



12th Victorian Cuboree

Gilwell Park, Sept 28 - Oct 2 2026

Leader's Handbook



V 1.0



WELCOME TO CUBOREE 2026!

A Cuboree is a fantastic event for Cub Scouts, Leaders, Rovers, Venturers and Adult Supporters. It provides an opportunity for Cub Scouts to get out, explore, learn and experience something much bigger than a weekend camp or holiday.

Victorian Cuborees are five days and four nights of adventure, friendship and fun, with catered meals and well-managed sub-camps helping everyone make the most of their time at the event.

From Tuesday to Thursday, a wide range of activities will give every Cub the opportunity to meet new people, learn new skills, take on new adventures and, of course, have plenty of fun with new friends.

Each Sub Camp will bring together more than a thousand Cub Scouts, Leaders and Non-Uniformed Supporters. Everyone has an important part to play in creating the welcoming, energetic and fun-filled atmosphere that makes Cuboree such a special event.

This handbook has been prepared to help you get the most out of your time at Cuboree. It contains the information, guidance and practical details you need to help make the event enjoyable and memorable for both you and the Cubs in your care.

We can't wait to welcome you all to **Gilwell Park, Gembrook, this September for Cuboree 2026!**

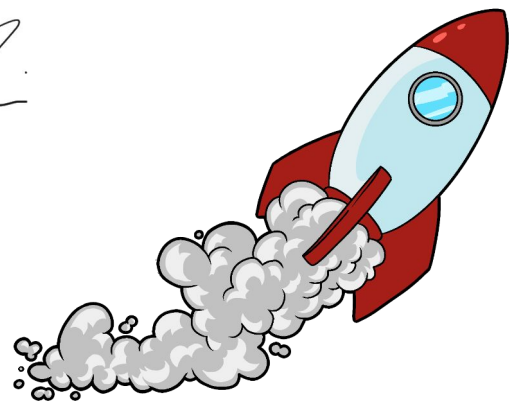
See you at Cuboree!



John Kerr
Chief Director



Josh Cashill
Chief Director



KEY CONTACT INFORMATION

Cuboree Admin: 03 8543 9821
- Public number for parents and Cuboree attendees

Emergency Management Centre: 03 5967 8855
- Cuboree attendees only, not for public use

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CUBOREE MANAGEMENT TEAM

Chief Directors - Josh Cashill, John Kerr

Deputy Chief Director - Pete Pearse

Camp Chief - Jo McIntyre

Director Activities - Lucy Hubbard

Director Administration - Nikki Coffey

Director Camping - Russell Bradd

Director Event Catering - Jess Rutherford

Director Finance & Merchandise - Trevor Howlett

Director People & Wellbeing - Liz Willis

Director Works and Services - Gary Steinhardt

Director PR & Marketing - Peter Coffey

Director Support Services - Andrew North

Business Manager - Michael Thomas

Manager Joey Scout Day - Adrian Newman



Cuboree 2026 Site Map

Legend:

- Stream
- Road/Vehicle Track
- Walking Track
- Cuboree Unit Campsite
- Subcamp HQ
- First Aid
- Permanent Toilet Block
- Permanent Toilet Block with external shower
- Temporary Toilet/Shower
- Emergency Assembly Areas
- Emergency Muster Point

Subcamp Areas:

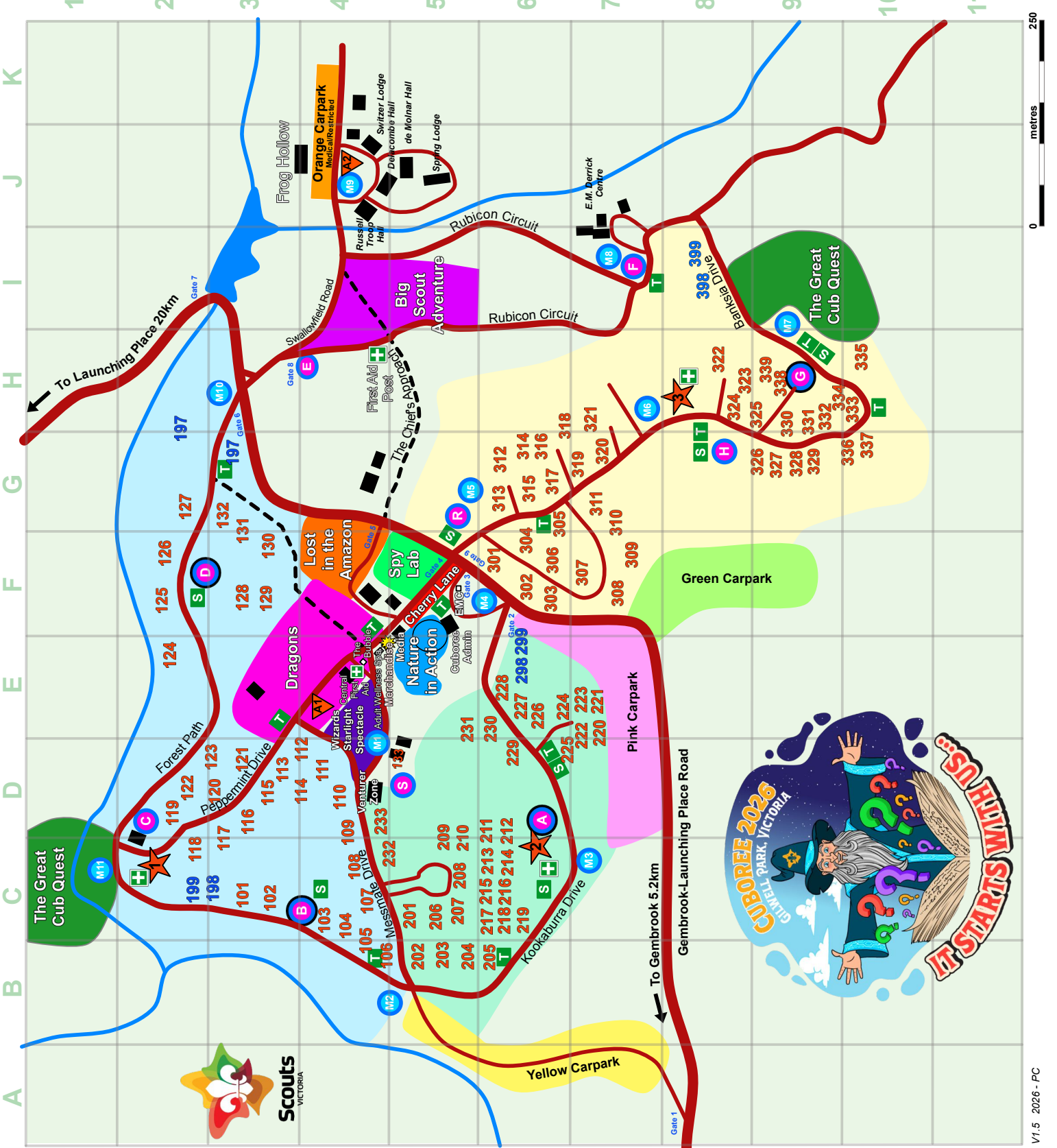
- 1 - Cubwarts
- 2 - Pirates
- 3 - Merlin's Magic

Activity Bases:

- Dragons
- Nature in Action
- Lost in the Amazon
- Spy Lab
- Big Scout Adventure
- The Great Cub Quest
- Wizard's Starlight Spectacle
- Cherry Lane

Key Locations:

- F5 Administration
- F5 EMC
- E4 Adult Welfare
- G4 Catering
- J3 Frog Hollow
- F4 Cuboree HQ
- E4 First Aid Central
- D4 Look Wide
- F5 Main Arena
- E5 Merchandise
- F5 Sites and Services
- F5 Media
- D4 Venturer Zone
- E7 Day Car Park
- A7 Short-term Car Park
- F8 Long-term Car Park
- F8 Trailer Parking
- J4 Medical/Restricted
- Pink Carpark
- Yellow Carpark
- Green Carpark
- Green Carpark
- Orange Carpark



CUBOREE 2026

CUB SCOUT PACKING LIST

All gear should be in a large strong bag and every item clearly marked with the Cub's name and Unit number. Cubs will be getting dirty, wet and muddy, so old clothes are advisable.

Note: No electronic games, radios, mobile phones, smart watches or lollies.

CLOTHING

- ☐ 4 x Long Pants/Shorts (Depending on the weather)
- ☐ 4 x T-shirts
- ☐ 1 x Long sleeve shirt
- ☐ 4 x Warm Jumper/Top
- ☐ 6 x Pair of Socks
- ☐ 5 x Underclothes
- ☐ 2 x Pyjamas
- ☐ 2 x Pairs of Shoes/Runners/Gum Boots (Depending on the weather)
- ☐ At least one set of old clothes for the muddy activity (they may not return home)
- ☐ 1 x Raincoat/Warm waterproof jacket
- ☐ 1 x Sun hat
- ☐ 1 x Beanie
- ☐ 1 x Pair of Thongs – for showers
- ☐ 1 x Cuboree Shirt and Scarf (if collected prior to Cuboree)
- ☐ Thermals (Optional)

TOILETRIES/PERSONAL ITEMS

- ☐ 2 x Towels (Medium Size)
- ☐ 1 x Bar of Soap
- ☐ 1 x Toothbrush and Toothpaste
- ☐ 1 x Brush or Comb
- ☐ 4 x Handkerchief or 1 x Travel Pack Size Tissues
- ☐ 1 x Sunscreen
- ☐ 1 x Insect Repellent
- ☐ 1 x Waterproof bag for above

SLEEPING GEAR

- ☐ 1 x Good quality warm sleeping bag with Inner sheet or Liner
- ☐ 1 x Warm blanket
- ☐ 1 x Pillow
- ☐ 1 x Sleeping mat or Camp Stretcher
- ☐ 1 x Teddy/Soft Toy

DILLY BAG (MEAL GEAR) UNBREAKABLES

- | | | |
|--|-----------------------------------|------------------------------------|
| ☐ 1 x Plate (Dinner Size) | ☐ 1 x Bowl | ☐ 1 x Cup |
| ☐ 1 x Knife | ☐ 1 x Fork | ☐ 1 x Spoon |
| ☐ 2 x Tea Towel | | |

OTHER GEAR

- | | |
|---|---|
| ☐ 1 x Torch with Extra batteries | ☐ 2 x Garbage bags for dirty clothes |
| ☐ 1 x Small backpack for day use | (labelled so they aren't treated as rubbish!) |
| ☐ Medication (if required) | ☐ 1 x Water Bottle |
| ☐ (optional) Small amount of cash for merchandise - handed to a leader | |

NOTES:

If your Cub Scout is prone to bed wetting, please supply an extra sleeping bag, extra pyjamas and 4 pairs of Pull Ups.

You may pack other items, BUT REMEMBER, your Cub Scout will need to move their bag themselves.

Cub Scout Uniform is NOT required for Cuboree.

CHILD SAFE SCOUTING AT CUBOREE

CUB SCOUTS – CUBOREE UNIT CODE

Cub Scouts SHOULD:

Be respectful

Make everyone welcome

Accept the challenges

Have fun

Cub Scouts COULD:

Ask others if they are ok

Do their best at all times

Help others have fun

Care about others personal space and equipment

Cub Scouts DON'T:

Damage trees and bushes

Tease or hurt other people

Walk away by themselves

Use bad words

ADULTS – CUBOREE CODE OF CONDUCT

I respect the dignity of myself and others

I demonstrate a high degree of personal responsibility

I am a role model to others in my words and actions

I act at all times in accordance with the Law and Promise

I adhere to the Scouts Australia Child Protection Policy

I report any conduct I see or hear that does not adhere to this Code



VENTURERS – CUBOREE CODE OF CONDUCT



Category 1

Things we want to see

This is behaviour that we encourage you to display

- Helping other people
- Sticking to the scout law and scout promise
- Having fun
- Being positive and happy
- Being inclusive and accepting and embracing differences
- Helping create a safe space for all youth in all sections.
- Looking out for others and being supportive
- Having respectful relations with others

Category 2

Behaviour that is sometimes appropriate.

This is behaviour that is sometimes appropriate and needs permission

- Nicknames
- Physical touch
- Taking and/or posting photos or personal information
- Being loud
- Touching items or things that are not your own
- Assisting putting equipment on (PFD's, Harnesses etc.)

Category 3

Behaviour that is not appropriate

This is behaviour (physical and virtual) that is assumed not intentional and fixed by the youth member after being reminded

- Swearing/Unscout like Language
- Name calling/Bad Mouthing
- Being somewhere you should not be
- Irritating others
- Excluding others
- Unintentionally making someone feel uncomfortable
- Being alone with someone in a tent that is not yours (for whatever reason)

Category 4

Behaviour that is never acceptable.

This is behaviour (physical and virtual) that is contributing to someone being or feeling uncomfortable or unsafe, will not be tolerated and will be reported

- Category 2 behaviours without permission
- Failure to modify or cease Category 3 behaviours
- Bullying, cyber-bullying, harassment or discriminating behaviour
- Purposefully making someone else uncomfortable
- Partaking in (or knowing someone else is and not reporting it) drugs, alcohol, cigarettes or vapes
- Any sexual interactions (e.g. Anything you would not want your grandparents see you do)
- Any illegal behaviour



ADMINISTRATION

The Administration team are located in the Environment Centre building, near the entrance to Cuboree (Gate 2) and adjacent to the bus parking.

We are the first point of contact during the event for:

- Site Access, Check in & Out Point
- Lost Property
- Independent Travellers
- Parking Permits
- Wristbands & Replacements
- Application Records
- Communications (Radios)



We are also the Go-to Point for Questions –
We will chase down an answer If we don't have it!

Hours of Operation: 6am - 10pm

Contact Phone: 03 8543 9821

WRISTBANDS

These are individually printed in the Activity Group colours, and should be worn at all times by attendees of Cuboree.

Information includes:

- First Name and Initial of Last Name
- Cuboree Participant ID, Membership Number
- Camping Unit Site Number

You can re-order wristbands at Cuboree Admin



INDEPENDENT TRAVELLERS

If a Youth member is arriving or leaving by car (not on the bus), this must be organised with Cuboree Admin before **21 September 2026**. This includes youth members leaving with leaders on the Friday. Please email cuboree@scoutsvictoria.com.au to organise this. The Cuboree experience for Cubs starts and finishes with their friends on the bus. **Only in exceptional circumstances will a youth member be able to travel independently.**

ATTENDANCE MANAGEMENT

Everyone On Site **MUST** Check in and Out.

- If you arrive on a bus, your bus Captain will sign you in and out as a group. Information will be in the Unit Kits you will get on arriving to Cuboree.
- If you arrive by car, you must check in via Cuboree Admin and receive your Wristband.
- Day Visitors and Part Time Cooks or attendees must also check in/out on arrival and departure via Cuboree Admin.

PARKING

All Cars Parking at Cuboree during the event must have a permit to park. All registered independent travellers will be emailed a link to the permit request form.



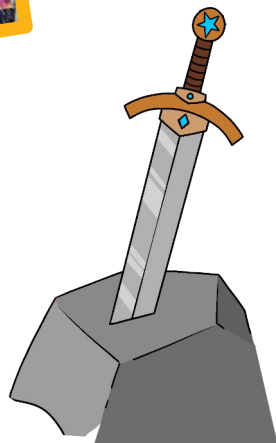
EMERGENCY MANAGEMENT CENTRE (EMC)

Cuboree has an Emergency Management Centre (EMC) which is staffed 24 hours a day to respond to emergencies and urgent event issues. The EMC proactively monitors weather, coordinates response to incidents and supports the Cuboree Organising Committee as needed throughout the event.

In an emergency, Youth participants and Leaders/Adults can raise the alarm by:

- Telling a Cuboree Team Member (such as Security, Catering, First Aid, Works & Services etc)
- Contacting the Admin team
- By calling the EMC on 03 5967 8855

If you just have a general question about day-to-day Cuboree things, then pop in and visit the friendly Admin Team. They can escalate incidents to the EMC if needed.



CAMPING

At Cuboree 2026, there will be three Subcamps, each servicing around 1,200 Cubs, plus the adults in each Camping Unit:

SUBCAMP 1 – CUBWARTS

SUBCAMP 2 – PIRATES

SUBCAMP 3 – MERLIN'S MAGIC

Your Subcamp team is your “go to” for camping supplies, updates to the schedule, catering and initial First Aid and wellbeing issues. They can answer most of your questions, or escalate to the directorates if needed.

Important Notes

Make sure you confirm the boundaries of your campsite, so you are not encroaching on another site. Getting on with your neighbours is the Scouting way!

Trailers can only be left at the campsite if they are being used as your Unit Q-Store for food. All other trailers must be moved offsite.

All roads and tracks must be kept clear for access purposes, so take care where you set up your campsite. Check with your Subcamp if you're not sure.



SITES AND SERVICES

Bump-in: 8am - 6pm Saturday and Sunday

All cars must be off the camping sites by 5pm Sat/Sun nights

Nobody to stay overnight at the campsites during Bump-in

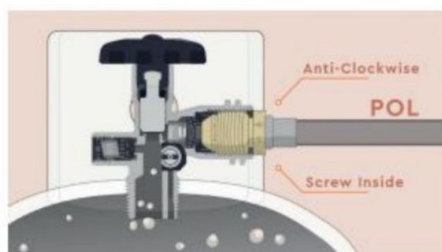
Bump-out: after last Bus on Friday. 8am-6pm Saturday and Sunday

To keep everything running, the Sites and Services team will manage all the logistics of Cuboree.

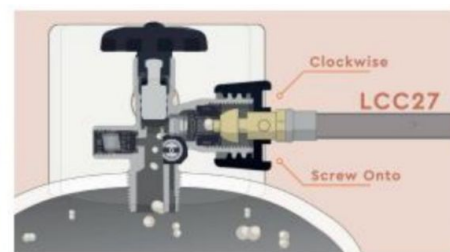
GAS CYLINDERS

Units cannot bring their own gas bottles to Cuboree.

These will be supplied through the Subcamps and have universal fittings, which supports the old (reverse thread) and new connectors.



Older appliances with the traditional POL fitting will still continue to screw into the new cylinder valve ANTI-CLOCKWISE.



From late 2021 LPG appliances will start to adopt a new hose fitting that is purpose built to function with the new valve design. Importantly, appliances with this new hose fitting will only be able to connect to the cylinder valve being screwed on CLOCK-WISE.

WASTE DISPOSAL

A reminder that waste should be sorted and disposed of as follows:



General Waste

Black Plastic Bags



Recycling

Clear Plastic Bags



**Loose
Cardboard**



Organics

**Bucket Provided
Dispose at Subcamp**



FIRE SAFETY

The area at the highest risk of fire is the kitchen within unit campsites, and we are reliant on fire to cook food. There have been fires caused by appliances in campsites, with causes including maintenance, equipment damaged during transport and oversights during the connection of gas fittings to cylinders.

Unit Leaders and unit cooking teams should implement the following requirements:

EQUIPMENT

All unit sites should have the following equipment:

- 900g Dry Powder Extinguisher
- Fire Blanket

These items are standard requirements for campsites under Outdoor Adventure Stage 3 and should be a standard item as part of any Scout Group's camping equipment.

They should be positioned in a prominent position that is accessible such as to the side of a kitchen shelter or similar. Ensure your path to these items are not blocked by the gas appliances or other equipment.

Review and understand the operating instructions of the fire blanket and extinguishers prior to commencing the use of appliances in your campsite.

GAS SAFETY

Before any gas appliance is used and following any change of cylinders you should complete these three steps:

- Check the hose is in good condition – that the hose has not been compromised, look if the hose has been crushed, cracks or splits – if any damage is present, do not use the appliance.
- Check for gas leaks at the fittings on the appliance and the gas cylinder, by opening the valve and then using soapy water, bubbles emitting is a sign of a gas leak
- If any bubbles are present, turn the gas off and resolve the problem.





You can see a brief video of the three steps via [this link](#).

The soapy water test uses a small amount (teaspoon or less) of detergent in water, mixed into a bottle like a squeezezy sauce bottle or similar and shaken to develop a bubbly mix.

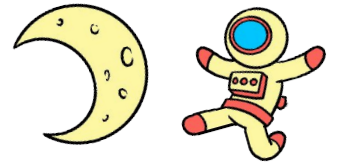
OTHER SAFETY REQUIREMENTS

- Only gas bottles supplied by Cuboree can be used.
- All campsite cooking at Cuboree should be conducted with gas appliances. Solid or liquid fuels are not permitted
- Open fires are not permitted
- Gas lanterns are not permitted
- Any appliances in use must be under full supervision by an adult

If you need assistance, seek help from your subcamp or call (03) 5967 8855 – Cuboree Emergency Management Centre for help.



ACTIVITY BASES



NATURE IN ACTION

Cubs learn about the environment through exciting games, challenges and activities. They'll discover the amazing world around them and learn how to protect our planet



DRAGONS

Discover what gives dragons their strength, courage and resilience. Learn skills to climb and fly like a dragon!



SPY LAB

Become a secret agent! Crack the code, navigate laser mazes and solve puzzles to complete secret missions.



BIG SCOUT ADVENTURE

Learn what it is like to be a Scout and put those Bushcraft skills to the test.



LOST IN THE AMAZON

Find your way out of the Amazon and help your friends along the way. Get wet, get dirty, get MUDDY!



THE GREAT CUB QUEST

A self-paced adventure taking your Unit across Gilwell. Discover activity stations, solve challenges and explore the campsite.



EXTRA ACTIVITIES



CHERRY LANE

Open from when you arrive on Monday, this is a casual “drop in” centre, where Cubs can try their hand at a range of short, fun activities. Cubs will need to be supervised by their leaders at this base.

Monday - Thursday

10am - 1:30pm

2:30pm - 5pm

7pm - 8:30pm

Friday

9am-3pm



THE WIZARD'S STARLIGHT SPECTACLE

Four nights of fantastic entertainment! Each night starts at 7:30pm, so make sure you arrive well before this to get a good spot to watch.



**BADGE
CLUB**

Check out all the many badges from Groups, Districts, Events and past Cuborees. You might choose to swap a badge or two yourself!



**HERITAGE
BADGES**

The Scout Heritage Team will be selling badges from Tuesday to Thursday, adjacent to Cherry Lane. \$5 for a pack of 10 badges.



**GATEWAY
WALK**

Walk around the Cuboree site and check out the other Units that are camping. There will be some awesome gateways to see!



AT THE ACTIVITIES

- When you arrive at an activity, we ask that only one leader from each Unit comes to check in.
- While on an activity, your Cubs will be under the direction of the Activity Manager and the Activity Staff, some of whom will be Scouts and Venturers. We ask that you and your Cubs follow any reasonable instructions and treat the Activity Staff with the same respect that you would treat any other Leader and, in fact, how you would wish to be treated. If you see or hear any disrespectful exchanges, please step forward and support our Activity Teams. Poor conduct toward team members will not be tolerated.
- Please don't remove or damage any part of the activity (or permit your Cubs to do so). Our teams have given countless hours of time over the last three years to build the Activities.
- Make sure everyone attending the activities is appropriately dressed including footwear, which must stay on during the activity.
- It's a good idea to make a trip via the toilets en-route to the activities.
- Please be punctual to each activity, the activities will not wait for you to arrive, and your Cubs may miss part of the activity if you are late.
- We may require Leaders to assist their Cubs with the activities, so please stay with your Cubs.
- There will not be tea and coffee facilities at the activities. If you can't go a few hours without caffeine, please bring a thermos with you!
- Bring a tarp for your Cubs to sit on if the ground is wet.
- Finally, and most importantly; we hope that you and your Cubs thoroughly enjoy the Program Activities at Cuboree 2026.

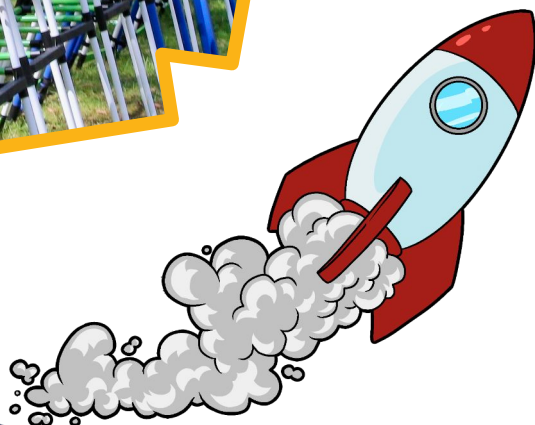


CUB SCOUT ACTIVITY JOURNALS

This is a small booklet that Cub Scouts can carry with them. It will be handed out to the Units when they arrive at Cuboree on the bus. It contains info about Cuboree, the activities they will attend, and a page for each activity base. It includes fun challenges and information on the Outdoor Adventure Skills (OAS) items that will be covered during Cuboree.

When you arrive at an activity, we ask that only one leader from each Unit comes to get all of the Activity Journals from your Unit stamped, and they are handed in open to the correct page please.

This will speed up the process of stamping over 500 books at a time, and will make everyone's lives easier.



JOEY SCOUTS HOP INTO CUBOREE



**Wednesday
30 September**

Joey Scouts Hop into Cuboree is a great opportunity for Joey Scouts to experience the excitement and adventure that is Cuboree. This single day event allows Joey Scouts to see Cub Scouts in their natural environment - having fun and camping at Cuboree in Gilwell Park.

Joey Scout Patrols and their Leaders/adult supporters will meet at the Gembrook Football Ground or Pakenham Railway Station, and will then be transported by Shuttle Bus to Gilwell Park. Patrols then spend the day exploring the Cuboree site, and have fun at some of the dedicated Joey Scout activities around Gilwell Park.

They will start arriving at Gilwell Park around 9:30am and will depart around 3:00pm.

Joey Scouts and Adults will bring their own lunch, water bottle and snacks for the day, but may drop into your unit camp site to say Hello.

Joey Scouts and their leaders will be completing a Scavenger Hunt around the Cuboree site, as well as Joey-specific activities. They will not be taking part in the main Cuboree activities with the Cub Scouts.

If you see Joey Scouts from your home Group while they are walking around, invite them in to your site to have a look around - they may well be your Cub Scouts at the next Cuboree.



HEALTH AND WELLBEING

SERVICES

Unit Leaders are the first line of support for both health and wellbeing concerns, with specialist Health, Welfare and First Aid teams available when required.

UNIT WELFARE

Allocate a leader to be responsible for welfare in your Unit - but all adults are responsible for looking out for everyone, Cubs, Venturers and adults! Your Unit Welfare Leader is the first port of call within all camping units, including activity teams.

Providing the next level of support, this is your 'go-to' point of escalation. On call 24/7, sub camp teams are available for: welfare support, initial assessment of health and first aid concerns, laundry coordination and hands-on support for line leaders.

SUBCAMP WELFARE & FIRST AID

THE BUBBLE

A short stay quiet area for Cub Scouts, opposite the Adult Welfare facility. Suitable for Cubs for 15-30 minutes if they need a break during activities, regulate emotions, relax and recharge. Referral: Cubs should first be supported by their Unit Welfare Leader. An adult must sign them in and out.

Each activity and service leader campsite will have a Venturer welfare leader, in addition to our Venturer wellbeing team. Gembrook Scout Hall is the dedicated space for Venturers with access to power, space for homework during the day and evening activities open until 10pm.

VENTURER WELLBEING

FIRST AID POINTS

In addition to the sub camp First Aid points, there are 2 centrally located first aid marquees near activity bases, staffed by volunteer qualified first aiders and first responders. Our first aid teams will also be roaming between activity areas to offer any assistance needed.

Frog Hollow is the name of our 24 hour advanced first aid and medical assistance post, staffed by volunteer registered health professionals. Medical support will be available via onsite medical practitioners or telehealth.

FROG HOLLOW

ADULT WELLNESS DAY SPA

Located near the central activity areas, have a well-earned break and enjoy a hot drink, sweet treat or snack. Short term device charging station available, and option to chat to experienced adult welfare leaders. Look out for the hot pink team!

Bonus tip: bring your keep cup for a hot drink on the go.



VENTURERS AT CUBOREE

A Venturer is a young person who has volunteered for a role as an Activity or Service Leader, or carer buddy to a Cub Scout. Venturers at Cuboree are placed in teams and work as an effective part of that team, and therefore have the same responsibilities as any other Activity or Service Leader.

Please show them courtesy and respect, in the same manner as any other person at Cuboree. Whilst Venturers are happy to fulfil the tasks assigned to them, we should also be aware that they are young people who would like to spend some time with their peers.

All managers should consider how best they support the Venturers in their teams, allowing for some extra time. This may be by allowing Venturers to socialise at less critical times e.g. when your leaders are cleaning the site at the end of the day.

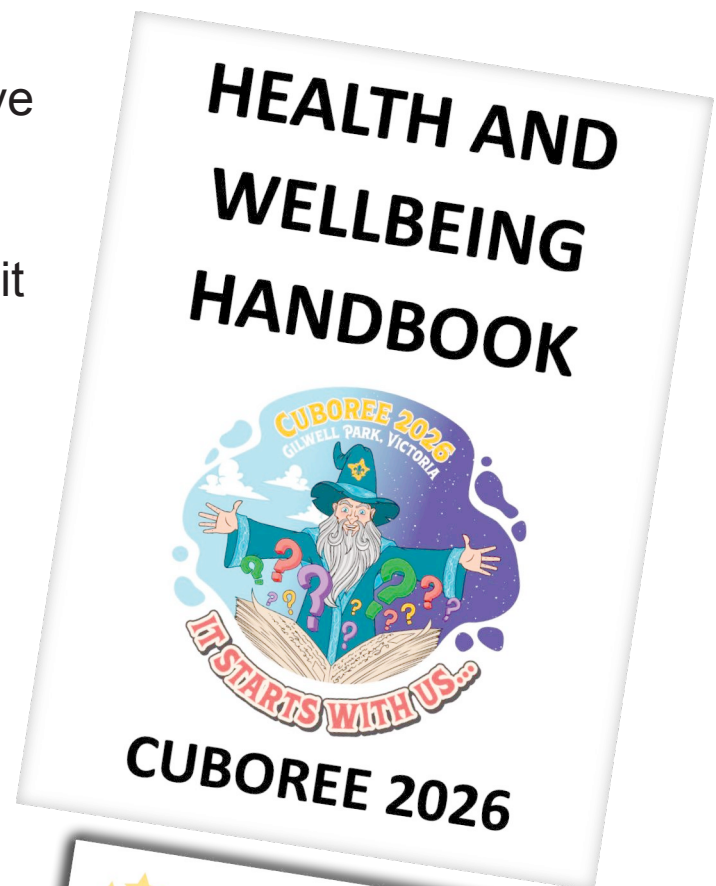
There will be a supported chill out zone specifically for Venturers, where they can go to socialise when not involved in their daily responsibilities, and relieved of their duties.



HEALTH AND WELLBEING HANDBOOK

The People and Wellbeing team have created the “Health and Wellbeing Handbook”.

This is intended to help Cuboree Unit Leaders, Line Leaders and Carers manage the Cubs in their Units.



CATERING – THE BIG BITE

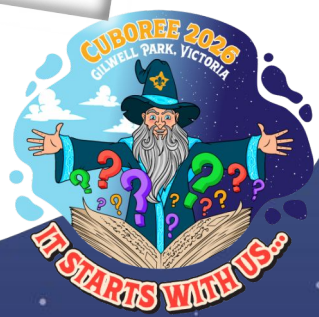
Catering is a huge endeavour to support the thousands of hungry youths and adults at Cuboree.

To help you out, the Catering team have created a separate document, “The Big Bite”.

This is essential reading for the Cuboree Unit Leaders and Cooks in their Units.



You can download these documents, and more, from the [Cuboree Resources](#) page on the Cuboree website.



TRANSPORT

Travel to and from Cuboree will be by Bus!

Almost all youth (Cubs, Scouts, Venturers) and most Leaders, Rovers, and Adults will travel to Cuboree on a Contingent Bus - in most cases, all the Unit will be on the one bus, and buses have the same number as your Unit number.

Personal luggage only on the buses. Most other gear (tents, cooking, tables, signage, activity gear) must be transported separately to/from Cuboree not on the buses (talk to your Cuboree Unit Leader).

Only those who have nominated Independent Travel on their Cuboree application can park at Cuboree for some or all of the event. A parking permit application must be completed, you will receive an email with the details.

Unlike a Jamboree, there is no difference in price if you do not travel on the bus.

TRAVELLING ON THE BUS

A Bus Captain will be allocated for each bus, this is usually a leader that is at the first pick-up point. They will be contacted in advance, and will be responsible for liaising with the Cuboree Transport team if there are any issues on the day (e.g. attendees not at pick-up points, delays in transport).

Unit Leaders/Bus Captains will talk with the Bus Drivers to arrange extra (short) stops for toilet breaks if needed.

Seatbelts are required to be worn wherever they are available.



ARRIVING AT CUBOREE

Upon Arrival - Monday 28 September

Upon arrival at Cuboree, our Wonderful Welfare Team members will be boarding the buses and 'jockeying' them to the correct drop off spot.

Most Units will be dropped off at their Campsite. Some may have a short walk.

Leaders and Adults will exit buses first and assist unloading the baggage before the Cubs get off and move into their campsite - be careful and watch for Buses!



Service Leaders will need to walk themselves and their gear from their drop-off to their camp. Same for departure (talk to your Bus Captain to get the latest departure times).

DEPARTING CUBOREE

Departure - Friday 2 Oct

Most Units will be picked up at their Campsite (picked up where you were dropped off).

Please have your Cubs packed and their gear stacked for loading at least 15 min before your pickup time so we can get the gear and Cubs on the bus as quickly as possible.

NOTE: Adults within the Unit are required to help load the buses.



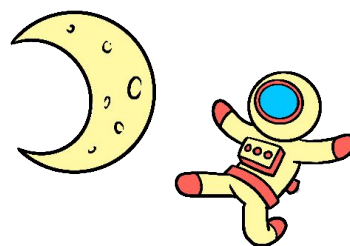
JOEY DAY TRANSPORT

Joey Day - Wednesday 30 September

Joeys and their adults will arrive at the Gembrook Football Oval or Pakenham Railway Station, and board the shuttle bus to and from Cuboree.

Private vehicles will not be allowed to Cuboree.

The shuttle bus drop off and pick up will be at the Car Park next to Environment Centre (Admin Office)



MERCHANDISE

The Cuboree uniform of shirt, scarf and badge will be provided to Cuboree Unit Leaders at the O-Days, or collected on the bump-in weekend just prior to Cuboree.

Cubs will receive the event badge, full set of activity badges plus their sub-camp badge at the end of Cuboree. These will be provided to the Camping Units. They may wish to purchase the two other sub-camp badges to make the full set. Leaders will receive the event badge and their sub-camp badge.

The Merchandise shed will be open from **Monday (once all buses have arrived)** to Thursday, starting at breakfast time and closing around dinner time. On Friday, it will be open from breakfast time until the last bus departure.

For Cubs, there will be lots of Cuboree items to purchase, ranging in price from around \$5 to \$25. The Cuboree Teddy (always a popular item) will cost \$22. Some items (e.g. Hoodie, tshirt, L/S tshirt and Pilbara Workshirt) will be available to pre-order via the Scout Event Shop www.scouteventshop.com.au until the end of August.

The Police Scouter badge (a popular collectors badge) will go on sale on Tuesday.

Unit Leaders, please discuss with your leaders and parents how money will be collected and stored for the Cubs while at the event. Most Units will set a maximum amount of money that a Cub can bring, to avoid any disappointment or overspending.

We encourage Cubs to come and check out the goodies themselves during opening hours!



Version Changes

V1.0	25/08/26	First release version

