

Buccaneer District Cub Fun Day Leader's Guide

Camp Boddie
419 Boy Scout Rd.
Blunts Creek, NC

Buccaneer District Cub Fun Day

Greetings Fellow Scouts & Scouters,

Welcome to Scouting and this year's Cub Fun Day. This year we are excited to explore some of the activities and skills that your youth will learn as they create their journey through Scouting. Throughout the day, scouts will join the Tiny Toons as they learn about woodworking, fire safety, shooting sports, and other activities with a looney twist. Activities will also provide opportunities for youth completing requirements toward their advancement. Get ready for a day of "looney" fun and adventure!

We will use "buddy groups" for several of the activities. Buddy groups may be 2 or 3 scouts and adults.

The youth and their adults will be able to explore the activities on their own. Maps will be provided with the location of activities.

This year's event will take place at Camp Boddie, located at 419 Boy Scout Rd. in Blunts Creek, NC.

I personally would like to extend my appreciation to the hardworking volunteers and professional staff that helped put this event together. I also thank each of you for everything that you do to make sure the spirit of Scouting is alive and well in Eastern North Carolina.

Yours in Scouting Spirit,
Andrew W. Wimsatt, Jr.

GENERAL INFORMATION

- A. Make sure parents/guardians know the pack and the name of the area the pack is from.
- C. The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Cub Fun Day site. Parents will be notified to come and pick up their Scout.
- D. Motorized vehicles will not be permitted to enter the Cub Fun Day grounds. All vehicles, unless designated by staff will be allowed to move through the camp.
- E. Walkie-talkies, handy-talks, or radios are not permitted.
- F. No unit will be allowed to participate in the Cub Fun Day without 2 adult leaders in attendance. All adult leaders must be registered with their pack. If packs are unable to attend because of adult leadership they should buddy-up with another unit from their area (district.)
- G. All Scouts will remain on the Cub Fun Day grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
 - I. All areas must be attended at all times by a responsible adult.
- J. Scouts should use the "buddy system" when moving throughout the camp. During the activities, an activity uniform may be worn. Scouts should dress "clean & appropriate in a Pack Class B uniform (must in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. For safety reasons NO SANDALS or open-toed shoes will be allowed.
- K. Please set up campsite with Leave No Trace Principles in mind.
- Q. For the convenience of the campers and guests the Council operates a trading post at Headquarters. Any remaining Cub Fun Day emblems will be sold beginning at 12:00 noon on Saturday.
- R. Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Camporee to be covered.
- S. Each Area Chief will handle all complaints.
- T. All persons/guests are required to register at the Camp Office located in Area HQ.
- U. The only trading posts in operation at the Cub Fun Day are the Council sponsored trading posts. No unit or other organization is authorized to sell items of any kind.

CUB FUN DAY REGISTRATION

REGISTRATION

Please use **Tentaroo** to register your troop.

The early bird fee is \$15.00 per scout and \$10.00 per scouter.

After Friday, December 18, 2026, the fee is \$20.00 per scout and \$15.00 per scouter.

In addition to Tentaroo Registration, the staff is asking that you send an additional registration email to andrewimsatt01@gmail.com . **This will facilitate planning.** That email should include the following information:

Pack Number, City and District

Number of scouts attending

Number of adults attending

Name and contact information for all of the adults planning on assisting with the events and areas

FEE REFUND POLICY: All refund requests must be in writing and mailed to the East Carolina Council Office.

- Refunds are not given at camp.
- Request received prior to Friday, December 18, 2026 – all fees will be returned.
- Request received after Friday, December 18, 2026 but prior to Wednesday, January 6, 2027 – will receive half of paid fees for refund.
- No refunds will be issued for cancellations after Wednesday, January 13, 2027.

MEDICAL FORMS: All Cub Fun Day participants are required to complete and submit an Annual Health and Medical form. Medical forms will be submitted upon check-in to each area headquarters and returned to the unit prior to departure. This is the new A & B form on the newly released medical form. (A doctor's signature is not required for this event.) The medical form can be found on the ECC website under "BSA Forms".

CUB FUN DAY PATCH: Extra patches, if any, will be sold after noon on Saturday. All unregistered units or units adding Scouts are required to check in at the Cub Fun Day headquarters. Units may add additional youth at the Cub Fun Day at the late registration rate by checking in at the Cub Fun Day headquarters. Scouts registered "on-site" may not receive patches because of limited availability.

ARRIVAL AT CUB FUN DAY: Your unit should plan to arrive at the Cub Fun Day on the morning of the event. All packs should check-in at the Hodges Building at the front of the camp and will be directed where activities will be. **All vehicles will remain in designated parking area during the day.**

WHAT TO BRING TO CAMP

Age-Appropriate Scout Uniform

Sunscreen (Pump or Lotion)

Insect Repellent (Pump or Lotion)

Money for Trading Post

Water Bottle

Snacks

Camp or other Scout T-Shirts

Hat or Cap

Approved pocket knife (With Whittling Chip)

Scout Handbook

Any required medications

Weather-appropriate clothing

NOTE: **Please do not pack or carry any aerosol cans**

THINGS TO LEAVE AT HOME

Radios, Televisions, Electronic Games, Alcoholic beverages & tobacco products, Sandals/Open toed shoes, Aerosol Cans, Fans & Extension cords.

Lunch

Lunch will be provided for all participants. Lunch will include hot dogs and chips. Drinks will include water and bug juice.

Cub Fun Day Schedule**Saturday**

9:00 am	Check-in
10:00 am	Activities begin
12:00 pm	Lunch/free time
1:00 pm	Activities resume
3:00 pm	Activities conclude
4:00 pm	Camp closes

Overview of Activities

Overview Story

Every day is a day to learn something new, and no one knows that better than the Tiny Toons! Cub Scouts will join the Tiny Toons and learn what it takes to be a toon, while practicing their scout skills.

Danger! Endangered!

Gogo Dodo has been learning about endangered animals but is having trouble identifying them. Scouts will help Gogo identify species with the help matching pictures and clues together. They will also learn how to help preserve the selected species.

Furball, First

Furball is very clumsy and always gets hurt. Scouts will help Furball identify different injuries and how to treat them.

Pie Flying

Pie tins are a very important tool in every toon's tool kit, and no one knows this better than Buster Bunny. Scouts will help Buster test some tins with sling shots, archery, and BB gun shooting!

Calamity's Dino Discovery

Calamity Coyote's newest invention backfired (again), but in doing so, it revealed some dinosaur bones! Scouts will help Calamity identify different bones and footprints.

Plucky's Racing Shop

Buster Bunny has challenged Plucky Duck to a race. Cubs will learn how to use hand tools for building Pinewood Derby cars.

Weather Wardrobe

Hamton Pig is helping clean up another one of Calamity's inventions. Cubs will help Hamton sort clothes for the right seasons.

Babs's Roast

Babs Bunny likes cooking, just as much as she likes a good joke. Cubs will join Babs to prepare their lunch for the day.