

SOUTH FLORIDA COUNCIL
PANTHER DISTRICT 2024
CUBOREE



January 12th – 14th, 2024

Early registration ends on December 20, 2023

Camp Elmore
3551 SW 142nd Ave, Davie, FL 33330

For more information please contact:

Pack 954

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REGISTRATION PROCEDURES

Advance Registration Procedures:

We kindly ask that all the Units that are participating in the 2024 Cuboree to register by January 7,2024 to guarantee a patch. We have many exciting activities planned for your scouts to enjoy. For Cuboree to be successful and have everything ready, we need an approximate head count of all the participants. Let's make this Cuboree the best one yet!

<i>Cost before December 20th</i>	<i>Cost for December 21st– January 7th</i>
\$20 per scout /youth for camping	\$30 per scout/youth camping
\$10 per adult camping	\$20 per adult camping
\$10 day pass per person	\$20 day pass per person

Check-In Procedures:

All units may begin arriving to check-in your unit and set up camp as early as 4pm on Friday, January 12th. Please bring your Pack Roster upon check-in to receive your assigned campsite.

ALL UNITS MUST check in at the Registration Site to do the following...

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 . This does not necessarily have to be the Cubmaster or Committee Chair. Any adult may bring the paperwork to headquarters. Send one (1) leader to register your unit at the Main Registration area.

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. Please ensure that your unit arrives together to have a quicker registration process.

Information/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 in front of your site then promptly move to the designated parking areas. 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 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:

Please always enforce the buddy system! Stay away from the water edge! No kids are allowed outside their campsite alone. Parents must always supervise their child(ren). All Cub Scouts must always be supervised.

Uniforms:

The Cuboree uniform will be 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 on Sunday morning for Scouts Own Service.

Fires:

Each 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 and must be extinguished completely prior to leaving the campsite. Please be prepared to pack out your own ashes if you choose to have a small fire.

Lights Out:

At 10pm there will be NO activities 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 own 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 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 always DO YOUR BEST to keep the them clean and free of debris. Please DO NOT 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 League of Awesome sidekicks at the time of registration.

Cracker-Barrel:

Cubmasters or Committee Chairs, please attend the cracker-barrel meetings on Friday and Saturday nights at 9pm. Pen and Paper are always a good idea, as we will be giving out important information for the following days events. If a representative from your pack is not present, your pack will forfeit the any 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 9pm. We have a lot of information to give and we need to start on time.

SCHEDULE OF EVENTS

TBA

WHAT TO BRING:

- The Spirit Award (Past Winner)
- Your completed Event Flag
- Items necessary for your pack/activity.
- Pioneering Wood and Rope for Gateway Construction
- Decorations for your campsite that reflect this year's theme
- 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 “Dirty Jobs” Costume
- Flashlights

YOUR SCOUT SPIRIT AND PREPARE TO HAVE FUN!!

ROTATION SCHEDULE

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 follows the schedule rather than just wandering around Cuboree. 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 at 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 9am-Noon and 2pm-5pm.

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 unites 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 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. Please submit your skit for approval by lunchtime on Saturday.

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 such as backpacking, canoeing, hiking, swimming, etc... NO 'grey areas' will be allowed. Remember to bring your unit flag, a song, your 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

Closing Ceremony and the presentation of the Spirit Award will be at 8:30AM. All Cub Scouts and their leaders are EXPECTED to attend. Dress code will be Class A uniform. Attendance is mandatory.

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

EVENT DESCRIPTION

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 a 1st, 2nd and 3rd place award given for the "Cub's Favorite Game".

Unit Built Gateway

Scouts must work together to build an amazing gateway. Gateways will be judged and awarded for 1st, 2nd, and 3rd place. Please see attached scoring information. There will be 2 gateway awards. First will be the traditional Scout skill approach judged by volunteers. Second award will be a Scout judged award, which does not consider the skills of knots, lashings, etc. but how much the scouts like the way it looks. See attached details on page 17.

Tug-Of-War

We are looking forward to a FUN and Fair Tug-of-War tournament!

Campsite Competition:

1st, 2nd and 3rd place winners will be awarded based on the scores from the Campsite Inspection sheet. See the details attached on page 16.

Event Flag:

We encourage each unit to create an event flag. The flags will be judged and the 1st, 2nd, and 3rd place winners will be awarded. See the details attached on page 18.

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 a Pack for the Spirit Award:

- 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

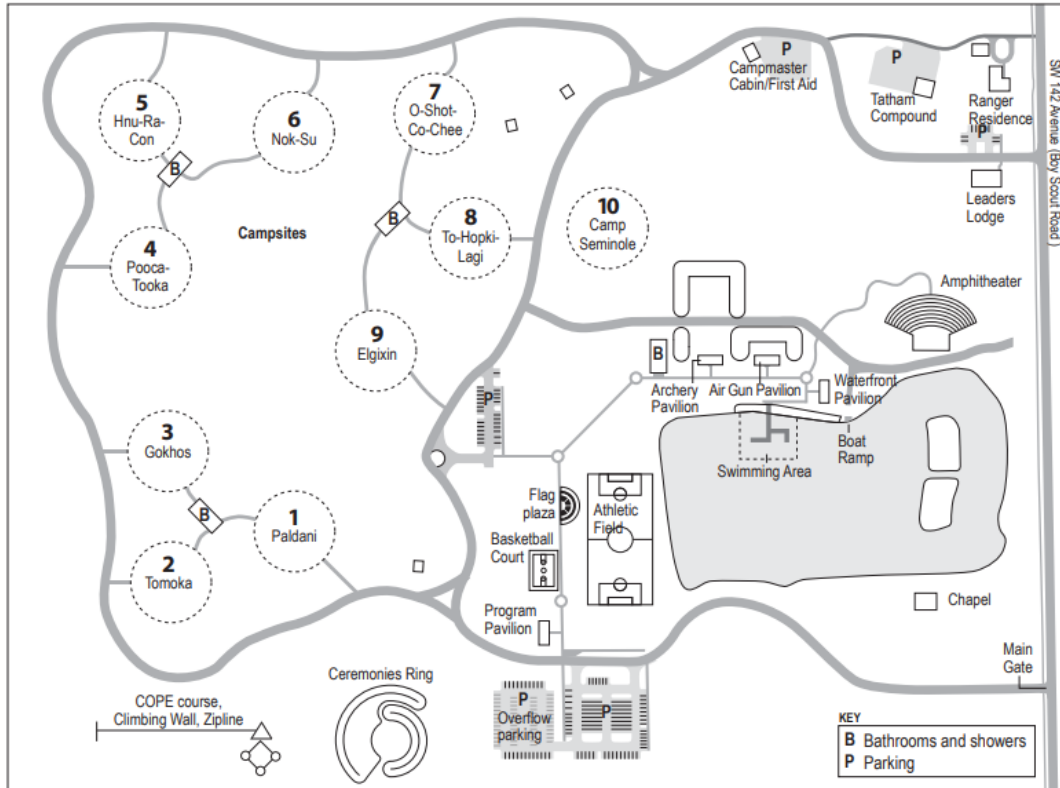
CHECK OUT PROCEDURES

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 completed. 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. You are responsible to clean camp, hose bathrooms and remove your trash.
- 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 SIDE DOORS MUST BE PREPERLY CLOSED.**

Remember, “SMASH THAT TRASH”

Camp Elmore



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 always have at least two (2) adults with your scouts.

DON'T spread out too much. Stay together

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

DON'T leave for the campfire until a 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 ENCOURGE YOUR CUB SCOUTS TO
SHOW THEIR SCOUT SPIRIT***

Campsite Evaluation Criteria

Pack # _____

SCOUT SPIRIT

U.S. FLAG PROPERLY DISPLAYED	15 PTS _____
PACK FLAG DISPLAYED	10 PTS _____
DEN FLAG DISPLAYED	5 PTS _____

CAMPSITE

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 _____
CAMPSITE BOUNDARIES CLEARLY DEFINED WITH STAKES & ROPE	20 PTS _____

SAFETY

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

SCOUT CRAFT

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

300 POSSIBLE POINTS: TOTAL _____ PTS

COMMENTS:

Gateway Evaluation Criteria

Pack # _____

PLEASE NOTE: Gateway should be done by scouts only!

This is how they show of their skills they have learned throughout the years on knots and lashings. Adults may show support and guidance to scouts as they complete the gateway. Adults should not physically assist on the completion of the gateway.

“DO YOUR BEST”

NATURAL ITEMS	10 PTS _____
ROPE ENDS WHIPPED	10 PTS _____
KNOTS TIGHT AND NEAT	10 PTS _____
LASHINGS TIGHT AND NEAT	10 PTS _____
CREATIVITY, IMAGINATION	10 PTS _____
CUBOREE THEME DISPLAYED	15 PTS _____
AMERICAN AND PACK FLAGS DISPLAYED PROPERLY	10 PTS _____
WORKING GATE	10 PTS _____
PACK SIGN (WOODEN) WITH PACK NUMBER, SPONSOR, DISTRICT	15 PTS _____
STURDINESS OF CONSTRUCTION	10 PTS _____
OVERALL APPEARANCE	15 PTS _____

125 POSSIBLE POINTS: TOTAL _____PTS

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. 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 CUBOREE THEME: Dirty Jobs

THE FLAG MUST BE MADE PRIOR TO CUBOREE: MADE BY SCOUTS ONLY

THE EVENT FLAG MAY BE MADE FROM ANY MATERIAL: SHEET PAPER FLAGS WILL NOT QUALIFY

THE EVENT FLAG MAY BE ANY SIZE AND/OR SHAPE BUT SHOULDN'T EXCEED 20 INCHES IN HEIGHT OR WIDTH

THE FLAG SHOULD BE ATTACHED TO A POLE /STICK

THE EVENT FLAG SHOULD BE CARRIED AND PROMINENTLY DISPLAYED THROUGHOUT SATURDAY.

FLAGS MUST BE LEFT AT THE MAIN PAVILION ON SATURDAY MORNING FOR JUDGING AND MUST BE PICKED UP AT 12PM (NOON)

FLAG COMPETITION SCORING

CUBOREE THEME CLEARLY EVIDENT ON FLAG	0-20 PTS _____
UNIT, CHARTER ORGANIZATION, DISTRICT & COUNCIL DISPLAYED	5 PTS _____
FLAG PROPERLY DISPLAYED ON POLE	0-5 PTS _____
CONSTRUCTION BY YOUTH (SCOUTS)	0-15 PTS _____
CREATIVE AND ORIGINAL USE OF MATERIALS	0-15 PTS _____
CARRIED THROUGHOUT SATURDAY	0-15 PTS _____

100 POSSIBLE POINTS: TOTAL _____ PTS

COMMENTS: