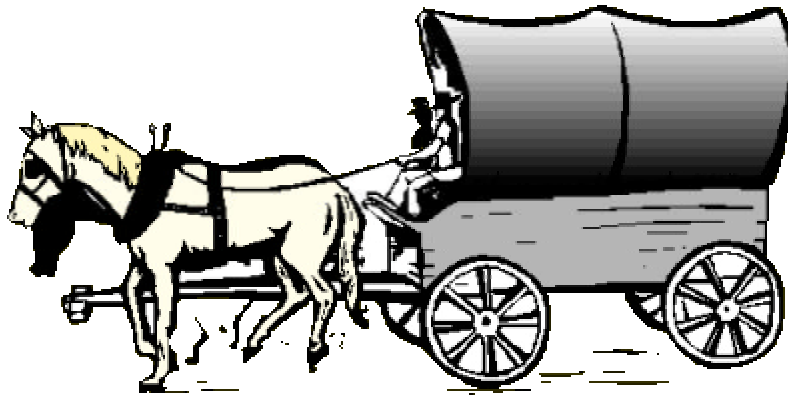


CHUCK WAGON DERBY



INFORMATION PACKET

WHAT IS THE CHUCKWAGON DERBY?

Chuckwagon Derby is a District wide, friendly competition of Scouting knowledge and spirit. This is the day that the boys in your Pack will meet boys from all over the District, and spend a day sharing "Cub Scout Spirit."

*Chuckwagon Derby offers the boys in your Pack a day filled with Scouting, Scouting, and more Scouting !! The boys are in groups of 6 - 8 per wagon, push, and/or pull their wagons around Treasure Valley, stopping at "Towns" to have fun, and demonstrate **basic Scout knowledge and skills, - appropriate for their rank.** Chuckwagon is a lot of fun and leaders should encourage all their boys to attend.*

Different colored beads will be given out at each town for 1st, 2nd, and 3rd place during the event. And there are other chances to shine - Cub Scout Spirit, general Cub Scout knowledge, knot knowledge, wagon display, and tool knowledge to name a few. However, it is very important to instill in the boys not only a sense of good, healthy competition, but the fun and challenge of "doing your best" - which is the Cub Scout motto !!

WHEN IS CHUCKWAGON DERBY?

The date for this event is Saturday, May 7th. 2005. Chuckwagon Derby will be held at Treasure Valley. Registration: 8:00 AM - 8:45 AM. Opening 9:00 AM sharp followed by the Wagon Train Departure. Closing ceremony and campfire at approximately 2:45.

WHAT HAPPENS WHEN WE “ HIT THE TRAIL”?

Wagon Crews will be given a map of Treasure Valley and a score sheet. The map will tell the wagon crew where to start. Wagons will travel in a clockwise circle, starting at the assigned town. There will be 10-15 towns to visit. Visit as many towns as possible, and in the order given. However, if you are at a town that has a very long wait, the boys could approach the “mayor” and ask to advance to the next town, and get permission to return to that town later in the day. We’ve been told that all towns are usually visited without needing to advance along.

*Okay, so now you’re on the trail... what to you do ?? The boys are pushing the wagon along the trail... have them sing - **LOUD!!** - this shows Scout spirit !!- What do you sing? Anything Patriotic... “She’s a Grand Old Flag”, “I’m a Yankee Doodle Dandy”, “ Hi, Ho the Gangs All Here”, or anything you can think of. Change any wording to Chuckwagon themes. **REMEMBER ONLY BOYS MAY PUSH THE WAGONS!!** This is an important fact to remember. As the boys are pushing the wagons, they should also pick up all the trash they see !! “A Scout is Clean”. (Mayors from all towns and the Sheriffs are watching all the wagons - all the time)*

*Follow the map - A boy must be in charge of the map and the score sheet. This job can rotate so all have the honor of leading the wagon. When you arrive at your town, there usually is a short (or maybe not so short) wait. Take advantage and rest. If you are far enough away from the mayor, you may have the boys **quietly** discuss the subject of the town.*

THIS IS IMPORTANT: Prior to entering the town, the boys should agree on their ‘spokesman’. There should be only 1 speaker in the group. The MAIN OBJECTIVE of Chuckwagon is to see the wagon crews working together, having a good time, and maintaining high spirit. The boys will approach the mayor of the town - **they cannot enter the town without being invited in !!!** Then they go and are tested on skills/ knowledge for their crew. The mayor will present them with a subject, question, skill, or problem... the boys should then take a few steps away from the mayor - **huddle together and discuss the situation - (another BIG point maker)** - then the spokesman will speak - no one else should comment - even if the speaker gives misinformation !! The wagon will be scored, one score for Scout knowledge & another score for Scout spirit, given their “beads” and proceed to the next town - **** DON’T FORGET TO HAVE YOUR ROUTE SHEET SIGNED OFF AT EACH TOWN! *** SING, SING, SING !!

This is the basis of the day. Lunch is from 11:00 to 1:00PM. Be sure and stop by the East Lodge for lunch. Enjoy a half-hour break. Take advantage of this time - the boys might need to use the rest rooms, or just splash water on their face - make sure they don’t soak down - the mayors don’t approve of Scouts in wet clothes!

The campfire and awards ceremony is from 2:45 to 3:15 PM. When your wagon has completed all the towns, bring your wagon to top of the hill above the fire

ring (which is located down the hill from the East Lodge) **no later than 2:30PM**. Then bring your wagon crew to the fire-ring. Your team will be given instructions and a part in the closing campfire if and when they visit "Skit Town". This is the time to practice your part! Just follow the crowds. Teams must stay together until boys meet their parents. Everyone brings home whatever they brought in the morning. Lost and found will be at the next Roundtable. Lost children or parents may go to the East Lodge and must not be returned that day!

WAGONS

Chuckwagon Derby is a "spin off" of 'Klondike Derby', which is a Boy Scout event where Boy Scouts compete similar to Chuckwagon. Boy Scouts push "Dog Sleds"; Cub Scouts push and/or pull "Chuckwagons" - The style of wagon is left up to your imagination, but remember you will be pulling it a long distance during the derby. It can be any decorated wagon-store bought or hand made. It should not be shorter than 18" or longer than 48".

Wagon crews are at least 6 boys pulling the wagon and 2 adults per wagon. Don't forget that Scout policy requires "two-deep" or better for all Scout functions, and Tigers require "one on one". Mixed wagons (a wagon having Tigers, Wolves, Bears, & Webelos) receive extra points. **No running! Let's keep it safe for everyone. Running will result in lost points.**

Wagon crews should be determined at your Pack prior to Chuckwagon - therefore Leaders should report to the Cubmaster or Assistant Cubmaster names of boys attending, a week prior to Chuckwagon. In order to provide mixed wagons for the entire Pack, Dens should be divided between the wagons. Try to keep a minimum of 2-3 boys together from their Dens. Please be sure to have the boys bring the required equipment listed below:

WAGON EQUIPMENT LIST (what each wagon needs)* LEADERS PROVIDE*

- | | |
|--|---|
| * Pencil & Pad of paper | * Water bottle and cups for drinking |
| * American flag-any size | * Insect Repellant- non aerosol |
| *Tiger, Wolf, Bear, Webelos books | * Toothbrush & Toothpaste |
| * Litter bag | * Silly Hat |
| * Wagon banner with pack number and home town location | * Ruler |
| | * Den cheer and/or song & Scout Spirit! |
- * **Very Important!! "Points" may be awarded to your team for having these items!!**

EQUIPMENT EACH BOY NEEDS TO BRING WITH HIM

- | | |
|---------------------------|------------------------------|
| * Water bottle (optional) | * Sturdy shoes for the trail |
|---------------------------|------------------------------|

* A piece of rope 36 inches long for making knots * Western attire encouraged, with appropriate Scout neckerchief

****NOTE** Do not bring any guns or other weapons. They will be confiscated!**

WHAT LEADERS NEED TO KNOW

Chuckwagon Derby is a fun filled day for Scouters - big and small !! There is a wonderful feeling of Scouting brotherhood that fills the air. Chuckwagon Derby is meant to be fun! Many leaders panic when they hear about the skills needed to score high that day. But, the point isn't to win - just to go and have a lot of fun. Remember the Cub Scout motto - "Do Your Best" this is the biggest thing you as a leader can instill in the boys.

HOW DO I PREPARE THEM FOR THE DAY?

As a parent, we only want to see our boys do well. As a Cub Scout leader, this is also true. Chuckwagon Derby is geared to the skills learned as a Tiger, Wolf, Bear and Webelos Scout, therefore preparation for Chuckwagon is all the fun things you have done all year. The work the boys have done to earn their current rank (Tiger, Wolf, Bear, Webelos) is the backbone of Chuckwagon. Don't sweat it!! Remember it's all in fun! Some towns are designed simply for fun and the promotion of teamwork.

EXAMPLES OF POSSIBLE CHUCKWAGON TOWNS:

- **FIRST AID** - Knowledge of cuts, first aid kits, sprains, deep cuts etc.
- **HANDICAP AWARENESS** - What you would do if you or a friend had a handicap
- **KNOTS** - Knots found in the book of your rank
- **FIREBUILDING** - How to build a fire (WEBELOS ONLY LIGHT MATCHES)
- **TOOLS** - How to use, what used for, all in your book
- **OBSTACLE COURSE** - Fun obstacle course – TEAMWORK
- **WAGON CHECK** - Check of wagon crew, size, supplies
- **BIKE SAFETY** - Bike safety, parts and repair of bike
- **CITIZEN** - Flag folding, PROPER name of President, patriotic song
- **SCOUT KNOWLEDGE** - Knowledge of Cub Scout sign & meaning, motto, Blue & Gold colors, parts of uniform etc.

A SCOUT IS CLEAN. ANY MEMBER OF A WAGON WHO LITTERS RISKS BEING FINED UP TO 5 POINTS ON THE OVERALL SCORE! THE LITTER BAG SHOULD CONTAIN LITTER WHEN CHUCKWAGON IS OVER. IF YOU SEE LITTER ON THE TRAIL... PICK IT UP. REMEMBER, TREASURE VALLEY IS YOUR CAMP !!



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