

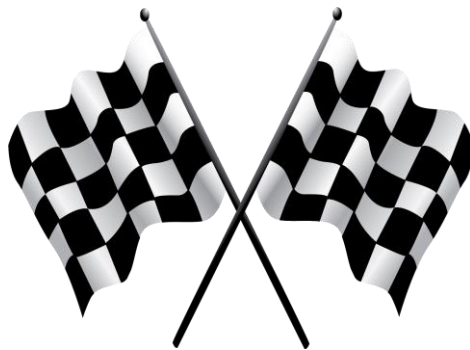


# Chippewa District Camporee

## May 20-22, 2021

### Camp Big Timber

## Grand Prix



### PARENT AND LEADER GUIDE

This event is included in the Three Fires Council Activity Fee. Per Three Fires Council Activity Fee guidelines, units who register on-time are free. Registering after May 7<sup>th</sup> will incur a late-fee per the registration site (In-Council members). **Admission includes:** Patch, activities, prizes, and rental fees.



BOY SCOUTS OF AMERICA  
THREE FIRES COUNCIL

## Contact Information

### CONTACTS

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### PHYSICAL ADDRESSES

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Camp Big Timber  
37W955 Big Timber Road  
Elgin, IL 60124

### EMERGENCY PHONE NUMBER

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Camp Big Timber does not have a monitored phone line during events. If you have an emergency, please contact a leader from your unit. If you are unable to contact a leader, you may reach out to anyone listed in the contact section above.

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# Youth Protection Policy

## SCOUTING'S BARRIERS TO ABUSE

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The Boy Scouts of America (BSA) has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

### **Scouts First Helpline 1-844-SCOUTS1 (1-844-726-8871)**

As part of its "Scouts First" approach to the protection and safety of youth, the BSA has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk. **If someone is at immediate risk of harm, always call 911.**

#### **When to use it:**

- Anytime you believe a youth has been harmed or their safety and wellbeing is at risk, and you cannot immediately reach your Scout executive or local council.
- If a youth is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help is unable to resolve the problem.

## ADULT SUPERVISION

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Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.

## POLICY REMINDERS RELATED TO CAMP

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- One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another registered leader or parent.
- Discipline must be constructive and reflect Scouting's values - corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.
- Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law.
- Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.
- All leaders are required to adhere to the Scouter Code of Conduct.

## ACCOMMODATIONS

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Separate accommodations for adult males and females and youth males and females are required.

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### Tenting

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| <ul style="list-style-type: none"> <li>• Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.</li> <li>• Youth sharing tents must be no more than two years apart in age.</li> </ul> | <ul style="list-style-type: none"> <li>• In Cub Scouting, parents and guardians may share a tent with their family.</li> <li>• In all other programs, youth and adults tent separately.</li> <li>• Spouses may share tents.</li> </ul> |
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### Restrooms

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| <ul style="list-style-type: none"> <li>• Separate shower and latrine facilities will be provided for male and female adults as well as for male and female youth.</li> <li>• Privacy of youth is respected.</li> <li>• Adults and youth must respect each other's privacy, especially in situations such as</li> </ul> | <p>changing clothes and taking showers at camp.</p> <ul style="list-style-type: none"> <li>• Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.</li> </ul> |
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### Program Requirements

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| <ul style="list-style-type: none"> <li>• The buddy system must be used.</li> <li>• The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.</li> <li>• All aspects of the Scouting program are open to observation by parents and leaders.</li> <li>• The BSA does not recognize any secret organizations as part of its program.</li> <li>• Hazing and initiations are prohibited and</li> </ul> | <p>have no part during any Scouting activity.</p> <ul style="list-style-type: none"> <li>• All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.</li> <li>• Inappropriate public displays of affection are prohibited.</li> <li>• Sexual activity is prohibited.</li> <li>• Appropriate attire is required for all activities.</li> </ul> |
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## REPORTING REQUIREMENTS

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Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse.

### Youth Protection Policy Violations

- Serious Youth Protection policy violations or behaviors that put a youth's safety at risk must be reported to the Scout executive.

### Mandatory Reporting of Child Abuse

- All persons participating in Scouting programs are mandated reporters of child abuse.
- Reports must be made to local law enforcement and child protective services. State law may require additional reporting.
- This reporting duty cannot be delegated to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our youth. Scout executives and Scouts First coordinate follow-up actions.

## Pre-Camporee Checklist

### BEFORE ARRIVING AT CAMP

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- Have the BSA Annual Health and Medical Record completed for every camper (youth and adult). This is mandatory for everyone attending Camporee.
- Make a photocopy (front and back side) of each camper's insurance card and attach it to the back of their medical form.
- Make copies of each medical form. Keep the originals.
- Ensure all medicine is in its original container and clearly labeled with the patient's name, dosage, and expiration date. Keep these in an easily accessible area during the check-in process as the health officer will review and document them.
- Arrange for and pack the equipment that you will need in your campsite. For more information, refer to the suggested packing list in this guide.
- Ensure that enough leaders from your unit are attending. Your unit **MUST** meet the following requirements:
  - Two leaders from your unit must always be present with your Scouts (two-deep leadership)
  - If you have female Scouts, then a registered female leader must also be present.

## Location and Directions to Camp Big Timber

### TRAVELING TO CAMP BIG TIMBER

Camp Big Timber is located approximately 1 mile west of Randall Road off Big Timber Road. The map below shows directions from the intersection of Randall and Big Timber Roads to camp. Once you are driving on Big Timber Road heading west look for the left turn onto Tyrell Road. The left turn is at the first traffic light you come to heading west on Big Timber Road from Randall. After entering camp follow the flow of traffic and park in the main parking lot to your left. All participants and staff are required to park in this lot. If you know someone else going to camp, we highly recommend you carpool.

#### Camp Big Timber

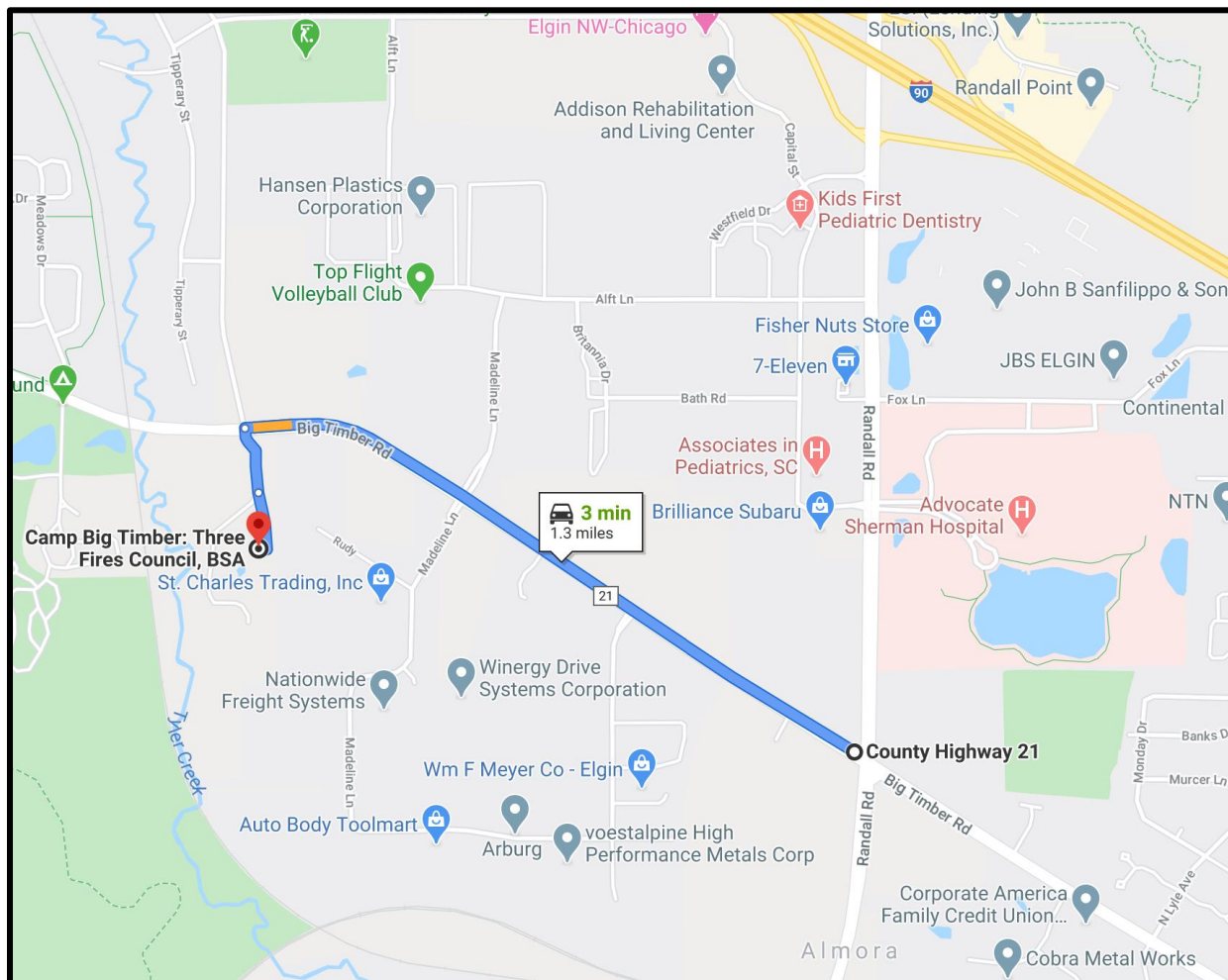
37W955 Big Timber Rd

Elgin, IL 60124

#### GPS Coordinates (CBT Main Entrance)

42.071769 N

-88.353993 W



## Arrival and Check-In Process

### ARRIVING AT CAMPOREE

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**FRIDAY CAMPERS** – Camp opens at 6:30 pm. Plan to arrive between 6:30 pm and 7:30 pm.

**SATURDAY ARRIVALS (CAMPERS OR DAY)** - Check-in begins at 7:00 am. Flags at 8:45. Saturday campers can set-up their campsites after 7 am check-in or during lunch.

Enter camp through the main gate at the north entrance on Big Timber Road. You will pass the Camp Ranger's house and continue to the parking lot on the left. Park your vehicle in the lot and unload your camping gear. Participants will park in the main parking lot. Proceed to the main lodge building for check-in.

**No vehicles or trailers** will be allowed in the camp area, so units must be prepared to pack their gear from the main parking lot to the camp area. Units are recommended to bring hand-pulled wagons or wheelbarrows to facilitate gear hauling. Scouts and leaders should proceed to the Lodge where they will be given a wristband and their campsite name.

### MEDICAL FORMS, EVENT CHECK-IN & CHECK-OUT

**Check-in:** All participants must check-in at the Camp Big Timber lodge, where you will be assigned your camping area. You may then proceed to your campsite where you can begin to set up your unit's camp. Participants will turn-in a medical form.

**Check-out:** Upon departure, participants will check-out at the Camp Big Timber lodge, when they will receive their medical form and event patch (if eligible).

#### Medical forms:

- All participants should bring Part A & B medical forms for each person, including those attending just for the day. These will be retained at check-in the CBT Lodge. It is acceptable for unit leaders to turn-in their set of forms typically kept for use on weekend campouts. All medical forms will be returned upon check-out. Units will not need a separate tour permit for this event. Medical forms can be found here:
- [https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)

## Health and Medical

### TRAINED MEDICAL PERSONNEL

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The health officer will be set-up in the Lodge and on duty 24 hours a day. While camporee is in session routine medical needs and care are provided during the day. If necessary, a unit leader will accompany patients to a nearby medical facility. Should a Scout or leader require hospitalization, the Camporee Event Leader or District Executive will notify the individual's emergency contact.

## MEDICATION

All medication prescribed to campers or adults should be taken while at camp. Camporee is not a good place to “take a break” from medication. All medications brought to camporee by a camper shall be in containers that are clearly labeled to include the name of the camper or staff member, the name of the medication, the dosage, the frequency of administration and the route of administration. All medication prescribed by a physician shall, in addition, be labeled to include the name of the prescribing physician, the prescription number, date prescribed, possible adverse reactions, the specific conditions when contact should be made with the physician and other special instructions as needed.

All medication brought to camporee for individuals under 18 years of age shall be kept in a locked storage unit. Medication will be administered by the camporee health officer or a qualified adult leader designated in your unit. When medication is administered to a camper, the qualified adult leader supervisor shall make a record of the action.

Adult leaders may elect to retain their own medications with full responsibility or can store them with the health officer. All medication maintained by leaders must be kept in a locked container. Allergy kits, EpiPens, inhalers, and other instant self-administered lifesaving medications should be carried by the individual its prescribed to, including those under 18 years of age. A leader should be aware of the location of all lifesaving medications.

## MEDICAL INFORMATION

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Medical policies are set by the National Council of the Boy Scouts of America and the State of Illinois. Compliance with the policies, regarding the completion of the health forms is **mandatory** and necessary to maintain the admirable safety record of the Boy Scouts of America. This can be particularly difficult to deal with as available options are limited once your group has arrived at camp. Due to federal regulations (HIPAA), copies of these health forms should not be faxed to CBT. Copies should also be kept by the unit or parents.

## INSURANCE

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Registered members of Three Fires Council are covered by the Council Accident and Insurance Plan. Please keep in mind that this coverage is not intended to replace or diminish the need for family health insurance. BSA insurance provides supplemental coverage only. Special conditions are as follows:

- Injuries or illness sustained prior to arriving at camp, requiring attention during your stay are not covered.
- Every injury or illness must be reported to the health officer immediately to be covered.
- Medical expenses incurred after camporee as a result of an illness or injury sustained at are covered. These must be reported to the council service center (630-584-9250) for clearance with the insurance



provider.

- Out of council units should check with their home council office to determine plan limits.
- Unregistered youth, adults, and visitors are not covered by the Three Fires Council accident insurance.

## Program Overview and Policy Highlights

### OVERVIEW OF CAMPOREE

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This Camporee is designed for Scouts who are registered in the Cub Scouts, Scouts BSA, Venturing, or Ship programs. Parents are welcome to attend and will have the opportunity to participate in activities alongside their Scouts. See the details program activities later in this Guide.

### LEAVING CAMPOREE

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Adults who have a need to leave CBT must sign-out with your unit leader. Remember to sign in again when you return. Youth protection policies must always be followed - if an adult must leave camporee because of an emergency, they must ensure that enough leadership remains with their unit. No Scout is to leave camporee with any leader who is not their parent without prior written approval.

### MEALS

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**All meals are the responsibility of each unit/camper and are to be cooked in their own campsites. No supplies will be provided by the Camporee Staff. No hot/cold food service is planned for this event. Saturday 'day-participants' are encouraged to bring your meal(s) in a small backpack which may be checked in the lodge.**

**All participants should bring a water bottle/Nalgene. Water and drink mix will be available in coolers throughout the property during the day on Saturday.**

### INTERNET

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Limited Wi-Fi service is available in The Lodge. Due to limited bandwidth, usage should be limited to those needing access for work or school functions.

### LOST AND FOUND

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A lost and found is maintained in the Lodge. If you have lost an item, check there first. If you have found an item without an owner, bring it to the Lodge so that we can try to find who it belongs to. Any unclaimed items will be transported to the Norris Service Center (415 North 2<sup>nd</sup> Street, St. Charles, Illinois) and retained for 30 days. Unclaimed items will be discarded or donated based on their condition.

## FIRES AND FIREWOOD

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Campfires are allowed **only inside the metal fire rings or burn barrels**. Camp Big Timber has a limited number of burn barrels you may check-out based on availability. Fires may be prohibited due to weather conditions. Camp Big Timber has an ample supply of firewood for use during your stay. We discourage bringing firewood from outside sources onto our property. *It is against Illinois and Federal law to transport firewood across state lines.*

## SERVICE ANIMALS

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Camp Big Timber allows service animals in accordance with the rules of the American Disability Act which states, "Service animals are defined as dogs that are individually trained to do work or perform tasks for people with disabilities. Examples of such work or tasks include guiding people who are blind, alerting people who are deaf, pulling a wheelchair, alerting and protecting a person who is having a seizure, reminding a person with mental illness to take prescribed medications, calming a person with Post Traumatic Stress Disorder (PTSD) during an anxiety attack, or performing other duties. Service animals are working animals, not pets. The work or task a dog has been trained to provide must be directly related to the person's disability. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA." and are not allowed in camp. Please see the U.S Department of Justice, ADA website ([https://www.ada.gov/service\\_animals\\_2010.htm](https://www.ada.gov/service_animals_2010.htm)) for more information.

## ALCOHOL, TOBACCO, AND DRUG USE

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An important way parents, leaders, and visitors can model healthy living is by following the policies on alcohol, tobacco, and drugs. 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. Designated areas will be made available for tobacco product use. Please confirm the locations of acceptable use upon check-in.

As outlined in the Scouter Code of Conduct, scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana. In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.



During your visit to Camp Big Timber, please keep Scouting's Outdoor Code and the principals of Leave No Trace in mind. These principals help all campers, leaders, and staff to have a great experience while preserving camporee for future generations.

### **Outdoor Code**

As an American, I will do my best to  
Be clean in my outdoor manners.  
Be careful with fire.  
Be considerate in the outdoors.  
Be conservation minded.

### **Seven Principals of Leave No Trace**

1. Plan ahead and prepare
2. Travel and camp on durable surfaces
3. Dispose of waste properly
4. Leave what you find
5. Minimize campfire impacts
6. Respect wildlife
7. Be considerate of other visitors.

## Additional Policies

### ADDITIONAL POLICIES

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1. The Scout Oath and Law are the codes of conduct for behavior expected at Camp Big Timber.
2. Youth Protection guidelines must always be followed by youth and adults. Review Youth Protection guidelines before attending camp.
3. Parents and unit leaders are always accountable for their Scouts. A headcount should be taken before and after anytime your Scouts move as a group. The buddy system should always be followed.
4. While at camporee all Scouts, adult leaders, and visitors must wear a wristband provided during check-in.
5. Visitors must check in upon arrival and wear a visitor's wristband while in camp.
6. Everyone – campers, leaders, and staff – must sign-in and sign-out of camporee when leaving the property. The sign-in and sign-out form will be located in the Lodge.
7. Any camper who is a minor and is to leave camporee for any reason needs to be signed out by a parent or legal guardian. All other individuals with parental permission to take a minor away from camp, must be listed on the camper's medical form and must have a photo ID to verify their identity.
8. Closed toed and closed heeled shoes and socks must always be worn, except when in a tent or showering.
9. When a trail and a road exist side by side, pedestrians must use the trail.
10. Do not climb over, lean against, or sit on fences in camp. Respect camp boundaries. Do not cross fences or other obstacles on to private property.
11. Do not tamper with smoke detectors, fire extinguishers, or other emergency or lifesaving equipment.
12. Alcoholic beverages, illegal drugs (including marijuana), fireworks, or firearms are not permitted in camp.

Vandalism, theft, personal injury or other illegal actions will not be tolerated. Local authorities will be called, and damages will be assessed.

13. Under no circumstances is an open flame to be used inside a tent. Lanterns (except those that are battery operated), candles, etc., are not allowed in any tent.
14. Pets are not permitted; service animals are welcomed (please see the service animal policy).
15. Camp Big Timber is a NON-SMOKING facility. Smoking will be limited to SPECIFICALLY designated areas. Violators will be asked to leave the property.
16. Personal firearms may NOT be brought to camp. Personal firearms will be confiscated and secured by the Shooting Sports Director or Camp Ranger until the owner's departure. Personal shooting equipment may not be stored in campsites or vehicles.
17. Personal vehicles are not allowed on camp roads at any time without the specific permission of the Camp Director or Camp Ranger. They must be kept in the parking lot.
18. Food should be stored in animal proof containers. No food is to be stored in tents. Perishable foods may not be kept in campsites per health department regulations.
19. Report all injuries on camp property to the health lodge and any damage or breakage of camp facilities or equipment to camp staff as soon as possible.
20. Do not enter or pass through another group's site or the staff site without permission.
21. Discipline at camp is the responsibility of unit leaders. The adult members of the camporee staff are available to assist unit leaders when necessary. Corporal punishment is not tolerated.
22. No standing tree, living or dead, may be cut down without the permission of the Camp Ranger.
23. Units will be assessed damages for any camp equipment not returned in the condition it was received.
24. Campers must be in their campsite and quiet by 10:30 p.m. until 6:30 a.m.
25. Campers and adult leaders are responsible for helping to keep the showers and bathrooms clean, and for daily cleanup of their eating area.

## CAMPOREE PROGRAM OVERVIEW & SCHEDULE

**Grand Prix Camporee** will offer multiple activity stations where scouts can move throughout the event freely on their own schedule and based on their own interests. Activity stations will be open 3 hours in the morning (9-12) and 3 hours in the afternoon (2-5). From 12-2 will be a 2-hour lunch break and includes a Triathlon race among Scouts BSA, Crews, or Ship with lots of excitement. Sign-up before 10 am Saturday. More information to come with future guide revisions by April 30<sup>th</sup>.

**Passport:** Scouts will be issued a Passport to be stamped at each station. Complete the requirement and turn in at the end of the day to be entered in for a drawing and prize.

**Campfire** – Evening campfire program at the main fire bowl, come with a skit, song or joke to share. Maybe something that fits the camporee theme, Grand Prix.

### SCHEDULE

Friday May 20	
6:30 p.m.	Check in and Camp Set Up (mostly Troops/Crews/Ships)
7:00 p.m.	Dinner in Campsites on own
9:00 p.m.	Campfire in Campsites (burn barrels only)
11:00 p.m.	Lights Out
Saturday May 21	
7:00 a.m.	<ul style="list-style-type: none"> <li>• Registration continues for Saturday arrivals</li> <li>• Pushcart Check-in &amp; Inspection throughout morning</li> <li>• Breakfast by units in Campsites</li> </ul>
8:45 a.m.	Morning Flag Ceremony at flagpoles
9:00 a.m.	Program Activities - OPEN
12:00 p.m.	<ul style="list-style-type: none"> <li>• Activities Closed <i>til 2pm</i></li> <li>• Lunch on your own at campsites &amp; clean up</li> </ul>
12:45 p.m.	Scout Skills Triathlon – Scouts BSA, Crew, Ship <i>Cub Scout Packs – Come cheer &amp; watch!</i>
2:00 p.m.	Program Activities - OPEN
5:00 p.m.	Program Activities end <b>Pushcart Races (Cub Scouts)</b>
5:30 p.m.	Dinner in Campsites on own
6:30 p.m.	Golden Skillet Entry Turn-in 6:30 - 7:30 p.m.
7:30 p.m.	<ul style="list-style-type: none"> <li>• Camp-wide Tug-o-War</li> <li>• Campfire Program</li> </ul>
9:30 p.m.	<ul style="list-style-type: none"> <li>• Bring Your Own Cracker Barrel – Main Lodge Fire Ring</li> <li>• Movie starts – Main Lodge</li> </ul>
10:00 p.m.	Night Hike
11:30 p.m.	Lights Out
Sunday May 22	
7:30am	Breakfast in campsites
10:15am	Break Camp

## SATURDAY PROGRAM ACTIVITIES

The following activities are planned

### SHOOTING SPORTS

**Archery** – Archery range will be open for you to test and/or build your skills. *Woosh....smack!!*

**BB-guns** – Get ready to hit those targets.

**Wrist Rockets** – Ping, ping, ping....bulls-eye!

**Axe Throwing:** Cub Scouts can look forward to this activity when they are older. Per the Guide to Safe Scouting, must be in Scouts BSA, Crew or Ship to participate.

### SCOUTCRAFT & MAKE ACTIVITIES

**Blacksmithing** – Learn about blacksmithing through demonstrations and giving it a try. Blacksmithing is the art of forging metal using tools like a hammer and an anvil to make objects.

**Pioneering** - Get ready to take your knots and lashing skills to the next level. Stop by this area to add to the structure we'll be building together, build a useful camp gadget, or simply learn and practice some knots.

**Blinkies** – Stop by and build a Blinkie that you can take home. Learn-to-solder activity creating a simple circuit with LED lights and a board.

### ADVENTURE GAMES & CHALLENGES

**Planks**—build a complex large puzzle with your team! Then take it apart and put it together as fast as you can!

**Hitting the numbers**—Teams try to touch numbers 1-60 in ascending order as fast as they can. Teams time themselves and try to get their best time.

**Channels** --- work together to deliver marbles into a very loud bucket- and try again to get as many marbles as possible within a one-minute time.

**The Great Egg Drop** - Scouts built a carton to surround an egg so that when it is dropped from a height of 10 feet (on a ladder) it does not crack.

**Mine fields** - Scouts pair up and guide each other through a “mine field” of small obstacles while blindfolded

**The Cube** - Team members support each other to pass through a plastic cube without touching the cube.

**Water-bottle Rocket Launch** – Launch water-bottle rockets and hit a target.

**Inflatable Obstacle Course** – Race your friends through this fun inflatable course.

**More activities being added – check back for an updated guide.**

## SPECIAL EVENTS – COME PREPARED TO COMPETE

### Scouts Skills Triathlon – During lunch break – Sign-up by 10 am Saturday!

This is race for Scouts BSA, Venturing Crews, or Sea Scouts consisting of quickly accomplishing three activity areas and a race to travel between them without adult help. Ropes will be supplied for the Lashings and Knots relay. Teams must bring all supplies to accomplish each event (in red)! Here is a the list of the competitions, *subject to change*.

Three of the below scout skills will make up the competition. Teams should come prepared and practiced in all five skills, ready to compete in the three chosen rounds.

- **Compass Skills** - Bring your compass for this event. The event involves taking accurate compass readings / bearings of features of the course. For example, stand at one stake, and sight to a feature and record the heading to it. **Bring a pen or pencil.**
- **Fire Building** - Build a fire to boil a few inches of soapy water in a pot, large juice can or a coffee can. Other than small amounts of tinder, only wood may be burned. **So, bring the pot /can, tinder & wood, a way to support it above the fire, and water to put the fire out.**
- **Knots relay** – A relay race that involves tying 5 basic scout knots from the knots learned through 1<sup>st</sup> Class.
- **Lashings** – A relay event that requires the use of square and diagonal lashings.
- **Tent Pitching** - **Tent must be either the main type of tent that your troop uses or a Eureka Timberline.** Pitch it fully, properly and ship-shape TWICE. No axes for stake pounding.

When each is done, see the judge in that area to OK it and release your patrol for travel farther into the triathlon. All units that complete the Scout's Skills Challenge can consider themselves to be in the elite class of participants from this event.

### Pushcart Race – Cub Scouts – Complete inspection by 12 pm Saturday!

Enter your Pushcart in to the afternoon race. Pushcarts will need to be checked-in on Saturday morning during registration and entered in for racing. Pushcarts can also be used throughout the day to move between activity stations. Remember the safety gear.

### Golden Skillet Competition - Special Cooking Competition to win the Golden Skillet

This is a special cooking competition that will occur Saturday evening. The first, second and third place awards win the Golden skillet, the Silver Skillet and the Bronze skillet respectively. To enter, bring one large serving (which the judges will divide up into small samples) of the dish that you wish to enter to the information/registration area anytime between 6:30 PM and 7:30 PM. To be eligible, the dish must be:

- Fully prepared in camp from very basic or raw ingredients
- Part of your own menu for that evening
- Cooked by the scouts.

The judges will ask the delivery person about the preparation details. Judging will be based on numerous factors including taste and degree of outdoor cooking skills represented.

## PUSHCART RACE DESIGN & RACE RULES

Get out your tools and get ready to design and build your own Pushcart Racer and compete in this Grand Prix Race event. The event targets Cub Scouts, but is not limited to Cub Scouts. If more than one unit in Scouts BSA, Venture or Ship makes a Pushcart then they can race each other too.

Pushcart races will be determined after sign-ups are complete. Race and design category winners will be recognized the Campfire program.

<p><b>Design Categories</b></p> <ul style="list-style-type: none"> <li>• Best Scout Theme</li> <li>• Best Detailed Paint Job</li> </ul>	<p><b>Race Groups</b></p> <ul style="list-style-type: none"> <li>• Cub Scouts</li> <li>• Scouts BSA, Venture Crews &amp; Ships</li> </ul>
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1. All vehicles must be constructed by youth members of the Unit with the guidance and support of adults. (Adults must operate all power tools)
2. It is recommended that all dens "test drive" their cars before race day to familiarize themselves with the steering and the Pushcart.
3. All cars must pass a Pre-Race inspection prior to racing. ***See inspection form.***
4. Vehicles must have at least four wheels touching the ground at all times. Pushcarts will be raced on rough ground. It is recommended to use larger diameter wheels of 10-12”.
5. NO form of propulsion or locomotion, other than participants pushing, will be allowed. The judges may ask you to remove any part of the vehicle they feel may help to propel cars towards the finish line. (No pedal, fans, motors, etc.)
6. Participants will push each car from the rear of the vehicle. (No participants are to be in front of the vehicle.) One participant (the driver) must be completely supported by the vehicle (not touching the ground or any other participant) at all times during the race.
7. A sturdy push bar long enough to accommodate 2 to 3 participants must be attached to the rear of the vehicle. Participants pushing vehicles must have constant contact with the vehicle at all times. Race teams will be disqualified if they turn loose of their cars. Vehicles veering out of their race lane will be disqualified.

### OTHER RACE RULES

- All cars must be inspected before racing.
- Units may bring multiple cars to the Camporee. ALL CARS will be eligible for Design Awards. If any vehicle does not meet the design rules, race entries will not be allowed to race.
- All participants on the track MUST WEAR APPROVED BICYCLE SAFETY HELMETS. Runners are encouraged to wear knee and elbow pads.
- All races will be conducted on the pre-designated area aka “Pushcart track” Races will be conducted as Heats. Number of races for each car will depend on the number of entries. All cars will race at least once and all cars will be eligible for special awards.
- Remember, be creative, have fun, and follow the rules.



## PRE-RACE INSPECTION

Scout Names: \_\_\_\_\_

Unit Number: \_\_\_\_\_ Circle Type:      PACK   TROOP   CREW   SHIP

### WHEELS

- Wheel diameter must not exceed 12". Tires with bearings will be allowed
- Axles must be lag type fastener – no straight axles.

### FRAME

- 2 x 4 construction grade lumber only. Not 4x4, 4x6, 6x6
- Frame must be bolted together. Remaining items can be attached with screws as long as parts are held secured. No Nails
  - o 3/8" plywood thickness minimum

### SEAT

- Seat must be securely fastened to the frame (*see drawing*)
- A seat with a backrest is required. The height must be 3" above the tallest scout using it.

### STEERING

- Car is controlled with a rope connected to the outer ends of the front axle. **Tip:** Scout may also use his feet on the front axle to assist steering
- Ensure rope is of adequate size for a comfortable grip. **Tip:** Rope length should be tested by all scouts for length and comfort
- Foot rests are allowed and encourage to give scouts leverage for steering

### SEAT BELT

- Car must be equipped with an adjustable seatbelt securely fastened to the car Frame

### SAFETY EQUIPMENT

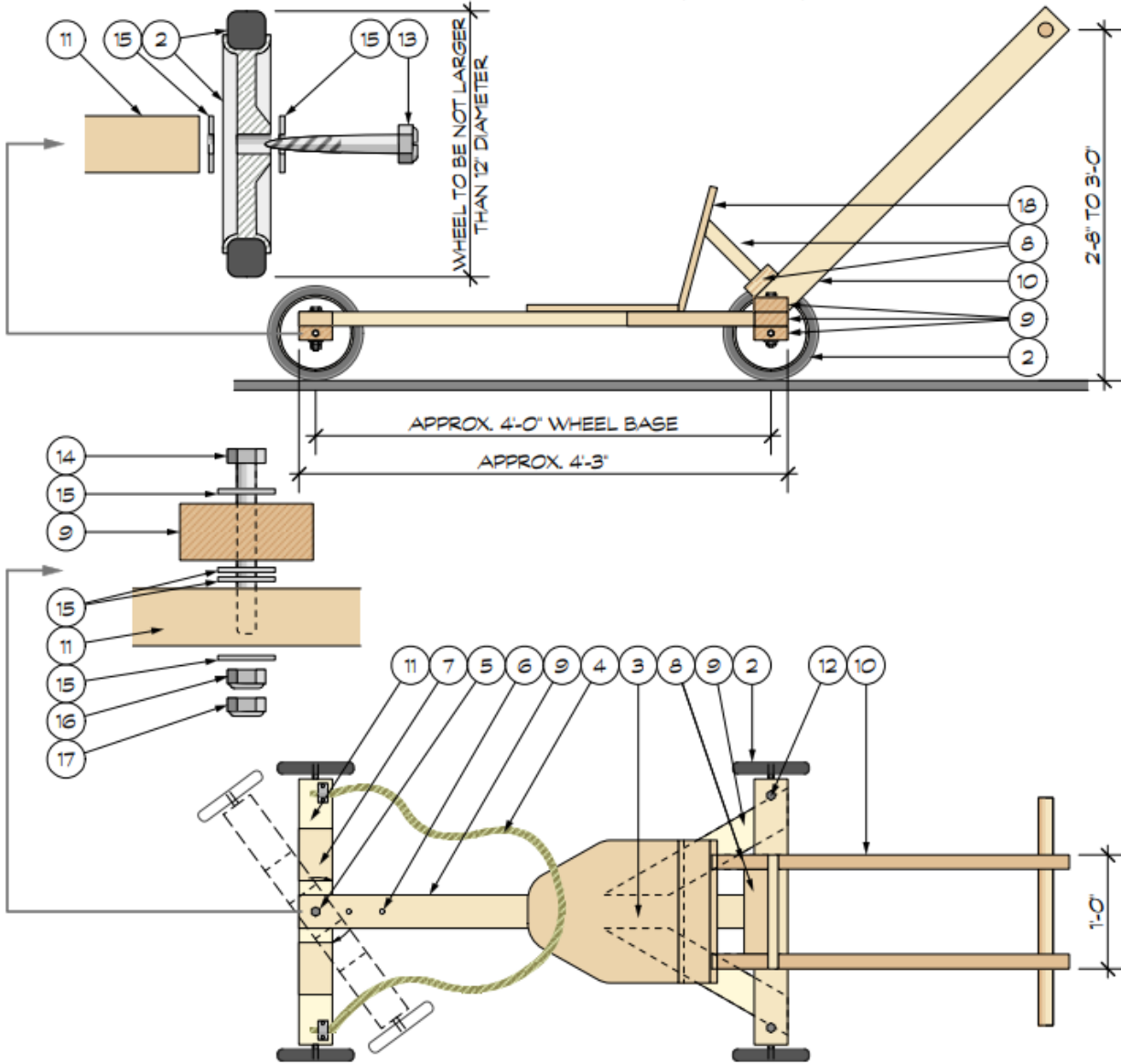
- Helmet - Bicycle type
- Shoes - No sandals or bare feet will be allowed
- Gloves - Leather or Roller blading is recommended
- Elbow pads and kneepads are also permitted

### OPTIONAL CONSIDERATIONS

- Floor board to discourage the scouts from braking with their feet. It should be positioned between brakes and front axle. Must not interfere with operation of brakes or steering. - Made from 3/8" plywood can be up to 10" long and 24" wide.
- Lightweight items such as flags can be attached to car as long as it's secured. Be creative.

# PUSH CAR SUGGESTED PLANS

FEEL FREE TO CREATE YOUR OWN PUSH CAR  
PLANS COURTESY OF SKYLINE DISTRIC BSA, HOUSTON, TX



## NOTES TO DRAWING

- 1 WOOD PUSH BAR 1 1/2" DIAMETER.
- 2 WHEELS NOT TO BE LARGER THAN 12" DIAMETER.
- 3 3/8" OR 1/2" PLYWOOD SEAT 15" WIDTH X 20" LONG.
- 4 STEERING BRIDLE, 1/4" NYLON ROPE. OPTIONAL.
- 5 STEERING MACHINE BOLT.
- 6 DRILL HOLES ON THE AXEL TO ADJUST CAR TO USER PROPORTIONS.
- 7 2 X 4 SAFETY WOOD BLOCKS, TO LIMIT STEERING ANGLE.
- 8 SEAT POSTS SUPPORT.
- 9 2 X 4 WOOD CAR FRAME.
- 10 2 X 4 HANDLE SUPPORT.
- 11 2 X 4 X 28" WOOD AXLES.
- 12 CARRIAGE BOLT.
- 13 LAG SCREW.
- 14 MACHINE BOLT.
- 15 FLAT WASHER.
- 16 NUT.
- 17 SECOND NUT TIGHTENED AGAINST FIRST NUT TO LOCK.
- 18 3/8" OR 1/2" PLYWOOD SEAT BACK 15" WIDTH X 13" HIGH.

