## Scouting Registration Renewal Form

## **GAMEHAVEN COUNCIL**

Time flies when you're on the Scouting trail! It's been nearly a year since your family embarked on this new adventure. Along the way, your Scout has had the chance to discover personal growth, outdoor adventure, and belonging with their friends. Your family may have discovered more time together as you participated alongside each other and created priceless memories.

It is now time to renew your Scouting membership. The renewal process is an easy one that you'll be able to complete online at my.scouting.org or by filling out the form below and submit renewal payment to Gamehaven Council, 607 E Center St, Rochester, MN 55904. Payment may be made in the form of check or cash when mailing or via card at Gamehaven Council office.

## **Fees to Renew:**

• \$170 for Cub Scouts, Scouts BSA, Venturing, and Ship youth and participants (\$85 National Fee + \$85 Council Fee)

If you have any questions or concerns about the renewal process, please contact Pam at 507-361-5341 or by emailing

- \$80 for adult volunteers in the above programs (\$65 National Fee + 15 Council Fee)
- \$65 for Exploring youth, participants, and adults (\$50 National Fee + 15 Council Fee)
- \$25 for Merit Badge Counselors (fee applies only for MB Counselors not already registered as leaders)
- \$15 for Scout Life magazine subscription

Unit Type (circle one): Pack Troop Crew Ship Post

Unit Number (ex. 1001): \_\_\_\_\_\_

What type of registration are you renewing?

\$170 Youth Registration \$80 Adult Registration \$15 Scout Life Subscription
\$65 Exploring Registration \$25 Merit Badge Counselor

PARTICIPANT INFORMATION

First Name: \_\_\_\_\_\_ Last Name: \_\_\_\_\_\_

BSA Member ID: \_\_\_\_\_ Phone Number: \_\_\_\_\_\_

Mail or deliver payment with this completed renewal form to Gamehaven Council, 607 E Center St, Rochester, MN 55904

Email address will be used for future renewals and other Gamehaven Council information.



For Internal Use Only:	POS Number:	
Received on:	Renewal Processed on:	