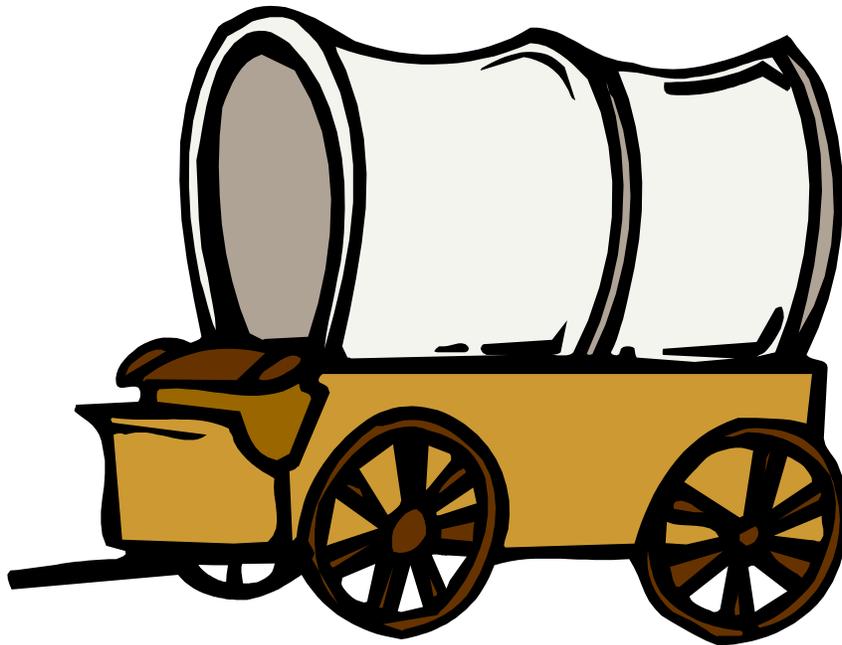


COVERED WAGON DERBY - 2012



**SATURDAY
OCTOBER 13th, 2012**

**Register yer wagon online at:
www.annawonbsa.org**

Fees: \$6.00 per Cub Scout; no charge for family and leaders.

Laws of the Territory

All laws of the territory must be followed.

1. **NO OPEN FIRES**
2. All Cub Scouts and adults must have a health history form filled out.
3. Your area must be cleaned of rubbish and debris before leaving.
4. **TWO DEEP LEADERSHIP** must be followed at all times.
5. No pets allowed in camp.
6. You must not argue with the Mayor. Remember he or she is a volunteer too. If you disagree with something, go to Capitol City and talk to the people in charge.
7. No foul language by either adults or children.
8. BSA policy prohibits smoking in the presence of Scouts.
9. Scout's Honor is the rule of the day.
10. **YOU MUST HAVE FUN!! OR ELSE**

Schedule

8:00 AM	Set-up towns and volunteers to Capitol City
8:30 AM	Registration of Wagons One leader per unit to Capital City (Dining Hall)
9:30 AM	Opening Ceremony at Flag area
10:00 AM	Head `em up, move `em out. Do not run. This is not a timed event.
10:30 AM	Lunch Tickets on sale in Capitol City.
12:00 PM	Lunch
1:00 PM	Continue to your next town
2:20 PM	Towns close / Wagons to closing ceremony
2:30 PM	Closing Ceremony
2:40 PM	Clean -up dismantle towns / clean-up volunteers to the Capitol City
3:15 PM	Camp Secured

Kismif

This means keep it simple, make it fun. That is the theme of this year's "Covered Wagon." The purpose of the day is to have "FUN." There is no need for an elaborate wagon or attire. There will be no stopwatches or wagon judging. There will be no wagon races.

The "towns" will have questions or skills that come out of the Cub Scout handbooks. There will be no scoring. Each Cub Scout will receive a leather totem of his own. Scouts will then receive beads for their totem at each town they participate in. Remember the Cub Scout Motto is "Do your best."

Format

The area designated as "Capitol City" (Fireplace Area of the Dining Hall) will be the focal point of the Derby. Surrounding Capitol City will be areas designated as western towns. As the Wagon Teams travel the trails, they will arrive at these towns, where the Mayor will greet them. The Mayor will ask questions or give directions for skills and games. The Deputy Mayor will give each boy a bead for participating at the town.

Towns

Towns should be set up to look like a western town. You should have a sign with the name of your town on it, prominently displayed at your assigned site. Your Pack flag and American flag should also be displayed. It is the Pack's job to make sure their site resembles a western town. This can be done anyway you see fit, but the idea is to make the day as colorful as possible for the boys and their families. If the only thing you are able to do is write the town name on a poster, that's fine.

What to Wear

Everyone attending the Derby is asked to dress in western attire. Not just the boys but their families too. If boys choose not to dress western they **DO NOT** have to wear their uniforms.

Teams

Wagon Teams should be made up of as many boys as you want. The teams may be all the same rank or from the same den. Each team should select a different boy to act as Wagon Boss at each town. He will be the spokesman for the group at the different towns. The group will be allowed to discuss the problem and decide on an answer. That answer may only be given by the Wagon Boss for that town. This will encourage the boys to work as a team. Please stress to the boys that everyone on the team should have a chance to participate. Den Chiefs and Den Leaders cannot be the Wagon Boss. The Wagon Boss must be a registered Cub Scout.

Wagons

Wagons may be as elaborate or as simple as you want. If your Pack has wagons and wants to use them, that is fine. If your Pack does not have one then you may make one. This does not have to be elaborate or expensive. You can make one your own way, or use a red wagon or a box. The event is about having fun. The wagon is just a prop.

Wagon Supplies

The following items need to be carried in each wagon entered by the Pack.

necktie	claw hammer	newspaper
pencil / pen	2 pieces of rope 15" long	watch
First- Aid Kit	trash bag	song / cheer / yell
Camp Map	This Packet	

Grub Time

The lunch hour is from 12:00 noon until 1:00 PM. You may bring your own grub or purchase it at the Chuck Wagon (Dining Hall). The Tulpe Lodge, Order of the Arrow, will be cooking grub for a nominal fee.

Your grub time should be spent with your family or Pack at your town site. No wagon is allowed to leave early for a town. The Mayors and Deputy Mayors will need time to rest.

Health Forms

All boys and adults participating in the Covered Wagon Derby must have a completed health form brought to the event.

THERE WILL BE NO EXCEPTIONS.

A copy of the form is at the back of the packet or may be found at our council website, www.annawonbsa.org. Make as many copies as you have boys and adults.

Scoring

Each town will ask questions or have the boys perform skills. There will be **NO SCORING**.

Bonus Beads

One bead will be given to each boy in a wagon pre-registered with a non-refundable deposit.

One bead will be given to each boy in a wagon that has a Den Chief. The registered Scout must stay with the wagon for the entire event.

One bead will be given to each boy in a wagon for Packs that sign up for and run a Town.

One Special Bead will be given to any boy that recycles his Covered Wagon Derby Leather Totem from a previous year.

Pack Covered Wagon Checklist

- _____ Families notified about event and health forms
- _____ Registration sent to Scout office
- _____ Town planned
- _____ Town started
- _____ Town finished
- _____ Wagon planned
- _____ Wagon started
- _____ Wagon finished
- _____ Mayor elected
- _____ Deputy Mayor elected
- _____ Telephone tree scheduled in case of emergency
- _____ Pack and American flags ready to go for your town
- _____ Scout smile and spirit in place
- _____ Everyone has directions to camp