

Webelos Jamboree 2023

Monster Bash



South Florida Council

Webelos Jamboree

Monster Bash

Welcome from the Chief

Since its return in 2014, the Webelos Jamboree has been one of the highlights of the South Florida Council. This Jamboree will focus on exposing scouts to many of the skills and challenges they will be learning as they work towards the Arrow of Light and will continue to hone as scouts and future leaders.

This year's theme is "Monster Bash!!" Given the Jamboree takes place a week after Halloween, scout's are encourage to dress up in their costumes once again and keep the festivities going!

Our goal this year, is for scouts to have "fun with a purpose." We have intentionally removed the competitive aspect from many of our activities so that scouts may instead spend time practicing and developing their skills in a fun, cooperative manner and so scouts can feel free to spend additional time in areas they enjoy or feel they need more work on. It is also our goal to expose newer parents and leaders to ways in which they can teach many of these skills to their scouts in a fun manner.

That being said, everyone also enjoys a bit of friendly competition so the campsite inspection, gateway competition, and chariot races are still in play. So to those units that enjoy a bit of bragging rights, bring your A game.

Yours in Scouting,
Christian Irias, MD
2023 Webelos Jamboree Chief

Schedule of Events

Friday, November 3rd

- 05:00 PM Check In / Set up Campsites
- 10:00 PM Stop work on Gateway
- 10:00 PM Lights out
- 10:00 PM Leader Cracker Barrel at main Pavilion

Saturday, November 4th

- 06:00 AM Reveille
- 06:00 AM Resume work on Gateway
- 06:30 AM Breakfast in campsites
- 08:00 AM All work on Gateway stops
- 08:30 AM Opening Ceremony - Class B and/or costumes
- 09:00 AM Activity areas open
- Noon Lunch
- 01:00 PM Activities resume
- 04:00 PM Activities stop / Free Time
- 05:00 PM Dinner
- 07:00 PM Campfire - Main Amphitheater
- 10:00 PM Lights out
- 10:00 PM Leader Cracker Barrel

Sunday, November 5th

- 06:00 AM Reveille
- 06:30 AM Breakfast in campsites
- 09:00 AM Scouts Own

Arrival / Check-In

Unit trailers are permitted to park outside each campsite gate. Please be mindful as you will be sharing your campsite with other units that will need to park their trailers as well. Due to campsite logistics it is strongly recommended that you load your trailer with as much personal gear as possible to assist in fewer trips to your campsite.

Each campsite number will be noted as well as the pre-registered units that are assigned to that campsite. Webelos and their families may walk to your assigned campsite. Walk-In participants will follow the same procedure. However, walk-in campsites are not pre-assigned, and you will need to come to headquarters to have one assigned for you.

Please ensure that you park in designated parking areas only. There will be staff on hand to direct you to the appropriate location. No vehicles will be allowed to park in the campsite area. 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:

* Den Registration Form completely filled in. * Proof of payment

You will receive:

* Activity Map/Event Schedule

* Activity Field Participation Award Scorecards

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 use participant they must provide their names and proof of payment for the event to be able to enter. Please ensure that your unit arrives together to ensure a quicker registration process.

Leader Cracker-Barrel

The Adult Leader Cracker barrel is a gathering of the adult leaders in attendance at the Webelos Jamboree and is primarily intended to allow the Jamboree staff to provide essential information about the upcoming Jamboree program.

Cracker barrel is designed to be 90% information and fellowship and only 10% food. There will be a Cracker barrel held on both Friday and Saturday night at 10 PM at the Main Registration Area. Every unit must be represented.

At the Friday and Saturday night Cracker barrel, we ask that all units

- * Send at least one but no more than two representatives
- * Do Not Bring Cub Scouts
- * Please arrive by 10 PM. We have a lot of important information to give, and we need to start on time.

Friday night s Cracker barrel will concentrate on the schedule for Saturday, the event rotation, plan for the Parade to the Campfire on Saturday night, and the Campfire itself.

Saturday night s Cracker barrel will focus on Sunday s schedule for Scouts Own, and check out procedures. Adult recognition will be presented at this time. Please allow the Jamboree Staff to deal with individual unit issues at times OUTSIDE of Cracker Barrel. We will be available throughout the evening including before and after Cracker Barrel.

Rotation Schedule

In order to properly schedule a large number of WEBELOS Scouts through as many events as possible, each WEBELOS Den will be assigned to a unique rotation schedule. It is important that each den follow the schedule rather than just wandering around the Jamboree. If for any reason we need to locate your unit for questions or an emergency, we will have an idea of where you are. Please DO NOT just show up at events on Saturday.

Rotation Summary

- * Rotation Schedule assigned by den 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.
- * Attendance at the sessions will not be enough to complete the Webelos Adventures. They are a way of exposing the Cub Scouts to a variety of different activities.
- * Please do not skip any of the sessions. Scouting is about service to others. If you have already done a similar activity please help those other Cub Scouts that may not be as familiar as you.
- * Activities will run from 9 a.m. until Noon, and 2 p.m. until 5 p.m.

Please remember this is not an advancement-based event. We want to give the Webelos an exposure to Boy Scout type knowledge and activities as well as having fun! Those running activities will not be signing off in Handbooks. Advancements will be learned. However, the responsibility for ensuring the Cub Scout has mastered the knowledge will fall on the units themselves.

Jamboree General Rules

Policies and procedures of the Boy Scouts of America will be strictly observed, no exceptions. If in doubt, do not hesitate to ask for guidance or clarification at Headquarters. Decisions of the Jamboree Chiefs are final. We will abide by the Guide to Safe Scouting.

1. WEBELOS camping is intended to be a parent-child activity. In keeping with this spirit, we strongly recommend that a parent must accompany every WEBELOS Scout. The responsibility for a WEBELOS Scout without a parent attending may be given to another adult who is not the den leader. This responsibility must be stated clearly in writing and given to the pack leader in attendance. The Jamboree is for Webelos Cub Scouts and their leaders. Younger Scouts and siblings are not permitted to attend.
2. All Packs must register and have present at all times a minimum of two (2) adults. One Adult shall remain in each Pack campsite at all times. Units with any youth female Webelos, must have female BSA Registered Adult Leadership present at all times with their youth female Webelos.
3. Check in procedures are as follows:
 - * Upon arrival (after 4 PM) Friday, proceed to the parking areaSet up camp and send an adult to your designated Registration area with a completed Check in form and remit any additional registration fees.
 - * All units must check in before 10:00 PM.
4. Current valid BSA medical forms should accompany all WEBELOS and adult campers. Leaders must have a home telephone AND EMERGENCY CONTACT number for every camper.
5. WEBELOS Scouts will not carry or use knives or axes, even if they have earned their Whittling Chip.
6. If WEBELOS leave their Pack or campsite for any reason, they must use the buddy system and ask permission first.
7. No bicycles, roller skates, roller blades, skate boards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed.
8. NO ALCOHOLIC BEVERAGES or ILLEGAL SUBSTANCES of any nature will be allowed within the Jamboree. Evidence of which will result in immediate expulsion of the entire pack from the grounds with no monies returned. ABSOLUTELY no smoking or tobacco products are permitted.
9. NO OPEN FLAMES are permitted in tents. Liquid fuel (Coleman type) is discouraged for use in campsite cooking and lighting. Propane is preferred. These fuels may only be used by adults.
10. ALL FIRES (propane or charcoal preferred) shall be at least 18" off the ground and must be supervised by an adult. No fires or cooking may be done under or within 20 feet of Chickees.
11. Water is readily available at Camp Elmore. Make sure all campers, Cub Scouts and adults are well hydrated. Cub Scouts should carry a water bottle or reusable cup with them.
12. During Saturday s activities, leaders should carry adequate supplies of water for their Cub Scouts. You may consider a wagon or small hand truck with a water cooler, to follow the den from activity to activity. Cub Scouts should carry a water bottle or reusable cup with them.
13. No vehicles are to park in the campsite area. Campsites and walkways must be clear of vehicles at all times to allow access by emergency vehicles. Vehicles may unload/load at Campsite and must then immediately be returned to parking lots.
14. The Campsite Road gates will be locked from 10 PM Friday until 9 AM Sunday. KEEP IT SAFE.
15. The WEBELOS Jamboree is a tent camping experience. No campers, travel trailers, pop- ups, or similar type units are allowed in campsites.

16. No generators will be allowed, except those operated by the Jamboree committee for headquarters, first aid and matters of safety.
17. Campsite inspections will be conducted at each Pack campsite under the supervision of an inspection team, with the assistance of the adult in each campsite. Completely closed and zipped up tents do not have to be opened for the inspection team. The inspection team will not open any tent that is completely zipped or closed.
18. Parents and other WEBELOS Scouts, from participating packs, may visit campsites after 5:00 PM on Saturday. Parents are welcome and encouraged to attend the campfire on Saturday and Scouts Own on Sunday.
19. No Pack will leave on Sunday before receiving approval from headquarters.
20. Dumpsters will be provided. Please compress all garbage and boxes. IF DUMPSTERS ARE FULL you must take home your garbage. The lid must be able to close and doors shut. No garbage is allowed outside the dumpster.
21. In the event of any dispute that may arise due to scoring, campsite location, or any other issue of the Jamboree, the Jamboree Chiefs will be advised and will make an immediate judgment. The decision of the Jamboree Chiefs will be final.
22. No dish washing is allowed at the water trees or the camp bathrooms. Please transport the water back to your campsites for these purposes.
23. The COPE Course and surrounding area is OFF LIMITS unless COPE Leaders are present.

Campsite Competition

We encourage all Packs attending the Jamboree to participate in this event and show everyone that your Pack can set up a model campsite. The Jamboree staff will provide reviewers to evaluate each of the campsites as they are set up by the opening ceremony on Saturday morning. The reviewers will be evaluating the campsites based on the criteria included in the following pages.

The Jamboree Committee recommends that Packs use “low impact” camping methods. Fire extinguishers should be used with one placed at the camp kitchen /cooking area and second in an easily accessible area of the campsite. Two fire buckets per tent may be substituted. Please encourage your Cub Scouts to use the patrol method during this event so that they can understand the method used by Scouts.

Campsite Scorecard

PACK _____	Max Pts	Actual
1. Campsite		
a. American Flag properly displayed in campsite (on left when entering site)	10	
b. Unit flag properly displayed in campsite	10	
c. Pack number and charter organization displayed	10	
d. Perimeter fence with proper knots (clove hitches and square knots)	10	
2. Tents		
a. Tents in rows with front edges of tents in a straight line	10	
b. Tents arranged by size - smaller in front, larger in rear	10	
c. Tent doors and windows uniform (all open or all closed)	10	
d. Guy lines whipped/fused and highly visible in traffic areas	10	
e. Tenting areas free of trash	10	
f. No lanterns, candles, or stoves in or near tents	10	
g. Patrol flags displayed	10	
3. Health/Safety		
a. First Aid kit visible and clearly marked	10	
b. Fire extinguishers in each cooking area	10	
c. At least 1 additional fire extinguisher in central location	10	
d. Fuel yard marked and roped off (ax yard optional)	10	
4. Food and Cooking Area		
a. Food properly stored in containers off the ground	10	
b. Coolers clean, off the ground	10	
c. Trash bags off the ground	10	
d. Stoves and cooking equipment at least 18" off the ground	10	
e. Menu posted	5	
f. Duty roster posted	5	
g. Dish washing area designated and maintained clean	10	

PACK _____	Max Pts	Actual
Help from Adult (DEDUCTION)	-50	
TOTAL SCORE		_____

Campsite Scorecard Details

The following are the guidelines used by the campsite inspection teams. Despite the specificity, some objectivity is still involved. However, this should provide a pathway to a better understanding and more consistent expectations.

Campsite

- a. American Flag displayed on left when entering the campsite. This flag maybe part of the gateway.
- b. Unit flag displayed on right when entering the campsite. This flag maybe part of the gateway.
- c. Pack number and charter organization is displayed.
- d. Perimeter rope line should be 18"-36" high. Attachment to stakes should utilize clove hitch. If multiple rope segments are used (as opposed to one long strand), they should be of uniform thickness and joined using square knots. Ends must be whipped/fused.

Tents

- a. Tents in rows will front edges in a straight line
- b. Tents arranged by size - smaller in front, larger in the rear. Ground covers, if used, should not extend beyond edges of tent footprint.
- c. Tent doors and windows uniform (all open or all closed)
- d. Guy lines whipped/fused and marked with caution tape or reflective material in high traffic areas
- e. Tenting area free of trash
- f. No lanterns, candles, or stoves in or near tents
- g. Patrol flags displayed near patrol tents

Health/Safety

- a. First Aid kit visible and clearly marked in central location
- b. At least one fire extinguisher (2 lbs or larger) in each cooking location
- c. At least one additional fire extinguisher in central location (minimum of 2 extinguishers per campsite)
- d. Fuel yard marked and properly roped off. All fuel should be stored in yard except when in use

Food and Cooking Area

- a. Food properly stored in containers at least 2 inches off the ground
- b. Coolers clean and off the ground
- c. Trash bags properly hung off the ground at least 3 ft high
- d. Stoves and cooking equipment at least 18" off the ground
- e. Menu posted in cooking areas and protected from elements
- f. Duty roster posted and protected from elements
- g. Dish washing area designated and maintained clean

Chariot Race Competition

The Chariot Race will be held as part of the event rotation in the morning and afternoon. The Chariot Race event is a staple of the WEBELOS Jamboree. Each team will consist of a maximum of five (5) WEBELOS Scouts. Only one (1) entry per registered den will be allowed.

Each team will be given three (3) poles. Two (2) will be approximately eight (8) feet long and a third will be approximately five (5) feet long. Each team will also be given three (3) 10 lengths of quarter-inch rope.

The team of WEBELOS must tie the poles together with the ropes to form a triangle, TOW BAR or chariot... The ropes must be tied with knots and the poles cannot be held together with hands alone at any time during the race. A five-second penalty will be added to the team's score for each rope held by hand rather than a knot.

TWO CORNERS OF THE TRIANGLE FORMED BY THE POLES MUST BE TOUCHING THE GROUND DURING THE ENTIRE RACE.

Four WEBELOS will drag the chariot, with the fifth WEBELOS Scout standing on it. A course will be designated and clearly marked. At the end of the race, each team will untie the knots and disassemble the tow bar. Poles and ropes must be put back the same way they were found. The ropes will be folded in half once, then twice, and then tied in an overhand knot. The wood and rope must be replaced as it was found to stop the time clock.

The tow bar must be pulled along the ground and **MAY NOT** be carried. The Scout riding on the crossbar must be on **TOP** of the chariot and the Cub Scouts pulling must keep their hands within the painted marks. If the tow bar falls apart, the WEBELOS Scouts must stop and retie it. If the rider falls off, the team must stop, go back to the place where the rider fell off, get him back on and resume the race. This is a teamwork event. You are competing against the clock!

Gateway Competition

All packs are encouraged to have their Webelos build a gateway at their campsite. The Gateway Competition is intended to be fun, with gateways built by the Cub Scouts, adults may verbally coach but the pioneering should be done by the youth.

The Jamboree staff are encouraging at least one Scouts BSA troop per district to attend and assist the Webelos with understanding the Boy Scout methods and mentor Webelos with any gateway or campsite building assistance that may be needed. Boy Scouts are allowed to work with Webelos to help coach them. However, the Boy Scouts are not allowed to do any of the work on the Gateways or campsites. Work is to be completed by the Webelos.

The building period will end Friday at 10 PM. Building may commence at 6 AM on Saturday and end at 8 AM. All materials needed must be provided by your Pack. No harvesting of wood will be allowed in Camp Elmore. Additionally, unless previous arrangements are made all pioneering materials will need to be transported out of camp on Sunday morning.

The Judges will be on site during the building and will judge the gateways on Saturday, during the opening ceremony. The judges' decisions will be final. The main focus of this event is pioneering skills. Gateways will be scored on lashings, working gate, flag placement etc.

Please bring a great attitude as well as all the supplies you need.

Criteria

Max Pts

Actual

Criteria	Max Pts	Actual

Campfire Program

All WEBELOS Scouts 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. At approximately 7:15 PM, each unit should line up in their Class A uniform in front of their district gateway. DO NOT BRING ANY FLAGS. The Jamboree Team will coordinate the exact time and path that units will take from their campsites to the Campfire. 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 a time honored tradition and favorite of Cub Scouts. Due to time constraints, we must limit the number of campfire skits. Each Skit theme should be related to the Jamboree theme:

Monster Bash"

no "gray areas" will be allowed. All skits must be previewed and approved by the Jamboree staff during the skit auditions from 1 PM until 2 PM. Please refer to the Campfire do's and don'ts in the Appendix.

Activities

Aquatics

This year, we will re-open the lake for swimming activities. Please have scouts ready to swim at the lake at their scheduled time. Bring swim clothes and towels. Scouts may change at the nearby bathrooms.

ROPE TOSS (wide, in or out)

- Materials: 40-50-foot lengths of 1/4-inch to 3/8-inch rope, sticks or other item to mark distances
- Method: As Scouts arrive, they take turns coiling and throwing the rope.

Advancement Opportunities

Aquanaut Adventure

- Req 3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land and

BB Rifle Shooting

The traditional 5-round BB shooting competition will be replaced with a carnival style shooting gallery. Scouts will have the ability to fire as many rounds as they can (safely) at a variety of targets including cans, bells, clothespins, bottles, etc. for a set amount of time.

First Aid

A variety of stations will be made available for scouts to get hands on practice with emergency first aid skills. Training dummies will be available for scouts to practice abdominal thrusts, applying direct pressure/tourniquets, chest compressions, rescue breaths and using an Automated External Defibrillator (AED)

Four stations

1. Serious bleed / Tourniquet
2. Use of AED
3. Chest compressions
4. Heimlich maneuver

Advancement Opportunities

First Responder

- Req 2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning

COPE / Team Building

The low-COPE course and repelling wall will be included in the program for scouts to work on personal challenges as well as team building activities.

Diminishing Load

Scouts are aiming to travel across an open area as quickly as possible under the following rules:

To get to the other area, players must be carried.

The scout who carried a person across must be the next player carried.

You can use more than one scout to carry, but they must be the next one carried.

The last player is the only one who may walk across on their own without being carried.

Scouts have two goals.

Cross in the least amount of time.

Cross in the fewest number of trips

Traffic Jam

– Materials: A long thick log that can support multiple scouts

– Method: Two patrols face each other while standing on opposite ends of the log facing towards the middle. The challenge is for the patrols to switch sides, obeying the following rules:

1) Scouts may move around one person who is facing them; 2) Backward moves are illegal; 3) Any move around someone facing the same direction as the mover is illegal; 4) Only one Scout at a time may move.

Everybody Up

– Method: Have two Scouts of approximately the same size sit on the ground facing each other so that the bottoms of their feet are touching, their knees are bent, and they are tightly grasping each other's hands. Challenge the pair to pull themselves into an upright standing position without touching the ground with their hands. If the pair succeeds (most will), ask the two to include another participant and try standing up with three Scouts, then four, etc., until everyone in the group has been included in making an attempt.

– Variation: Try the same activity with Scouts sitting back to back with their arms linked.

Knot Tying

Scouts will have the opportunity to put their knot tying skills to use by building a basic shelter using a tarp and rope. They will utilize the square knot, taut-line hitch, and two half-hitches.

Advancement Opportunities

Scouting Adventure

- Req 5a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.

Fire Building

Scouts will learn and practice various ways to start a fire. In addition, they will practice utilizing a fire extinguisher using the P.A.S.S technique (Pull, Aim, Squeeze, Sweep).

Advancement Opportunities

Cast Iron Chef

- Req 3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

Webelos Warrior

“...To keep myself physically strong.” An inflatable obstacle course will be set up for scouts to run, climb, jump and pull their way through various challenges.