



**2026 Fall Family Camping
Apalachee Participant Guide**

Dear Cub Scouts, Leaders, and Parents,

Welcome back to Cub Scouts Fall Family Camping at Scoutland! We **RRRGH** excited for you to join us this year in building experiences and memories!

Our theme this year is the **Pirates of Scoutland**! We encourage families and units to decorate and participate in activities centered around the camp theme.

Our activities **RRRGH** centered around Cub-age opportunities for time at ranges, fishing, conservation, Scoutcraft, and more! We know your time is valuable, so we've also included scheduled activities for leaders, too.

The following Participant Guide should help answer most of your questions, but if you have more, please reach out so we can help you make the most of your journey.

We look forward to seeing you at camp!

Yours in Scouting,

Krystal Shearon
Camp Director

Northeast Georgia Council
Apalachee District
203 Swanson Dr
Lawrenceville, GA 30043
770-962-2105

PROGRAM INFORMATION

Program Dates

Oct 2- 4, 2026

Scoutland - 3672 Looper Lake Road, Gainesville, GA 30506

Registration

- Early Bird: \$30 per family before 9/17/26
- Registration: \$35 per family until 10/1/26
- Onsite Registration: \$45 per family

All registrations include 1 patch per family, camping, and activities. Plan and prepare your own meals.

- (Optional) \$15 T-shirts available by pre-order deadline 9/20/26

Schedule of Activities (*times are scheduled to change*)

Friday

5 – 8 pm	Check in & Registration (drop gear, park, and then set up camp)
8 pm	Treasure Island Theater outside of Cleveland Hall
8 pm	Den Leader Training (open to all parents and new leaders)
8 pm	Leaders Roundtable at the Big House (Required for Pack Leaders)
10 pm	Quiet Hours

Saturday

7 am	Breakfast (on your own)
8:30 -9 am	Flag Ceremony & Opening at Parade Field
9:00 - 12:00 pm	Rotations (see Event Schedule)
12:00 -1:00 pm	Lunch (on your own)
1:00 - 5:00 pm	Rotations (see Event Schedule)
5:00 - 6:30 pm	Dinner (on your own)
6:30 - 7:30 pm	Trick or Treating
7:45 - 9:00 pm	Campfire Program at Council Rock
10 pm	Quiet Hours

Sunday

7 am	Breakfast (on your own)
8:30 am	Scout's Own Service - Council Rock - JOIN US before departing!
10 am	Clean up, Pack up, and Departure

ACTIVITIES

Pirate Bounty – All activities provide the opportunity to win gold coins. The top three Cub Packs with the most coins win a Pirate Surprise!

- **Set Sail for Adventure!** - Design and build a Pirate Ship at your campsite using recycled materials. Gold Coins for Creativity! ****All Pirate Ships must be taken home at the end of the weekend****
- **BB's** - Protect the ship from Sea Monsters! Under the guidance of the rangemasters, learn how to properly use a BB towards a set sea monster target.
- **Pirate Flags** - Every ship needs a flag! Design your own Pirate flag to proudly fly on your ship!
- **Archery** - Under the guidance of the rangemasters, learn how to properly use a bow and arrow to hit the enemy ship's sails to slow their attack. Take aim at your targets and protect your crew!
- **SlingShot** - Under the guidance of the rangemasters, learn how to safely use a slingshot to knock down obstacles threatening your ship. Use your aim and accuracy to keep the seas clear!
- **Sailor Knots** - Pirates will learn to tie simple knots like a true pirate as you try to hook and retrieve the treasure chest!
- **Fort Adventure** - Even Pirate Cubs need time to play - come explore and enjoy Fort Adventure!
- **Songs, Skits, & Sea Shanties** - Learn and practice some skits or songs with your crew as you prepare for the evening campfire.
- **Treasure of Thanks** - The greatest treasure is gratitude. Scouts will have the opportunity to make thank-you cards for veterans. We will also be collecting new socks and toiletry items to give to local veterans in need. Items will be collected at the admin building!
- **Raise the Sails** - Raingutter Regatta - Test your luck at designing the best sail for your mini pirate ship. Can you win the Regatta?
- **Pirate Games** - A Pirate's Life is full of fun and games! Will your crew win the treasure?
- **Treasure Hunt** - A critter has stolen the treasure! Follow the tracks and clues to discover where it's hidden.
- **Fishing for Trouble** - A good pirate is a good fisherman. Do you have the skills to catch a fish? ***Bring your own fishing pole; adults over 16 must have a fishing license. GO HERE:***
<https://license.gooutdoorsgeorgia.com/Licensing/CustomLookup.aspx>
- **Gaga Island** - Pirate Champion Arena - Step into the arena and see if you have what it takes to be the Pirate Champion of Gaga Ball!
- **Trick-or-Treating** - Each Pack should host a table at their ***campsite*** for Trick-or-Treating. Showcase your pirate ship and show true pirate spirit!
- **Campfire** - Join us at the Pirate's Hideout (AKA Council Rock) to end the day with songs, stories, and sea shanties!

PLANNING INFORMATION

WHO CAN ATTEND?

Registration is open to all Cub Scouts and their families. Each family group must be led by an adult (18 years or older) related to the registered scout. **Each pack must have at least one BALOO-trained leader** camping with them for the weekend. Venturing Scouts and Scouts BSA youth, Crews/Troops, and Unit Leaders are welcome and encouraged to volunteer at this event.

All Lions and Tigers **must be accompanied by their Adult Partner at all times.**

ARRIVAL & CHECK IN

Families or units have the option to check in on Friday night between 5 pm and 8 pm at the Admin Building. Medical forms **must** be presented **for each participant, youth and adult**, at check-in before you may head to your campsite.

Vehicles will **NOT** be allowed to enter past the campsite gate **after 8:00 PM** on Friday. Vehicles may not be parked at the campsite. Once unloaded, vehicles must be moved to the parking lot. ***Please do not remain parked in the campsite for over 15 minutes in order to allow others to unload their gear.*** Cars will not be allowed past the campsite gate on Saturday.

Unit campsite assignments and parking passes will be emailed out the week before camp. Please complete the contact information on the front of your parking pass and leave it in your windshield for the duration of your stay at camp. ***The camp-wide maximum speed limit is 7 mph; we ask you to move at 3 mph when campers are present.***

MEDICAL FORMS

All participants (Cub Scouts, Scouts BSA members, and on-site leaders/parents) are responsible for turning in a completed BSA Annual Health Record Form (**Parts A, B1, B2**) upon check-in. This will be returned to you at checkout. **YOU CANNOT BE ON SITE WITHOUT THE HEALTH FORMS. Part C – a physical – is not required** for participation.

FIRST AID

Please bring your unit's first aid kit. Be prepared to perform basic first aid in your campsite and then go to the Admin Building if necessary. In an emergency, the medical team will treat the injuries and determine if further action is needed, and will contact EMS accordingly. They know the procedures for the Camp and proper access to the emergency response equipment

COMMUNICATION

Any communication that needs to be sent to Pack leaders during the weekend will be shared through the BAND app. All communication during the summer camp program will take place. Pack leaders should download the BAND app prior to arrival. Use the QR code to the right to join.

TRADING POST

Our fully stocked trading post has everything you need! Souvenirs, patches, memorabilia, handbooks, uniform items, camping supplies, pocket knives, t-shirts, games, gifts, ice cream, soft drinks, snacks, and more. The trading post will be open during specified hours, which will be posted upon arrival.

CELL PHONE SERVICE / WIFI

There is no wifi accessibility at Scoutland. Most cell carriers do have limited service in Camp. Pack leaders should maintain their phones for communication; however, we encourage all families and scouts to disconnect and enjoy the weekend.

TRASH & LEAVE NO TRACE

Please minimize your trash throughout the program. If you have purchased new gear, be sure to unwrap and unbox it BEFORE you arrive at camp.

Each family and unit should do a patrol line to ensure that no trash is left behind in camp and that all trash bags have been removed to the dumpster. Campsites will be checked by camp staff after departure. **ALL PARTICIPANTS ARE EXPECTED TO REMOVE THEIR TRASH FROM THE CAMPSITE BEFORE DEPARTURE.**

MEALS

Meals will be the responsibility of the Pack to plan, organize, and execute. Consider food allergies of any scout or family member when preparing meals.

SERVICE UNIT

Assigned packs will be responsible for checking the restrooms at the end of the day.

CAMP SITES

Each Pack is encouraged to decorate their campsite with a hand-made pirate ship! Scouts are thrifty - use recycled materials to build an epic ship to sail the seven seas! The best ships earn a gold coin. Don't forget to include your Pack Pirate Flag that the scouts will make on Saturday!

Each family/Scout must provide their own tent for camping, as none are provided by Scoutland. Units will be assigned a campsite. Please be courteous of the space with your tents and setup so everyone may fit comfortably.

RECOMMENDED PACKING LIST

Needed: • Tent/poles/stakes with mallet (hammer) • Tarp for under the tent • Sleeping Bag • Pillow • Blanket/sheet (if preferred) • Toiletries • Camp chair • Pajamas • Extra change of clothes • Closed-toe shoes (NO CROCS) • Rain gear • Towel • Personal medications • Costumes • Field Uniform for Flag Ceremony Saturday • Medical forms • Backpack/daypack	6 Essentials: • Water bottle or canteen • Sunscreen or hat • Flashlight/headlamp & Batteries • Personal first aid kit • Snack • Whistle	Recommended: • Bug spray • Pirate Gear • Pocket knife (Bears, Webelos, & AOLs if earned) • Hand sanitizer • Cub Scout Handbook • Fishing gear • Camera • Cooler • Cot/air mattress • Various cooking equipment • Mess kits OR cups, plates, utensils • Extra batteries • Pop-up canopy • Trashbags • Campsite water container
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SERVICE PROJECT

As part of our camp program, we adopt a service project each year. In honor of America's 250th this year, we will be collecting supplies and making cards for our active duty military and veterans. The station "Treasure of Thanks" will provide the opportunity for scouts to make cards for soldiers on Saturday. Donations can be brought to the Admin Building on Friday Night. We will be collecting packs of new socks, toothbrushes, toothpaste, combs, hairbrushes, soaps, and shampoo/conditioners to be given to local veterans in need.

SCOUTS BSA OPPORTUNITIES

Scouts BSA attendees are encouraged to volunteer time supporting a station or as Den Chiefs for a Pack, taking them around to each program area for their scheduled program time for Cubs, for service hours. Please remember to bring your handbooks to be signed off for service hours. Troops will be notified in advance of the opportunity to lead stations.

CAMP RULES

RESTROOMS

Ensure all adults and youth are aware of SafeGuarding Youth policies for restrooms. All restrooms are marked male or female and adult or youth. Adults DO NOT enter youth restrooms unless there is an emergency or safety issue. These policies are strictly enforced.

BUDDY SYSTEM

All scouts at Fall Family Camping will follow the Buddy System. Cub Scouts should have two deep leaders with them at all times.

TWO-DEEP LEADERSHIP

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including 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.

NO ONE-ON-ONE CONTACT

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting is to be conducted in view of the other adults and youth.

RESPECT OF PRIVACY

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.

SEPARATE SLEEPING ACCOMMODATIONS

When camping, no Cub Scout youth is permitted to sleep in the tent of an adult other than his own parent or guardian.

CAMP IDENTIFICATION

Each camper, adult leader, and visitor must wear camp issued identification (wristband). Camp visitors will be issued identification bands when they arrive at camp. Staff will be identified by their uniform and staff credentials.

COOL / WET WEATHER CAMPING

This event is a Rain or Shine event. The Council follows the Guide to Safe Scouting for cold weather camping. Please come prepared with additional dry clothes and bedding in case the weather is cooler or wetter than you planned. *Wearing closed-toed shoes will help not only with the cool weather, but also keep your feet safe from the environment.*

FUELS

The use of liquid fuels for any purpose by Scouts on BCSR property is prohibited. All fuels, including backpacking stoves, should be stored properly.

FIREWORKS

Fireworks are not permitted on camp property.

SMOKING

Scoutland is a SMOKE-FREE camp. This includes vapes. **NO EXCEPTIONS.**

ALCOHOL & DRUGS

The use of alcoholic beverages, illegal drugs, as well as the misuse of over-the-counter or prescription drugs, is prohibited and will not be tolerated on Scouting America Property. Violators will be prosecuted, and local law enforcement will be notified immediately.

PETS

No personal pets are allowed in camp. Please advise your families to leave their pets at home. Service animals must be clearly and properly marked, and we ask that the camp director be notified before bringing outside service animals onto the property.

QUIET HOURS

Quiet Hours are observed between 10:00 pm and 7:00 am. Please remember, a Scout is courteous to their neighbors.

UNIFORM

The BSA field uniform is worn for the morning flag ceremony on Saturday. Field uniform must always be worn with shirts buttoned up. Pack-approved activity uniforms are recommended for the remainder of the day on Saturday. Scouts may wear appropriate costumes for the Saturday evening campfire. Sunday morning's interfaith service has no dress code.

ADULT LEADER OPPORTUNITIES

We know you are coming to camp for your Scouts, but we want you to have some opportunities, too!

Leader Roundtable / Big House

Each pack must send at least 1 representative to the leader roundtable. All leaders are encouraged to come. We will distribute Saturday schedules and updates.

Den Leader Training / Cleveland Hall

Scouts will have the opportunity to watch a movie on Friday night outside of Cleveland Hall. Any parents or new den leaders interested in taking Den Leader training and learning about the program are encouraged to attend. The training will occur inside Cleveland Hall, adjacent to the movie.