

Frankenmuth Scout Building

959 Flint St., Frankenmuth, MI

Information for Visiting Scout Troops

1. The code to enter the Scout Building will be emailed to you the week of your event.
2. Check in time is 11:00 a.m. Check-out is 10:00 a.m., except on Sundays which is 11:00a.m.
3. The main meeting room is 28'x 41' with a 12'x 20' stage on one end and a kitchen on the other. Upstairs, there is a 25'x 31' meeting room that is typically used as a sleeping area.
4. There are sinks and toilets in the bathrooms, but no showers. There are no beds or linens in the facility. Please plan accordingly and bring your own sleeping bags, air mattresses, cots, etc.
5. The kitchen has a stove/oven, refrigerator/freezer, microwave, coffee maker and limited cooking/ serving dishes and utensils. If you plan on making a meal at the Scout Building, please plan on bringing all the necessary pots, pans and utensils with you.
6. There is a TV and DVD/VCR available in the main room. Wireless internet is available upon request. There are also some board games and puzzles in the kitchen cabinets.
7. Scout programs are offered through the Frankenmuth Historical Museum (989-652-9701) www.frankenmuthmuseum.org, Frankenmuth Bavarian Inn www.bavarianinn.com, and the Adventure Park www.FrankenmuthTrees.com. The Frankenmuth Chamber of Commerce has more information on activities and attractions www.frankenmuth.org
8. Frankenmuth souvenir Scout patches are available at the Chamber of Commerce- Visitor Center, 635 S. Main St.
9. Before leaving, please remember to remove anything you have placed in the refrigerator, clean up any messes that were made, take all garbage outside and place it in the tan bin near the garage. Please make sure that all garbage is in a garbage bag and not loose.
10. To keep the door unlocked while people are entering (so that you don't need to use the key each time), you can lock the push bar in with an "allen key", which is on the wall in the custodial closet. Please remember to release the push bar so the door locks when you leave.
11. Upon checking out of the facility, please leave the key on a shelf in the refrigerator.