



Miscellaneous Activities

Activities Permitted for: See *Activities at a Glance* for grade level permissions.

Includes:

- STEM, Arts, Crafts
- Land sports
- Skateboarding
- Laser tag
- Segway*

Council Approval: Required for Segway as per Council Policy P1; [Activity/Trip Permission \(2129\)](#)

Vendor Approval: Required for Segways & Laser tag

Required Training: 281 GS 201 Trips & Overnights (gsLearn)

About Miscellaneous Activities

STEM, Arts, Crafts. From crafting and the arts to STEM projects, girls create, develop, and engage in a variety of projects. The activities are broad and varied and can include painting, pottery, beading, sewing, astronomy exploration, and engineering design and investigation, to name just a few.

Land Sports. Depending on location, these sports can be played year-round or during a specific time of year, indoors or outdoors. The category is intended to include all land sports, including soccer, basketball, flag football, softball, hockey, basketball, tennis, and more.

Laser Tag. This popular activity usually takes place at an indoor venue but can be done outdoors as well. This tag game is played by using laser guns with infrared beams. Laser tag vests or other types of specific clothing may be used and, if so, are available at the facility. This is a fun and exciting way to learn teamwork and good sportsmanship as well as healthy camaraderie!

Segway. A Segway is a personal transportation device that has become very popular in tourist areas. It is an automated standing cart-like machine with two wheels and a steering bar. Not quite driving, but close to it. **Helmets are worn for Segway and *this activity is recommended only for Seniors and Ambassadors.**

Skateboards. Skateboarding is a land activity in which a person can ride in a standing or crouching position using a variety of boards and wheels and propelling themselves by occasionally pushing one foot against the ground. Helmets and wrist guards are required.

Equity. In addition to physical and social-emotional disabilities, consider the history, culture, and past experiences of the Girl Scout members in your troop that could affect their ability to equally participate in an activity. Work with members and families to understand how an activity is perceived. Ensure that all Girl Scout members and their families feel comfortable and have access to whatever is needed to fully participate, such as proper equipment, prior experiences, and the skills needed to enjoy the activity.

Infectious Disease Guidelines. Girl Scouts use a commonsense approach to health and safety. Before participating in Girl Scouting activities, members are to undergo health checks at home for any symptoms such as fever of 100.4 (or need for fever-reducing medications) chills, cough, shortness of breath, difficulty breathing, fatigue, muscle or body aches, headache, new loss of taste or smell, sore throat, congestion or runny nose, stomach aches, nausea, or vomiting. Members with any of these symptoms or in need of fever-reducing medication **MUST** stay home until fully recovered.

Emergency Action Plan (EAP). Review and document your Emergency Action Plan (EAP) before taking girls out for any activity and review it with the girls so they too are prepared. Think through scenarios of what can go wrong such as an accident, physical injury to a girl, missing girl, sudden illness, or sudden weather or water emergencies.

Vendor Approval Required for Segways. Review Vendor Approval section under the *Standard Safety Guidelines for vendor approval timelines*. Connect with your Girl Scout council for approved vendor suggestions to ensure they are properly insured. If it is not, allow enough time to have the vendor approved. The owner operator should be able to confirm one million dollars General Liability insurance upon request. For privately/locally owned businesses, the council will request a certificate of insurance to document evidence of the insurance coverage and name the council as additional insured. Most facilities will accommodate this request if they are able to administratively. [See High Adventure Approved Vendors List \(#2127\)](#).

Required Training: Troop/Group Program leaders must complete GSUSA's online leadership courses and GSVSC's 281 GS 201 Trips & Overnights course in gsLearn. Adult volunteer chaperones must complete GSVSC's 281 GS 104 Orientation for Support Volunteers online course in gsLearn.