



Cape Fear Council | Camp McNeill 2026 Fall Cub Camp



Get ready for a great time at the Cub Scout Weekends at Camp McNeill. There will be three weekends for Packs to choose from. Registration is first come first served for Packs. There will be a participant limit for all weekends. Each weekend will have the same program and theme.

Camping Fees and Registration:

The cost to attend is \$60.00 per Cub Scout. Adults and siblings are \$40.00 each. A parent or guardian is required to attend with each Scout. **All registrations and fees are to be submitted prior to coming to the campout.**

Camp Refund Policy:

Camping fees are transferable but not refundable.

Check-in:

Check in will be at the Camp McNeill Administration Building located next to the parking lot. Check in will be from 5:00 p.m. until 9:00 p.m. on Friday. Check in will be available on Saturday Morning from 8:00 a.m. until 10:00 a.m.

For the safety of all guests, vehicle entry to campsites will be strictly controlled. We will have carts available to help you carry gear to your campsites. A Pack trailer will be allowed to be taken to the site. **No vehicles will be allowed to park in the site.**

Campsites:

Campsites will be assigned based on Pack size and need. Some sites may host more than one Pack. Most sites will have a fire ring for Packs to use. If there is not a fire ring in the site, fires are to be built off the ground in a barrel. Packs must use fire barrels or pans to contain campfires.

Activities:

There will be lots of activities during the day. Some activities will focus on Adventures or Awards. Scouts are encouraged to attend as many activities as possible. There will be BB shooting, archery, slingshots, and crafts. Scouts will be able to work on their Shooting Sports Award. Scouts who are participating in the Lions program will participate in wild card activities. Advancement activities will include:

Lions: On Your Mark

Tigers: Tiger-iffic

Wolves: Adventures in Coins

Bears: Marble Madness

Webelos: Yo-Yo

Arrow of Light: Yo-Yo

A schedule of events will be given at check-in. ALL youth and adults who are camping must complete a **BSA Medical Form Parts A & B**.

Web Link to BSA medical form:

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

First Aid

First aid personnel will be on site during the event. Each Pack should have a basic first aid kit in the site for minor first aid needs. For the safety of others, campers who are sick or running a high fever should not attend.

Bathrooms/Shower

There are bathhouses and restrooms around the camp for campers to use. Some facilities are female or male only. We must all share the responsibility to help keep these facilities in good shape. If supplies or maintenance are needed, please let a staff member know.

Trash Disposal

Packs must pack out all trash from the campsite upon leaving camp. A trash bin or trailer will be available to dispose of trash bags.

Vehicles

All vehicles are to be parked in the McNeill Admin parking lot. Vehicles are not allowed to park at the campsites. **Riders are NOT allowed in the bed of pickup trucks or on trailers. NO PARKING IN THE CAMPSITES.**

Meals

Saturday breakfast, lunch, dinner, and Sunday breakfast will be provided. If there are any dietary needs or restrictions, please let the staff know.

Fires at Camp

If no ban is in place, campfires are allowed in fire rings at their sites. All campfires must be contained within the fire ring or a pan raised off the ground. **Please do not dig holes for campfires.** Campfires must be always attended by an adult, including when the Pack attends activities and the campfire ceremony. If the fire is not watched, it must be put out. You may bring firewood or burn downed wood only. **Do not cut standing trees.** Make sure all fires are completely out before leaving camp.

Trading Post will be open during posted hours throughout the day on Saturday, and after the campfire. Candy, snacks, drinks, T-shirts, crafts, and other memorabilia will be available at the Trading Post. It is for you to use at your own discretion. It is suggested that campers bring \$10-\$50 spending money. Credit and debit cards are accepted.

Lost and Found: The lost and found is located at the Camp McNeill Administration Building.

Valuables: Scouts and leaders are encouraged not to bring valuables to camp. Also, please do not let scouts bring unnecessary electronic devices. Let nature and their friends be the entertainment for the weekend!

No Pets: Pets are not allowed at Camp McNeill. Nature's creatures are to be left in their natural environment.

No Fireworks and Firearms: Fireworks are illegal in North Carolina and are not permitted on camp property. Personal firearms and/or ammunition are not allowed at the Cape Fear Scout Reservation. The use of alcoholic beverages and/or controlled substances at camp is prohibited.

For additional information about this event contact Nathan Broce at 304-544-3373 or at Nathan.broce@scouting.org



Suggested Equipment list for Campout

- ☐ Tent & tarp, poles, and stakes
- ☐ Waterproof ground cloth or plastic sheet
- ☐ Sleeping bag, pillow, air mattress or pad
- ☐ Cup, bowl, plate, knife, fork, spoon, mesh bag
- ☐ Clothes Bag
- ☐ Cub Scout uniform
- ☐ Poncho or raincoat
- ☐ Warm jacket or coat
- ☐ Pajamas or sweatshirt, sweatpants
- ☐ Underwear
- ☐ Durable shoes, shoelaces
- ☐ Hat or cap
- ☐ Gloves
- ☐ Extra socks, shoes, other extra clothing



Family Gear

- ☐ Lawn chairs
- ☐ Cooler or ice chest
- ☐ Cot or pad or air mattress
- ☐ Cooking equipment (as outlined by Pack leader)

Toilet Kit

- ☐ Toothpaste, toothbrush, comb
- ☐ Washcloth, towel
- ☐ Soap in container
- ☐ Toilet paper
- ☐ Extra plastic bag or container

First Aid Kit

- ☐ Band aids, multi sizes
- ☐ First aid tape
- ☐ Gauze
- ☐ Water bottle
- ☐ Flashlight, bulb, batteries
- ☐ Sunscreen
- ☐ Insect repellent
- ☐ Safety pins

Extras

- ☐ Camera
- ☐ Binoculars
- ☐ Sunglasses
- ☐ Cub Handbook
- ☐ Notebook and pencil
- ☐ Program Options
- ☐ Work gloves





2026 Fall Cub Camp Schedule

Cape Fear Council | Camp McNeill

Friday

5:00 pm Building	Event Registration/ Camp Setup	Admin
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8:00pm Hall	Staff and Leaders Meeting	Dining
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10:00 pm Campsites	Taps, all lights out and quiet	
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Saturday

7:45 am	Opening Flag Ceremony	Flagpoles
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8:00 am	Breakfast	Dining Hall
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9:00 am wide	Activities Begin	Camp-
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12:00 pm	Lunch	Dining Hall
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1:00 pm	Skit's Due	Admin Building
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1:45 pm	Activities Resume	Camp-wide
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5:00 pm	Activities Conclude	
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5:45 pm	Flag Lowering Ceremony	Flagpoles
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6:00 pm	Dinner	Dining Hall
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7:30 pm	Campfire Program	Akela Arena
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10:00 pm Campsites	Taps, all lights out and quiet	
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Sunday

8:00 am	Breakfast	Dining Hall
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10:00 am

Camp Closes, **All Packs must be checked out**