



2025 Three Rivers District Fall Cub-O-ree
Scouting America Tidewater Council
Spook-O-ree Carnival Madness
Event Guide
Izaak Walton League
October 24th — 26th

This year's Spook-O-ree will be full of madness as the Carnival comes to town. Get ready for a spine-tingling fun time as Carnival Madness promises to bring a lot of fun and games for all. Whether you're a seasoned Scout or a first timer, this camp is perfect for brave souls who love the thrill of the season. Space is limited so don't miss out on your chance to join us for a frightfully fun weekend.

Cub-O-Ree Staff:

Cub-O-Ree Chairman:	Bob Fisher	757-813-0383
Cub-O-Ree Assistant Chairman:	Tom Conter	757-582-9338
Cub-O-Ree Assistant Chairman:	Will Barrett	757-416-8181

Event Details:

Date:	October 24 th – 26 th
Location:	Izaak Walton League
Cost:	\$10 each (Youth or Adult)

Registration:

All units will register via Black Pug

Day-of-event or on-site registrations will NOT be accepted.

For registration questions, contact Bob Fisher at RGF2112@outlook.com or 757-813-0383.

***BALOO Training is a separate event. Those attending BALOO will not be able to leave the training to attend the Cub-O-Ree and help their units. ***

Reductions & Refunds

Reduction requests must be made on Tidewater Council's Refund Application prior to the event and are subject to a 15% surcharge processing fee. Funds will be returned to the payee/unit via their store account or by check. Refunds will be granted only in case of documented illness or family emergency. **NO refunds** can be given if notified **within 14 days of the event** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

Registrants must pay for slots upon registration. Reductions in registrations can **ONLY** be made up to **14 days before the event**, unless the event sells out. Should the event sell out, the unit will be financially responsible for the full reservation. This is to limit over-booking on popular events. Those receiving "over-sold" slots from other units will be camped with the unit who initially purchased the slot. Requesting a reduction can **ONLY** be completed by submitting a Council Refund Application to the event contacts and is subject to a 15% processing fee.

General Activity Summary

Cub Scouts and their families will participate in activities similar to Cub Scout Day Camp. Cub Scout packs can family camp for the weekend. Packs should have their BALOO trained leadership with them.

Detailed Information

- 1) Packs should register as a unit – Identify Cub Scout participants with names and ranks
- 2) Packs will plan their own meals for the weekend
- 3) Packs will participate in the Saturday Campfire and Scouts Own Service
- 4) Carpooling is strongly encouraged due to limited parking
- 5) Adult volunteers are needed to help run stations and to be Den Walkers as Scouts move around the program areas

Campsite Assignments:

The Cub-O-Ree team will assign campsites based on registration date and the size of the unit. More than one unit may be assigned to a campsite. Please note there is no power available if required for medical purposes; you will need to provide your own power supply.

Activities:**Range and Target Activities:**

Archery, BB Guns, Sling Shots

Airplane Races:

Dens will build and decorate rubber band powered planes to race.

Carnival Game Madness:

Various carnival games and activities

Preparation for Arrival

Please review the administrative procedures and the program health/safety/security needs of both the Cub-O-Ree and your unit, well in advance, to ensure participant understanding. Please ensure that all participants are registered Scouts, registered adult leaders, or parents/guardians. Please ensure all attending adult leaders are up to date with their Safeguarding Youth Training. Please ensure that you have and bring all the necessary permission slips, medical forms, medications, and unit roster.

Check-in

Check-in will begin at 5:00 PM. (NO EARLY CHECK-IN). All units must check-in at the entry to the camp to receive their campsite assignment, event paperwork, and turn in their unit rosters. All units are required to attend the leaders' meeting on Friday evening during which time updated unit rosters will be turned in.

Medical

It is the unit's responsibility to have an Annual Health and Medical Record (Sections A & B only) and a unit-provided Activity Permission Slip for each participant. The Cub-O-Ree Staff will only verify that these forms are in the possession of the unit leader. Individuals without medical forms will not be allowed to stay. All medications, including over the counter and prescription medications, brought to camp are the responsibility of the unit leader.

Parking

Park ONLY in designated parking area. Units will be allowed to drive to the campsite area to drop off gear. Driving inside the campsites is not permitted. Trailers may be parked at the entrance to the campsites for the duration of the Cub-O-Ree.

Leaders' Meeting

The Leaders' Meeting will be held on Friday night at the campfire area. Each unit should have at least one adult leader attend the meeting; other adults are welcome too.

Awards

Cub-O-Ree Patch – A patch will be distributed to recognize all Scouts and adults who have qualified or participated in the Cub-O-Ree. One patch per paid Scout or adult is included in the registration fee.

Scouts' Own Service

A Scouts' Own worship service will be held on Sunday. All Scouts and adults are encouraged to attend.

Clean-up & Check-out

All units are expected to clean their campsite area and latrine. Additionally, all units will be assigned a program area to help clean. Prior to departure all units will check out with Cub-O-Ree staff. Please do not leave camp before your site has been inspected. **See Garbage Disposal Below.**

First Aid

Units are expected to provide their own first aid for minor problems. For more serious problems or injuries, notify the Health & Safety Chairman.

Emergency Situations

In the event of an emergency during the Cub-O-Ree (extreme weather, lost Scout, etc...), the Cub-O-Ree Staff will utilize an air horn as the emergency signal. If the horn is heard, all campers should immediately report to the shelter for a headcount by their units. Units will notify the Cub-O-Ree Staff if they are missing any youth and emergency measures will be taken from there. In the case of extreme weather, the same shelter will be used as the gathering location.

Inclement Weather

Be Prepared. There is no rain date for the Cub-O-Ree. All units should prepare for foul weather.

Guide to Safe Scouting

The Guide to Safe Scouting guidelines will always be followed. Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Cub Scout Programs – Overnight Exception: Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child or legal ward are not required to register as leaders.

Off-Limit Areas

The following areas are off-limits during the Cub-O-Ree: Wetlands and other locations designated by the Cub-O-Ree Staff.

General Restrictions

- Sheath knives, fireworks, pets, personal firearms, personal ammunition, personal bows/arrows, alcohol, and illegal drugs are **prohibited** in camp. Electronic games, radios, walkie-talkies, TVs and tape/CD/DVD/MP3 players, etc. are not permitted.
- Smoking: Anyone under 21 years old is **prohibited** from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field striped and placed in a trash receptacle. This includes E-cigarettes and vaping products.
- Scouts are not permitted to roam through campsites during scheduled activities. Scouts are not permitted to leave the boundaries of the Cub-O-Ree site. No riding in the back of pick-up trucks.

Uniforms

The Field Uniform (Class A) will be properly worn for the following events: check-in, check-out, flags and campfire. Scouts should wear their Activity Uniform (Class B) for Saturday's events. Class B's include Scout shorts and/or pants (if the youth have them), along with either a unit T-shirt, or other Scouting T-shirt.

Footwear

Close-toed shoes or boots are to be worn at all times in order to prevent foot injuries. We insist that everyone wear shoes at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Cub-O-Ree and are prohibited.

Garbage Disposal

All refuse and trash will be placed in plastic garbage bags (provided by the unit) and taken with you when you leave camp.

Latrines/Bathrooms

Shower facilities are not available; porta potties will be provided for use during the Cub-O-Ree.

Fires & Cooking

A Scout is careful with fire. All fires must be in an above ground fire pit (provided by the unit). All fires must be kept in moderation. Lanterns can be used in the campsites if elevated off the ground. All units should plan to cook using propane stoves or fully contained charcoal grills elevated off the ground. Dutch oven or charcoal cooking will be allowed if the charcoal is raised off the ground. Do not dig into the ground to form fire pits. For safety, you should establish a properly marked ax yard. The Cub-O-Ree Staff will update units on the current fire policy (restrictions) at check-in.

Meals

Meals are the responsibility of each unit, and no supplies will be provided by the Cub-O-Ree Staff.

Leave No Trace

We will be practicing all seven principles of Leave No Trace during the Cub-O-Ree. Trash receptacles will be provided for campers to discard waste appropriately in the program areas. Campsite trash/garbage should be disposed of by the unit.

Water

Water is available at the maintenance building next to the shelter and units must bring their own water containers to transport water to their site for use. Scouts are recommended to carry their own water bottle during Saturday's activities.

Taps

Scouts and adults are asked to observe quiet time after taps. Taps is at 10:30 PM nightly.

Changes/Revisions to Leaders' Guide

Any changes or revisions made to the Cub-O-Ree Event Guide will be distributed to the units registered. Final event schedules will be distributed at the Friday night Leaders' Meeting.

2025 Fall Cub-O-Ree Schedule of Events

Friday, Oct. 24, 2025

5:00 PM	Camp opens; check-in at tent at the entrance of Cub Scout camp.
9:00 PM - 9:30 PM	Leaders' meeting – At fire ring
10:00 PM	Quiet time
10:30 PM	Taps – lights out.

Saturday, Oct. 25, 2025

7:00 AM	Reveille and Breakfast in campsites
8:30 AM - 8:45 AM	Morning Colors/Opening Ceremony – at flagpole
9:00 AM - 12:00 PM	Activities
12:00 PM - 1:30 PM	Lunch in campsites
1:30 PM - 4:30 PM	Activities
4:45 PM	Evening Colors – At flagpole
5:00 PM - 6:00 PM	Unit activity time (AOL visitation of the Scouts BSA Troops). Troops can invite AOLs to eat with them if they want.
6:00 PM - 7:00 PM	Dinner (at your unit)
7:15 PM - 7:45 PM	Cub Scout Trick or Treat through the Scouts BSA Troops
8:00 PM - 9:30 PM	Camp wide social hosted by the OA
10:00 PM	Quiet time
10:30 PM	Taps – lights out

Sunday, Oct. 26, 2025

7:00 AM	Reveille and Breakfast in campsites
8:00 AM	Scout's Own Service – at fire ring
8:30 AM - 9:00 AM	Morning Colors/Closing & Awards – flagpole
9:00 AM - 11:00 AM	Break camp/clean-up campsite/clean-up assigned program area/final campsite inspection/check-out
12:00 PM	Camp closed

Note: Schedule subject to change

Unit Roster

Unit: _____

Unit Leader (On site): _____ Contact Cell Number: _____

Second Leader: _____ Contact Cell Number: _____

Members:

[illegible]

Members:

[illegible]

Unit Adults:
