Seminole District

Creepy Crawly

Cub-O-Ree

March 15-17, 2013

Same Great Location
DOUBLE THE CAMPING SPACE

Bring Your Checkered Flags….
Cubmobile Races

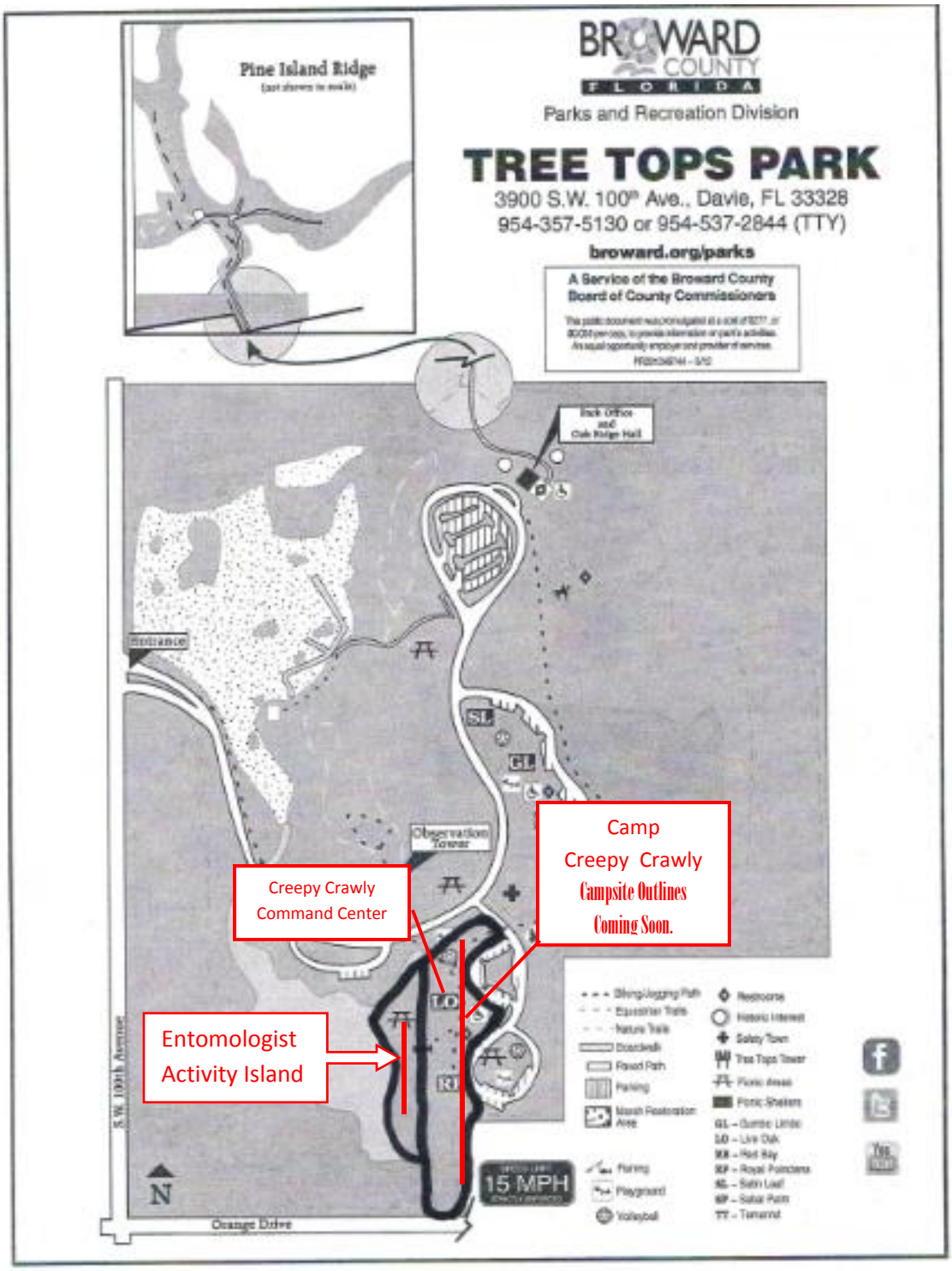
You Do Not Want
To Miss Our
Creepy Crawly Exhibit

Friday Night Flag
Retirement Ceremony

Gift Card Drawing for Packs that
register EARLY

$20 per person
includes a Cub-O-Ree 2013 Patch

Tree Tops Park, 3900 SW 100th Avenue, Davie, FL 33328


Pine Island Ridge
BROWARD COUNTY FLORIDA
Parks and Recreation Division
TREE TOPS PARK
3900 S.W. 100th Ave., Davie, FL 33328
954-357-5130 or 954-537-2844 (TTY)
broward.org/parks
A Service of the Broward County Board of County Commissioners
Park Office and Oak Ridge Hall
Observation Tower
SL
GL
LO
RI
Camp Creepy Crawly Campsite Outlines Coming Soon.
Creepy Crawly Command Center
Entomologist Activity Island
S.W. 100th Avenue
Orange Drive
N
15 MPH
Restrooms
Historic Interest
Safety Town
Tree Tops Tower
Picnic Areas
Picnic Shelters
Parking
Playground
Volleyball

Message from the Chiefs

To our Cub Scouts and their Families,

We would like to take this time to Welcome you to the 2013 Seminole District Cub-O-Ree and Thank You in advance for your help and cooperation. This will be a Creepy Crawly Adventure that you won't forget!

In the spirit of this year's theme, Creepy Crawlies, we hope that you and your unit have come up with the slimiest, oooiest, gooiest, buggiest ideas for your unit activities, gateways, menus, uniforms and flags.

We look forward to working with you to create another great Cub Scout experience for all the scouts in the Seminole District.

Yours in Scouting,

George Gilmore and Amanda Beltran
2013 Cub-O-Ree Chiefs

Creepy Crawlies

2013 Seminole District Cub-O-Ree

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Registration Procedures

We kindly ask that all of Units Participating in the 2013 Cub-O-Ree register by February 1, 2013. We have many exciting activities planned and will be ordering various materials and Cub-O-Ree memorabilia for you and your scouts to enjoy. However, in order to make the magic happen and have all of the needed materials in hand by the weekend of Cub-O-Ree, we will need an approximate head count of all participants. Your support and cooperation is graciously appreciated and will be very helpful to us in making this Cub-O-Ree the best yet!

There will be a drawing on February 1st at 4pm for a Publix Gift Card for all units who have pre-registered for Cub-o-Ree with a minimum of 10 participants.

Registration on location: All units may begin arriving to check-in your unit and set up camp as early as 3pm on Friday, March 15, 2013. 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. **NO CREDIT CARDS.**

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

The park gate will close at sun down Friday night, however there will be someone at the gate to let you in until 10pm. If you need to have the gate opened after 10pm, contact George Gilmore at (954) 465-5997

Lights out is 11:00pm. No activity is to be conducted in the campsites after this time. Gateways should be finished at this time or completed in the morning **before** Spirit Circle.

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. <u>It is the Pack's responsibility to keep these forms together and available for inspection at the time of check-in.</u>

Tour Plans: Not necessary for this event.

CUB-O-REE Rules

PLEASE *take the time to read through this booklet thoroughly and share all pertinent information, especially the rules, 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: An absolute MUST! Please enforce the buddy system at all times.
* Stay away from the water's edge.

Uniforms: The Cub-O-Ree uniform will be a class B activity shirt, (No Tank Tops) shorts or pants, close toed shoes (No Flip Flops) and a Cub Scout Hat if head covering is worn. This applies to ALL Scouts <u>and</u> their family members. The Scout Class A uniform MUST be worn by the scouts and their leaders for the Friday night Flag Retirement Ceremony as well as Sunday morning for Scouts Own.

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: 11:00pm There should be no activity going on in the campsites after 11:00pm.

Cracker-Barrel: Cub Masters, Please attend the cracker-barrel meetings on Friday and Saturday nights at 10:00pm. Pen and Paper are always a good idea, as we will be giving out important information for the following days' events. <u>Remember to being a snack to share</u>. If a representative from your pack is not present, your pack will forfeit the receipt of special awards for the weekend.
* Tug of War Rosters must be turned in on Friday night at Cracker-Barrel for participation in the Tug of War event... NO EXCEPTIONS.

Trash: There are limited trash facilities available. The park will dispose of trash once it is placed in the receptacles provided or on the road during daylight hours. Be courteous of your neighbors and follow the Leave No Trace Guidelines.

Toilet Facilities: There will be a few park facilities open for us and there will be port-a-lets for your convenience. <u>Remember, a scout is clean! Please talk to your scouts and their families sanitation and the need to keep the latrines clean</u>. Bring an extra roll of toilet paper…just in case.

No No and No! This is a Cub Scout event…NO Alcoholic Beverages, No Smoking and No Pets!

Tent Camping – No Campers or RV's and No Generators. If power is needed due to a medical necessity, please advise the staff at the time of registration.

Electronic Devices should be left at home.

What to bring:

Items that aren't normally needed for camping…

- Shade: As with most parks in Broward County there is minimal natural shade. Please be sure to bring enough canopies to keep your pack shaded from the sun and protected from the rain.
- The Spirit Award
- The Tug-of-War Trophy
- Your completed Event Flag
- Items necessary for your pack game / activity
- Cub-Mobile
- 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 SCOUT SPIRIT!**

Schedule of Events

Friday		
Time	**Event**	**Location**
3:00pm noon	Check-in Begins	Registration / Campsites
5:00pm - 7:30pm	Unit Dinner and Clean - Up	Campsites
5:00pm – 7:00pm	Hot Dog / Hamburger Sales	
7:30pm	Spirit Circle Gathering	Island
8:00pm – 9:00pm	Flag Retirement Ceremony	Island
10:00pm	Cracker Barrel	Registration Pavilion
11:00pm	LIGHTS OUT!	Campsites
Saturday		
Time	**Event**	**Location**
7:00am	Reveille	Campsites
7:00am – 9:00am	Breakfast and Clean Up	Campsites
9:15am	Spirit Circle	Island
9:30am – 10:00am	Opening Ceremony *(Leave event Flag around the campfire ring for judging – pick up as you leave the island for Lunch at noon)*	Island
10:00am – 12:30pm	Unit Sponsored Midway Games	Island
10:00am – 12:00pm	Tug-of War	Island
10:00am – 12:00pm	Campsite Inspections Gateway Judging Unit Flag Judging	Campsites / Island
12:00pm – 2:30pm	Lunch and Clean Up	Campsites
12:30pm – 2:00pm	Iron Chef	
2:30pm	Spirit Circle	Island
2:45pm – 4:45pm	Afternoon Activities	
2:45pm – 4:45pm	Cubmobile Races	
4:45pm – 6:45pm	Dinner and Clean Up	Campsites
7:15pm	Spirit Circle / Flag Parade	Island
7:30pm	Tug-of-war Championship	Island
7:45pm – 9:30pm	Campfire Show Awards: Campsite, Gateway, Iron Chef, and Event Flag	Island
10:00pm	Cracker Barrel	Registration
11:00pm	LIGHTS OUT!	Campsites

Schedule of Events

Sunday		
Time	**Event**	**Location**
7:30am	Reveille	Campsites
7:30am – 9:00am	Breakfast and Clean Up	Campsites
9:15am	Scouts Own	Island
9:30am	Spirit Circle	Island
9:45am	Awards: Unit Game, Skit, and Spirit Award	Island
10:00am	Closing Ceremony	Island
10:30am	Camp Clean Up	Campsites
12:00pm	Check Out	Registration / Campsites

Camp Clean Up and Check Out Procedures: Do not begin to drop camp until AFTER the closing ceremonies. Help will be needed in the activity areas. We ask that one adult from each unit assist with the common areas. Units may not leave until your site has been checked by a member of the check out team. At this time a packet will be given to your unit with Cub-O-Ree memorabilia and information.

Event Descriptions

Creepy Crawly Chronicles: Each Unit will receive a "Creepy Crawly Chronicles" booklet on Friday night at Cracker Barrel or at Registration Saturday Morning for units coming for the day. This booklet will contain important information about the weekend's activities, a list of activities in which you can participate and sign off on, and a ballot in which the SCOUTS should have the opportunity to vote for their favorite activities as well as the Pack with the MOST SPIRIT.

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."*

Cub Mobile 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.

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.

Iron Chef: What will this year's Creepy Crawly 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.

Scavenger Hunt: Scavenger Hunt Materials will be passed out at Cracker Barrel on Friday night. The Scavenger Hunt will be due no later than 5pm. Awards will be given at the Camp Fire Show.

Event Descriptions

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! To win the Spirit Award you must vote for a pack other than yours, your unit must be represented at Cracker Barrel, be in attendance at Scouts Own, your unit must provide a game / activity for the Activity Midway and your unit must turn in their "Creepy Crawly Chronicles."

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
- Pack considerations for surroundings, human and environment.

Camp Fire Show: 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 the Cub-O-Ree staff with a summery or script for your skit. Remember to bring your unit flag, a song, chants and your SPIRIT. Your Pack can either sit in the grass or in chairs (bring your chairs, if this is what you choose). There will be designated seating areas for those who choose to sit in the grass and those who choose to bring chairs so that everyone can see. Some awards will be given at this time.

2013
Seminole District
Creepy Crawly Cub-O-Ree

Campsite Competition

Unit # _____

Camp Cleanliness

Leave NO Trace: For each piece of trash deduct 2 points	-2pts _____
Food off the ground. 12 inch minimum (in closed containers)	10pts_____
Garbage container closed and clean	10pts_____
Dishwashing area designated and **clean**	5pts _____

Safety

Vehicles in or near campsite: deduct 25 points for each	-25pts _____
Fire Extinguisher: 1 in a central location, 1 at the cook site	25pts_____
Certification Tags must be up to date.	
First Aid kit visible and ready to use	10pts_____
An Adult in Camp Site	5pts_____
Poor Example set by Leaders: deduct 25	-25pts_____

Scout Craft

Tents Set up properly (flies, stakes, ground cloths, etc)	10pts_____
Tent Windows Open for visual inspection (gear stowed neatly)	10pts_____
Duty Roster and Menu Posted, Clearly Visible and protected from the elements	15pts_____
Menu depicts the Cub-O-Ree theme	5pts_____
Pioneering Gadgets (1 point per labeled)	10pts_____
American and Unit Flags Displayed Properly at the entrance of Campsite. American Flag should be displayed on the left when entering the campsite.	20pts_____
Gateway built Sturdy and Appropriate	15pts_____
Gateway depicts the theme	5pts_____
Unit number and Charter Organization Displayed on Site	10pts_____

Camp Area

Campsite Boundaries clearly defined with stakes and rope	15pts_____
Cub-O-Ree theme clearly displayed throughout the entire campsite	25pts_____

Total _____ points of 205 possible points

Inspected By: _____, _____
and _____
Comments on Back ----------→

Event Flag Competition

All units participating in the Event Flag Competition may only enter ONE flag.

The flag must display the current Cub-O-Ree theme: Creepy Crawlies.

The flag should be made prior to Cub-O-Ree. SCOUT INVOLVEMENT MUST BE APPARENT!

Theme flags may be made from any material with the exception of paper. Paper flags will not qualify for an award.

Theme flags may be any size and shape, but should not exceed neither 20 inches in height or 20 inches in width.

The flag should be attached to a pole.

The theme flag should be carried and prominently displayed throughout the entire weekend.

Flags must be left at the Spirit Circle on Saturday morning for judging and can be picked up at 12pm noon before exiting the island.

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 the weekend	0 to 15 points_____

Total _____ points of 100 possible points

Inspected By:_____, _____

And _____

Comments:_____

_____

Iron Chef Competition

Who will be the Top Chef?

What is the Secret Ingredient? Find out at the Friday Night Cracker Barrel! Lets see which unit can be the most creative without any long term preparation!

The secret ingredient will be supplied for all participating teams.

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

Each unit 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. The adult will oversee all preparation done by the scouts and make sure that the team has washed their hands , that they are wearing gloves and practicing safety in the kitchen. (Gloves will be supplied)

Iron Chef Competition Scoring

Team Name:_____ Entry Number:_____

	Possible Points	**Points Awarded**
Creativity	20	_____
Appearance	20	_____
Taste	20	_____
Bonus: _____	20	_____

Total _____ points of 80 possible points

Judged By: _____, _____

And _____

Comments: _____

_____

Iron Chef Team Roster

Unit #:_____

Cub Master:_____

Team Name:_____

	Name	Rank
1		**Adult Team Leader**
2		
3		
4		
5		
6		

This roster must be completed and turned in on Friday night at Cracker Barrel for Unit Participation.
NO EXCEPTIONS!

Tug of War Roster

Unit #:_____

Cub Master:_____

	Name	Rank
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

This roster must be completed and turned in on Friday night at Cracker Barrel for Unit Participation. NO EXCEPTIONS!

Please do your best to balance your team by scout rank. We do not want a team solely comprised of Tigers nor a team of comprised solely of Webelos.

Unit Roster

Unit #_____

Cub Master:_____

Scouts: _____ Adults / Siblings:_____ Total Participants:_____

Scouts			Leaders / Parents / Siblings		
#	Name	Rank	#	Name	Position , Parent or Sibling
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		
11			11		
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21			21		
22			22		
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24			24		
25			25		
26			26		
27			27		
28			28		
29			29		
30			30		

Please submit a copy upon arrival for registration and retain a copy at your campsite

Unit #:_____

Cub Master:_____

Scouts			Leaders / Parents / Siblings		
#	Name	Rank	#	Name	Position , Parent or Sibling
31			31		
32			32		
33			33		
34			34		
35			35		
36			36		
37			37		
38			38		
39			39		
40			40		
41			41		
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