

Bring-A-Friend

New for the 2019 Cookie Season!

Great things happen when girls get together: success, friendship, learning and of course yummy cookies! It's all part of the Girl Scouts Cookie Program fun and it's all worth sharing!

So why not bring a friend? Girl Scouts can invite their non-Girl Scout school or neighborhood friends to join them in all the cookie fun at your 2019 Service Unit Cookie Rally.

Every Girl Scout who attends a Cookie Rally will still receive the Cookie Rally Patch from Little Brownie like they do every year (when you follow the directions below to submit your Rally Info).



And when one of your Girl Scouts brings a non-Girl Scout friend, they will both receive a new Bring-A-Friend Patch for joining the cookie fun!

All you need to do is ask the visiting friend to fill out the Bring-A-Friend sign in sheet, so the council office can mail the patch directly to her. Only friends should sign-in on the Bring-a-Friend sign-in sheet.

How to submit Rally Info: At your Cookie Rally you will have two sign-in sheets, one for Girl Scouts and one for their friends. You can find both printable sign-in sheets in the eBudde Help Center under Manuals > GSCSA Service Unit Training & Rally. After the Rally, you will submit two different forms online to let us know how many patches to order: [Rally Info](#) and [Bring-a-Friend Info](#). The deadline to submit these forms is January 28.

Wondering about SU Activity Insurance for non-Girl Scouts? That's easy too. All service unit events still need to fill out the [SU and Troop Activity Approval Form](#). You'll see a line that asks **How many Non-Girl Scout Participants will be attending?** To order enough insurance for your Rally, make sure to count parents, tagalongs, and friends that you anticipate coming to your cookie rally. It's only .11 cents per person, per day, with a \$5 minimum. The \$5 cost will cover 45 non-Girl Scout attendees at your event. If you anticipate more non-registered friends and family, just \$10 will cover 90 people.

