Scouting America
Suwannee River Area Council

2025
Cub Family Weekend
"Spook-O-Ree"

Parent's Guide

Updated 10/21/2025





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Grab your flashlights and your courage, because we're thrilled to invite you to our fun, spooky camping adventure at **Cub Family Weekend!** This year, the theme is "**Spook-O-Ree,"** and we're going to have a ghostly-good time that'll make your whiskers twitch!

Prepare for a weekend packed with creepy-crawly fun:

- Creepy Crafts and Ghoulish Games: Get ready for some hands-on fun with arts, crafts, and games that are a monster hit!
- **Den Dread:** Your den will have its own special activities, so get ready to team up for some scary-good fun.
- **Bounce House Blitz:** Jump, leap, and BOUNCE your way through the day—if you dare!

What's Happening Under the Moonlight?

- Friday Frights: After the sun goes down, join us for a mini-movie night that will give you just a little shiver!
- Saturday Night Scare: Gather 'round the campfire for some eerie songs, hilarious skits, and the moment you've been waiting for: our costume contest!

Don't Forget Your Disguise!

We strongly encourage all scouts to come dressed in their most creative costumes! Whether you're a mighty monster or a friendly ghost, we can't wait to see your spooky style!

BUT BEWARE! Please make sure any "weapons" (even fake ones) stay locked up safe at home—we want all the scares to be friendly ones!

Don't Wait—Register Now!

To make sure you don't miss out on the spooky discount, register by **October 19th!**We are dying to see you at **the Spook-O-Ree!** Can you feel the excitement brewing?



Your Campsite Guide

Your **Campsite Guide** will be a dedicated volunteer assigned to your campsite. Your guide may be your **Cubmaster** or **Pack Committee Chair.** They will provide structure, advice, and ensure all camp rules and procedures are followed.

- At least one adult leader from your Pack should join us for the **Information Meeting** on Friday night at 9:30 pm in the Dining Hall.
- Your Campsite Guide can contact the council or event staff for any additional questions or concerns.

Contact Information

There is no monitored office telephone at Wallwood.

If needed, call Justin Feld, and he can get a message to camp.

Council Program Director | Justin Feld

justin.feld@scouting.org | (850) 498-8086

Event Chair | Paul Dam

paulrogerdam@gmail.com | (850) 284-4761

Event Secretary | Elaine Hebenthal

ehebenthal@comcast.net | (850) 385-1540

Event Logistics | Pat Cushing

pacushing@gmail.com | (850) 508-3281

Event Maintenance | Dan Neustadter

killearn@gmail.com | (850) 668-4464

Event Time and Location

Starts: Friday, October 24 at 4:00 pm ET Ends: Sunday, October 26 at noon ET

<u>Location</u> Wallwood Scout Reservation,

23 Wallwood BSA Dr., Quincy, FL. 32351

Campsites: Assigned for packs. Multiple packs may be at one site.

Registration

https://scoutingevent.com/664-CFW25

Children under 3 years old Free
Online registration (closes Oct. 22) \$55 / person
Late registration \$60 / person



A \$15 meal fee is already included in the costs above. If you plan to cook all your own meals, select the option to remove this fee.

For **late registration**, contact Justin Feld at <u>justin.feld@scouting.org</u> or 850-498-8086. **Staff** must contact Paul Dam or Elaine Hebenthal. **Staff are free** *if you select no \$15 meal and no \$5 patch.*

Refund Policy

https://www.suwanneeriver.net/about-us/council-refund-policy/

Fee transfers from one participant to another may be arranged without penalty; however, the Council will not refund or reimburse the original participant.

What to Bring to Camp

Personal

Medical Forms A + B	Day Pack or Bag
Range & Target Activities	Sleeping Bag
<u>form</u>	
Uniform if you have one	Pillow
Costume if you have one	Handbook
T-Shirts	Water Bottle
Pants and Shorts	Flashlight + batteries
Underwear	Personal First Aid Kit
Pajamas	Washcloth
Socks	Toothbrush + Toothpaste
Closed-toed Shoes	Sunscreen
(+ extra pair)	
Hat	Deodorant
Raincoat or Poncho	Soap
Towel	Spending Money
Prescription Medication	Hand wipes or Sanitizer
in original containers	

Optional

Compass	Insect Repellent	
Rubber Boots	Camera	
Sunglasses	Twine or Rope	

Do NOT Bring to Camp

Weapons	Knives	
(both real and prop)	(unless carried by adult)	
Pets	Alcohol and Drugs	
Electronic Games	Tobacco	
Electronic music players	Firearms	
Hatchets / Axes	Ammunition	
Fireworks		

Quick Tips for Cub Family Weekend

- Consolidate your gear. Put it in a plastic tub, duffel bag, or tote.
 Label your gear with your name and Pack number.
- 2. **Bring medications in original containers.** Make sure they are NOT expired, including inhalers and EpiPens. DO NOT STOP taking any maintenance medication. **Bring your Health and Range Activity forms.**
- **3.** If you have **special dietary needs**, please note that in the dietary part of the online registration. If you need **electricity for a medical device**, bring plenty of extension cords.
- 4. **Costumes are welcome**. No Cub Scout is allowed to carry a knife! No alcohol, firearms, or weapons are allowed (even fake ones).
- 5. Follow the signs to the **Camporee entrance** when you arrive. **Check in and get your family's packet.** It will contain a map of Wallwood, wristbands, patches, and other helpful information.
- Personal vehicles are NOT allowed in campsites.
 Drop off your camping gear in the Camporee Field gear drop off area.
 Your gear will be hauled to your campsite.
- Follow the directions of the parking volunteers for where to park.
 General parking is in the Camporee field.
 Disabled parking is near the pool by the main Wallwood entrance.
 Parking and walk to your campsite to meet-up with your gear.
- 8. **Pack trailers** may be dropped off at campsites, but **the tow vehicle must be removed** to the parking lot. *If you plan to bring a pack trailer, please notify Justin Feld ASAP at 850-498-8086.*
- 9. Always wear your wristbands. They are your meal ticket.
- 10. **Campers who must leave early** must report to the Administration Building and to Pack Leadership prior to leaving camp.
- 11. Please clean up your campsite before leaving.

Forms Required

Bring these forms to camp with you!

Before coming to camp, fill out the forms, print them, and sign them.

These forms are on the registration page in the Attachments section.

- Annual Health Medical Forms A + B
 Medical form C is NOT required for this event.
- Range & Target Activities (RATA) Form

Keep a Copy

It is a good idea to scan or copy your signed forms and keep them in a safe and convenient place. You will likely need to present these forms at future scouting events.

Bring these forms to camp with you! You may also drop off the forms early at the Scout Shop no later than one week prior to the event.

Notes on Annual Health Medical Forms A + B

All Youth, Adult, Siblings and Staff who attend camp MUST have completed Health Forms A + B.

Doublecheck that your current insurance carrier and policy number is on the form. This must be included in case of an emergency.

Camp Wallwood leadership reserves the right to refuse admittance to anyone who, in the opinion of the examining person and the Camp Director, has any physical or medical condition which could present a hazard to the individual or others.

Check In Process

Plan to arrive at camp between 4:00 and 8:30 pm Friday.

The earlier the better. It is easier to set up campsites when the sun is out.

No one will be allowed in camp prior to 4:00 pm except staff and packs that have pre-arranged trailer drop off.

Steps to Check In

- Enter through the Camporee entrance.
- Stop at the check-in tent.
- Give the check-in staff your forms.
- They will give you a family a packet which includes:
 - Map
 - Wristbands
 - Event patches
 - o Event Schedule
 - Checkout Process
 - Advancement sheets
 - o Camp Unit Responsibility Checklist

Wristbands

The wristband is your ticket to meals in the Dining Hall.

Please always wear your wristbands during the event.

Drop Off Camping Gear

After checking in:

- Drive to the Gear Drop Off in the Camporee field.
- Find the area labelled with your campsite name.
- Drop off your gear.
- Double check you placed your gear in the correct area!
- Staff will transport your gear to your campsite via trailer.
- Proceed to your parking area.

General Parking

- General parking is in the Camporee field not far from the drop zone.
- Follow volunteers' directions to the parking area.
- Park and proceed to the walking trail.
- Walk to your campsite.
- Please be patient while gear is delivered.

Disabled Parking

- Exit the camporee field and drive along the service road to the Wallwood main entrance.
- Disabled parking is near the pool and maintenance buildings
- Park and proceed to follow the trail to your campsite.

Pack Trailers

- Notify Justin Feld ASAP at 850-498-8086 if bringing a trailer.
- Please arrive before 4:00 pm if possible.
- Ensure trailer does not block traffic flow.
- Detach trailer and unload gear from personal vehicle.
- Move the tow vehicle to the appropriate parking lot.
- No personal campers or trailers are allowed on the property.

Checkout Process

Supervision by Campsite Guide

- The Campsite Guide or other delegated adult leader should supervise the checkout process to ensure safety and camp cleanliness.
- The Campsite Guide should be the last person to leave the campsite.

Load Gear into Personal Vehicles

- Event staff will NOT be transporting gear at checkout.
- The **Campsite Guide should coordinate** how many vehicles there should be in the campsite at one time to ensure scout safety.
- Sunday morning at 10:00 am, campers should drive their personal vehicles into the campsite to load gear.
- Vehicles are NOT allowed in campsites prior to 10:00 a.m.
- DRIVE SLOW and USE CAUTION when driving around camp!

Cleanup

- Clean up your campsite before leaving.
- Doublecheck and pick up stray trash.
- The Campsite Guide should use the Camp Unit Responsibility
 Checklist to ensure the campsite is left in good condition

Damaged Equipment Charge

- Each pack is responsible for taking care of camp equipment assigned for their use.
- An individual, or the pack, will be held responsible for the cost of any repairs or replacement of damaged equipment or property at the discretion of the Program Director and Ranger.



Costumes

- Costumes are welcome!
- Fake weapons are NOT welcome.

Uniforms

- Class A uniforms are encouraged for travel to and from the event.
- Cub Scouts should wear their Class A uniform if they are participating in the color guard for a flag ceremony.
- We realize some scouts and leaders may not have uniforms, and that is okay!

Clothes

- Please wear clothes appropriate for the program area in which you and the scouts are participating.
- Closed-toe shoes must be worn at all times (except in showers).
- NO laundry facilities are available to campers.

Valuables

- Always keep your valuables and money in a safe location.
- The camp staff is not responsible for the safety of camper's valuables.



Trading Post

- The Trading Post is **open on** Saturday only, from 1:00 4:00 pm.
- The Trading Post is stocked with souvenirs and refreshments.
- Please bring change and dollar bills to camp so we can avoid a small change crunch!



Rules

Personal Firearms

Bows, firearms, and ammunition are not allowed! Should such
equipment find its way to camp, it must remain locked in your vehicle.

Liquid Fuels

- Liquid fuels are a potential safety and fire hazard.
- Using liquid fuels inside a tent is PROHIBITED.
- Only adults, or youth aged 12+ under the supervision of an adult, may use liquid fuels in camp.

Drugs, Alcohol, & Tobacco

- Prescription drugs requiring refrigeration may be checked in with the Camp Medic.
- List prescription and over-the-counter medications on the health form.
- Local authorities will deal with those using illegal substances.
- Alcoholic beverages, tobacco products, and vaping are NOT PERMITTED on camp property.
- Anyone in possession or under the influence of alcohol will be required to leave camp immediately.
- Tobacco and vaping products must be used off camp property, outside of the camp gates.

Knives in Camp

- Only adults should carry a knife or pocketknife.
- Knife blades must be four inches or shorter.
- No Cub Scouts should carry a pocketknife!
- Knives carried by Cub Scouts will be confiscated and turned over to a parent or adult leader.

Pets

Pets are NOT ALLOWED in camp! Leave them at home.
 Camp abounds with wildlife, but do not handle any onsite wildlife.

Health Lodge

- Wallwood has a health lodge staffed by person(s) trained to handle minor accidents and illnesses. If special treatment is needed, or an emergency occurs, the camper's parents will be notified and their desires concerning treatment will be respected.
- After hours, the Camp Medic may be in the Health Lodge.
- It is the **responsibility of pack leadership**, and the family, to provide transportation for a pack member requiring services from a doctor or hospital. Camp will provide transportation only when a pack or family has inadequate transportation or if an injury requires Medic Staff in attendance.
- Anyone leaving camp for medical reasons must check out with the Camp Medic.
- **Upon returning to camp**, they must check in with the Camp Medic and show documentation of release, medical restrictions, and plan of care.
- If they are not returning to camp, they must contact Justin Feld, Program Director, at (850) 498-8086 and leave a message with contact info.

Medications

Medications at Health Lodge

- Some **non-prescription over-the-counter medications** will be available in the Health Lodge. These include Tylenol, Ibuprofen, Benadryl, and simple cough and cold medications.
- Dressings for simple abrasions and burns, topical antibiotics, and antiseptic solutions will also be available.

Prescription Medications

- Prescription medications are for the named patient only.
- Parents agree to accept the responsibility of overseeing the administration of medications.
- Each medication must be in its own original labeled container.
- Every person who has a need for a prescription should have his/her own supply.
- A zip-lock bag of pills is dangerous and is NOT ALLOWED.

Program Activities

See the **Event Schedule** for specific activities and times.

Activities are subject to change without notice.

Friday Night — Movies and Information Meeting

- There will be a **1-hour mini-movie** marathon for scouts.
- Afterwards, there will be an **Informational Meeting** in the Dining Hall. Please be sure at least one adult leader from your pack attends.

Saturday Morning — Rank Adventures

- Cub Scouts will be divided by rank and will work on an ageappropriate den adventures.
- Parents and leaders are expected to be hands on with younger scouts up to the Webelos rank. Staff are there to direct and lead.

Saturday Afternoon — Drop-In Activities

- There are drop-in activities that leaders and parents with their scouts can choose to attend. Some activities are more popular than others. If an activity is full, look for a nearby one with less participants or you're welcome to wait in line.
- We have **rods available for fishing**, but feel free to bring your own.

Saturday Night – Campfire and Costume Contest

- There will be a campfire with skits and songs performed by the packs.
- Leaders should submit their pack's skit or song choice to the Campfire Emcee before the campfire begins.
- All skits and songs should be age and scout appropriate.

Sunday Morning — Interfaith Worship Service

 There will be an Interfaith Worship Service at the Chape. It is based on the Spook-O-Ree theme. People of all faiths are encouraged to attend.

EVENT SCHEDULE - 2025 CUB FAMILY WEEKEND

updated 10/21/25

TIME	EVENT	LOCATION
		LOCATION
FRIDAY, OCTOBER		
4:00 – 8:30 pm	✓ Check-In	Camporee Field
6:00 – 7:45 pm	Ghost Crafts & Games	Dining
8:00 - 9:10 pm	Movie, Popcorn & Cookies	Council Ring
9:30 - 10:00 pm	Info Meeting At least one pack leader must attend	Dining
SATURDAY, OCTO	BER 25	
7:30 - 7:45 am	Flags Color guard is Pack 23	Parade Field
7:45 – 8:45 am	Breakfast	Dining
	eggs, french toast sticks, bacon, applesauce, fruit, cereal, yogurt, m	nilk, juice, coffee
9:00 am – 5:00 pm	Museum Open (w/ photo booth)	Museum
9:00 – 11:30 am	Den Rank Adventures:	
	😈 Lions On Your Mark	Parade Field
	Tigers Designed by Tiger	Trail Blazer
	Curiosity, Intrigue, and Magical Mysteries	
	Wolves Digging in the Past Range and targets	Handicraft Ranges
	Bears Baloo the Builder	Council Ring
	♠ Webelos Modular Design	Ecology
	Arrow of Light Range and targets Engineer	Ranges Cherokee Ring
Noon – 1:00 pm	Lunch	Dining
	gets, fries, peach slices, salad bar, cookies, drinks	
1:00 – 4:00 pm	Trading Post Open (souvenirs, snacks, and drinks)	Trading Post
2:00 – 4:30 pm	Drop-In Activities:	
	Range and Targets (BB guns, archery, & slingshots)	Ranges
Bounce House: A	9	Handicraft
Supervision Requ		Trail Blazer
(30 min / pack)	Obstacle Course	Outside Trading Post
2:00 pm Pack 23	Soap Carving	Scoutcraft
2:30 pm Pack 38	Reptiles and Amphibians	Parade Field
3:00 pm Pack 201		Museum
3:30 pm Pack 10	🚇 🕮 Bounce House, Face Painting, Games, & Rope Bridge	Parade Field
4:00 pm Pack 6	🔄 Fishing	Water Front
5:45 - 6:00 pm	Flags Color guard: Pack 118	Parade Field
6:00 – 7:00 pm	Dinner	Dining
	reen beans, garlic toast, salad bar, cake, drinks	
8:00 - 9:00 pm	Campfire skits, songs and Costume Contest	Council Ring
A.C	Leaders need to submit skits to emcee Chuck asap.	51.1
After campfire	Staff Only (Cracker Barrel)	Dining
SUNDAY, OCTOBE	R 26	
7:30 - 7:45 am	Flags Color guard: Pack 6	Parade Field
7:45 – 8:45 am	Breakfast	Dining
Menu: fruit, cereal,		- U
9:30 - 10:30 am	Interfaith Service All faiths are encouraged to attend	Chapel
8:30 am - 12:00 pm	Cleanup & Departure	your campsite
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