

Cub Scouts at East Carolina Council Reservation participate in structured Adventures designed for their rank level (Tiger, Wolf, Bear, Webelos, or Arrow of Light).

Dates

The East Carolina Council Cub Resident Camp will run July 5-8, 2026.

Cost to attend Cub Resident Camp is \$175 for youth, and will include a T-Shirt for the participants. Leaders/ Adults \$125.

Arrival/Check-In

Check-In for the Cub Resident Camp will be on Sunday, July 5, 2026, beginning at 2pm. Check-in will be located in the Hodges building. Units are to complete check in before being allowed to the campsites for set up. Please have ready your Medical Forms Part A, B and C. Also have an updated roster of participants.

Vehicles/Driving on Camp

No vehicles allowed in camp. Vehicles pulling Unit Trailers will drop their trailer in a designated area, for Camp staff to move. No personal vehicles allowed beyond the gates by the Hodges Building without prior permission from the Camp Director, and a proper pass displayed.

How It Works

Scouts complete Adventures in den-based groups.
Each Scout participates in 4 adventure periods over the course of camp.
Adventures take place during two full days:
Day 2
Day 3

Each Adventure session is 3 hours and 15 minutes long, allowing Scouts to:
Complete the Adventures in one sitting
Minimize walking between areas
Experience a sense of accomplishment

Sample of Day Adventure Schedule

Day 2 - Adventure Day 1
7:45 AM - Breakfast
8:30 AM - Flag Raising

8:45 AM - 12:00 PM - Adventure Session 1
9:15 AM - Leader Meeting
12:00 PM - Lunch
1:00 PM - Rest Time
1:45 PM - Gathering at Flag Pole
2:00 PM - 5:15 PM - Adventure Session 2
5:45 PM - Supper
6:30 PM - Flag Lowering
6:45 PM - 8:00 PM Twilight Activities
9:00 PM - Taps

Day 3 – Adventure Day 2 + Family Night

7:45 AM - Breakfast
8:30 AM - Flag Raising
8:45 AM - 12:00 PM - Adventure Session 3
9:15 AM - Leader Meeting
12:30 PM - Lunch
1:00 PM - Rest Time
1:45 PM - Gathering at Flag Pole
2:00 PM - 5:15 PM - Adventure Session 4
5:30 PM - Family & Visitor Night Begins
5:45 PM - Supper
7:00 PM - Flag Lowering
7:15 PM - Camp Fire
8:30 PM - Family & Visitors Depart
9:00 PM - Taps

Family Night

Family Night will be on Tuesday, from 5:30pm – 9:00pm.

What to Expect

Families and friends are invited to camp for a flag ceremony and an exciting campfire. Dining hall meals will be provided for Family Night. Family members can eat with their Cub for \$10/person.

Tiger Adventures Offered

Curiosity, Intrigue, & Magical Mysteries
Champions of Nature
Let's Camp Tiger
Race Time
Good Knights

Safe & Smart
Tiger Tag
Tiger-Iffic!
Tech All Around

Wolf Adventures Offered

Adventures in Coins
Air of the Wolf
Champions for Nature
Code of the Wolf
Let's Camp Wolf
Germs Alive!
Finding Your Way
Cubs Who Care

Bear Adventures Offered

Champions for Nature
Balancing Bears
Chef Tech
Forensics
Let's Camp Bear
Roaring Laughter
Whittling
Race Time Bear
Super Science

Webelos Adventures Offered

Champions for Nature
Aware and Care
Chef's Knife
Earth Rocks
Let's Camp Webelos
Math on the Trail
Race Time Webelo
Tech on the Trail
Yo-yo

Arrow of Light Adventures Offered

Champions for Nature

Estimations
Let's Camp AOL
High Tech Outdoors
Into the Woods
Knife Safety
Race Time AOL

Down and Dirty Info

Campsite/Sleeping

Each camper (adults and Cubs) is expected to bring their own tent. Please follow the Guide to Safe Scouting when making sleeping arrangements (2-Deep Leadership, Scouts must be no more than 2 years apart to share a tent, etc). Indicate the number of male and female adult leaders attending to assist with sleeping arrangements

Dining

Meals will be provided as follows:

Day 1 (Check-In Day) - Dinner

Day 2 (Adventure Day 1) - Breakfast/Lunch/Dinner

Day 3 (Adventure Day 2) - Breakfast/Lunch/Dinner

Day 4 (Check-Out Day) - Continental Breakfast

Dietary Restrictions must be EMAILED to the Camp Director by WEDNESDAY prior to camp at cacoper2880@gmail.com

Daily Leadership Meeting

Quick check-ins to review logistics and updates

Day 1 (Check-In Day): 7:00 PM at the Dining Hall

Day 2 & Day 3: 9:15 AM at the Dining Hall

One of your three free leaders should plan to attend

Identification and Security

All campers, staff, and visitors must wear a wristband at all times to identify them as authorized participants. Wristbands are distributed during check-in and must be worn throughout the session. Anyone seen without a wristband should be escorted to the Hodges Building to sign in.

All visitors must:

Check in at the Hodges Building

Present a valid ID

Receive a visitor wristband

Sign out when leaving camp

This helps us maintain an accurate count of all people on camp property at all times.

Campers may only leave with parent/guardian approval and must be signed out at the Hodges Building.

Adults must also sign in & sign out at the Hodges building.

THE BUDDY SYSTEM

The buddy system is always in effect at camp—for Scouts, leaders, and staff.

No one should walk alone on trails, roads, or in campsites—especially at night or in poor weather.

Clothing Requirements

Field Uniform(Class A) is encouraged for Flag Ceremonies and Dinner.

Activity Uniform (Class B) is appropriate at all other times.

Closed-toe & closed-heel shoes are required at all times (except at waterfront or showers).

No crocs, flip-flops, or sandals outside of shower/waterfront areas.

All uniforms should be worn neatly and respectfully, in line with the Scouting America Guide to Awards and Insignia.

Health & Safety

The health and well-being of every camper, leader, and staff member is a top priority at East Carolina Scout Reserve. Below is what you need to know to keep everyone safe during their time at camp. All attendees (Adult Leaders and Cubs) **MUST** have a current and up to date [Annual Health and Medical Form, Part A, B, and C](#). Any attendee without a form will be sent home.

Medical Services

All first aid must be administered at the Health Lodge by the camp's Health Officer.

Any illness or injury—no matter how minor—must be reported to the Health Officer.

A physician is on call 24/7, and hospitals are within 30 minutes of camp.

If a Scout becomes sick (cold, flu, etc.), they will be sent home.

Minor cuts and scrapes can be treated in the campsite with basic Scout first aid, but must be reported to the Health Lodge and recorded in the medical log.

For non-critical hospital visits, a unit leader will travel with the Scout, allowing camp staff to remain on-site

All medications must be kept locked and under adult supervision.

You may:

Turn in medications to the Health Lodge, OR

Keep them in a leader-provided locked container in your campsite Medications must be in their original containers.

Emergency meds (e.g. EpiPens, inhalers) may be carried by the Scout.

Insurance

All campers are covered by accident and sickness insurance provided by East Carolina Council.

All incidents must be reported to the Health Officer so an official incident report can be filed.