



# 2024 Indian Waters Council Adventure Card Unit Fundraising Guide

## What is an Adventure Card?

The Indian Waters Council Adventure Card is a great way for Scouts to fund adventures to summer camp and beyond. This year we have one Adventure Card that covers a variety of vendors across the Midlands and Pee Dee regions.

An Adventure Card only costs \$10 and includes exclusive offers from area retailers totaling more than \$200 in potential savings. Participating Scouts will earn \$5 for every card they sell.

Cards will be distributed at the Council Offices and strategic points throughout the Council in late Spring to start the sale (Exact dates to follow). The sale will conclude July 1, 2024. All money and unsold cards should be returned to the Council Office no later than July 1.

**Why should your unit sell Adventure Cards?** The Adventure Card program is easy and risk free. There is no upfront cost to the unit to sell Adventure Cards. Units may return any unsold cards with no consequences.

## Unit Adventure Card Coordinator

Each unit should have a person designated to coordinate the Adventure Card sale. Responsibilities include managing all aspects of the sale and clearly communicating sale information to leaders, parents and Scouts. Coordinators should use the tracking sheets provided in this guide to track sales for every Scout.

## Policies and Procedures

Units will pick up their allotment of Adventure Cards at the Indian Waters Council Office unless otherwise coordinated to pickup elsewhere. Supplies are limited. Units that sell out of cards and would like to get more should contact their District professional to check availability. When a unit completes its sale, it should return any unsold cards so that these can be re-distributed to other units that wish to sell more cards.

Please note that no payments will be accepted via mail.

**Units will not be allowed to check out additional cards until their initial allotment amount is paid for in full.**



### Special Note about Returning Adventure Cards

**COMPLETE** Adventure Cards can be returned without penalty. Even if a card's tear off coupon(s) break off accidentally, if all pieces of the card are returned, the unit will be given credit. We ask that caution be used in handling the cards to limit damages.

The unit is responsible for any unreturned cards (lost, misplaced, or missing tab(s)). The unit will be charged \$5 for each unreturned or incomplete card.

Scouts and parents should treat each card as if it were a \$10 bill.

### Account Payment and Commission

Unit pays in full by **July 1, 2024**

Commission is \$5 per card. Units will be charged \$5 for all unreturned or incomplete cards.

The unit will pay the council for their portion of the card, and keep their commission based on their timeline of when they reconcile their account.

Units will be responsible for submitting funds based on the number of cards sold or cards unaccounted for. They will keep commission based on the payment schedule above.

**Please do not submit the full \$10 to the council. The unit should deduct their own commission prior to paying at a Council office.**

#### How to Get Started

##### Kicking-off Your Unit's Adventure Card Sale

The objectives of your Adventure Card kickoff are simple:

- Get Scouts excited about upcoming camping opportunities.
- Inform parents about why their Scout should attend camp.
- Tell them how this new opportunity can help fund the cost.
- Be prepared to talk about summer camp opportunities.
- Make sure every Scout gets at least 5 cards.
- Review sales goal and key dates.
- Scout Training: Roleplay salesmanship dos and don'ts.
- Issue a challenge to your Scouts and send everyone home motivated to sell.

#### Adventure Card Best Practices

- **Sell Door-to-Door:** Take Adventure cards around your neighborhood and highlight the great coupons.
- **Show-and-Sell:** Set up a booth and sell Adventure Cards at a high traffic location. **You must get permission from the location/store manager first!**
- **Sell at Work:** This is a great way for parents to help their Scout.
- Be sure to teach Scouts how to sell using all three sales methods.

**For additional Adventure Cards you may pick them up from a Council Office location:**

**715 Betsy Dr. / Columbia, SC 29210  
702 S. Coit St / Florence, SC 29501**

#### Need Help?

Contact the Columbia Scout Office:  
803-750-9868

#### Please Remember:

All Adventure Cards will expire on  
December 31, 2024



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# UNIT ADVENTURE CARD LOG

(Form for use when unit leaders receive and return Adventure Cards)

Pack # \_\_\_\_\_ Troop # \_\_\_\_\_ Crew # \_\_\_\_\_ Post # \_\_\_\_\_

District:	Atakwa	Capital Rivers	Chicora	Chinquapin
	Edisto	Etowah	Henry Shelor	Wateree

Unit Contact Person: \_\_\_\_\_

Cell Phone #: \_\_\_\_\_

Email Address: \_\_\_\_\_

## To be completed when cards are received:

### We agree with these terms and conditions:

I acknowledge that each of these cards has a cash value of \$10.00. I promise to pay \$5.00 per sold cards and will return any unsold cards issued to our Scouting unit. **I understand that that I will owe \$10.00 for every unreturned, incomplete, or damaged card after July 1.**

Cards Received \_\_\_\_\_ Date \_\_\_\_\_ Signed \_\_\_\_\_

Cards Received \_\_\_\_\_ Date \_\_\_\_\_ Signed \_\_\_\_\_

Cards Received \_\_\_\_\_ Date \_\_\_\_\_ Signed \_\_\_\_\_

Cards Received \_\_\_\_\_ Date \_\_\_\_\_ Signed \_\_\_\_\_

## To be completed when cards and money are returned by July 1, 2024:

Cards Sold ( \_\_\_\_\_ ) X \$5.00 = \_\_\_\_\_ Cards Returned \_\_\_\_\_

Date \_\_\_\_\_ Returned By (print name) \_\_\_\_\_ (sign) \_\_\_\_\_

Cards Sold ( \_\_\_\_\_ ) X \$5.00 = \_\_\_\_\_ Cards Returned \_\_\_\_\_

Date \_\_\_\_\_ Returned By (print name) \_\_\_\_\_ (sign) \_\_\_\_\_

Cards Sold ( \_\_\_\_\_ ) X \$5.00 = \_\_\_\_\_ Cards Returned \_\_\_\_\_

Date \_\_\_\_\_ Returned By (print name) \_\_\_\_\_ (sign) \_\_\_\_\_

