



Panther District Cuboree

Games of the Roundtable

January 14-16, 2022

Camp Elmore

Leader's Guide



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SCHEDULE OF EVENTS

Friday

Check in 4-8 pm

Build gateway and set up campsite

Movie Night with S'mores 8:00 pm

Cracker Barrel @ 10 pm (at least 1 representative per unit)

Saturday

Day check-in 7-8

Opening Flag Ceremony 8:30

Field Activities 9 am -12:00 noon

Lunch in Campsites 12-1

Tug of war at 1

Field Activities 2 pm – 4 pm

Dinner 5-7

Campfire 7-9

Cracker Barrel 10 pm (at least 1 representative per unit)

Sunday

Scouts Own 8:30

Closing awards 9-10

Check out (if camp is clean) starting at 10

REGISTRATION

All participating packs must register online before January 3 to get the early-bird rate.

Early Bird Youth--\$20.00 (USD) Open till Jan 2nd, 2022

Early Bird Adult--\$20.00 (USD)

Early Bird- Youth- Day Pass--\$10.00 (USD)

Early Bird- Adult- Day Pass--\$10.00 (USD)

Registration Youth--\$30.00 (USD) Jan 3rd till Jan 12th, 2022

Registration Adult--\$30.00 (USD)

Registration Youth--Day Pass--\$15.00 (USD)

Registration Adult--Day Pass--\$15.00 (USD)

Anyone registering on the day of the event must pay by cash or check. Online registration in advance is strongly encouraged.

NO-Walk In Campers, Walk In Day Pass is \$ 25

Check-In Procedures:

All units may begin checking in as early as 4:00 pm on Friday, January 14 and 7:00 am on Saturday, January 15.

Friday January 14th: 4 p.m. – 8 p.m. Registration will be open. Vehicle access through the inner gate to the campsites will be available until 10 p.m.

Saturday January 15th: Day check-in is 7-9 am.

Saturday Night Campers:

You will be assigned an area to set up your pop-up for base camp. Time to add your Castle entrance and display your Coat of Arms (Get in the spirit). And during the day can move to your assigned camping area.

Saturday Day Campers:

You will be assigned an area to set up your pop-up for base camp. Time to add your Castle entrance and display your Coat of Arms (Get in the spirit)

A Pack must check in at the Registration Site and do the following before anyone can go to their Pack campsite or Day Base Camp:

Finalize registration counts and payments and get wrist bands for registered people.

1. Pick Up Check-in packet which will include an activity map and event schedule.
2. Receive your campsite assignment for the weekend for campers and area for day people.

A Cubmaster, Committee Chair or any registered adult leader may check in the pack by bringing the completed paperwork, including the Pack Roster, to the Main Registration area. The leader will be issued wristbands for participants and non-participants (parents, leaders, and siblings) that will need to be worn throughout this event.

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

Information/ Lost and Found will be located at the Cuboree Headquarters in the Main Pavilion.

Transportation/Parking:

Vehicles: All vehicles are to be parked in the main parking lot during the Cuboree. On Friday evening, only three (3) vehicles at a time will be permitted at each campsite. After 10:00 pm on Friday, no vehicles will be permitted in the inner camp until Sunday morning. Each vehicle entering on Friday evening should drive to their site, unload, and immediately return to the parking area so another family can unload. Each unit will be permitted to park one trailer at each campsite.

After 10pm Friday Night, NO vehicles will be permitted to drive through the inner camp gate until after cleaning up, Scouts Own, and the Awards Ceremony on Sunday!

Medical Forms:

Each person (Scouts, Leaders, Parents and Siblings) who is attending, whether camping or not, is considered a participant and MUST have a BSA personal Health and Medical Record Form. It is the Pack's responsibility to keep these forms together and available for inspection at the time of check-in.

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:

Enforce the buddy system for the whole weekend! Other Scouting units will be in Camp Elmore during the weekend. No youth should be outside their campsite alone. Parents must always supervise their child(ren).

Uniforms:

The Cuboree uniform will be Class B activity shirt. And a bathing suit since some activities will get scouts wet weather permitting. This applies to ALL scouts and their family members. The Scout Class A uniform should be worn by the scouts and their leaders on Sunday morning for Scouts Own Service.

Fires:

Each Kitchen must have a full fire extinguisher with a current inspection sticker. Ground Fires are permitted only in established fire rings. Any open fire must be attended by an adult and must be extinguished completely prior to leaving the campsite.

Lights Out:

Lights out is at 11:00 pm; there should be no activities conducted in the campsites after that time. Castle Entrances and Coat of Arms should be finished by 10 pm on Friday or completed in the morning. **Be courteous of your neighbors.**

Trash

We expect each unit to dispose of their own trash in the dumpster. However, if the dumpster is full, please **DO NOT** leave trash bags on the ground. Follow the Leave No Trace Guidelines.

Drinking/Electronics:

This is a Cub Scout event: **Alcoholic Beverages, smoking and pets are prohibited!**

To experience camping at its best and because we require your full participation during the event, we suggest you leave Electronic Devices 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 and will need to maintain the bathrooms consistent with the Covid-guidelines for Camp Elmore. So please always DO YOUR BEST to keep them clean and free of debris. DO NOT wash dishes or anything other than your hands in the sinks of the restroom facilities.

Camping:

This is a tent-only event, no Campers, RVs, or Generators permitted. If power is needed due to a medical necessity, notify District Executive JP Grillo (jon.grillo@scouting.org or jp.grillo@scouting.org) when you register. Please remind the check-in crew at the time of registration.

Cracker-Barrel:

Each Cubmaster and/or another adults leader must attend the cracker-barrel meetings on Friday and Saturday nights at 10 pm. (Day campers should try to have someone attend Friday's cracker-barrel.) Pen and Paper are always a good idea, as we will be giving out important information for the following day's events. If a representative from your pack is not present, your pack may miss out on important information and could forfeit some of the point awards for the weekend.

What To Bring to Camp?

All your regular overnight camping gear such as tents, sleeping bags, etc. plus:

- Your completed Coat of Armor or materials to make it
- Castle Entrance materials
- Decorations for your campsite that reflect this year's theme (Castle Entrance and Solid Coat of Arms)
- Prepared skit/song for Saturday Night's Campfire – please turn in a brief summary of what it is about or the script at Friday night's Cracker Barrel
- Your own food to prepare meals for your Pack
- A Knight of the Roundtable leader's Costume
- Flashlights
- Chairs
- Bathing suit: some activities involve water
- Day Campers: Pop up for shade and base area!

And of course:

YOUR SCOUT SPIRIT AND PREPARE TO HAVE FUN

SATURDAY NIGHT CAMPFIRE

Get ready to perform, cheer, laugh, and bring that Scout Spirit!!

All Cub Scouts and their leaders will head over 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 with them to the campfire. Further instructions will be given at Friday night's Cracker-Barrel. Skits/songs are a time-honored tradition and favorite of Cub Scouts. At this time, you should provide the Cuboree leaders with a summary or script for your skit/song. In any event, please submit your skit/song for approval by no later than lunchtime on Saturday. Due to time constraints, each pack will have three minutes per skit/song. Each skit/song theme should try to reflect this year's theme. Remember to bring your unit Coat of Arms and your SPIRIT!!

Jester contest

Each unit is asked to perform either a skit or song during the campfire for the Jester contest. Awards will be given out on Sunday.

Leader costume contest

Now is the time for you leaders to show your creativity. Come to the Campfire dressed in your best character costume. This must be handmade. **NO STORE-BOUGHT COSTUMES.** Accessories can be store bought, though.

SCOUTS' OWN & CLOSING CEREMONY

Remember a Scout is Reverent

An interfaith worship service will be conducted on Sunday morning at 8:30 am. Bring your chairs. The service will take place at the Flag Stand and 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 present all the weekend Trophies and Award.

CHECK OUT PROCEDURES

To ensure an orderly check out process, please observe the following guidelines:

Day Campers:

Take down your area before campfire

Day base camp must be clean of all debris and checked by staff before campfire.

Patrol Field/ Clean Assigned Bathrooms

Check out with Registration when leaving Camp.

Weekend /Saturday Campers

- Check out forms will be distributed at the Saturday night Cracker-Barrel.
- 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 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.** You are responsible to clean camp, hose bathrooms and remove your trash.
- If 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 MUST BE PROPERLY CLOSED.**

Remember, "SMASH THAT TRASH"

EVENT DESCRIPTION

Scout who have paid to participate will receive a special-colored wrist band. Non-participant youths and adults will have a different color wrist band. All events will have either an award, a ribbon, or a trophy. These will be given out Sunday right after the scout Own.

Unit activities for trophies

Castle Gateway

Scouts must work together to build an amazing Castle gateway made from recycle material. Some examples of recycle material are paper, cardboard, plastic, wood, metal, fabric. A minimum of 3 materials should be incorporated in each Gateway. You can put your gateway anyway you want **EXCEPT YOU CAN NOT USE NAILS OR SCREWS!** (Zip ties and duct tape are ok.) Gateways will be judged and Trophies for 1st, 2nd, and 3rd place. Imagination and artist appearance is key! Please see attached scoring information.

Coat of Arms

Each unit needs to create a Coat of Arms that is unique for your unit. It should include charter organization name, Pack number, and an animal. Your unit Coat of Arms should stay at your Castle for judging on Saturday morning so you should make a smaller travel version to be displayed as the pack travels to all the activities.

Spirit Award:

We have spirit, Yes, we do, We have Spirit, How about you!

The Spirit award will be ready to Gallop off with the Pack who shows the most Cub Scout Spirit throughout Cuboree.

What we are looking for:

- Pack Spirit throughout the entire weekend.
- Good Sportsmanship
- Displays theme through campsite, Coat of Arms, chants, etc.
- Attendance at all gatherings and events including Cracker-Barrel and Scouts Own
- Enthusiasm

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

ROTATION SCHEDULE

To properly schedule a large number of Cub Scouts through as many events as possible, each Pack will be assigned to a unique rotation schedule. It is important that each Pack follows the schedule rather than just wandering around Cuboree. Each event (activity) leader (Boy Scouts) will have a copy of the schedule. So, they will know who should be at their event. Ant 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 wristband that **MUST** 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. (It will be on your schedule)
- Please do not skip any of the sessions as it could create disturbance in the schedule. It will be a busy day!
- Flag Opening Saturday at 8:30 (ALL UNIT NEED TO BE AT THE FLAGPOLE sharp!) Activities will run 9am-Noon and 1pm-5pm. Lunch is from 12 pm-1 pm.
- Archery Range rotation will be a little longer depending on pack sizes. Expect some long lines.

Field Activities:

Tug of War (Theme related twist)

This was a traditional game played in medieval times by kids and mixed teams of both kids and adults. All you need to play this game is two teams and a length of stout rope. The winner is the team who either pulls the other team across the designated line or obstacle or if the other team gives up due to exhaustion.

To make this competitive, units will form teams of the same size. For example, each team may have 2 wolfs/tigers, 2 bears, 2 Webelos/AOLS, and 2 floaters, for a total of 8 on a team. Units may have more than 1 team. Each team needs to participate at each bracket level with the SAME scouts, no switching up as you get closer to be the final. This will be done as a bracket competition with single elimination right after lunch. Trophy for the last standing team

Hammer Throwing

Sportsmen in medieval times threw real hammers around their heads in an archaic version of the Olympic sport. We will be using rubber or foam hammers for the purpose of this game. Scouts will participate the same way as its medieval inspiration: players attempt to throw a hammer the farthest from a line (same rank). The distance will be from where the hammer first hits the ground. (The boy scouts or adults running the event will measure and keep records.) Each scout will have a practice throw then 2 more tries. Scores will be compared by ranks and the top throwers will be announced at Sunday Award Ceremony.

Walking on Stilts relay

In medieval times, children mimicked what they saw at festivals or what they observed in battle training. Games helped them practice accuracy, agility, balance, and strategy. Walking on stilts would have been something they observed acrobats and other performers doing at Medieval Fairs.

In our version, the scouts will travel on the stilts on a designated course and timed. Total time for the unit will be added up and divided by number of scouts to get an average time. Placements will be average time for the unit.



Archery

Will be held at the Archery range. Everyone will get a chance to shoot. To make it fair we will be taking the total points earned per unit and divide by number of shooters to get a unit average. The high Pack average will be the winner, to be announced at the Sunday Awards Ceremony.



Sling shot/ catapults

Often at Medieval Fairs there would be different types of competition to practice skills. Our Cuboree Scouts will have the opportunity to shoot a ball into a recycled wall to try and collapse the wall. Each brick will have different values. A total for the pack will be recorded and divided by number of shooters. This will be the average unit score for the competition.



Jousting Game.

Scouts ride a hobbyhorse and hold a lance and attempted to accurately spear a cardboard ring suspended from a thread. There will be 3 sizes to get points.



Peasant relay

This will be a relay race to fill a bucket while carrying smaller buckets on a board that rest on the scout shoulders.

Ring Toss

Another typical game at Medieval Fairs. Scouts will toss wooden rings onto a choice of 5 dowels to get points. The average for the pack will determine the winners.



Fire/ Javelin Toss

Tossing fire spires into villages or over walls was a special skill used by knights in medieval times. Youth would practice to get strength for distance and accuracy.

Scouts will stand on a line and toss a javelin onto a wall of circles. Points will be gained by what color you get.



APPENDIX

Saturday's 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!
- Be ready to perform for Jester contest song or skit!
- 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 Coat of Arms
- DO always have at least two (2) adults with your scouts.
- DON'T spread out too much. Stay together. Sit near the stage!
- Do make sure that everyone has a flashlight for safety walking back to your campsite.
- DON'T leave for the campfire until 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.

Campsite Evaluation Criteria Pack # _____

SCOUT SPIRIT

U.S. FLAG PROPERLY DISPLAYED	15 PTS _____
Coat of Armor DISPLAYED	10 PTS _____
DEN FLAG DISPLAYED	5 PTS _____
Had families camp	10 PTS _____

CAMPSITE/ DAY CAMPERS AREA

CAMPSITE CLEAN; NO PAPER OR TRASH	10 PTS _____
KITCHEN AREA CLEAN AND NEAT	10 PTS _____
FOOD OFF GROUND; 12 INCH MIN	10 PTS _____
GARBAGE CONTAINER CLOSED AND CLEAN	10 PTS _____
DISHWASHING AREA DESIGNATED AND CLEAN	10 PTS _____
CUBOREE THEME CLEARLY DISPLAYED THROUGHOUT AREA	15 PTS _____

SAFETY

FIRE EXTINGUISHER ONE IN CENTRAL LOCATION	5 PTS _____
FIRE EXTINGUISHER ONE IN KITCHEN AREA	10 PTS _____
ALL FIRE EXTINGUISHER CERTIFICATION TAGS UP TO DATE	5 PTS _____
FIRST AID KIT VISIBLE AND READY TO USE	20 PTS _____
AT LEAST 1 ADULT IN CAMPSITE/DAY AREA AT ALL TIMES	10 PTS _____
ALL FUELS IN ONE CENTRAL LOCATION WITH A VISIBLE SIGN	10 PTS _____

SCOUT CRAFT

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

235 POSSIBLE POINTS: TOTAL _____ PTS

Judges' decisions are final.

COMMENTS:

Castle Entrance Evaluation Criteria Pack # _____

PLEASE NOTE: This is a Castle entrance. This should be scout designed!

This is how Scouts can show of their creative skills. Adults may show support and guidance to scouts as they complete the gateway. Adults should not physically assist on the completion of the gateway. Castle Entrance maybe pre-made at unit meetings. No nails, screws; Yes, zip ties or duct tape. Work **MUST** be completed by Opening Flag Ceremony at 8:30

"DO YOUR BEST"

Recycled ITEMS (3 used) 10 PTS _____

Recycled ITEMS (4 used) 15 PTS _____

Recycled ITEMS (5 or more used) 20 PTS _____

No nails or screws used 10 PTS _____

CREATIVITY, IMAGINATION 25 PTS _____

CUBOREE THEME DISPLAYED 25 PTS _____

Coat of Arms Displayed 20 PTS _____

WORKING GATE 10 PTS _____

PACK Coat of Armor WITH PACK NUMBER, SPONSOR 15 PTS _____

STURDINESS OF CONSTRUCTION 10 PTS _____

OVERALL APPEARANCE 50 PTS _____

210 POSSIBLE POINTS: TOTAL _____ PTS

Judges' decisions are final.

COMMENTS:

NOTE: 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.

Coat of Arms Evaluation Criteria PACK # _____

ALL PACKS should have ONE COAT OF ARMS left at camp site or pop-up base camp. THIS DISPLAY SHOULD REPRESENT YOUR PACK THEME FOR YOUR TOWN OR CLAN. THE CURRENT CUBOREE THEME: Games of the Roundtable
THE COAT OF ARMS SHOULD BE MADE PRIOR TO CUBOREE: MADE BY SCOUTS
THE COAT OF ARMS MAY BE MADE FROM ANY MATERIAL: SHEET PAPER FLAGS WILL NOT QUALIFY.
THE EVENT COAT OF ARMS MAY BE ANY SIZE AND/OR SHAPE BUT SHOULD NOT EXCEED 36 INCHES IN HEIGHT OR WIDTH.
THE COAT OF ARMS SHOULD BE MOUNTED.
A SMALLER TRAVEL COAT OF ARMS SHOULD BE CARRIED AND PROMINENTLY DISPLAYED THROUGHOUT SATURDAY and brought to the Campfire.

Coat of Arms COMPETITION SCORING

CUBOREE THEME CLEARLY EVIDENT ON COAT OF ARMS	20 PTS _____
UNIT #, CHARTER ORGANIZATION DISPLAYED on Coat of Arms	5 PTS _____
COAT OF ARMS HAS AN ANIMAL ON IT	15 PTS _____
PROPERLY DISPLAYED	10 PTS _____
CONSTRUCTION BY YOUTH (SCOUTS)	25 PTS _____
CREATIVE AND ORIGINAL USE OF MATERIALS	15 PTS _____
TRAVEL COAT OF ARMS CARRIED	
THROUGHOUT SATURDAY	15 PTS _____
Made with Recycled Material	15 PTS _____

120 POSSIBLE POINTS: TOTAL _____ PTS

Judges' decisions are final.

COMMENTS:

Spirit Award Criteria Pack # _____

We have spirit, Yes, we do, We have Spirit, How about you!

The Spirit award will be ready to Gallop off with the Pack who shows the most Cub Scout Spirit throughout Cuboree. Cuboree was planned as a weekend camping event (So there is the Advantage for the BIG Award) Day Campers show us enough spirit and you might get the award! What we are looking for:

- Pack Spirit throughout the entire weekend.
- Good Sportsmanship
- Displays theme through campsite, Coat of Arms, chants, etc.
- Attendance at all gatherings and events including Cracker-Barrel and Scouts Own Activity and Competition Participation
- Enthusiasm

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

Pack Spirit throughout the entire weekend.	10 PTS _____
Pack Spirit Friday	5 PTS _____
Pack Spirit Saturday	25 PTS _____
Pack Spirit Sunday	5 PTS _____
Good Sportsmanship at each event	10 PTS _____
Cheer on other scouts	15 PTS _____
Arrive to activity on time as a group	25 PTS _____
Respect activity leader (maybe a Boy Scout)	15 PTS _____
Displays theme at Campsite or Day Base camp	20 PTS _____
Display Coat of Arms at Campsite or Day Base camp	15 PTS _____
Carry a Coat of Arms to each activity	20 PTS _____
Listening to hear chants, songs etc. while traveling to activities. All day long	25 PTS _____
Attendance at Friday Cracker-Barrel	15 PTS _____
Attendance at Saturday Opening	20 PTS _____
Attendance at Saturday Cracker- Barrel	15 PTS _____
Helped clean up Saturday	20 PTS _____
Attendance Sunday Scout Own	15 PTS _____
Participate in all Competition	30 PTS _____
Adult Enthusiasm	15 PTS _____

320 POSSIBLE POINTS: TOTAL _____ PTS

Judges' decisions are final.

COMMENTS:

Tug of war Roster Pack # _____

Team Name? _____

Lion/Wolf: _____

Lion/Wolf: _____

Bear: _____

Bear: _____

Webelos/AOL: _____

Webelos/AOL: _____

Extra Scout (Rank _____) _____

Extra Scout (Rank _____) _____

Adult: _____

Pack # _____ Roster

Fill in before coming to registration! Circle if they are a Day Camper/Friday and/or Saturday Camper. Adults circle Youth Protection (YPT2) yes (Y)/No (N); Circle if Baloo trained.

- 1. Scout _____ Rank _____ Day/Fri/Sat
- 2. Scout _____ Rank _____ Day/Fri/Sat
- 3. Scout _____ Rank _____ Day/Fri/Sat
- 4. Scout _____ Rank _____ Day/Fri/Sat
- 5. Scout _____ Rank _____ Day/Fri/Sat
- 6. Scout _____ Rank _____ Day/Fri/Sat
- 7. Scout _____ Rank _____ Day/Fri/Sat
- 8. Scout _____ Rank _____ Day/Fri/Sat
- 9. Scout _____ Rank _____ Day/Fri/Sat
- 10. Scout _____ Rank _____ Day/Fri/Sat
- 11. Scout _____ Rank _____ Day/Fri/Sat
- 12. Scout _____ Rank _____ Day/Fri/Sat
- 13. Scout _____ Rank _____ Day/Fri/Sat
- 14. Scout _____ Rank _____ Day/Fri/Sat
- 15. Scout _____ Rank _____ Day/Fri/Sat

- 1. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 2. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 3. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 4. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 5. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 6. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 7. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 8. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 9. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 10. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 11. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 12. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 13. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 14. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
- 15. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo