



Leaders/Parents Guide

2026 Apache Fall Cuboree Oct. 9 – 11th, 2026

Thank you for registering for the 2026 Apache Fall Cuboree! We have loads of fun in store for both your children and you! We have a large group here at Belk and plenty of dedicated volunteers that will need parental help from time to time. Whether it be assisting with belay at the tower, helping kids focus during a range safety briefing or even picking up some trash that you pass, every action helps.

Cuboree is fully booked this year, so campsite assignments are tight. All Packs will be sharing a site with other Packs. By necessity, a few larger packs are split over two adjacent campsites. Please “Do your Best” to accommodate each other and remind your cubs about campsite etiquette. Mostly, make friends! The activity groupings try to keep the campsites together as closely as possible.

Check In

If any adults plan to arrive early to help set up camp, please notify Cuboree leadership in advance. Your groups Leader or registered adult must hand in all required forms at the Friday night Cracker Barrel.

Unloading Vehicles / Traffic Management / Parking / Saturday Arrivals:

Vehicles are NOT permitted to drive around camp except upon scheduled load-in and load-out times. This is to ensure safety as groups walk around camp to do various activities and stations. Limited staff excluded.

- **Adhere to the camp 12 mph speed limit for safety and dust control.**
- After Hours Arrival – Arrivals outside of open gate hours (see schedule at end) will need to park in the field parking lot outside the main entrance to Camp and walk their gear in.
- **Unloading**
 - **Cub World** – At no point, should a vehicle remain without a driver at the Cub World loop
 - PULL UP as far as possible,
 - DROP your gear outside of the loop (*do not walk gear to campsite at this point!*),
 - PARK your car in the field parking lot outside the main entrance to Belk Scout Camp, and
 - TRANSPORT your gear to your campsite. via the back trail to transport their gear to their campsite. Refer to the map in this document for visual references.
 - **Scout World:**
 - The Scout World loop is One-Way only (counterclockwise)
 - There is no stopping or parking on the inside of the loop.
 - Refer to the map in this document for further guidance.
- **Parking**
 - **Health Lodge:** Parking only for the Health Officer and Saturday Activity Station staff.
 - **Cub World:** Units staying in Cub World must park their vehicles in the field parking lot outside the main entrance to Belk Scout Camp. (Entrance off of Belt Rd.)
 - **Scout World:** Units staying in Scout World may park vehicles at the Dining Hall parking lot or the lot near the Catawba Amphitheater. There is a small car lot in Scout World that can only accommodate 25 cars. Once full, please revert to Dining Hall or Catawba Lot. You may leave a trailer at your campsite.
 - No vehicles should be parked immediately behind the Dining Hall near the dumpsters. This must be kept clear for emergency vehicles. No vehicles should be parked along the roadsides.
 - Pool House parking spaces (in front of Berry Shelter) are for **Handicap/ADA** and **Camp Staff Use Only**.
- **Saturday Arrivals/Departures**

- Glad you could make it! Text 404-514-5345 with “Checking in <Pack #> <Name on reservation> <number in group>”
- Gates are open for gear from 7-9 am and from 5-7 pm. Outside of these times, please park in the field fronting Belt Rd.
- If you anticipate needing to leave outside of open gate hours, please park in the field fronting Belt Rd.

Volunteers

Like all Scouting, Cuboree can only be successful via the help of dedicated volunteers. Whether a trained and certified volunteer for climbing, range, or fishing activities or a dedicated parent helping with check-in, campfire, or lunch distribution, they are all here to make this the best experience possible. We request each pack attending Cuboree provide support for the event relative to the size of your group, roughly one volunteer for every 25 participants. Sign-ups can be found at <https://ln.pack1clt.org/2026fallcuboree>

There will be a meeting for all **Activity Station Leads** in the Dining Hall at 7:30 pm on Friday night.

Cracker Barrel & Health Form Check-in (Pack Lead Meeting)

- **Two representatives from each Pack** are expected to attend Cracker Barrel leaders’ meeting on Friday evening at 8:30 p.m. at the Dining Hall.
- We will have some munchies and drinks and discuss any changes in the program as well as duty assignments for the remainder of the campout.
- Please plan to turn in all medical forms at Cracker Barrel Pack Lead Meeting – one for EVERY attendee in your pack – **ADULTS INCLUDED**.

Medical Issues

- Should a medical need arise, there is a First Aid station in the Health Lodge. We will have Medical Officers onsite as well. In the case of a medical emergency, **DO NOT CALL 911 FROM A CELL PHONE (we are located between 3 counties – it could delay first responders!)**, contact Cuboree Chair, Oliver Boudreaux (404-514-5345) and contact the Health Officer, Amy Borrell, at (704-287-0503). Please text for non-emergencies and include your name and pack number so that your text doesn’t go to spam!
- Please ensure all medication is stored in a locked container.
- The Health Officer will have their vehicle for emergency response. Anyone requiring medical attention should walk to the Health Lodge for treatment unless they are physically unable to do so.

Lunch

- Lunch on Saturday will consist of Chick Fil A sandwiches, chips, fruit, and small dessert.
- Vegetarian options are available (salad). If you have concerns about this menu, please plan to provide your own lunch on Saturday. No other meals will be provided.
- Each Pack should send one lunch runner for every 10 participants + 1 runner from your rotation group to bring lunch to your station 3 volunteers.
- A full day of programing limits our time for lunch. Please plan on having a picnic near your group’s Station 3 location. (Lunch Runners should report to the Dining Hall no later than 10:30 AM / Lunch distribution volunteers, please arrive by 11:00 AM)
- **Runners, don’t forget to feed your Station 3 volunteers!**

Inclement Weather

- In the event of rain, all activities will proceed as scheduled. Please plan accordingly – instruct your packs to bring wet weather gear. In the event of lightning – outdoor events will be canceled, and Scouts should seek the nearest cover at the camp until the All Clear is sounded.

Uniforms

The Cub Scout uniform for the weekend is determined by the Pack. We will not have a uniform requirement during campfire or interfaith service. Class B's are encouraged during Saturday activities.

Interfaith Service

We will have an inter-faith service on Sunday morning at the Lake Amphitheater.

Showers/Bathrooms

Restrooms ARE limited. Adults and Youth should avoid being in a restroom at the same time and should post a buddy outside of shared restrooms to help avoid overlapping.

- Please follow [Youth Protection Guidelines](#) at all times.
- Shower facilities are off limits for all youth after 10 p.m. and before 6 a.m.
- **Youth Only Showers:** Pool Bathhouse.
- **Adult Only Showers:** Dining Hall Shower House (building down the hill from Dining Hall).
 - **Exception:** ADA needs and any “accidents” requiring parental support.
- **Youth Only Restrooms:** Dining Hall Restrooms (attached to main building), Pool bathhouse restrooms (**outside of 8 AM-6 PM Saturday**).
- **Adult Only Restrooms:** Dining Hall Shower House (building down the hill from Dining Hall).
- **Shared Restrooms:** Cub World Restrooms, Scout World Restrooms (including LDC), Health Lodge Restroom (single occupancy, back corner of building closest to Archery Range). Pool bathhouse restrooms (**8 AM-6 PM Saturday**).
 - **With the exception of parents entering shared restrooms with their children, Adults should wait outside until no cubs are in the shared restrooms and cubs should wait until there are no Adults in the shared restroom. Bring a Buddy to enforce this!**
- **The plumbing at Belk is delicate**, please flush ONLY toilet paper and bodily waste!

Belk Rules

- Outside of your tent or showers, closed-toes shoes are required at Belk!
- Keep food/snacks/scented toiletries out of tents. Little critters will easily nibble a hole in your tent.
- Respect the wildlife and leave it alone. Belk is quiet and serene most of the time. The deer, birds, snakes (it's still copperhead season, use your headlamps and closed toe shoes) and other animals call this home, we're their guests.

Campfire Program and Evening Activity

The campfire program is a great way to come together as a district, reflect on the day and have some fun. We are asking for space themed pack skits this year. Think “Invisible bench – In Space!” We have a lot of units showing up so we will be enforcing a strict time limit of **2 minutes per skit**. Improv is fun and all but we only have an hour!

Our evening activity will be, what else, star gazing! If possible, pack a blanket and some binoculars or, if you're a brave soul, a telescope. We should have a dark sky that night.

Concessions and Merch

The MCC Scout Shop will be selling concessions (Coffee, cold drinks, etc.) and Scout Merch out of the rear of the Berry Shelter Both Friday afternoon and Saturday during activities. Cash and card and touch to pay are accepted. T-shirt preorders may also be picked up here. (T-shirts are by preorder only, deadline of Oct 4th)

Check Out

Each campsite needs to be inspected before departure. Please police the site and leave it in better shape than you found it. **Packs must bring all trash to dumpsters behind dining hall or health lodge.** Every team will also be given a cleanup assignment beyond the campsite as well. Bathrooms/Shower must be sprayed, toilets scrubbed, floors squeegeed and rinsed off (there should be a water hose at each bathroom site). **Cuboree Chair, Quartermaster, Camp Ranger or Cuboree Chair Delegate must provide "clearance" before leaving camp.**

Activities and Theme Overview

The Artimis Missions have brought enthusiasm for space to a new generation. This year's Cuboree hopes to build on that with the theme of "Cubs in Space!" The traditional Cuboree Activities that our cubs love are now "missions." Every successful mission in space is backed with strong ground support, so parents are encouraged to lean into the activities and either provide direct support or yell some encouragement where it helps.

Climbing Mission: Rocket Repair

T-75 minutes to launch but there is a problem on the Launch Pad. A refueling valve is stuck and the only way to fix it is to have a brave cub climb the side of the rocket. The stuck valve is conveniently attached to a bell on the exterior of the rocket but it's high up. Can you climb the tower and loosen the valve before takeoff?

Our climbing staff will need parent volunteers to help with belay, keeping cubs out of the drop zone, and keeping cubs that aren't climbing occupied. Closed toed shoes are required on the tower, Crocs or Keens are not allowed.

Rocketry Mission: Launch!

It's time to embark on our journey to Planet Belk. We have both air and water powered rockets. The water powered rockets are ready to go but the air powered rockets need construction and a little pizzaz! 3-2-1-Liftoff!

Our rocket station is in three parts. Please try to spread your groups evenly so no one gets too crowded. The Charlotte Rocketry Club will be showcasing some of their high-power rockets while our OA volunteers will be manning the water and air rocket launchers. **The OA can use your help to keep the ranges clear, air pumps pumped and cubs in order while the cubs will need support designing and building the air rockets.**

BB's/Slingshots Mission: Asteroid Clearing

Our mission to Planet Belk is underway but our flight plan takes us directly through an uncharted asteroid field. The rocket is equipped with Boulder Blasters (BB's) and Smart Launch Integrity Navigation Grid (Sling)shots. Use one of these systems to blast asteroids out of our path.

Caretakers can assist with keeping cubs focused on safety briefings, reinforcing range safety and playing games with cubs not active on a range.

Archery Mission: Land on Target

We've arrived in orbit around Planet Belk and need to land. Can you plot the trajectory to our target?

Caretakers can assist with keeping cubs focused on safety briefings, reinforcing range safety and playing games with cubs not active on a range.

Fishing Mission: Biological Survey

Planet Belk is rich with exotic flora and fauna. Fish are excellent bioindicators for the health of ecosystems. Our team biologists need samples of the local species. How many can you collect?

Hat required (wide brimmed preferred) and sunscreen strongly recommended.

- **Encourage your adults/parents to bring a chair or blanket to each station during the day.** Picnic table spaces will be tight, and they will thank you for giving them a way to sit down comfortably once and a while!
- Each Pack will be assigned a group and rotation schedule. If you choose not to attend all events, please ensure you don't encroach on others' time in a station by trying to do something outside of your time slot. Water will be available at all stations. Everyone should bring a water bottle (6 Cub Scout Essentials requirement)
- Ten (10) minutes travel time has been allotted between each station for transition. **PLEASE BE ON TIME AT EACH STATION.**

Buddy System:

- **Every Station should begin and end with a group lead yelling "Buddy Check!" and your Scouts should be right next to their buddy in less than 10 seconds.** This is a key component of the Let's Camp! Belt loops for younger Scouts. The Buddy System is also important for both Adults and Scouts to keep track of everyone and ensure 2-deep leadership/safety at restrooms.

Cuboree Photos & Videos!

This year we have created a shared Google Photos folder for all Pack Leaders to take photos and videos throughout the weekend and share with the rest of the group.

Please take a moment to take videos of anything that's going on during the Cuboree that we should remember! Interview your Scouts! Ask them what they like about Scouting, the Cuboree, their Pack, Den or their Den Leaders.

Also – find an opportunity to take a headshot of each Scout in attendance from your Pack for upload. We are going to make a video of the weekend and want to have a fast-cut through each Smiling Scout's headshot!



DISCLAIMER: PLEASE ENSURE YOU HAVE ANY PARENT'S PERMISSION TO UPLOAD A PHOTO CONTAINING AN IMAGE OF THEIR CHILD. BE VERY CONSERVATIVE IN WHAT IS SHARED.

Camping Checklist

(*denotes Six Cub Scout Essentials)

<u>Basic Equipment</u> • Tent and ground cloth / waterproof footprint for under tent • Sleeping bag or sheets and blanket • Pillows • Sleeping pad • Rain gear • Warm jacket/Sweatshirt • Flashlight/headlamp* • Extra bulbs/batteries • Water bottle or canteen* • Camp chair • Insect repellent & Sunscreen* • First Aid Kit* • Whistle* • Trail food/mix* • Cooking /Dining Equipment	<u>Clothing</u> • Class A Scout Uniform • Class B T-shirt (Optional) • Set of extra clothes • Extra socks & shoes • Hiking boots and/or closed-toed shoes • Pajamas and underwear • Hat <u>Personal Items</u> • Toothbrush/Toothpaste • Soap • Washcloth and towel • Comb and/or brush • Ziploc bags for dirty and/or wet items • Personal hand sanitizer • Binoculars or telescope (Optional)
---	---

As with ALL Scouting America functions, alcoholic beverages and controlled substances are not permitted. Adults are asked to refrain from using tobacco products in any buildings, program areas and in front of youth members.

No electronic devices (video games, MP3 players, cell phones) are permitted to be used by youth during camping events without express permission of a Pack Leader. No amplified music at campsites.

Health Forms: **All attendees** shall provide Part A and Part B of the Scouting America Annual Health and Medical Record. You may find the document at this link:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Gold star for you for reading all of this!

Adventures and Belt Loops

Cuboree is a great opportunity to work on some of those adventures that don't fit into a 60-minute window at your Charter Organization. There is ample "down time" outside of the structured activities to fill at your campsites. In addition to the range, camping and fishing adventures for all dens, you can find activities in the various leader guides for things such as orienteering, field games, conservation, and astronomy. In fact, Sat Oct 10th is a new moon!

By participating in the BB, Slingshot, or Archery activity, a cub will qualify for that respective adventure. By fishing, a cub will complete at least one of the requirements for the fishing adventure; the other requirements vary by rank. All cub scout ranks also include a camping adventure, required for AOL's. Leaders are encouraged to review the [requirements](#) to make the most of their time at Cuboree!

<u>Outdoor Code</u>	<u>Leave No Trace Principles</u>
As an American, I will do my best to: - Be clean in my outdoor manners, - Be careful with fire, - Be considerate in the outdoors, and - Be conservation minded.	1. Know before you go. 2. Choose the right path. 3. Trash your trash. 4. Leave what you find. 5. Be careful with Fire. 6. Respect wildlife. 7. Be kind to other visitors.

About the Let's Camp! Belt Loop Requirements

In order for your Scouts to complete their Let's Camp! requirements, there are a few rank-specific activities that your Scouts should help with at your Campsites. Here are a few examples:

- Help put up your family tent (Webelos should attempt to set it up without parent help)
- Roll out & set up their sleeping bag
- Help to unpack the car and set up camp
- Review campfire safety rules (where to sit, no running near fire, have water bucket/fire suppression system nearby, etc.)
- Practice flashlight safety (no shining in eyes, turn off when not in use, etc.)

In addition, Webelos must also a) understand/review fire safety rules, b) recite the Outdoor Code and Leave No Trace Principles from memory, c) learn how to tie a bowline, and d) assist in building a teepee fire setup in your fire rings (with direct supervision by an adult).

Review fire safety rules with Webelos

Here's a simple guide:

- Scouts should never build fires on their own. Adults should be in charge of lighting/extinguishing fires. Always have an adult supervise fires.
- Follow all local rules and regulations regarding fires.
- Always check the campsite rules also. Some places don't allow ground fires.

Before you start a fire:

- Clear a space that is 10 feet across. Remove all leaves, sticks, and rocks bigger than your fist.
- Don't build a fire under trees or shrubs, or on tree roots.
- Make sure an adult says it's okay before you light the fire.
- Use established fire rings or pits when available.
- Have something nearby to put out the fire, like a shovel and a bucket of sand or water.

While the fire is burning:

- Never leave the fire alone.
- Keep the fire small. It's enough for toasting marshmallows and chatting.
- **Stay at least three feet away** from the fire, unless you need to cook.
- What you put in the fire, stays in the fire. Don't pull anything back out.
- Avoid poking the fire a lot or throwing stuff into it. Sparks might fly and hurt someone.

Putting out the fire:

- When you're done, make sure the fire is completely out.
- Stir the ashes and coals and sprinkle them with water until they are cool.
- You should be able to touch the area without feeling any heat.

Downtime Activities

Downtime between activities is a great time to interact with fellow packs. The following activities and games are a few suggestions to keep scouts engaged when they aren't actively participating in structured activities. Make up your own and feel free to ham it up when giving instructions! Don't forget ppppp - Parental Participation Produces Positive Play!

Planet, Planet, Comet! -Duck, Duck, Goose

Alien Translator - First cub makes nonsense alien sound and motion; everyone copies it. Go around the circle inventing new ones OR a second cub "translates".

Space Charades - Act out space words: astronaut, rocket, alien, moon, robot, asteroid, telescope, etc.

Ground Control - Simon Says with commands like "zero gravity," "moon walk," "rocket launch," "meteor dodge," etc.

Human Solar System - One cub is the Sun; others orbit as planets at different speeds/distances. Parents make excellent asteroid belts.

Asteroid Belt - Pick 2-3 Adults as asteroids. Cubs try to cross from one side to the other without being tagged. Tagged cubs become asteroids for the next crossing.

Astronaut Training - Rapid-fire physical challenges: "Five moon jumps! Spin around twice! Balance on one foot! Ten-second spacewalk! Touch the ground and blast off!" Let Scouts take turns being the trainer.

Fortunately, Unfortunately: Space Mission - One cub begins: "Fortunately, we landed on Mars." Next: "Unfortunately, the spaceship broke." Next: "Fortunately, we brought tools." Continue alternating.

Camp Sites

Pack(s)	Site
108, 167F	Cub World 1
11F, 249	Cub World 2
007, 119,	Cub World 3
116, 502, 350	Cub World 4
8B*	Cub World 5
8B*	Cub World 6
55F*, 1906B	Scout World 6
55F*	Scout World 7
321*, 613F, 3	Scout World 8
321*, 9	Scout World 9
324F, 79	Scout World 12
174, 256	Scout World 13
1, 265, 34F	Scout World 14

*Pack crosses campsite "boundary."

Activity Rotations

Group	Packs	Fishing	Rockets (Berry Shelter)	Range	Archery	Tower	Rest Period
1	1, 8B, 34F	1	2	3	4	5	6
2	55F, 1906B	6	1	2	3	4	5
3	321, 623F	5	6	1	2	3	4
4	11F, 108, 167F, 249	4	5	6	1	2	3
5	3, 007, 9, 119, 116, 174, 265, 502, 350	3	4	5	6	1	2
6	79, 256, 324F	2	3	4	5	6	1

T-Shirt orders as well as Coffee/Concessions/Scout Merch available at Berry Shelter.

2026 Apache Fall Cuboree Schedule – BELK SCOUT CAMP

Friday, Oct 9th

Time	Activity	Location
2:00 PM - 4:00 PM	Gates Open / Volunteer Arrival (Early Pack Check-Ins Permitted after 3pm)	Front Gate
5:00 PM – 8:00 PM	Scouts Arriving	Front Gate
7:30 PM – 8:15 PM	Volunteer Meeting	Dining Hall
8:30 – 9:00 PM	Pack Lead Meeting – 2 Leaders Per Pack: Bring Forms	Dining Hall
10:00 PM	GATES CLOSE TO VEHICULAR TRAFFIC/ Lights Out	

Saturday, Oct 10th

Time	Activity	Location
7:00 AM	Gates open to vehicular traffic	Front Gate
7:00 AM	Reveille – Breakfast in campsites (On your own)	Campsites
8:30 AM – 8:45 AM	Flag Ceremony	Cuboree Flagpole
9:00 AM	GATES CLOSE TO VEHICULAR TRAFFIC	
8:55 AM – 10:10 AM	Station 1 (Adults – Good idea to Bring Your Chairs!)	Breakout
10:20 AM – 11:35 AM	Station 2 (Lunch distribution volunteers meet at Dining Hall no later than 11:00 AM/Lunch pickups are at 11:30 AM)	Breakout
11:45 AM – 12:15 PM	LUNCH (Please have your group eat lunch near Station 3)	Station 3
12:25 PM – 1:40 PM	Station 3	Breakout
1:50 PM – 3:05 PM	Station 4	Breakout
3:15 PM – 4:30 PM	Station 5	Breakout
4:40 PM – 5:55 PM	Station 6 (You may want to seed a team to start Dinner)	Breakout
5:55 PM – 7:20 PM	Campsite Activities, Free Time, Dinner	Campsites
6:00 PM – 8:30 PM	GATES OPEN TO DROP GEAR AT CAMPSITES	Front Gate
7:30 PM - 8:30 PM	COUNCIL CAMPFIRE (Bring Your Chairs!)	Catawba Amphitheater
8:40 PM – 9:00 PM	Evening Activity	Field next to stage
9:00 PM – 10:00 PM	Campsite Activities	Campsites
10:00 PM	Lights Out	Campsites

Sunday, Oct 11th

Time	Activity	Location
7:00 AM	Reveille –	Campsites
7:00 AM – 8:20 AM	Breakfast at campsites (On your own)	Campsites
8:30 AM – 8:50 AM	Interfaith Service	Lake Amphitheater
9:00 AM	GATES OPENED TO VEHICULAR TRAFFIC	
9:00 AM – 10:30 AM	Camp Cleanup & Inspection (Packs must bring all trash to dumpsters behind dining hall or health lodge)	
10:40 AM -11:30 AM	Camp closing & departure – Pack Leads to claim Health Forms	Health Office

Use Buddy System At All Times!

Walking Distance / Time(s)

Cub World

CW1/2/3 → Cuboree Flagpole: 6 mins (0.2mi)

CW4/5/6 → Cuboree Flagpole: 8 mins (0.4mi)

CW1/2/3/4 → Catawba Amp.: 13 mins (0.5mi)

CW5/6 → Catawba Amp. (via Dining Hall): 8 mins (0.3mi)

Scout World

SW6/7/8/9 → Cuboree Flagpole: 17 mins (0.7mi)

LDC/SW10/11/12/13 → Cuboree Flagpole: 16 mins (0.6mi)

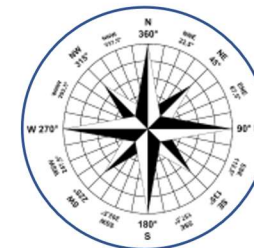
SW6/7/8/9 → Catawba Amp.: 9 mins (0.4mi)

LDC/SW10/11/12/13 → Catawba Amp.: 8 mins (0.3mi)

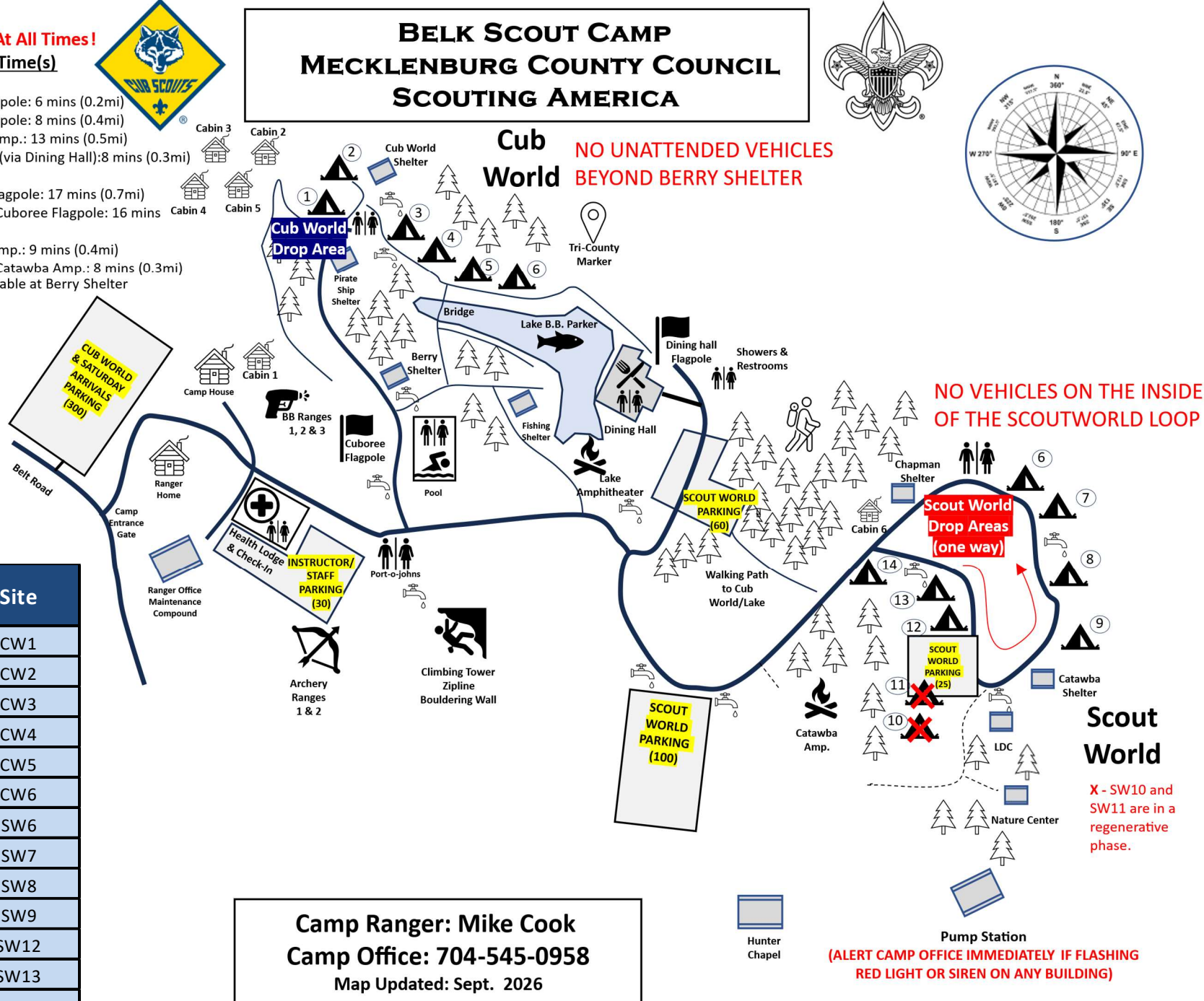
Coffee/Concessions available at Berry Shelter



BELK SCOUT CAMP MECKLENBURG COUNTY COUNCIL SCOUTING AMERICA



Pack(s)	Site
108, 167F	CW1
11 F, 249	CW2
007, 119	CW3
116, 502, 350	CW4
8B	CW5
8B	CW6
55F, 1906B	SW6
55F	SW7
321, 3, 613F	SW8
321, 9	SW9
79, 324F	SW12
174, 256	SW13
1, 34F, 265	SW14



(ALERT CAMP OFFICE IMMEDIATELY IF FLASHING RED LIGHT OR SIREN ON ANY BUILDING)