Cub-o-ree S.T.E.A.M.
2026 Fall Cub-o-ree
Leader's Guide



November 21-22, 2026
St. Mary's Fairground

Western Shore District
2026 Fall Cub-O-Ree

General Information:

Date: November 21-22, 2026

Place: St. Mary's Fairgrounds, 42455 Fairgrounds Road, Leonardtown, MD

Theme: The 2026 Western Shore Fall Cub-O-Ree theme is ***S.T.E.A.M.!!!***

Time: Registration begins at 7:30 am and will run until 8:15 am; the program begins at 8:30am with morning flags and will end at 4:00 pm. After 4:00 pm, Packs wishing to camp are welcomed to set up in their designated areas.

Dress: Field Uniform (Class A) is required upon arrival and opening ceremony. A Pack related t-shirt uniform (Class B) is optional for program periods and lunch. Packs should coordinate their own storage of Field Uniforms during program periods and lunch.

What to Bring: Lunch, snacks, water bottle, and ten essentials. Scouts and parents should remember to dress for the weather as the event will not be canceled due to rain. Scouts must have their BSA A and B medical forms. Adults may wish to bring a portable camp chair.

** Adults, traveling outside of the camp for lunch is not an option. Please remember to bring your scout their meal.**

For Packs wishing to stay overnight, the District will not provide equipment for you to camp and meals. Fires are not permitted unless they are in an off the ground fire pit. Vehicles are not permitted in the camping area unless approved by camp staff and escorted onto the property. Once the vehicles are inside the camp area, vehicles are to remain parked until after the event. Each Pack must have one BALOO trained leader attending the campout. Packs and Cubs are not allowed to camp with a troop.

Medical Forms: The standard *BSA Annual Health and Medical Record*, parts A & B, must be completed for everyone attending - Adults and scouts. Packs should bring copies of these forms to the Cub-O-Ree. They will be held by the event leader until the end of the event. The correct form can be found here, http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Registration as a Pack: Each pack must pre-register in advance as a group to participate at Cub-O-Ree.

Cub Scout to Adult ratio: Each pack MUST have no less than 5:1 Scout to Adult attendance, and a minimum of two adults to the event. Tiger and Lion Cubs MUST have 1:1 Cub to Adult attendance. Packs should also provide volunteers for stations during the event, or for breakdown of the event. If a Pack is planning to camp, then they must provide their own BALOO trained leader for the event.

Registration: Registrations will be accepted until two weeks before the start of the event. Packs are to pay for the event online during registration.

Cost:
Prior to November 9, 2026
All Scouts $15
Adults $10
After November 9, 2026
All Scouts $20
Adults $15

Questions, please contact:
Cub-O-Ree Chair, Jennifer Snodgrass at: jennifer.m.horak@gmail.com or 989-666-7245

Western Shore District
2026 Fall Cub-O-Ree
Cub Scout Program Information:

Activities: Activities will focus on several rank requirements. These will include achievement opportunities for all ranks. Archery will be the shooting sports offered at the Fall Cub-o-ree.

The following schedule is subject to change:

SATURDAY
7:00 – 8:00 Registration
8:30 - 9:00 Opening Ceremony/Flags with Troop
9:00 – 9:30 Archery Safety Brief
9:30 – 10:00 Session 1
10:10 – 10:40 Session 2
10:45 – 11:15 Session 3
11:25 - 11:55 Session 4
12:00 – 12:55 Lunch
1:00 – 1:30 Session 5
1:40 – 2:15 Session 6
2:25 – 3:00 Session 7
3:10 – 3:45 Session 8
3:50 - 4:00 Closing ceremonies
* Each Pack will be provided with a rotation schedule upon check-in.

RULES AND GUIDELINES:
● You are expected to read this booklet in its entirety and share all pertinent information, with all Leaders, Scouts, and families that will take part in this event.
● We want all participants to enjoy STEAM Cub-o-ree, but Scouts must remember that they are not the only participants at this event as the STEM Camp-o-ree is also going on at the same time.

● BUDDY SYSTEM: Please enforce the buddy system at all times. No one should be without a buddy. Remember two-deep leadership as well.
● TRASH: Please follow the Leave No Trace Guidelines. All trash must be disposed of in the proper Waste Receptacles. At the end of the event, all trash must be deposited in the dumpster located across from the Fairgrounds Main Office.
● ELECTRONICS: To experience camping at its best and because we require your full participation during the event, we suggest you leave Electronic Devices "Toys" at home.
● TOILET FACILITIES: Remember, a scout is clean! Please talk to your scouts and their families about sanitation and the need to keep the bathrooms clean.

****** Youth participants are to use the restrooms marked "Youth", which is located near the Fairgrounds Admin Office. UNDER NO CIRCUMSTANCES are adults allowed to be in the facilities with youth. Adult participants and staff are to only use the bathrooms marked "Adult", which are located near the archery station. UNDER NO CIRCUMSTANCES are youth allowed in adult bathrooms. This is a violation of Safeguarding Youth Procedures and will be enforced. If an exception is needed, please contact Camp Staff. *****

Events and Activities:
In order to properly schedule a large number of participants through as many activities as possible, it is important that your group follow the schedule rather than just wander around Cub-O-Ree. This will also assist if for any reason we need to locate your unit for questions or an emergency, we will know where to find you. Rotation schedules will be given out during check-in. All participants will be assigned a unique wristband to be worn on Saturday. This will assist us in keeping Cub-o-ree and Camp-o-ree participants separated. Please stick with your rotation schedule, and do not skip any sessions as it will cause a problem with other stations.

Meals:
Meals will not be provided, so please make sure your Cub eats breakfast prior to arriving and has lunch ready for them. If you are staying overnight, please make sure meals are planned. Cub Scouts are NOT allowed to interact with the Troop, even if siblings are attending, so do not assume that they will be eating dinner with the Troops.
Adults, YOU WILL NOT HAVE TIME TO LEAVE CAMP AND GET A LUNCH FOR YOUR SCOUT. There are limited options near the camp for food.

SESSIONS:

Archery:
Since this is a Council Sponsored event, Scouts will be able to earn their Archery Shooting Sports awards. All Scouts and Siblings are required to attend the safety brief prior to handling the bows. This is mandatory, as those who do not attend will not be able to shoot.

GaGa Ball:
Scouts will be playing against their own Pack mates in a Gaga ball competition!

Basic Rules for Kids

- **Hit with hands only:** Players must use an open palm or closed fist to strike the ball. No catching, holding, throwing, or kicking the ball.
- **The target zone:** If the ball touches a player anywhere **on or below the knee**, that player is out. (If it hits above the knee, play keeps going!)
- **One hit at a time:** A player cannot hit the ball twice in a row. It must hit another player or the pit wall first.
- **Stay on your feet:** Falling down or sitting/leaning on the wall to avoid the ball means you are out.
- **Out of bounds:** If someone hits the ball completely out of the pit, the last person who touched it is out.

Snack:
At the snack station, cubs will make a trail mix.

**Parents and Pack Leaders, please be sure to check Medical Forms for potential allergies. Packaging will be available to consult ingredients if necessary.*

S. science:
The Master Gardens will lead cubs growing broccoli sprouts in a plastic cup which can be harvested within a week. During the station, cubs will also explore different foods that can be grown and what food group they belong to.

T. technology:
Cubs will explore various weather conditions and determine what the appropriate gear for camping in that weather would be. Cubs will build a weather station using recycled materials.

E. engineering:
Cubs will design and build mini robots.

A. art:
Using baking soda paint, cubs will design and paint a picture. After their done painting, they will make their painting "explode" by spraying it with vinegar and watching the chemical reaction happen. OR Cubs can pick out a neckerchief slide to paint.

M. mathematics:

Cubs will go on a scavenger hunt to find bilateral symmetry in nature and animal patterns in nature. On their hike, they will learn about why animals have patterns and how it helps to protect them.
Cub Master notes:
● The Cuboree will not be called off because of weather. Campsites will be assigned based on the number of Scouts participating. Your assignment will be given during check-in.
● Saturday morning check-in is from 7:00 to 8:00 AM at the Administration Office. Please be prepared to show binder with medical forms for your unit at check-in. Unit Leaders will keep

possession of medical forms. During check-in, confirm whether your Pack will be camping on-site.
● The Shooting Sports Safety Brief will be held at the Archery Range and must be attended by everyone participating in the shooting event.
● ALL Vehicles must be parked in designated parking lot. Approval for the exceptions to this policy must be done BEFORE unit check-in. Only one vehicle per pack is allowed to go to the campsite to drop gear. Vehicle passes will be provided. No vehicles can go to the campsite once the camporee starts.
● No sheath knives, fireworks, alcoholic beverages, or firearms; ALL FIRES MUST BE CONTAINED OFF THE GROUND.
● Anything beyond basic first aid must be reported to Camporee medical staff.
● Cubs will be making and building lots of things throughout the day. You may want to bring a wagon to haul gear and things scouts make.

Parent/Leader guidance:
● Each activity will begin at the time indicated in the schedule, please ensure that your unit is on time. A detailed schedule is in this guide.
● Each Pack is requested to provide volunteers to assist in running activities.
● BSA Field uniforms are required for the opening ceremony, campfire, and closing ceremony. Class "B" or Scout appropriate apparel should be worn during patrol competitions.
● Practical jokes are not Scout-like and will not be tolerated.
● No vehicles are allowed in the campsites.
● If a Dutch oven is used for cooking, it may be done in your campsite. However, it must be elevated high enough, so you do not burn the grass beneath the fire.
● Lights out Saturday at 11PM. Due to the close proximity of units, this policy will be strictly enforced.
- Each Pack must have one BALOO trained leader attending the campout.
- Packs and Cubs are not allowed to camp with a troop.

● Checkout: Make sure your campsite is clean in accordance with Leave No Trace principles. You will not be allowed to leave until your campsite has been checked.