

Riverside DISTRICT' s
CUB FAMILY CAMPOUT
Leaders Guide



Malabar Transmitter Annex
5600 Minton Rd, Palm Bay

Updated 09/15/24

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General Schedule

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

Thursday, January 9th

5:00 pm – 7:00 pm	Trailer Drop Off	Campsite
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Friday, January 10th

4:00 pm	Main Gate Opens	Main Gate
4:00 pm – 9:00 pm	Units Arrive	Main Gate
8:00 pm – 9:30 pm	Movie – Flight of the Navigator	Stage
9:00 pm	Main Gate Closes	Main Gate
9:30 pm – 10:00 pm	Leaders Meeting	Building 65
10:30 pm	Lights Out	Campsite

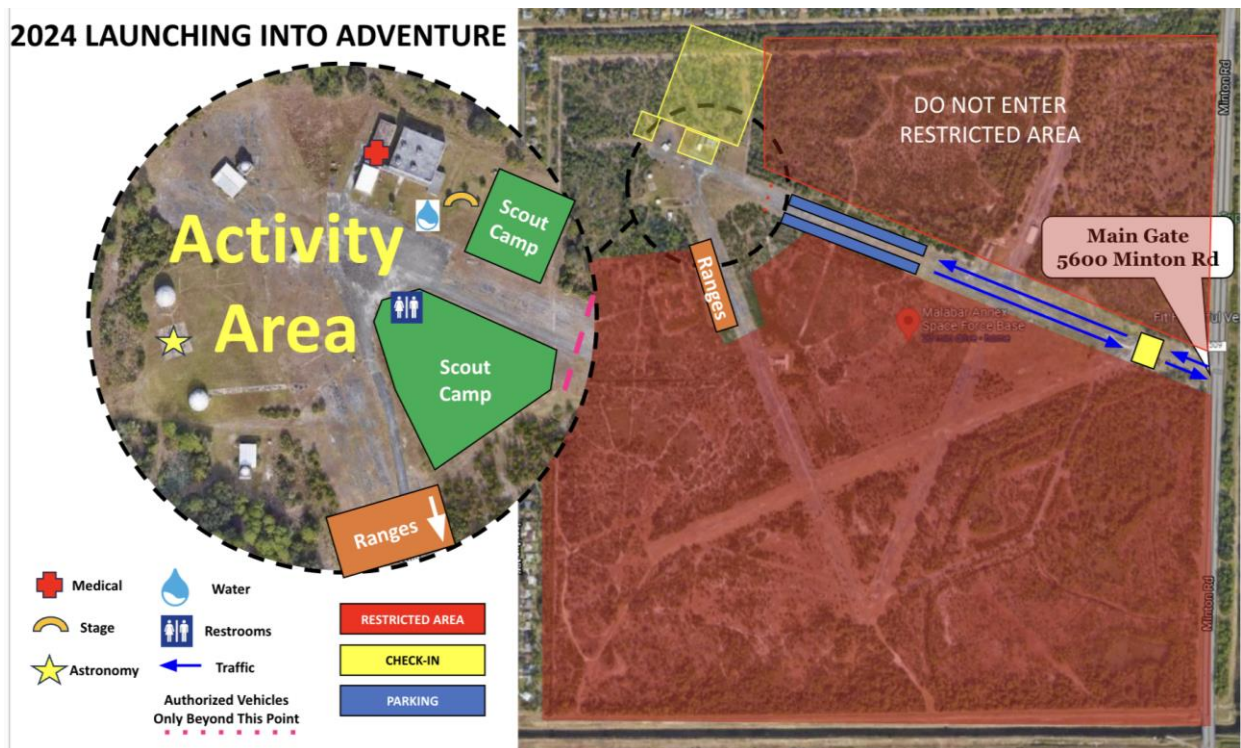
Saturday, January 11th

7:00 am	Reveille	Campsite
7:00 am – 8:20 am	Breakfast	Campsite
7:30 am	Main Gate Opens	Main Gate
8:30 am	Opening Flag Ceremony	Flagpole
9:00 am – 12:00 pm	Activities	Activity Field
9:00 am – 12:00 pm	Cub Scout Range Time	Ranges
12:00 pm – 1:30 pm	Lunch	Campsite
1:30 pm – 4:30 pm	Activities	Activity Field
1:30 pm – 4:30 pm	Cub Scout Range Time	Ranges
5:00 pm – 6:30 pm	Dinner	Campsite
7:00 pm – 7:45 pm	Evening “Campfire”	Stage
8:00 pm – 9:30 pm	Star Gazing - Brevard Astronomical Society -TBD	Stage
9:00 pm	Main Gate Closes	Main Gate
10:30 pm	Lights Out	Campsite

Sunday, January 12th

7:00 am	Reveille	Campsite
7:00 am – 8:20 am	Breakfast	Campsite
8:30 am	Flags / Scouts Own	Stage
9:00 am	Main Gate Opens	Main Gate
9:00 am	Check Out Begins	Campsite
12:00 pm	Main Gate Closes	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 January 3rd for weekend camping or day-only attendance. **There will be no walk-ins.** You must be registered by January 3rd! 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 Stephen Gerrish; sgerrish@gmail.com. Thank you for your support in making this a great event.

Check-In Procedures

Thursday, January 9th: 5:00 – 7:00

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 Stephen Gerrish at sgerrish@gmail.com. We would like to know who is coming to make things easier and more efficient for everyone once they arrive.

Friday, January 10th: Gate will open at 4:00 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
- Rank Advancement/Elective Guide
- 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 movie under the stars.

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, January 11th: 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 movie night.

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!

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 minotia 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 have the Brevard astronomical Society set up for star gazing. Please be respectful and careful with the telescopes.

Camp Wide Games

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

Assigned Schedule:

	Hiking	Indoor Activities	Special Guests/Free Time	Shooting Sports	Outdoor Activities	Special Guests/Free Time
9:00 AM	505	373	309	520 374	365 380 772	285 484
10:00 AM	285 484	505	373	309	520 374	365 380 772
11:00 AM	365 380 772	285 484	505	373	309	520 374
12:00 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
1:30 PM	520 374	365 380 772	285 484	505	373	309
2:30 PM	309	520 374	365 380 772	285 484	505	373
3:30 PM	373	309	520 374	365 380 772	285 484	505

Hike/Geocaching

Hiking and geocaching will be led by your unit leader. The approved hiking path shown on page 13. Please make sure to stay on this general path.

Geocaching sites are also on your own and the current active locations are showing on page 14. Please remember to only take one item from the geocache and then leave something behind.

Ranges

Archery, BB's, and Slingshots available for all! Test your skill on each of our ranges. Please note on your range time assigned to help keep the lines manageable.

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: Lunar Rovers, Make an Alien, Glider Toss, stomp rockets, rain gutter regatta and other fun events, along with our Ranges.

We have indoor crafts and outdoor games. Please see your assigned schedule above for you time.

We will also have a three special guests on Saturday. The Brevard Mountain Biking Association will be on site to teach the scouts about bike care, safety, and mountain biking in Brevard. The Parker Foundation for Autism and Child Development will sharing information on working with special needs children and inclusive games. Slade Peters, Director/Mission Test at NASA will be on site to share information about NASA! Make sure to stop by!!

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 Saturday 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 Launching into Adventure 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!



Brevard Mountain Bike Association

Thank you for sharing your biking experience and mountain biking opportunities in Brevard County!



Slade Peters Director from NASA

Thank you for sharing your experience with NASA and helping us Launch into Adventure!

The Parker Foundation



Thank you for giving us resources to support our special needs scouts and your fun activities!

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.

Hiking Path

Hiking will be unit led and on your own. Please make sure to follow your leaders guide as you go along the path below. Make sure to remember the outdoor code and Leave No Trace.



Geocaching

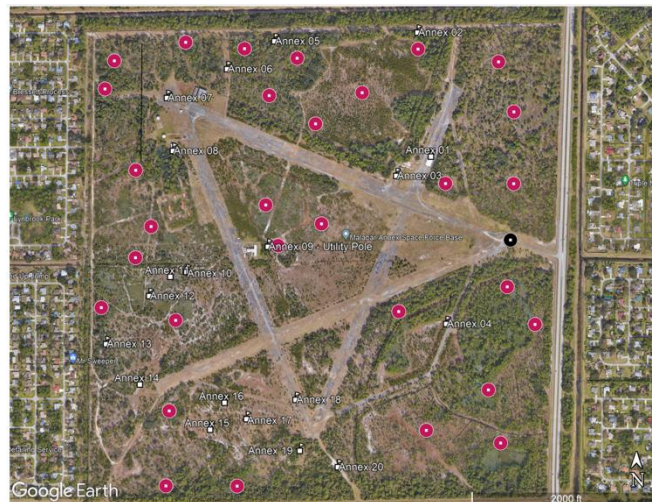
Geocaching is a worldwide game Global Navigation Satellite Systems (GNSS), of which the Global Positions System (GPS) is one. You may use an GNSS receiver you which to locate hidden “cashes” around the Space Force Malabar transmitter Annex. All geocaches have a form clearly identifying them as official Space Force geocache, and a space vehicle name for that specific geocache.

The map of the sites and a list of the caches is below. A number have been destroyed in the fire so please see the list of known active caches.

The geocache containers are about 5.5” tall plastic cylinders. If it contains goodies (known as swag), please only take an item if you leave something in it’s place.

PLEASE PLACE THE CACHE BACK WHERE YOU FOUND IT!!!!!!

Geocaching will be **unit led** please selected a unit leader to guide your scouts to the locations. Remember your outdoor code and Leave No Trace as you search.



Cache #	Clue	Coordinates		Space Vehicle
		Latitude	Longitude	
1	By a ramp	28°01'26.5"N	80°40'34.5"W	
2	Near the base of a tree	28°01'39.4"N	80°40'36.1"W	
3	Need power?	28°01'24.5"N	80°40'38.6"W	
5	Let's Get to the root of this	28°01'38.5"N	80°40'53.0"W	
6	Between two trees	28°01'35.6"N	80°40'58.6"W	
7	One person's trash...	28°01'32.6"N	80°40'05.7"W	
8	The it'sy-bitsy spider will be sad.	28°01'27.1"N	80°40'05.0"W	
19	Near a vent	28°00'55.9"N	80°40'50.0"W	
20	Tall pine	28°00'54.2"N	80°40'45.5"W	