

Cub Smoke and the Legend of the Lost Lantern

A story driven Cuboree!



The Bicentennial Ghost: The Lantern of '76

The sun dipped below the Pamlico River, leavin' a trail of fire that looked like a revolutionary flag wavin' in the tide. It was the summer of 1976, and for the Cub Scouts of Eastern North Carolina, the **Cuboree** wasn't just about earnin' a badge—it was about findin' a piece of the American soul. The loblolly pines stood tall and stiff, like soldiers on parade, castin' shadows that seemed to whisper about the past.

The legend of Mr. Alex and his "Star-Light Lantern" took on a whole new meanin' this year. They said that lantern didn't just save a patrol back in the '50s; they said it carried a spark from the very first campfire of the Old North State.

The Call to Greatness

As the moon rose—white and round as a silver dollar—the central fire pit roared to life. Cubmaster Biggs stood there in his knee-high socks, lookin' like a giant against the Pamlico river .

"Scouts!" he shouted, and the woods went quiet as a tomb. "This year, our nation is two hundred years young. But the light of a Scout? That's eternal. Many have looked for Mr. Alex's Ghost Light and come back with nothin' but mosquito bites. They looked with their eyes, but they forgot to look with the **Spirit of '76!**"

He held up a map that looked like it'd been recovered from a shipwreck. "Tonight, the Bicentennial Quest begins. Follow the stars, trust your compass, and bring that flame back to the circle!"

The Trial of the Freedom Stations

Den 5—a group of Webelos with shaggy hair and bell-bottom jeans tucked into their boots—didn't hesitate. Led by a boy named Shane, they clicked on their heavy Rayovac flashlights and headed into the thicket.

- **The Whispering Docks:** Their first clue sent 'em to the water. "To find the future, you must row through the past." Shane and the boys piled into aluminum canoes, their paddles clankin' against the metal. Out on a cypress island, they found a scroll tucked inside an old glass bottle.
- **The Archer's Eye:** The scroll pointed 'em to the archery range, where the targets looked like ghosts in the moonlight. "Only the straight arrow finds the narrow path." Shane took a breath, pulled back the string, and *thwack!* The arrow split the air. When it hit the gold, a hidden box beneath the equipment bench popped open, revealin' a brass compass that hummed like a beehive.

The Heart of the Bicentennial Woods

The compass led 'em deep into the **Old Fire Ring**, a place where the Spanish moss hung thick as wool blankets. The air was heavy, smellin' of damp earth and old secrets.

"My flashlight's fadin' out," one boy whimpered, shakin' the plastic casing.

"Don't you quit now," Shane barked, feel'n a chill despite the Carolina humidity. "Look yonder... by the Spirit Tree."

Underneath a massive, lightning-scarred oak, Shane saw a flicker of metal. He dug through the pine needles with his bare hands until he felt somethin' cold. He pulled up an iron lantern, its glass etched with the Scout Fleur-de-lis.

"It's dark," a scout whispered, lookin' disappointed. "Just an old hunk of junk."

"No," Shane said, his voice steady. "It's waitin'." He held the lantern high and lead the den in the Scout Oath. As they reached the part about *doing their duty to God and Country*, a spark jumped inside the glass—bright, green, and steady. It didn't just glow; it *shined* like a Roman candle on the Fourth of July.

A Legacy Reborn

The walk back was a parade. When Den 5 marched into the main camp, that golden light swingin' in Shane's grip, the whole Cuboree erupted in a cheer that probably woke the fish in the Pamlico.

Cubmaster Biggs stood tall, hand over his heart. "You brought it back, boys. The light of '76."

They placed that lantern right in the center of the campfire circle. It didn't flicker, didn't smoke—it just stood there, a bright reminder that as long as there's a Scout in the woods, the dark ain't ever gonna win.

Then one night... it vanished.

For 50 years, the story faded into legend.

Until now.

In 2026 — exactly 50 years later — the lantern has gone missing again.

And this time...

It's our turn to find it.



2026 Spring Cuboree

An East Carolina Council Production

March 27th-29th, 2026

Camp Boddie

East Carolina Scout Reservation

419 Boy Scout Road

Blounts Creek, NC 27814

Dear Cub Scouts, Leaders, and Families,

Welcome to the East Carolina Council Spring Cuboree, "Cub Smoke"! We are thrilled to have you join us for what promises to be an unforgettable adventure, where Cub Scouts will journey back in time to explore the fascinating world of Cowboys and Cowgirls.

As you step into our "Cub Smoke," prepare to embark on a day filled with excitement, learning, and camaraderie. Our event has been designed with fun and discovery in mind, offering a range of activities that will challenge your skills, spark your curiosity, and ignite your imagination.

Throughout the Cuboree, Scouts will engage in hands-on activities, race cub mobiles, and solve frontier puzzles, all while enjoying the great outdoors with their fellow Scouts and families. Our dedicated team of volunteers has worked tirelessly to ensure that this event is both educational and enjoyable for everyone involved.

Here's what you can expect during the Cuboree:

Western Games and Challenges: Test your abilities and teamwork with activities inspired by the age of cowboys and cowgirls.

Educational Stations: Learn about frontier life, foods of the frontier days and what children did for fun.

Campfire Stories and Entertainment: Gather around the campfire for tales and performances that will transport you back in time.

Scout Spirit and Fellowship: Connect with fellow Scouts, share experiences, and build lasting memories.

Please remember to bring the following items to ensure a smooth and enjoyable experience:

Appropriate outdoor clothing and sturdy footwear

Sunscreen and insect repellent

Reusable water bottle to stay hydrated

A positive attitude and eagerness to learn and explore

Safety is our top priority, and we ask that all participants adhere to the guidelines and instructions provided by our staff. Should you have any questions or need assistance during the event, don't hesitate to reach out to our team members, who will be readily available to help. Extra points will be awarded for having den flags displayed.

We are excited to share this "Jurassic Odyssey" with you and look forward to seeing the wonder and enthusiasm that our Cub Scouts bring to this adventure. Together, let's make this Cuboree a remarkable experience filled with discovery, friendship, and fun.

Thank you for being a part of this incredible journey. Let the adventure begin!

Yours in Scouting,

Freddie Small

Mayor (Event Director)

East Carolina Council Spring Cuboree "Cub Smoke and the Legend of the Lost Lantern"

Refund Policy of the East Carolina Council, BSA

- The unit leader must submit a written request to the East Carolina Council Service Center prior to the start time of the event.
- This Refund Policy applies to all camps, events and activities of the East Carolina Council, Scouting America unless otherwise stated.
- All individual refunds are to be requested in writing and can be sent by mail or email to teresa.rose@scouting.org.
- Fees may be applied to another individual attending the same event, camp or activity if arranged with approval in advance.
- Fees cannot be rolled-over to a camp, event or activity to occur at a later time.
- Extenuating circumstances (i.e. relocation, illness with physician's note) may be the exception and are at the discretion of the council.
- Postponed events, camps or activities due to weather or other unforeseen circumstances will be issued store credit with the East Carolina Council, only if the participant would be unable to attend the make-up date, at the discretion of the council.
- A cancellation fee will be subtracted from refunds to cover bank fees, processing costs and other costs. Events or activities with fees less than \$10 will generally not be refunded.

- Refunds that are made 30 days or later from the event will be a full refund, minus any bank fees. Refunds made 7 days to 30 days prior to the event will be given a half refund. Refunds less than a week prior to the event will be up to the discretion of the council based on materials already purchased for the event. No refunds will be issued once the event starts.

Adopted 10/3/23 Clark R. Garthwait

Cub Smoke Staff

Mayor

Freddie Small

Mayor Pro Tem

Chris Cooper

Apothecary

Leigh Ann Cooper

Sherriff

Erik Mattingly

Deputy Sherriff

Adam Offenbacher

Sharon Emrlowich

Wheel Wrights

Ali Kirby

Artisans

Samantha Hamill

Beth Wiggins

Cuboree Rules & Regulations

All attendees must abide by the rules and policies set forth in the Guide to Safe Scouting and the Scouter Code of Conduct and follow the Sweet 16 of BSA Safety. All attendees are expected to utilize Leave No Trace principles. Registered adult leaders are expected to do their part to inform their unit of these rules and enforce them.

Arrival and Departure

1. Your unit should plan to arrive at the Cuboree on Friday. All Packs should report directly to check-in where you will receive your campsite assignment from the check-in staff. After registering. No Vehicles will be permitted beyond the check in point and only Pack Trailers will be allowed in campsites. **It is advised to try to put as much gear as possible into your pack trailer!**
2. Each unit is responsible for bringing its own food.
3. All garbage removal is the responsibility of each unit. Place all trash inside the dumpster near the dining hall. Trash left outside of the dumpster will not be picked up by the trash company.
4. Prior to checking out, all units should clear all equipment, trash, fire pits, and replace sod (if needed) at their campsite.
5. Vehicle access to the campgrounds is limited to specific times only. **An open or unlocked gate is not permission to drive into the camp.** The gate must remain unlocked in the event of an emergency.

Leave No Trace

6. Ground fires are allowed in camp, but only in designated areas. An alternative is the use of a portable raised patio fire pit. Firefighting equipment consisting of one (1) water bucket, one (1) sand bucket, and a dedicated shovel should be maintained at each campsite. Each campsite can only have one fire pit.
7. The cutting of live trees is not permitted. Use fallen, dead wood for fire only.
8. Wastewater should not be disposed of within 50 feet of campsite.
9. Be respectful of all nature and wildlife in the camp. Do not feed, collect, injure, or disturb nature or wildlife. This camp is their home, and we are just visiting.

Health & Safety

10. All Cub Scout Packs must have at least one BALOO-trained leader. Two is recommended.
11. Cub Scouts and other youth are not permitted within 5 feet of a campfire unless they are cooking in the fire. Webelos Scouts are the only Cub Scout rank permitted to cook outdoors under adult leader supervision.
12. The only fuel allowed at Camp Boddie are propane and butane. Fuel cannot be stored in or near tents. Cub Scouts cannot operate fueled devices. Gas generators are not permitted (except for use with medical devices and with the permission of camp directors). Electric outlets are available at each campsite.
13. Each campsite must have designated areas for tents, cooking, and play. Cooking areas must be roped off. Individual families cannot set up cook stations next to their tents.
14. Closed-toed shoes must be always worn about the camp. This applies to all attendees. Flip-flops, sandals, and Crocs are inappropriate footwear.
15. Quiet hours are between 10 pm and 7 am. Scouts must remain in the campsites during these hours unless accompanied by a parent or guardian.
16. The registered unit leaders are responsible for their unit at all times. Each pack must have two-deep leadership and follow no one-on-one guidelines as set for in Youth Protection Policies. Follow tenting policies as detailed in Scouting's Barrier to Abuse found in the Guide to Safe Scouting.
17. The buddy system is to be always used. Scouts are not allowed to roam freely through the camp at any time. Refer to the Sweet Sixteen of BSA Safety.
18. No one is allowed to take shortcuts through the campsites of other units for both privacy and security.
19. Units and parents will be responsible for any medications for Scouts. Each unit should be equipped with an adequate first aid kit and must have current Annual Health and Medical Reports with them for every participant including parents and siblings.

Prohibited Items

No fires, grills, fueled lanterns, open flames, or tent heaters of any type are allowed in or near tents.

No pets are allowed at camp at any time. Service animals are permitted. Please notify the camp director if you have an animal service.

No personal transportation vehicles are permitted. Leave bicycles, skateboards, skates, scooters, ATVs, and golf carts at home.

No firearms, fireworks, or explosives are allowed in camp. Only law enforcement officers operating within their jurisdiction and range safety officers managing shooting sports events may carry firearms onto the camp property. No exceptions.

Sheath (fixed blade) knives are not permitted. Only Cub Scouts who have earned their Whittling Chip may carry a pocketknife. They must have their Whittling Chip card with them. All other cutting tools (hatchets, axes, saws, etc.) are to be used by adults only and securely stored when not in use.

No alcoholic beverages or illegal narcotics (including cannabis) are permitted at this event or any Scouting event.

Adult leaders must support the attitude that we are better off without tobacco. Use of any tobacco products, including electronic cigarettes and chewing tobacco, may only be used in the designated tobacco use area, and never within the view of any Scouts or other youth. The designated tobacco use area will be outside of the second main gate, past the Ranger House, and to the left towards the dead end.

Any attendee violating these Rules and Regulations or acting in a manner inconsistent with the Policies and Principles of the Boy Scouts of America is subject to dismissal from the event with no additional notice and no refund of any fees.

Scouting America Tenting Regulations

From *Scouting's Barriers to Abuse* (Guide to Safe Scouting)

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.

- Spouses may share tents.



Camp Inspection Sheet Pack _____

Flags (25 points)

<u>US Flag (10)</u>	<u>Pack Flag (10)</u>	<u>Properly displayed (5)</u>	_____ /25 points
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Fire (35 points)

Fire watch on duty/Fire out (10)	Above ground or existing pit (5)	One fire pit per campsite (5)	_____ /35 points
Ground clear around the fire pit (5)	Bucket of water and bucket of sand (5)	Chairs more than 5 feet away (5)	

First Aid (35 points)

One adult CPR/First Aid Trained, the certificate in First Aid box (10)	Stocked and organized pack-size first aid kit (5)	Scouts know the location of the first aid kit (5)	_____/40points
Location of first aid kit is highly visible (5)	Medical forms are readily available (5)	First aid log (10) Official Scouting America Log https://filestore.scouting.org/filestore/pdf/19-127wb_singles.pdf	

Kitchen (75 points)

The pack has only one kitchen (15)	Kitchen is at least 10 feet away from tents (10)	Menus are posted (5)	_____/95 points
Menus are nutritionally sound (5)	Food is properly stored (5)	Kitchen is roped off (5)	
Sanitary kitchen area (5)	Buckets of water and sand (5)	Handwashing station (5)	
Dishwashing station (5)	Garbage bag (5)	Pack uses mess kits (25)	

Campsite (30 points)

Campsite divided into and clearly marked tent area, kitchen area, and activity area (10)	The campsite is neat and clean (10)	Pack has 2 or more BALOO-trained leaders (20)	_____/50 points
Unit has demonstrated they have read the guide. (10)			

Bonus Points Pack gateway with pack number (5) Themed gateway with pack number (10)

Inspectors Gateway Score 1-10 _____ **Total Points** _____

Inspector Chief's Signature: _____

General Schedule

Friday, March 27

2:00 PM: Unit Leader Check-in at gate

4:00 PM: General Check-in at gate

4:00 - 7:00 PM: Cub mobile Check-in at Activity Field

9:00 PM: Gate closes for the evening

9:10 PM: Cracker Barrel Leaders' Meeting (Hodges Building)

10:00 PM: Lights Out & Quiet

Saturday, March 28

8:00 AM: Reveille

8:45 AM: Flag Raising Ceremony (In front of Dining Hall)

9:00 AM: Sessions Begin

11:45 AM: Sessions Close

11:50 AM: Iron Grub master dish turn in Hodges Center

12:00 PM: Lunch

1:00 PM: Sessions Begin

5:00 PM: Webelos Foil Dinner Judging in Hodges Center

6:45 PM: Flag Lowering Ceremony (In front of Dining Hall)

7:15 PM: Campfire (Amphitheater)

After campfire: Leader Pow Wow on the lawn after campfire closing

10:00 PM: Lights Out & Quiet

Sunday, March 30

8:00 AM: Reveille

8:45 AM: Worship Service (Chapel)

9:00 AM: Check out Begins **DO NOT DRIVE OR PARK ON THE GRASS.**

Arrival Procedures

Your unit should plan to arrive at Cuboree on Friday. All Packs should report directly to check-in where you will receive your campsite assignment from the check-in staff. After registering. No Vehicles will be permitted beyond the check in point and only Pack Trailers will be allowed in campsites. We will be loading camp trailers and dropping gear off at campsites. **It is advised to try to put as much gear as possible into your pack trailer!**

Departure Procedures

9:00 am - 11:00 am Campsite Check-Out

After the worship service, you may get a pass at the gate to retrieve your gear. Have gear packed and ready to load before obtaining a pass. If you wish to leave earlier, you must pack out your gear. Please follow the Leave No Trace principles by remaining on the roads and not driving into campsites. **DO NOT DRIVE OR PARK ON THE GRASS.**

Community Responsibilities

A Scout is Clean.

Trash

Every unit is responsible for removing all trash from their campsite. The trash dumpster is located near the Dining Hall. Trash must be placed inside the dumpster. Units are encouraged to reduce their amount of trash as much as possible. Use mess kits and reusable water bottles. Recycle as much as possible.

Shower House Cleaning

Cleaning is assigned by campsite. Coordinate with leadership if your campsite is occupied by more than one pack. Send at least **3 adults** for this shift. Cubmasters will be required to check in with the Inspection Chief that their pack participated in the cleanup of the location assigned.

		Navajo	Pool	Croatan
Saturday	Lunch	Seminole	Comanche	Croatan
	Dinner	Sioux	Cherokee	Apache
Sunday	After Service	Mohawk & Tuscarora	Iroquois	Arapahoe

Activity Schedule

Cohort	Session 1	Session 2	Session 3	LUNCH	Session 4	Session 5	Session 6	Session 7	Session 8
	9:00-9:45	9:55-10:40	10:50-11:35	11:45-1:15	1:20-2:05	2:15-3:00	3:10- 3:55	4:05-4:50	5:00
Calamity Jane	Archery	BB Shooting	Sling Shot	LUNCH	Frontier Learning	Stagecoach Race	Crafts	Conservation	Free Time

Jesse James	Conservation	Archery	BB Shooting	LUNCH	Sling Shot	Frontier Learning	Stagecoach Race	Crafts	Free Time
Doc Holliday	Crafts	Conservation	Archery	LUNCH	BB Shooting	Sling Shot	Frontier Learning	Stagecoach Race	Free Time
Anne Oakley	Stagecoach Race	Crafts	Conservation	LUNCH	Archery	BB Shooting	Sling Shot	Frontier Learning	Free Time
Billy the Kid	Frontier Learning	Stagecoach Race	Crafts	LUNCH	Conservation	Archery	BB Shooting	Sling Shot	Free Time
Stagecoach Mary	Sling Shot	Frontier Learning	Stagecoach Race	LUNCH	Crafts	Conservation	Archery	BB Shooting	Free Time
Della Rose	BB Shooting	Sling Shot	Frontier Learning	LUNCH	Stagecoach Race	Crafts	Conservation	Archery	Free Time

Shooting Ranges - Archery, Slingshots, BB Shooting

Hodges– Frontier Learning

Tee Pees - Conservation

Crafts – OA Lodge/Reception Center

Activity Field – Stagecoach Race

Event Descriptions

Stage Coach Race- Each pack should build a Frontier (wagon/Stage Coach) themed Cubmobile. Extra Cubmobiles may be available. Check in for inspection is Friday, 4 PM to 7 PM. Bring a tarp to cover your Cubmobile. Directions for building a Cubmobile are included in this guide.

BB Shooting- This event may meet the requirements for the Shooting Sports Patch. Rank appropriate targets. *Per Age-Appropriate Guidelines to Scouting Activities, Lion Scouts cannot participate in BB Shooting.*

Slingshots- Slingshots will be available for Lions and siblings who cannot participate in BB Shooting.

Archery- This event may meet the requirements for the Shooting Sports patch for all ranks.

Frontier Life- Learn about life in the Frontier days.

Conservation- Help conserve the beauty of camp.

Scavenger Hunt- Find the clues and decipher the code.

How to Build a Cubmobile

Cub mobile should be decorated to look like a stagecoach

Detailed Instructions

1. Cut one 2 X 4 52" for main frame.

2. Cut two 2 X 4's 28" for axles.
3. Make an "X" on each end of each axle and drill a hole at each "X" intersect, 6" deep using a hand electric drill (5/16" wood bit works well).
4. On the front axle 2 X 4:
 - a. Drill a 5/16" hole on each end near the back for the rope.
 - b. Drill a 3/8" hole at center of 2 X 4.
 - c. Attach (2) 2 X 4 blocks to front axle, on either side, 2-1/8" from center hole, use glue and #6 X 2" screws. This will limit steering.

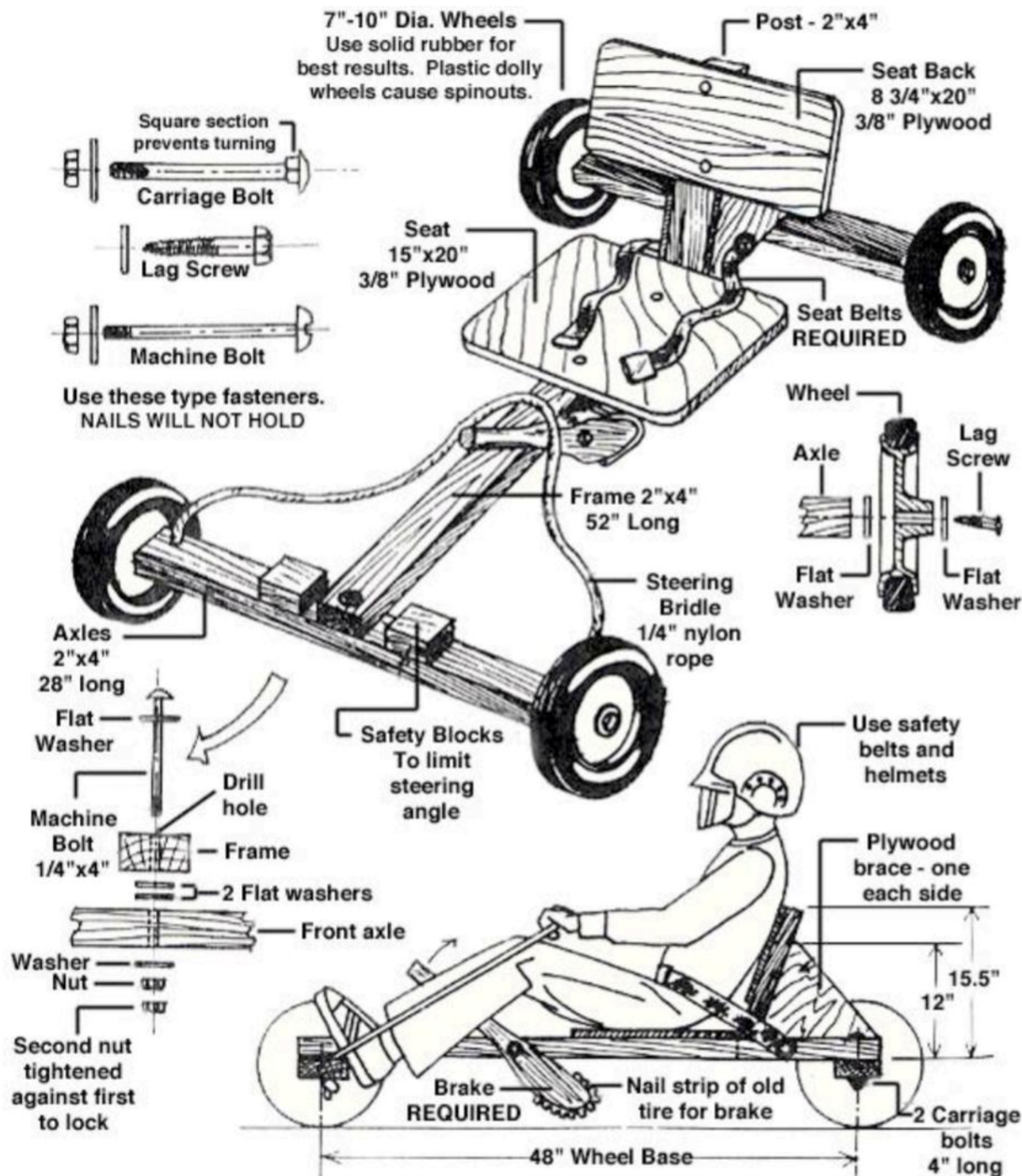
Supplies and Tools

Quantity	Description	Tools required
4	8" wheels	Power drill
1	2'x4' 3/8" or 1/2" plywood	3/8" and 5/16" wood bit
2	8' 2x4s	Wrenches or socket set
1	2"x2" surveyor's stake	Screwdriver
4	3/8"x6" lag screws (for wheels)	Tape measurer
1	3/8"x4" hex bolt (for front axle)	Wood glue
1	3/8"x4" lag screw (for brake)	Power or hand saw
2	5/16"x4" carriage bolts (for rear axle)	
13	3/8" washers	
1	3/8" lock nut	
2	5/16" washers	
2	5/16" lock washers	
2	5/16" nuts	
32	#6 x 1 1/2" wood screws	
4	#6 x 2" wood screws	
1	6-7' 1/4" rope	
1	Seat belt (salvage)	
1	2"x6" piece of rubber (old tire)	

5. At front of main frame 2 X 4, drill a 3/8" hole (center 1-5/8" from front).
6. Attach front axle to frame using 3/8" X 4" hex bolt,
7. washers, and lock nut or 2 nuts (Tighten enough to allow steering).
8. Align back axle 2 X 4 at right angle with back of main frame 2 X 4, clamp if possible. Drill (2)5/16" holes through axle and main frame. Attach main frame to back axle using 2 carriage bolts, 2 washers, 2 lock washers, and 2 nuts. If this is to be a permanent attachment, glue also.
9. Cut out seat and back rest from plywood.
10. Cut one 2 X 4 12-14" in length for back rest support. (Bevel slightly about 5 degrees if possible).
11. Attach back rest support (bevel end down) to main frame using glue and 2 screws (#8...2-1/2") at an angle. Bring the flag of 1776 in any form to get extra points for campsite inspection. Position of this support depends on size of the youth, have Scout sit on 2 X 4 frame to estimate position.
12. Cut out 2 triangular shaped pieces of plywood and attach to either side of backrest support and main frame with glue and screws (#6 1-1/2"). Drilling small pilot holes helps.
13. Attach seat and back rest using glue and screws (#6...1-1/2").
14. Cut 2 X 2 surveyor's stake to 14-16" at an angle, cover end with rubber using nails, drill a 3/8" hole through stake at location it will meet main frame.
15. Drill hole 5/16" into main frame at point to attach brake. Mount brake using 3/8" X 4" lag screw and washer to side of main frame.
16. Drill and attach seat belt with fasteners of choice.
17. Attach 6-7' of 1/4" rope to the front axle as shown.
18. Attach wheels using washers and 3/8" X 6" lag screws. (Socket wrench helps).

Cubmobile Guidelines

- 1 Wheels must not exceed 10 inches in diameter.
- 2 All wheels may only be equipped with solid rubber tires.



3 Car frame is made from 2-by-4-inch construction lumber.

4 The overall length of the car is a maximum of 5 feet; the wheelbase is a maximum of 4 feet.

- 5 Use roundhead 1/4-inch bolts to hold frame. Screws are a second choice. Nails are not suitable, because they may work loose.
- 6 All cars must have a seat with braced backrest, so the Scout can comfortably steer with his feet.
- 7 Steering is done with the feet, which are placed on the front axle, and by the hands holding a rope fastened to the front axle.
- 8 If threaded axles are used, the nuts must be secured with cotter pins or wire.
- 9 Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car.
- 10 Cars must be equipped with a handbrake with its rubbing surface faced with a rubber material such as a strip of an old tire. This will stop the car when dragged on the ground.
- 11 During a race, the two 2-by-4-inch blocks fastened 1/4 to 1/2 inch from the centerboard will limit the turning radius. (Very important to test this before the race!)
- 12 No extra weights, etc. may be placed on the Cubmobile.
- 13 For the Scout's safety, they should wear long pants, a long sleeve shirt, and shoes that completely cover the feet, and a **bike helmet**.

Attire

Attendees may wear activity T-shirts or dress according to the theme during Saturday activities. Field uniforms (class a) should be worn to the Interfaith Worship Service on Sunday morning. All attendees must wear close-toed shoes at all times, preferably sneakers or hiking shoes. Flip-flops, sandals, and Crocs are not appropriate footwear.

Trading Post

The Trading Post (next to the Reception Hall) will be open during Cuboree. Hours will be announced at Friday Night Cracker Barrel.

Campfire Program

The Flag Lowering Ceremony will be held in front of the Dining Hall, then we will hike over to the Amphitheater for the Campfire Program. There will be a brief leader pow-wow on the grass directly after the program.

Interfaith Worship Service

A Scout is reverent. Please join us for a brief interfaith worship service at the chapel before leaving camp. The chapel is located behind the Trading Post. **No cars are permitted to enter the camp until after the service.**

Silver Turtle Dinner Cooking Competition

Introduction: This is an opportunity for Webelos and Arrow of Light Scouts to show off some of the cooking skills they have learned. Foil dinners are one of the cooking methods introduced in the Cast Iron Chef adventure. Also called hobo dinners and silver turtles, many recipes can be found online.

All Ingredients MUST be store bought!!!!

All recipes must be cooked at the campsite!!!!

Registration for the cooking contest will be at the Leader's meeting on Friday night. Scouts will prepare a recipe of their choice to cook at their campsite. Scouts must have a copy of the meal they plan to serve to hand in at the leaders meeting after all entries have been handed in you will then receive the secret ingredient. Scouts will present their plated food by 5:00pm to the Hodges Center for judging. **NO SILVER TURTLES WILL BE ACCEPTED AFTER 5:00PM!**

Webelos/Arrow of Light Silver Turtle Cooking Contest

Pack # _____

Scout's Name (first and last): _____

Adult supervisor(s): _____

Name of recipe: _____

Description: _____

Do not write below this line. To be completed by the judges.

Three samples provided (10 points, minus 5 points per missing sample) _____/10

Samples are labeled 0 or 10

Entry form submitted with entry 0 or 5

	Judge #1	Judge #2	Judge #3
Difficulty (1-5)			
Properly cooked (1-5)			
Creative Use of secret ingredient (1-10)			
Nutritious (1-5)			
Taste (1-10)			
SUBTOTAL			

Total Score _____ /105

Grubmaster Cooking Competition

Introduction: The premise of this contest is similar to that of the tv show. Contestants will be provided with a secret ingredient and are challenged with preparing a dish using that ingredient.

Registration for the cooking contest will be at the Leader's meeting on Friday night. Grub Masters will prepare a recipe of their choice to cook at

their campsite. Grub Masters will need to have a copy of what they plan to serve to hand in at the leaders meeting after all entries have been handed in you will then receive the secret ingredient; GrubMasters will present their plated food by 11:50am to the Hodges Center for judging. **NO DISHES WILL BE ACCEPTED AFTER 11:50AM!**

Rules:

1. Food must be prepared at the campsite.
2. Use proper sanitation.
3. The secret ingredient will be announced at Cracker Barrel on Friday night. Grubmasters may pick up the secret ingredient at that time.
4. Packs may have only one (1) submission per pack. May have more than one Grubmaster cooking.
5. Four servings must be submitted to the judges.
6. All entries must be labeled with the pack number and name of the Grubmasters.
7. Submit an entry form with the food.
8. Entries are due at 11:50 am to the Hodges Center.

Judging:

- Appearance (5 points)
- Aroma (5 points)
- Creative Use of Secret Ingredient (5 points)
- Taste (10 points)

Iron Grubmaster Cooking Competition

Entry Form

Pack # _____

Name of Grubmaster _____

Name of Recipe: _____

Description of recipe:

Do not write below this line.

Category	Judge #1	Judge #2	Judge #3
Appearance (1-5)			
Aroma (1-5)			
Creative use of secret ingredient (1-10)			
Taste (1-10)			
SUBTOTAL			
TOTAL: _____ / 105			

Campfire Maestro

Open to one adult participant per pack!

Test your music skills by naming that tune, 15 songs, 10 seconds to hear, can you name the title?

If you name the Artist extra point will be awarded!

Tell the timing of the song extra point awarded

