

# 2020 Fireball District Tub-O-Ron



*Friday - Sunday*

*February 21-23, 2020*

*Camp Elmore*

*3551 SW 142 Avenue (Boy Scout Rd), Davie, FL 33330*



Boy Scouts of America



South Florida Council



Fireball District

*Date: December 2, 2019*

*To: All Scouts and Scouters of Fireball District*

*From: Stephany Acevedo, 2020 Fireball Cub-O-Ree Chief*

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*Dear Friends & Families*

*Ahoy t' all, I be excited t' be yer 2020 Fireball Cub-O-Ree Chief 'n lookin' fer all th' smiles in which yer scouts will brin' t' th' event. As an elder 'n previous Committee Chair I 'ave come t' learn that th' hard work from th' volunteers are all well rewarded by th' wee smiles o' our scouts. Me goal be t' promote 100% participation 'n be able t' entertain all scouts from every rank.*

*I hope that this years Cub-O-Ree brin's yer pack a lifetime o' memories, due t' as th' years go by, memories be all we be left wit'.*

*Stephany Acevedo  
Captain of the Cub-O-Ree*

## Scout Oath

*On my honor, I will do my best  
To do my duty to God and my country and to obey the Scout  
Law; To help other people at all times; To keep myself  
physically strong, mentally awake and morally straight.*

## Scout Law

*A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous,  
Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.*

## Cub Scout Motto

*Do Your Best!!!*

## Outdoor Code

*As an American, I will do my best  
to-be clean in my outdoor manners,  
be careful with fire,  
be considerate in the outdoors,  
and conservation minded.*

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## *Event Staff Directory*

*Cub-O-Ree Captain* / Stephany Acevedo...786.647.4512.....[fireballcuboree@gmail.com](mailto:fireballcuboree@gmail.com)

*Cub-O-Ree Sailing Master* / Andres Suarez..305.546.1531...[fireballcuboree@gmail.com](mailto:fireballcuboree@gmail.com)

*Cub-O-Ree Gunner* / Miguel Acevedo... 786.647.4516..... [fireballcuboree@gmail.com](mailto:fireballcuboree@gmail.com)

*District Activities Chair* / Tony Urbano .....786.301.0347 ...[juanaurbano@yahoo.com](mailto:juanaurbano@yahoo.com)

*District Executive* / Ayesha Carter.....305.588.5583 .....[aysha.carter@scouting.org](mailto:aysha.carter@scouting.org)

*Registration / Public Relations* Christina, Yanick, Evonne

*Scoring* Judge pool

*Awards* Cub-O-Ree Captain, Sailing Master and Gunner

*Aol Cross-Over Ceremony* Tom Fretch, Garry Taylor, Michael Pruszyński

*Scouts Own* Scott Davis

*First Aid* Chris Morando (Pack 247)

*Security* Cub-O-Ree Staff & service units

*Cub-O-Ree Event & Camp Coordinators* Tony Urbano and Enrique Rogers

*Check-Out* Stephany Acevedo

## *Event General Rules*

As with any program, changes can and often do occur. Accept this as inevitable. We've spent many long hours ensuring you will have a well-planned and enjoyable event, but sometimes things happen, which are beyond our control. We only ask that you please bear with us if we must make changes. As with any scouting activity, **this is a Rain or Shine event.**

### *Registration*

Please be mindful that **Early Payment** of your registration fees are the pivotal point that governs **FUNDING**, how successful an event can turn out to be and covers all camp fees, patches, and awards... Registration fees are as follows:

**By/before 1/18/2020, Discounted "Early Bird"**

youth/scout \$15.00 | adults/\$10.00

**After 1/18/2020 fees go up \$5.00**

youth/scout \$20.00 | adults/\$15.00

If only attending Webelo/AOL Cross-Over Ceremony; the \$7.00 By/Before the cut off date of February 7, 2019.

**All registrations will be closed by February 7, 2019, walk up registrations will NOT be allowed.**

### *Drop Off*

For Safety reasons **2 vehicles per PACK** will be given a PASS and allowed in to camping site to drop off their belongings. As soon as your PACK vehicles returns and gives the PASS to the front lift gate staff another may go in.

### *Parking*

For obvious Safety reasons there will be **NO** vehicles allowed to park in camping area. Parking will be available at the main assigned parking lots of Camp Elmore (paved & overflow). By lights-out on Friday evening **ALL VEHICLES** (this includes the unit's towing

vehicle used to pull the trailer) *MUST* be outside the camping area, parked in the designated zone.

## *Check-in*

Check-in procedures are as follows. Upon arrival (after 4 PM) Friday, proceed to the headquarters area. There will be event staff to assist in completing your unit's Registration. Check in your unit with a completed unit roster to receive your camp assignment. All units attending the event should be fully checked in at headquarters, by 9:00 pm Friday night.

*(NOTE: Skits HAVE to be emailed prior to the event to the email address: [fireballcuboree@gmail.com](mailto:fireballcuboree@gmail.com), points will be deducted)*

## *Uniforms*

Because this is a Scouting activity, all scouts are encouraged to be in pack T-shirts or event costumes. The unit appearance will be part of the spirit points at each event.

**MANDATORY, NO EXCEPTIONS:** All units *MUST* be in "Class A" Uniforms for:

- \* Saturday morning opening ceremonies
- \* Saturday evening- AOL Cross-Over Ceremony
- \* Sunday morning Scouts Own Interfaith Service.

*\*\*Note: As stated above, Saturday morning opening ceremony is in full "Class A" uniform... After, all scouts should wear their "Class B" uniforms during competitions.*

Remember we are representing both the Boy Scouts of America and your Unit in Fireball District at a District campout.

## *Cracker Barrel*

An adult leader must attend each Cracker Barrel (Friday 10:30PM and Saturday 10:30PM). This is your main source of information throughout the Cub-o-Ree. Any and all issues will be discussed at that evening's gathering. Spirit points will be allotted to those who bring a dessert or snack to share during cracker barrel, 2.5 points per day to equal up to a total of 5 points towards the pack. If issues are not brought to the attention of the committee on that night, the issue becomes null and void.

## *Scout's Own*

Sunday morning, everyone must attend Scouts Own at 8:45am in "Class A" uniform (**MANDATORY**); immediately followed by the "Awards" Ceremony.

## Check-Out

Check-out procedure details will be provided at Saturday's evening Cracker Barrel.

**IMPORTANT:**

- **No one can start dismantling until AFTER the Closing Ceremony. Anyone found breaking this STRICT EXPECTATION will earn their unit a 50 point-deduction penalty.**
- Please dispose of all trash accordingly... no broken tents, gateway materials, or skit props are allowed. No garbage on the ground. Dumpsters **cannot** be filled beyond their capacity to close lids.
- Only after the unit has completed their assigned facilities cleaning tasks, campsite has been dismantled with gear and trash removed, a campsite inspection can be requested in-person at H.Q.

## Cub-O-Ree Event Rules

**All participants must adhere to the following rules. Please read them carefully and share them with your parents. We must make the Cub-o-Ree fun and safe.**

- (1) Policies and procedures of the Boy Scouts of America will be strictly observed
- (2) Current medical forms should accompany each Cub Scout and Adult Camper and you must have emergency contact numbers and medical information for each participant.
- (3) **Two (2) deep leadership at all times in campsite.**
- (4) **Knives:** Webelos scouts are **NOT** allowed to carry a pocket knife. Boys are **not allowed** to handle an axe or hatchet of any kind. All Sharp cutting tools must be stored in a sectioned-off area; Cutting edge must be properly covered.
- (5) Buddy systems in place at all times.
- (6) **Headquarters:** Only Adult Leaders are allowed at headquarters.
- (7) Respect each other's campsites - no one can cross through anyone's campsite. If anyone wants to visit another's site please **knock on their gateway** and ask permission to enter. Please tell this to your boys.
- (8) **Electronics are discouraged during the event--** Cell phones, I-pads, Gameboys, PSPs, radios, etc., except as needed for skit and parade.
- (9) **No flying objects--** Frisbee, football, baseball, etc. Objects may be taken away and returned when the pack is checked out on Sunday.
- (10) **No skateboard, inline skates or bicycles -** These will be taken away and returned when the pack is checked out on Sunday.
- (11) **No alcoholic beverages -** Evidence of any alcoholic beverage by any person will require immediate dismissal from the Cub-O-Ree of the entire Pack.
- (12) Remember you are in BSA property, **No smoking allowed** in the property.
- (13) **Campfires ONLY allowed inside fire pits. No open flames around tents.**



- (14) **Fire Buckets (Water)** - all must be placed in a central location in the campsite or at each tent. Two (2) per tent.
- (15) **Cooking Fires** - Adult Leaders, be sure grills are off the ground so the grass is not burned.
- (16) **Fuel area** - All fuel supplies not being used must be sectioned off away from any tent and roped off.
- (17) **Vehicles** - There will be a designated area for ALL vehicles. Vehicles must leave the campsite immediately after unpacking. Remember safe haven- you will receive a map of where the parents may park.
- (18) **Awards Ceremony:** Immediately after Scout's Own - mandatory attendance in Class A uniform.
- (19) **Breaking camp does not begin until after the conclusion of the awards ceremony.**
- (20) **A Scout is clean:** Each Pack will have a designated area to clean before checking out. The Pack cannot leave camp without a check out approval by the checkout team inspector.  
*We leave the area cleaner than how we found it.*
- (21) **Spirit Award:** You will not know who is on the spirit team. This is the time to display your pack's manners, sportsmanship, songs and cheering. Let them be loud and proud!

## Camp Elmore Rules

- (1) All units must Check In and Check Out with Campmaster or Camp Ranger.
- (2) Overnight camping and day use of camp is only for properly registered camp users.
- (3) Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times, and must be out cold when campsite is not occupied.
- (4) Smoking, vaping and tobacco products are NOT permitted anywhere on the Camp property. Medical marijuana is not permitted on BSA properties.
- (5) No dogs or pets of any kind are allowed in Camp at any time. Please leave them home.
- (6) No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
- (7) No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
- (8) Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
- (9) No bicycles, roller skates, roller blades, skate boards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a preapproved organized and reserved Scout Activity ie: Merit Badge Course or Belt Loop Activity)
- (10) Swimming and boating is only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
- (11) Fishing is permitted only from the shore by registered campers under adult supervision, catch and release only.

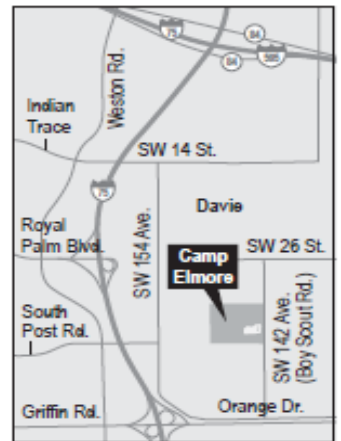
- (12) *All garbage must be bagged properly, and placed in the dumpster nightly or taken home. Please keep your campsite and the restrooms clean at all times. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.*
- (13) *No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.*
- (14) *Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.*
- (15) *Vehicles may unload/load at Campsite and must then immediately be returned to parking lots. The Campsite Road gates will be locked from 10 PM Friday until 8 AM Sunday. Vehicles may only drive on designated roadways and park in designated parking lots. No vehicles/trailers are allowed in Campsites. No vehicles may be driven on or through grass on Camp.*
- (16) *Camp speed limit is 15 miles per hour. Seatbelts are required of every vehicle occupant.*
- (17) *Do not open plumbing, irrigation or electrical control boxes or fixtures, or attempt to make any changes, repairs or adjustments to them. Do not paint structures or add or change any signs.*
- (18) *Unit/Group Leaders are responsible to read all rules to each participant and distribute copies to all adults in their group prior to arrival and insure their Units compliance with all Camp Rules. Disregard of rules may result in forfeiture of all deposits and Unit being asked to leave camp.*
- (19) *The COPE Course and surrounding area is OFF LIMITS to all campers and guests unless they are participating in a reserved COPE/Climbing Activity. Let's all help in making this a safe and enjoyable outing for everyone at camp.*

*The above listed guidelines are for everyone's benefit. All groups are expected to honor them. The troop leaders should read this to all campers and visitors.*

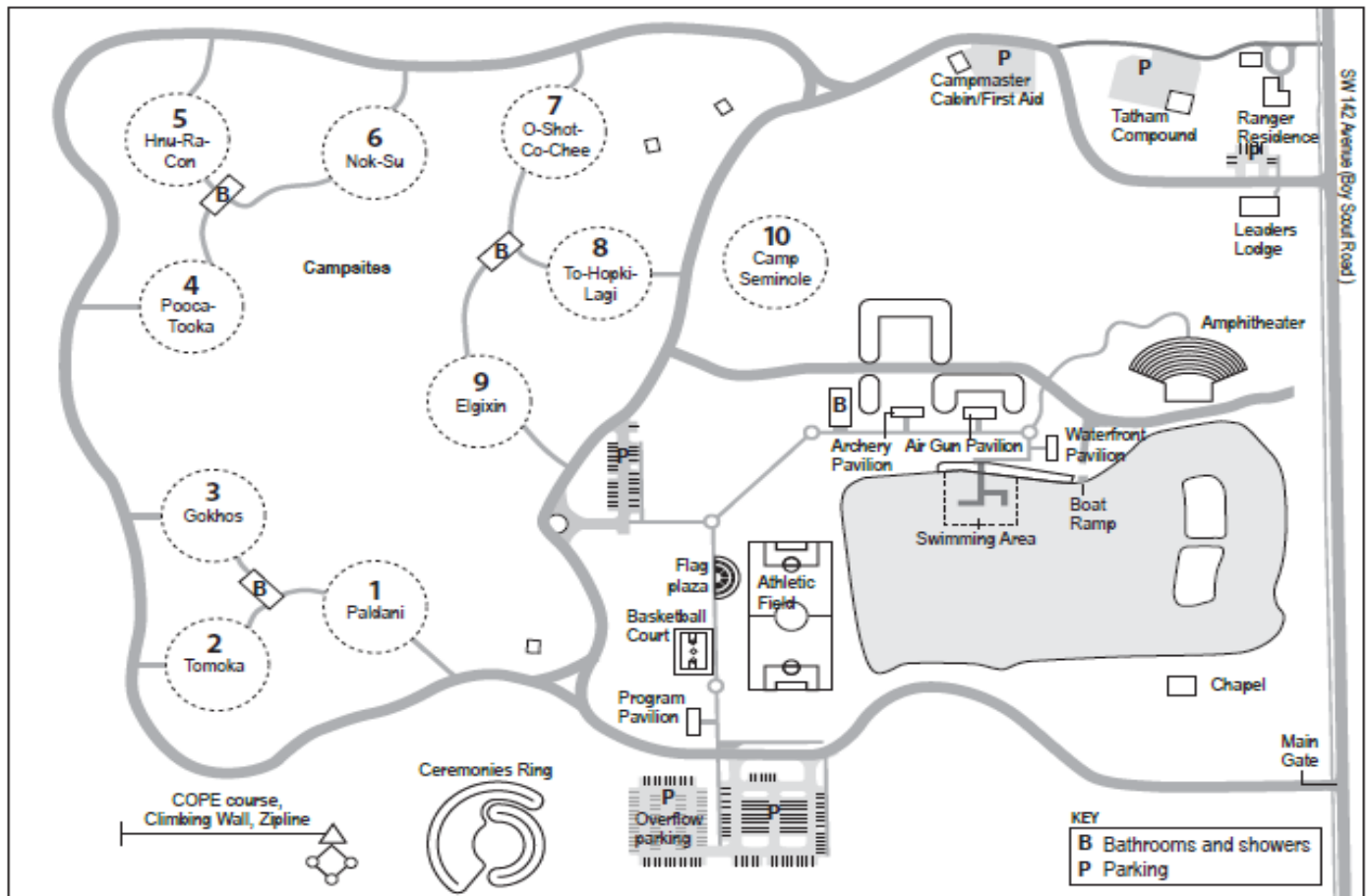
*The Campmaster, Camp Ranger and Camping Director have the complete authority and responsibility to enforce all of the above Camp Rules by all participants.*

*Camp Elmore 3551 SW 142 Avenue (Boy Scout Rd), Davie, FL. 33330*

**Camp Elmore**  
**Downrite Engineering Scout Reservation**  
 3551 SW 142 Avenue (Boy Scout Road)  
 Davie, Florida 33330



## Camp Elmore



## Schedule

### *Friday*

4:00 - 9:00 PM	Welcome Packs - Registration - Campsite Assignment - Flag Drop off- Weighing for Tug of War (only for Tug of War Team) <b>Only the designated packet pick up person needs to attend or those who need to drive in to drop off items to their campsite.</b>
10:30 PM	Cracker Barrel - Cub masters and Den Leaders *(Pick up event cards and rotations)
11:00 PM	Taps (lights out boys) <b>All work on Gateway stops.</b>

### *Saturday*

6:30 AM	Reveille (all rise and shine)
7:00 - 8:00 AM	Breakfast
8:30 - 9:00 AM	Opening Ceremony - Class A Uniform- Uniform inspections, <b>Adult Leaders and scouts at Flag Post.</b>
9:30 -12:30 PM	Morning Activities / Campsite Inspection / Gateway Inspection
12:30 - 1:30 PM	Lunch
1:45 - 4:45 PM	Skit Competition
1:45 - 4:45 PM	Afternoon Activities Continue
5:00 - 5:30 PM	Preparations for Skit Competition Finals
5:30 - 7:00 PM	Clean up and Dinner Time
8:30 -10:00 PM	Cross Over Ceremony ( <b>EVERYONE MUST ATTEND</b> )
10:30 PM	Taps (lights out boys)
10:30 PM	Cracker Barrel - Cub Masters and Den Leaders

### *Sunday*

7:00 AM	Reveille (all rise and shine)
7:30 - 8:30 AM	Breakfast
8:45 - 9:15 AM	Scout's Own - Class A Uniform - ( <b>EVERYONE MUST ATTEND</b> )
9:15 - 10:00 AM	Awards Ceremony
10:15 AM	Dismantle camp

## *Scoring*

*All scores are final after Scout's own. The Cub-O-Ree staff will remain fair in all situations. All disputed results should be addressed at the time of the event with the event coordinator/Judge. If the matter cannot be resolved, an adult leader should see a Cub-O-Ree staff member ASAP. The scorings for individual events are not calculated into the Overall award, only scoring for team and unit events.*

### *Cub-O-Ree Individual and Unit Awards*

<i>Individual / Team - Event Awards</i>	<i>Unit Event Awards</i>
<i>BB Guns (Individual)</i>	<i>Best All Around</i>
<i>Archery (Individual)</i>	<i>Campsite</i>
<i>Sling Shots (Individual)</i>	<i>Gateway</i>
<i>Rain Gutter Regatta (Team)</i>	<i>Skit Competition</i>
<i>Message in a Bottle (Pack)</i>	<i>Flag Competition</i>
<i>Obstacle Course (Team)</i>	<i>Pack Display Board</i>
<i>Tug-O-War (Team)</i>	
<i>Raise the Flag (Knots Relay) (Team)</i>	
<i>Canoe Race (Team)</i>	

### *Best all-around pack award*

<i>Item</i>	<i>Max.</i>
<i>(1) Participation in all Activities</i>	<i>200</i>
<i>(2) Campsite Inspection</i>	<i>200</i>
<i>(3) Gateway Inspection</i>	<i>200</i>
<i>(4) Uniform Inspection</i>	<i>100</i>
<i>(5) Skit</i>	<i>100</i>
<i>(6) Flag Competition</i>	<i>100</i>
<i>(7) Pack Display Board</i>	<i>100</i>
<i>Maximum Total</i>	<i>1,000</i>

## *Campsite Inspection*

*Campsite inspections will be conducted by the Inspection Team with the assistance of the adult in the campsite. Inspections will begin Saturday at 9:30 AM and will continue throughout the morning. There will be a second inspection during the day.*

*The Cub-O-Ree Staff will appoint a campsite inspection team. The average of the Judges' scores will determine the winner. **All open tents will be inspected.** See inspection sheet for criteria. One adult must remain in each campsite during inspection. Points will be deducted from campsite inspection if an adult is not present.*

*The campsite inspection is conducted for our Cub Scouts to develop a clear sense of individual as well as team responsibility by having them follow a given set of rules and maintaining a tidy, well organized campsite. This is a challenge for the whole unit and requires the efforts and cooperation of each Cub Scout.*

### *Campsite Inspection Score Sheet*

<b>Criteria</b>	<b>Max.</b>
<i>(1) Pack campsite general appearance</i>	<i>10</i>
<i>(2) Parent/ Den sections general appearance</i>	<i>10</i>
<i>(3) Duty Roster &amp; Menu Plan posted in Kitchen Area</i>	<i>10</i>
<i>(4) Tents and Flies properly erected and staked, in strait alignment and orderly by size from small in front to large in rear of campsite.</i>	<i>10</i>
<i>(5) Campsite Improvements (useful camp gadgets). 5 points each if done correctly. Max 3</i>	<i>20</i>
<i>(6) Theme Oriented</i>	<i>15</i>
<i>(7) Webelos/AOL scouts tent area clean and neat, roped off.</i>	<i>10</i>
<i>(8) Kitchen area clean and neat.</i>	<i>10</i>
<i>(9) Wash area neat and clean.</i>	<i>10</i>
<i>(10) Dining area neat and clean.</i>	<i>10</i>
<i>(11) FORMS: Youth Protection, Medical forms, Permission slips, readily available.</i>	<i>15</i>
<i>(12) 2 (two) water fire-buckets per tent, in central accessible area of the campsite, or in front of each tent.</i>	<i>10</i>
<i>(13) Pack Repair Kit, and First Aid Kit marked and available.</i>	<i>10</i>
<i>(14) 2 (two) sand fire-buckets in kitchen area (*optional: Class "B" or above *ABC* fire extinguisher rated for flammable liquids and gases). If Fire extinguishers are disposable then gauge must read charged, if</i>	<i>10</i>

rechargeable then they must have an up to date annual inspection tag.	
(15) Axe yard properly fenced/roped. All cutting tools edges must be covered, properly identified ( <b>Adults Only</b> ), First aid kit available inside the area. <b>The First aid kit does not count as the campsite first aid kit.</b>	10
(16) Fuel yard properly fenced/roped and <b>identified</b> , all fuel sources properly stored off ground in fuel yard.	10
(17) Food and water properly stored off ground, No coolers or bins on ground, drink coolers off the ground and accessible.	10
(18) Garbage container closed with a lid and minimum of 18 inches off the ground.	10
<i>Total (Maximum Points Possible 200)</i>	

### ***Gateway Inspection***

The pack campsite entrance shall be totally constructed at the park during the Cub-o-Ree. The Gateway wood may be precut, but **NOT pre-assembled**. No bolts, nails, or any type of hardware will be allowed. Gateway must be freestanding form only, not tied or hung to any tree or anchor. Adults are allowed to assist on the gateway as follows: **Adults may assist boys in holding and lifting ONLY!** With minimal adult guidance... **All knots, lashings, and rope whippings must be done by the boys!** **Reminder: Natural materials, no prefabricated gateway frames, must reflect the theme.**

Adults must supervise to ensure safety. Remember, keep it simple- make it fun! The Cub-o-Ree staff will appoint the gateway judges. The average of the judges' scores will be part of the over-all scoring. Scouts may start to work on their gateways upon arrival until Taps on Friday and Saturday 6:30am until 8:15am. See inspection sheet for criteria.

**NOTE:** This is an extremely comprehensive checklist for a model Gateway planned and erected by Cub Scouts that practice. This is a friendly competition. Gateways should be built with minimum Adult assistance, "**Scout built**" and located at the entrance of the unit campsite. It will be judged on the following criteria.

### ***Gateway score important notes:***

If you have multiple structures for your gateway, they all must be **attached in front to each other** by way of wood and rope in order for all structures to count as one full Gateway. The 2-foot opening for the adults (if needed/see #5 on the score-sheet below); cannot be in-between structures or the structure will not count as part of your Gateway.

**NOTE:** Gateway points will be used as a tie breaker if needed to determine Best All-around score.

## *Gateway Inspection Score Sheet*

<i>Criteria</i>	<i>Max.</i>
<i>(1) Unit number and Charter Organization identified on gateway. (WOOD)</i>	<i>5</i>
<i>(2) Council and District identified on gateway. (WOOD)</i>	<i>5</i>
<i>(3) U.S. Flag and Unit Flags displayed correctly on gateway, Height / orientation.</i>	<i>10</i>
<i>(4) Gateway made with "natural" materials.</i>	<i>10</i>
<i>(5) Gateway safe and sturdy. Entrance headroom must be at least as tall as your tallest scout. Leave a 2-foot opening to the side of the gateway for adult entrance if needed.</i>	<i>10</i>
<i>(6) Skill, Creativity, and Originality used in building.</i>	<i>10</i>
<i>(7) Working Gate</i>	<i>5</i>
<i>(8) Door Bell Device</i>	<i>5</i>
<i>(9) Proper knots and lashings.</i>	<i>10</i>
<i>(10) Proper rope size proportion.</i>	<i>10</i>
<i>(11) Rope ends: 2 inches maximum whipped or spliced.</i>	<i>10</i>
<i>(12) Theme and or embellishment on displayed on gateway</i>	<i>10</i>
<i>Total Gateway Points (Maximum Gateway Points Possible is 100)</i>	<i>100</i>



## *Skit Competition*

All Packs participating must be submitted via email prior to the Cub-O-Ree event to the Captain, including Pack #, number of participants and the names, props, music if any. Packs will perform Skits starting at 1:30PM sharp and continue until all units are done. The three best finalists will be announced when afternoon activities are finished, and performed during Camp fire ceremonies. **No adult participation within the skit. Skits should be well-rehearsed; lines should be memorized, and no cheat sheets or assistance will be allowed. POINTS WILL BE DEDUCTED.** Skits should be Theme or Scouting related, in good taste and not offensive.

## *Skit Scoring Criteria*

<i>Items</i>	<i>Max.</i>
<i>(1) Written Form Turned-In On Time (Emailed prior)</i>	<i>10</i>
<i>(2) Scouting or Theme related</i>	<i>20</i>
<i>(3) Production (well-rehearsed)</i>	<i>20</i>
<i>(4) Good Taste</i>	<i>10</i>
<i>(5) Costumes / Props</i>	<i>15</i>
<i>(6) Originality / Creativity</i>	<i>25</i>
<i>Total (Maximum Points Possible 100)</i>	

## *Flag Competition*

*Flag must be turned in Friday during registration. Flag's longest points (top to bottom & side to side) may not be more than 20 inches. Flag needs to be attached to 4-foot flagpole (made of natural wood). Creativity & Cub Scout made with minimal adult guidance.*

- (1) Must include 6 printed pictures (on paper is fine) showing the scouts working and finishing the flag. **Note:** All 6 pictures may be printed on one sheet of paper 8 ½ x 11.*
- (2) Photos must be in a zip-lock bag hanging of the flagpole... below the flag.*
- (3) If photos are not included, an automatic 15 points will be deducted or may be disqualified.*
- (4) Flag must reflect theme; unit number must be placed on back of flag.*
- (5) **DO NOT** include unit number on front of flag.*

### *Flag Competition Score Sheet*

	<i>Max.</i>
<i>(1) Flag is Correct Size (20" x 20" *INCHES* Max.)</i>	<i>15</i>
<i>(2) Flagpole is Correct Size (4' *foot* tall)</i>	<i>10</i>
<i>(3) Creativity &amp; Cub Scout made</i>	<i>40</i>
<i>(4) Flag Must Reflect Theme</i>	<i>30</i>
<i>(5) Pack Number Placed Correctly (on the back)</i>	<i>5</i>
<i>(6) No photos automatic deduction (15 points)</i>	
<i>Total (Maximum Points Possible 100)</i>	

**NOTE:** *Please remember if photos are not included 15 points will be deducted or may be disqualified. The rule is there so we can see and know that the scouts made the flag.*

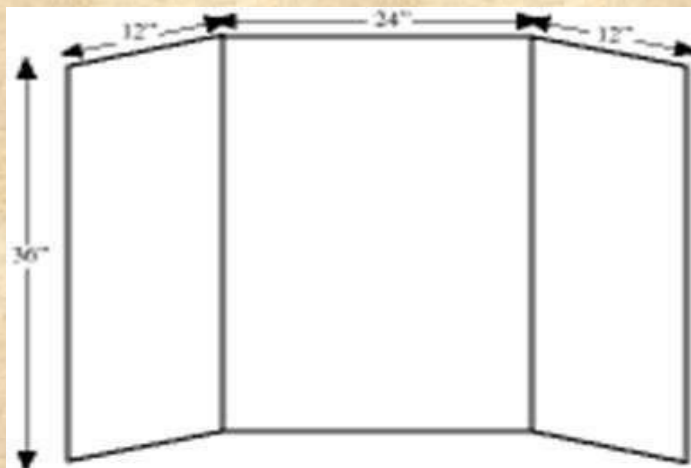
*Also, please remember that the Skit and Flag judging is all subjective to the eye of the beholding judge. There is no scientific formula to this judging. So let us all have fun, and let the boys have fun with their Skit performances and Flag construction.*

## *Pack Display Board*

The Pack Display Board is designed to incorporate all your Pack does throughout the year in pictures. These activities start after last year's Fireball Cub-o-Ree. Packs must include all items listed below to obtain the Max. Score of 100 points.

The Pack display board also known as Science board is limited to 36" tall by 48" wide.

- (1) All items included must represent your scouting year to count.
- (2) Somewhere there should be references to the Cub-O-Ree theme.
- (3) Pack display board must be present at **campsite during campsite inspection.**



## *Pack Display Board Score Sheet*

<i>Criteria</i>	<i>Max.</i>
<i>(1) Service project</i>	5
<i>(2) Pack Fundraising</i>	5
<i>(3) Camping - Competitive</i>	5
<i>(4) Camping - Family / Fun</i>	5
<i>(5) Pack night Scout Advancements</i>	5
<i>(6) Summer Time activities</i>	5
<i>(7) Blue and Gold Pack night</i>	5
<i>(8) Pack/Den activities</i>	5
<i>(9) Cub-O-Ree theme displayed on Board</i>	25
<i>(10) All sections labeled (Each Label is worth 2.5 points for a maximum of 20)</i>	20
<i>(11) Scout Made (Minimum parent involvement)</i>	15
<i>Total (Maximum Points Possible 100)</i>	

## *Rotating Fireball Spirit Stick Award*

*For this award, secret judges will be on observing and gauging the Unit's Spirit... The Maximum points score possible is 100. Points based on the Scout Law and Motto.*

*Points will be awarded ... ((OR LOST/DEDUCTED)) based on the Scout's and Packs' good sportsmanship, good fellowship, attendance and participation at the events.*

*Leaders and parents will be judged in this competition as well as the unit's appearance.*



*The Fireball Cub-O-Ree rotating Fireball's Spirit Stick will be awarded to the winning pack for them to keep for one year until the next Fireball Ball Cub-o-Ree. If the Winning Pack does not return to the following year competition, the rotating Fireball's Spirit Stick must be returned to the next Fireball Cub-O-Ree Chief or to Fireball's District Executive.*

## *Events/ participation in all activities*

**IMPORTANT:** These activities will count for the overall points. Units earn a maximum of 200 points for **participation** in **all** the activities. **No unit will earn any additional points for placing as well as scoring of the individual events are not calculated in the overall.**

### **EVENT JUDGING**

The events will be set up and coordinated by the Cub-O-Ree committee, not by individual units. As part of registration, each unit maybe asked to supply the names of one or more adults to act as judges. The events will each have a number identifying the event and indicating where dens should wait in line until called. Units may not be judged by anyone connected with their unit. The judging criteria is designed to be as objective as possible.

When a Den and/or Pack Unit presents itself to a judge at an activity, the Den leader will give their activity card to the judge. When the Den completes the activity, the judge will mark and sign the score sheet and document the results on an event score log which is signed by the Den leader as the official record. The event score log will be turned over to the Cub-O-Ree staff for scoring.

The judges will be doing their best to be fair and objective. If there's a problem or question with a score, the leader should discuss it with the judge immediately. This is best left between the leader and the judge as soon as it occurs, not later. No adjustments or changes will be made after final tabulations are completed.

**All judges scoring decisions are final.**

<i>Item</i>	<i>Max.</i>
(1) BB Guns (No Lions)	15
(2) Archery (No Lions)	15
(3) Sling Shots	15
(4) Canoe Race* (Webelo/AoL - ONLY)	15
(5) Message in a Bottle (Hidden Message)	20
(6) Obstacle Course	20
(7) Raise the Flag (Knots Relay)	20
(8) Tug-o-War	20
(9) Rain Gutter Regatta	20
(10) Pack Flag built	10
(11) Pack Display Board	10
(12) Skit Competition	10
(13) Uniform Inspection	10
<b>Maximum Total</b>	<b>200</b>

### ***BB Guns - Individual Event***

*This is a shooting skills event. After rules are read, the Range Master will call the group to the line. The scouts will commence firing on the Range Master signal. Each scout will receive 10 BBs... Best score wins.*

### ***Archery - Individual Event***

*This is a shooting skills event. After rules are read, the Range Master will call the group to the line. The scouts will commence firing on the Range Master signal. Each scout will receive 5 arrows... Best score wins.*

### ***Sling Shots - Individual Event***

*This is a shooting skills event. After rules are read, the Range Master will call the group to the line. The scouts will commence firing targets on the Range Master signal. Each scout will receive 5 ammo-shots... Best score wins.*

### ***Canoe Race - Team Event (Webelo/AOL ONLY)***

*This is a Webelo/AOL (ONLY) timed event. All Webelo and AOL scouts can race. 2 scouts per canoe.*

*Paddling time starts when the horn sounds. The team must go around obstacles without touching them and race back to the finish line. A two second deduction per obstacle contact will be applied at the end of the race. The best time wins*

### ***Message in a Bottle - Pack Event***

*As scouts walk through each event there will be a posting(sign) in which will have something unique to them. After each event, scouts will be able to unscramble the letters using each posting(sign) in order to unravel the hidden message. A designated leader are to post a picture to the Fireball Facebook page, showing that they have solved the hidden message. The message may be written on a sheet of paper.*

*Miss an island and you'll lose your chance on revealing a tip to the pirate's way of life.*

### ***Rain Gutter Regatta- Team Event***

*Pirates will show off their best ships and how to sail them*

*Each patrol will need to bring 2 rain gutter regatta racers, design you best pirate ship and race them against the clock and against other pirate ships.*

*The sailboat kit consists of a seven-inch (178 mm) long balsa wood hull, a 6-1/2 inch mast, plastic sail, plastic rudder, and metal keel. Within the basic design rules, Scouts are free to paint and decorate their sailboats as they choose.*

*The pirate ships are raced in a standard rain gutter that is ten feet long filled to the top with water. The boats are propelled by blowing on the sail, the pirates will take turns to complete the race. The ships cannot be touched with hands or any other objects while racing.*

*The first boat to reach the end of the gutter is the winner of the race and the best times will get awarded the fastest galleon of the Pirate Cub-o-ree*

### ***Knots Relay - Team Event***

*Webelo & AOL will compete showing their skills and knowledge of knots.*

*The patrol will race against the clock and other patrols to show how their skills making knots. Scouts will randomly pick a card with the knot to be made and then run towards the judge to make the knot. If you don't know the knot you can pass but the patrol will have to make a minimum of 4 knots to be able to raise the Pirate flag.*

*Learn the six cub scout knots and be ready for the challenge.*

### ***Tug-o-War - Team Event***

*This is a strength event. Each Pack will send 2 teams, 1 Cub Scout Team (Tiger thru Bear) and 1 Webelo/AOL Team. Each team will have a MAX Weight of 500 pounds at weight in during registration. Time starts at the Whistle from judge. List of participants for the Tug of War Team must be emailed prior to the event (fireballcuboree@gmail.com)*

*As soon as the second mark on each side of the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.*

*PER PACK: 1 Cub Scout team (Tiger thru Bear) / 1 Web/AOL Team*

### ***Obstacle Course - Unit Den Event***

*This is a 4-scout x Den-team timed event (ALL Pack Ranks must be represented), time starts when the horn sounds. The scout runs to obstacle and tags next scout to continue obstacle course. If a scout falls during run, he must start from place of error. Not continuing from place of fall is a 5 second penalty.*

*Time ends when the last scout on relay team crosses the finish line. Best Team Average time wins. Time is calculated by adding all scout times and dividing the total by the number of Scouts to get the Team Average.*

*Obstacles in race: Go through the tires / walk the plant / over and under / sink the ship*

*Each Pack is allowed: 2 Tiger teams / 2 Wolf teams / 2 Bear teams / 2 Webelo teams / 2 AOL Teams (4 scouts per team)*

*Note: If you do not have 4 scouts then the 1<sup>st</sup> scouts in the relay team moves to the last position as soon as they end their first obstacle run.*

# 2018 Fireball Cub-O-Ree

*Event Code - 508*

Pack Unit: \_\_\_\_\_ District: \_\_\_\_\_

Unit CM: \_\_\_\_\_ Cellphone: \_\_\_\_\_

Unit CM: \_\_\_\_\_ Cellphone: \_\_\_\_\_

## Participant Roster

	Name	Adult	Tiger	Wolf	Bear	Webelo	AOL
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							

**Please make additional copies as needed and keep a copy for your records. VERY IMPORTANT: Please email a complete copy of this unit roster to [fireballcuboree@gmail.com](mailto:fireballcuboree@gmail.com) to help us prepare.**