

CHEROKEE DISTRICT  
CUB-O-REE  
LINCOLN HERITAGE COUNCIL

SEPTEMBER 22-24, 2017

Leaders Guide



# Table of Contents

<b>Rocket into Scouting!</b> .....	<b>3</b>
<b>Preparing for Camp</b> .....	<b>4</b>
<b>Map and Directions</b> .....	<b>5</b>
<b>Map of Activity Areas</b> .....	<b>6</b>
<b>Event Schedule</b> .....	<b>7</b>
<b>Suggested Packing Lists</b> .....	<b>8</b>
<b>Suggested Personal Packing List</b> .....	<b>8</b>
<b>Suggested Unit Packing List</b> .....	<b>8</b>
<b>What NOT to bring to Camp</b> .....	<b>8</b>
<b>Policies and Procedures</b> .....	<b>9</b>
<b>Checking In</b> .....	<b>9</b>
<b>General Policies</b> .....	<b>9</b>
<b>Campsite Policies</b> .....	<b>10</b>
<b>Top Camp Issues</b> .....	<b>11</b>
<b>Cub-O-Ree Registration Form</b> .....	<b>12</b>
<b>Unit Roster</b> .....	<b>13</b>
<b>Fee Schedule/Refund Policy</b> .....	<b>14</b>
<b>Kickball Rules</b> .....	<b>14</b>

# Rocket into Scouting!

The camp is what the boy looks forward to in Scouting, *and is the Scoutmaster's* great opportunity.  
—Sir Baden-Powell

Cub Scouts love the outdoors! Experience shows that spending time in the outdoors with your den and/or pack is THE best way to start the new Scouting year - it's the best way to Rocket into Scouting!

We're looking forward to the 2017 Cherokee District Cub-O-Ree and we HOPE you'll join us! We have put together a great program, full of fun and adventure! Opportunities abound for you and your Scout to create memories that will last a lifetime!

**Where:** Camp Crooked Creek, 950 Terry Drive, Shepherdsville, KY 40165.

**When:** Friday, September 22 – Sunday, September 24. Come for the weekend or come for the day!

**What:** An opportunity to camp with your den, pack, and lots of other Cub Scouts! BB guns! Archery! Fishing! STEM! Scout Skills! Games! Kickball! Campfire! And more!!!

In the pages that follow, you'll find all of the necessary info needed to register and get ready for the weekend (or day), including:

- Registration form and/or directions for registering online (page 12)
- Schedule and info for the activities/programs for the weekend (page 7)
- Camp and BSA policies (page 9)

If you have any campsite requirements (e.g., someone needs an electrical outlet for a CPAP), please let us know as soon as is possible. Please note that we will not have a concession stand or any other food vending available at this event, so please make plans to provide your own meals and snacks.

If you have any questions, special needs, or concerns, please contact: Matt Scobee, 2017 Cub-O-Ree Event Chair, at (502) 819-2979 or [mscobee@gmail.com](mailto:mscobee@gmail.com).

See you at the Cub-O-Ree!

# Preparing for Camp

## Making plans to attend the Cub-O-Ree:

- Advertise the event (and date!) to your pack
  - Note the discounted fee if you sign up by the early bird deadline
- Sign up!
- Begin the process of collecting BSA Health Forms A & B from everyone who will be at camp (including parents/adults)

## Making plans for camp:

- Send a suggested packing list to each family
  - Please review and make plans for the list of unit suggested items, as well.
- Make plans for meals at camp (we will not have food vendors at this event)
- Make sure each family knows where to go when they arrive at camp.
  - Families that arrive Friday night before 8:30pm will check-in in the Main Parking lot and be directed to their campsite from there.
    - Anyone arriving after 8:30pm may proceed to their pack's campsite and complete the check-in process in the morning at the Sales Shelter.
  - Saturday morning check-in will begin at 7:30am at the Sales Shelter. Please keep in mind that the day's activities will begin promptly at 8:30am, so plan accordingly.
  - Please make sure that each Scout knows his pack's number, and the name of his key leader at camp.
  - Please make sure that each family has the contact information for a key person in the pack (e.g., Cubmaster).
- Please read through this Leader's Guide and share all pertinent info with those who will be at camp, in particular:
  - Emergency procedures/Severe Weather procedures
  - Camp policies, especially those related to vehicles
  - BSA policies, especially those related to safety and Leave No Trace

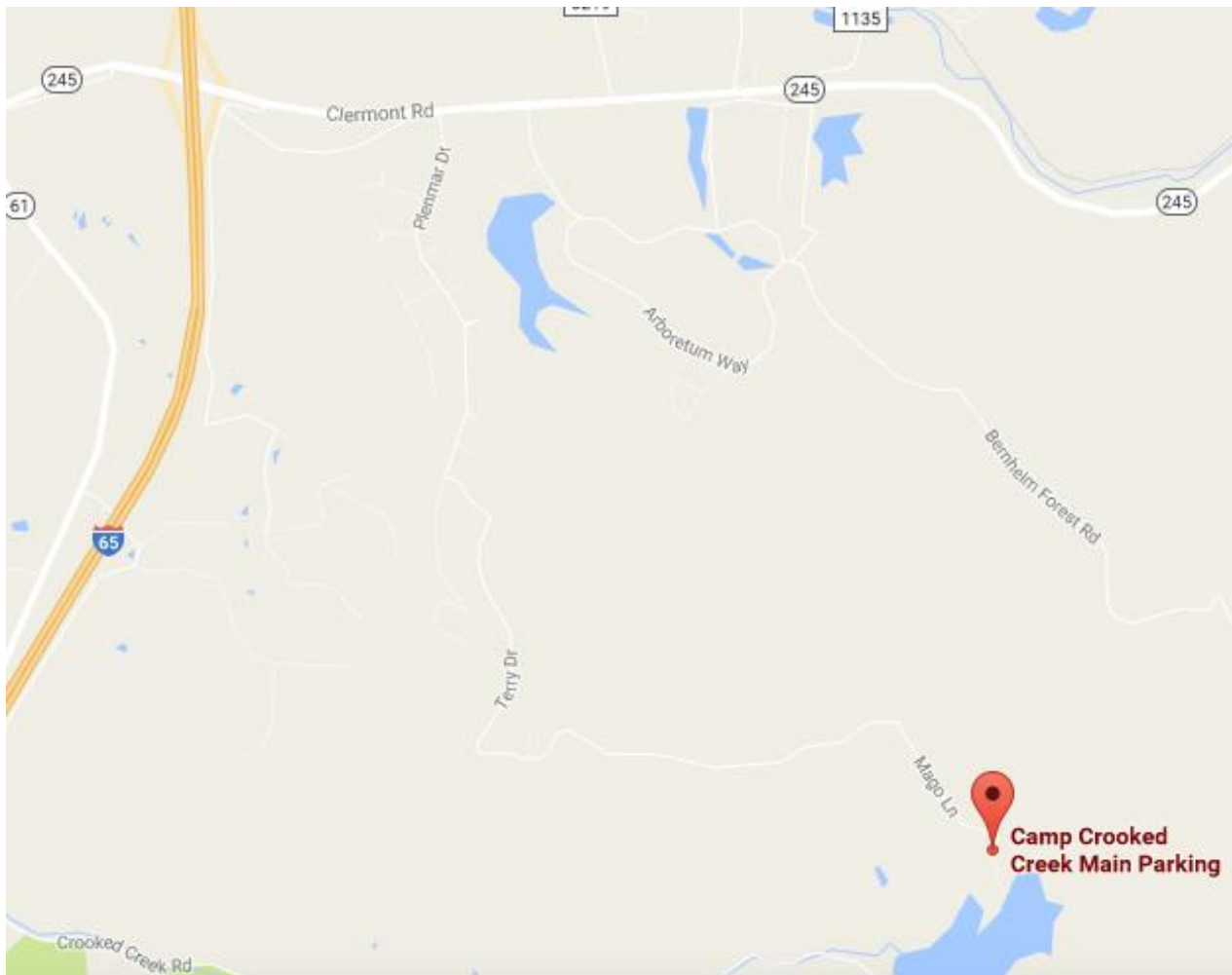
# Map and Directions

Camp Crooked Creek  
950 Terry Dr.  
SHEPHERDSVILLE KY 40165

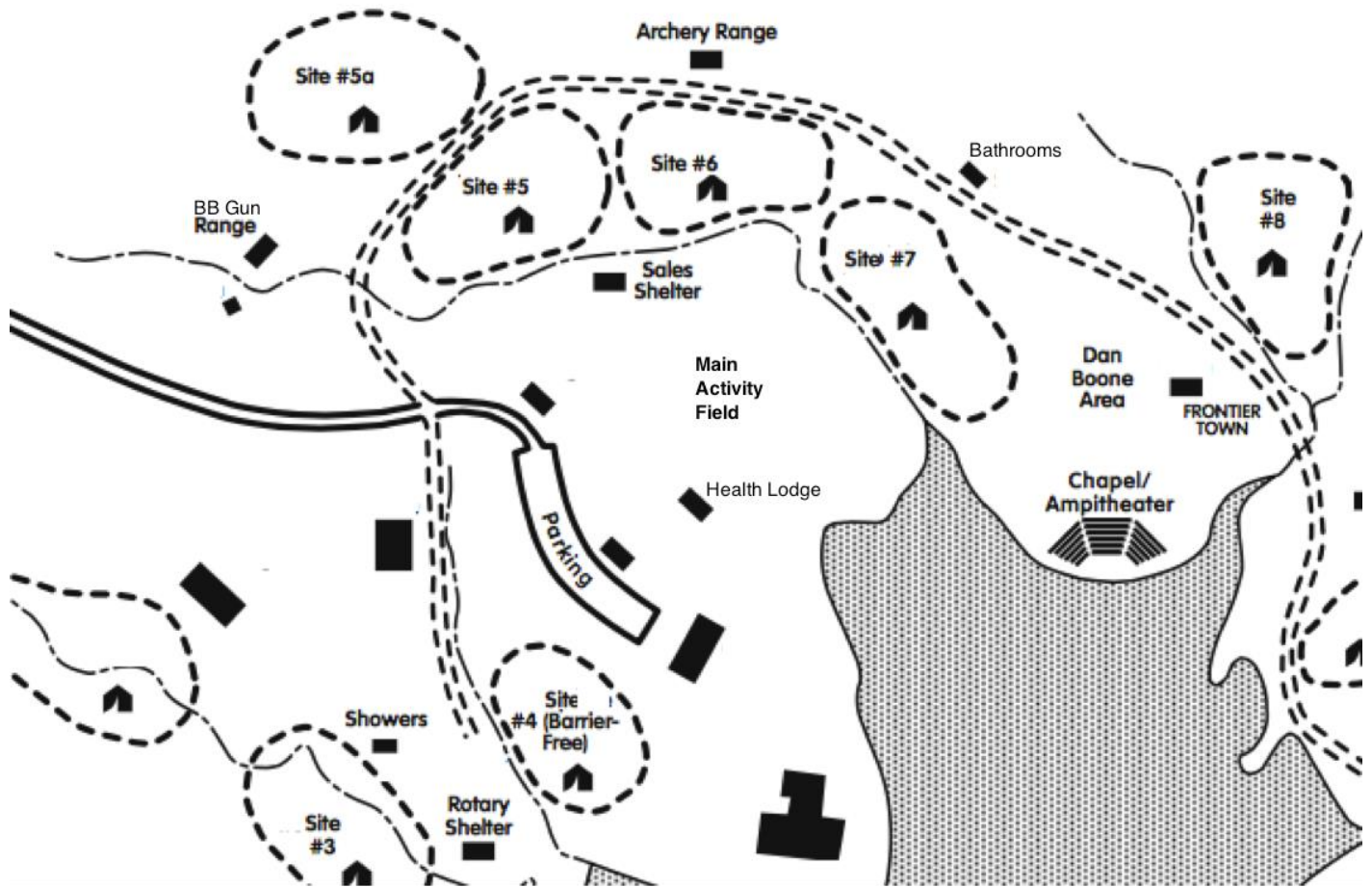
Camp Crooked Creek, part of the Harry S. Frazier Jr. Scout Reservation, is located in Clermont, Kentucky.

## Directions to Camp Crooked Creek:

- From I-65 take exit 112, the Clermont/State Hwy. 245 exit.
- Turn onto Hwy. 245 toward Clermont/Bardstown (if travelling FROM Louisville, go LEFT).
- Turn right onto Plenmar Drive, just before the Bernheim Forest entrance.
- Turn left onto Terry Drive. This road ends at the Camp Crooked Creek admin building.



# Map of Activity Areas



**General activity details are given below. Specific details will be provided at Friday's Leaders Meeting.**

**Shooting Sports:** The shooting (BB guns only) and archery ranges will be open and staffed with certified instructors. These are both popular activities, so please be patient!

**Fishing:** Fishing rods and reels will be provided by the KY Fish and Wildlife Association. Bait will be provided.

**Hiking:** Planned group hikes will be available throughout the day. Hikes will start at the Sales Shelter.

**STEM:** Did your Scout get a rocket at School Night? Do you have a rocket that you want to launch? Scouts will have an opportunity to launch their rocket at the Cub-O-Ree! Rockets will be launched in the Main Activity Field immediately following the Opening Ceremony. Other rocket-related activities will be available throughout the morning at STEM. Please note that this is an opportunity to launch a rocket that your Scout brings, rockets will not be provided.

**Scout Skills:** Learn new Scout skills or practice your skills! This activity will be located in the Dan Boone Area.

**Games:** GaGa ball and more! The Games station will be located near the GaGa ball pit, in the Main Activity Field.

**Map and Compass:** Learn how to use a compass to find your way!

**Kickball:** The pack kickball tournament is a tradition at the Cherokee Cub-O-Ree! See page 14 for the rules.

**Movie/Astronomy:** Friday night we will view a Scout-appropriate movie at the ampitheater (weather permitting). Immediately preceding the movie, we'll have an astronomy presentation (with telescopes available!).

**Scouts Own Service:** We'll have an interfaith service Saturday, before the campfire.

**Campfire:** The evening campfire will be a relaxed event where skits, songs, and other Scout appropriate entertainment is welcomed. All packs are expected to participate with a skit and/or song!

# Event Schedule

## Friday, September 22, 2017

Activity	Location	Time
Registration / Check In	Main Parking Lot	6:00PM – 8:30PM
Leaders Meeting	Sales Shelter	9:15PM – 9:30PM
Astronomy/Movie	Amphitheater	8:30PM – 10:30PM
Quiet Hours		10:30PM – 7:30AM

## Saturday, September 23, 2017

Activity	Location	Time
Breakfast	Campsite	7:30AM – 8:25AM
Registration / Check In	Sales Shelter	7:30AM – 8:25AM
Opening Ceremony	Flag poles	8:30AM – 8:45AM
Morning Activity Stations – All activities will be available in the morning.		9:00AM – 12:00PM
Launch your Rocket!	STEM Area	9:00AM – ?
Lunch	Campsite	12:00PM – 1:00PM
Afternoon Activity Stations – Afternoon activities will be announced at the Leaders Meeting.		1:00PM – 4:00PM
Pack Kickball Tournament	Sales Shelter	1:00PM – 4:00PM
Closing Ceremony	Flag Poles	4:00PM – 4:30PM
Dinner	Campsite	4:30PM – 7:00PM
Scouts Own Service (Interfaith Prayer Service)	Amphitheater	7:00PM – 7:30PM
Campfire	Amphitheater	7:30PM – 8:30PM
Free Time	Campsite	8:30PM – 10:00PM
Quiet Time		10:00PM – 7:00AM

## Sunday, September 24, 2017

Activity	Location	Time
Check-Out	Sales Shelter	8:00AM – 11:00AM

# Suggested Packing Lists

## Suggested Personal Packing List

- Tent
- Sleeping bag, pad, pillow
- Scout uniform
- T-shirts
- Pants/shorts
- Socks and Underwear
- Closed-toed shoes (plus an extra pair of shoes!)
- Jacket and/or sweatshirt
- Mess kit
- Cup and/or water bottle
- Toiletries Kit (tooth brush, towel, soap, etc.)
- Handbook, notebook
- The 10 essentials
- Personal first aid kit
- Flashlight (extra batteries)
- Pocket Knife AND Whittlin' Chip card
- Watch (Optional)

## Suggested Unit Packing List

- Roster of all campers (Scouts, siblings, and parents)
- Games
- Trash bags
- Unit flag
- Unit first aid kit
- Lanterns
- Broom
- Water Containers
- Water Coolers
- Fire Extinguisher
- Canopies
- Repair/Spare items (tent stakes, parashord, etc.)

## What NOT to bring to Camp

- Do not bring bikes
- Do not bring Roller Blades or Skates
- Do not bring skateboards
- Do not bring sheath knives
- Do not bring Butterfly knives
- Do not bring firearms
- Do not bring fireworks
- Do not bring electronic devices (Smart Phones, video games, etc.)



# Policies and Procedures

## Checking In

- When arriving at camp, all participants are expected to park in the Main Parking lot and check-in. If you arrive after Friday night at 8:30pm, you'll need to come to the Sales Shelter (see map) for check-in.
- For campers: Instructions will be provided at check-in for driving down to and dropping off equipment at your unit's campsite.
- All vehicles will need to be returned to the Main Parking lot as soon as they are unloaded (no later than 9pm).

## General Policies

- The Law is the Rule: Everyone is expected to abide by the Scout Oath, Scout Law, Outdoor Code, and the Guide to Safe Scouting (<http://www.scouting.org/scoutsource/HealthandSafety/GSS.aspx>).
  - Two-deep leadership on all outings required.
  - One-on-one contact between adults and youth members is prohibited.
  - No youth may share a tent with an adult or a person of the opposite sex other than a family member or guardian.
- Uniforms: A field uniform (also known as Class A) should be worn for Saturday evening's activities (closing ceremony, Scouts Own Service, campfire). An activity uniform (i.e. pack t-shirt or other Scouting-related t-shirt) is permitted (and encouraged) during all other event activities. All participants (Scouts, parents, etc.) are expected to wear Scouting appropriate attire while at camp.
- Camping is fun and exciting, but injuries are not!
  - Scouts should only run in the open field. Scouts should not run on gravel or in the campsites, the risk of injury is too great.
  - Scouts must stay out of the lake and creeks.
- Injuries, First Aid, and Medical Emergencies: A health officer will be available during the weekend to assist as needed, but units are encouraged to handle routine first aid in the campsite.
  - For a medical emergency, please notify anyone on staff immediately.
  - Accidents and injuries should be reported to the Health Officer and Event Chair as soon as is possible.
- Severe Weather/Emergencies: With the exception of a severe weather emergency, all campers are to report immediately to the Sales Shelter (where you checked in) upon hearing **three blasts of an air horn**, the emergency signal. In the case of a severe weather emergency, campers should seek protective shelter immediately (e.g., Sales Shelter, Bathroom/Shower house).
  - For a medical emergency, please notify anyone on staff immediately.
  - For a missing camper, please notify anyone on staff immediately.
  - If you see a dangerous animal, move everyone away from that area and notify anyone on staff immediately.
- Buddy System: All Scouts will use the Buddy System, without exception. For younger Scouts (Lions, Tigers, Wolves, and Bears) their buddy is their parent. Webelos are allowed to buddy with another Webelos, but they are required to notify a leader before leaving their pack's campsite.
- Camp Visitors: All visitors must sign in at the camp office (in the building at the end of the main parking lot). At the end of their visit, visitors must also sign out. This policy is a requirement at all BSA camps, as the camp administrators need to know exactly who is on camp property,

especially if there is an emergency. Unit leaders are required to know the custody status of all Scouts.

- Vehicles and Parking: We will be following the Camp Crooked Creek policy for vehicles at camp.
  - Only vehicles with written approval from camp administration will be allowed to stay in a campsite; all other vehicles must remain in a designated parking area.
  - Weather permitting, trailers will be allowed in campsites. However, vehicles used to pull trailers need to be moved back to designated parking lots.
  - If driving through camp, you are required to follow the 3 MPH speed limit.
- The following are NOT permitted at camp:
  - Alcoholic Beverages: It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. Possession or use will result in immediate dismissal from camp.
  - Smoking: Adult leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.
  - Firearms: Firearms are not permitted at camp.
  - Knives: Fixed blade, sheath, or survival knives are not permitted at camp. Scouts who have earned their Whittlin' Chip are permitted to carry a pocket knife. A Scout carrying a pocketknife is expected to show his *Whittlin' Chip when asked by any adult at camp*.
- Fishing: Adults and siblings are welcome to fish with Scouts. Anyone 16 years of age and older that chooses to fish must have a current Kentucky Fishing License/ Permit.
- Restrooms: Flush bathroom facilities will be available at the Bathroom located next to Site #7 (see the map). The bathrooms on the right hand side of the building are single person bathrooms with a lockable door. Latrines will be located throughout camp.
- Damage: Scouts, Scouters, and Parents caught willfully causing damage to the facility or any other unit's equipment or property will be held financially responsible. Any behavior not consistent with the Scout Oath or Law will be brought to the attention of the Cub-O-Ree Staff and could cause the Unit or individuals to be expelled from the Cub-O-Ree.

## Campsite Policies

- A Scout is Courteous: Please respect listed quiet times. Please ask for permission when crossing through another unit's camping area.
- Shoes: Wear closed-toe shoes at all times.
- Pets: Pets are not allowed at this event.
- Wildlife: Please secure all trash and food at night; there are skunks and raccoons throughout camp. Please alert the Cub-O-Ree staff to any suspected dangerous wildlife.
- Limbs/Trees: If there is a tree or limb within your campsite that is a potential hazard, please notify anyone on staff immediately.
- Campfires:
  - Keep open flames out of and away from all tents at all times.
  - All campfires must be contained within an existing fire pit or in an above ground firebox, no exceptions.
  - Please bring your own firewood (but all firewood should come from Kentucky) or collect firewood from dead, downed trees at camp. Chainsaws are not allowed at camp and Cub Scouts/Webelos are not allowed to use axes of any type.

- A campfire must always be attended, no exceptions.
- A campfire should be extinguished according to BSA “cold out” guidelines.
- Stoves and Lanterns: Follow BSA regulations according to fuels.
- Trash: Your trash must be taken to a dumpster. Campers and non-Campers must provide their own trash containers and haul to the dumpster.
- Cleaning up and Checking Out: When your unit is ready to leave camp we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you, trash can be dropped in the dumpster as you leave camp. Units are expected to check out with a member of the Cub-O-Ree staff.

## Top Camp Issues

As you prepare for the weekend please note the following common issues:

1. Forgetting to collect the Health Forms A & B from all who will be at camp
2. Families arriving at camp not knowing how to check in
  - a. Families that arrive at camp and don't know their pack's number or a leader's contact info
3. Unnecessary items brought to camp; e.g. tablets, video games, etc
4. Scouts wearing the wrong type of shoes; e.g. no shoes, brand new shoes, open-toed shoes.
5. Scouts who forget to bring a water bottle, EVERYONE needs a water bottle!
6. Scouts who forget to bring rain gear
7. Scouts who forget some of the ten essentials
8. Scouts who forget to mark their personal items
9. Scouts and Scouters losing sight of the Scout Oath and Scout Law!

# Cub-O-Ree Registration Form

September 22-24, 2017

Camp Crooked Creek

To assist with planning we are asking each unit to pre-register by completing and submitting this form (or the on-line version) on or before **Friday, September 8**. Please include a roster of everyone that will be camping with your unit (see reverse), we'll update this roster as participants check in at camp. If a Scout signs up with your unit on or after the Early Bird deadline, please contact Matt Scobee to arrange for an Early Bird deadline extension for that Scout. All registered participants will receive an event patch; a limited number of additional patches will be available at a cost of \$3/patch.

**COST:**           **\$8.00 per Scout, if registered by 9-8-17**  
                      **\$10.00 per Scout, if registered after 9-8-17**

**Pack #:** \_\_\_\_\_ **DISTRICT:** \_\_\_\_\_

**UNIT LEADER NAME:** \_\_\_\_\_

**MAILING ADDRESS:** \_\_\_\_\_

**CITY:** \_\_\_\_\_ **STATE:** \_\_\_\_\_ **ZIP:** \_\_\_\_\_

**PHONE:** \_\_\_\_\_

**EMAIL:** \_\_\_\_\_

**TOTAL YOUTH:** \_\_\_\_\_ **TOTAL ADULTS:** \_\_\_\_\_

**METHOD OF PAYMENT:** \_\_\_\_\_  
(Credit Card, Check, Cash)

**Name on Credit Card:** \_\_\_\_\_

**Billing Address:** \_\_\_\_\_

**City:** \_\_\_\_\_ **State:** \_\_\_\_\_ **Zip:** \_\_\_\_\_

**Amount to be Charged:** \_\_\_\_\_

**Credit Card Number:** \_\_\_\_\_

**Card Expiration Date:** \_\_\_\_\_

**CVC (Code on back of card):** \_\_\_\_\_

## Is your unit camping at the Cub-O-Ree?

**[Yes] [No]** (Circle one)

If your unit is camping, do you have any special requests?

We have reserved campsites 4, 5, 5a, 6, 7, and 8 for this event.

Assigned campsite:

Additional Notes:

## ***For Information About this Event Contact***

Matt Scobee  
(502) 819-2979  
mscabee@gmail.com

Larry Arnold  
Sr. District Executive  
502-368-8940  
[larry.arnold@scouting.org](mailto:larry.arnold@scouting.org)

**Return Registration to the Sam Swope Scout Center for Processing**

**Fax:** 502-361-7899

**Email:** [larry.arnold@scouting.org](mailto:larry.arnold@scouting.org)

**Physical/Mailing Address:** 12001 Sycamore Station Place, Louisville, KY 40299

**For Office Use: 1-6801-069-20**

## Unit Roster

Include additional copies as needed

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

District: \_\_\_\_\_

Youth Name (First and Last)	Please indicate Scout's current rank. If the youth is a sibling, please write 'sibling'.	Camping Friday?	Camping Saturday?	Saturday Only?
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
Adult Name (First and Last)		Camping Friday?	Camping Saturday?	Saturday Only?
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				

**For Office Use: 1-6801-069-20**

## Fee Schedule/Refund Policy

Fee Schedule: All fees should be paid based on the following information:

If registered on or before: Friday, September 8	\$8.00 per Scout
If registered after: Saturday, September 9	\$10.00 Per Scout

**If a Scout signs up with your unit on or after the Early Bird deadline, please contact Matt Scobee to arrange for an Early Bird deadline extension for that Scout.**

Refunds: A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge, as long as a written request is made at least 30 days prior to a council or district program/activity.

No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made, but must be submitted in writing within 7 days after the program/activity.

Fees are transferable to other Scouts, but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or cancelled check.

## Kickball Rules

We will have a double-elimination style kickball tournament Saturday afternoon. There are no restrictions on teams (other than the restrictions on older players noted below); e.g. a team can consist of players from multiple dens or packs. The sign-up deadline will be announced at Friday's Leaders Meeting.

Please remember that this is a game and we are here to have fun, and all players must play in a manner that exemplifies the Scout Oath and the Scout Law.

We will follow the standard set of rules ([www.kickball.com](http://www.kickball.com)) with the exceptions noted below.

- a. All play must exemplify good sportsmanship, the Scout Oath, and the Scout Law. All decisions made by the Head Referee are final.
- b. A team can have any number of players and all players must be included in the kicking order.
- c. A team cannot change their kicking order for any reason. Any player who substitutes will kick in the order of the player that they replaced. If a player joins the team after the game has started, they must kick at the end of the existing order.
- d. Teams are not limited to Cub Scouts but, any player who is older than 11 must agree to the following restrictions:
  - i. Kicking: may not get more than a double on any one kick.
  - ii. These players cannot produce an out by throwing the ball at a runner or by catching a fly ball.
  - iii. These players may not pitch.
- e. Each game will consist of 3 innings, and innings will be determined by outs; i.e., a count of 3 outs by a team completes that team's half of the inning.

- f. A kicker cannot strike out or be walked, but a kicker can foul out by kicking 4 foul balls in one time at bat. In order to limit negative consequences of the “no strike out/no walk” rule:
  - i. The Head Referee can, at any time, limit the number of rolls to a kicker (e.g., in the case when a kicker is waiting for the “perfect roll,” the Head Referee can limit the number of additional rolls for that kicker). If a kicker exceeds this limit, they are considered to be out.
  - ii. At the discretion of the Head Referee, a kicker can be advanced to first base. All runners on base at that time will also advance one base. This rule will only be invoked in the case that a team is intentionally not following the Scout Oath, the Scout Law, or these rules.
- g. Bunting will not be allowed; i.e., a player is expected to make a reasonable effort to kick the ball.
- h. Any runner who is hit by a ball in the head or neck area when the ball was thrown by a member of the opposing team is considered safe unless that runner intentionally tried to get hit in the neck or head area. Any runner who tries to get hit in the head or neck area and is hit in the head or neck area will be considered out.
- i. At the time that the ball is kicked, all runners must be standing on a base; i.e., a runner cannot “lead off” or steal. Any runner not complying with this rule will receive one warning; any subsequent infractions by that runner shall result in that runner being considered out.
- j. A runner can advance at most one base on an overthrow, but play is not considered dead until the roller has the ball on the mound; i.e., a runner can be thrown out while attempting to advance.
- k. Players are expected to wear appropriate dress; e.g. all players must wear closed-toe shoes.