

2025 Phoenix District Cub-O-Ree

Step Right Up..... to Scouting!



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

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.

Cub Scout Motto

Do Your Best!!!



Registration Dates & Costs:

Register with council by March 2, 2025

Prices on or before Feb. 19th, 2025

Youth Camping	\$25 per scout
Adult Camping	\$15 per scout

Prices after Feb. 19th 2025, through March 2nd, 2025

Youth Camping	\$30 per scout
Adult Camping	\$20 per scout

*Registration fees cover all camp fees, patches, activities, supplies and awards.

After March 2nd, 2025, funds are non-refundable, but can be transferred to another scout if the Staff Advisor is advised before the start of the event..

Check-in at Camp:

- Check-in will begin on Friday at 6:00 pm.
- **Please do not arrive prior to 5:00 pm**, as our staff will not be equipped or prepared to assist you until 6:00 pm. (We rely on a 99% volunteer staff and they need time to leave work, pick up their children, pack their gear and arrive at camp before they stow their gear and set up their work stations to be ready to fully assist and provide service to our campers.
- To help expedite check-in process, Packs are requested to send only one leader to the Main Pavilion to check in the unit.
- Check in your unit with a completed unit roster and any fees owed to receive your camp assignment.
- All units attending the event should be fully checked in at the main pavilion by 9:30 pm on Friday night.
- Once check-in has been completed successfully, the Pack will then be given a complete packet, including schedule of events, and confirmation of campsite.

Scout Safety – Vehicle Access Rule:

For the safety of all campers and in adherence to our Council policies as they relate to our liability insurance coverage, **vehicle entry to campsites will be strictly controlled.** Vehicles will ONLY be allowed in camp on Friday after your unit has completed the check-in process. We will allow 3 vehicle per Pack to enter the campsite gates and drop off gear:

- **Do not stay to set-up your campsite** since this will delay other vehicles from entering campsites and cause a back-up in the parking area.
- Drop your gear, then take your vehicle promptly back to the parking area and **return your camp-site vehicle pass to the gate staff immediately** so they can pass it along to the next vehicle waiting in line.
- For the safety of our campers, **no authorized vehicle will be allowed past the camp gate or in campsites from posted “gate closed” hours on Friday evening through Sunday morning.**
- We will have wheelbarrows available to help you carry your gear to your campsites **if you arrive during posted “gate closed” hours.** A Pack trailer will be allowed to be kept in the campsite. **No vehicle will be allowed to park in the sites.**

Parking:

Vehicles may be parked in the Main Parking lot and not within the Camp’s inner gate adjacent to the main pavilion. Camp Staff are not responsible for articles left in vehicles, so please do not keep valuables in your cars.

Uniforms:

Because this is a Scouting activity, we encourage the use of Official BSA Scout uniforms. All scouts are encouraged to be in scout uniform or pack T-shirts. During the events on Saturday, the scouts should wear their “class B” Uniforms (uniform shorts/pants, and pack t- shirt).

Bathing Suits/Swimsuits are allowed only during aquatics activities. The unit’s appearance will be part of the spirit points at each event. Remember we are representing both the Boy Scouts of America and your Unit in Phoenix District at a District campout. **All units are expected to be in Official Scout Uniform: “Class A”, for the Opening Ceremonies, Saturday Night Campfire/ Flag retirement and the Scouts Own Interfaith Service on Sunday.**

Rank Inspections are for the following: Webelos, Arrow of Light, and Cub Master or designated Registered Den Leaders. Inspections will be held at Headquarters upon check-In/arrival/registration. *Lions will be permitted to attend uniform inspection in blue Class A or Lion T-shirt from scout shop.

Cracker Barrel:

An adult leader from each pack must attend each Cracker Barrel meeting both on Friday and Saturday night in the Main Pavilion at 10:00 pm. This is your main source of information throughout the Cub-O-Ree. Any and all issues will be discussed at that evening's gatherings.

First Aid:

First Aid Volunteer Staff will be on site during the event. Each Pack should have a basic first aid kit at their site for minor first aid needs.

Check-Out:

Packs are required to check-out with our Cub-O-Ree staff before leaving camp. Unit event patches will be included in your Pack's check-out packet, which must be signed for and picked up by a unit representative.

Crossover Ceremony:

This section of the weekend is mainly focused on all the graduating Arrow of Light. This traditional ceremony is to recognize and welcome the scout to the troop of his/her choice. If the scout chooses not to go into a troop unit, he/she will still participate in this special ceremony with their peers. We scouts and scouters come together as a tribe to celebrate the Webelos Graduating Dens.

Knots:

Knot-tying is an essential Scouting skill that comes up in numerous adventures and is either blasted through, ignored entirely, or practiced so infrequently that Scouts are moving up into Troops without a solid understanding of how or when they work.

Here is a quick overview of knots in the program.

- Overhand Knot
- Square Knot
- Bowline
- Two Half Hitches
- Taut-Line Hitch

CUB-O-REE / CAMP RULES

ALL PARTICIPANTS MUST ADHERE TO SFC CAMP ELMORE'S RULES AND THE ADDITIONAL FOLLOWING RULES. PLEASE READ THEM CAREFULLY AND SHARE THEM WITH YOUR PARENTS. THIS KNOWLEDGE IS FOR THE SAFETY OF OUR SCOUTS AND FAMILIES ATTENDING CUB-o-REE.

THIS SECTION MUST BE POSTED AT THE DINING AREA, PROTECTED FROM THE OUTDOOR CLIMATES

- (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) Knives: Webelos and Arrow of Light scouts **ARE NOT** allowed to carry a pocketknife, they are allowed to use it when needed but it must remain in campsite stored away, also they **MUST** have their whittling chip on them at all times. If a scout is seen misusing/mishandling a pocketknife, or without their whittling chip, the pocketknife will be taken away and can only be claimed by a parent or adult leader at checkout on Sunday. Scouts are **not allowed** to handle an axe or hatchet of any kind. All Sharp cutting tools must be stored in a sectioned-off area of your camp site; Cutting edges must be properly covered.
- (4) Buddy System should be in place at all times.
- (5) Main Pavilion will be used as our Event HQ. Only Adult Leaders are allowed at the HQ, unless scout activities are held within.
- (6) 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 scouts, siblings and guests.
- (7) Lights out at Camp Elmore is 11PM. Plan accordingly!! They can work after that, but quiet time is 11 PM- 7AM.
- (8) NO ELECTRONICS – Cell Phones, Tablets, or personal gaming etc., except as needed for skit parade. Objects will be taken away and returned when the pack is checked out on Sunday. **We are NOT responsible for lost or misplaced items.**
- (9) NO FLYING OBJECTS – **DRONES.** Objects will be taken away and returned when the pack is checked out on Sunday. Residential areas are nearby, and safety is a top priority. Please share these rules with YOUR parents and guests to avoid any miscommunication. All parents **MUST ADHERE TO ALL THE RULES.**
- (10) Awards Ceremony will immediately follow Scout's Own - mandatory attendance in Class A uniform. **Bring caps, clip cups, and water for hydration.** We will be out in the sunny Florida weather; shade is not provided in certain areas at Elmore. Dress and hydrate accordingly. Units are allowed to bring pop-up canopies to designated areas.
- (11) BREAKING CAMP DOES NOT BEGIN UNTIL AFTER THE CONCLUSION OF THE AWARDS CEREMONY.
- (12) A SCOUT IS CLEAN: The Pack cannot leave camp without a check out approved inspection by the checkout team. **WE LEAVE THE AREA CLEANER THAN HOW WE FOUND IT.** An area will be assigned to all units to help maintain OUR SCOUT CAMPGROUNDS.
- (13) 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! Own that scout spirit!!!!

SFC Camp Elmore Rules & Regulations

THIS SECTION MUST BE POSTED AT THE DINING AREA, PROTECTED FROM THE OUTDOOR CLIMATES

1. **REGISTRATION:** The tour permit (plans) for the "2024 Phoenix District Cub-o-Ree" has been filed for this event only. You must check in with the Cub-o-Ree staff on Friday evening or Saturday morning if you are not camping. All units must check out before leaving on Sunday.
2. **ADULT LEADERSHIP:** Units must follow the "two-deep leadership" BSA policy. Two registered leaders 21 years or older must be present at all times during outings. **UNIT LEADERS WILL BE RESPONSIBLE FOR THE BEHAVIOR OF THE UNIT.** There must be a Female Adult Leader over 21 years of age present for any unit serving female program participants.
3. **ALCOHOLIC BEVERAGES:** Alcoholic beverages are **ABSOLUTELY NOT ALLOWED** on the camp property. Violators will be asked to leave.
4. **VEHICLES:** Speed limit is 15 MPH around the camping area. Pick-up trucks are to be used for transporting equipment only. All passengers must ride in the cab. **NO RIDING IN THE BED OF TRUCK OR ON TRAILERS.**
5. **PARKING:** Vehicles **MUST** be left in designated parking areas only. Parking in campsites, site entrances, and along the roadside is a violation of fire safety regulations and is strictly prohibited.
6. **WOOD:** Use only dead wood for fires, no pallets or treated wood. The cutting of standing trees or shrubs is prohibited.
7. **FIRES:** Campfires may be built only in above ground containers 18 inches from the ground. Fire buckets or fire extinguishers must be easily accessible. **NOTE:** Local fire ordinances require that the Ranger or the Camporee Chief be notified **PRIOR** to the lighting of any ground fire. Cooking fires not in the fire ring must be at least 18 inches above the ground and approved by the Ranger or Camp Master and Camporee Chief prior to lighting.
8. **Fuel and Cooking area:**
 - (8.1.0) **COOKING FUEL WOOD, CHARCOAL, LIQUID AND/OR PROPANE GUIDELINES** (8.1.1) Wood, charcoal: Stored off the ground protected from water.
 - (8.1.2) **Liquid fuel not in use:** Metal screw top containers, lanterns stored in a separate roped off open safe area. Liquid fuel cannot be stored in the trailer unless properly vented. Liquid fueled stoves may be left in the kitchen area.
 - (8.1.3) **Propane, butane, or other fuels in pressurized containers not connected to a lantern or stove:** Small containers 2.5 lbs. or less - Stored upright in a box or crate in a separate roped off, open, safe area. Other containers (I.E. 20lb BBQ type container) - Stored upright in a separate roped off, open, safe area.

Stoves may be left connected in the kitchen area. All tank valves must be closed except when cooking. Lanterns connected to tanks of any size shall be left connected and stored in same area as containers not in use. All tank valves must be closed. Lanterns connected to the same container as the stove in the kitchen area may be left connected with tank valves off except when in use.
9. **FIREWORKS/ FIREARMS:** Fireworks and firearms are **NOT** allowed on the camp property at any time. Violators will be asked to leave.
10. **LATRINES:** **DO NOT** wash dishes, throw trash or grease in the hand wash sinks or toilets. This can harm the septic system.
11. **TRASH:** Keep campsites clean and free of debris. Trash must be removed and disposed of in the dumpster provided. Do not dump cooking grease in the campsite. Pour grease into a can; allow it to cool and dispose of it properly. If the dumpster is full, trash must be taken off the premises. Only household type of trash is allowed in the dumpster. No chairs, tents, projects, props, etc.
12. **PETS:** Health and safety regulations do not allow pets on camp. Parents coming to pick up

Scouts with pets in the vehicle must wait at the Main Parking lot, in their car, with their pet.

13. SWIMMING: Swimming is NOT allowed in the lake, during the Camporee.

14. DITCHING: The ditching of tents or the digging of holes for any reason is not permitted.

15. FISHING: All fishing must be done in accordance with the current regulations of the Fish and Game Commission. Please practice "catch and release". Fishing permitted from the shore only, not the dock.

16. BICYCLES: Bicycles, skateboards, roller skates/ blades, ATVs or motorized carts are not permitted.

17. WILDLIFE: DO NOT collect, feed, molest, injure or otherwise harm wildlife or their nesting areas. The camp is their home; we are the visitors.

18. BOUNDARIES: All campers and visitors must stay within the fenced boundaries of the camp property. Units wishing to leave camp must first notify the Ranger or Camp Master and Camporee Chief.

19. DAMAGE: Units will be responsible for any damage, which may occur during their use of the camp facilities and equipment; and may be required to pay for any required repairs for negligence/vandalism.

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 Ranger, Camp master, and Camp Staff, as official representatives of the South Florida Council BSA, have full authority and responsibility to enforce all of the rules.

2025 Cub-O-Ree Schedule

Friday

6:00 pm – 9:00 pm	Pack Check-in: Registration and Campsite Assignment Uniform Inspection Skit Registration
9:30 pm	Schedule Finalized based on total number of attendees
10:15 pm	Cracker Barrel – Cubmaster and Den Leaders
11:00 pm	Taps (lights out) ** All work on Gateway stops ***

Saturday

7:00 am	Reveille (All Campers rise and shine)
7:00 – 8:00	Breakfast at campsites and clean up
8:30 – 9:00	Opening Ceremonies – Class A Uniform
9:30 – 12:30	Morning Activities
12:30 – 2:00	Lunch at campsites and clean up
2:00 – 5:00	Afternoon Activities
5:00 – 6:00	Dinner at campsites and clean up
6:00 – 6:30	All AOLs participating in Crossover report to Amphitheater by 6:00pm
6:30 – 7:00	Preparations for Skit Competition Finals @ Amphitheater **all finalists must be ready to perform at 7:00pm
7:00 – 7:30	Skit Competition Finals
7:30 – 9:00	Crossover Ceremony (Only Crossover families)
10:30 – 11:00	Cracker Barrel – Cubmaster and Den Leaders
11:00	Taps (lights out)

Sunday

7:00 am	Reveille (All Campers rise and shine)
7:00 – 8:15	Breakfast at campsites and clean up
8:30 – 9:30	Scouts Own – Class A Uniform
9:30 – 10:30	Awards Ceremony – Class A Uniform
10:30	Dismantling of camp may begin *Follow check out procedure as discussed at Saturday night Cracker Barrel meeting*
12:00 pm	Check-Out begins **By 1:30 pm all campsites must be cleared**

Activities

There will be lots of activities during the day. Scouts are encouraged to attend as many activities as possible. There will be a Shooting Galary, Midway Games, Clown College, and more!.

Ticket Booth

In order to participate in the Midway Games, packs will visit the Ticket Booth and complete tasks based on common cub scout skills, such as knot tying and first aid knowledge.

Those tickets can be used to play the Midway Games. Need More Tickets? Go back to the ticket booth and get some more!

Other activities will reward packs with more Midway Game Tickets throughout camp.

Shooting Galary

Shooting Galary will consist of 4 stations, BB's, Archery, Sling Shots and Axe Throwing. This is a SAFE axe yard as it is only using Foam Axes and Velcrow targets.

The Shooting Galary will allow for a LUCK BASED scoring system, where points are awarded after the shooters take aim at blank papers placed over a Picture of a Bouquet of Balloons. Depending on the Color of the balloons that are "hit", the scout will receive a point value.

Those points will be decided by Spinning a Wheel of Fortune, so no matter how the scouts aim is, they all have an equal chance at scoring high marks!

This style of scoring will be for Archery and BB's only, while Slingshots and Axe Throwing will have no scoring but made to have fun!

Clown College

Clown College will be the Skit Competition. Scouts will perform their skit in front of the Master of Ceremonies, the Ringmaster and the Storyteller. They will receive pointers and hopefully allow for the scouts to perform a great show for the campers at the evenings campfire.

We will focus on projecting their voices, speaking clearly so everyone can hear them, understand their skit, and entertain the masses!

Midway Games

The Midway games will feature common Fair Games done in a Cubbie Carnival atmosphere for fun, and maybe some prizes and candy along the way. Bring your patience and Scout Spirit!

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 may be 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 are 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 ONLY 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 – Be Kind and respectful with the judges, remember they are volunteering their time

Scout Oath

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Scout Law

A Scout is:
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And
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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.

Cub Scout Motto

Do Your Best!!!

Scoring:

All scores are final. 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.

Please remember that events are run by volunteers and/or scouts therefore please treat with respect and be kind regardless of the issue with the score.

If the matter cannot be resolved, an adult leader should see a Cub-o-Ree staff member ASAP.

Cub-O-Ree Individual & Unit Awards

INDIVIDUAL AWARDS		PACK AWARDS
Archery (Individual)	Canoe Race (Weather Permitting)	Overall
BB Guns (Individual)	Knots (Individual -Webelos and AoL)	Gaga Ball
	Obstacle Course (Individual)	Skit
	Scavenger Hunt	Flag
		Campsite
		Gateway
		Team Spirit

OVERALL

****POINTS****

1. Campsite	200
2. Gateway	100
3. Skit	100
4. Shooting Galary Totals	150
5. Team Display Board	150
6. Flag	100
TOTAL HIT POINTS	800

CAMPSITE INSPECTION

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 CRITERA		MAX
1.	Pack site general appearance	10
2.	Parent/Den site general appearance	10
3.	Duty Roster & Menu Plan posted IN KITCHEN AREA	10
4.	Tents and Flies properly erected and staked, in straight alignment and orderly by size from small in front to large in rear of campsite. Guidelines marked for visibility.	10
5.	Campsite Improvements (useful camp gadgets). 5 points each if done correctly. Max 3	15
6.	Carnival Theme Oriented	15
7.	Webelos/AOL Scouts Tent area clean and neat, roped off	10
8.	Kitchen area clean and neat	10
9.	Wash area neat and clean	10
10.	Dining area neat and clean	10
11.	FORMS: Youth Protection, Medical Forms, Permission slips readily available.	10
12.	2-Water Fire bucket per tent, in central accessible area of the campsite, or in front of each tent.	10
13.	Pack Repair kit, and First Aid Kit marked and available.	10
14.	2-Sand Fire buckets in kitchen area OR (CLASS B fire extinguisher optional), If Fire extinguishers are disposable then gauge must read charged, if rechargeable then they must have an up-to-date annual inspection tag.	10
15.	Axe yard properly fenced/roped. All cutting tools edges must be covered.	5
16.	Axe yard properly identified (ADULTS ONLY)	5
17.	Axe yard First aid kit available inside area. This First aid kit DOES NOT count as the Campsite kit	5
18.	Fuel yard properly fenced/roped and identified; all fuel sources properly stored off ground in fuel yard.	10
19.	Food and water properly stored off ground, No coolers or bins on ground, Drink coolers off the ground and accessible.	10
20.	Garbage container closed with a lid and minimum of 18 inches off the ground.	10
21.	Front of Campsite roped off and rope market for visibility. DO NOT ATTACH to gateway or it will be counted during gateway inspection knots as well.	5
Total Maximum Points Possible		200

GATEWAY

Gateways will be built at each unit's campsite on Friday evening and judging will take place on Saturday morning by assigned adult judges.

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 scouts in holding, lifting, and moving into position ONLY!** *With adult guidance* All knots, lashings, and rope whippings must be done by the scouts! If adults are seen working on gateway, no points will be awarded.

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 11:00 pm on Friday.

If anyone is seen working past 11:00 pm Friday, points will be deducted. See inspection sheet for criteria.

REMEMBER: NATURAL MATERIALS - NO PREFABRICATED GATEWAYS FRAMES – MUST REFLECT THE CARNIVAL THEME

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 or at designated area if pack is not camping. 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 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 CRITERIA		MAX
1.	Unit number and Charter Organization identified on gateway. (WOOD)	5
2.	Council and District identified on gateway. (WOOD)	5
3.	U.S. Flag and Unit Flags displayed correctly, height / orientation.	10
4.	Gateway made with "natural" materials.	10
5.	Gateway safe and sturdy. Entrance headroom must be at least as tall as your tallest scout. 2-foot opening to the side of gateway for adult entrance if needed.	10
6.	Skill, Creativity, and Originality used in building.	5
7.	Working Gate	10
8.	Door Bell Device	5
9.	Proper knots and lashings.	10
10.	Proper rope size proportion.	10
11.	Rope ends: 2 inches maximum whipped or spliced.	10
12.	Themed gateway – No artificial Materials of any kind	10
Total Maximum Points Possible		100

Rotating Spirit Stick Award

For this award, SECRET judges will be on OBSERVING & 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.

*Unsportsmanlike conduct by adults will result in point deductions!

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

SKIT COMPETITION

All Packs participating **MUST SUBMIT SKIT IN WRITTEN FORM**, inform about music if any, AND MUST BE TURNED IN FRIDAY BETWEEN 5:00-9:00 PM. Packs will perform Skits starting at 2:00 PM sharp and continue until all units are done. The three best finalists will be announced when afternoon activities are finished.

*Skits should be Theme and scout related, in good taste and not offensive.

SKIT CRITERIA		Max
1.	Written Form Turned-In On Time	15
2.	Story - Theme related	15
3.	Production - Cubbies should not be reading the lines on stage unless part of the story	20
4.	Good Taste - A scout is Clean, courteous, cheerful	15
5.	Costumes / Props – A scout is Thrifty. We encourage to re-use at home items or old costumes	15
6.	Originality – Creativity	20
Total Maximum Points Possible		100

FLAG COMPETITION

Flag must be presented SATURDAY BETWEEN 9:30AM AND 12PM, at your Packs scheduled time slot.. Flag's longest points (top to bottom & side to side) may not be more than 20 inches. Cub Scout made, please! GET CREATIVE AND KEEP IT APPROPRIATE.

The point of the flag is to represent the Pack participating but does not need to include Charter, or unit number on the front.

1. Must include 6 printed pictures (ON PAPER IS FINE) showing the scouts working on the flag.
2. Photos must be in a zip-lock bag hanging of the flagpole... BELOW or behind the flag.
3. Flag MUST reflect theme; unit number must be placed on back of flag.
4. Do **NOT** include the unit number on the front of the flag.
5. Natural Materials – NO PLASTIC.

FLAG CRITERIA		Max
1.	Flag is Correct Size (20" x 20" *INCHES* Max.)	20
2.	Creativity & Cub Scout made	15
3.	Flag Must Reflect Carnival Theme	45
4.	Pack Number Placed Correctly (on back)	15
5.	No photos automatic deduction (15 points)	10
6.	Materials Used	20
Total Maximum Points Possible		100

TEAM BOARD
(Pack Display Board)

The display board is meant to incorporate all your Pack activities throughout the year in pictures. This year the Board will focus on the activities the cubbies enjoy with their pack, those things that inspire them to be scouts and show how they enjoy with their friends.

The Pack display board is limited to 36" tall by 48" wide.

1. All items included must represent your scouting activities.
2. The design should reflect the theme of the competition.
3. Pack display board should be turned in together with the Flag.

Criteria		Max
1.	Service project	10
2.	Creatively decorated/Neatness	10
3.	Camping – Competitive	10
4.	Camping – Family / Fun	20
5.	Pack night Scout Advancements	15
6.	Summertime activities	10
7.	Blue and Gold Pack night	10
8.	Pack/Den activities	10
9.	Cub-O-Ree Carnival theme displayed on Board	10
10.	All sections labeled	10
11.	Scout Made	10
12.	Bonus Points awarded at Judges discretion	25
Total Maximum Points Possible		150

Cub-o-Ree Waiver Form

We leaders of Pack _____ do understand this guide is to assist our cub scouts, siblings, parents, guests and volunteers at the 2024 Phoenix Cub-o-Ree.

“A Scout is Trustworthy, Helpful, Friendly, and Kind”.

Everyone is to ensure the safety of all, hydration, and of course... FUN, FUN, and more FUN to all scouts and guests of all of ages, at all times!!!

This event is intended for scouting fun, learning, bonding and creating friendships through scouting and its skills from volunteers, such as you.

Please have your unit registered adults' signatures and their registered trained position below.

Name: _____, signed and my position: _____

Name: _____, signed and my position: _____

Name: _____, signed and my position: _____

Name: _____, signed and my position: _____

2025 PHEONIX CUB-O-REE WEEKEND ROSTER

Pack:		District:	
Unit CM:		CellPhone	
Unit Leader:		CellPhone:	

Participant Roster:

	Name	Adult	Lion	Tiger	Wolf	Bear	Webelo	AoL
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
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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 gseymour581@gmail.com to help us prepare by March 4th.

ARROW OF LIGHT CROSSOVER

To participate in the Crossover Ceremony each Arrow of Light Scout is required to:

1. Be listed by the Cubmaster/Pack on this form.
2. Submit a completed and signed BSA Youth Applications. Check the “transfer” option on the application and list the Troop # transferring to.
3. Be in full Scout uniform at the ceremony.

Pack No.:		Cubmaster:	
Receiving Troop No.:		Receiving Scoutmaster:	

	Webelo / Arrow of Light Scout Name	Receiving Troop #
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