



Table of Contents

R-BOO-C Cub Scout Family Camp.....	2
Family Camp Registration.....	2
Camp Shirts.....	3
BSA Annual Health and Medical Record (<i>Required</i>).....	4
Refund Policy.....	4
Arrival.....	5
Campsite Assignments.....	5
Meals / Dietary Needs.....	5
Health Lodge.....	5
Camper Care.....	5
Water.....	6
Latrines / Bathrooms / Showers.....	6
Scout Uniform / Camp Attire.....	6
Lost & Found.....	6
Leaving Camp / Check-Out.....	6
Camp Activities.....	7
R-BOO-C Schedule.....	8
Trading Post.....	8
Caring For Your Campsite.....	9
Wildlife Safety.....	9
Items Not To Bring.....	10
Items Not Allowed.....	10
AOL Experience at Zombie Outpost.....	11
Directions to R-C Scout Ranch.....	11
R-C Scout Ranch Map.....	12



WELCOME TO R-BOO-C

Welcome to R-BOO-C!

For years, R-BOO-C has transformed R-C Scout Ranch into something unforgettable—a place where the ordinary gave way to the unexpected, and every campsite held a story waiting to unfold. Beneath the pines and through the canyon, laughter, creativity, and a spirit of adventure brought the ranch to life in a way that could only happen here.

When we learned the ranch would be sold, it felt like we might be closing the book on something special. We packed up the memories—campfires, skits, and shared laughs—not quite ready to say goodbye.

But some traditions deserve one more chapter.

This year, R-BOO-C returns to R-C Scout Ranch for one final gathering. It's a chance to come back to the place we all know and love, reconnect with friends, and enjoy everything that has made this tradition so memorable.

One last gathering. One last adventure.

One final weekend at R-C Scout Ranch.

FAMILY FUN

The entire family can come and enjoy R-BOO-C. We welcome all youth, siblings, parents, grandparents and relatives. Many of the activities will have different levels of skills to engage everyone. Some of the activities your children may need your assistance.

YOUR FAMILY SCHEDULE

R-BOO-C is a choose your own adventure. We'll supply the fun and you can choose what you would like to participate in. Range sport times will be assigned.

ACCOMMODATIONS

You can bring your tent, OR you can rent a cabin – it's your choice.

We want to thank you for taking the time to explore the official 2026 Parent's Guide, a comprehensive resource providing essential information to help you plan and prepare for an unforgettable camp experience. We strongly encourage all adults attending camp to read this guide in its entirety.

We look forward to seeing you in the great outdoors!

Allona Metcalf – R-BOO-C Camp Director

Jess Rankin – R-BOO-C Camp Administrator

Damon Russell – R-C Scout Ranch Camp Ranger



R-BOO-C REGISTRATION

R-BOO-C Cub Scout Family Camp

Get ready for a Halloween adventure like no other—where history stirs, legends stretch their legs, and the past might just have a few tricks up its sleeve. As the sun sets and the stars rise over R-C Scout Ranch, you and your Cub Scouts will embark on a journey filled with mystery, mischief, and memories waiting to be made.

Dressing up is all part of the fun too, so get ready! This isn't your average overnight camp. Strange things happen after dark... and we're thrilled you're here to experience it all!

Family Camp Registration

Dates: October 9th-11th, 2026.

Cost: Early Registration \$50/person
Standard Registration \$60/person

Registration opens July 12th, 2026

Registration closes September 26th, 2026 but don't wait! This camp sells out quickly!

Youth must be accompanied by at least one parent or an adult family member (over 21 years of age). All family members must register as participants - youth and adults.

Please be sure to fill out the entire registration form with your contact information, participant information, dietary needs and special needs. This information will help us to provide your family with a great camping experience.

Register at [Grand Canyon Council - R-BOO-C 2026 - Cub Scout Family Camp](#)

Lodging Rental Options

Campers bring their own tents, or we have a limited number of cabins available for rent for your family.

- Rent a Cabin-----\$100
 - Cabin has electricity, heating and air.
 - Shared Shower House with Bathrooms
 - Bring your own bedding – sleeping bag, pillow, sheets, blankets.
 - Be sure to bring a flashlight for nighttime activities.



Camp Shirts

Special edition camp shirts will be available for Pre-Order when you register until September 4th. Each camper who orders a shirt will receive it upon check-in. Be sure to include your color choice and the size needed. There will also be a limited number of camp shirts available for purchase at the Trading Post.





R-BOO-C REGISTRATION

BSA Annual Health and Medical Record (Required)

On arrival at camp, all campers must submit a BSA Annual Health and Medical Record – Part A, B1 & B2 with immunization records written on B2 or attached and a copy of the family insurance card. The health form used for all scouting events is on the BSA website at:

[Annual Health and Medical Record | Boy Scouts of America \(scouting.org\)](https://www.scouting.org/health-and-safety/ahmr/)

www.scouting.org/health-and-safety/ahmr/

This record is provided as a fillable PDF, and members are encouraged to fill it out on their computer, then print the record (rather than printing the record and filling it out by hand). Doing this will improve the readability and accuracy of each member’s medical information. **While you may have other types of health forms, the only form accepted at camp is the BSA Annual Health and Medical Record.**

Refund Policy

If you need to request a refund, a Refund Request must be submitted with the required documentation to GCC.Program@scoutingaz.org

For this event, the refund policy is:	0 - 10 days	0%
	11 - 30 days.....	50%
	31+ Days	100%

Refund requests received after a program has begun will be considered if there are extraordinary circumstances and the maximum refund will be 50%. Examples include: documented medical reason (doctor’s note required), a death in the immediate family, or a natural disaster. No refund requests will be accepted after ten (10) days following the end of the applicable activity.

Approved refunds will be processed within thirty (30) days of their receipt in writing and made either by check or by credit card reversal, at the discretion of our council staff, to the original payer for individual registrations or the unit, in care of the reservation contact, for group reservations (Summer Camp, Winter Camp, etc.).

Any event canceled by our council will result in full refunds of all funds paid. If an activity is postponed by our council and the participant cannot attend on the alternate date, the payer may ask for a refund of the full fee, or a credit for the full fee paid, which may be applied towards the cost of future events within one calendar year.

Recognizing that we are here to “help other people at all times,” regardless of the policies set out above, full or partial refunds may be granted for special hardship cases. Special hardship cases may include personal illness or family emergencies. Special hardship case refunds will be promptly considered and granted or denied by our Council Campership and Refund Committee, under the Vice President-Program.



ARRIVAL & DEPARTURE

Arrival

Check-in is from 5:00 p.m. to 8:00 p.m. on Friday and Saturday from 7:00 a.m. to 8:00 a.m. Upon your arrival, check-in on the east side of the dining hall. Camp staff, will give you directions on your check-in procedures. Late arrivals must report to the Kevin's Lodge to receive check-in instructions.

At Check-In you will receive

- ❖ Your Campsite Assignment
- ❖ Schedule of Events
- ❖ R-C Scout Ranch Map
- ❖ Wristband for each Camper - Additional *Food Allergy / Dietary Restrictions band (if applicable)*
- ❖ Assigned Range Sports Time

Campsite Assignments

Upon arrival at camp, you will be given your campsite assignment. Whenever possible, participants from the same Pack will be grouped together at the same campsite so be sure to include your Pack number or indicate the families you'd like to camp with during the registration process.

If special accommodations are needed, please communicate them during the registration process. There is no electricity available at the camp sites so please bring your own portable battery for medical equipment.

Meals / Dietary Needs

All meals are provided in our camp dining hall starting with breakfast on Saturday and includes lunch and dinner on Saturday as well as a grab and go breakfast on Sunday. There will be no meal Friday night so please plan accordingly. All campsites have drinking water. Additional snacks, treats and drinks are available for purchase at the Trading Post.

Campers with special dietary needs, including allergies, must be noted during the online registration process so the proper accommodation can be made. You will receive your food allergy / dietary wristband at check-in.

Health Lodge

The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded. Arrangements have been made with the local rescue squads and hospitals to handle any medical emergencies.

Camper Care

R-C Scout Ranch has an elevation of over 5,500'. It is important that everyone **drinks lots of water** each day and stays hydrated.

It's vital for every camper to wash their hands regularly. All participants are required to wash their hands before meals and before and after each activity.



ARRIVAL & DEPARTURE

Water

All campsites have drinking water as well as the dining hall.

Latrines / Bathrooms / Showers

Latrines are located in or next to campsites and are stocked with toilet paper. If you run out of toilet paper, please notify a staff member. Campers need to keep the seats down. Please no trash or items should be thrown into the latrine, this causes problems when pumping out and cleaning the latrines.

There are also flushing toilets across from the dining hall in the Shower House.

Scout Uniform / Camp Attire

Wear your favorite costume. Nothing too scary. We ask that attire be family appropriate and conservative.

Lost & Found

Prior to arriving at camp, please be sure to clearly mark all personal items with your first and last name. This will help us return items to their owners prior to your departure. Lost and found is located at the Health Lodge. Any items left at camp will be kept for two more weeks at the Scout Shop and then donated to local charities.

Leaving Camp / Check-Out

In the event you need to leave camp early, please be sure to check-out at Health Lodge. It is important we know that you are leaving in case of a camp emergency. We don't want to send out a search party to look for you if we don't need to.

At the end of camp, check-out is after the closing ceremonies. All participants should be clear of the property by 10:30 a.m.

Outdoor Terrain Notice

R-BOO-C takes place in a natural, outdoor forest setting. Participants should expect typical back country conditions, including dirt and gravel paths, mud, rocks, uneven ground, and varying inclines throughout the property.

For your safety and enjoyment, please come prepared with appropriate footwear and be ready to navigate this type of terrain independently. While the experience is designed to be fun and welcoming, the environment can be physically demanding in some areas.

If you have concerns about mobility or terrain, we encourage you to plan accordingly so you can fully and safely enjoy your time at camp.



ACTIVITIES & EVENTS

Camp Activities

R-BOO-C is a choose your own adventure. We'll supply the fun and you can choose what you would like to participate in. Range sport times will be assigned.



ARCHERY - In a safe and supervised environment, campers learn the fundamentals of this ancient and skillful sport. Under the guidance of experienced instructors, Cubs will learn proper techniques for handling bows, aiming, and releasing arrows. All campers welcome.



BBS - Campers have an exciting opportunity to learn about BB guns in a safe and controlled environment. Under the careful guidance of trained instructors, campers will discover the art of accurate shooting, focusing on responsible handling of BB guns. Tigers age youth and above only for the BB guns.



CAMPFIRE SKITS – Enjoy the thrill of being on stage during our Saturday Night Unalive campfire. Perform a skit, lead a sing-a-long, or tell some jokes!



CRAWDADDING - We invite you to explore the art and thrill of catching crawdads. Can you catch the largest?



DEADWOOD DERBY – Bring a car to compete in the Deadwood Derby where we take wooden rolling vessels down a narrow and dirty yet dangerous track. You are welcome to make your own Deadwood Car and see if it can roll the farthest. Beware! Cars may get beaten up on the track! See Deadwood Derby Rules to submit your car! Please note that cars may get damaged (we do NOT recommend using a Pinewood Derby Car).



WADDLING REGATTA – Bring your favorite classic or custom rubber duck and see who will bob to victory. Ducks will race downstream in a battle for speed, spirit, and supernatural style.



PUMPKIN CARVING CONTEST – Bring your pumpkin already carved and drop it off during check-in. Pumpkins will not be returned as they will be used in an activity on Saturday.



COSTUME CONTEST – The costume contest returns and we have several categories including best “family costume”! Please make sure costumes are scout appropriate and not too scary for our younger participants.



CAMPSITE DECORATING CONTEST – Who can make their campsite the best Halloween decorated campsite at R-BOO-C? Lights need to be battery operated as there are no outlets accessible at your campsite. Bring that creativity and spookiness!



ACTIVITY STATIONS – Many of the activities will have different levels of skills to engage everyone. Some of the activities your children may need your assistance. Do some or do them all...it's up to you!

R-BOO-C SCHEDULE

R-BOO-C Schedule

	FRIDAY	SATURDAY	SUNDAY
07:00:00 AM		Breakfast	Campsite Clean-Up
07:30:00 AM		Check-In	Closing Ceremonies
08:00:00 AM			
08:30:00 AM			Check-Out
09:00:00 AM		Opening Flags	
09:30:00 AM		Activities	
10:00:00 AM		Deadwood Derby Prelims	
10:30:00 AM			
11:00:00 AM			
11:30:00 AM		Lunch	
12:00:00 PM			
12:30:00 PM			
01:00:00 PM			
01:30:00 PM	Costume Contest		
02:00:00 PM	Activites		
02:30:00 PM			
03:00:00 PM			
03:30:00 PM			
04:00:00 PM			
04:30:00 PM	Deadwood Derby Finals		
05:00:00 PM	Closing Flags		
05:30:00 PM	Check-In	Dinner	
06:00:00 PM		Saturday Night Unalive	
06:30:00 PM			
07:00:00 PM		Movie	
07:30:00 PM			
08:00:00 PM			
08:30:00 PM			
09:00:00 PM		Quiet Time	
09:30:00 PM			
10:00:00 PM	Quiet Time		

Schedule Is Subject To Change

*Awards will be handed out during Closing Ceremonies

Trading Post

The Trading Post is filled with, souvenirs, snacks, drinks, and treats.



CAMPSITE SAFETY

Caring For Your Campsite

By taking care of your campsite, it will help us to take care of the camp.

- No Litter in campsite or camp. All trash in trashcans.
- Ground cover (pine needles and leaves) removed only around fire areas.
- Please do not cut or damage the trees or plants at camp.
- **NO OUTSIDE WOOD** can be brought into camp. If there are no fire restrictions, wood for campsite fires can be provided upon request. Campsite fires must NOT be left unattended and must be cool to the touch when extinguished. Campfire rings must be inspected by camp staff before anyone can check-out from your campsite.
- Do not use the sinks to rinse food out as it can clog the drains.
- Absolutely **NO FOOD** in tents or left out at campsites. You are likely to have uninvited 4-legged guests otherwise.

Wildlife Safety

Campers have an opportunity to observe many types of wildlife that includes deer, bats, bears, raccoons, birds, skunks, turkey, snakes, coyotes, and amphibians. It is wise to remember that these animals are the permanent residents of the back country. Please make sure all campers remember to:

- ❖ Treat all animals with respect and observe from a distance.
- ❖ Do not follow, feed, tease or handle wildlife.
- ❖ Store all food in a secure place: personal vehicle, bear proof storage container, cooler that is strapped shut or 5-gallon bucket with screw on lid.
If you store food in your tent, in a bag or backpack, the critters will find the food and chew through the bags to get to the food. Don't do it!
- ❖ Keep your campsite clean! All trash should be removed from your campsite or secured each time you leave the campsite.
- ❖ If you decide to cook at your campsite, clean up immediately after the meal and pour your grey water (strained to remove food particles) into a nearby sink and rinse the sink with clean water. Please do not scatter your grey water near camp or dump it in a latrine. Food scraps will attract animals.
- ❖ If you discover a snake or an animal that is behaving strangely, please notify the camp staff immediately.

PACKING LIST



What To Bring

Please label belongings so we can help get them back to you.

Required Documents

- Medical Form – Parts A, B for every participant
- Copy of Family Insurance Card
- Medications (if applicable)

Personal Gear

- Day Pack (carry stuff during the day)
- Water Bottle or Hydration System
- Costume
- Rain Jacket or Poncho
- Warm Jacket (fleece or sweater)
- Hat (ball cap and stocking cap)
- Underwear & Socks
- Pajamas
- Scout appropriate T-Shirts
long sleeve & short sleeve
- Pants/Shorts
- Pair Tennis Shoes / Extra Pair is Handy
- Toiletries (Soap, Toothbrush & Toothpaste, Deodorant, Shampoo)
- Washcloth & Towel
- Sunscreen, Chapstick
- Bug Spray
- Flashlight or Head Lamp & Extra Batteries
- Whistle
- Spending Money

Family Equipment

- Up to 4 person Tent(s) for Family
- Sleeping Bags for each Camper
- Extra blankets in case it's cold
- Sleeping pad, air mattress or cot
- Pillow
- Camp Chair (one per camper)
- Small First-Aid Kit
- Lantern / Flashlight
(For Campsite & Nighttime Activities)
- If you are renting a cabin, be sure to bring bedding for bed.**

Items Not To Bring

Electronic Games and devices
Radios, iPods, etc.
Matches & Lighters
Hot Sparks

Laser Pointers
Personal archery/shooting sports equipment
Any questionable item

Items Not Allowed

Fireworks
Alcoholic beverages or illegal drugs
Flames in tents
Sheath knives

Personal firearms or projectile items like Wrist rockets
Pets
Bicycles

Use or possession of tobacco products by anyone under the age of 21 is illegal in Arizona. All camp buildings are smoke and vaping free. The only authorized location for adult smoking or vaping is in your personal vehicle.



ZOMBIE OUTPOST & MAP

CALLING ALL AOL SCOUTS!

AOL Experience at Zombie Outpost.

This year, a special challenge awaits AOLs brave enough to step beyond the usual R-BOO-C experience. At the far edge of camp—where the pines whisper and the shadows stretch—you'll find the legendary **Zombie Troop**, ready to welcome you and your guardian into their ranks for two unforgettable nights. You'll set up camp in their eerie outpost, cook your own breakfast and lunch as a patrol, and take on adventures that test your skills, teamwork, and courage. Strange things tend to happen out there... the zombies like to keep things interesting! If you're ready to rise to the occasion, lead like never before, and discover what lies on the trail to Scouts BSA, Zombie Outpost is waiting.

Program Highlights

- An introduction to Scouts BSA.
- Complete requirements towards: Outdoor Adventurer, First Aid, Knife Safety.
- Team building and leadership development.
- Access to all camp activities
- Reserved shooting range times

Registration

- Spaces are limited! Select Zombie Outpost when registering.
- AOL not participating in Zombie Outpost should register as regular participants.
- Zombie Outpost is designed for AOL scouts and their guardian. Families with younger siblings are recommended to register as regular participants and camp with their Pack.

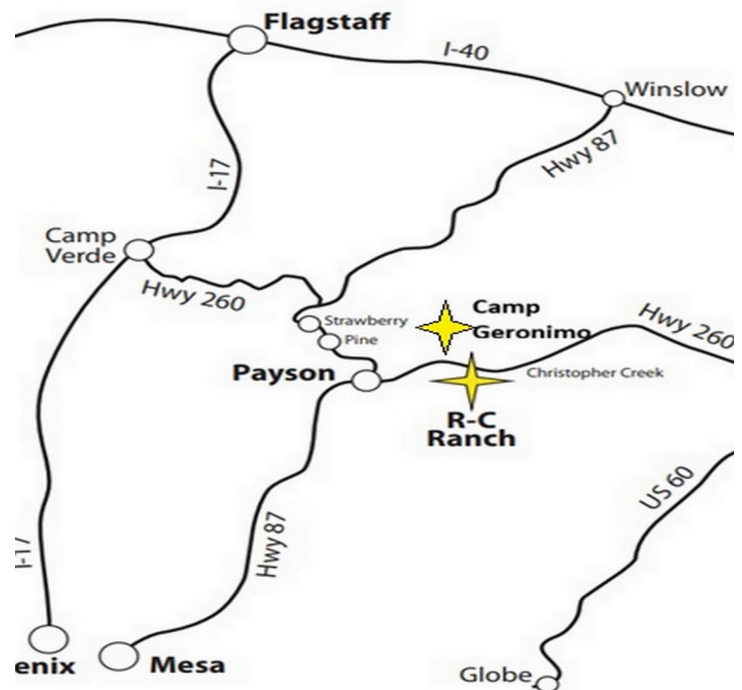
Directions to R-C Scout Ranch

19887 AZ-260 E.
Payson, AZ 85541

R-C Scout Ranch is on Highway 260 approx. 19.6 miles east of the intersection of 260 and Highway 87 in Payson, Arizona. The entrance is between mile marker 271 and 272 on the South side of the road. It is easy to miss the camp sign, so prepare to slow down and turn right at the bottom of the hill between mile markers 271 and 272.

Parking:

Cars can drop off items at their campsite, but then must return to the North parking lot (North of the Dining Hall). Overflow parking is available if the North Lot is full. Please, park by backing into spaces. This is for everyone's safety and allows for quick evacuation of the camp in the event of an emergency.



Absolutely NO cars can be left at the campsite per R-C Scout Ranch rules! This WILL be enforced!!

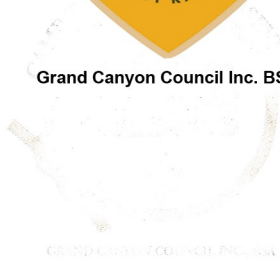
R-C SCOUT RANCH MAP

R-C Scout Ranch Map

19887 AZ-260 E.
Payson, AZ 85541



Grand Canyon Council Inc. BSA



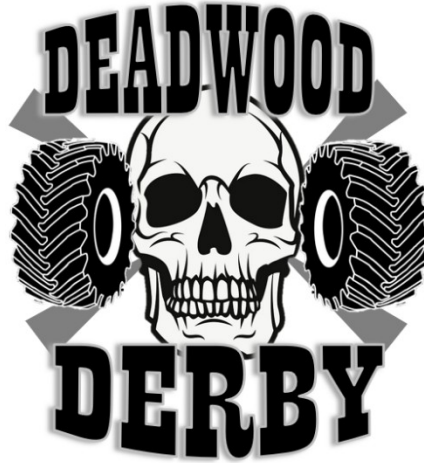
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Revised 5/7/12

Revised 8/14/19

DEADWOOD DERBY RULES



Car rules at check-in (to be qualified to race):

1. Cars must be at least 3" wide and 8" long and can be up to but not over 4" wide, 6" tall*, 18" long. (*height exception if it is just decoration and not the body that makes the car greater than 6 inches tall)
2. Car cannot weigh over 10 pounds. (**Pinewood Derby cars WILL BE annihilated!**)
3. All cars must have 4 identical wheels and three of those wheels must touch the track.
4. No exposed metal. (except axles and wheels)
5. No propulsion device or fuel.

How the Races will run:

1. Two cars race at same time, and they rotate sides so they both race on left and right side.
2. The car that goes the farthest in each race wins that race. (we count it even IF it goes off the tracks)
3. If a tie then each car goes down the middle of the track on its own and whichever car goes the farthest is the winner of that race. (between those two cars)
4. The winner of that race advances to take on the next competitor.
5. The losing car moves to consolation bracket and keeps racing until its second loss or takes 3rd place.
6. Awards for 1st-2nd and 3rd, Outlaw winner, and Best in Show (awarded after finals).
7. If a car gets damaged the owner of the car and their "pit crew" have 90 seconds to make the car operational.

NOTE: The Scouts BSA volunteers running the activity will run cars "just for fun" in between races. (it is highly recommended to NOT run a car that you want to compete...it may be destroyed and it could be a sad day with lots of tears and that's not fun! The Deadwood Derby is unforgiving.)

Adults and Staff are welcome to enter a car in the Outlaw category! Outlaw cars still need to follow the same rules to qualify to race.