



# Cub Scout Program Guide

For Parents and Cub Leaders  
Camp Manatoc Scout Reservation



# From The Program Director

After careful planning and consideration, I am so happy to bring to you our brand new parents guide for cub scout overnight camp 2026! This summer we are focusing on fun activities for all cubs, and weaving in adventures into our programs. Incorporating the revolutionary theme into not just our campfires and dining hall programming, but also into our activities has made me so excited to share it all with you. To help us celebrate USA's 250<sup>th</sup> I'm proud to bring you the guide to 2026.



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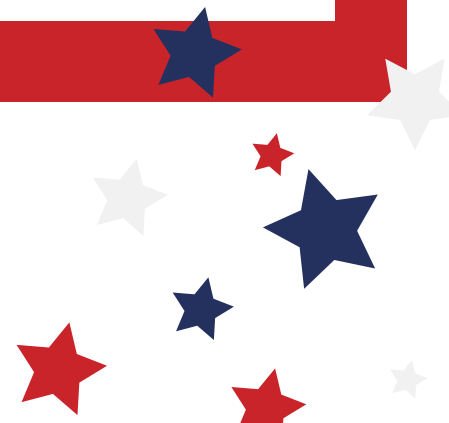
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# Schedule

## 2026 Cub Scout Overnight Camp Master Schedule

Start Time	Arrival Day	Day 1	Day 2	Check Out Day
8:00 AM		Waiter Call	Waiter Call	Pack
8:15 AM		<b>Breakfast</b>	<b>Breakfast</b>	<b>Grab and Go Breakfast</b>
9:00 AM		Morning Flags	Morning Flags	
9:30 AM		<b>Program Time 1</b>	<b>Program Time 3</b>	Departure Time
12:00 PM		<b>Grab and Go Lunch</b> Closes @ 1:00 p.m.	<b>Grab and Go Lunch</b> Closes @ 1:00 p.m.	
1:00 PM	Check-In Starts	Siesta	Siesta / Parade	
2:00 PM		<b>Program Time 2</b>	<b>Program Time 4</b>	
4:30 PM				
4:45 PM	Waiter Call	Waiter Call	Waiter Call	
5:00 PM	<b>Dinner</b>	<b>Dinner</b>	<b>Dinner</b>	
5:45 PM	Evening Flags	Evening Flags	Evening Flags	
6:00 PM				
6:30 PM	<b>Orientation Trail</b> 6:00 p.m. - 7:00 p.m.	Evening Games and Pool Party 6:30 p.m. - 7:30 p.m.	Scouts Own Worship Service @ 6:00 p.m	
7:00 PM	Pre-Campfire Dance Party		Pre-Campfire Dance Party	
7:15 PM	<b>Opening Campfire</b> 7:15 p.m. - 8:00 p.m.	<b>AoL Campfire</b> 7:30 p.m. - 8:15 p.m.	<b>Closing Campfire</b> 7:15 p.m. - 8:00 p.m	
7:30 PM				
10:00 PM	Curfew	Curfew	Curfew	



# Before You Read...

This guide offers a general overview of most of the activities we are offering in the 2026 season, but changes and additions to our program may happen prior to or during the season for various reasons! Please be sure to always check the latest version of documents, and with any questions reach out to Lily Matthews at [lilymatthews320@gmail.com](mailto:lilymatthews320@gmail.com). Also be sure to check [now.manatoc.org](http://now.manatoc.org) for any and all updates!



## Activities Versus Adventures

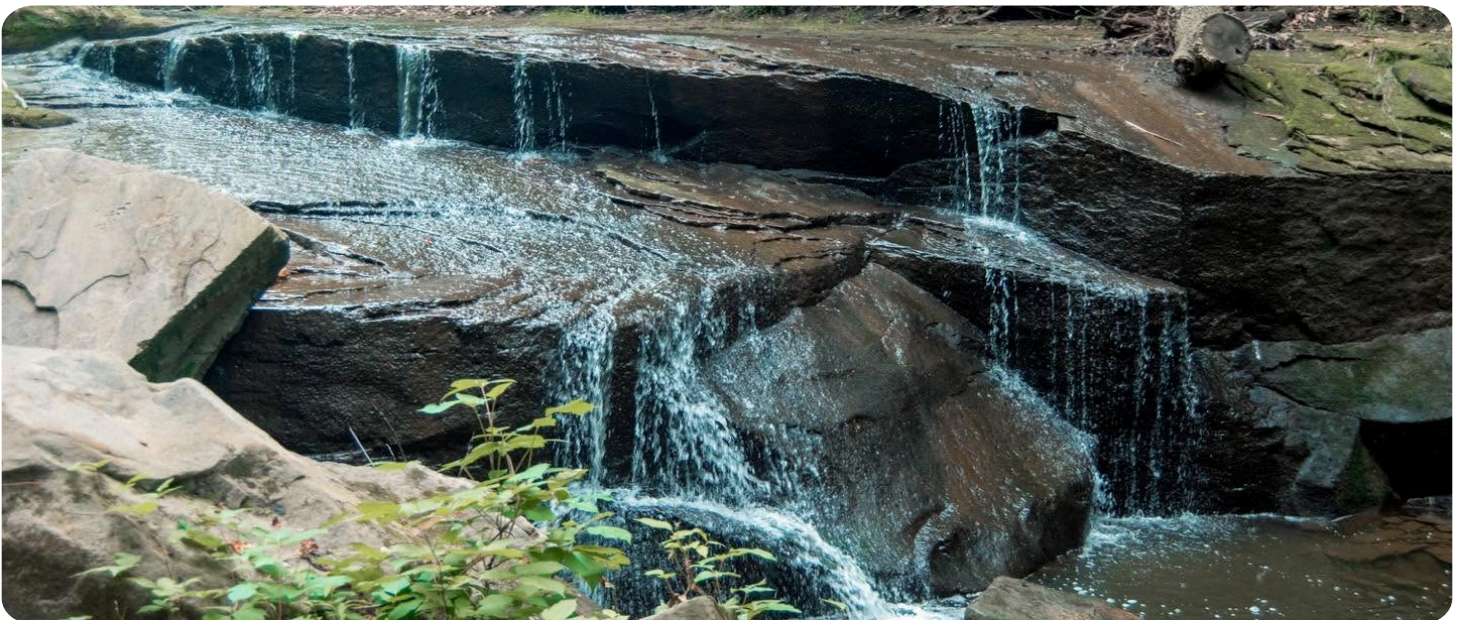
This summer we're focusing on planning fun and engaging activities for all cubs rather than adventure programming. All activities will be open to all cubs and their parents, in this guide there is also a breakdown of what adventures we will complete throughout the week.

Many activities pull from adventure requirements, but the focus is on fun and trying new things in each area. The goal is to have something for every cub, whether that be boating, fishing, crafts, and more!

# How Activities Work Around Camp

In order to keep numbers down, so all cubs can get the best experience, we have a rotating schedule. Packs will be sorted into groups A and B. Each group will be assigned to a side of camp during each program block. Cubs will get time to be on each side of camp in the morning on each day as well as the afternoon. Campsites will receive their groups on Check in day. Cubs participating in the Citizenship adventure will be able to participate in the service projects regardless of which side of camp they are assigned to.

All Activities are open, as well as certain areas all have open programming. Those areas being: The Tower, The Pool, The Lake, The Ranges, and The Forge. Other areas will also have open programming which include crafts at handicraft and design challenges at STEM. Nature will also be open to loan out shishing poles for cubs to use at dedicated fishing docs.















# Camp Map

## GREAT TRAIL COUNCIL BOY SCOUTS OF AMERICA **MANATOC SCOUT RESERVATION** ESTABLISHED 1923



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Updated 1/1/2025 JRS

-  Campsite
-  Open Fields
-  Outpost Campsite
-  Trees / Forest
-  Buildings / Cabins
-  Pine Forest
-  Swimming Pool
-  Swamp / Marsh
-  Flag Pole
-  Lakes / Stream
-  Roads / Parking
-  Gate

# Area Breakdown




## North Side

**Handicraft:** Handicraft is located at the Gilwell shelter (pavilion past the tower on the main road). It is a great place for cubs to come and do crafts, songs, and skits! Some crafts we'll be offering during cub week include: pottery, origami, presidential portraits, and open painting. All activities are open except presidential portraits which will occur from 1:45-2:15.

**Tower:** The climbing tower is located on the north side of camp just past our Out Door Skills area. It is a great place for cubs to seek new heights and try new things as they attempt to climb the tower. The tower is open for climbing during all activity blocks, weather permitting.

**Nature:** The Red Oak Nature Center is located down the road in front of the climbing tower. It is a great place for cubs to loan out fishing poles, learn about trash and recycling, and learn about the animals that live in the park. Nature will have regularly scheduled program as detailed in the adventure breakdown, and will be open to loan out fishing poles during all program times.

**STEM:** The STEM building is located at the Young Explorers Lodge, past nature towards the lake. STEM is a great place for cubs to design new things and learn about all things STEM. We will have open bottle rockets and 3D printing, as well as scheduled program as seen in the adventure breakdown.



**Lake:** Lake Litchfield is located past the STEM building down the hill. The lake features open boating during all activity times, weather permitting. Cubs must pass the swimmer test to be able to take out boats on their own. otherwise they can take one out with their parent, if the parent is a swimmer, or one of our lifegaurds if they are available. We will also teach one scheduled adventure during the block listed in our adventure breakdown.

## South Side

**Pool:** The Pool will be open for open swim during both activity blocks, weather permitting. It features two diving boards available to scouts who pass the swimmer test.

**Archery Range:** The Archery Range is located through the Range and target gateway, across from the bittersweet campsite. The archery range will offer the archery adventure for all ranks, in an open format during all activity blocks.

**BB Gun Range:** The BB gun range is located past the metal forge pavillion down the hill. The BB range will offer the BB gun adventure for all ranks, in an open format during all activity blocks.

**Metal forge:** The Metal Forge is located in the pavillion just past the training lodge in the back of the dining hall parking lot. It will offer super cool forge demos for cubs to watch, and maybe recieve some trinkets from. The forge will be open during both activity blocks.

**Slingshot:** The Slingshot range will offer the slingshot adventure for all ranks in an open format during both activity blocks.



# Themed Dress Days

Day 1 (first full day): **Pack shirt day**, have cubs and Adults show off their pack spirit for our first day of program!

Day 2 (Second full day): **Red, White and Blue Day**, Cubs and Adults can show off their patriotic spirit in our Red White and Blue Theme Day. Staff will also be in theme wear on this day

## What to Wear During the Day

**Morning/daytime:** Activity Uniform (the activity uniform is a t-shirt or other top, shorts/pants, belt if needed, and closed toed shoes.)

**Dinner:** Field Uniforms (this is the blue or tan shirt, blue or olive green shorts/pants, a belt, and closed toed shoes.)

**After Dinner/Evening Program:** Activity Uniforms and theme wear. (theme wear is any kind of Americana garb, red white and blue, 1776 era wear).

# Adventure Schedule by Cub Rank

## Tiger

**Designed By Tiger:** Taught at STEM from 9:30-10:00. Cubs will design their own gadgets.

**Floats and Boats:** Taught at the Lake from 11:15-11:45. cubs will learn all about things that float!

**Champions For Nature:** Taught at Nature from 11:50-12:20. Cubs will learn all about renewable resources.

**Stories in shape:** Taught at Handicraft from 2:20-2:50. Cubs will draw out stories.

**Fish On:** Taught at Nature from 4:05-4:35. Cubs will learn about fishing and will go fishing!

## Wolf

**Digging in the Past:** Taught at Nature from 9:30-10:00. Cubs will learn all about Dinosaurs!

**Air of the Wolf:** Taught at Handicraft from 10:40-11:10. Cubs will learn about and build paper airplanes.

**A Wolf Goes Fishing:** Taught at Nature from 1:45-2:15. Cubs will learn all about fishing!

**Adventures in Coins:** Taught at STEM from 10:05-10:35. Cubs will design their own coins for the revolution!



# Adventure Schedule by Cub Rank

## Bear

**Roaring Laughter:** Taught at Handicraft from 10:05-10:35. Cubs will participate in charades and learn how to come up with funny skits

**Bears afloat:** Requirements for Bears afloat are met by going to the lake and participating in a safety talk before boating.

**Champions for Nature:** Taught at Nature from 2:20-2:50. Cubs will learn all about soil and water.

**Forensics:** Taught at STEM from 2:55-3:25. Cubs will learn about germs

## Webeles

**Champions for Nature:** Taught at Nature from 2:55-3:25. Cubs will learn all about habitats!

**Art Exploion:** Taught at Handicraft from 4:05-4:35. Cubs will draw and paint their favorite places at camp

**Earth Rocks:** Taught at Nature from 10:40-11:10. Cubs will learn all about rocks!

**Math on the Trail:** Taught at STEM from 11:15-11:45. Cubs will learn how to estimate the amount of time it will take them to hike a trail

# Adventure Schedule by Cub Rank

## Arrow of Light

**Fishing:** Taught at Nature from 3:30-4:00 on Day 2. Cubs will learn how to choose their fishing rod and will go fishing.

**Into the Wild:** Taught at Nature from 11:15-11:45. Cubs will learn about habitats and make their own.

**Citizenship:** Taught in two different sessions, the first being at the sanders shelter from 11:50-12:20. the second starting at the sanders shelter the following day from 3:30-4:35. cubs will learn all about service projects, and will help participate in one.

## Additional Adventures (all ranks)

**Race time:** There are race time adventure levels for all cubs. This will be a rain gutter regatta activity during our theme night on the second night of camp.

**Archery:** While the Archery range is open, cubs can participate in this adventure.

**BB guns:** While the BB gun range is open, cubs can participate in this adventure.

**Slingshots:** While the slingshot range is open, cubs can participate in this adventure.

# How to Identify a Staff Member



## Activity uniform

During the Day, Staff will be in activity uniforms, this features a tee shirt or sweatshirt, olive green shorts or pants, a scouting belt, olive green socks, and closed toed shoes. Staff will also always have name tags on them. Lifegaurds will be in guard wear or other swimsuits

## Field uniform

During Dinner and the AOL Campfire, staff will be in their field uniforms, this features the tan Scouting America shirt, olive green shorts or pants, a scouting belt, olive green socks, and closed toed shoes. Staff will also be in red neckerchiefs



# Flags



## Morning Flags

Morning Flags will take place immediately following breakfast. Campsites will report in and then we will raise the flags and listen to some tidbits of knowledge from the camp staff. If any information needs to be said to all of camp, this is a good place to hear it.

## Evening Flags

Evening Flags will take place immediately following Dinner. Campsites will report in and then we will lower the flags and listen to some tidbits of knowledge from the camp staff. Evening flags are slightly more reverent than morning flags, a staff member will play taps as we lower the flags, and we will ask all cubs in uniform to salute.



# Campfires

**Opening Campfire:** On the night of arrival Staff will put on a campfire presentation for cubs to enjoy. Campfires will be held in the Manatoc council ring. 30 minutes before the campfire staff will lead in a dance party with music and fun for cubs.

**Arrow of Light Campfire:** Cubs of the Arrow of Light Rank will be able to participate in the evening following program on Day 1. This is more of a reverent campfire for cubs to reflect on their time in the program, and inspire them to join Scouting America as a part of a unit.

**Closing Campfire:** On the final night of camp, cub packs will lead us in a campfire program. staff will also do some skits and songs, but this is the time for the cubs to shine and show us their spirit!



# Packing List

## Some things to bring:

- Clothes for 5 days (4 days of camp, one extra set)
- Closed toed shoes
- Shower shoes for the poolhouse
- Full Field Uniform (blue or tan shirt, blue or green pants/shorts, belt)
- Flashlight
- Sunscreen
- **Water bottle**
- Daypack
- Insect repellent
- Sleeping Gear (sleeping bag, blanket, pillow)
- Cot and/or sleeping pad (this is useful especially if your unit is in a canvas tent site.)
- First aid kit
- Camera

## Some things to avoid:

- iPad or other electronics
- Aerosol cans
- Firearms and Fireworks
- Generators
- Sheath Knives
- Anything else that might detract from the camp experience

