

**RIVERSIDE DISTRICT'S**  
**CUB FAMILY CAMPOUT**  
**LEADERS GUIDE**



**OCTOBER 20TH – 22ND, 2023**  
**MALABAR TRANSMITTER ANNEX**  
**5600 MINTON RD, PALM BAY**

Updated 9/5/23

# TABLE OF CONTENTS

<b>GENERAL SCHEDULE</b> .....	3
<b>CUB ADVENTURE MAP</b> .....	4
<b>REGISTRATION</b> .....	4
<b>CHECK-IN PROCEDURES</b> .....	4
<b>RULES OF THE ANNEX</b> .....	5
<b>PARKING AND TRANSPORTATION</b> .....	6
<b>INFORMATION / LOST AND FOUND</b> .....	7
<b>HEALTH FORMS</b> .....	7
<b>BUDDY SYSTEM</b> .....	7
<b>UNIFORMS</b> .....	7
<b>LEADER' S MEETING</b> .....	7
<b>LIGHTS OUT</b> .....	7
<b>TRASH</b> .....	7
<b>DRINK WATER</b> .....	8
<b>BATHROOMS</b> .....	8
<b>CAMPING</b> .....	8
<b>EVENING "CAMPFIRE"</b> .....	8
<b>CAMP WIDE GAMES</b> .....	9
<b>THANK YOU</b> .....	10
<b>STAR PARTY ETIQUETTE</b> .....	11

# GENERAL SCHEDULE

Note the gate schedule. Once the drawbridge is closed, it will only be opened for emergencies.

## Thursday, October 19th

5:00 pm – 8:00 pm

Trailer Drop Off

Campsite

## Friday, October 20th

**5:00 pm**

5:00 pm – 9:00 pm

8:00 pm – 9:00 pm

**9:00 pm**

9:30 pm – 10:00 pm

10:30 pm

**Main Gate Opens**

Units Arrive

Astronomy

**Main Gate Closes**

Leaders Meeting

Lights Out

**Main Gate**

Main Gate

West of Camping

**Main Gate**

Building 65

Campsite

## Saturday, October 21st

7:00 am

7:00 am – 8:20 am

**7:30 am**

8:30 am

9:00 am – 12:00 pm

9:00 am – 12:00 pm

12:00 pm – 1:30 pm

1:30 pm – 4:30 pm

1:30 pm – 4:30 pm

5:00 pm – 6:30 pm

7:00 pm – 7:45 pm

8:00 pm – 9:30 pm

**9:00 pm**

10:30 pm

Reveille

Breakfast

**Main Gate Opens**

Opening Flag Ceremony

Activities

Cub Scout Range Time

Lunch

Activities

Cub Scout Range Time

Dinner

Evening “Campfire”

Movie under the Stars

**Main Gate Closes**

Lights Out

Campsite

Campsite

**Main Gate**

Flagpole

Activity Field

Ranges

Campsite

Activity Field

Ranges

Campsite

Stage

Stage

**Main Gate**

Campsite

## Sunday, October 22nd

7:00 am

7:00 am – 8:20 am

8:30 am

**9:00 am**

9:00 am

**12:00 pm**

Reveille

Breakfast

Scouts Own

**Main Gate Opens**

Check Out Begins

**Main Gate Closes**

Campsite

Campsite

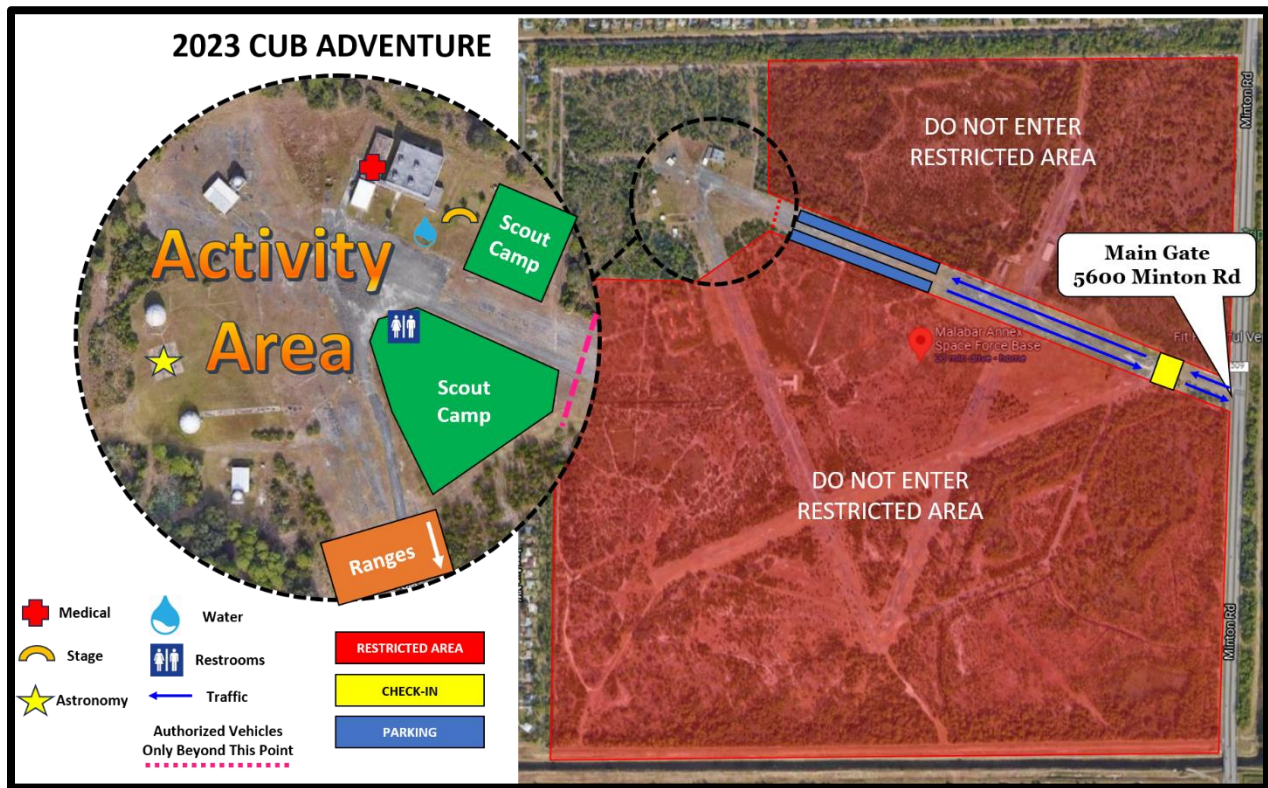
Stage

**Main Gate**

Campsite

**Main Gate**

# CUB ADVENTURE MAP



## REGISTRATION

Registration is open: Check the [Riverside Facebook Page](#), [The Council Calendar](#), Your Pack Leaders, or the [Cub Family Campout Chair](#)

This event is FREE, but registration closes October 6th for weekend camping or day-only attendance. **There will be no walk-ins.** You must be registered by October 6th! The only exceptions will be scouts that have joined at a school night on/after that date. We must know who is on site for insurance purposes.

It is required that all units attending choose an activity to host, or one will be chosen for you by Friday Night. You will find a description of some planned events for the Cub Activities, below or via social media. Once you decide on your activity, please contact Chris Cleasby; [christopher.cleasby@gmail.com](mailto:christopher.cleasby@gmail.com). Thank you for your support in making this a great event.

## CHECK-IN PROCEDURES

**Thursday, October 19th: 5:00 – 8:00**

Any unit wishing to bring their trailers on Thursday night may do so starting a 5:00 pm. If you are planning on this option, please email Chris Cleasby at [christopher.cleasby@gmail.com](mailto:christopher.cleasby@gmail.com). We would like to know who is coming to make things easier and more efficient for everyone once they arrive.

## **Friday, October 20th: Gate will open at 5:00 pm and close promptly at 9:00pm**

Only pre-registered participants will be let into the Annex by the front gate staff. As units arrive, the first person of every unit will be given their respective packet. Inside each packet you will find:

- Any updated information post release of this guide
- Honor Unit Form
- Map and Rules
- Event Survey
- Checkout Procedure

When you arrive, you will be directed to the parking area. It may be helpful to have a cart to transport your gear to your campsite, however we have planned to have parking, close to the camping area. Our staff is planning to allow gear drop-off, however this can change at any point. The walk will not be far. All cars must be parked in the parking area by 8pm to reduce white light for our telescope friends to show us the night sky.

The gate will close at 9pm and all campers will remain on the property until the Gate re-opens at 7:30am. No late entries or exits.

## **Saturday, October 8th: Gate will open at 7:30 am**

Saturday-only guests will check in at the guard gate at the front of the camp. **You must be on the registration list to enter** (so make sure you pre-register). Leaders, please make sure that your Saturday-only scouts and parents are registered as such so they appear on our roster.

A scout is Kind: while checking in, please be patient. The staff is doing their best to make things run smoothly and efficiently. On the chance that things get backed up, please know that we are doing our very best to get everyone in safely. Thank you in advance for your patience and cooperation!

# **RULES OF THE ANNEX**

Welcome to the Malabar Transmitter Annex! The use of this property is a privilege. Remember a **Scout is Obedient**, and all Rules will be strictly enforced.

- Do not venture or explore areas that are off limits to scouts.
- Per BSA Policy; No smoking, illegal drugs or alcohol will be allowed at any event.
- Drone flying is not allowed at the Annex.
- No pets allowed. Only ADA service animals as identified as stated on ADA.gov are allowed
- The Annex has many wild animals that can be dangerous. Do not approach/feed animals. Food needs to be properly stored. No dumping of food in the woods.
- No bike riding of any kind, kid powered or electric.

- Camping areas must stay free of trash and debris that can blow around into other camping areas. All sites must be cleaned, and all garbage disposed of before leaving camping area on Sunday.
- All tents and canopy's must be securely tied down. It gets windy.
- No digging and no stakes longer than 10in
- Vehicles are only permitted on runways unless dropping off a trailer. Any damage to the ground (i.e. ruts) caused by vehicles is the responsibility of the driver or unit and must be repaired prior to check out.
- Do not use a port-a-let that is in a campsite or marked for a specific unit. Units have paid for their own port-a-let in their site.
- Use of LAN line phones in Building 65 are off limit
- Trash must fit in a 33gal. bag. If your tent or camping equipment breaks, please take it home with you.
- A list of all attendees and visitors must be maintained in case there is an emergency or an accident, so pre-register.

### **Fires**

- Open fires, campfires (ground or raised), burn barrels, etc. are not allowed. Deep frying is not allowed.
- Camp stoves may be used for food preparation only and must be off the ground and must be placed on a table or stand so bottom of grill is 29 inches off the ground
- Raised, standing height, charcoal grilles are allowed. No accelerants (i.e. lighter fluid) are allowed. All ash and unburnt coals must be taken with you and not dumped.
- Any other possible source of heat generation that could result in a fire must be approved by the Annex POC.
- All groups must supply their own fire extinguishers that are up-to-date, readily available, co-located with each stove/grill, and be visible to inspectors.
- Failure to have proper fire extinguishers will result in all cooking to stop until a proper extinguisher is available.

## **PARKING AND TRANSPORTATION**

Once you have checked in at the gate, please proceed to the parking area. This area is marked on the map. There will not be any variations of parking other than those directed. The Annex rules are very strict as to where we are allowed to park.

You will be asked to go to your unit's camping area, unload your gear and then move your car to the parking area. Do not leave your vehicle while you set up your tent and gear. Please unload your car and move it so other vehicles can drop gear. This process may be terminated at any point due to safety concerns or abuse. There will be no parking at campsites. The walk from the parking area and the camping area will not be far. All cars must be parked in the parking area by 8pm to reduce white light for our telescope friends to show us the night sky.

Once your vehicle is parked in parking area there should be minimal moving of the vehicle during the event. You will not be able to drive to your campsite, should you leave the event early, so the use of a cart is highly recommended. This event will be people powered on Saturday!

## **INFORMATION / LOST AND FOUND**

Building 65 will be for Staff, Medical, and limited games. You are NOT allowed to use the restrooms in Building 65 during this event, as to not destroy the septic system. Please use the port-a-lets. All Lost and Found items should be returned here. We will do our best to get the misplaced items back to their owners. All remaining items will be brought to November Roundtable; after this time, the items will find other homes.

## **HEALTH FORMS**

All units are required by BSA to have health forms on hand for all scouts. We will not be collecting them, but trust that you will have them on hand. Medical will be based in Building 65 on the West Wing in case of an emergency.

## **BUDDY SYSTEM**

Leaders, please make sure you stress this to all scouts attending. There are lots of places to explore and vast fields to run in. The staff will be making sure that no scout is alone.

## **UNIFORMS**

Friday; arrive in Class A, Field Uniform

Saturday; Flag Ceremony, Class A, Field Uniform. For Activities, Class B Uniform OR Costume!

Sunday; Scouts Own Ceremony, Class A, Field Uniform.

## **LEADER'S MEETING**

A Leader's Meeting will be held on Friday night in Building 65. An invitation is extended to two Cub Scout Leaders from each Pack. Please respect that only two from each unit attend. Event information will be provided, so the weekend easily adventures are enjoyed.

## **LIGHTS OUT**

Lights out will be at 10:30pm Friday and Saturday night. There should be no activities planned after this time. Please be mindful of your camping neighbors. As adults, we tend to visit loudly, and we do not want to disturb the littles that might be camping next to you.

## **TRASH**

We will have dumpsters clearly marked for trash to be deposited in. There is an Annex dumpster that is not ours and will be clearly marked NO TRASH. There should not be any waste thrown in these dumpsters that does not fit in a 33-gallon bag. If a tent breaks, please take it home with

you. A scout is Clean; do your best to keep your campsites free of garbage and flying debris. We share this site with a minugia of wildlife, and we don't want to interfere with them.

## **DRINK WATER**

It will be hot. Please make sure you remind, remind, remind your scouts and families to bring water bottles and drink often. Each unit should have water available at your campsites. Every unit should plan to bring water to the activities that they are hosting. If you do not have a water dispenser of some kind, please let us know. There will be centralized water stations at Near Building 65. There will be a water hose supply for units to use near the stage at Building 65.

## **BATHROOMS**

There will be port-a-lets provided by the event. The bathrooms at Building 65 will **NOT** be opened to campers for this event. Your unit may purchase a port-a-let to be placed in your camping area for \$95.00. You can purchase them on-line at time of registration. Please be respectful of all campers and keep public port-a-lets clean.

## **CAMPING**

All sites will be clearly marked. Please stay within your unit's boundaries. If for some reason you need more space, please see a staff member to help you with this issue. We have more than enough green space to accommodate everyone comfortably. Please have a talk with your scouts about walking through other unit's campsites. This will be a great time to teach Cub Scouts campsite etiquette if they don't already know it. If for some reason you must enter a campsite other than your own, "Permission to Enter" must be granted before entry is gained.

## **EVENING "CAMPFIRE"**

We will have a typical Campfire program at CUB ADVENTURE, minus the actual campfire. This is a time for our Cub Scouts to perform a skit or musical number of us to enjoy. All skits must be approved prior to the Campfire by our Master of Ceremonies. Please have your scouts know what skit they want to perform. The deadline for submissions is the Leader's Meeting on Friday evening. To avoid duplications, performance ideas are on a first come first served basis.

At the Campfire, we will be issuing awards, and providing checkout information for Sunday.

Remember: ALL PERFORMANCES MUST BE REVIEWED AND APPROVED BEFORE the Campfire begins!

Following the Campfire program, we will be showing a **movie** on the side of Building 65. For the initial Leader's Guide write-up we are leaning towards Disney's *UP*.



# CAMP WIDE GAMES

These activities are open to both Cub Scouts and can be done on your own.

## Ranges

Archery, BB's, and Slingshots available for all! Test your skill on each of our ranges. Please note on your General Schedule that we have morning (9:00AM – 12:00PM) and afternoon (1:30PM – 4:30PM) range time.

Scouts must have closed toed shoes and are encouraged to bring your own safety glasses to all shooting sports.

Be sure to follow all the Range Master's directions.

## Games and Activities

Over 15 different Cub Friendly games are being planned for our Cub Adventure. Each Pack will man an activity for our event (and is a requirement for the Honor Pack Award). We plan on there being un-staffed (easy) and fun activities available. These games will have instructions available, and will be pretty straight-forward. Some planned games/activities are: Bean Bag Tic Tac Toe, Cornhole, Frisbee Golf, Decoding Secret Codes, Arts and Crafts, Sidewalk Bowling, Large Puzzle Building, Rain Gutter Regatta, Radio Fox Hunt, Marshmallow shooters, an Obstacle Course, and other fun events, along with our Ranges.

There are no set schedules at our Cub Adventure when it comes to our games and activities. Our 'staffed' games will follow the morning (9:00AM – 12:00PM) and afternoon (1:30PM – 4:30PM) activity times. 'Unstaffed' games may remain open all day until 4:30pm. Please remind your scouts that some of the games are on loan and should be treated with respect as to not damage or destroy them.

## Snow Cones

Be sure you bring a few dollars to enjoy some snow cones at CUB ADVENTURE, with your choice of flavors!

## Galileo's Journey (Astronomy)

Come view the stars in the realm of Annex. We are happy to welcome Brevard Astronomical Society (BAS) to our Cub Family Campout. They will be setting up telescopes Friday evening only, for the scouts to view the stars and talking to them about the night sky! Please see "Star Party Etiquette" at the end of this guide for rules during Astronomy.

## Honor Unit Award

The requirements for this award are found in the forms section of the leader's guide. This award is open to Packs and Troops. All units have an opportunity to earn the Unit Award. To earn this award all you must do is have fun and participate! Please note that the Honor Unit Award will be awarded at November's Roundtable.

# THANK YOU

Thank you very much to all the organizations who help make Riverside Under Siege a success.

## Patrick Space Force Base – Malabar Transmitter Annex



Thank You for your continued support and for the use of this incredible property, we could not have done this event without you! A very special Thank You goes out for their continued support.

## Brevard Astronomical Society



Thank you for enlightening our scouts to the wonders of the night sky! Your attendance was illuminating!

## Staff Members / Volunteers

A big shout out to our great Staff Members and Volunteers who have helped plan and run the Riverside Cub Family Campout this year.

# STAR PARTY ETIQUETTE

- When attending a star party, there are a few guidelines one should keep in mind out of respect and courtesy for others. Most are just common sense.
- Don't use white lights. Use red lights sparingly. If for some reason you MUST use a white light, shout out a warning.
- Make sure your car doesn't violate the above. Backup lights and even interior lights can ruin someone's night vision.
- If you're planning to leave before dawn, park to be able to leave without using your lights.
- If you come to a star party without a telescope, please park some distance away from the observing site to save room for those with heavy equipment to carry.
- Never touch anyone else's equipment without permission. But don't be afraid to ask. Never touch any glass optical surface.
- Avoid loud and boisterous behavior. Astronomy is a quiet, peaceful activity.
- Don't litter.
- Drive slowly to avoid kicking up dust.
- Watch your step (but don't use a flashlight). Be especially careful of wires on the ground. Some scopes require power, and some folks use their car's battery. If your scope requires power, try to make the wires as safe as possible.
- If you're a visitor or a newbie, try not to monopolize another person's time. The astronomers are there to enjoy the sky, not to give lessons. Except, of course, when the star party is specifically organized for the public or newbies.
- Be doubly careful when Astro photographers are doing their thing.
- Children -- some folks welcome them, others don't. If you do bring children make sure that they are quiet, careful and act like adults.
- Music -- some star parties ban music altogether; some are less strict. Just remember that music that you love may be extremely irritating to others. When in doubt use a headset.