

**SOUTH FLORIDA COUNCIL
SEMINOLE DISTRICT
2018 CUB-O-REE**



January 12th -14th, 2017

CAMP ELMORE

3551 SW 152nd Ave, Davie, Florida 33330.

**For more information, contact Herald Adlet at 954-558-4656 or
email: heraldadlet@yahoo.com**

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CALLING ALL SPARTANS.....

Extreme Spartans

Hercules

Herald Adlet, P441 954-558-4656 heraldadlet@yahoo.com

Tug-O-War	_____ , P	_____
Iron Chef	_____ , P	_____
Cub Mobiles	_____ , P	_____
Campfire	_____ , P	_____
Unit Games	_____ , P	_____
Judging	_____ , P	_____
Spirit Circles	_____ , P	_____
Skit Approval	_____ , P	_____
Vendor/Exhibitors	_____ , P	_____
Scouts Own	_____ , P	_____

Registration Procedures

Advance Registration Procedures

We kindly ask that all of Units participating in the 2017 Cub-O-Ree register by November 10th, 2017. We have many exciting activities planned for your scouts to enjoy. For Cub-O-Ree to be successful and have everything ready, we need an approximate head count of all the participants. Let's make this Cub-O-Ree the best one yet for all our little Spartans.

Check In Procedures

All units may begin arriving to check-in your unit and set up camp as early as 3pm on Friday, January 12, 2017. If you have any additional participants at the time of check-in please be prepared to pay the additional registration fees by cash (exact amount) or check. Sorry no credit cards.

ALL UNITS MUST check in at the Registration Site in order to:

1. Finalize registration counts and payments.
2. Pick up check-in packet which will include an activity map and event schedule.
3. Receive your campsite assignment for the weekend

No gear will be transported to your assigned campsite until a leader from your unit checks in with registration with your accurate unit roster. This does not necessarily have to be the Cubmaster or Committee Chair. Any adult may bring the paperwork to headquarters. Once you are sure of the numbers in your Pack, send one (1) leader to register your unit at the Main Registration area.

Please be sure to bring your:

- Pack Roster completely filled in (**DO NOT MAIL THIS FORM**)

Please inform your Cub Scouts' parents that they cannot individually check-in and they **CANNOT** just drop their child off and leave.

Saturday Registration

Units attending for the day on Saturday or those who are not camping Friday night will need to follow the same process as above. If a unit is a day user participant they must provide their name and pack roster for the event to be able to enter. Please ensure that your unit arrives together to ensure a quicker registration process.

Information/Lost & Found

Lost and found will be located at the Main Pavilion at Headquarters.

Transportation/Parking

The only vehicle allowed to remain in your assigned site will be your pack trailer. All other vehicles will be able to drop gear off in front of your site, then promptly move to the designated parking areas.

The park gate will close at sun down Friday night; however there will be someone at the gate to let you in until 10pm.

After 10pm Friday Night, **VEHICLES WILL NOT BE PERMITTED TO DRIVE THROUGH CAMP!**

Medical Forms

Each person (Scouts, Leaders, Parents and Siblings) who are attending, whether camping or not, is considered a participant and **MUST** have a BSA Personal Health and 6

Medical Record Form. It is the Pack's responsibility to keep these forms together and available for inspection at the time of check-in.

Tour Plans

Not necessary for this event.

RULES AND GUIDELINES

You are expected to read this booklet in its entirety and share all pertinent information, with all leaders, scouts and families that will take part in this event. Your participation in this event secures your agreement to abide by the rules in this packet.

Rule #1 – Be Safe!

Rule #2 - Be Respectful of all Participants and the Environment!!

Rule #3 – HAVE FUN!!!

Buddy System

Please enforce the buddy system at all times. * Stay away from the water's edge*. No kids are allowed outside of their campsite alone. Parents must supervise their children at all times. All Cub Scouts must be supervised at all times.

Uniforms

The Cub-O-Ree uniform will be a class B activity shirt. This applies to ALL Scouts and their family members. The Scout Class A uniform MUST be worn by the scouts and their leaders for Sunday morning for Scouts Own Service.

Fires

Each Units Kitchen must have a full fire extinguisher with a current inspection sticker. Ground Fires will NOT be permitted. All fires must be a minimum of 18" off the ground and self-contained. Any open fire must be attended by an adult extinguished completely prior to leaving camp. Please be prepared to pack out your own ashes if you choose to have a small fire.

Lights Out

At 11:00pm, there will be No activity conducted in the campsites. Gateways should be finished at this time or completed in the morning. Be courteous of your neighbors.

Trash

We expect each unit to dispose of their trash in the dumpster; however, if the dumpster is full, PLEASE DO NOT LEAVE TRASH BAGS ON THE GROUND. PLEASE follow the Leave No Trace Guidelines.

Drinking/Electronics

No, No and No! This is a Cub Scout event...NO Alcoholic Beverages, No Smoking and No Pets! To experience camping at its best and because we require your full participation during the event, we suggest you leave Electronic Devices "TOYS": at home.

Toilet Facilities

Remember, a scout is clean! Please talk to your scouts and their families about sanitation and the need to keep the latrines clean. WE are responsible for keeping the

Restroom Facility Clean throughout the event, so please DO YOUR BEST to keep the facilities clean and free of debris at all times. PLEASE DON'T WASH DISHES OR ANYTHING OTHER THAN YOURS HANDS IN THE EXTERIOR SINKS OF THE RESTROOM FACILITIES.

Camping

Tent only no Campers or RV's and No Generators. If power is needed due to a medical necessity, please advise the The League of Awesome Sidekicks at the time of registration.

Cracker-Barrel

Cub Masters, Please attend the cracker-barrel meetings on Friday and Saturday nights at 9:00pm. Pen and Paper are always a good idea, as we will be giving out important information for the following days' events. Remember to bring a snack to share. If a representative from your pack is not present, your pack will forfeit the receipt of special awards for the weekend.

We ask that all units:

- **Send no more than one representative**
- **Do Not Bring Cub Scouts**
- **Please arrive by 9:00 PM. We have a lot of important information to give, and we need to start on time.**

Cubbicon App

Schedule of Events

What to bring:

Shade

The Spirit Award (Past winner)

The Tug-of-War Trophy (Past winner)

Your completed Event Flag

Items necessary for your pack game/activity. ALL UNITS Must bring a game/activity

Cub-Mobile (if you the pack has one)

Pioneering Wood and Rope for Gateway Construction

Decorations for your campsite that reflect this year's theme

Snacks for Friday and Saturday Night Cracker Barrel

Prepared skit for Saturday Night's Campfire – please turn in a brief summary of what it is about or the script on Friday night at Cracker Barrel

Your own food to prepare meals for your pack

A Spartan Costume

YOUR SCOUT SPIRIT! AND PREPARE TO HAVE FUN

Rotation Schedule

In order to properly schedule a large number of Cubbies through as many events as possible, each Pack will be assigned to a unique rotation schedule. It is important that each Pack follow the schedule rather than just wandering around Cub-O-Ree. If for any reason we need to locate your unit for questions or an emergency, we will have an idea of where you are.

- **Rotation Schedule assigned by Pack at check in Friday Night.**
- **All participants will be assigned a unique wristband to be worn ALL weekend.**
- **Please stick to your rotation schedule and don't just show up at something you think you would like to see or do.**
- **Please do not skip any of the sessions as it could create disturbance in the schedule.**
- **Activities will run from 9am until Noon, and 2pm until 5:00 pm. There are a total of 12 rotations. Units should be able to complete 6 in the morning and 6 in the afternoon. Each session will last 25 minutes with 5 minutes to arrive at the next station.**
- **Shooting Range rotation will be a little longer depending on pack sizes. Expect some long lines.**

Saturday Night Campfire

All CUBBIES and their leaders will march to the Campfire area on Saturday evening. The Campfire will be located at the Amphitheater next to the aquatics pavilion. It is important for all units to stay and sit together to prevent Cub Scouts from becoming separated in the dark. Cub Scouts and adults should bring a flashlight/ headlight with them to the campfire. Further instructions will be given at Friday night's Cracker-barrel.

Skits are time honored tradition and favorite of Cub Scouts. Please sign up on Friday at Cracker Barrel for your time slot to perform a skit or two. At this time you will need to supply Hercules with a summery or script for your skit.

Due to time constraints, each pack will have three minutes per skit and no more than two skits per pack. Each Skit theme should be "Adventures in Scouting" and could cover activities like backpacking, canoeing, hiking, swimming, etc.; no "grey areas" will be allowed. Remember to bring your unit flag, a song, chants and your SPIRIT.

Some awards will be given during the Campfire.

Please refer to the Campfire Do's and Don'ts in the Appendix.

Scouts' Own & Closing Ceremony

A Scout is Reverent There will be a non-denominational worship service on Sunday morning at 8:30 AM. The service will take place at the Amphitheater and will be

conducted by Scouts from _____. All Cub Scouts and their leaders are EXPECTED to attend. Dress will be Class "A" uniform. Attendance is mandatory.

Immediately following the Scouts' Own, we will proceed with the Closing Ceremony and the presentation of awards for Spirit Award.

There will be no checkouts or departures prior to the conclusion of the closing ceremony.

Event Descriptions

Unit Sponsored Activity / Game

Themed activities are preferred! Show off your pack's creativity with an original or modified game or activity that correlates with this year's theme. Please bring all materials and man power necessary to run your unit's game /activity. Each unit will be awarded with a ribbon for participating. There will be 1st, 2nd and 3rd awards given for the "Cub's Favorite Game."

Spartan Car Races

Wave your checkered flags as the Scouts race down the track. If you have a Cub Mobile, PLEASE BRING IT!

Unit Built Gateway

Work together to build an amazing gateway. Working together as a team, scouts and adults, will be great preparation for the boys for future gateways. Scout participation must be obvious. Gateways will be judged and awarded 1st, 2nd, and 3rd place ribbons. Please see attached scoring information. There will be 2 gateway awards. One will be the traditional Scout skills approach judged by volunteers. The second will be a Scout judged award, which does not take into account knots, lashings, etc. but just how much the scouts like the way it looks.

Tug of War

The Seminole District Tug of War Trophy will be up for grabs...who wants to take home the title this year? If your unit will be participating, you will need to turn in your team(s) roster on

Friday night. **NO EXCEPTIONS!** We are looking forward to a **FUN** and **FAIR** Tug of War tournament! The competition will begin Saturday morning after Spirit Circle and will continue throughout the day. Tug of War finals will take place at the beginning of the Camp Fire Show.

Event Flag

We encourage each unit to create an event flag. The flags will be judged and 1st, 2nd and 3rd place winners will be awarded. See the details attached.

Campsite Competition

1st, 2nd and 3rd place winners will be awarded based on the scores from the Campsite Inspection Sheet. See the details attached.

Iron Chef

What will this year's ingredient be? Find out at Cracker Barrel on Friday Night! Be creative in cooking up an award winning meal for the judges to devour. 1st, 2nd and 3rd place awards will be given. See the details attached.

Campsite Competition

1st, 2nd and 3rd place winners will be awarded based on the scores from the Campsite Inspection Sheet. See the details attached.

Costume Fashion Show

Spirit Award

We have **SPIRIT** yes we do, we have **SPIRIT**, how about you! The Spirit award will be ready to soar off with the Pack who shows the most Cub Scout Spirit. The spirit award will be voted on by **YOU!** You must vote for a pack other than yours, your unit must be represented at Cracker Barrel, attendance at Scouts Own, and your unit must provide a game / activity for the Activity Midway.

What to look for when voting:

Pack Spirit throughout the entire weekend.

Good Sportsmanship

Displays theme through activities, campsite, meals, flag, chants, etc.

Attendance at all gatherings and events including Cracker Barrel and Scouts Own

Activity and Competition Participation

Enthusiasm

Super Spartan Vote

Each Unit will receive a sheet on Friday night at Registration or Saturday Morning for units coming for the day. This sheet will contain important information about the ballot in which the SCOUTS should have the opportunity to vote for their favorite Pack with the MOST SPIRIT as well as their FAVORITE CAMPSITE DECORATION.

Check Out Procedures

In order to ensure an orderly check out process, please observe the following guidelines:

- The same rules that were followed on Friday night for vehicles in the campsite will be in effect. Your cooperation will ensure that no one gets hurt during this period.**
- Check out forms will be distributed at the Saturday night Cracker-barrel.**
- Do not begin to take your campsite down until AFTER the Closing Ceremony is complete. No one will be allowed to check out until after the Closing Ceremony.**
- After your campsite is dismantled and all gear and trash has been removed, request a campsite inspection at the registration/headquarters area. Once your campsite is approved, bring the form to headquarters to receive your check out packet.**
- All trash must be placed in the dumpster. Please flatten all boxes, water jugs, or any other bulky materials. In other words, "Smash that Trash". PLEASE, no broken tents, gateway materials or skit props in the dumpster.**

- In the event that the dumpster is full, please be prepared to haul your garbage out of the campgrounds. No garbage will be left behind. **NO GARBAGE MAY BE PLACED ON THE OUTSIDE OF THE DUMPSTERS AND THE LIDS AND SIDE DOORS MUST BE PROPERLY CLOSED.**

Remember, "SMASH THAT TRASH"

APPENDIXES

Campfire Do's & Don'ts

DO invite your Cub Scout's families to attend. Ask them to stay with you during the parade to the campfire.

DON'T bring a chair. There should be plenty of room for all Cub Scouts and Scouters at the amphitheater.

DO bring blankets, ponchos, or tarps to sit on.

DO bring your pack flag.

DO have at least two (2) adults with your boys at all times.

DON'T spread out too much. Stay together

DO make sure that everyone has a flashlight or headlight for safety walking back to your campsite

DON'T leave for the campfire until a Jamboree team member instructs you to do so.

DO keep your group quiet during the show and encourage them to participate at the appropriate times.

DON'T leave the campfire until you're dismissed

HAVE FUN AND ENCOURAGE YOUR CUB SCOUTS TO SHOW THEIR SCOUT SPIRIT

Campsite Evaluation Criteria

PACK # _____

SCOUT SPIRIT

U.S. FLAG PROPERLY DISPLAYED

15PTS _____

PACK FLAG DISPLAYED

10PTS _____

DEN FLAGS DISPLAYED

5PTS _____

CAMPSITE

CAMPSITE CLEAN; NO PAPER OR TRASH

10PTS _____

KITCHEN AREA CLEAN AND NEAT

10PTS _____

- FOOD OFF GROUND: 12 INCH MIN. 10PTS _____
- GARBAGE CONTAINER CLOSED AND CLEAN 10PTS _____
- DISHWASHING AREA DESIGNATED AND CLEAN 10PTS _____
- CUB-O-REE THEME CLEARLY DISPLAYED THROUGHOUT AREA 15PTS _____
- CAMPSITE BOUNDARIES CLEARLY DEFINED WITH STAKES & ROPE 20PTS _____

SAFETY

- FIRE EXTINGUISHER ONE IN CENTRAL LOCATION 10PTS _____
- FIRE EXTINGUISHER ONE IN KITCHEN AREA 10PTS _____
- ALL FIRE EXTINGUISHER CERTIFICATION TAGS UP TO DATE 15PTS _____
- FIRST AID KIT VISIBLE AND READY TO USE 10PTS _____
- BOOK WITH MEDICAL RECORDS FORMS VISIBLE 20PTS _____
- AT LEAST ONE ADULT IN CAMPSITE AT ALL TIMES 10PTS _____
- ALL FUELS IN ONE CENTRAL LOCATION WITH A VISIBLE SIGN 10PTS _____

SCOUTCRAFT

- TENTS SET UP PROPERLY & UNIFORM, EITHER OPEN OR CLOSED 15PTS _____
- DUTY ROSTER POSTED ON BULLETIN BOARD 10PTS _____
- MENU DEPICTS CUBOREE THEME AND POSTED ON BULLETIN BOARD 15PTS _____
- GATEWAY BUILT STURDY 25PTS _____
- GATEWAY DEPICTS CUBOREE THEME 15PTS _____
- UNIT NUMBER DISPLAYED ON SITE OR GATEWAY 5PTS _____
- CHARTER ORGANIZATION DISPLAYED ON SITE OR GATEWAY 10PTS _____

DISTRICT AND COUNCIL DISPLAYED ON SITE OR GATEWAY

10PTS _____

TOTAL _____ PTS OF 300 POSSIBLE POINTS

Comments:

Gateway Evaluation Criteria

Pack # _____

Cub Scouts is a FAMILY program. CUBOREE is a FAMILY program. Building a Gateway is a FAMILY program.

"DO YOUR BEST"

Natural items

10pts _____

Rope ends whipped

10pts _____

Knots tight and neat

10pts _____

Lashings tight and neat	10pts_____
Creativity, Imagination	10pts_____
Cuboree Theme displayed	15pts_____
American and Pack flags displayed properly	10pts_____
Working gate	10pts_____
Pack sign (wooden) with Pack number, sponsor, District	15pts_____
Sturdiness of construction	10pts_____
Overall appearance	15pts_____

TOTAL _____POINTS OF 125 POSSIBLE POINTS

Comments:

NOTE/HINT: If the U.S. Flag is displayed as part of the gateway, it should be on the right hand side as you exit.

In the event of a tie in the campsite scoring, gateways will be scored as above the break the tie. Judges' decisions are final.

Pre-fabricated gateways may NOT be used for the event.

NO TREES AT CAMP ELMORE ARE TO BE CUT. NO HOLES ARE TO BE DUG.

Event Flag Evaluation Criteria

Pack # _____

All Packs participating in the Event Flag Competition may enter one flag.

The flag must display the current Cub-O-Ree theme: Super Hero of Cubicon.

The flag must be made prior to Cub-O-Ree. Scouts must be involved.

The Event flag may be made from any material. Sheet Paper flags will not qualify for an award.

The event flag may be any size and shape, but shouldn't exceed 20 inches in height or width.

The flag should be attached to a pole.

The Event flag should be carried and prominently displayed throughout Saturday. Flags must be left at the Spirit Circle on Saturday morning for judging and must be picked up at 12noon

Flag Competition Scoring

Cub-O-Ree Theme Clearly Evident on Flag 0 to 20 points _____

Unit, Charter Organization, District and Council Identified on Flag 5 points each _____

Flag properly displayed on pole 0 to 15 points _____

Constructed by youth (scouts) 0 to 15 points _____

Creative and Original Use of Materials 0 to 15 points _____

Carried throughout Saturday 0 to 15 points _____

Total _____ points of 100 possible points

Comments:

Iron Chef Competition Scoring

Who will cook a meal worthy of a Spartan?

What is the Secret Ingredient? Find out at the Friday Night Cracker Barrel!

The secret ingredient will be supplied for all participating teams.

Packs will have to supply all other ingredients and cooking supplies.

Each Pack may have one or more team. Each team should consist of up to 5 scouts and 1 adult.

Each team will need to come up with a theme related name. Do not include Pack number.

Teams will need to be registered at Cracker Barrel on Friday Night.

The adult will be responsible for any cooking that needs to be done as instructed by the team of scouts and will oversee all preparation done by the scouts. To make sure that the team has washed their hands, that they are wearing gloves and practicing safety in the kitchen. (Gloves can be supplied)

Team Name: _____

Entry Name: _____

	Possible Points	Points Awarded
Creativity	20	_____
Appearance	20	_____
Taste	20	_____
Bonus: Representation of Theme	20	_____

Total _____ points of 80 possible points

Comments:

Iron Chef Team Roster

Pack#: _____

Team Name _____

Name	Rank
Adult Name:	
1	
2	
3	
4	
5	

TURN THIS ROSTER IN AT CRACKER BARREL 10PM FRIDAY NIGHT!

Tug of War Roster

Pack#: _____

Name	Rank
1	
2	
3	
4	
5	
6	
7	
8	

Pack Roster

Pack # _____

Cubmaster _____

Scout Name	Leaders/Parents/Siblings
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23

Pack Roster

Pack # _____

Cubmaster _____

Scout Name	Leaders/Parents/Siblings
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47

