

Cub-O Participant Information 2010

Welcome to Cub-O!! We look forward to helping you and your Cub Scouts have a great time!

VOLUNTEERS: If you have extra adults coming to Cub-O who would like to help out with serving lunch, event photography, checking in maps at the finish line, or scoring, please let us know at registration. *Thanks and have FUN!!!*

WHAT TO DO

1. **Check in** at Registration. Get Team Entry Forms & wristbands.
2. Get pre-paid T-shirts (more on sale at trading post table).
3. Turn in one *completed* Team Entry Form for *each* team. At least 2 adults paid to participate in the event must accompany each team. Parent/son exceptions may be granted at Check-In.
4. Do training if necessary; wear wristband at all times
5. Lunch
6. Adults pick up Team Competition Map at 1:30 PM (sometimes a few minutes later - if lunch runs long)
7. Study map with boys, make a strategy, and stay in start area
8. Start, do the course in 2 hours
9. Finish, staff writes finish time on map
10. Turn in team map at Finish Line Map Table
11. Pick up t-shirts, patches, and souvenir maps

SCHEDULE

9:00-11:00 am Registration / Check-In is in the dining hall. Each Den / Pack sends an adult to Registration to pick up their meal tickets (wristbands) and **Team Entry Forms**. Fill out the **Team Entry Forms** *immediately* and turn in the completed form at Check-in (otherwise you can't get a race map.) If you arrive late PLEASE come directly to the registration table. Pick up pre-paid T-shirts (more at trading post table).

10:00-12:30 Cub-O Training Many training sessions will be provided outside the Dining Hall during this time for fairly small groups (after your adults leave Check-in) so that everyone gets the information they need.

9:00-4:30 Trading Post Open

11:00-1:00 Lunch served in the Dining Hall. Each unit will receive a time period to report for lunch.

BE SURE TO WEAR YOUR WRISTBAND TO LUNCH. Your Assigned Lunch time is the time that you should get in line.

Lunch, cont... PLEASE BE CONSIDERATE. If you have finished eating and people are waiting for a place to sit, please move to another area and allow those people to sit and eat their lunch. Thanks!

1:30 PM Competition Maps given out. Outside east end of Dining Hall. Each team that turned in a **Team Entry Form** at check-in will receive a competition map.

2:00-4:00 Cub-O Competition. Remain at the Start Line until the horn sounds. Be sure to finish on time. You will lose points for finishing late. Come straight to the Finish Line and the staff will write your finish time on your team map. Then turn in your Team Competition Map in at **Finish Line Map Table**.

3:30-4:30 Pick up Souvenir Maps in the Dining Hall (for each registered participant). Have a SAFE trip home!

3:30-8:30 Map Scoring. Adult Volunteers needed! The more maps we get scored the faster the scores will be ready!

GENERAL INFORMATION

Cub-O has a very large number of participants. The competition maps are checked and scored after the event by the Orienteering Committee. They check and recheck each map 3-4 times. (See **Maps and Scoring**) Scores are published in the **Cub-O** page and the **Pacesetter Newsletter** on the Council website at: www.longhorncouncil.org. Each team's competition map will be available for pick up at their District Roundtable meetings in February, along with scores and awards. Awards and maps for Packs from other Councils will be mailed.

Fire Regulations & Cooking: County FIRE BAN IN EFFECT Gas & propane STOVES are allowed. Wood & charcoal fires are not allowed. Please help us keep your Cub Scouts and your camp safe!

1. Never leave a stove burning unattended.
2. Stoves must be elevated and away from all brush & leaves.
3. **Shelters MUST be shared and may only be used for cooking! All Packs and Dens must share the shelters in each campsite. ONLY cooking equipment is allowed in the shelters. NO other camping gear, hammocks, etc. The Camp Ranger will insist on the sharing of shelters!**

Roads:

The camp roads are **closed** during the competition. Roads will remain closed until **all** Cubs are off the road at the end of the event. Speed Limits **must** be observed. Speed limit is 10 MPH in main camp and around Cub Scouts; 25 MPH otherwise. Watch out for Scouts, cows, horses, loose gravel (& skidding), and speed bumps.

Camping:

If you do not have a campsite assignment, please get one at registration. You may only park 1 car near your campsite. Other vehicles **must** be in designated parking areas. Park & **do not** drive vehicles until after the event is over. Check campsite driveways: some are not passable.

Facilities:

Latrines are in each campsite and port-a-potties are available across from the Dining Hall and near the campsites. Flush toilets are available in the dining hall. Please help keep the Dining Hall and bathrooms clean!

Patches:

Pick up your patches and souvenir maps from 3:30-4:30 PM. Each registered participant gets a map and a patch. Anything that is not picked up will be delivered to your February roundtable.

Policies:

Many of you may be fairly new to Scouting and some of BSA's policies. We would like to take this opportunity to make you aware of a few that are essential for camping:

1. Follow ALL Fire Regulations!
2. Smoking in front of scouts is not allowed. Smoking is allowed in cars only during the Wise County fire ban.
3. **Riding in the back of pick-up trucks is strictly forbidden & drivers who allow it will not be covered by BSA liability insurance.**
4. Everyone in a vehicle must be buckled up in a seat belt.
5. No alcohol.
6. Observe Speed Limit Signs.
7. Pack out **ALL Trash** (please take all your campsite trash with you). Please do not allow the boys (or anyone) to throw trash in latrines.

T-shirts:

Pick up prepaid T-shirts at the trading post. Some extra T-shirts will be available for sale at the Trading Post, along with water, compasses, and some snacks.

Map Scoring:

The more volunteers with orienteering experience who help score maps on Saturday afternoon the faster the final scores will be ready!! The Orienteering Committee rechecks the punches on each map 2 to 4 times. Final scores will be ready in a week or two – even faster with more help.

Cub-O 2010 Campsite Assignments

Detailed campsite assignments for Cub-O 2010 are on the Cub-O page at: www.longhorncouncil.org/orienteering/cubo. If your pack is planning to camp and you do not have a campsite please check in at the dining hall. One vehicle per campsite. Remember: a few campsite driveways may not be passable for cars. Check before you drive in to unload!!

Camp Rangers Russ Johnson and Bryan Holt and the Campmaster Corps will have directions and extra maps available for you at the camp intersection as needed. Make sure your Pack & Den families know that they can get directions and information on campsites at registration in the main dining hall.

Many Dens and Packs are sharing campsites so please be courteous. If you arrive FIRST, please move to the back or side of the campsite so as not to block other Dens or Packs who may arrive later. ALL Packs and Dens must share campsite shelters for cooking. Stoves must be used in shelters during the current Wise County fire ban. See you at Cub-O!

Cub-O 2010 Meal Times

Cub-O 2010 meal times and wristband tickets will be in each group's registration packet at check-in in the dining hall.

A Note on Orienteering

Your Cub Scouts can have fun with orienteering in many ways. They can compete hard to win the whole event! Or just compete to beat other Packs in your District, other dens in your pack, ... or maybe that brother in that *other* den! Or you can just go out for a fun hike in the woods and maybe learn a little bit about map reading! It's YOUR event! We ask only that you Have Fun and be safe!