2026 Etowah District Cub-O-Ree

October 23-25, 2026

Bigfoot : Leave No Trace

As the leaves crunch under your boots and the campfire glows through the trees, rumors are spreading that Bigfoot has been spotted around camp!

Grab your 6 essentials, follow the clues, and explore Belk Scout Camp with your Cub Scout friends. Along the way, you'll solve puzzles, complete challenges, and make unforgettable memories together in a weekend full of adventure.

Who knows… you might even come face-to-face with Bigfoot himself!

IMPORTANT CONTACTS:

Camp Director: Shaun Cross (813) 240-9960 - Contact for Non-Emergencies
Campmaster: TBD
Health Officer: TBD

UNLOADING & TRAFFIC FLOW & PARKING, OH MY!

- Vehicles are NOT permitted to be driving around camp except upon arrival / departure and during load in / load out. This is to ensure safety as groups walk around camp to various activities and stations. An exception has been made for the quartermaster, health officer and visitors running an event.
- If someone from your group arrives at camp when gates are closed, they will need to park in the field parking lot outside the main entrance to Belk Scout Camp and walk their gear in.
- **Unloading**
    - **Cub World**: It is IMPERATIVE that as vehicles arrive to the roundabout, they pull up as far as possible, quickly DROP their gear just behind the wooden posts (do not walk gear to campsite at this point!), drive their car to the field parking lot outside the main entrance to Belk Scout Camp, and walk via the back trail to transport their gear to their campsite. Refer to the map in this document for visual references.
    - **Scout World**: Refer to the map in this document for guidance
- **Parking**
    - **Health Lodge:** Only the Health Officer and Activity Station staff who are just coming for the day on Saturday are permitted to park here.

    - **Cub World:** Units staying in Cub World **must** park their vehicles in the field parking lot outside the main entrance to Belk Scout Camp
    - **Scout World**: Units staying in Scout World may park vehicles at the Dining Hall parking lot. The parking lot next to the LDC is reserved for scouting groups camping that weekend. 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
    - No vehicles should be parked in front of the Pool House
- **Gate Open Times**
    - Friday: 3:30-9:00pm
    - Saturday: 6:00-8:30am and 5:00-6:30pm (for late arrivals / early departures)
    - Sunday: 9:00am

- **Camp Equipment**

    - If you have requested any equipment from the camp, including water coolers for your event, pick them up when you check in. The quartermaster will be there to help.
    - Plan to return the camp equipment before the campfire. Do not wait until Sunday.

HEALTH FORMS & INSURANCE CARDS

- All youth and adults attending **must** turn in upon arrival a completed BSA Health Forms (Parts A, B1 and B2) along with front **and** back copies of health insurance cards. **Make sure the tetanus date/year is within the past 10 years!**
- FAQs about Health Forms can be found here
- Unit leaders **must** drop off a packet with their entire unit's health forms @ the Health Lodge upon arrival.

MEDICAL CARE & MEDICATIONS

- In case of medical emergencies, call the Health Officer. If an ambulance is needed, call the Campmaster. If neither can be reached, call 911 and state that you are in Mecklenburg County.
- The Health Officer will be permitted to have their vehicle wherever they are in order to respond to emergencies quickly. They may drive in camp in the event a need arises to travel to someone to provide medical care or transport someone to the Health Lodge for medical care. However, we ask that anyone requiring medical attention walk to the Health Lodge for treatment unless they are physically unable to do so.
- Medicines requiring refrigeration can be checked into the Health Officer @ the Health Lodge

- Medically necessary electronic devices can be charged during the day at the Health Lodge

YOUTH PROTECTION, SAFETY & GUIDE TO SAFE SCOUTING

- Every Pack is responsible for following all Youth Protection policies and guidelines. throughout the campout: https://www.scouting.org/training/youth-protection/
- All activities at camp must adhere to the Guide to Safe. Scouting: https://www.scouting.org/health-and-safety/gss/toc/
- Youth must use the Buddy System at all times.
- Only scouts who have earned their Whittling Chip card and bring it to camp (Bears and up) may use a pocketknife.
- No food or flames in tents.

PROHIBITED ITEMS: Pets, firearms, fireworks, ALCOHOL, drugs, lighter fluid / liquid gas, crocs, flip flops, loud music. If in doubt, leave it at home.

RESTROOMS & BATH HOUSES

- Restrooms ARE limited. Adults and Youth should avoid being in a restroom at the same time and should post a buddy outside to help avoid overlap.
- Signs will be posted on each restroom/bath house.
- **Restrooms**
  - Youth Only: Dining Hall Restrooms (attached to main building)
  - Adult Only: Dining Hall Shower House (building down the hill from Dining Hall)
  - Shared: Pool bathhouse, Cub World Restrooms, Scout World Restrooms, Health Lodge Restroom (single occupancy, back corner of building closest to Archery Range)
- **Showers**
  - Youth Only: Pool Bathhouse
  - Adults Only: Dining Hall Shower House (building down the hill from Dining Hall)

ATTIRE

- Class A uniforms for travel to/from camp (Do Your Best, we recognize many new scouts have registered within the past couple weeks and may not have their Class A uniforms yet.)
- Pack Class B shirts on Saturday.
- Closed-toed shoes/boots are required.

MEALS: Packs are responsible for all meals.

AROUND CAMP:

- You will be outside most of the time. Watch for ant hills in fields and ranges, we can't catch them all.
- You may observe the local wildlife but do not trap, feed, pursue, abuse or hunt any of our wildlife on Belk Scout Camp property.
- You may meet new friends in the form of insects, snakes, turtles, turkeys, coyotes, possums, raccoons, bunnies, and birds. Keep your distance and be mindful of the LEAVE NO TRACE PRINCIPLES & THE OUTDOOR CODE
- Campfires may only be built in established fire rings with stones or a metal ring; they may not be moved, altered or modified. New fire rings may not be created.
- The Perimeter Trail is closed.

SATURDAY ACTIVITIES, LOCATIONS & SCHEDULE

- Schedules will be provided at the Unit Leader Meeting on Friday night.
- Groups will be established combining Packs to achieve a maximum number suitable for scheduled events. You can sort your Scouts however you want, but please bear in mind these numbers. Oversized groups at some events will make participation difficult or limited.
- Each session of Shooting Sports, Climbing and Fishing will be scheduled. Please attend these events according to your schedule. All other activities can be attended at leisure.
- Safety briefings at stations noted above are mandatory and will only be held at the beginning of each session. Please don't be late.

OVERALL SCHEDULE (subject to change, thanks for your flexibility!)

Friday	Start Time	End Time	Activity
	3:30 PM	9:00 PM	Check-In & Setup Camp (gates close at 9 PM)
	9:00 PM	9:30 PM	Leader Meeting @ Berry Shelter
	10:00 PM		Lights Out / All Quiet
Saturday	**Start Time**	**End Time**	**Activity**
	7:15 AM	8:15 AM	Breakfast with your Pack
	8:30 AM	8:45 AM	Flag Ceremony & Announcements @ BB Range Flagpole
	9:00 AM	9:50 AM	Session 1 Activity
	10:00 AM	10:50 AM	Session 2 Activity
	11:00 AM	11:50 AM	Session 3 Activity
	12:00 PM	1:15 PM	Lunch with your Pack
	1:30 PM	2:20 PM	Session 4 Activity
	2:30 PM	3:20 PM	Session 5 Activity
	3:30 PM	4:20 PM	Session 6 Activity
	4:30 PM	6:30 PM	Dinner with your Pack
	7:00 PM	8:00 PM	Campfire Program @ Stage near Scout World
	10:00 PM		Lights Out / All Quiet
Sunday	**Start Time**	**End Time**	**Activity**
	7:15 AM	8:15 AM	Breakfast with your Pack
	8:30 AM	9:30 AM	Pack Cleaning Duties
	10:45 AM		Camp Closing & Departure

EXITING PROCEDURES

- Follow the same process for loading gear as unloading. First bring you gear to the drop off location, then go to get your vehicles. Do not wait in your vehicle in the loading zone while gear is being brought.
- The unit leader should stop by the health lodge to pick up patches and health forms.