

ARROWHEAD DISTRICT

Cubtoberfest

Leader Guide

Saturday, October 17, 2026 • 9:00 AM – 3:00 PM

Camp Iyataka • Wilmot, South Dakota

Backup date: Saturday, October 24, 2026 (weather)

Welcome, Leaders

Cubtoberfest is Arrowhead District's one-day outdoor fun and skill-building event for Cub Scouts and their families. It is designed to give packs a ready-made program after fall recruitment, help Cubs build skills, and welcome new families into Scouting.

This guide has what pack and troop leaders need to register, prepare, and have a safe, successful day. Please share it with your adult helpers before you arrive.

Event Snapshot

What	One-day Cubtoberfest at Camp Iyataka
When	Saturday, October 17, 2026, 9:00 AM–3:00 PM (Backup: Oct 24)
Where	Camp Iyataka, 47232 131st St, Wilmot, SD 57279
Who	Cub Scouts Lion–Webelos/AOL and their adult leaders/parents. Helping troops welcome.
Cost	\$15 youth / \$15 adult / \$15 staff. Includes lunch and all day-program activities.
Overnight	Optional and pack/troop-led. No extra fee for helping troops. District does not staff overnight.

Who This Event Is For

- **Cub Scouts:** Lions through Webelos / Arrow of Light and their parents or pack leaders.
- **New families:** Welcome. Walk-ins are accepted if space and food allow.
- **Troops:** Invited to help run stations. Troops that staff stations may camp overnight at no additional admission charge. See the Troop Overnight section.

What This Event Does Not Include

- No merit badges will be offered.
- No breakfast or dinner. The only meal provided is Saturday lunch.
- The district is not running a managed overnight program. Units that stay overnight cook, supervise, and clean up on their own.
- No campfire program or Order of the Arrow events are planned as part of Cubtoberfest.

Registration & Fees

All units and individuals should register online through [Sioux Council Website](#). Registration is required so we can plan food, insurance, and staffing. Walk-ins will be accepted if capacity allows.

Participant	Fee (draft)
Cub Scout youth	\$15 (includes lunch and all activities)
Cub adult / parent	\$15 (includes lunch and all activities)
Staff / event helpers	\$5 (includes lunch)
Helping troop youth or adults camping overnight	No additional overnight fee. Day admission still applies unless serving as assigned station staff.

- **Late fee:** Council policy is 10% or a minimum of \$5.00 per person after the registration deadline.
- **Refunds:** Follow Sioux Council's cancellation / refund policy at siouxscout.org.

How groups work

Morning: 3 or 4 color groups. Final count comes from registration.

Group names: Red • Blue • Gold • Green. Each group stays with its adult partners through lunch. 5 minutes to walk between morning stations. Airhorn for start/stop.

Afternoon (no rotation) Groups may split. Adults keep Youth Protection ratios.

Day-at-a-glance

Time	What happens
9:00–9:45	Arrival, check-in at Garage, restroom, free play, gather by color group. Walk-ins welcome.
9:45–10:00	Opening at Lodge / Program Shelter. Flags, safety briefing, how morning rotations work.
10:00–12:15	MORNING STATIONS (grouped): Nature Craft/Plant ID • Leatherwork/Knots • Compass Course.
12:15–12:30	Wash-up and walk to Lunch Shelter.
12:30–1:15	Lunch: walking tacos, cookies, drinks. Lunch Shelter.
1:15–1:25	Range rules preview. Afternoon options explained, no required group rotation.
1:25–3:00	AFTERNOON OPEN CHOICE: Shooting Sports (archery, BB, slingshot) • Fishing at South Beach • Scavenger Hunt on the trails • Gaga Ball / Free Play • Jamboree on the Air (drop-in). Use games, fishing, or ham radio if the range is full.
3:00	Closing. Thanks & safe travels. Overnight troops camp on their own after that.

Morning rotation — color groups

Each block is 30 minutes on station + 5 minutes to move. Airhorn starts and ends every block. Every group gets Nature, Leather/Knots, and Compass. The Flex block is Gaga / free play near the lodge. Range and fishing closed until afternoon. [For Compass Course map and instructions, please see page 5-6 of guide.](#)

Time	Red	Blue	Gold	Green
10:00–10:30	Nature Craft / Plant ID	Leatherwork / Knots	Compass Course	Flex / Gaga
10:35–11:05	Leatherwork / Knots	Compass Course	Flex / Gaga	Nature Craft / Plant ID
11:10–11:40	Compass Course	Flex / Gaga	Nature Craft / Plant ID	Leatherwork / Knots
11:45–12:15	Flex / Gaga	Nature Craft / Plant ID	Leatherwork / Knots	Compass Course

Afternoon — open choice

No assigned rotation after lunch. Families and dens pick the next activity.

Option	Where	Notes
Shooting Sports	South of Gaga / upper camp	Archery, BB, slingshot. Send overflow to fishing, scavenger hunt, or games.
Fishing	South Beach	Afternoon open event
Scavenger Hunt	All Camp Trails	Afternoon open event.
Gaga / Flex	Pit south of garage and south lawn near shelter	Always open.
Jamboree on the Air	Shelter (drop-in)	Lake Area Ham Radio. Talk with Scouts from around the world. No set time.

Stations

Stations are timed rotations. Parents are expected to stay with their Cubs and help at stations when asked.

Station	What Cubs Will Do
Nature / Tree & Plant ID	Hike and identify trees/plants with a take-home craft
Leatherworking	Make a leather patch (design + date)
Scavenger Hunt / Orienteering	Compass or clue-based hunt around camp
Fishing + Knots	Fishing at South Beach plus a basic fishing knot

Rope Making + Knots	Make rope and practice a square knot
Ranges (afternoon)	Archery, BB guns, slingshot
Gaga Ball / games	Open play with camp equipment
Jamboree on the Air — Lake Area Ham Radio	Lake Area Ham Radio will make Jamboree on the Air (JOTA) available. JOTA is Scouting's worldwide amateur-radio event. Cubs can sit down for a couple of minutes and talk with Scouts in other places, sometimes other countries. Drop-in during the day; most likely in the shelter. No set time.

Food

Lunch is included with registration: walking tacos with condiments, cookie, and drink. Lunch is served at the upper-level shelter around noon.

- No other meals are provided.
- Overnight units must bring all of their own breakfast, dinner, snacks, and cooking gear.
- Please note dietary needs at registration when possible.
- Bring a filled water bottle. Rural water is available at the outdoor faucet west of the lodge.

Troop Overnight Camping

Troops that help run Cubtoberfest stations may camp at Camp Iyataka Friday night and/or Saturday night at no additional overnight fee. The district is supplying the camp. Units camp on their own.

What the district provides

- Campsite use at no extra charge for assigned helping troops
- Saturday lunch for registered participants and assigned station staff
- Access to camp facilities (sites, lodge area, restrooms, water hydrants)

What troops must provide

- All tents, bedding, cooking gear, stoves, fuel, and lighting
- All food except the Saturday lunch included with the day event
- Two-deep adult leadership at all times, including overnight
- Youth Protection trained adults and current medical forms
- Station staffing during the Saturday program as assigned

Camping rules for overnight units

1. **Stay on your assigned site.** Sites will be assigned at or before check-in. Developed sites have shelters, picnic tables, fire ring, and nearby restrooms.
2. **Quiet hours:** Lights out / quiet time at 11:00 PM. Respect other units and neighbors.
3. **Fires:** Use established fire rings only. Do not leave fires unattended. Drown, stir, and confirm the fire is out before leaving the site or going to sleep.
4. **No extra district meals.** Bring your own breakfast, supper, and snacks. Do not rely on event food beyond Saturday lunch.
5. **Youth Protection applies overnight.** No one-on-one adult/youth contact. Separate tenting by age and gender per Scouting America guidelines. Adults do not tent with youth who are not their own child.
6. **Leave the site better than you found it.** Pack out trash, police the site, and check in with the camp quartermaster before departure.
7. **Buddy system.** Youth move in pairs. No wandering around the camp after quiet hours.
8. **Helping is the trade.** Overnight use at no extra charge is for troops that staff assigned stations during the day. If your troop cannot help, do not plan to camp as part of this event.

Check-In

- **Packs / Cub families:** Saturday 9:00–10:00 AM. Bring copies of Medical Form A for every youth and adult.
- **Helping troops arriving Friday:** Contact Steve Hall before arrival so a site can be assigned. Check in Friday evening if possible.
- **Keep original medical forms** with the unit leader. Council keeps a copy of Form A and does not return it.

Medical & Safety

Units must have Medical Forms A & B completed for all Scouts and adults. Forms stay with the leader in charge. Bring a copy of Form A to check-in.

- **First aid:** A first-aid station will be identified at check-in (typically the garage area).
- **AED:** Located in the lodge.
- **Nurse / medical coverage:** Being confirmed. The on-site contact will be posted at check-in.
- **Ranges:** Range-trained adults supervise archery and BB guns. Follow all range commands. No one enters a range without permission.
- **Weather:** If conditions are unsafe, the event moves to the October 24 backup date. Watch email and council communications.

What to Bring

Cub Scouts – Day Pack (Six Essentials)

- Filled water bottle
- Trail snacks
- Sun protection (hat + SPF 30+ sunscreen)
- Flashlight with fresh batteries
- Whistle
- Small personal first-aid items

Also bring insect repellent, a jacket, and rain gear. October weather in northeast South Dakota can change quickly.

Overnight troops – add

- Tents, sleeping bags, ground pads, extra clothes and socks
- Stove, fuel, cook kit, water containers, cooler, and all meals except Saturday lunch
- Lantern or headlamps, trash bags, dish-wash supplies
- Unit first-aid kit and copies of medical forms

Directions & Parking

Camp Iyataka • 47232 131st St, Wilmot, SD 57279

From Wilmot: go 2 miles east on SD Highway 15, turn left and go 5 miles north on blacktop. Watch for the Camp Iyataka sign, turn right, and drive 3 miles east on gravel.

- **Day parking:** Follow signs at the gate. Do not block roads or campsite access.
- **Gate access:** Contact Steve Hall before arrival if you need after-hours gate access.

Unit Leader Expectations

- Stay with your Cubs. This is not a drop-off event.
- Help at stations when asked. Parents make the ranges and rotations run safely.
- Model the Scout Law. Encourage Cubs from other packs too.
- Check out with your whole group. Do not leave Cubs waiting at a station.

Contacts

Role	Contact
Event Coordinator	Kerry Kulkarni, Arrowhead District Executive
Program / Activities Lead	Bryan Rau • 605-380-0279
Camp Quartermaster / Facilities / Lunch	Steve Hall • 605-881-9228
Sioux Council Office	(605) 361-2697 • sioux.council@scouting.org

Thank you for helping make Cubtoberfest a great first (or next) outdoor experience for our Cub Scouts.

Draft for planning-committee review. Station map, final nurse assignment, and registration deadline will be added when confirmed.

Compass Course — Parent & Leader Instructions

Open field east of the Lodge. About 25 minutes. Stay with your Cub. You do not need to know orienteering.

What you will get

A printed camp map and a compass. On the map, the lodge is marked HOME.

How to hold the compass

1. Hold it flat in your palm, away from belt buckles and phones.
2. The red end of the needle always points north.
3. Turn your feet, not just the compass, until the letter N lines up with the red needle.
4. The way you are now facing is north. South is behind you. East is right. West is left.

The game

Start at HOME (the Lodge east lawn). Walk with your Cub. Count steps together.

Leg	What to do
1	Face NORTH. Walk 20 steps. Find the N jug.
2	Face EAST. Walk 20 steps. Find the E jug.
3	Face SOUTH. Walk 20 steps. Find the S jug.
4	Face WEST. Walk 20 steps. Find the W jug. You should be back near HOME.

Lions and Tigers: the adult may hold the compass. The Cub still points and counts.

Before you walk — 1 minute on the map

Ask your Cub to point to HOME. Point to the compass rose (the N symbol). Name north, south, east, and west on the paper. Then do the same with the real compass.

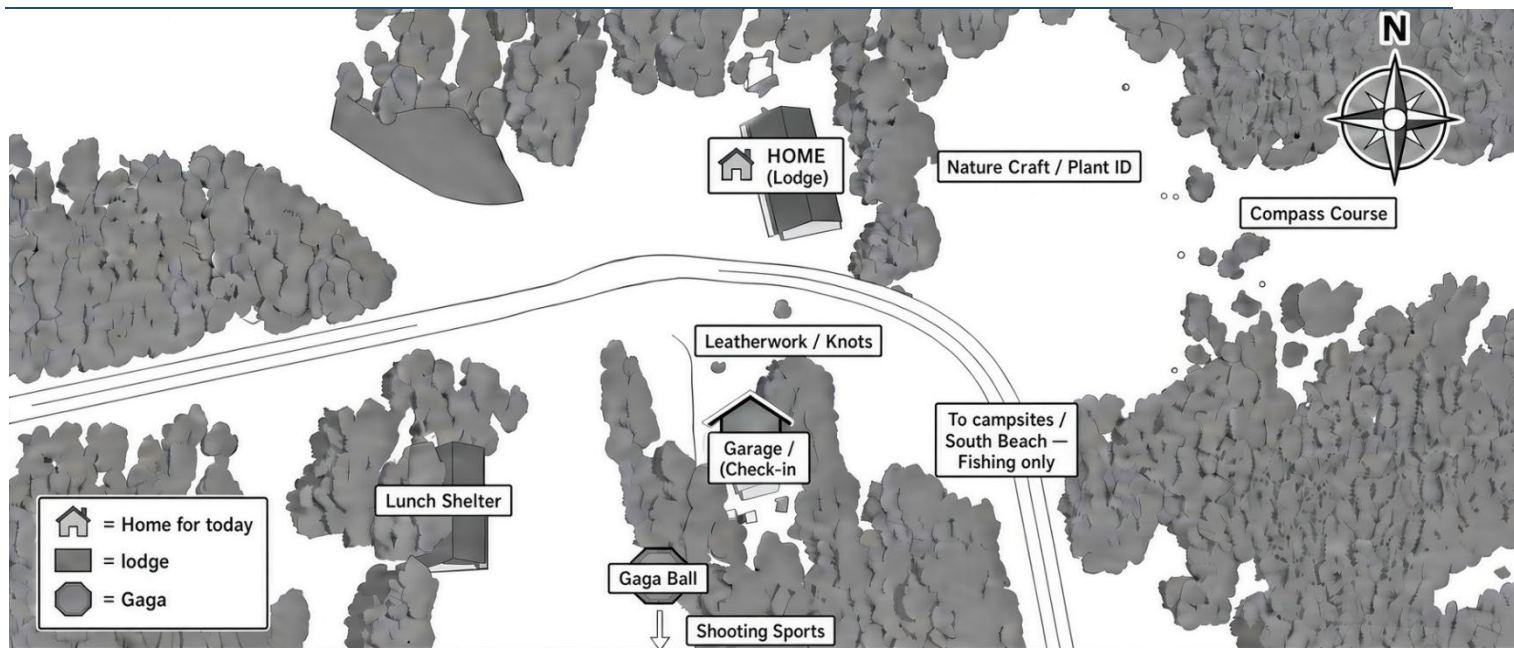
When you finish

Bring the map to the station adult. They will check the boxes for what your Cub did. Keep the sheet, it goes home to the den leader for "[Finding Your Way](#)"

Optional extra for Bears, Webelos, and AOL: walking degrees will send you to a pine-cone cache and a bonus clue for the afternoon trail hike. It is not required.

Please

Stay on the open field. Leave jugs where they are. If you get turned around, walk back to HOME and start that leg again. Wait for the airhorn before moving to the next station.



Cubtoberfest Compass Course Scout: _____ Pack: _____

At Cubtoberfest, this Scout:

- ☐ pointed to HOME (Lodge) on this map
- ☐ found the compass rose and named N-S-E-W on this map
- ☐ named N-S-E-W with a compass
- ☐ found an object using a compass

Still needed at home for Finding Your Way: neighborhood map and map key.