

Ramapo Valley District

Wild West Covered Wagon Derby

Leader's Guide

Ramapo Valley District



Ed Keane, Governor
EdKeane84 @optonline.net

Covered Wagon Derby 2016

<u>When:</u>	Registration/Wagon Inspections	9:00 am – 9:45 am
	Opening Ceremony	9:45 am
	Covered Wagon Derby Starts	10:00 am
	Settlements Close:	1:30 pm
	Awards & Closing	2:30 pm (Approx.)
	<i>This is a timed event and Settlements will be open from 10:00am – 1:30 pm</i>	

Where: Rifle Camp Park – Rifle Camp Rd., Woodland Park, NJ

Cost: Registration fee for Scouts—\$7
Family members watching the event are free.

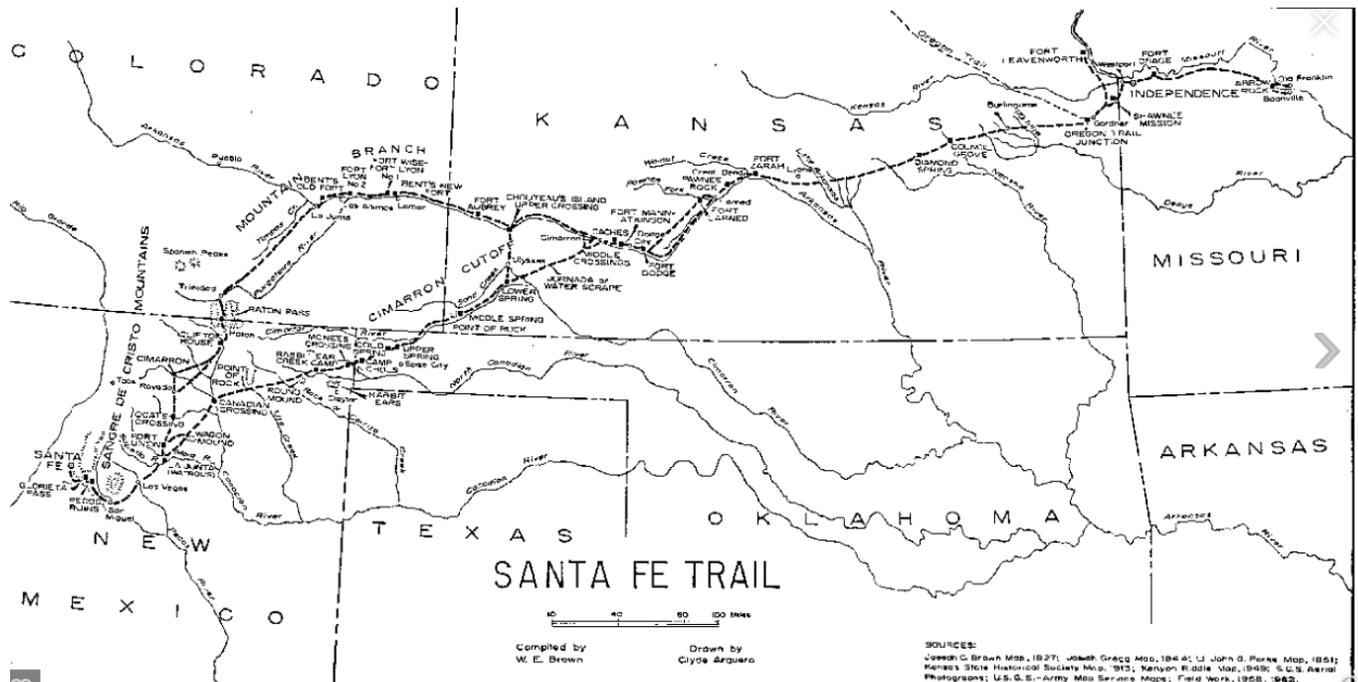
Who: This event is a Cub Scout Skill and Fun participation adventure for all Tigers, Wolves, Bears, 1st year Webelos (we suspect that your Arrow of Light Scouts are now with a Troop). The whole family is encouraged to come, watch and observe this fun event. Scouts should be registered in

the rank they achieved as of January 1, 2016. For example, if you have a Tiger Scout who advanced to Wolf in May 2016, he should be registered for a Tiger Scout Team/Den.

What:

Cub Scouts will compete in rank-specific activities derived from Scout requirements found in the handbooks and from general knowledge Scouts have learned in school. The activity sites, called **Settlements**, will be found along the **Red Trail** in the park between the Picnic area and the Nature Center. This portion of the trail will become the portion of the Old Santa Fe Trail between the Missouri River and west to Santa Fe, New Mexico for the day. The Settlements along the way will be named after settlements along the Santa Fe Trail. The Settlements will be spread out about 100 yards apart and will span the states of Kansas, Colorado and New Mexico. Adults and Boy Scouts will be at each Settlement to score each team's skills. Packs are encouraged learn little about this portion of the Santa Fe Trail.

Each Settlement will feature an activity. Each Pack is encouraged to host a Settlement to run that activity. For a list of Settlements, see page 5.



Wagons: All wagons will be judged and prizes awarded for uniqueness – Wagons will have to travel over rough terrain and should be built accordingly. Keep in mind, the boys will be pulling/pushing this wagon all day, take that into consideration. Bigger, isn't necessarily better. Remember, it is the uniqueness that is the distinction.

Your 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, then you may make one. This does not have to be an elaborate or expensive project. You can make one your own way, or use a red wagon or a box. Hoops for fabric cover can be made from threaded rod available at Home Depot or Lowes.

The event is about having fun. The wagon is just a prop.

Here are some ideas we found for building your own covered wagon”
<http://www.cindyroy.com/2014/06/23/do-it-yourself-covered-wagon/#more-4293>

<https://www.pinterest.com/pin/65865213273534225/>

http://www.ehow.com/how_4510460_build-covered-wagon.html

There shall be no scouts riding in the covered wagon at any time!

Food: There will be no District-sponsored concession. Packs are encouraged to bring food and water for their units and family members. Scouts are to bring a trail lunch as they will need to recharge themselves along the trail. Packs that host a Settlement are encouraged to have their Scouts eat in the comfort of their Pack-hosted Settlements (one of the many perks of hosting a Settlement).

Weather: **THERE IS NO RAIN DATE.** All Derby workers, Den Leaders, parents and Scouts should dress according to weather conditions. Remember Scouts – Be Prepared.



General Information

As the cars arrive, a Senior Boy Scout or Adult (Deputy) will be stationed on the main park road to direct cars into the picnic area parking lot. Additional Deputies will be directing traffic in the parking lots. As each unit gathers their Dens (Teams) together, the Den Leader will read the instructions to their scouts to make sure that your Team is ready to blaze the trail through the Old West. **Santa Fe Settlement** officials will inspect the baggage on each covered wagon checking that all boys are in uniform, have rain gear, bag lunch and water for each scout, and your Team has a Den Yell, Den Flag, tarp and completed roster.

Once your wagon has been scored and cleared for the trail, each wagon will be given a Team number and score card and a map of the trail showing the location of each Settlement. One Settlement will be circled on the map (and on the score card). The Team is to navigate directly to the Settlement circled (stopping for nothing) and present the Mayor with their score card where they will be awarded 10 points. Once you complete the challenge at your first Settlement you may complete your tour of the rest of the towns by moving East toward **Arrow Rock** (Nature Center) where you will return west back to **Santa Fe** and stop at the rest of the Settlements that you passed to get to your first Settlement.

If lines develop at some Settlements, you are permitted to move to a less congested Settlement in order to speed up the trip. Each skill-based Settlement will be geared to quiz each Cub Scout rank and have a varying number of questions & possible points. Each Settlement will be clearly marked with lettered signs along the trail. **BE SURE TO READ YOUR CHECK-IN SHEET.**

After the long journey, Teams are free to hang out in the picnic area and wait for the awards ceremony. The Governor will present the awards.

So hey, partner, saddle up and get ready to have yourself a foot-stomping, knee slapping good time down home on the range!



Settlements

Each Pack has been asked to help in order to make this a fun day for the participants. The Pack will designate one adult to be the Settlement Mayor, and will provide the necessary questions & answers and any props or materials needed to run the various events (we recommend that each Settlement host wear a digital watch or a sweep hand watch). All Settlements must have at least (2) adults present at all times in order to run the events. Substitutes will be available to cover for breaks. Packs are encouraged to recruit Den Chiefs and other Senior Scouts to help. Each Mayor and his/her helpers should know and understand the questions & answers in order to expedite the Team's travel. Be consistent with scoring. If a dispute arises, the Mayor will have final say.

All Mayors are expected to keep their area clean and free of litter and bring as many items as they can carry back to the registration area after the last team has gone through. All volunteers are expected to arrive at and check-in no later than 8:30 am. District staff will be on site beginning at 8:00 am. Your Settlement Team will be shown to their host location along the trail. The host site locations will be accessible on foot only. Bring a wagon and be prepared for a quarter mile walk at most.

The Derby Staff thanks you in advance for your help & looks forward to knee-slappin' good time.



Settlements (Fun/Adventure Activities)

1. **San Miguel: Fishing** - Casting a rubber weight to a target- tying a fisherman's knot for a hook, showing knowledge of NJ Fishing regulations.
2. **Fort Union: Campfire Song** - Scouts will perform a campfire song of their choosing
3. **Cimarron: Cooking** - Scouts will properly cook one pancake using a pan and cooking utensils that they bring. Cooking will be done using a propane stove supervised by event staff. Host Pack to provide pre-made pancake batter.
4. **Trinidad: Team Building** - Timed team work simulator involving ropes and pulleys used to retrieve camping equipment articles to score points – 5 minutes.
5. **La Junta: Navigation** - Orienting a map. The first challenge will be finding the correct first Settlement.
6. **Fort Aubrey: Nature Identification** - evidence of 15 different animals including foot print cast, skulls, pictures and such will be placed on a table and scouts will be given five minutes to write down what they see – correct identifications score points. Evidence of native plants will be prepared and Scouts will have to match the description to the picture for 10 specimens.
7. **Fort Dodge: Tool Time** - Drive nails and screws, measure and cut lumber.
8. **Great Bend: Shelter Building** - set up a tarp using Scout knots.
9. **Council Grove: Scout Lore** – Basic Scouting knowledge will be tested from Bobcat badges - Scout Oath, Law, Cub Scout Motto, Sign, Salute and Flag Folding.
10. **Arrow Rock: Scavenger Hunt** - at the Nature Center.



Required Items – All Ranks

There is a list of items that each rank will need to have in their wagon in order to complete many of the required tasks. NO REQUIRED ITEMS WILL BE PROVIDED AT THE SETTLEMENTS. **Any missing items will cause the Team to lose points.**

ALL RANKS ARE REQUIRED TO HAVE THE FOLLOWING:

- Rank Appropriate Book
- First Aid Kit
- Pencil and/or Pen – something to write with
- Raingear for all members
- All members must dress in uniform (Class A/ Class B/or Themed)
- A Den Yell
- A Den Flag
- A 3X5 American Flag (not on a staff)
- A campfire song
- Frying Pan/Spatula (to make a pancake)
- A fishing pole and working reel
- Completed registration form



Additionally, Scouts in these ranks will need the following on their Wagon:

Tiger Scout

Tiger Book
Phillips Head Screw Driver

Wolf Scout

Wolf Book
Claw hammer
Goggles
All boys have to wear shoes that tie

Bear Scout

Bear Book
(10) 1-1/2" screws
Claw Hammer
Goggles
Phillips Screwdriver

1st Year Webelos

Webelos Book
Claw hammer
Goggles
Work Gloves
Ruler 12" or longer
One 5 Inch C-Clamp



Ramapo Valley District Covered Wagon Derby

Den Registration Form

Note: Packs are to reproduce this form and provide each Den/Team with one. Each Den must arrive at the Derby with this form completed and present it upon registration. DO NOT COMPLETE "Derby #." You will be assigned a "Derby #" at check-in.

Derby #:	Derby Rank:
Pack #:	Den #:
<u>Den Member</u>	<u>Adult Leader(s):</u>
1	
2	
3	
4	
5	
6	
7	
8	

Please duplicate for each Den/Team in your Pack

Den Leader Cell Phone# _____

Adult Leader Accompanying Wagon Cell Phone#: _____



Covered Wagon Derby Rules:

1. It is preferred that each Team be formed by natural dens (8 boys or less).
2. Scouts and Leaders must be in Class A Scout Uniforms or Themed dress.
3. Two adults (over 21) must accompany each Team to look after the Scouts along the trail.
4. Each Team is to select one Scout to be the “Wagon Boss” or spokesman. The Den Leader must read the following instructions to the Wagon Boss while waiting in line: ***“The Wagon Boss selects the scout to “solve the problem” or do what is required, BEING SURE EACH BOY HAS A CHANCE TO PARTICIPATE (the boys should confer together before giving the answer to group questions).”***
5. Each Team can earn points at the Settlements.
6. As a special bonus, each Team can complete a trivia scavenger hunt questionnaire – fill in the blank clues will be posted along the trail.
7. When your Team has completed the journey to all the required Settlements, you then travel on to the **Santa Fe Settlement** check-in desk and turn in your score sheet.
8. Parents and families are invited to go along with the Team, but THEY CANNOT AID IN SOLVING THE PROBLEMS. Hands in pockets and mouths shut, please.
9. Each rank will report to the designated location for Wagon judging during the opening. It is your responsibility to be there on time or your wagon cannot be included in the judging.
10. Awards will be given at the closing ceremony by the Governor.
11. All posted rules at any Settlement must be followed at all times or you will be asked to leave the area.
12. NO ground fires are permitted. Any cooking must be done 6 inches above ground (if a Host Pack is cooking in Settlement), or using the grills located in the Picnic Area.
13. It is the policy of the Boy Scouts of America that no alcohol or drugs will be allowed at any Scouting function. Anyone using these chemicals will be asked to leave immediately.
14. Expect that it will be warm and the sun will be out. All Scouts should be dressed appropriately, wear sunscreen, a hat and closed toe shoes.
15. This event will not be canceled unless there is thunder and lightning. All Scouts must have raingear.
16. Team size: A maximum of 8 per wagon – natural Den Teams are encouraged.
17. Each Scout should bring their lunch to eat on the trail. Bring plenty of water. Drinking water may not be available onsite.
18. Each Pack is responsible for the Scouts in their Pack. There should be an adult traveling with the Wagon at all times.



19. Please notify the Covered Wagon Derby Governor in advance of any Scouts with special medical or other needs. We need to know of any special conditions. Your cooperation will help prevent serious problems.
20. As always, the Scout Oath and Law is our code of conduct. THE SCOUT OATH AND LAW WILL GOVERN ALL PARTICIPANTS AT THIS EVENT.
21. Fires must be 6 inches or more above ground if Scouts and/or Leaders want a fire or are cooking at Towns (bring your own wood).
22. Each Settlement's Mayor has the final say on scoring for that Settlement. The Covered Wagon Derby Governor has final say on overall scoring.
23. **When course is completed all wagons must return immediately to the Santa Fe Settlement for Scoring confirmation to finalize their score. In the event of a tie score the wagon checking in earlier wins the tiebreaker.**
24. Derby regulations are necessary to ensure that every Scout and Leader has not only an enjoyable experience, but a safe one as well. The above list is not intended to be complete, but is important to insure the safety of all present and to protect the land for all to enjoy.
25. **THERE IS NO SELLING OF FOOD OR OTHER ITEMS ALLOWED IN THE PARK. However, Settlements are encouraged to share refreshments without requesting a donation.**

