

**Cub Scout-Back to Basics-
Cub Scouting is Fun!!!**

Cape Fear

District

Spring Cub-O-Ree

April 18-20, 2008

Hammerstone

Boy Scout Museum

Camporee Registration Form 2008

The spring Cub-O-Ree registration fee is \$6 per Cub Scout and Cub Leaders. This fee includes awards, program supplies and patches. All Packs need to bring forms and fees to Cub Scout Cracker Barrel Friday night at 8:30pm in Pack 2's Cub Scout Hut.

PACK#: _____ Cubmaster: _____

	# Attending		Total
Cub Scouts		\$6 each	
Cub Leaders		\$6 each	
Family Plan		\$24	
Total People			

The Family Plan is for registered cub scouts and cub leaders over 4 registered in a family. Example- 3 cubs and their 2 parents are leaders it will only be \$24 not \$30. Parents & siblings are free.

Registered By: Name: _____

Address: _____

City / State / Zip: _____

Cell Phone: _____

Camp Fear District 2008 Cub-O-Ree Camporee

Cub Scout Camp Roster

(This form must be turned in at Check-In)

Pack: _____

Cubmaster: _____ Cell Phone #: _____

List Cub Scouts (youth) first and then Leaders (adults) attending: check the box for each.

	Name	Cub Scout	Leader
1.			
2.			
3.			
4.			
5.			
6.			
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9.			
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23.			
24.			
25.			

Camporee Dates: April 18-20, 2008

General Information & Camp Rules

1) Camporee Focus

- a) The Camporee theme is **Back to Basics & Cub Scouting is Fun!!!**

2) Registration

- a) All scouts and leaders should be currently registered with BSA.
- b) The Cubmaster, Assistant Cubmaster or an adult representative from each pack must come to Pack Cracker Barrel to register your Pack.
- c) Checks made to Oconeechee Council and Cash will be receipted when registering your Pack and scouts at Cracker Barrel!
- d) All fees and a cub roster must be turned in with registration.
- e) Be sure to notify us on the registration form of any special needs.

3) Conduct

- a) **The Boy Scout Oath & Cub Scout Oath is the Code of Conduct.**
- b) Leaders & parents are responsible for the conduct and safety of their Scouts at all times.
- c) It is the Leader's & parents responsibility to control the actions of the cub scouts during weekend activities for the boys.
- d) Adults are responsible for their own conduct and safety.

4) Religious Services

- a) A Scout is **Reverent**. It is encouraged that everyone attends the Sunday morning Service at the flag pole.

5) Cubmaster's Cracker Barrel

- a) An overview of the weekend's events will take place at this meeting.
- b) Registration will be done at this time for Packs.
- c) Important information will be handed out at this time. A representative from each pack needs to be here for this meeting.

6) Firewood

- a) Packs should arrange to bring firewood or propane stoves for cooking.
- b) Packs must follow all camp requirements regarding fires and obey all fire restrictions in effect the weekend of the event. ***Due to a recent Fire Burn Ban Scouts should be prepared to make alternate plans.***

7) Meals

- a) Units will provide their own food and cooking gear.

8) Check-in

- a) Camp opens at 5:00 PM
- b) Packs can camp anywhere except for the cub activity field. This field is the first field to the left when you go through the fence.
- c) Check in is not complete until a copy of your on-site roster is turned in along with payment at Pack Cracker Barrel.
- d) Parents, Guardians, and Cubmasters must list each scouts name and sign the back of the waiver to give permission for participation on the inflatable. This includes anyone who wants to participate. (siblings) This needs to be turned in no later than flag raising on Saturday morning.
- e) Medical forms for all participants should be with their pack at all times.

9) Leaving Camp

- a) If anyone must leave camp please check out with the Registrar upon departure and check back in upon return. This will be at Pack 2's Hut for Cub Scouts.

10) Checkout.

- a) Camporee ends after Sunday morning worship service.
- b) All campsites must be inspected before check out.
- c) Those wishing to leave Saturday night must have campsite inspection before dark.
- d) All camp activities will cease during the worship service.
- e) All in camp are encouraged to attend the service – “A Scout is Reverent”.
- f) We hope that patches will be distributed in unit checkout packets, we will let you know at Cracker Barrel.
- g) All campsites must be vacated by 12:00 AM. We will work with you if you need more time.

11) Uniforms

- a) This should go without saying, but please wear your Boy Scout uniform and encourage your scouts to do the same. As Cubmasters and Assistant Cubmasters we set an example for our young men.

- b) Field Uniform (also known as Class A) should be worn for travel to and from Camporee as well as all flag ceremonies, and Sunday morning service. Pack T-shirt, or other Scout-related T-shirt is suggested for all other times.

Do not cut trees

- c) Gasoline or other liquid fuel is prohibited.
- d) Propane and/or butane stoves and lanterns may be used.

12) Parking

- a) Please park in assigned areas only.
- b) Vehicles will be permitted in campsites areas if they are not moved. If you know that you need to leave for any reason we ask you to unload your car and move it to the parking area.
- c) Camp speed limit is 5MPH.
- d) This rule will be enforced and is vitally important to maintain safety for our Scouts and guests.

13) Vehicles

- a) Campers, motor homes, and tent trailers are not allowed in the camping area.
- b) No scout or leader may ride in the back of a pick-up or trailer at any time per National BSA Policy.

14) Trash

- a) All trash must be taken out of the camp and disposed of properly.
- b) Take it home. A scout is clean!!!
- c) All areas where cub scouts use needs to remain clean. There will be trash cans available in cub areas. We will have clean up hour if cubs throw down trash and not properly dispose of it.

15) Guns, sheath knives, and other non-scout gear are prohibited

- a) Scouts must be within the assigned campsite and quiet after lights out.
- b) Prohibited items will be confiscated.

16) Smoking

- a) Not allowed around the boys.
- b) If you wish to smoke, please go away from all activity areas.
- c) Do not litter. A scout is clean!!!

17) Pets

- a) No pets are allowed at camp.

18) Electronic Devices

- a) No electronic devices, pen laser pointers, bicycles, roller skates, rollerblades/inline skates or skateboards.

19) Flag Raising and Lowering- We need for Webelos (Packs) to volunteer for Saturday morning & Saturday evening. Please let us know at Cracker Barrel on Friday night.

Have Fun ☺-If you need anything or have any concerns call 919-499-7502 or find Mary Rocque for Cub Scout questions.

Event Schedule

2008 Spring Cub-O-Ree

April 18 - 20, 2008

Friday

3:00 PM – 9:00 PM

Check in

5:00 PM-- 8:00 PM

Concessions

8:30 PM

Cubmaster meeting-cracker barrel at Pack 2's Cub Hut

11:00 PM

Lights Out

Saturday

7:00AM

Reveille

7:00 AM – 8:30 AM

Breakfast

8:30 AM – 9:00 AM

Opening Ceremony and Flag Raising

9:00 AM – 12:00 AM

Cubmaster turns in paper work at Pack 2's Cub Hut

District Pinewood Derby

Boone Trail Fire Department & EMS for Cub Scouts

OA Cub Scout Fishing Derby for Cub Scouts

12:00 PM– 1:00 PM

Lunch

1:00 PM – 4:00 PM

Cub Scout Games, Concessions, & Inflatables

5:00 PM--- 6:00 PM

Free Time on Inflatables for Cub Scouts

6:00 PM

Concession Closes

6:00 PM – 8:00 PM

Dinner/Pack Time

8:00 PM – 9:30 PM

Pack Campfire at Museum

9:30 PM – 11:00 PM

Pack Time

11:00 PM

Lights Out

Sunday

7:00 AM

Reveille

7:00 AM – 8:30 AM

Breakfast

8:30 AM – 9:30 AM

Flag Raising

A Scout is Reverent

Awards Presentation

9:30 – 12:00

Clean up and Checkout

Spring Cub-O-Ree-Back to Basics

***OA Fishing Derby**-No charge! Bring your poles and bait! Let's go Fishing!

***District Pinewood Derby will be held in the museum at 9am Saturday morning.**

***Concessions**-Each paying Cub Scout and paying Cub Scout leader will get one free popcorn and one free sno-cone during this time. If your cubs get finish with their snack and there is time before your next activity there will be a noodle baseball set up along with bubbles to keep your boys busy until it's your time at the next station.

****Concessions for Sale**-Popcorn-\$1 and Sno-cones-\$1 will be for sale during the camporee. Also bags of cotton candy will be for sale for \$2 a bag. All money collected will go to the Hammerstone Building Fund and to contingency in the Cub-O-Ree Budget if the projected amount of cubs does not show up.

***Cub Scout Games**

1. Tie on Cub Scout Friendship-Each pack forms a circle. Each scout has the end of two ropes. The object is for each scout to tie the ropes using the square knot to form a circle in the least amount of time. Time will be stopped and the knots checked for correctness. If a knot is not correct, then time will resume while the following cubs help their fellow scout and friend to tie the knot correctly. Time will stop and checked again until the friendship ring is correct.

2. Let's go camping-This will be a relay type race. There will be a tent, chair, etc. Each pack will line up and three boys will go down and set up the tent. They will run back and tag the next boy. He will run down and lay out the sleeping bag in the tent. The 5th scout will set up a chair beside the tent. Then so on until the campsite is complete. Which ever pack crosses the finish line first and camp is set up right in the least amount of time will be the winner. If there are more cubs than tasks that are needed to be complete then each boy needs to run down sit in the chair and run back.

3. Team work Tarp-Scouts will be given a tarp, stakes, and hammer. Each pack or den will have to use team work to lay out the tarp on the ground within a painted area the size of the tarp. Scouts will need to hold it tight on all four sides while the scouts take turns staking down the four corners. The winner will be the one who has the tarp within the area and staked down in the least amount of time.

4. What is the sign?-Each pack will be given a copy of the sign language alphabet. Together they will use this to decode a message. The packs will be judged on how long it takes them to decode the message.

5. Round them Up-There will be cans placed at different distances. Each pack will get 20 throws. Points will be given to each can. Each scout will take a rope with a bean bag attached at the end and will have to throw it and try to get it into the can of their choice. The pack with the most points in 20 throws wins.

6. Not an Obstacle!-Each scout will walk the plank, go through the tunnel, throw a ball in a bucket, run through hula hoops laid on the ground, slide down a slide into a pool of balls, jump over the ropes, and weave through the cones back to the finish line. This event will be judged on scout spirit.

***At Cracker Barrel a time line will be handed out after we know how many cubs will be participating on Saturday. Each pack should provide at least one volunteer to help with the games. A signup sheet will be at the available during Cracker Barrel.**

***Capture the Cow!**-Milkshake is loose at Hammerstone!!! Find Milkshake and fast. On Saturday morning he will be hanging out. If you find him your job is to put him in a safe place in either your campsite where he can be seen or at any cub area where he can be seen. If another pack spots him they can capture him. Let's see how many packs can capture Milkshake before Sunday service. Have fun and don't forget about scout spirit.

Surprise we are going to have a huge inflatable double slide, an inflatable bounce house, and an inflatable maze!!!! What better exercise and fun for cubs. Each pack will be able to spend one hour on the inflatables. Before any scout or sibling can get on them, parents are required to sign a wavier. The rules are simple, no shoes, no food or drinks, no flips on any of them, no pushing or horseplay. Remind your boys, SAFETY IS A MUST!

Friends among Us. Have you ever thought how can we bring our packs together? We have and we would like to have a friendship hour. We would like to have all the packs to bring their camping chairs, marshmallows, and roasting sticks up to the campfire pit by the museum. There all of our boys can spend time together. If you don't want to come for an hour or so, just drop by for a few minutes. It never seems that we have time to talk among the packs. We hope that maybe some of our cubs will make new friends at the campfire. This is how camporee's should be, bringing our packs and troops together for fellowship and friendship.

***Boone Trail Fire Department and EMS will be here to talk about fire safety and to let the cubs see the equipment they use.

Any suggestions, questions, or concerns please contact me at 919-499-7502 or email davidmaryrocque@windstream.net Thank you, Mary Rocque P-2

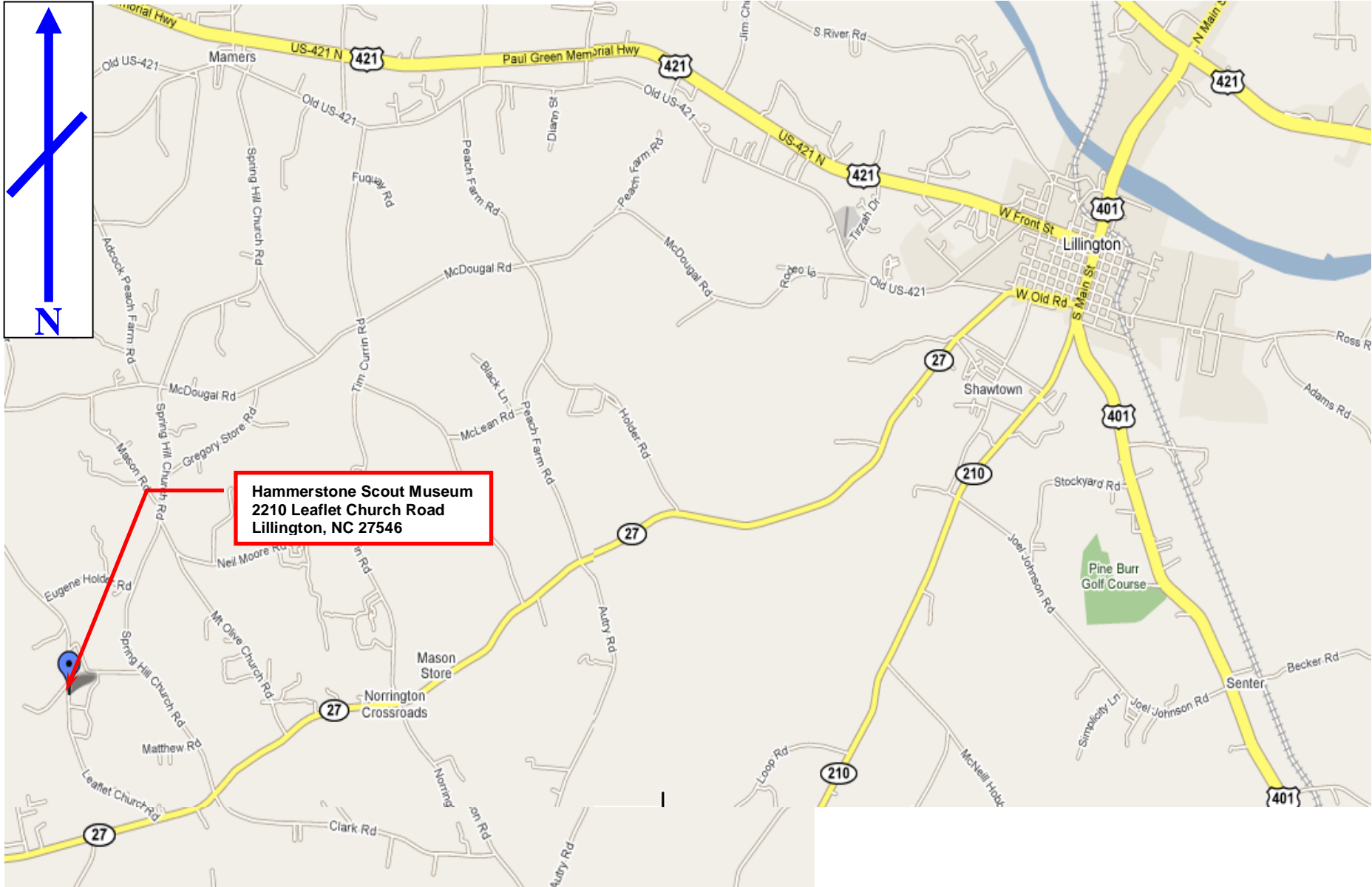
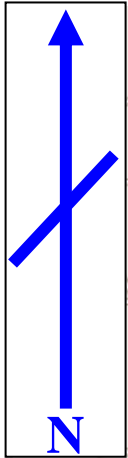
Hammerstone Location Map

Hammerstone Scout Museum
2210 Leaflet Church Road
Lillington, NC27546

Directions:

- **From Lillington** take Hwy 27 West for approximately 9 miles, turn right on Leaflet Ch Rd (there is a General Store / Gas Station on the right) , the museum is 2 miles on the right.
- **From Sanford** take Hwy 421 South for approximately 5 miles, turn right on McArthur Rd and go approximately 7 miles to stop sign, turn left on McDougald Rd and o two hundred yards, turn right on Leaflet Ch Rd, the museum is one mile on the left.
- **From Spring Lake** take hwy 87 North for 3 miles, turn right on Nursery Rd and go 2 miles, turn left on Nursery Rd and go 7 miles to stop sign, turn right on Hwy 27 East and go ½ mile and turn right on Leaflet Ch Rd the museum is 2 miles on the right.

See Attached Location Map:



Proposed Camporee Patch cvvf

