



Leaders Guide

2021 Cub-O-Ree

March 26th-28th

CAMP TONKAWA, BUFFALO GAP, TEXAS

4117 FM 89 TUSCOLA, TX

QUESTIONS? Contact Cindy Hamlin (325) 725-7615

Email: cindy-hamlin@hotmail.com

Calling All Vikings:

ADVANCE REGISTRATION PROCEDURES:

We kindly ask that all Units participating in the 2021 Cub-O-Ree register by March 20th, 2021. We have many exciting activities planned for your Scouts to enjoy. For Cub O Ree to be successful and have everything ready, we need an approximate head count of all the participants. Let's make this Cub O Ree the best one yet for all our Vikings big and small.

Cost- \$20 per person prior to March 20th, after March 20th there will be an additional \$15 late fee.

Boy Scout Troops willing to help us out, your fee will be \$15 per scout/leader.

CHECK IN PROCEDURES:

All Units may begin arriving to check-in and set up camp as early as 5:00 pm on Friday, March 26th. Everyone will be pre-screened per Covid-19 recommendations as they enter camp. We ask that if you are showing any symptoms or have been in direct contact with someone that has Covid-19, please stay at home.

Note: If you have any additional participants at the time of check-in, please be prepared to pay the additional registration fees upon arrival with exact cash or check. Sorry no credit cards upon arrival.

ALL UNITS MUST check in at the Registration Site in order to:

1. Finalize registration counts and payments
2. Pick up Registration packet which will include an activity map and event schedule, along with a colored bracelet for your rotation schedule.
3. Receive your campsite assignment for the weekend
4. Bring a copy of Part A & B, BSA Health Forms

We ask that you check in, then unload your gear at the campsite assigned to you, then immediately move your vehicle to the parking lot PRIOR to setting up your campsite.

SATURDAY REGISTRATION:

Participants attending for the day on Saturday or those who are not camping Friday Night will need to follow the same process as above. Saturday Registration will start at 8:00am

INFORMATION / LOST AND FOUND:

Lost and found will be located at the Mabee Training Center

TRANSPORTATION / PARKING

The only vehicles allowed to remain in your assigned campsite will be the Troop Trailer detached from the vehicle pulling it. All other vehicles will be able to drop gear in front of your campsite, then promptly move to the designated parking areas.

The gate to Camp Tonkawa will close at 10 pm.

After 10 pm Friday night: **VEHICLES WILL NOT BE PERMITTED TO DRIVE THROUGH CAMP WITHOUT CAMP RANGER, BOBBY GOODSON'S PERMISSION.**

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 Form, Parts A & B. It is the Pack's responsibility to keep these forms together and have them available whenever asked to provide.

RULES AND GUIDELINES:

You are expected to read this booklet in its entirety and share all pertinent information, with all leaders, scouts, and families that will take part in this event. Your participation in the event secures your agreement to abide by the rules in this packet.

Rule #1 -HAVE FUN!!!

Rule #2- BE RESPECTFUL OF ALL PARTICIPANTS AND THE ENVIROMENT!!

Rule #3- BE SAFE!!!

We take PRIDE in following the Scout Oath and Law, and always verify all of our activities with the Guide to Safe Scouting.

BUDDY SYSTEM

Please enforce the buddy system at all times. No one should be without a buddy. Remember two-deep leadership as well.

LIGHTS OUT

At 11:00 pm, there will be No Activity conducted in the campsites. Please be courteous of your neighboring campers.

TRASH

We expect each unit to please make sure that trash is placed on the edge of the road prior to checking out of camp. Please follow the Leave No Trace Guidelines.

DRINKING/ELECTRONICS

NO, NO, and NO! This is a Scout Camp.... No Alcoholic Beverages, No Smoking, and No Pets are allowed. To experience camping at its best and because we require your full participation during the event, we suggest you leave Electronic Devices "Toys" at home.

Toilet/Shower Facilities

Remember, a scout is clean! Please talk to your scouts and their families about sanitation and the need to keep the latrines clean. WE are responsible for keeping the facilities clean and free of debris at all times. PLEASE Do Not wash dishes or anything other than your hands in the bathroom sinks at the shower house. Also please help by making sure you Trash your Trash!!!

CAMPING

TENTS ONLY, no Campers or RV's and No Generators. If power is needed due to a medical condition, please advise the Camp Ranger prior to coming to camp. Or call Cindy Hamlin @ 325-725-7615

WHAT TO BRING:

CUB MASTER SPECIFIC:	SCOUT/FAMILY SPECIFIC:
Duct Tape and Twine	TENT
PACK SPIRIT FLAG	SLEEPING BAGS
SNACK for Leaders Meeting/Cracker Barrel Friday Night	FLASHLIGHT
DECORATIONS FOR YOUR CAMPSITE THAT REFLECT THIS YEARS THEME (GET PARENTS INVOLVED)	DRINKING CUP
SKIT PREPARED FOR SATURDAY NIGHT CAMPFIRE (PLEASE OK THIS WITH ACTIVITIES DIRECTOR)	CLOTHING, BE PREPARED!
A VIKING COSTUME	TOILETRIES
	BACK PACK TO CARRY
	SCOUT SPIRIT
	VIKING COSTUME
	MONEY FOR TRADING POST/SNACKS

ROTATION SCHEDULE:

In order to properly schedule a large number of participants through as many activities as possible, it is important that your group follow the schedule rather than just wander around Cub-O-Ree. If for any reason we need to locate your unit for questions or an emergency, we will have a better idea of where to find you. Thank you for helping us in this manner.

- ROTATION SCHEDULES WILL BE GIVEN OUT FRIDAY NIGHT AT CHECK IN
- ALL PARTICIPANTS WILL BE ASSIGNED A UNIQUE WRISTBAND TO BE WORN ALL WEEKEND.
- PLEASE STICK WITH YOUR ROTATION SCHEDULE
- PLEASE DO NOT SKIP ANY OF THE SESSIONS AS IT COULD CREATE DISTURBANCE IN THE SCHEDULE
- ACTIVITIES WILL RUN FROM 9 AM UNTIL NOON, AND 2 PM UNTIL 5 PM. THERE ARE ROTATIONS AND SO YOU WILL HAVE 4 IN THE MORNING AND 4 AFTER LUNCH.

MEALS

Friday – Dinner is one your own so either eat prior to coming to camp or bring supplies to cook and eat in your campsite.

Saturday – Breakfast, Lunch, and Dinner will be provided in the dining hall. For any dietary needs contact the Scout office no later than 1 week prior to work on any arrangements that may be needed.

Sunday – Breakfast is on your own so bring supplies to cook in your campsite that morning.

SCHEDULE OF EVENTS

FRIDAY:

- 4:00 PM GATES OPEN TO CAMP TONKAWA
 - (CHECK-IN, UNLOAD VEHICLES AND MOVE TO PARKING LOT, SET UP CAMP AND BEGIN BUILDING YOUR CARDBOARD VIKING SHIPS)
- 9:00 PM CRACKER BARREL FOR LEADERS IN THE TRAINING CENTER
- 11:00 PM LIGHTS OUT IN CAMP

CRACKER BARREL / LEADER ORIENTATION

Cub Masters or a Representative for each Pack/Troop, please attend cracker-barrel on Friday night at 9 pm in the Mabee training center. Pen and paper are always a good idea, as we will be giving out important information for the following days' events. Remember to bring a snack to share. Do not Bring Cub Scouts, and arrive on time, we have lots of fun information to give out.

SATURDAY:

8:00AM	Breakfast and Saturday Check-In			
8:30AM	OPENING FLAGS			
	Red	Green	Blue	Yellow
9:00 – 9:40	BB GUNS	ARCHERY	LEATHER	BUFFALO FORGE
9:45 – 10:20	BUFFALO FORGE	BB GUNS	ARCHERY	LEATHER
10:25 – 11:05	LEATHER	BUFFALO FORGE	BB GUNS	ARCHERY
11:10 – 12:00	ARCHERY	LEATHER	BUFFALO FORGE	BB GUNS
12:00 – 1:00	LUNCH			
1:00 – 2:00	PACK TIME / VIKING SHIP MAKING			
2:00 – 2:40	COOKING	BUFFALO FORGE	CATAPULT	VIKING GAMES
2:45 – 3:25	VIKING GAMES	COOKING	BUFFALO FORGE	CATAPULT
3:30 4:10	CATAPULT	VIKING GAMES	COOKING	BUFFALO FORGE
4:15 – 5:05	BUFFALO FORGE	CATAPULT	VIKING GAMES	COOKING
5:15	FLAGS			
5:30	DINNER			
7:00PM	VIKING SHIP RACES			
9:00PM	CAMPFIRE			

SUNDAY:

- 8 AM SCOUTS OWN SERVICE (TRADING POST COVERED AREA)
- 9 AM BREAK CAMP AND CHECK OUT

SCOUTS OWN SERVICE

A Scout is Reverent. There will be a non-denominational worship service on Sunday morning at 8 am. The service will take place at the Trading post covered porch and will be conducted by one of the Troops. All Scouts and families are encouraged to attend as it is our Duty to God.

SATURDAY NIGHT CAMPFIRE

All Scouts and their leaders will attend Campfire on Saturday Night. The Campfire will be located in the Large Campfire Ring. It is important for all units to stay and sit together to prevent Cub Scouts from becoming separated in the dark. Cub Scouts and adults should bring a flashlight/headlamp with them to the campfire.

Skits are a time-honored tradition and favorite of Cub Scouts. Please sign up on Friday at Cracker Barrel OR Saturday Check-in for your time slot to perform a skit or two. At this time, you will need to supply the Assistant Activities Chair with a summary or script for your skit. Please submit your skit for approval by lunch on Saturday.

Due to time constraints, each unit will have three minutes per skit and no more than two skits per pack. Remember to bring your unit flags, chants, and you SPIRIT!!!

Awards from throughout the day will be given during the Campfire.

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.

- Each Pack participating in the Event Flag Competition may enter one flag.
- The flag must display the current Cub-O-Ree theme: Vikings
- The flag is to be made from any material, be creative. The flags should be made with the involvement of the scouts prior to flags on Saturday morning.
- The flag should be attached to a pole/stick.
- The event flag should be carried and prominently displayed throughout Saturday.
- Flags are asked to be left outside the dining hall during lunch in order to be judged.

FLAG COMPETITION SCORING

Cub-O-Ree theme clearly evident on flag	0 to 20 points_____
Unit, Charter Organization, Town, District and Council Identified on flag	5 points each_____
Flag properly displayed on pole/stick	0 to 15 points_____
Constructed by the youth (Scouts)	0 to 15 points_____
Creativity and Types of Material used	0 to 15 points_____
Carried throughout Saturday	0 to 15 points_____

TOTAL POINTS OF 100 POSSIBLE POINTS

COMMENTS:

CAMPSITE EVALUATION CRITERIA

(DECORATION COMPETITIONS ARE INCLUDED IN THIS)

HAVE FUN & ENCOURAGE YOUR SCOUTS TO SHOW THEIR SCOUT SPIRIT

SCOUT SPIRIT

U.S. FLAG PROPERLY DISPLAYED 15 PTS _____

PACK/TROOP FLAG DISPLAYED 10 PTS _____

CAMPSITE

CAMPFIRE RING IS CLEAN (OUT COLD WHILE NO ONE IS IN CAMP) 10 PTS _____

CAMPSITE CLEAN; NO PAPER OR TRASH 10 PTS _____

PICNIC TABLES CLEAN AND NEAT 10 PTS _____

GARBAGE CLOSED AND CLEAN (TRASH HUNG) 10 PTS _____

CUB-O-REE THEME CLEARLY DISPLAYED THROUGHOUT CAMPSITE 25 PTS _____

VIKING HORNED HELMET USED IN DECORATIONS 10 PTS _____

POSSIBLE 100 POINTS TO BE EARNED!!! TOTAL POINTS EARNED _____

BONUS POINTS

CAMP GADGET MADE BY THE SCOUTS Up to 25 PTS _____

VISIBLY USED SQUARE KNOT, TAUGHTLINE, BOWLINE, TWO HALF HITCHES 5 PTS /each type _____

Bonus points are for tie breakers. COMMENTS:

CHECK OUT PROCEDURES:

IN ORDER TO ENSURE AN ORDERLY CHECK OUT PROCESS, PLEASE OBSERVE THE FOLLOWING GUIDELINES:

- The same rules that were followed on Friday night for vehicles in the campsite will be in effect. Pack up and place your items outside the campsite near the fence and then you may go get your vehicle to load.
 - (HINT: if your tent is still up you are not ready for our vehicle to be in the ring) YOUR COOPERATION WILL ENSURE THAT NO ONE GETS HURT DURING THIS PERIOD.
- We kindly ask that Unit Leadership be the last ones to leave your campsite. Some of our families, this is the first time they are camping so we would appreciate your help in making sure the campsites are left better than you found them.
- Cubmasters, must check out with the Program Director prior to leaving and to receive your Unit patches.

We hope everyone had an excellent time and look forward to next year!!!

Cardboard Viking Ship Rules

Give us your best version of a Viking Ship. From Big sails to ores and dragon keels, make it fun for the cubs to help decorate your vessel.

This is a fun event for the entire PACK. Please note that each PACK is allowed one entry for the race. Up to 2 adults may help the vessel around the course with 2 to 5 Cub riders. Please remember to have fun with this event. Awards will be given out for several categories including, but not limited to: fastest time to finish, best decoration, strangest, least likely to survive the race in one piece, Everyone else in the PACK may cheer and encourage the vessels and their representatives in the race.

Rules and Regulations:

- No more than 5 riders may be in a vessel but, must have at least 2
- The vessel must be propelled by pushing or pulling around the course, No more than two: Lion/Tiger Adult Partner, Den Leader, or CubMaster/s total
- All riders that started the race in the vessel must be in the vessel at all times including over the finish line

Supplies and Materials

- You may only use cardboard, tape or paint to build your vessel
- You may not use tar-based substances such as; epoxy glue, fiberglass resin, glues that harden into solids,
- You may not use screws or any sort of mechanical fasteners, nails, staples
- Only seams and joints may be taped, not the entire vessel
- Your sled may not be wrapped in plastic, tape, shrink wrap or anything else
- Your sled must pass inspection in order to be allowed on the course
- Your sled must be free of sharp edges, pointy objects, or any other feature that may be deemed dangerous.



The Course will be determined by Camp Staff. It may be an obstacle course or it may be a drag race. Ask your Camp Staff for more details.