire, students will be able to spray water from the tank onto a wooden target. A great add-on to any outreach activity as well.