



**Chisholm Trail Cuboree
Out of this World
October 24-26, 2025
Camp Wisdom**

EVENT SCHEDULE

Friday 6:00p – Units may begin checking in at HQ (Daffron Pavilion)

9:00p – Cubmaster/Volunteer/Staff Meeting

11:00p – Lights out

Saturday 7:30a – Check In opens at Daffron Pavilion
8:45a – Flag Ceremony/Announcements (Flagpole at Daffron Pavilion)
9:00a – Activities open
12:00p – Activities close
12:00p – Lunch
1:00p – Activities open
4:00p – Activities close
4:00p – 7:00p Free time, Dinner
6:45p – Closing Flag Ceremony/Announcements
(Flagpole at Daffron Pavilion)
7:00p – Alien Fashion Show/Campfire program (CWAC)
10:00p – Lights out

Sunday 9:00a-11:00a– Units check out

NOTE: A campsite inspection will be required prior to checking out. A signed checkout form is required for event patches.

All staff/volunteers/participants are encouraged to dress up with costumes, alien or space themed clothing, etc.! (No face covering masks please due to safety)

COST:

- Cub Scouts/Siblings/Prospective Scouts (ages 5-17): \$30
- Siblings (ages 3-4): \$15
- Siblings (ages 0-2): \$7
- Adults: \$15

INCLEMENT WEATHER

- Cuboree will be held rain or shine
 - Please bring weather appropriate clothing/gear with you.
- In the case of severe weather event staff will work with the ranger to determine the appropriate actions and/or shelter location(s).
 - Notices will be sent to the number listed as the Unit Leader at check in.
 - Staff will alert activity stations via radio to pass to families present at their stations
 - Staff/Volunteers will go around camp ensuring everyone has received the instructions.
- If there is severe weather during the week leading up to the event that will alter or cancel Cuboree, an email will be sent via BlackPug to all registration contacts.
 - The registration contact is the person who made the reservation. If you register a group of people there will be only one contact. Please ensure all people in your group are notified.
 - No news means no changes.

UNIFORMS:

- Field Uniforms (also known as Class A) are NOT required.
 - They can be worn for the Flag Ceremonies if desired.
 - We don't want them to be ruined or lose pieces throughout the day.
- Activity Shirts (also known as Class B) are preferred if your Pack has them.
 - These shirts are sufficient to serve as your uniform for Flag Ceremonies.
- Prospective Scouts or Scouts/Siblings without uniforms can wear comfortable clothing.
- Closed toe shoes are required per camp rules.

PARKING:

- Parking will be in the main lot. Please follow the guide of attendants.
- Gates will be open during non-event times to drop off gear, if needed.
- Please unload your gear and return the car to the parking lot.
- Driving around at camp will NOT be allowed during event times (safety issue).
- ONLY a tow vehicle with Pack Trailer and cars for families with special needs will be allowed to be parked at the campsite. A special needs parking pass MUST be obtained from Event Staff during check in.
 - Special needs parking pass vehicles will NOT be allowed to drive during activity times. Any exceptions can only be made by the District Director.

FOOD:

- Packs/Dens will be responsible for bringing/preparing their own food for the entirety of the event. The exception being popcorn provided at the Alien Fashion Show Saturday night and the Cosmic Pudding snack activity.
- Cooking may be done in campsites.
 - Please note: your Unit may be sharing the camp site with other Units. Be prepared to share the fire ring or bring alternate methods of cooking (such as camp stoves, grills, etc.)
- Families attending as Prospective Scouts or families attending for the day only:
 - Please bring a sack lunch/dinner as needed for the timeframe you plan to be at the event.
 - If you are guests of a Pack, you can coordinate with them how they would like to handle meals.

HYDRATION:

- Be Prepared, please bring your own cup or water bottle with a carabiner to carry with you on Saturday. There will be refill stations at each event location.

HEALTH FORMS:

- All in attendance, youth and adult, **MUST** have a current annual health form part A & B (no C required) that expires after October 26, 2025 (form expires one year after date signed)
 - Units will be responsible for ensuring everyone has one and holding them during Cuboree.
 - Families attending without a Unit will be responsible for carrying them during the event.
 - Any youth being treated by Medic Team without a parent directly present will require their Health Form to accompany them to treatment area.
 - Please see the attachments on event page for a copy of the Medical Form or by downloading the form under “All Scouting Events” at <https://www.scouting.org/health-and-safety/ahmr/>

FIRST AID:

- Minor injuries such as bug bites and minor cuts should be handled at the Unit level with Unit supplies.
- Injuries that require more in depth treatment can go to the Health Lodge.
- If there is a major injury that requires the Medic to come to the location:
 - Ask any staff member with a radio to call the Medic
 - Call 973-907-0369 to request the Medic

ACTIVITIES:

- Notes:
 - Due to popular demand, Archery and BB range activities will be scheduled.

- Range times will be assigned based on range capacities and unit size. This is to reduce long waits at each range. We are providing the maximum safe number of time slots per hour.
 - We will have both BB ranges open. They offer the same experience. Assignments will be range specific. Ensure you go to the correct range.
- We are not able to accommodate alternate times, and we apologize in advance if your child cannot participate in all 3 range activities.
- Requests for specific range time exclusions due to religious purposes ONLY, can be made at pack288plano@gmail.com.
- Lions (Kindergarten age) and older can participate in Archery and Slingshots.
- Tigers (First Grade age and older) can also participate in BB's.
- Children younger than Kindergarten cannot participate in range activities due to Scouting America regulations.
- Siblings will be included in range times as capacities allow. Staff will advise which ranges will be open to siblings at check in. Their times will be assigned with the unit they are associated with.
- All other activities are open to all participants at your leisure.

Range and Target Activities (Numbers correlate to locations on map)		
1: Archers of the Cosmos (aka Archery)	Cub Scout Activity Range	
2: Saucer Shoot (aka Wrist Rockets/Sling Shots)	Between archery and BBs at the Fort	Alternate targets available for those who don't participate in Saucer Build
3 and 4: Galactic Aim (aka BB guns)	Fort Farrington or Cub Scout Range near the Castle	Assigned range will be on wrist band stickers. Each range offers the same experience.

Leisure Activities (Numbers correlate to locations on map)		
5: Martian Headwear	Sir Dee Brown Castle	Make tin foil hats or Martian antennae
6: Asteroid Mining	Cave Mountain	Mine for glowing asteroids in the cave
7: Rocket Launch	Nature Pavilion Field	Launch bottle rockets
8: Saucer Build	Trading Post Pavilion	Decorate mini pie plates to take to Saucer Shoot to use as targets
9: Stop the Invasion	Pirate Ships	Stop rival Martians from invading with sponges, balls
10: Cosmic Pudding	CWAC	Enjoy an out of this world snack at the CWAC
10: Alien Fashion Show/	CWAC	Show off your costumes made from recycled materials (or improvised). Store bought costumes

Campfire Program		are allowed, but NOT required. Show off your Martian Headwear made earlier in the day! Tell your favorite (Cub Scout appropriate) joke. Popcorn available as a snack (FREE). Bring your own chair/blanket to sit on. Please no face covering masks due to safety.
11: Planet Hook'd	Blue Bill Pond	Fishing
12: Medic and Museum	Camp Office	The medic will be in the Health Lodge on the right side of building. The museum is on the left side of the building.
13: Headquarters	Daffron Pavilion	Check in and out location. Flagpole for Flag Ceremonies.

PROSPECTIVE SCOUT INFORMATION:

- Registrations:
 - This is for families not currently registered in Scouting America (Cub Scouts).
 - Youth must be accompanied by an adult at all times.
 - Due to Scouting America regulations prospective scouts and their families may participate for the day of the event only. They are not allowed to camp overnight.
- Check In:
 - Please provide a contact number for the adult accompanying the youth.
 - This will be the point of contact during the event for staff to disseminate changes, weather updates, emergency information, etc.
- Check-out:
 - Check-out with event staff at the Daffron Pavilion will be needed in order to receive patches and keep track of who is at camp.
 - If no staff are present at Daffron, ask any staff/volunteer with a radio for help.
 - If registered with a Pack, your patch will be included with the Pack packet and given to Pack Leader.

PACK (Cub Scout) INFORMATION

- Registrations:
 - Registrations may be entered by the Pack for everyone or individuals may register themselves.
 - All individual registrations will be grouped at the Pack level for the event by the event staff.
 - Campsite preferences can be indicated ONLY by Unit Leader or the person serving as the leader for this event during the registration process in Black Pug (registration site).

- We will do our best to accommodate requests on a first come first served basis as well as campsite capacity and unit size.
 - Can leave Blank if there is no preference.
- Check-In:
 - Please identify who will be the Unit Leader for the event.
 - This will be the point of contact during the event for staff to disseminate changes, weather updates, emergency information, etc.
- Camping:
 - Packs will have the option to camp Friday and/or Saturday
 - Please indicate in your registration if you are camping.
 - Please note that you may not be the only Pack in a campsite. While we will do our best to limit the number of people per site, please consolidate your group the best you can within the campsite to allow room for others.
- Check out:
 - When your Unit is ready for a campsite inspection text Unit Number and campsite name to 973-907-0369. A Commissioner will then be dispatched to perform the inspection.
 - Packs will be responsible for cleanup of their assigned campsite. Ensure your Pack portion of the campsite is clean. Camp Commissioners will inspect campsite. Then, you will need to go to HQ (Daffron Pavilion) to collect your event patches as you leave camp.
 - Packs will be required to clean their respective restrooms prior to check out on Sunday morning.
 - Removing trash that is on the floor and leaving it better than we found it. Please remove the trash bags from each bathroom and place them outside the restroom.
 - Participants NOT camping will still need to check out with event staff at the Daffron Pavilion
 - If no staff are present at Daffron ask any staff/volunteer with a radio for help.
 - This is required to keep track of who is at camp.
 - This is where you will pick up Medical Forms.
 - Patches will be given to Unit Leader as a group.