



2024 Three Rivers District Fall Cuboree

Spook-O-Ree

Event Guide

Izaak Walton League

October 25<sup>th</sup> – 27<sup>th</sup>

Are you prepared to have a spooktacular time? Then you have come to the right Cuboree. This year Three Rivers District of Tidewater Council promises to give you the fright of the season with the Spook-O-Ree Cuboree. This Cuboree promises to be a great one. We ordered extra ghosts, and hunted down some zombies, all so that each scout that comes can have a great time.

### **Cuboree Staff:**

Camporee Chairman:	Bob Fisher
Cuboree Chairman:	Positions Open – Contact us to volunteer!
Activities Chairman:	Positions Open – Contact us to volunteer!
OA Chairman:	Ben Bowser

### **Event Details:**

Date:	October 25 <sup>th</sup> – 27 <sup>th</sup>
Location:	Izaak Walton League
Cost:	Youth & Adult \$10

### **Registration:**

All units will register via BlackPug:

Day-of-event or on-site registrations will NOT be accepted.

For registration questions, contact Bob Fisher at [RGF2112@outlook.com](mailto:RGF2112@outlook.com) or 757-813-0383.

### **Reductions & Refunds**

Reduction requests must be made on Tidewater Council's Refund Application prior to the event and are subject to a 15% surcharge processing fee. Funds will be returned to the payee/unit via their store account or by check. Refunds will be granted only in the case of documented illness or family emergency. **NO refunds** can be given if notified **within 14 days of the event** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

Registrants must pay for slots upon registration. Reductions in registrations can **ONLY** be made up to **14 days before the event**, unless the event sells out. Should the event sell out, the unit will be financially responsible for the full reservation. This is to limit over-booking on popular events. Those receiving "over-sold" slots from other units will be camped with the unit who initially purchased the slot. *Requesting a reduction* can **ONLY** be completed by submitting a Council Refund Application to the event contacts and is subject to a 15% processing fee.

### **General Activity Summary**

Cub Scouts and their families will participate in activities similar to Cub Scout Day camp. Cub Scout Packs are able to Family camp for the weekend. Packs should have their BALOO trained leadership with them.

### **Detailed Information**

- 1) Packs should register as a Unit – Identify Cub Scout participants with names and ranks
- 2) Packs will plan their own meals for the weekend
- 3) Packs will participate in the Saturday Campfire and Scouts Own Service
- 4) Scouts will participate in activities on Saturday grouped by rank.
- 5) Adult volunteers are needed to help run stations and to be Den Walkers as Scouts move around the program areas.

### **Campsite Assignments:**

The Cuboree team will assign campsites based on registration date and the size of the unit. More than one unit may be assigned to a campsite.

Please note there is no Power available if required for medical purposes, you will need to provide your own power supply.

### **Activities:**

**Shooting Sports:**  
**Archery, BB Guns, Sling Shots**

**Stomp Rockets:**  
Will be launched towards the end of the afternoon activities.

**Pumpkin Putting:**  
Try to putt a pumpkin as close to the pin as you can.

**Not So Scary Nature Walk:**

### **Preparation for Arrival**

Please review the administrative procedures and the program health/safety/security needs of both the Cuboree and your unit, well in advance, to ensure participant understanding. Please ensure that all participants are registered Scouts, registered adult leaders, or parents/guardians. Please ensure all attending adult leaders are up-to-date with their Youth Protection Training. Please ensure that you have and bring all the necessary permission slips, medical forms, medications, and unit roster.

### **Check-in**

Check-in will begin at 5:00 pm. (NO EARLY CHECK-IN) All units must check-in at the entry to the camp to receive their campsite assignment, event paperwork, and turn in their unit rosters. All Units are required to attend the leaders' meeting on Friday evening during which time updated unit rosters will be turned in.

### **Medical**

It is the Unit's responsibility to have an Annual Health and Medical Record (Sections A & B only) and a unit-provided Activity Permission Slip for each participant. The Cuboree Staff will only verify that these forms are in the possession of the unit leader. Individuals without medical forms will not be allowed to stay. All medications, including over-the-counter and prescription medications, brought to camp are the responsibility of the unit leader.

### **Parking**

Park **ONLY** in designated parking area. Units will be allowed to drive to the campsite area to drop off gear. Driving inside the campsites is not permitted. Trailers may be parked at the entrance to the campsites for the duration of the Cuboree.

### **Leaders' Meeting**

The Leaders' Meeting will be held on Friday night at the campfire area. Each Unit should have at least one adult leader attend the meeting; other adults are welcome too.

### **Visitors**

Visitors and families are welcome and encouraged to visit the Cuboree on Saturday. Visitors must depart camp following the campfire. All visitors must check-in on Saturday at the shelter.

## **Awards**

**Cuboree Patch** – A patch will be distributed to recognize all Scouts and adults who have qualified or participated in the Cuboree. One patch per paid Scout or adult is included in the registration fee.

## **Scouts' Own Service**

A Scouts' Own worship service will be held Sunday. All Scouts and adults are encouraged to attend.

## **Clean-up & Check-out**

All units are expected to clean their campsite area and latrine. Additionally, all units will be assigned a program area to help clean. Prior to departure all units will check-out with Cuboree staff. Please do not leave camp before your site has been inspected.

## **First Aid**

Units are expected to provide their own first aid for minor problems. For more serious problems or injuries, notify the Health & Safety Chairman.

## **Emergency Situations**

In the event of an emergency during the Cuboree (extreme weather, lost Scout, etc...), the Cuboree Staff will utilize an air horn as the emergency signal. If the horn is heard, all campers should immediately report to the shelter for a headcount by their units. Units will notify the Cuboree Staff if they are missing any youth and emergency measures will be taken from there. In the case of extreme weather, the same shelter will be used as the gathering location.

## **Inclement Weather**

Be Prepared. There is no rain date for the Cuboree. All units should prepare for foul weather.

**Guide to Safe Scouting** The Guide to Safe Scouting guidelines will always be followed. Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings. Appropriate adult leadership must be present for all overnight Scouting activities.

## **Off-Limit Areas**

The following areas are off-limits during the Cuboree: Wetlands and other locations designated by the Cuboree Staff.

## **General Restrictions**

- Sheath knives, fireworks, pets, personal firearms, personal ammunition, personal bows/arrows, alcohol, and illegal drugs are **prohibited** in camp. Electronic games, radios, walkie-talkies, TVs and tape/CD/DVD/MP3 players, etc. are not permitted.
- Smoking: Anyone under 18 years old is **prohibited** from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle. This includes E-cigarettes and Vaping products.
- Scouts are not permitted to roam through campsites during scheduled activities. Scouts are not permitted to leave the boundaries of the Cuboree site. No riding in the back of pick-up trucks.

## **Uniforms**

The Field Uniform (Class A) will be properly worn (shirts buttoned and tucked in) for the following events: check-in, check-out, and campfire. Scouts should wear their Activity Uniform (Class B) for Saturday's competition events. Class B's include Scout shorts and/or pants (if the youth have them), along with either a unit T-shirt, or other Scouting T-shirt.

### **Footwear**

Close-toed shoes or boots are to be worn at all times in order to prevent foot injuries. We insist that everyone wear shoes at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Cuboree and are prohibited.

### **Garbage Disposal**

All refuse and trash will be placed in plastic garbage bags (provided by the unit) and taken with you when you leave camp.

### **Latrines/Bathrooms**

Shower facilities are not available, porta potties will be provided for use during the Cuboree.

### **Fires & Cooking**

A Scout is careful with fire. All fires must be in an above ground fire pit (provided by the unit). All fires must be kept in moderation. Lanterns can be used in the campsites if elevated off the ground. All units should plan to cook using propane stoves or fully contained charcoal grills elevated off of the ground. Dutch oven or charcoal cooking will be allowed if the charcoal is raised off the ground. Do not dig into the ground to form fire pits. For safety, you should establish a properly marked ax yard. The Cuboree Staff will update units on the current fire policy (restrictions) at check-in.

### **Meals**

Meals are the responsibility of each unit, and no supplies will be provided by the Cuboree Staff.

### **Leave No Trace**

We will be practicing all seven principles of Leave No Trace during the Cuboree. Trash receptacles will be provided for campers to discard waste appropriately in the program areas. Campsite trash/garbage should be disposed of by the unit.

### **Water**

Water is available at the maintenance building next to the shelter and units must bring their own water containers to transport water to their site for use. Scouts are recommended to carry their own water bottle during Saturday's activities.

### **Taps**

Scouts and adults are asked to observe quiet time after taps. Taps is at 10:30 pm nightly.

### **Changes/Revisions to Leaders' Guide**

Any changes or revisions made to the Cuboree Event Guide will be distributed to the units registered. Final event schedules will be distributed at the Friday night Leaders' Meeting.

## 2024 Fall Cuboree Schedule of Events

Friday Oct 25, 2024

5:00 PM	Camp opens; Check-in at tent at the entrance of Cub Scout camp.
9:00 PM - 9:30 PM	Leaders' Meeting – At Fire Ring
10:00 PM	Quiet Time
10:30 PM	TAPS – lights out.

Saturday Oct 26, 2024

7:00 AM	Reveille and Breakfast in campsite
8:30 AM - 8:45 AM	Morning Colors/Opening Ceremony – at Flag Pole
9:00 AM - 12:00 PM	Activities
12:00 PM - 1:30 PM	Lunch in campsite
1:30 PM - 4:30 PM	Activities
4:45PM	Evening Colors – At Flag Pole
5:00 PM - 6:00 PM	Unit Activity time (AOL visitation the Scout units) Units can invite AOLs to eat with Troop's if they want.
6:00 PM - 7:00 PM	Dinner (at your unit)
7:15 PM – 7:45PM	Cub Scout Trick or Treat through the Scouts Units
8:00 PM - 9:30 PM	Camp wide social hosted by the OA
10:00 PM	Quiet Time
10:30 PM	TAPS – Lights Out

Sunday Oct 27, 2024

7:00 AM	Reveille and Breakfast in campsite
8:00 AM	Scout's Own Service – at fire ring
8:30 AM - 9:00 AM	Morning Colors/Closing & Awards – Flag Pole
9:00 AM - 11:00 AM	Break Camp/clean-up Campsite/Clean-up Assigned Program Area/Final Campsite Inspection/Check-out
12:00 PM	Camp Closed

Note: Schedule subject to change

## Unit Roster

Unit: \_\_\_\_\_

Unit Leader (On site): \_\_\_\_\_

Second Leader: \_\_\_\_\_

Contact Cell Number: \_\_\_\_\_

Members:

[illegible]

Members:

[illegible]

Unit Adults:

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