

2017 Fireball Cub-O-Ree:
“Adventures of Scouting Jones”

April 28-30, 2017



2017 FIREBALL DISTRICT CUB-O-REE

April 28 to 30, 2017

Camp Elmore

Chief Adventurer: Tony Urbano / 786 301 0347

Co-Chief Adventurer: Enrique Rogers / 954 325 1615

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Scout Oath

On my honor, I will do my best
To do my duty to God and my country and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong, mentally awake and morally
straight.

Scout Law

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind,
Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.

Cub Scout Motto

Do Your Best!!!

Outdoor Code

As an American, I will do my best to-be clean in my outdoor
manners,
be careful with fire,
be considerate in the outdoors,
and conservation minded.

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CUB-O-REE STAFF

2017 CUB-O-REE CHIEF	Tony Urbano
FIRST VICE CHIEF	Enrique Rogers
SECOND VICE CHIEF	
CAMPING CHAIR	Darlene Espinosa
SCOUTS OWN	Scott Davis
REGISTRATION	Mercy Hernandez and Yanick Jeanty
SCORING	
CUB-O-REE EVENTS	Dennis Hernandez - Armando Espinosa
WEBELO CROSS OVER CEREMONY	Alex Acuna – Tom Fretch - Gary Tayler – Gene Olive
FIRST AID	Yamilet Torres Crew 911
SERVICE TROOP	Troop and Crew 529 plus others as they confirm

Note: Each Pack needs to provide the event with 2 parents. These parents will help Judge certain games (Ex. Kickball) so Packs are fairly judged.

Welcome to the 2017 Fireball District Cub-O-REE. This guide contains all the information that your unit will require to have a successful and fun-filled weekend.

DISCLAIMER

As with any program, changes can and often do occur. Accept this as inevitable. We've spent many long hours ensuring you will have a well-planned and enjoyable event, but sometimes things happen, which are beyond our control. We only ask that you please bear with us if we must make changes. This is a Rain or Shine event.

REGISTRATION

Registration fees are as follows:

\$15.00 per scout / **\$10.00** per parent by 4/17/2017.

\$20.00 per scout / **\$15.00** per parent after 4/17/2017.

\$5.00 per scout/parent if only attending Webelo Crossover

Registration fees cover all camp fees, patches, and awards

DROP OFF:

For Safety reasons **3 vehicles per PACK** will be given a PASS and allowed in to camping site to drop off their belongings. As soon as your PACK vehicles returns and gives the PASS to the front lift gate staff another may go in.

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PARKING

For obvious Safety reasons there will be NO vehicles allowed to park in camping area. Parking will be available in the parking lot assigned.

CHECK IN

Check-in procedures are as follows. Upon arrival (after 4 PM) Friday, proceed to the headquarters area. There will be an event staff to assist in completing your unit's Registration. Check in your unit with a completed unit roster and any fees owed to receive your camp assignment. All units attending the event should be fully checked in at headquarters, by 9:00 pm Friday night. **(NOTE: SKITS HAVE TO BE TURNED IN DURING PACK REGISTRATION)**

UNIFORMS

Because this is a Scouting activity, we encourage the use of Official scout uniforms. All scouts are encouraged to be in scout uniform or pack T-shirts. Saturday morning opening ceremony is in CLASS A uniform... After, all scouts should wear their "Class B" Uniforms during competitions. **The unit appearance will be part of the spirit points at each event.** Remember we are representing both the Boy Scouts of America and your Unit in Fireball District at a District campout.

All units need to be in "class A" Uniforms for the Opening ceremonies / Saturday Night Campfire / and the Scouts Own Interfaith Service on Sunday. **(THIS IS MANDATORY, NO EXEPTIONS)**

CRACKER BARREL

An adult leader must attend each Cracker Barrel (Friday 10:30PM and Saturday 10:30PM). This is your main source of information throughout the Cub-o-ree. Any and all issues will be discussed at that evenings gathering. **If issues are not brought to the attention of the committee on that night, the issue becomes null and void**

SCOUTS' OWN

Sunday morning, everyone must attend Scouts Own at 8:45am in Class A uniform **(MANDATORY)**... And then... The **"Awards"** Ceremony.

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CUB-O-REE RULES

FIRST AND FOREMOST. WE MUST MAKE THE CUB-O-REE "FUN AND SAFE"

ALL PARTICIPANTS MUST ADHERE TO THE FOLLOWING RULES. PLEASE READ THEM CAREFULLY AND SHARE THEM WITH YOUR PARENTS.

- (1) Policies and procedures of the Boy Scouts of America will be strictly observed
- (2) Current medical forms should accompany each Cub Scout and Adult Camper and you must have emergency contact numbers and medical information for each participant.
- (3) Two (2) deep leadership at all times in campsite.
- (4) Knives: Webelos scouts are **NOT** allowed to carry a pocket knife. Boys are **not allowed** to handle an axe or hatchet of any kind. All Sharp cutting tools must be stored in a sectioned-off area; Cutting edge must be properly covered.
- (5) Buddy systems in place at all times.
- (6) Headquarters: Only Adult Leaders are allowed at headquarters.
- (7) Respect each other's campsites - no one can cross through anyone's campsite. If anyone wants to visit another's site please **KNOCK ON THEIR GATEWAY** and ask permission to enter. Please tell this to your boys.
- (8) **NO ELECTRONICS DURING EVENT**– Cell phones, I-pads, Gameboys, PSPs, radios, etc., except as needed for skit and parade. Objects will be taken away and returned when the pack is checked out on Sunday.
- (9) **NO FLYING OBJECTS** – Frisbee, football, baseball, etc. Objects will may be taken away and returned when the pack is checked out on Sunday.
- (10) **NO SKATEBOARDS, INLINE SKATES, OR BICYCLES** - These will be taken away and returned when the pack is checked out on Sunday.
- (11) **NO ALCOHOLIC BEVERAGES** - Evidence of any alcoholic beverage by any person will require immediate dismissal from the Cub-O-Ree of the entire Pack.
- (12) Remember you are in BSA property, **NO SMOKING ALLOWED** in the property.
- (13) **Campfires ONLY allowed inside fire pits. NO OPEN FLAMES AROUND TENTS.**
- (14) Fire Buckets (Water) - all must be placed in a central location in the campsite or at each tent. Two (2) per tent.
- (15) Cooking Fires - Adult Leaders, be sure grills are off the ground so the grass is not burned.
- (16) Fuel area - All fuel supplies not being used must be sectioned off away from any tent and roped off.
- (17) Water - We suggest each pack bring at least two (2) gallons of drinking water per participant for the weekend.
- (18) Vehicles - There will be a designated area for ALL vehicles. Vehicles must leave the campsite immediately after unpacking. Advise your boys that they should be hiking in with their backpacks accompanied by their parent. **REMEMBER SAFE HAVEN - YOU WILL RECEIVE A MAP OF WHERE THE PARENTS MAY PARK.**
- (19) Visitors are welcome for the parade and urged to attend Saturday's campfire and Sunday's Scouts Own and awards ceremony. Please share these rules with the parents to avoid any miscommunication. All parents **MUST ADHERE TO ALL THE RULES.**
- (20) Awards Ceremony: Immediately after Scout's Own - mandatory attendance in Class A uniform.
- (21) **BREAKING CAMP DOES NOT BEGIN UNTIL AFTER THE CONCLUSION OF THE AWARDS CEREMONY.**
- (22) **A SCOUT IS CLEAN:** Each Pack will have a designated area to clean before checking out. The Pack cannot leave camp without a check out approval by the checkout team inspector. **WE LEAVE THE AREA CLEANER THAN HOW WE FOUND IT.**
- (23) Spirit Award: You will not know who is on the spirit team. This is the time to display your pack's manners, sportsmanship, songs and cheering. Let them be loud and proud!

HAVE FUN!

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CAMP ELMORE RULES

1. All units must Check In and Check Out with Campmaster or Camp Ranger.
2. Overnight camping and day use of camp is only for properly registered camp users.
3. Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times, and must be out cold when campsite is not occupied.
4. Smoking and tobacco products are NOT permitted anywhere on the Camp property.
5. No dogs or pets of any kind are allowed in Camp at any time. Please leave them home.
6. No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
7. No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
8. Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
9. No bicycles, roller skates, roller blades, skate boards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a preapproved organized and reserved Scout Activity ie: Merit Badge Course or Belt Loop Activity)
10. Swimming and boating is only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
11. Fishing is permitted only from the shore by registered campers under adult supervision.
12. All garbage must be bagged properly, and placed in the dumpster nightly or taken home. Please keep your campsite and the restrooms clean at all times. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.
13. No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.
14. Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.
15. Vehicles may unload/load at Campsite and must then immediately be returned to parking lots. The Campsite Road gates will be locked from 10 PM Friday until 8 AM Sunday. Vehicles may only drive on designated roadways and park in designated parking lots. No vehicles/trailers are allowed in Campsites. No vehicles may be driven on or through grass on Camp.
16. Camp speed limit is 15 miles per hour. Seatbelts are required of every vehicle occupant.
17. Do not open plumbing, irrigation or electrical control boxes or fixtures, or attempt to make any changes, repairs or adjustments to them. Do not paint structures or add or change any signs.
18. Unit/Group Leaders are responsible to read all rules to each participant and distribute copies to all adults in their group prior to arrival and insure their Units compliance with all Camp Rules. Disregard of rules may result in forfeiture of all deposits and Unit being asked to leave camp.
19. The COPE Course and surrounding area is OFF LIMITS to all campers and guests unless they are participating in a reserved COPE/Climbing Activity. Let's all help in making this a safe and enjoyable outing for everyone at camp.

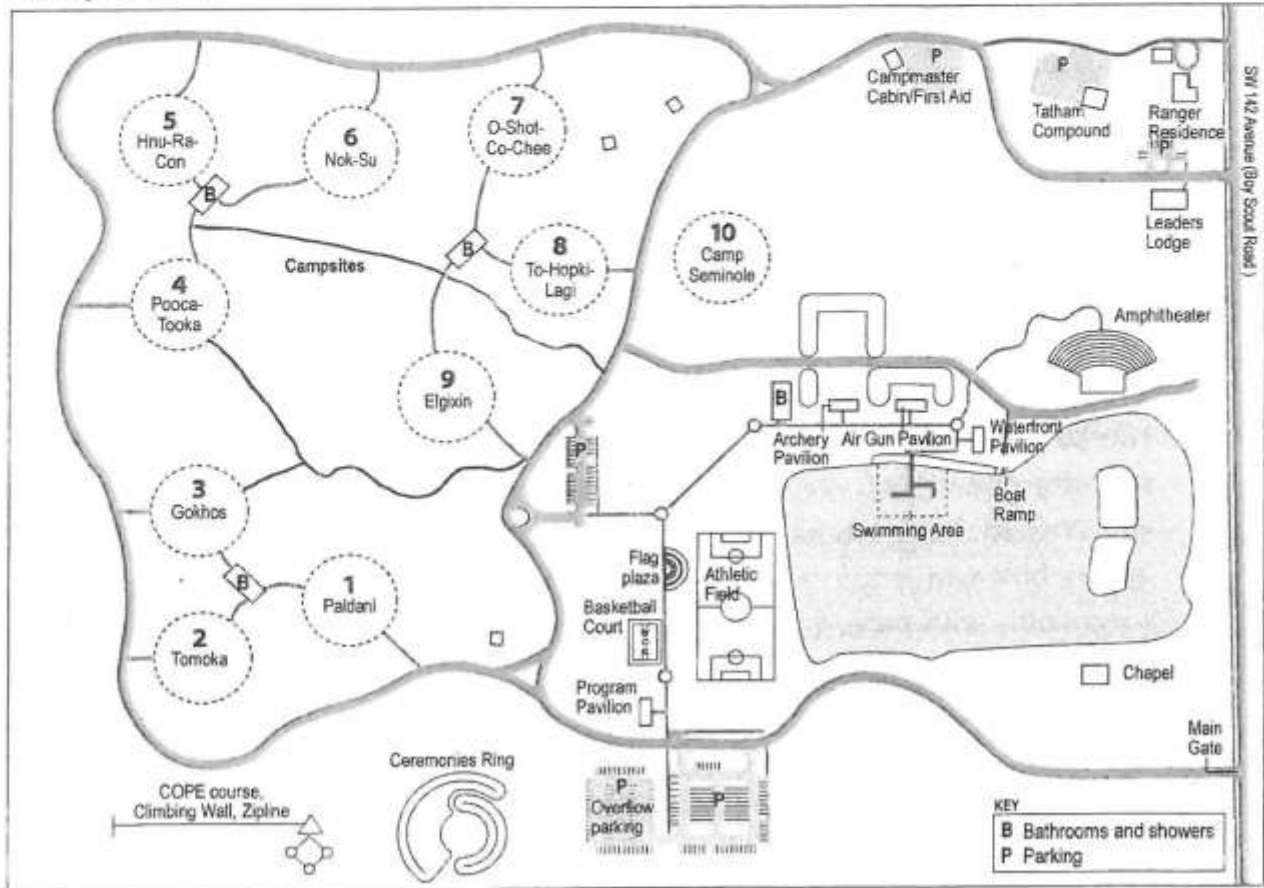
The Campmaster, Camp Ranger and Camping Director have the complete authority and responsibility to enforce all of the above Camp Rules by all participants.

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Camp Elmore
Downrite Engineering Scout Reservation
 3551 SW 142 Avenue (Boy Scout Road)
 Davie, Florida 33330



Camp Elmore



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SCHEDULE

FRIDAY

4:00-9:00 PM Welcome Packs - Registration Campsite Assignment
SKIT REGISTRATION
10:30 PM Cracker Barrel - Cub masters and Den Leaders
(Pick up event cards)
11:00 PM Taps (lights out boys) All work on Gateway stops.

SATURDAY

6:30 AM Reveille (all rise and shine)
7:00 - 8:00 AM Breakfast
8:30 - 9:00 AM Opening Ceremony - Class A Uniform – **EVERYONE MUST ATTEND**
9:30 - 12:30 PM Morning Activities / Campsite Inspection / Gateway Inspection
12:30 - 1:30 PM **Lunch (Cold cuts recommended)**
1:45 - 4:45 PM Archeology and/or Science Lab / Skit Competition
1:45 - 4:45 PM Afternoon Activities Continue
4:45 - 5:00 PM (15 minutes) Staging for Parade (**Have a group of Parents ready ahead of time**)
5:00 - 5:30 PM Parade Competition
5:30 - 7:00 PM Clean up and Dinner Time
7:00 - 7:30 PM Preparations for Skit Competition Finals (ALL FINALIST MUST BE
READY TO PERFORM AT SKIT LOCATION BY 7:30PM)
7:30 - 8:15 PM Skit Competition Finals
8:30 – 10:00 PM Cross Over Ceremony (**EVERYONE MUST ATTEND**) **Don't forget
one day it will be your scout.**
10:30 PM Taps (lights out boys)
10:30 PM Cracker Barrel – Cub masters and Den Leaders

SUNDAY

7:00 AM Reveille (all rise and shine)
7:30 - 8:30 AM Breakfast
8:45 - 9:15 AM Scout's Own – Class A Uniform – (**EVERYONE MUST ATTEND**)
9:15 -10:00 AM Awards Ceremony
10:15AM Dismantle camp
(Follow check out procedure as discussed at Saturday night cracker
barrel meeting)

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SCORING

All scores are final. The Cub-O-REE staff will remain fair in all situations. All disputed results should be addressed at the time of the event with the event coordinator/Judge. If the matter cannot be resolved, an adult leader should see a Cub-O-REE staff member ASAP.

BEST ALL-AROUND PACK AWARD

Item	Max.
1. Participation in all Activities	200
2. Campsite Inspection	200
3. Gateway Inspection	100
4. Parade	100
5. Skit	100
6. Flag Competition	100
7. Memories Board	100
8. Spirit	100
Maximum Total	1000

CUB-O-REE INDIVIDUAL & UNIT AWARDS

<u>Individual / Team Event Awards</u>	<u>Unit Event Awards</u>
BB Guns (Individual)	Best All Around
Archery (Individual)	Campsite
Knots Relay (Team)	Gateway
Kick Ball (Team)	Parade
Canoe Race (Team)	Skit Competition
Tug-O-War (Team)	Flag Competition
Adventure Quest (Team)	Pack Display Board

NOTE: THE ARCHAEOLOGY ATTENDANCE POINTS WILL ONLY BE USED FOR BEST ALL AROUND.

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CAMPSITE INSPECTION

Campsite inspections will be conducted by the Inspection Team with the assistance of the adult in the campsite. Inspections will begin Saturday at 9:15 AM and will continue throughout the morning. There will be a second inspection.

The Cub-O-Ree Staff will appoint a campsite inspection team. The average of the Judges' scores will determine the winner. All OPEN tents will be inspected. Judges may ask to open other tents for inspection. See inspection sheet for criteria. One adult must remain in each campsite during inspection. Points will be deducted from campsite inspection if an adult is not present.

The campsite inspection is conducted for our Cub Scouts to develop a clear sense of individual as well as team responsibility by having them follow a given set of rules and maintaining a tidy, well organized campsite. This is a challenge for the whole unit and requires the efforts and cooperation of each Cub Scout.

Campsite Inspection Score Sheet

Criteria	Max.
1. Pack site general appearance	10
2. Parent/Den site general appearance	10
3. Duty Roster & Menu Plan posted IN KITCHEN AREA.	10
4. Tents and Flies properly erected and staked, in strait alignment and orderly by size from small in front to large in rear of campsite.	10
5. Campsite Improvements (useful camp gadgets). 5 points each if done correctly. Max 3	15
6. Theme Oriented	15
7. Webelo/AOL Scouts Tent area clean and neat, roped off.	10
8. Kitchen area clean and neat.	10
9. Wash area neat and clean.	10
10. Dining area neat and clean.	10
11. FORMS: Youth Protection, Tour permits, Medical forms, Permission slips, readily available.	15
12. 2 Water Fire buckets per tent, in central accessible area of the campsite, or in front of each tent.	10
13. Pack Repair kit, and First Aid Kit marked and available.	10
14. 2 Sand Fire buckets in kitchen area (CLASS B fire extinguisher optional), If Fire extinguishers are disposable then gauge must read charged, if rechargeable then they must have an up to date annual inspection tag	10
15. Axe yard properly fenced/roped. All cutting tools edges must be covered.	5
16. Axe yard properly identified (ADULTS ONLY)	5
17. Axe yard First aid kit available inside area. This First aid kit DOES NOT count as the Campsite kit.	5
18. Fuel yard properly fenced/roped and identified, all fuel sources properly stored off ground in fuel yard.	10
19. Food and water properly stored off ground, No coolers or bins on ground, Drink coolers off the ground and accessible.	10
20. Garbage container closed with a lid and minimum of 18 inches off the ground.	10
Total (Maximum Points Possible 200)	

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GATEWAY INSPECTION

The pack campsite entrance shall be totally constructed at the park during the Cub-o-ree. The Gateway wood may be pre-cut, but NOT pre-assembled. No bolts, nails, or any type of hardware will be allowed. Gateway must be freestanding form only, not tied or hung to any tree or anchor.

Adults **are** allowed to assist on the gateway as follows. Adults may assist boys in holding, lifting, and moving into position ONLY! With minimal adult guidance... **All knots, lashings, and rope whippings must be done by the boys!**

Adults must supervise to ensure safety. REMEMBER: KEEP IT SIMPLE - MAKE IT FUN! The Cub-o-ree staff will appoint the gateway judges. The average of the judges' scores will be part of the over-all scoring. Scouts may start to work on their gateways upon arrival until Taps on Friday and Saturday 6:30am until 8:15am. See inspection sheet for criteria.

REMEMBER: NATURAL MATERIALS - NO PREFABRICATED GATEWAYS FRAMES- REFLECT THE THEME

NOTE: This is an extremely comprehensive checklist for a model Gateway planned and erected by Cub Scouts that practice. This is a friendly competition. Gateways should be built with minimum Adult assistance, "Scout built" and located at the entrance of the unit campsite. It will be judged on the following criteria.

Gateway Inspection Score Sheet

Criteria	Max.
1. Unit number and Charter Organization identified on gateway. (WOOD)	5
2. Council and District identified on gateway. (WOOD)	5
3. U.S. Flag and Unit Flags displayed correctly, Height / orientation.	10
4. Gateway made with "natural" materials.	10
5. Gateway safe and sturdy. Entrance headroom must be at least as tall as your tallest scout. Leave a 2 foot opening to the side of the gateway for adult entrance if needed.	10
6. Skill, Creativity, and Originality used in building.	10
7. Working Gate	5
8. Door Bell Device	5
9. Proper knots and lashings.	10
10. Proper rope size proportion.	10
11. Rope ends 2 inch maximum whipped or spliced.	10
12. Theme and or embellishment on displayed on gateway	10
Total Gateway Points (Maximum Gateway Points Possible is 100)	

VERY IMPORTANT:

- If you have multiple structures for your gateway, they all must be ATTACHED IN FRONT TO EACH OTHER by way of wood and rope in order for all structures to count as one full Gateway.
- The 2 foot opening for the Adults cannot be in-between structures or the structure will not count as part of your Gateway.

NOTE: Gateway points will be used as a tie breaker if needed to determine Best All-around score.

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CUB-O-REE PARADE

All units are to be present during the parade. Any unit that remains behind at their campsite will be deducted 25 points from their total overall score. Each unit participating in the parade competition will earn points as they meet the criteria. Parade banners must include the Unit Number and Charter Organization name. Maximum 100 points

Make it Fun For The Boys!!!

- (1) Do include the entire pack. Everyone is encouraged to dress in costume and show your acting and/or singing abilities. We encourage music and noise makers.
- (2) Do have your parents and leaders bring a chair to sit along the parade route
- (3) Do not bring Pack flag.
- (4) Do have two-deep leadership.
- (5) Do keep your boys together.
- (6) Do meet at the designated spot so the parade can begin on time. First come, first out. All packs will begin the parade in the order that they arrive at the designated spot.
- (7) Don't start until a coordinator tells your pack to begin.
- (8) Do cheer for ALL Cub Scouts.

Parade Scoring Criteria

Items	Max.
1. Originality	10
2. Keeping with the Theme	15
3. Parade Song	15
4. Parade Banner	10
5. Costumes / Props	20
6. Spirit	30
Total (Maximum Points Possible 100)	

SKIT COMPETITION

All Packs participating **MUST SUBMIT SKIT IN WRITTEN FORM**, including Pack #, amount of participants and the names, props, music if any, **AND TURN IN FRIDAY BETWEEN 4:00-9PM**. Packs will perform Skits starting at 1:30PM sharp and continue during the Archeology – Science Lab time. The final three will be announced when afternoon activities are finished, and performed during Camp fire ceremonies. Skits should be Theme or Scouting related, in good taste and not offensive.

Skit Scoring Criteria

Items	Max.
1. Written Form Turned In On Time	15
2. Scouting or Theme related	15
3. Production (well rehearsed)	20
4. Good Taste	10
5. Costumes / Props	20
6. Originality / Creativity	20
Total (Maximum Points Possible 100)	

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FLAG COMPETITION

Flag must be turned in **SATURDAY BETWEEN 9:30AM AND 12PM**. Flag's longest points (top to bottom & side to side) may not be more than 20 inches. Flag needs to be attached to 4-foot flagpole (made of natural wood). Creativity & Cub Scout made with minimal adult guidance.

1. Must include **6** printed PHOTOS (ON PAPER IS FINE) showing the scouts working and finishing the flag.
2. Photos must be in a Ziploc Bag hanging of the Flagpole... below the FLAG.
3. **If photos are NOT included, AN AUTOMATIC 15 POINTS will be deducted or may be disqualified.**
4. Flag must reflect theme, unit number must be placed on back of flag.
5. **DO NOT** include unit number on front of flag.

NOTE: YOU CAN INCLUDE ALL 6 PHOTOS IN ONE 8X10 PAPER.

Flag Competition Criteria

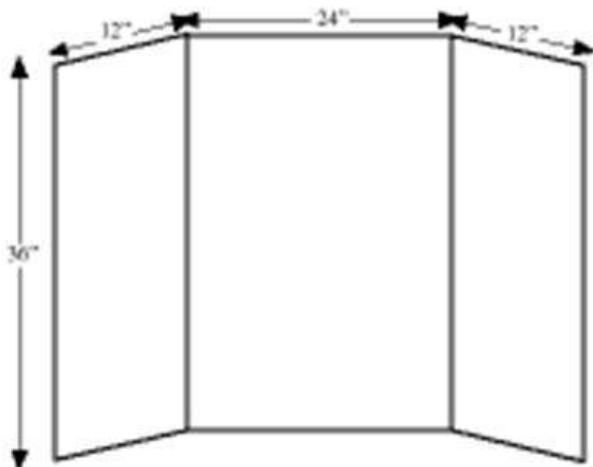
Items	Max.
1. Flag is Correct Size (20x20 Max.)	15
2. Flagpole is Correct Size (4 foot tall)	10
3. Creativity & Cub Scout Made	40
4. Flag Must Reflect Theme	25
5. Pack Number Placed Correctly (on back)	10
6. No photos automatic deduction (15 points)	
Total (Maximum Points Possible 100)	

NOTE: Please remember if photos are NOT included 15 points will be deducted OR MAY BE DISQUALIFIED. The rule is there so we can see and know that the scouts made the flag.

Please remember that the Skit and Flag judging is all subjective to the eye of the beholding judge. There is no scientific formula to this judging. So let us all have fun, and let the boys have fun with their Skit performances and Flag construction.

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PACK DISPLAY BOARD



The Pack Display Board is designed to incorporate all your Pack does throughout the year in pictures. This activities start after last year's Fireball Cub-o-ree. Packs must include all items listed below to obtain the Max. Score of 100 points.

1. The Pack display board also known as Science board is limited to 36" tall by 48" wide.
2. All items included must represent your scouting year in order to count.
3. Pack display board must be present at **campsite during campsite inspection.**

Pack Display Board Scoring Criteria

Items	Max.
1. Service project	5
2. Pack Fundraising	5
3. Camping – Competitive	5
4. Camping – Family / Fun	5
5. Pack night Scout Advancements	5
6. Summer Time activities	5
7. Blue and Gold Pack night	5
8. Pack/Den activities	5
9. Cub-O-Ree theme displayed on Board	25
10. All sections labeled (Each Label is worth 2.5 points for a total of 20 Max.)	20
11. Scout Made (Minimum Parent involvement)	15
Total (Maximum Points Possible 100)	

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ROTATING SPIRIT STICK AWARD

Maximum points 100. Points based on the Scout Law and Motto. Points will be **AWARDED OR LOST** based on the Scout's and Packs' good sportsmanship, good fellowship, attendance and participation at the events. Leaders and parents will be judged in this competition as well. The unit appearance will be judged as well. A Secret judges will be on hand.



The Fireball Cub-O-Ree Rotating Spirit Stick will be awarded to the winning pack for them to keep for one year until the next Fireball Ball Cub-o-ree. If the Winning Pack does not return to the following year competition, the Rotating Spirit Stick must be returned to the next Fireball Cub-O-Ree Chief or to Fireballs District Executive.

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EVENTS

PARTICIPATION IN ALL ACTIVITIES

IMPORTANT: These activities will count for the overall points. They are individual or den activities only. Units earn a maximum of 200 points for **PARTICIPATION** in **ALL** the activities. No unit will earn any additional points for placing.

EVENT JUDGING

The events will be *set* up and coordinated by the Cub-O-REE committee, not by individual units. As part of registration, each unit maybe asked to supply the names of one or more adults to act as judges. The events will each have a number identifying the event and indicating where dens should wait in line until called. Units may not be judged by anyone connected with their unit. The judging criterion is designed to be as objective as possible.

When a Unit presents itself to a judge at an event, the den leader will give their event card to the judge. When the den completes the event, the judge will mark and sign the den score sheet and also mark an event score sheet which is signed by the den leader. The event score sheet will be turned over to the Cub-O-REE staff for scoring.

The judges will be doing their best to be fair and objective. If there's a problem or question with a score, the leader should discuss it with the judge immediately. This is best left between the leader and the judge when it occurs, not later. No adjustments or changes will be made after final tabulations are completed. All judges scoring decisions are final.

Item	Max.
Each Den Must Participate	
1. BB Guns	20
2. Archery	20
3. Canoe Race	20
4. Knots Relay	20
5. Tug-o-War	20
6. Kick Ball	20
7. Adventure Quest	20
8. Archeology Lab	20
9. Flag built	20
10. Pack Display Board	20
Maximum Total	200

BB Guns – INDIVIDUAL EVENT

This is a shooting skills event. After rules are read, the Range Master will call the group to the line. The scouts will commence firing on the Range Master signal. Each scout will receive 8 BBs... Best score wins.

Archery – INDIVIDUAL EVENT

This is a shooting skills event. After rules are read, the Range Master will call the group to the line. The scouts will commence firing on the Range Master signal. Each scout will receive 8 arrows... Best score wins.

Canoe Race – TEAM EVENT

This is a timed event. 2 Webelo/AOL scouts per canoe. Paddling time starts when the horn sounds. The team must go around obstacles without touching them and race back to the finish line. A two second deduction per obstacle contact will be applied at the end of the race. The best time wins

All Webelo and AOL scouts can race. 2 per canoe.

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Knots Relay – TEAM EVENT

This is a **knot**-tying skills timed event. Time starts when the Knots Judge gives the GO and it ends when the knots run is over.

Tug-o-War – TEAM EVENT

This is a strength event. Each Pack will send 2 teams, 1 Cub Scout Team (Tiger thru Bear) and 1 Webelo/AOL Team. Each team will have a MAX Weight of 500 pounds at weight in. Time starts at the Whistle from judge.

As soon as the second mark on each side of the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.

PER PACK: 1 Cub Scout team (Tiger thru Bear) / 1 Web/AOL Team

Kick Ball – TEAM EVENT

This is a sports event. You must select 1 team of 9 players before arrival. The rest of your Pack will be in the dugout with 2 Pack Coaches. You may swap players during Top and Bottom of each inning. **You MUST have the new players ready to run out as soon as the inning changes happen, NO EXEMPTIONS.** If you DO NOT have the new players ready, the players in the field will remain the same during the inning swap. This is a best of 4 innings game

**THIS GIVES YOUR ENTIRE PACK A CHANCE TO PARTICIPATE.

***REMEMBER IF YOU'RE NEW PLAYERS ARE NOT READY DURING THE START OF THE TOP OR BOTTOM OF THE INNING, THE PLAYERS IN THE FIELD WILL REMAIN THE SAME. THIS MUST BE DONE FOR TIMMING PURPOSES.

Adventure Quest – RELAY DEN EVENT

This is a timed event, time starts when the horn sounds. The scout runs to obstacle and tags next scout to continue obstacle course. If a scout falls during run, he must start from place of error. Not continuing from place of fall is a 5 second penalty.

Time ends when the last scout on relay team crosses the finish line. Best time wins

Obstacles in race: Cross the ropes / go thru the tires / swing across the water / sack race to the finish line

Each Pack is allowed: 2 Tiger teams / 2 Wolf teams / 2 Bear teams / 2 Webelo teams / 2 AOL Teams (4 scouts per team)

NOTE: IF YOU DO NOT HAVE 4 SCOUTS THEN 1ST SCOUT IN RELAY TEAM MOVES TO LAST POSITION AS SOON AS HE ENDS HIS FIRST OBSTACLE RUN.

Archeology Lab

This is a learning and fun event. The Pack must be present to score for the "Best all around".

2017 FIREBALL DISTRICT
CUB-O-REE

Fireball District Cub-o-ree Registration Form

When: April 28 – 30, 2017
Where: Camp Elmore - 3301 SW 142nd Ave Davie, FL 33331
Contact: Tony Urbano / juanaurbano@yahoo.com / 786-301-0347
Enrique Rogers / 954 325 1615

Registration & Fees: After 4/17/2017 – 20.00 per scout / 15.00 per adult

of Cub Scouts _____ x \$ 15.00 each = _____
of Adults _____ x \$ 10.00 each = _____
of Cross Over ONLY participants _____ x \$ 5.00 each = _____
Total Due _____

Pack _____ District _____

Leaders Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Email: _____ Cell# _____

Type of payment, Check# _____ Credit or Debit Card _____ Unit Account _____

Exact Name on Card: _____

Card # _____ Exp. Date: ____/____/____ CV# _____

Signature _____ Date: _____ Total _____

Mail to:

South Florida Council -15255 NW 82nd Ave Miami Lakes, FL 33016

Attn: 2017 Fireball Cub-O-REE

Broward (954)584-4200 / Dade (305)364-0020 / Fax (305)821-6222

Email Myrna Pedrayes mpedrayes@sfcbsa.org

Event Code – 508 Pack Number _____ District _____

	Cub Scout's name	Adult's name	Tiger	Wolf	Bear	Webelo	AOL	Leader
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								

Point of Contact for Pack _____ Phone _____ Email _____

Very Important:

Please also email a copy of this sheet to juanaurbano@yahoo.com so we can have a copy of your group ahead of time in order to plan ahead.

Please feel free to make additional copies. Keep a copy for your records

2017 FIREBALL DISTRICT
CUB-O-REE

Unit Events Registration Form

Pack _____

Leaders Name: _____

Cell# _____

<u>Will you be participating in:</u>	<u>Yes or No</u>
Campsite Inspection	
Gateway Inspection	
Parade	
Skit Competition	
Flag Competition	
Pack Display Board	

WE NEED THIS FORM IN ORDER TO SET UP THE JUDGING ROUTES.
PLEASE MAKE SURE THIS GETS TURNED IN... THANK YOU

2017 FIREBALL DISTRICT
CUB-O-REE

Critique Sheet

To ensure a quality Cub Scout program, Please give us your feedback on how we did. Complete this form and give it to one of the Cub-o-ree Coordinators.

Rankings 5- Excellent, 4- Good, 3- Average, 2- Fair, 1- Poor, 0- Terrible

	Adults	Scouts
Was the event interesting?	{ }	{ }
Was the event organized?	{ }	{ }
Was the staff helpful and knowledgeable?	{ }	{ }
Was there enough publicity about/prior to this event?	{ }	{ }
Staff member's attitude and appearance?	{ }	{ }
Did your scouts enjoy the activities/games?	{ }	{ }

Did you and your scouts have enough time to enjoy the activities and games?

What activity did you enjoy most? _____

What activity did your scouts enjoy most? _____

Which activity did you enjoy the least? _____

Which Activity did your scouts enjoy the least? _____

What would you do to improve this Event? _____

Additional Comments: _____

Would you support this event next year? { } Yes { } No

If you would like to help with this event next year please let the coordinators know.

Name _____ Pack _____

Phone _____ E-mail _____

Address _____