

# Cub Family Campout 2016 September 30 & October 1<sup>st</sup>



Shoal Creek Living History Museum  
7000 NE Barry Road, KCMO 64156

Cost: \$5.00 per person at gate (Cash/Check)

## Scheduled activities:

- Friday evening campfire
- Sling Shot Station
- Leatherworks station
- Chris Cakes Breakfast
- Relays/Games/Stomp Rockets
- Service Project to support SHLHM

-All activities are subject to change due to availability-

## Schedule of Events

### Friday

Arrival starting at 5:00 pm

Campfire – 7:30 pm

Lights out – 10:00 pm

### Saturday

Chris Cakes – 7:00 am

Stations open – 8:00

Zoo Mobile arrives – 9:00

Stations close Noon

- Each family is responsible for their own equipment.
- Each family needs to bring 2 empty 2 liter bottles for Stomp rockets
- Please car pool parking limited

More Information: Contact Terrel Schimpf – 417-234-7224  
Email: [activities@goldeneaglekc.org](mailto:activities@goldeneaglekc.org)

Signup for event on Facebook



## Camping Rules for SCLHM

We are happy to be able to provide a unique site for your scouts to camp. Currently, the museum is being run and maintained by a volunteer organization called the Shoal Creek Association. Enjoy your camping but we ask that you show the village respect during your stay. The buildings are all from the 1800s and are vulnerable to abuse and fire.

Please follow these rules:

- All activities should be supervised
- You can use the fire ring but NOT the cooking pit
- Do not burn the wood that our volunteers have split or is in the wood piles
- You can use the table-like area around the cooking pit and any picnic table in the vicinity
- Water is available on the west side of the Hughes Cabin and near the corner of the bison pen
- There are water fountains west of the Hughes Cabins, behind the mansion, and south of the Mercantile
- Restrooms are available near the middle of the village
- Vehicles may be unloaded/loaded near the campsite but must be parked beyond the wooden fence or near the dumpster
- Leave the restrooms clean
- Leave the campsite clean
- Trash should be placed into the dumpster