



Cub-O Unit Leaders Guide

Longhorn Council Orienteering
Sid Richardson Scout Ranch



Cub-O is a team orienteering event designed for everyone to enjoy. Dens that compete hard, Dens that want an easy hike in the woods, and Dens that want to teach their Scouts more about problem solving and map reading. All Cub Scouts, leaders, and parents are invited. Cub-O is the largest single-day Orienteering event in the United States. Over 1000 Cub Scouts, leaders, and parents have participated in Cub-O every year since 1996!

Cub-O provides a great opportunity for your Pack to apply core Scouting skills in small teams to solve problems in the field. Scouts build their confidence in the outdoors and improve their navigation skills and teamwork all while having a great time at Sid Richardson Scout Ranch. Using a map and compass teams navigate to find up to 42 marked controls and score points. The goal is to score as many points as possible in 3 hours. Controls are assigned different values based on their difficulty and range from 5 to 30 points.

This guide is intended to provide unit leaders with the necessary information for planning and preparation to attend Cub-O. Please try to register as a Pack rather than separate Dens. The registration form and other event details are available on the Longhorn Council Cub-O page at <https://scoutingevent.com/662-CubO24>

Continuing in 2024

Most of the changes in the way Cub-O was run last year will continue this year. Given the situation in the larger world these changes are intended to allow Longhorn Council to continue holding Cub-O while maximizing participant safety.

- Teams will have assigned Start Times from 9:00am-1:00pm.
- Medical protocols will be in place. Participant safety is our primary concern.
- Pre-registration is required.
- Individual families or the unit can attend Cub-O as a day trip.
- A fruit snack will be available. All participants must provide their own drinks and snacks, unless they purchase a sack lunch during registration.
- Check in will be in the Dining Hall. All other activities will take place outside.
- Check in hours will be extended. Check in on Friday evening from 7-9:30 pm for units that are camping. Saturday check in from 8:30 – Noon.
- Camp roads will remain open during the race. This will allow units to depart once all their teams have returned but will also require **EXTREME CAUTION WHILE DRIVING** in camp.
- Water will be available on the course. Everyone should have their own water bottles or canteens.

Registration

All participants must pre-register. Register online at <https://scoutingevent.com/662-CubO24> Select your preferred arrival time.

Attached to the registration site are several documents. They will include a copy of this document, health forms, and team rosters.

Please complete all these forms before arrival at Cub-O so they may be turned in promptly at check in.

Check-In

If you are coming to Sid Richardson Scout Ranch on Friday evening, please proceed all the way to the main camp area near the Dining Hall. Units arriving on Friday evening will be stopped at the crossroad by the Campmaster and then directed to their assigned campsite.

Event check-in is inside the Dining Hall. Units may check in from 7-9:30 pm Friday night. Check-in reopens Saturday morning at 8:30 am and ends at Noon. No new entries will be accepted after that time. Please send ONE representative to the Dining Hall at your scheduled time to complete event check-in. To minimize personal contact please follow the following procedures:

- Register and pay all fees online
- Complete all paperwork in advance
 - Unit roster
 - BSA Medical forms part A&B
 - Team rosters

Team roster forms are available as attachments on the registration site. Completing team selection prior to arrival will save time at check in. Additional team roster forms will be available at the meet. Please be prepared to complete and return them immediately. You will receive scorecards and start times for each team when you turn in these forms.

See the Team Classification section for information on setting up your teams.

Vehicle Traffic in Camp

When you arrive in camp you will be directed to your campsite or a parking area. Please park your vehicles as instructed by the Campmaster. All facilities are within walking distance.

CAMP ROADS WILL BE **OPEN** DURING THE RACE. Teams will be on the course from 9:30 am until 5:00 pm. Vehicles may be stopped along the main road at several points and reminded to DRIVE SLOWLY and watch for Scouts.

Please remind the drivers in your unit of the need for safety. DRIVE SLOWLY in camp at all times. Encourage your members to carpool as teams when possible, to help reduce traffic in camp and minimize contact among Scouts.

Riding in the beds of pickups is strictly prohibited. Do not drive off-road.

Camping

Units can do Cub Family camping Friday and/or Saturday night. Most campsites are located in the main camp area (Camp 9) within easy walking distance of the Dining Hall. Overflow camping in the Camp 10 area is a 20-minute walk to the Dining Hall. If your unit is planning to arrive on Saturday, please allow plenty of time to get to your campsite and set up.

When arriving at Cub-O event check in you will need

1. Unit Roster
2. Cub-O Team Forms
3. Medical Forms A&B

You will get

1. Start times
2. Wristbands
3. Punch Card
4. Patches
5. Last minute info

Campsites are assigned by the council program executive based on unit size. All sites have roofed shelters and latrines. Water may be turned off at latrines, but available at the frost proof hydrants around camp. Campsite assignments will be emailed to the leader of each unit. Campsite assignments are also available at the registration area during check-in or from the Campmasters.

General Scout camping rules apply. Please follow Leave No Trace guidelines. Keep campsites neat and clean. To prevent erosion damage do not rake areas, clear underbrush or otherwise alter the natural terrain. Leave grounds, building(s) and equipment in good condition. Do not bury trash or put trash in latrines.

Please follow these guidelines:

- Please no drones, alcohol, drugs, firearms, fireworks, or non-service animals.
- No tents in shelters.
- Do not park in campsites. Unload your gear and move your vehicle to a parking area.
- Do not park in someone else's campsite.

Due to the possibility of freezing weather the water is turned off in campsites. Water is always available at the Dining Hall. An all-weather faucet is located at the rear of the building. Provide your own containers.

The ranch is frequently included in county fire bans. Check the Wise County website (<https://www.co.wise.tx.us/267/Fire-Marshal>) for current status when planning your meals as cooking over an open fire may not be allowed. Please note the following rules regarding fires in camp:

- NEVER leave a fire or stove burning unattended.
- Stoves must be elevated and away from all brush and leaves.
- Do not build fires outside established fire rings.
- Keep fires small.
- Use only charcoal or fallen wood for fuel. Do not cut green or standing trees.
- Have a means to extinguish a fire nearby such as a shovel and bucket of sand or a bucket of water
- Extinguish all fires completely when leaving camp.

There are no public dumpsters at camp. Be prepared to haul your trash home for proper disposal.

Meals

Lunch can be purchased for \$10 during event registration. Bring your own drinks and snacks. Pack out your trash. If you are camping your unit will be responsible for their own meals at all other times. Please see the Camping section above for guidelines on campfires and stoves.

Planning

Cub-O is a team score orienteering competition. On Saturday, your unit will divide into teams. Each team must have at least two registered adults. In general, smaller teams tend to work better and provide a better overall experience for participants. Each team will select a team name to be used for the event. See the Team Classification section below for details.

Team Entry forms will be provided when you register. Completed Team Entry forms must be submitted at check in. Hint: It will save time on event day if your unit has worked out team assignments and team names prior to arrival at camp.

Each team must have at least one compass and a watch. This is essential equipment for all teams. All participants should be dressed appropriately for this challenging activity and for the weather conditions. Wear hiking boots or sturdy trail shoes.

All participants must carry water and snacks sufficient for a 3-hour activity. Water will be available to refill water bottles on the course. **This event will go on rain or shine.**

Adult Leadership

All adults attending the event must have current Youth Protection Training. It is the responsibility of each unit to ensure all adults attending have the required training.

Leadership:

- 2 registered adult leaders are required at all times, at least one adult leader must be Youth Protection certified and 21 years of age. Coed leadership is required for Coed camping.
- Cub Scout camping is NOT allowed unless a BALOO & Hazardous Weather-trained leader(s) is present at all times. Cub Scout youth should attend the event with their parent. Cub Scout youth may tent with a parent or guardian as outlined in Scouting's Barriers to Abuse.
- Lions and Tigers must have their adult partner present to take part. For all other ranks: only in exceptional circumstances, a Cub Scout whose parent or legal guardian cannot attend may participate under the supervision of a registered adult member of the BSA, a parent of a Cub Scout who is also attending. The leader and a parent or legal guardian must agree to the arrangement, and Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional "nonfamily member" youth.
- Webelos & AOLs: Scouts should attend with their parent or guardian. A Webelos or AOL Scout whose parent or legal guardian cannot attend may participate if supervised by at least 2 registered leaders. The leaders and a parent or legal guardian must agree to the arrangement, and Youth Protection policies apply.
- The leader in charge assumes responsibility of confining the group to their own campsite and preventing noise or activity that might disturb the sleep of other campers between the hours of 10:00pm and 7:00am.

Training and Preparation

There will be trainings held at 10 & 10:30am. Units are strongly encouraged to study the orienteering section of the Scouts BSA Handbook. Here are links to two good training videos:

<https://www.youtube.com/watch?v=0cF0ovA3FtY&t=1s>

<https://www.youtube.com/watch?v=3S1a0IDOk4s&t=4s>

The BSA Orienteering Merit Badge pamphlet and the Scouts BSA Handbook are both great sources of information on skills and techniques to help your group navigate the course successfully. Practice before you come!

O-Tip: Focus on map reading; compass use is mainly to keep the map oriented.

This is also a great opportunity to review Leave No Trace principles as a unit. The Participant’s Guide discusses ways to minimize impact while orienteering in the Leave No Trace Orienteering Section and should be reviewed with your unit prior to the event.

Team Classifications

Teams are divided into the following classifications based on their Scouting role so they will be competing against others of the same age and skill level. Dens are a great natural grouping.

Class	Age group
Lions/Tigers	K – 1 st Grade
Wolfs	2 nd Grade
Bears	3 rd Grade
Webelos/AOLs	4 th - 5 th Grade
Adults	Older and wiser (18-up)

Groups other than BSA should use age guidelines in classification table to properly classify their teams.

Den Leaders and Cubmasters should give a little thought to team makeup. Dens make natural teams and using the existing Pack structure has many advantages. It will make sense, however, to split very large groups into smaller teams. Not only is this an excellent opportunity to emphasize learning and teamwork but you can promote a little friendly competition within the unit. Bragging rights are valid for one year.

Adults who accompany AOL teams are encouraged to take advantage of this educational opportunity. Learning to read maps and use a compass are skills used throughout life. Encourage all the youth to take turns navigating for the group and help each other when they have mastered a skill. Orienteering is a classic example of “fun with a purpose”. Practice before the meet so you are prepared to answer all the questions that will arise.

Team roster forms are attached to the registration page. Extra forms are available when you check-in. Completed Team roster forms must be submitted at check-in. Hint: It will save time on event day if your unit has worked out team assignments and team names prior to arrival at camp. Smaller teams move faster and have less impact on the land.

The minimum team size (youth plus adults) is 3. Maximum team size is 8. Smaller teams move faster, are more competitive and provide better learning opportunities. Please keep teams as small as possible.

Competition

The [Event Schedule](#) has the detailed schedule for the weekend. It is available on the registration page, and you will also receive a copy in your registration packet at check-in. The Schedule is also posted in the Dining Hall.

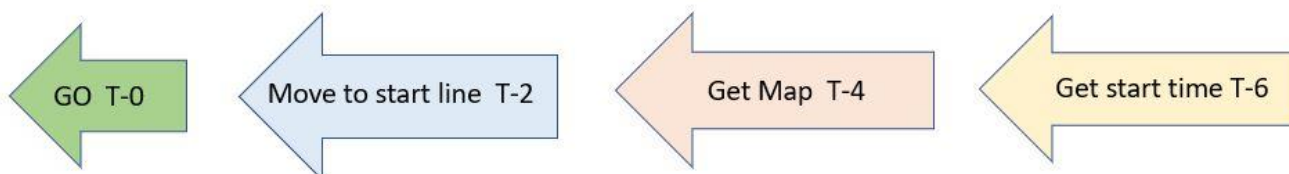
Cub-O will use a timed start procedure. The first start will be at 9:00 am. Multiple teams will be started every two (2) minutes until 1:00 pm. Every team will have **3 hours** to run the course. For example, a team that starts at 11:20 am must finish by 2:20 pm. There is a significant penalty for being late to Finish. Emphasize the importance of finishing on time with all members of the group.

Here's how it works on race day:

1. Check in at the Dining Hall
2. Turn in Team Forms
3. Get scorecard and Start Time for each team
4. Hydrate; get ready to run
5. Hydrate some more. Leave Start with full water bottles
6. Report to Start Line 15 minutes before your Start Time
7. Get 2 maps for team; make a plan to find as many controls as possible
8. Run, find control, punch control punch in correct box, repeat often
9. Return to Finish before your 3 hour time expires
10. Grab a snowcone, and visit the Trading Post or head home

Start sequence. Move up every 2 minutes

Course open from 8:50 am until 1:00 pm. First Start 9:00 am, Last Start 1:00 pm



Example:

Team is assigned Start Time of 10:06 am

Team should arrive at the starting area a few minutes early

10:00	T-6 Get in line. Start Time validated by start line volunteer. Start Time written on score card and master start list
10:02	T-4 Get map and bag; begin strategizing
10:04	T-2 Move to starting grid; continue strategizing
10:06	T-0 START! Team must return by 1:36 pm to avoid penalty

After the competition

After the race is over and your team has checked in you will have time to relax and rest...you've earned it! You can head back to camp and start supper or visit the Trading Post for a cold soft drink before you head home. Don't forget to pick up T-shirt preorders in the Trading Post. Patches will be handed out at check-in.

Scoring will be finished Saturday night and preliminary scores will be posted outside at the Dining Hall. Scores will also be posted on the Cub-O Registration website.

Competition maps can be picked up after scoring is finished. Maps and patches not picked up at Cub-O will be sent to your next District Roundtable.

Awards

Awards will be presented to the top three places with the highest net scores in each class for the meet overall and for each Longhorn Council district. In case of a point tie the earliest finish time wins. All teams receive a participation ribbon and souvenir maps.

Trading Post

The Trading Post will be open from 10:00am – 6:00 pm Saturday. Drinks, snacks, tee shirts and supplies will be available. Cash, Check, Apple Pay and MC/Visa are accepted. The Trading Post is closed on Sunday.

If you have pre-ordered t-shirts they will be available at the Trading Post when it opens on Saturday.

Announcements and Weather Cancellations

Any late announcements, postponements, or cancellations due to extreme weather will be posted on the Longhorn Council Cub-O registration site. Unit leaders will also be contacted by email.

Leave No Trace

As Scouts we have all been introduced to the principles of Leave No Trace. As you participate in Cub-O be a good steward of our natural resources by being respectful of nature and wildlife. Practice these key Leave No Trace principles:

Travel on Durable Surfaces – Use trails and hard surfaces when possible. Have your group spread out when off trail to avoid creating new trails. Walk softly and avoid damage to plant life. Be sure to stay on the trail if it is muddy or wet. If you walk around the muddy section, it widens the trail and causes further erosion.

Pack-it-in, Pack-it-out – Carry out all your trash. Don't leave snack wrappers, water bottles, etc. Be careful not to drop "micro-trash" along the way. Micro-trash is small pieces of trash such as bottle caps or strips of wrapper torn off when opening a snack. Pick up any trash that you find.

Leave What You Find – Don't take souvenirs ... Except for trash – pack it out.

Respect Wildlife – Don't disturb wildlife or livestock, observe from a distance. Never feed wildlife.

Be Considerate of Other Visitors – Let faster teams pass. Keep the noise level down – so that everyone can enjoy the surroundings.

Read more about these, and other, principles of Leave No Trace in your Scouts BSA Handbook.

Contact Information

- Marc McCauley Phone: 817-907-3126 (Event Chair)
- Lon Newsom Phone: 972-816-5511 (Course Setter)
- Chad Hay Phone: 817-231-8514 (LHC Partner)
- Dennis Elliott: Phone: 817-773-0881 (SR2 Ranger)

Cub-O Rules (Abridged)

1. This is a team event. All participants must register.
2. The minimum team size is 3. The Maximum team size is 8. Each team must have a minimum of TWO registered adults. Larger groups must be split into smaller teams.
3. All team members must START together, STAY together, and FINISH together.
4. All team members must be present at the Start line. No early starts.
5. This is a timed event; all teams will be given specific start times.
6. All participants MUST CHECK IN at Finish. Failure to do so results in disqualification.
7. Teams have 3 hours to score as many points as possible.
8. Controls can be visited in any order.
9. Control point values vary as specified on the score sheet. Points are scored by locating the control and punching the matching number on the score card. Punches must be contained within the numbered square that matches the number on the control or no points will be awarded.
10. All team members must be present at the Finish line. Finishing time is recorded after ALL team members have crossed the finish line (including Adult Leaders).
11. Crossing the finish line after the specified Finish Time will result in points being deducted for each minute past the time limit. The penalty is -5 points per minute or fraction thereof.
12. All teams must report to the Finish Line even if finishing very early or very late. Do not return to your campsite or leave camp property without checking in.
13. There is an automatic 30 minute penalty for failing to check in and get a finish time.
14. Do not enter out of bounds areas marked on the map.
15. Follow all safety and event instructions provided in registration packets and in the event training sessions prior to the event start.
16. Tampering with the course, control markers, interfering with other teams, disrespect for camp or personal property, disrespect for wildlife, or unsportsmanlike conduct will result in disqualification.
17. Teams may not collaborate or share information with other teams except for safety or medical emergencies. Teams are expected to help others in emergency situations. Adult Leaders should focus on ensuring the safety of their group.
18. The Following classes are in effect:
 - Lion/Tiger Cubs (K-1st)
 - Wolf (2nd)
 - Bear (3rd)
 - Webelos & AOLs (4th-5th)
 - Adult (18+)

19. The use of GPS, smartphones, tablets, pedometers, altimeters, rangefinders, or any other electronic device as a navigational aid is not allowed. Phones should be carried in case of emergency.

20. Awards will be presented to the teams with the highest net scores in each class and to the units with the highest average scores (average of all youth team scores in a unit). In case of a tie the earliest finish time wins.

21. Reasons for disqualification

- a. Teams that do not check in at Finish
- b. Teams with net scores less than zero
- c. Tampering with control markers
- d. Unsportsmanlike conduct

Appendix I – Outdoor requirements that can be met before and at Cub-O

Wolf Adventure: Paws on the Path

1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouts.
3. Describe what you should do if you get separated from your group while hiking.
4. Choose the appropriate clothing to wear on your hike based on the expected weather.
5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.
6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before. *
7. Name two birds, two bugs, and two animals that live in your area. Explain how you identified them.
8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Wolf Elective Adventure: Finding Your Way

1. Do the following:
 - a. Using a map of your city or town, locate where you live.
 - b. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. Pick a nutritious snack and find where it came from. Locate that area on a map.
3. Do the following:
 - a. Identify what a compass rose is and where it is on the map.
 - b. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
4. Go on a scavenger hunt using a compass and locate an object with a compass.
5. Using a map and compass, go on a hike with your den or family.

Webelos Adventure: Webelos Walkabout

Do all of these:

1. Create a hike plan.
2. Assemble a hiking first-aid kit.
3. Describe and identify from photos any poisonous plants and dangerous animals

and insects you might encounter on your hike.

4. Before your hike, plan and prepare a nutritious lunch. Enjoy it on your hike, and clean up afterward.

5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.

6. With your Webelos Den or with a family member, hike 3 miles (in the country if possible).

7. Complete a service project on or near the hike location.

8. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, lunch leader, or service project leader.

Appendix II - Map and Compass Belt Loop and Pin (Discontinued)

These awards were discontinued in 2015. The old requirements are included here as a reference to help leaders know some important map reading skills to help their Cub Scouts prepare for orienteering.

Belt Loop

Complete these three requirements:

1. Show how to orient a map. Find three landmarks on the map
2. Explain how a compass works.
3. Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place that you often visit.

Academics Pin

Earn the Map and Compass belt loop and complete five of the following requirements:

1. Explain to your den or an adult family member what *cartography* means.
2. Make a poster showing 10 map symbols and their meaning.
3. Read a book or story about a famous explorer or navigator. Tell your den or family what you learned.
4. Make a simple compass with a magnet and pin.
5. Explain the difference between latitude and longitude and show them on a map or globe.
6. Draw a compass rose for a map. Label north, south, east, and west.
7. Study a blank map of the United States of America. Label your state, and the states that share its boundary lines.
8. In the field, show how to take a compass bearing and how to follow it.
9. Show how to measure distances using a scale on a map legend.
10. Measure your pace. Then layout a simple compass course for your Den to try.
11. Using a road map, determine how many miles it is between two major cities or familiar destinations.
12. Explain what the different map colors can mean on a map.