

Request a Scout Program

Hidden Pond Nature Center offers scout programs for Cub Scouts as well as other scouting organizations.

Scout programs are generally conducted on Saturday and Sunday from 9 a.m. to 12:30 p.m., or from 5 p.m. to 8 p.m., and Monday through Friday from 3 p.m. to 8 p.m. Programs can be scheduled at any time unless there is another park event scheduled (pending staff availability).

Programs will be held outdoors and may be subject to capacity limits during pandemic restrictions.

Programs are available for your den or pack upon request:

- \$7 per scout for 1 hour
- \$11 per scout for 1.5 hours
- \$14 per scout for 2 hours

There is a minimum charge for 10 scouts.

Some programs have extra fees for supplies or a campfire.

In order to request a program, use the online Request Form at:

www.fairfaxcounty.gov/parks/hidden-pond/scouts

Are you interested in a program that's not listed? Just ask—we may be able to develop a customized program. We also offer guided hikes and live animal talks.

For any issues or questions, please contact our Scout Coordinator at fcpaHiddenPondPrograms@fairfaxcounty.gov or 703-451-9588.

Please note that we cannot schedule a program within two weeks of the request date.



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Cub Scouting

Hidden Pond Nature Center



Hidden Pond Nature Center

8511 Greeley Blvd.

Springfield, Va. 22152

703-451-9588

www.fairfaxcounty.gov/parks/hidden-pond



For ADA and inclusion accommodations, please call 703-324-8563 • TTY Va. Relay 711

CUB SCOUT PROGRAMS

Hidden Pond offers the following programs to help your scouts complete their adventures.

Lions

Gizmos and Gadgets | Requirements: all (1 hour, \$)

Mountain Lion | Requirements: all (1 hour, ⚙)

Ready, Set, Grow | Requirements: all (1 hour, \$)

Tigers

My Tiger Jungle | Requirements: all (2 hour, ⚙)

Sky is the Limit | Requirements: 1, 2, 3, 4 (1 hour, 🌙)

Tigers in the Wild | Requirements: 1, 2, 3, 4, 6, 7 (1.5 hour, ⚙)

Wolves

Air of the Wolf | Requirements: 1A, 1B, 1D, 2A, 2C (1.5 hour)

Digging in the Past | Requirements: all (1.5 hour, \$)

Finding Your Way | Requirements: all (1.5 hour, ⚙)

Motor Away | Requirements: all (2 hour, ⚙)

Paws on the Path | Requirements: 1 - 6 (1.5 hour, ⚙)

⚙ needs daylight; 🌙 must be at night (dark); \$ supply fee

Bears

A Bear Goes Fishing* | Requirements: all (1.5 hour, ⚙)

**Valid fishing license required for any participating adults*

Fur, Feathers and Ferns | Requirements: all (1.5 hour, ⚙)

Make it Move | Requirements: all (1.5 hour)

Super Science | Requirements: all (1.5 hour)

Webelos/Arrow of Light

Adventures in Science | Requirements: 1, 2, 3A, 3B, 3C, 3D, 3G (1.5 hr, \$)

Art Explosion | Requirements: 2, 3A, 3B, 4 (1.5 hour, ⚙, \$)

Castaway | Requirements: 1A, 1B, 2A, 2C, 2D, 2F, 2G, 2H (2 hour, ⚙)

Earth Rocks | Requirements: 1, 2, 3, 4, 5, 6, 7, 8 (2 hour, ⚙)

Into the Wild | Requirements: 4, 5, 6, 7, 8, 9A (1.5 hour, ⚙)

Into the Woods | Requirements: all (1.5 hour, ⚙)

Webelos Walkabout | Requirements: all (2 hour, ⚙)



Leave No Trace!

Know before you go

Choose the right path

Trash your trash

Leave what you find

Be careful with fire

Respect wildlife

Be kind to other visitors