Volunteer Assignments

2026 WIS Cuboree #5

Key: Shift assigned | Open shift

Event	9 AM to 12 AM			1 PM to 4 PM		
	Slot	Name	Unit	Slot	Name	Unit
Paper Rockets and Arts & Craft Activities Location: CWAC	1	Kashif Surani	758	1	Dallas May	325
	2	Pack 870	807	2	John Kitchens	818
	3	Pack 870	807	3	Marilyn Kitchens	818
	4	Dallas May	325	4	Pack 202	202
	5	John Kitchens	818	5	Pack 202	202
	6	Marilyn Kitchens	818	6	Pack 262	262
Castle & Maze Coverage Location: Sir Dee Brown Castle & Maze	1	Denise Matens	870	1	Matthew Wooten	425
	2	Holly Sobczak	1096	2	Denise Matens	870
Cave Location: Cave Mountain	1	Pack 870	807	1	Reiana English	435
	2	Pack 870	807	2	Pack 435	435
BBs, Archery & Wrist Rockets Location: Ft Farrington & Cub Scout Archery Range	1	Pack 870	807	1	Pack 84	84
	2	Pack 870	807	2	Pack 84	84
	3	Pack 344	344	3	Pack 825	825
	4	Pack 344	344	4	Pack 825	825
	5	Pack 1665	1665	5	Pack 1665	1665
	6	**Open**		6	Pack 262	262
Cub Scout BB Range Location: Same	1	Omar Niamatali	818	1	Michelle Thoma	818
	2	Pack 870	807	2	Pack 1	1
Field Games Location: Nature Pavilion *Note: Fields Games Run from 10 am to 12 pm (Shift 1) and 1 pm to 3 pm (Shift 2)*	1	Matthew Wooten	425	1	Troop 42	T42
	2	Pack 870	807	2	Troop 42	T42
	3	Pack 870	807	3	Troop 42	T42
	4	Annirrra Polk	818	4	Troop 42	T42
	5	Troop 42	T42	5	Troop 42	T42
	6	Troop 42	T42	6	Troop 42	T42

SATURDAY ACTIVITIES

Volunteer Instructions

2026 Cuboree #5: Spirit of 1776 | Camp Wisdom | Saturday, November 7, 2026

Thank you for volunteering! Our Cub Scouts will rotate through the activities below from **9:00 AM to 12:00 PM** and **1:00 PM to 4:00 PM**. Your job is to keep every activity safe, fun, and moving. This guide covers every Saturday activity. Read the section for your station and the “For All Volunteers” page.

Activity Quick Reference

Activity	Location	Open	Your role
Minuteman Marksmanship (BB Guns)	Fort Farrington BB Range and Cub Scout BB Gun Range	9–12 and 1–4 (by wristband session)	Assist Range Officers; manage lines; check wristbands
Patriot Archery	Cub Scout Archery Range	9–12 and 1–4 (by wristband session)	Assist Range Officers; manage lines; check wristbands
Revolutionary Wrist Rockets	Fort Farrington	9–12 and 1–4	Manage the line; enforce safety rules
Boston Harbor Slime Making	CWAC – Cub World Activity Center	9–12 and 1–4 (while supplies last)	Help Scouts; manage supplies
Fourth of July Paper Rockets	CWAC – Cub World Activity Center	9–12 and 1–4	Help Scouts build and launch
Colonial Hoop Skirt Walk Relay	Nature Pavilion	10–12 and 1–3	Run the relay
Bucket Brigade Sponge Relay	Nature Pavilion	10–12 and 1–3	Run the relay
Crossing the Delaware Plank Relay	Nature Pavilion	10–12 and 1–3	Run the relay
Fort Liberty Castle & Maze Play Area	Sir Dee Brown Castle & Maze	9–12 and 1–4	Chaperone the venue
Swamp Fox Hideout (Cave Mountain Play Area)	Cave Mountain	9–12 and 1–4	Chaperone the venue

FOR ALL VOLUNTEERS

Before your shift

- **Arrive 15 minutes early.** Be at your station by 8:45 AM (morning) or 12:45 PM (afternoon). The Nature Pavilion relays open at 10:00 AM and 1:00 PM, so be set up before then.
- **Check in with your activity lead** (the Range Officer, station lead, or camp staff member at your site) and ask what they need from you.
- **Bring:** water, sunscreen, and a hat. If you are working at the Castle & Maze or Cave Mountain, you may also want a camping chair. Wear closed-toe shoes.
- **Know where help is.** Find out where first aid and the nearest camp staff are before Scouts arrive.

During your shift

- **Safety comes first.** Step in right away if something looks unsafe, and tell your activity lead.
- **Follow Safeguarding Youth rules.** No one-on-one contact with Scouts. Stay where another adult can see you, and keep activities in open view.
- **Report every injury.** Tell your activity lead and send for camp first aid. Stay with an injured Scout until help arrives.
- **Lions (Kindergarten)** need an adult alongside them at archery and wrist rockets. Lions may not use BB guns.
- **Watch the weather.** Encourage water breaks and shade. Tell your lead if conditions get unsafe.
- **Keep it positive.** Cub Scouts are here to have fun and do their best. Encourage everyone, cheer for effort, and keep lines calm and moving.
- **Stay at your station.** If you need a break or have a problem, tell your activity lead so your spot is covered.

END OF EVERY SHIFT (ALL SITES)

- **Pick up all trash** at your site and put it in the **dumpster located near Daffron Pavilion or nearby trash can**.
- **Collect any abandoned Scout items** (water bottles, hats, jackets, etc.) and bring them to the **Daffron Pavilion lost and found**.
- Tell the next shift or your activity lead about any equipment problems or injuries.

Contacts (fill in before the event)

Who	Name / phone
Event Chair	Chris Adcox (214-714-7211)
Staff Advisors	Scott O'Mary (214-902-6741) & Trey Otte (214-902-6777)
Camp Medic	Seth Knight (903-651-6004)

BB GUNS AND ARCHERY (RANGE ACTIVITIES)

Minuteman Marksmanship (BB Guns): Fort Farrington BB Range and Cub Scout BB Gun Range. Each Scout has the opportunity to shoot at targets. **BB guns are not available to Lions (Kindergarten).**

Patriot Archery: Cub Scout Archery Range. Each Scout has five (5) shots at a range target. **Lions (Kindergarten) may participate with an adult alongside them.**

Your role

The Range Officers run the range and are in charge of safety. You are their helper. You will assist the Range Officers as needed, manage the lines, and make sure Scouts are at the activity at their designated time, based on their wristband color.

What you do

1. **Meet the Range Officer first.** Get the safety briefing and ask exactly what help they want.
2. **Check wristbands at the entrance.** Only Scouts whose wristband color matches the current session go to the range. Politely send others to their correct session. If a family has a real conflict, ask the Range Officer.
3. **Manage the line.** Form a single, calm line well back from the firing line. Bring Scouts forward only when the Range Officer signals. Keep parents and visitors behind the designated line.
4. **Assist the Range Officer as needed.** Help Scouts find their lane, keep the waiting area orderly, and pass along messages. Handle equipment (bows, arrows, BB guns, targets) **only if the Range Officer asks and shows you how.**
5. **Never go downrange** or onto the firing line unless the Range Officer says the range is clear.
6. **Enforce the basics:** walking only, quiet voices, listen to the Range Officer's commands, no horseplay in line.
7. **Enforce the age rules:** no BB guns for Lions; Lions at archery must have an adult alongside.
8. **Watch the clock.** Give the Range Officer a heads-up about 5 minutes before 12:00 PM and 4:00 PM so the range can be cleared for the next session.

Wristband quick reference

Each Scout's wristband color matches their pack's session. Use this table to check which Scouts belong at which activity and time.

Wristband	BB Guns	Archery
GREEN	Fort Farrington, 9:00 AM–12:00 PM	Cub Scout Archery Range, 1:00–4:00 PM
RED	Fort Farrington, 1:00–4:00 PM	Cub Scout Archery Range, 9:00 AM–12:00 PM
YELLOW	Cub Scout BB Range, 9:00 AM–12:00 PM	Cub Scout Archery Range, 1:00–4:00 PM
BLUE	Cub Scout BB Range, 1:00–4:00 PM	Cub Scout Archery Range, 9:00 AM–12:00 PM

BB guns: sessions by pack

Location	9:00 AM to 12:00 PM	1:00 PM to 4:00 PM
Fort Farrington	**GREEN wristband** Packs 1, 2, 202, 262, 325, 818, 870	**RED wristband** Packs 425, 435, 508, 825, 873, 920, 1096, 1665, 1999
Cub Scout BB Range	**YELLOW wristband** Pack 807	**BLUE wristband** Packs 84, 344, 758

Archery: sessions by pack

Location	9:00 AM to 12:00 PM	1:00 PM to 4:00 PM
Cub Scout Archery Range	**RED and BLUE wristbands** Packs 84, 344, 425, 435, 508, 758, 825, 873, 920, 1096, 1665, 1999	**GREEN and YELLOW wristbands** Packs 1, 2, 202, 262, 325, 807, 818, 870

OTHER HANDS-ON STATIONS

These stations are open for both the morning and afternoon sessions. Your activity lead will give you details on the supplies and rules at your station. The guidelines below apply to all of them.

Revolutionary Wrist Rockets | Fort Farrington

- Open for both sessions. Lions (Kindergarten) may participate **with an adult alongside them.**
- Manage the line and let Scouts shoot only when the station lead gives the signal.
- Scouts aim only at the targets, never at people. Everyone stays behind the shooting line.
- Follow the station lead's rules about eye protection and equipment, and do not handle the equipment unless asked.

Boston Harbor Slime Making | CWAC

- Open for both sessions, **while supplies last.** Keep an eye on supplies and let your lead know before they run out.
- Help Scouts follow the posted steps and keep the work area tidy.
- Step 1: Give each Scout a plastic zip-top bag. Pour in about 2 oz of glue and 2 oz of water, then seal the bag tightly. Check that the seal is closed before the Scout starts mixing.
- Step 2: Have the Scout squeeze and mix the bag until the glue and water are fully blended.
- Step 3: Open the bag, add 2 oz of liquid starch, and reseal it tightly.
- Step 4: Mix, squeeze, and squish! The mixture will slowly thicken into slime. Once the slime pulls away from the inside of the bag, the Scout can take it out and play with it.

Fourth of July Paper Rockets | CWAC

- Open for both morning and afternoon sessions.
- Dallas May will guide this activity and give directions to Scouts as they build their rockets. Let Scouts do the work, and offer help only when needed.
- Launch only in the designated area, in the direction the station lead sets.

FIELD GAMES AT THE NATURE PAVILION

Three relays run at the Nature Pavilion. They are open from 10:00 AM to 12:00 PM and from 1:00 PM to 3:00 PM. These are draft rules. Adjust distances and equipment to fit the space.

1. Colonial Hoop Skirt Walk Relay

Team size: 4 to 8 Scouts, working in pairs. The relay has **2 or 4 legs**: a team of 4 runs 2 legs and a team of 8 runs 4 legs. If a team has an odd number of Scouts, one Scout runs a second leg.

Equipment: one hula hoop per team and 2 cones per lane (start line and turnaround cone), about 30 feet apart. Mark the lane clearly.

Object: In each leg, a pair of Scouts balances or carries a hula hoop to a cone and back.

1. The first pair picks up the hula hoop at the start line. They may balance it or carry it between them, any way they choose, as long as they do it together.
2. On “Go,” the pair walks or jogs to the cone, goes around it, and returns to the start line.
3. **If the hoop is dropped, the pair must start over** from the start line.
4. At the start line, the pair hands the hoop to the next pair, who run their leg the same way.
5. The team finishes when every pair has completed its leg. The first team to finish wins the heat.

2. Bucket Brigade Sponge Relay

Team size: 4 to 8 Scouts.

Equipment: per team, one bucket full of water, one empty bucket with a **fill mark** on it, and a large sponge. Place the buckets about 20 to 30 feet apart. Keep towels and a refill source nearby.

Object: Teams move water from the full bucket to the empty bucket, one Scout at a time, until the water reaches the mark.

1. Scouts line up behind the empty bucket.
2. On “Go,” the first Scout runs to the bucket full of water and soaks the sponge.
3. That Scout runs the sponge back to the team’s other bucket and squeezes the water into it, then hands the sponge to the next Scout.
4. Scouts alternate filling the sponge, one at a time, until the water reaches the defined mark on the bucket.
5. The first team to reach the mark wins the heat. If the sponge is dropped, pick it up and keep going.

Volunteer tip: The ground gets slippery and wet. Keep everyone walking or jogging, wipe up puddles, and keep heats shorter if the weather is cool. Refill the full buckets and empty the collection buckets between heats.

3. Crossing the Delaware Plank Relay

Team size: 3 to 4 Scouts per team.

Equipment: one Plank Walk board (Team Walker) per team, long enough for the whole team, and cones to mark the start line and the turnaround. Use flat, level ground, about 20 to 30 feet out and back.

Object: Each team stands on a board together and walks it across the “river” as a team.

1. The team steps onto the board at the start line, standing one behind the other.
2. On “Go,” the team walks the board forward in step together, using the board’s handles or foot holds if it has them. Teams work together to move in rhythm, for example by calling “left, right.”
3. The team walks to the turnaround cone, goes around it, and returns to the start line.
4. If anyone steps off the board, the team stops, steps back on, and continues from that spot.
5. The team finishes when everyone is back at the start line. The first team to finish wins the heat.

Safety: Check that the boards are in good condition and sit flat before each heat. No running. Keep a volunteer beside each team to steady anyone who slips. Watch for fingers and toes during lifts and steps.

CASTLE & MAZE AND CAVE MOUNTAIN (CHAPERONES)

Fort Liberty Castle & Maze Play Area (Sir Dee Brown Castle & Maze) and **Swamp Fox Hideout** (Cave Mountain Play Area) are open for both the morning and afternoon sessions.

Your role

You are the chaperone for the venue. Your main job is to keep Scouts safe and make sure no one gets hurt. These are free-play areas, so you will mostly watch, guide, and respond.

What you do

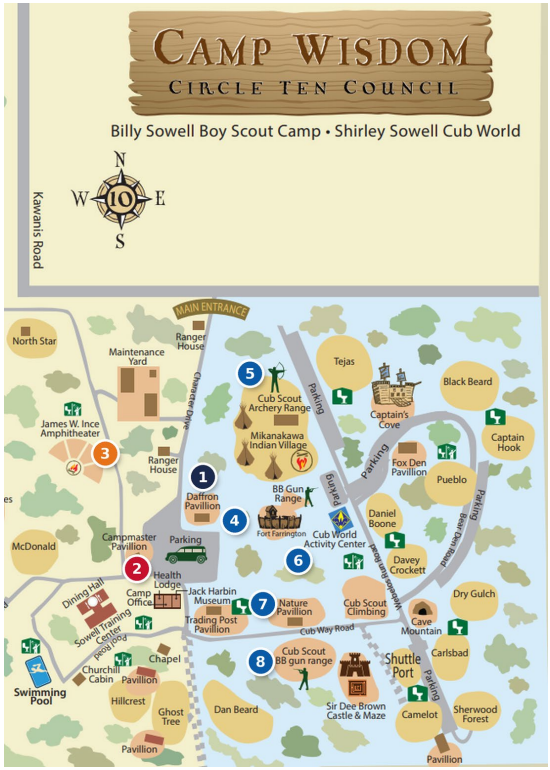
1. **Stay alert.** Position yourself where you can see as much of the play area as possible, and keep your eyes up. Avoid phones and long conversations.
2. **Work as a team.** Spread out so entrances, exits, and high or hidden spots are covered. Stay within sight of another adult.
3. **Enforce safe play:** walking in the maze and cave, no pushing, shoving, or rough play, no climbing on railings or outside the play structures, no throwing things.
4. **Keep traffic moving.** Prevent crowding at entrances and slides. Ask Scouts to take turns and make room for others.
5. **Respond to injuries.** Stop play in the area, stay with the Scout, and send for camp first aid. Tell your activity lead.
6. **Lost or upset Scouts:** Stay with them, keep them calm, and send for help. Do not leave a Scout alone and do not take a Scout away from the area.
7. **Watch for heat and sun.** Remind Scouts to drink water and rest in the shade.
8. **Look after the site.** If you spot a broken or unsafe item, keep Scouts away and tell your activity lead.

What to bring

A camping chair (so you can sit while you watch), water, sunscreen, and a hat.

Where to Find Everything

2026 Cuboree #5: Spirit of 1776 | Camp Wisdom, Dallas, TX | Saturday, Nov. 7



Map not to scale. Numbers mark approximate locations.

1 Daffron Pavilion

Registration: Fri 5:30–9:00 PM and Sat 7:00 AM–11:00 AM
Flag ceremonies: Sat 8:30 AM and 5:00 PM

2 Health Lodge

First aid and health needs.
Emergency: call 911 first, then notify the Health Lodge. Camp Office is next door.

3 James W. Ince Amphitheater

Campfire Program, Sat 7:00–8:00 PM.
Units are invited to share a skit or joke.

4 Fort Farrington

Revolutionary Wrist Rockets open both sessions.
Minuteman Marksmanship (BB Guns):
GREEN wristbands 9:00 AM–12:00 PM
RED wristbands 1:00–4:00 PM

5 Cub Scout Archery Range

Patriot Archery:
RED & BLUE wristbands 9:00 AM–12:00 PM
YELLOW & GREEN wristbands 1:00–4:00 PM

6 Cub World Activity Center (CWAC)

Boston Harbor Slime Making and Fourth of July Paper Rockets, open both sessions. Also, a lunch seating option for units that are not camping.

7 Nature Pavilion

Relays, 10:00 AM–12:00 PM and 1:00–3:00 PM: Colonial Hoop Skirt Walk, Bucket Brigade Sponge, Crossing the Delaware Plank.

8 Cub Scout BB Gun Range

Minuteman Marksmanship (BB Guns):
YELLOW wristbands 9:00 AM–12:00 PM
BLUE wristbands 1:00–4:00 PM