

BAYOU DISTRICT



Hosted by Troop 325



CUBOREE

KNIGHT'S CHALLENGE

MARCH 8-10 2024

LAROSE CIVIC CENTER

LEADER'S

GUIDE

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SCHEDULE OF EVENTS

Friday

Check in 4-8 pm

Build gateway.

Claim your space by displaying your Coat of Arm's

Set up camp if you are staying the night.

Crackle Barrel @ 9 pm (at least 1 representative per unit)

Saturday

Day check-in 7-8

Flag opening 8:30

Field Activities start @ 9-12

Tug of war at 1

Field Activities 2-5

Dinner 5-7

Campfire 7-9

Crackle Barrel 9 (at least 1 representative per unit)

Sunday

Scouts Own 8:30

Closing awards 9-10

Check out (if camp is clean)

REGISTRATION PROCEDURES

All Units that are participating in bayou district 2024 Cuboree must register on-line by MARCH,10 2024. Saturday and activity rate \$10 scouts/ \$10 adults. The sooner you register the better for us to make sure we have enough supplies. We have many exciting activities planned for your scouts to enjoy. For Cuboree to be successful and have everything ready, we need an approximate head count of all the participants.

NEW:

DAY RATE no Camping \$10 per person

Cost for Camping and Day activities till MARCH 10th

Saturday: \$10 per participating youth camping \$10 per adult/ non-participating youth camping

Check-In Procedures:

All units may begin arriving to check-in your unit and set up camp as early as 4pm on Friday, March 8 and 7 am- 8 am Saturday 9th. If you have any additional participants at the time of check-in, please be prepared to pay additional registration fees by cash (exact amount). Sorry No Credit Cards.

Friday March 8th: 4 p.m. – 8 p.m. Registration will be open. Gate to Camp will be available till 10 p.m.

Saturday MARCH 10th: Day check-in is 7-8 am. NO EARLY GATE ENTRANCE!

Saturday Day Campers:

You will be assigned an area to set up your pop-up for base camp. Time to add your Castle entrance and display your Coat of Arms (Get in the spirit)

Saturday Night Campers:

You will be assigned an area to set up your pop-up for base camp. Time to add your Castle entrance and display your Coat of Arms (Get in the spirit). And during the day can move to your assigned camping area.

Before anyone can go to a campsite or Day Base Camp:

ALL UNITS MUST check in at the Registration Site to do the following...

1. Finalize registration counts and payments and get wristbands for registered people.
2. Pick Up Check-in packet which will include an activity map and event schedule.
3. Receive your campsite assignment for the weekend for campers and area for day people.

No gear will be transported to your assigned campsite until a leader from your unit checks in with registration with your accurate roster. This does not necessarily have to be the Cubmaster or Committee Chair. Any adult may bring the paperwork to headquarters. Once you are sure of the numbers in your Pack. Send one (1) leader to register your unit at the Main Registration area.

Pack Roster must be filled in and brought to registration. You will be issued wristbands for participants and non-participants (parents, leaders, and siblings) that will need to be worn throughout this event.

Please inform your Cub Scout parents that they cannot individually check-in and they CANNOT just drop their child off and leave.

Information/ Lost and Found will be located at the Scout hut

Transportation/Parking:

VEHICLES: Only 2 vehicles from each unit will be allowed in the gate at a time. (Friday and Sunday) So drive to site, unload, and come back to park so another family can unload.

The only vehicle allowed to remain in your assigned site will be your pack trailer. All other vehicles will be able to drop gear in front of your site then promptly move to the designated parking areas. The park gate will close at sundown Friday night. However, there will be someone at the gate to let you in until 10pm.

After 10pm Friday Night, NO vehicles will BE PERMITTED to drive through camp gate till after Clean up, Scout Own, and Award Ceremony on SUNDAY.

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 Record Form. It is the Pack's responsibility to keep these forms together and available for inspection at the time of check-in.

Tour Plans: Not necessary for this event.

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 this event secures your agreement to abide by the rules in this packet.

Rule #1: Be Safe!

Rule #2: Be Respectful of all Participants and the Environment!

Rule #3: HAVE FUN!!

Buddy System:

Enforce the buddy system for the whole weekend! Other groups will be using Larose Civic Center during the weekend. No youth should be outside their campsite alone. (This even includes the restrooms.) Parents must always supervise their child(ren).

Uniforms:

The Cuboree uniform will be a Class B activity shirt. This applies to ALL scouts and their family members. The Scout Class A uniform MUST be worn by the scouts and their leaders on Sunday morning for Scouts Own Service.

Fires:

Each Kitchen must have a full fire extinguisher with a current inspection sticker. Ground Fires will NOT be permitted. All fires must be a minimum of 18" off the ground and self-contained. Any open fire must be attended by an adult and must be extinguished completely prior to leaving the campsite.

Lights Out:

At 11pm there will be NO activities conducted in the campsites. Castle Entrances and Coat of Arms should be finished by 10 pm or completed in the morning. Be courteous to your neighbors.

Trash

We expect each unit to dispose of their own trash in the dumpster. However, if the dumpster is full, please DO NOT leave trash bags on the ground. Also, All Castle material MUST be removed from camp by unit. (Do not leave at camp!) Please follow the Leave No Trace Guidelines.

Drinking/Electronics:

NO, NO and NO! This is a Cub Scout event... NO Alcoholic Beverages, NO smoking, and NO pets! To experience camping at its best and because we require your full participation during the event, we suggest you leave Electronic Devices at home.

Toilet 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 Restroom Facility Clean throughout the event and will need to clean the bathrooms before we can leave on Sunday. So please always DO YOUR BEST to keep them clean and free of debris. DO NOT wash dishes or anything other than your hands in the sinks of the restroom facilities.

Camping:

Tent only no Campers or RV's and No Generators.

Cracker-Barrel:

At least Cubmaster and/or adults/leaders need to attend the cracker-barrel meetings on Friday and Saturday nights at 9 pm. (Day campers please try to have someone come to Friday's cracker-barrel.) Pen and Paper are always a good idea, as we will be giving out important information for the following day's events. If a representative from your pack is not present, your pack will forfeit some of the points awards for the weekend.

We ask that all units:

☒ Do Not bring Cub Scouts

☒ Please arrive by 9pm. We have a lot of information to give, and we need to start on time.

WHAT TO BRING to Camp

☒ The Spirit Award (Past Winner) (Let Carrie know if you have this award)

☒ Tug-of-War Trophy (Past Winner) (Let Carrie know if you have this award)

☒ Your completed Coat of Armor

☒ Castle Entrance material (made with Recycled material.)

☒ Decorations for your campsite that reflect this year's theme (Castle Entrance and Solid Coat of Arms)

☒ Prepared skit/song for Saturday Night's Campfire – please turn in a summary of what it is about or the script at Friday night at Cracker Barrel

☒ Your own food to prepare meals for your Pack.

☒ A Medieval leader's Costume.

☒ Shade

☒ Flashlights

☒ Chairs

☒ Day Campers: Pop up for shade and base area!

And of course:

YOUR SCOUT SPIRIT AND PREPARE TO HAVE FUN

SATURDAY NIGHT CAMPFIRE

This should be a fun night! Get ready to perform and cheer while others perform and/or laugh as our leaders get dressed up!

ALL CUBBIES and their leaders will head over to the Campfire area on Saturday evening. The Campfire will be located at the across the scout hut . 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 with them to the campfire. Further instructions will be given at Friday night's Cracker-Barrel.

Skits/songs are time honored tradition and favorite of Cub Scouts. Please sign up on Friday at Cracker-Barrel for your time slot to perform for the Jester contest with a unit skit/song. At this time, you will need to supply the Knight's with a summary or script for your skit/song. Please submit your skit/song for approval by lunchtime on Saturday.

Due to time constraints, each pack will have three minutes per skit/song. Each skit/song theme should try to reflect this year's theme. Remember to bring your unit Coat of Arms, your SPIRIT!!

Jester contest

Each unit is asked to perform either a skit or song during the campfire for the Jester contest. Awards will be given out on Sunday.

Leader costume contest

Now is the time for you leaders to show your creativity. Come to the Campfire dressed in your best character costume. This must be handmade. NO STORE-BOUGHT COSTUMES. Accessories can be store bought, though.

SCOUTS' OWN & CLOSING CEREMONY

Non-denominational worship service on Sunday morning at 8:30 am. (Remember a Scout is Reverent) Bring your chairs. The service will take place at the scout hut and All Cub Scouts, and their leaders are EXPECTED to attend. Dress will be Class A uniform. Attendance is mandatory.

Immediately following the Scouts' Own, we will proceed with the Closing Ceremony and present all the weekend Trophies and Award.

There will be no checkouts or departures prior to the conclusion of the closing ceremony and the camp fields, restrooms, and camp sites are clean. Let's all work together to get it done.

CHECK OUT PROCEDURES

To ensure an orderly check out process, please observe the following guidelines:

Day Campers:

Take down area before campfire.

Day base camp must be clean of all debris and checked by staff before campfire.

Patrol Field/ Clean Assigned Bathrooms

Check out with Registration when leaving Camp.

Weekend /Saturday Campers

- The same rules that were followed on Friday night for vehicles in the campsite will be in effect. Your cooperation will ensure that no one gets hurt during this period.
- Check out forms will be distributed at the Saturday night Cracker-Barrel.
- No one will be allowed to check out until after the Closing Ceremony.
- After your campsite is dismantled and all gear and trash has been removed, request a campsite inspection at the registration/headquarters area. Once your campsite is approved, bring the form to headquarters to receive your check out packet.
- All trash must be placed in the dumpster. Please flatten all boxes, water jugs or any other bulky materials. In other words, "Smash that Trash". PLEASE, no broken tents, gateway materials or skit props in the dumpster. You are responsible for cleaning the camp, hose bathrooms and removing your trash.
- In the event that the dumpster is full, please be prepared to haul your garbage out of the campgrounds. No garbage will be left behind. NO GARBAGE MAY BE PLACED ON THE OUTSIDE OF THE DUMPSTERS AND THE LIDS SIDE DOORS MUST BE PROPERLY CLOSED.

Remember, "SMASH THAT TRASH"

EVENT DESCRIPTION

Scouts who have paid to participate will have a special-colored wrist band. Non-participant youths and adults will have a different color wrist band.

All events will have either an award, a ribbon, or a trophy. These will be given out on Sunday right after the scout Own.

Unit activities for trophies

Castle Gateway

Unit build Castle Gateway made from recycled material.

Scouts must work together to build an amazing Castle gateway made from recycled material. Some examples of recycled material are paper, cardboard, plastic, wood, metal, fabric. A minimum of 3 materials should be incorporated in each Gateway. You can put your gateway anyway you want EXCEPT YOU CAN NOT USE NAILS OR SCREWS! (Zip ties and duct tape are ok.) Gateways will be judged and Trophies for 1st, 2nd, and 3rd place. Imagination and artist appearance is key! Please see attached scoring information.

Coat of Arms

Each unit needs to create a Coat of arms that is unique for your unit. It should include charter organization name, Pack number, and an animal. A contest Coat of Arms should stay at your Castle for judging and smaller travel versions should be displayed with the unit as they travel to all the activities. (So do not make it too heavy!)

Spirit Award:

We have spirit, yes, we do, we have Spirit, how about you!

The Spirit award will be ready to Gallop off with the Pack who shows the most Cub Scout Spirit throughout Cuboree. Cuboree was planned as a weekend camping event (So there is the Advantage for the BIG Award) Day Campers show us enough spirit and you might get an award! What we are looking for:

- Pack Spirit throughout the entire weekend.
- Good Sportsmanship
- Displays theme through campsite, Coat of Arms, chants, etc.
- Attendance at all gatherings and events including Cracker-Barrel and Scouts Own Activity and Competition Participation
- Enthusiasm

HAVE FUN AND ENCOURGE YOUR CUB SCOUTS TO SHOW THEIR SCOUT SPIRIT

ROTATION SCHEDULE

To properly schedule many Cubbies through as many events as possible, each Pack will be assigned to a unique rotation schedule. It is important that each Pack follows the schedule rather than just wandering around Cuboree. Each event (activity) leader (Boy Scouts) will have a copy of the schedule. So, they will know who should be at their event. And if for any reason we need to locate your unit for questions or an emergency, we will have an idea of where you are.

☒ Rotation Schedule assigned by Pack at check-in Friday Night

☒ All participants will be assigned a wristband that MUST be worn ALL weekend.

☒ Please stick to your rotation schedule and don't just show up at something you think you would like to see or do. (It will be on your schedule)

☒ Please do not skip any of the sessions as it could create disturbance in the schedule. It will be a busy day!

☒ Flag Opening Saturday at 8:30 (ALL UNIT NEED TO BE AT THE FLAGPOLE sharp!) Activities will run 9am-Noon and 1pm-5pm. Lunch is from 12 pm-1 pm.

☒ Archery Range rotation will be a little longer depending on pack sizes. Expect some long lines.

Field Activities:

Tug of War over a moat (Theme related twist)

This was a traditional game played in medieval times by kids and mixed teams of both. All you need to play this game is two teams and a length of stout rope. Competitors should wear gloves while they play this game.

This year Tug of War will be played with a hazard of a moat, (blue tarp with water weather permitted). On the signal, each team starts to try to pull the other team off balance and across or into the moat. The winner is the team who either pulls the other team into the moat or if the other team gives up due to exhaustion.

To make this competitive, units will form teams of the same size. The team must have 2 wolfs /lions, 2 bears, 2 Webelos/AOLS, 2 floaters, and 1 adult for a total of 9 on a team. Units may have more than 1 team.

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Hammer Throwing

Sportsmen in medieval times threw real hammers around their heads in an archaic version of the Olympic sport. We will be using rubber or foam hammers for the purpose of this game to avoid unpleasant head injuries. Scouts will participate the same way as its medieval inspiration: players attempt to throw a hammer the farthest from a line than their competitors (same rank). The distance will be from where the hammer first hits the ground. (The boy scouts or adults running the event will measure and keep records.) Each scout will have a practice throw then 2 more tries. Scores will be compared by ranks and the top throwers will be announced at Sunday Award Ceremony



Walking on Stilts relay

In medieval times, many of the game's children played mimicked what they saw at festivals or what they observed in battle training. Games helped them practice accuracy, agility, balance, and strategy. Walking on stilts would have been something they observed acrobats and other performers doing at Medieval Fairs.

This youth will travel on the stilts on a designated course and timed. Total time for the unit will be added up and divided by number of scouts to get an average time. Placements will be the average time for the unit.



Archery



Will be held at the Archery range. Everyone will get a chance to shoot. To make it fair we will be taking the total points earned per unit and dividing it by number of shooters to get a unit average. (Unit earns 50 points and has 5 shooters average is 10; or unit earns 70 points and has 15 shooters average is 4.7. The first unit would win first place with a higher average.

Sling shot/ catapults.



Sling shots and catapults would shoot stones or balls into a wall during fights to crumble walls to gain entrance to another castle. Often at Medieval Fairs there would be different types of competition to practice skills. At Pine Island District Medieval Cuboree Scouts will have the opportunity to shoot a ball into a recycled wall to try and collapse the wall. Each brick will have different values. A total for the pack will be recorded and divided by number of shooters. This will be the average unit score for the competition.

Jousting Game.



Scouts ride a hobbyhorse and hold a lance and attempted to accurately spear a cardboard ring suspended from a thread. There will be 3 sizes to get points.

Peasant relay

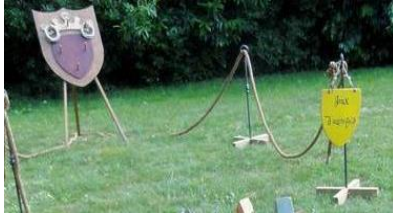
This will be a relay race to fill a bucket while carrying smaller buckets on a board that rest on the scout shoulders.

Ring Toss



Another typical game at Medieval Fairs. Scouts will toss wooden rings onto a choice of 5 dowels to get points. Again, the average for the pack will determine placement.

Armor Toss



This toss game will be set up so that the object being tossed will be metal rings. More challenging for older scouts

Fire/ Javelin Toss



Tossing fire spires into villages or over walls was a special skill used in medieval times. Youth would practice getting strength for distance and accuracy.

Scouts will stand on a line and toss a javelin with a wet rag on end (pretending it is a flaming stick) onto a wall of circles. Points will be gained by what color you get.

Fun activity

Recycle toss.



Challenge tug of war



APPENDIX

Saturday's CAMPFIRE DO'S & DON'TS

- ☐ DO invite your Cub Scout's families to attend. Ask them to stay with you during the parade to the campfire!
- ☐ Be ready to perform for Jester contest song or skit!
- ☐ do bring a chair.
- ☐ DO bring blankets, ponchos, or tarps to sit on.
- ☐ DO bring your Coat of Arms

- ☒ DO always have at least two (2) adults with your scouts.
- ☒ DON'T spread out too much. Stay together. Sit near.
- ☒ Do make sure that everyone has a flashlight for safety walking back to your campsite.
- ☒ DON'T leave for the campfire until team member instructs you to do so.
- ☒ DO keep your group quiet during the show and encourage them to participate at the appropriate times.
- ☒ DON'T leave the campfire until you're dismissed.

Campsite Evaluation Criteria Pack # _____

SCOUT SPIRIT

U.S. FLAG PROPERLY DISPLAYED 15 PTS _____

Coat of Armor DISPLAYED 10 PTS _____

DEN FLAG DISPLAYED 5 PTS _____

Had families camp 10 PTS _____

CAMPSITE/ DAY CAMPERS AREA

CAMPSITE CLEAN; NO PAPER OR TRASH 10 PTS _____

KITCHEN AREA CLEAN AND NEAT 10 PTS _____

FOOD OFF GROUND; 12 INCH MIN 10 PTS _____

GARBAGE CONTAINER CLOSED AND CLEAN 10 PTS _____

DISHWASHING AREA DESIGNATED AND CLEAN 10 PTS _____

CUBOREE THEME CLEARLY DISPLAYED

THROUGHOUT AREA 15 PTS _____

SAFETY

FIRE EXTINGUISHER ONE IN CENTRAL LOCATION 5 PTS _____

FIRE EXTINGUISHER ONE IN KITCHEN AREA 10 PTS _____

ALL FIRE EXTINGUISHER CERTIFICATION

TAGS UP TO DATE 5 PTS _____

FIRST AID KIT VISIBLE AND READY TO USE 20 PTS _____

BOOK WITH MEDICAL RECORDS FORMS VISIBLE 10 PTS _____

AT LEAST 1 ADULT IN CAMPSITE/DAY AREA AT ALL TIMES 10 PTS _____

ALL FUELS IN ONE CENTRAL LOCATION WITH A

VISIBLE SIGN 10 PTS _____

SCOUT CRAFT

TENTS SET UP PROPERLY & UNIFORMS,

EITHER OPEN OR CLOSED 5 PTS _____

DUTY ROSTER POSTED ON BULLETIN BOARD 15 PTS _____

MENU DEPICTS CUBOREE THEME AND POSTED 10 PTS _____

GATEWAY DEPICTS CUBOREE THEME 25 PTS _____

UNIT NUMBER DISPLAYED ON SITE OR GATEWAY 5 PTS _____

CHARTER ORGANIZATION DISPLAYED ONSITE OR GATEWAY 10 PTS _____

245 POSSIBLE POINTS: TOTAL _____ PTS

NOTE: If the U.S. Flag is displayed as part of the gateway, it should be on the right-hand side as you exit. In the event of a tie in the campsite scoring, gateways will be scored as above the break the tie.

Coat of Arms Evaluation Criteria PACK # _____

ALL PACKS should have ONE COAT OF ARMS left at camp site or pop-up base camp.

THIS DISPLAY SHOULD REPRESENT YOUR PACK THEME FOR YOUR TOWN OR CLAN.

THE CURRENT CUBOREE THEME: Medieval Fair

THE COAT OF ARMS MUST BE MADE PRIOR TO CUBOREE: MADE BY SCOUTS

THE COAT OF ARMS MAY BE MADE FROM ANY MATERIAL: SHEET PAPER FLAGS WILL NOT QUALIFY.

THE EVENT COAT OF ARMS MAY BE ANY SIZE AND/OR SHAPE BUT SHOULD NOT EXCEED 30 INCHES IN HEIGHT OR WIDTH.

THE COAT OF ARMS SHOULD BE MOUNTED.

THE SMALLER TRAVEL COAT OF ARMS SHOULD BE CARRIED AND PROMINENTLY DISPLAYED THROUGHOUT SATURDAY and brought to the Campfire.

Coat of Armor COMPETITION SCORING

CUBOREE THEME CLEARLY EVIDENT ON COAT OF ARMS 20 PTS _____

UNIT #, CHARTER ORGANIZATION DISPLAYED on Coat of Arms 5 PTS _____

COAT OF ARMS HAS AN ANIMAL ON IT 15 PTS _____

Armor PROPERLY DISPLAYED 10 PTS _____

CONSTRUCTION BY YOUTH (SCOUTS) 25 PTS _____

CREATIVE AND ORIGINAL USE OF MATERIALS 15 PTS _____

TRAVEL COAT OF ARMS CARRIED

THROUGHOUT SATURDAY 15 PTS _____

Made with Recycled Material 15 PTS _____

120 POSSIBLE POINTS: TOTAL _____ PTS

Judges' decisions are final.

COMMENTS:

Spirit Award Criteria Pack # _____

We have spirit, yes, we do, we have Spirit, How about you!

The Spirit award will be ready to Gallop off with the Pack who shows the most Cub Scout Spirit throughout Cuboree. Cuboree was planned as a weekend camping event (So there is the Advantage for the BIG Award) Day Campers show us enough spirit and you might get an award! What we are looking for:

- Pack Spirit throughout the entire weekend.
- Good Sportsmanship
- Displays theme through campsite, Coat of Arms, chants, etc
- Attendance at all gatherings and events including Cracker-Barrel and Scouts Own Activity and Competition Participation
- Enthusiasm

HAVE FUN AND ENCOURGE YOUR CUB SCOUTS TO SHOW THEIR SCOUT SPIRIT

- Pack Spirit throughout the entire weekend. 10 PTS _____
- Pack Spirit Friday 5 PTS _____
- Pack Spirit Saturday 25 PTS _____
- Pack Spirit Sunday 5 PTS _____
- Good Sportsmanship at each event 10 PTS _____
- Cheer on other scouts 15 PTS _____
- Arrive to activity on time as a group 25 PTS _____
- Respect activity leader (maybe a Boy Scout) 15 PTS _____
- Displays theme at Campsite or Day Base camp 20 PTS _____
- Display Coat of Arms at Campsite or Day Base camp 15 PTS _____
- Carry a Coat of Arms to each activity 20 PTS _____
- Listening to chants, songs etc. while traveling.
to activities. All day long 25 PTS _____
- Attendance on Friday Cracker-Barrel 15 PTS _____
- Attendance on Saturday Opening 20 PTS _____
- Attendance at Saturday Cracker- Barrel 15 PTS _____
- Helped clean up Saturday 20 PTS _____
- Attendance Sunday Scout Own 15 PTS _____
- Participate in all Competition 30 PTS _____
- Adult Enthusiasm 15 PTS _____
- 320 POSSIBLE POINTS: TOTAL _____ PTS

Judges' decisions are final.

COMMENTS:

Tug of war Roster Pack # _____

Team Name? _____

Lion/Wolf:

Lion/Wolf:

Bear: _____

Bear: _____

Webelos/AOL:

Webelos/AOL:

Extra Scout

(Rank _____) _____

Extra Scout

(Rank _____) _____

Adult:

Pack # _____ Roster

Fill in before coming to registration! Circle if they are a Day Camper/Friday and/or Saturday Camper. Adults circle Youth Protection (YPT2) yes (Y)/No (N); Circle if Baloo trained.

1. Scout _____ Rank _____ Day/Fri/Sat
2. Scout _____ Rank _____ Day/Fri/Sat
3. Scout _____ Rank _____ Day/Fri/Sat
4. Scout _____ Rank _____ Day/Fri/Sat
5. Scout _____ Rank _____ Day/Fri/Sat
6. Scout _____ Rank _____ Day/Fri/Sat
7. Scout _____ Rank _____ Day/Fri/Sat
8. Scout _____ Rank _____ Day/Fri/Sat
9. Scout _____ Rank _____ Day/Fri/Sat
10. Scout _____ Rank _____ Day/Fri/Sat
11. Scout _____ Rank _____ Day/Fri/Sat
12. Scout _____ Rank _____ Day/Fri/Sat
13. Scout _____ Rank _____ Day/Fri/Sat
14. Scout _____ Rank _____ Day/Fri/Sat
15. Scout _____ Rank _____ Day/Fri/Sat
16. Scout _____ Rank _____ Day/Fri/Sat
17. Scout _____ Rank _____ Day/Fri/Sat
18. Scout _____ Rank _____ Day/Fri/Sat
19. Scout _____ Rank _____ Day/Fri/Sat
20. Scout _____ Rank _____ Day/Fri/Sat
21. Scout _____ Rank _____ Day/Fri/Sat
22. Scout _____ Rank _____ Day/Fri/Sat
23. Scout _____ Rank _____ Day/Fri/Sat
24. Scout _____ Rank _____ Day/Fri/Sat
25. Scout _____ Rank _____ Day/Fri/Sat

1. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
2. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
3. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
4. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
5. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
6. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
7. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
8. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
9. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
10. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
11. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
12. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
13. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
14. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo
15. Adult _____ Day/Fri/Sat YPT2 Y/N Baloo