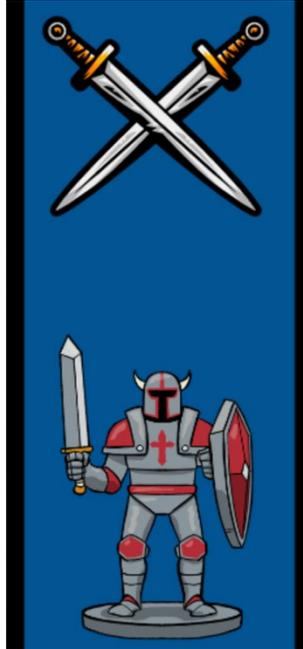


LINCOLN HERITAGE COUNCIL

# *Cub Quest*

*Return of the Dragons*



**2026 SPRING CUB SCOUT CAMPOREE**

**April 24<sup>th</sup> – 26<sup>th</sup> 2026**

**LEADER'S GUIDE**

LINCOLN HERITAGE COUNCIL  
Scouting America

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[www.lhcbsa.org](http://www.lhcbsa.org)

Tunnel Mill Scout Reservation  
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Indiana  
(812) 256-2038 - voice (seasonal)

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# Registration and Contact Info

- [Register online via Tentaroo](https://lhcbasa.org/eventsandactivities/), or access via the LHC website Events Page <https://lhcbasa.org/eventsandactivities/>
- Each unit is asked [to complete an attendance and campsite survey](#) for camping preference

If you have trouble registering online, or have any other questions, please contact David Scharf or anyone on our event team

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TMR Cut Quest Event Chair  
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## **What is CubQuest: Return of the Dragons?**

Something is stirring in the Realm - Long ago, the noble Knights of the Kingdom believed the dragons disappeared from the land. Stories were passed down through the ages—tales of fire in the mountains, shadows in the forests, and great wings crossing the sky. For many years the kingdom was quiet... until now. Signs have begun to appear once again.

A strange scale found along a trail.

A glowing crystal discovered near the water.

A distant rumble echoing through the hills.

The dragons have returned.

CubQuest: Return of the Dragons invites your Cub Scouts to step into a world of knights, dragons, and adventure for a fun medieval-themed experience designed for both new and experienced Cubs. During this special event, Cub Scouts will explore the outdoors, use their imagination, and take part in a story unfolding across the kingdom.

Throughout the event, Scouts will become Adventurer Scribes, telling their story and helping uncover clues about the returning dragons while participating in a variety of exciting activities. Along the way, they build their own tale of discovery and adventure as they search for dragon scales, magical crystals, and other signs that dragons have once again taken flight across the land.

Packs will participate in volunteer-run program activities such as BBs, Archery, Slingshots, Fishing, Crafts, and other medieval-themed challenges. Each activity represents a part of the adventure as Cub Scouts test their skills, work together as a team, and add to the story of the dragons' return.

All youth participants will receive a CubQuest patch, a CubQuest Dragon Writer Journal, and will work toward earning the honor of being dubbed Dragon Keeper of the Realm during the closing ceremony. By the end of CubQuest, your Scouts will have explored the kingdom, discovered clues of the dragons' return, and written their own chapter in the legend of the Realm.

The question is no longer if dragons have returned...

...but who will discover them first?

## Target Activities and Crafts for Adventurers:

- ◇ **Medieval Marksmen** – BB Rifle shooting
- ◇ **Archers of the Realm** – Archers needed! Archery Range will be open.
- ◇ **Shield Strikers** - Test your mettle. Make a dent in target shields with wrist rockets.
- ◇ **Ye Old Fish'in Hole Angler Station** – Cane pole fishing
- ◇ **Battle Wound Care** – First Aid for Cubs and Webelo First Responder requirements.
- ◇ **Dragon Forge** - Deep within the camp lies the **Dragon Forge**, where ancient magic reveals the dragons returning to the Realm. Scouts uncover clues, claim their dragon, and create the story of their own legendary dragon.
- ◇ **Knight Training Course** – Can you make through the 70 foot Inflatable training course?
- ◇ **Joust Challenge** – Cub Team challenge. Page and Squires team up to be Jousting Champion and be first across the finish line.
- ◇ **Ship Siege/Crossing the Moat**: Teams construct a means of crossing the moat using material provided. Put siege to the sailing ship to help save the realm
- ◇ **Royal Catapult Yard** - See miniature siege engines in action! Bean bags are launched across the field in a fun catapult challenge. Discover how knights and engineers of old used science and clever design to send their projectiles flying.
- ◇ **Crafts** – Create Dragons Breath! Face Painting station.
- ◇ **Mission Quests – Be prepared to take the Grail and Dragon Quests!**
  - ◇ Dragon Scale Quest – Dragons passed this way! Dragons have left behind clues of their return all around camp. Can you find and identify them all?
  - ◇ Dragon Fire Crystal Quest – Dragons have left behind *crystal deposits* called Fire Crystal that glow with their magic. These are a sign they are returning. Can you find them all?
- ◇ **Camp Fire and Dubbing Ceremony** - Pages and Squires (Cubs and Scouts), Lords and Ladies of the Land (leaders/volunteers), and Knights-at-Arms (Camp Staff) gather to dub those who met the challenge as Dragon Keepers of the Realm!
- ◇ **Judging of The Dragon Shields - Pack / Den Shield Contest** – Packs and/or Dens are encouraged to make a Pack or Den Shield to represent your scouts and pack. Need a fun craft before the camporee? Plan to make your shield a week or two prior to the camporee. Shields should contain Pack # and Den, Town and an animal. Show your spirit by bringing you Pack/Den shield for the *Presentation of The Royal Shields* during the Opening Ceremony.

## Delivering the Program

Come be a part of delivering the Scouting program by helping bring the kingdom to life during this medieval adventure.

To make this event as successful and as fun for your Cubs (Pages and Squires) as possible, we ask pack leaders, den leaders, parents, den chiefs, and other **“Lords and Ladies of the Realm”** attending to help create the atmosphere of adventure.

Be prepared to have one adult volunteer available to assist with staffing an activity or craft station. These volunteer-run stations help make the event possible and ensure every Scout has the opportunity to participate in the full CubQuest experience.

Leaders and parents are also encouraged to join in the medieval theme. Ever wanted to dress like a knight, ranger, or adventurer? Have a costume you can wear? Bring it! Your participation helps create the magic that turns a day at camp into a journey through the kingdom.

Together, we can help our Scouts experience the excitement, imagination, and camaraderie that make CubQuest a truly memorable adventure.

# Event Schedule

## Friday, April 24

- 5:00 PM – 9:00 PM      **Check-in at *Admin Building***, camp set-up
- 11:00 PM                      Lights Out

## Saturday, April 25

- Breakfast in campsites if camping
- 8:00 – 9:00 AM              **Arrival/Check-in at *Dining Hall*** for day-only participants *and units only camping Saturday night*
- 9:10 AM                      **Opening Flag** Ceremony in the field by the Pirate Ship *Presentation of The Royal Shields*. Show off your Pack and Den Shields  
*Coordinate with David Scharf if your unit is interested to lead opening flags*
- 9:30 AM – 12:30 PM      **Program Activities**
- 12:30 PM – 1:30 PM      **Lunch** with Pack in Campsites
- 1:30 PM – 5:30 PM      **Program Activities** resume
- 5:30 PM – 7:00 PM      **Dinner in Campsites**, Skit/Song Practice with Unit
- 7:30 PM                      **Campfire, Knight Conferment and Dubbing Ceremony**  
*Amphitheater We welcome every unit to share a skit or song!*
- 10:00 PM                      **Lights Out**

## Sunday, April 26

- Breakfast in campsites, **pack up** and begin journey home by 10:00 AM
- Clean and pick up areas before departure
- Check-out with the Camp Master or Cub Quest Staff

## Fee Schedule / Refund Policy:

**Fee Schedule:** All fees should be paid based on the following information:

Please complete the event registration link for all participants:

<https://lh.tentaroo.com/admin2/events/5903/28431/2023-Haunted-Woods---Tunnel-Mill>

### **Day Only**

Youth: \$15

Adult \$10

### **Camping**

Youth: \$20

Adult \$20

Day Only Walk-in Registrations at Dining Hall

**Refunds:** A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge if a written request is made at least 30 days prior to a council or district program/activity.

- No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.
- Fees are transferable to other scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or cancelled check.

# Unit Preparation for Camp

If your unit follows the steps listed below, the process of preparing everyone for an enjoyable experience at Tunnel Mill Scout Reservation should go smoothly.

## Upon Receiving the Leaders Guide:

- Inform or remind all Scouts and parents of the Camp Dates.
- Recruit two or more adult leaders. Two will spend the weekend with your unit. We would appreciate an additional adult leader to help staff one of the activity/craft stations.
- Make sure your Pack gets registered and [complete the Pack attendance survey](#)
- Make sure all of your Scouts and Leaders have [medical forms part A & B](#)
- Decide on a date to create your Pack/Den Camporee Shields

## Finalizing plans for the outing:

- Give final notice to all Scouts and parents about plans for attending camp.
- See that all Scouts and adults have a current medical form.
- Arrange for your transportation to and from camp.
- Establish a meal plan and adult assignments for cooking.
- Ensure all your Scouts' families have the information on the weekend.
- Register online at [www.lhcbasa.org](http://www.lhcbasa.org) or send registration form and fees to the Scout Service Center.
- Decide on a design and create your Pack/Den Camporee Shields

## One week before Camp:

- Review Schedule with your Scouts and families.
- Double check medical and health history.
- Finalize meal preparation plans and assign adults for purchasing.
- Prepare the unit equipment to bring to camp.
- Inspect each Scouts personal gear- be prepared for all types of weather!
- Finalize Transportation arrangements to and from camp
- Ensure Packs have two or more adult leaders. Two will spend the weekend with your unit. We would appreciate an additional adult leader to help staff one of the activity/craft stations.
- Shield Craft! Make your Pack/Den Shield for the Camporee

# “So We’ve Arrived at Camp. What’s Next?”

## Safe Campsites:

Ensure your unit has checked in. See Event Schedule for details. We ask that you work with the units around you to ensure a safe and orderly camp as free from danger as possible. This includes grouping tents together to limit tripping hazards and marking all guide wires. Staff, adult leaders, and Scouts should ensure that tents and gathering areas are not placed under dead branches or near damaged trees. Fires (if permitted) should be started only in the pre-established rings available in each campsite. Tents should not be any closer than 10 feet to the fire ring and should be moved if they are. There should be no flames in any tent.

## Happy Campsites:

Most likely there will be other units in your campsite so it may be necessary for you to communicate with the other leaders sharing the campsite to ensure the best camping experience. A Scout is friendly and courteous so be sure to be respectful as we accommodate those around us!

## Smooth running schedule:

Our goal is to provide a high-quality program to Scouts who attend our camp. To that purpose, we have a schedule which will be maintained throughout camp to the best of our capabilities. Arriving to all activities on time will help facilitate the best possible experience for your Scouts. Most places can be walked to within 15 minutes. Please ask the staff if you have any questions.

## Departing Procedures:

- Walk all gear to the front of the campsite, then retrieve your car.
- Load quickly and move out of the field carefully.
- Please take all garbage to dumpsters located by the Dining Hall.
- Patrol the area for additional gear and trash – a Scout is clean!
- Send one leader from each Pack to check-out at the admin building to receive patches.

## Potential Unit Gear to bring

- Copies of Medical Forms
- Battery Powered Alarm clock
- First Aid Kit (for minor cuts, scrapes, etc)
- Parent’s Emergency Phone Numbers
- Trash bags
- Camera
- Coolers, ice, any meals for the campout
- Lantern (battery preferred)
- Lawn Chairs
- Sharpie Marker
- Hand sanitizer
- Webelos Handbook (optional)
- Bedtime snacks kept in a cooler or “Rubbermaid” type box
- Skit Ideas for Closing Camp Fire
- Pack / Den Shield

## Camping Policy

For this event, each unit will operate in their campsite independent of Camporee Staff. Each unit will be responsible for all meals, basic first aid and cleanliness of respective sites. On Sunday, check out will be conducted following the direction of the camp master for the weekend.

### The Camp Policies and Procedures:

Anyone participating in this event will be expected to follow BSA National Guidelines as outlined in the Guide to Safe Scouting.

**The Law is the Rule:** Everyone is expected to abide by the Scout Law, Oath, Slogan, and the Venturing Code.

**Buddy System:** Everyone will use the Buddy System. Pairs for Safety. Adults/ Leaders should be notified before Scouts leave their campsites.

**Camp Security:** All visitors to the camp must stop at the camp office and sign in. A sign-in book for this will be maintained and positive identification is required. A visitor name tag will be given. Upon conclusion of their visit, guest will sign out so that camp administration will know who is on camp property at all times.

**Alcoholic Beverages:** This will not be tolerated and is against BSA policy. Possession or use will result in immediate dismissal from camp.

**Smoking:** An important way adult leaders can model healthy living is by following the policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.

In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

**Vehicles:** The health and safety committee along with the camping committee has established a written policy and procedure of vehicles in camp. Unload and set up camp as quickly as possible, then return your vehicle to the Main Parking Lot. Each unit may leave one equipment trailer with attached vehicle at the campsite. The roads must remain clear for emergency vehicles and event activities. Park your vehicle temporarily on the road and unload from there, do not drive into campsites.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration.
- Weather permitting, trailers will be allowed in campsites. However, vehicles used to pull trailers need to be moved back to designated parking lots.
- 3 MPH (Walking speed) speed limit.
- One person per seatbelt and they must be worn. No riding in truck beds. No RV's, ATV's, golf carts or generators. Only Staff carts are permitted.

**Parking:** Park in designated parking areas only. Unit leaders need to help enforce this policy. We need to help preserve Camp.

**Uniforms:** We ask that all Scouts be in Field (class-A) Uniform for Campfire Program. Scouts are free to wear whatever their unit has approved as an Activity Uniform throughout the remainder of the weekend.

**Stoves and Lanterns:** Follow BSA regulations according to fuels. Keep open flames out of and away from tents.

**Camp: Follow BSA guidelines for camping.**

- Walk, do not run, within your campsite.  
Remember tent stakes and tie downs.
- Closed toed shoes must be worn at all times.
- Stay out of the creek if you are in or near old camp.
- Fish may be taken with a hook and line only.
- Do not ditch or trench your tent.
- Leave no Trace.  
Trash your trash. It should be removed from all campsites.
- No pets or bikes.

**Campsites:** Do not cut trees. Bring your own firewood, charcoal or collect dead wood from the downed trees. No pit/trench fires use fire rings provided. Never leave a campfire unattended, especially when going to bed. *All campfires should be extinguished according to BSA guidelines.* Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are completely extinguished.

**Knives, Hatchets, Axes, Chainsaws or Firearms:** No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding or pocketknives are permitted by those Scouts that have earned their Whittlin' Chip or Toten Chip. Axes and Bow Saws are only permitted in axe yards of Scout BSA Troops / Venture Crews.

**Rocks and Sticks:** Although tempting, rocks must not be thrown or kicked and sticks may not be swung. Injury/damage to property usually results from this action. Such actions will result in your being asked to leave the campout immediately.

**First Aid:** The Health officer will be on site during the activity. Medical Emergencies should be directed through them. Units are responsible for assuring/handling all medical forms (A and B). In case of emergency notify the Camp Ranger and/or Campmaster on site.

If anyone in your Pack has medical limitations/food allergies that could affect their ability to camp and participate in the activities, please contact the event organizers ASAP.

**Trash:** Your trash must be taken to a dumpster. No trash should remain in campsites over night. Skunks and raccoons will visit your unit if this is not done.

**Cleanup:** A scout is clean! When your unit is ready to leave camp we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp.

**Meals:** Units/individuals will be responsible for all meals of the event.

**Camp Emergencies:** With the exception of the weather emergency, all campers are to report immediately to their campsites upon hearing an emergency signal. In the case of a weather emergency, campers should seek protective shelter. Once the weather emergency has passed, campers should report to their campsites. Campers should remain in the campsites until the "All Clear" signal has been given. Leader should review these procedures with their campers.

***The following emergency signals will be used:***

Fire Alarm: Sound the siren (two long blasts).

Weather Emergency: Sound the siren (one long blast). All

Clear: Sound the siren (four long blasts).

**PACK LEADERSHIP:** All units are required to have at least two adult leaders on camp at all times. Those units that are unable to meet this requirement should consult other Packs in your council or district about coming to camp together. All adults must be registered members of the BSA and must meet the qualifications for the leadership positions in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. All Adults must be registered, even if they are a parent of a Scout. If you have a girl Troop, you must have at least one female adult leader.

All adults at camp must have Youth Protection Training. Visit [My.Scouting.org](http://My.Scouting.org) for an online course. Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp.

## **Tunnel Mill Scout Reservation Policies**

- Knife Policy
  - Camp has the following Pocket Knife Policy over and above the guidelines set forth in the Guide to Safe Scouting:
    - Campers should not bring knives to camp that are:
      - (a) larger than 4 inches in blade length,
      - (b) unable to be sheathed or closed,
      - (c) illegal under local and state regulations.
    - As is the Policy of the BSA, Cub Scouts should not have or use a pocket knife, while engaged in a Scouting activity, without proper safety training. This training is conducted using the Whittling Chip program and is signified by carrying the Whittling Chip card. Only Bears, Webelos, and AOL Scouts can earn the Whittling Chip in Scouting. No Scout, while at camp, should use a pocket knife without adult supervision.
    - Scouts should always observe all rules of safe pocket knife handling, but should especially ensure proper distance from others and should always be conducted while seated and away from high traffic areas.
    - Staff members are expected to follow all rules of knife safety but may carry knives. Campers are not permitted to carry knives except as noted above. Please report any infractions to an Area Director or Administration Staff.
    - Adult participants are expected to enforce the rules of safe knife handling and the camp knife safety policy published in the pre-camp and camp leaders guide
    - Additionally, when responding to an infraction of knife safety, leaders should not “take a corner” from the Scouts whittling. This has been considered hazing in the past and does not

promote the Scouts use of safe knife handling. While at camp, infractions should result in the loss of the privilege for an appropriate amount of time. Incidents requiring more severe punishments should result in the loss of the Scouts Whittling Chip and a retraining of knife safety before its return.

- Running
  - Scouts are encouraged to walk at all times on camp unless participating in a designated activity.
  - Scouts should not run on gravel roads and in their campsites.
  
- Play Structures
  - Note: For all structures, leaders and parents are expected to monitor their Scouts' behavior and ensure they are being safe.
  - The fitness equipment is off limits.
  - The pirate ship is available at all times.
  - The swings near the campsites are for everyone's enjoyment and should be shared appropriately.

# Campfire Program - Saturday Night

You and your scouts won't want to miss the Knight Conferment and Dubbing Ceremony. The campfire program will include a gathering of Pages and Squires (Cubs and Scouts), Lords and Ladies of the Land (leaders/volunteers), and Knights-at-Arms (Camp Staff) to dub those possessing the Gems of Knighthood, promise keepers of the Law and Oath of the Land, and are ready to meet the challenge of Knighthood as Knights of the Realm! Show your Pack and Den Spirit by bringing your Pack/Den Shield.

In addition, there is built-in time on Saturday evening to work on skits and songs as a Pack. ***We will ask during check-in if you would like to participate and then we'll build a schedule*** from there. Your Pack is welcome to do an original skit or song or pick one you heard at another event or seen online!

Examples such as:

## SONGS:

Little Red Wagon  
If I weren't a Cub Scout...  
I'm a little teapot (Remix)  
Boom Chicka Boom  
BINGO

## SKITS:

Ice Fishing  
Banana Bandana  
Enlarging Machine  
Invisible Bench  
Bear Attack

For more songs, check out:

<https://scoutermom.com/24691/cub-scoutsong-book/>

For more skits, check out:

[https://www.boyscouttrail.com/skit\\_search.asp](https://www.boyscouttrail.com/skit_search.asp)

**\*\*Please ensure songs/skits [are Scouting appropriate](#) and do not have ANY form of hazing or bullying!!\*\***

# SUGGESTED PACKING LIST

Please distribute copies of this page to each Scout.  
Camping will be in your own tents. (Tents will not be provided)

## Saturday Suggested Packing List

*Bring if attending the day or if camping*

- Day bag
- Water bottle
- Medical Form (MANDATORY)
- Pen and paper
- Closed-toe Footwear (waterproof)
- Be Prepared for the weather
- ...check forecast before arriving*
  - Poncho or rain gear
  - Warm clothes, extra clothes
  - Jacket, ear covering, gloves
- Watch (optional)
- Sunglasses (optional)
- Hat (optional)
- Sunscreen and Insect repellent

## Camping Suggested Packing List

*bring the Saturday list and include if camping*

- Tent(s)
- T-shirts, Pants, Socks, Underwear
- Scout uniform
- Footwear (waterproof)
- Warm Clothes
- Sleeping bag or sheets/blankets
- Pajamas or clothes to sleep in
- Sleeping pad or cot (optional)
- Small pillow
- Toiletries kit (toothbrush, toothpaste, towel, soap, etc)
- Flashlight (extra batteries)
- Pocket knife with Whittling Chip
- Camp chair (optional)

Please do **NOT** bring to Camp:

*Bikes*

*Roller Blades or Skates*

*Skateboards*

*Sheath Knives*

*Butterfly Knives*

*Fireworks*

*Electronic devices (Smart Phones, video games, etc.)*

Camp is not responsible for any lost or stolen items.

# Tunnel Mill Scout Reservation

Lincoln Heritage Council

## Key

-  Building
-  Shelter/Pavilion
-  Walking trail
-  Gravel Road
-  No vehicle permitted
-  Pirate Ship
-  Fort

