

THE TRUE COST OF SCOUTING IS LIKE AN ICEBERG!

What you see above the water is just a fraction.

Meeting Costs
Registration
Camp Fees
Equipment

Boys' Life
Uniforms
Activity Fees
Books
Unit Dues

The part that isn't visible...

\$0

Camps:

Maintenance and upkeep on the council camp: Camp Three Falls

Camp Equipment:

Tent platforms, cooking equipment, vehicles, boats, firearms, building and equipment repairs and replacement.

Camp Rangers:

To keep our beautiful camps meeting and exceeding National Standards.

Administrative Needs:

Computers, internet, copy machines and additional office equipment.

Reference Resources:

Everything from program planning kits to local camping information books.

Charter Fees:

For regional and national support.

Postage & Printing:

Correspondence to leaders, parents and youth members.

Insurance:

To protect our volunteers, chartering organizations, youth, staff and property.

Recognitions:

For leaders who attend training, volunteer for special projects and help out in many roles throughout Scouting.

Volunteer and Staff Training:

Training for nearly 5,000 volunteer leaders each year.

Support Staff:

For registration, typing, publications, fundraising, special events and program support.

Service Center:

Utilities, insurance, repairs and care for Council Service Center

Council Communications:

Our newsletter, website and information technology to keep everyone informed.

A/V Supplies:

Used in training, camp promotion, activities and much more.

Professional Staff:

Our executive staff assists in creating new units, training, fundraising, membership recruitment, counseling and guidance for your district, camps and programs.

\$50

\$150

\$300

The majority of costs of Scouting programs, like running our camps, record keeping, materials, training programs, support staff and insurance are hidden beneath the surface, just like an iceberg. The part that isn't visible is what keeps the rest afloat.

HELP KEEP SCOUTING AFLOAT!

Support the Friends of Scouting Campaign