

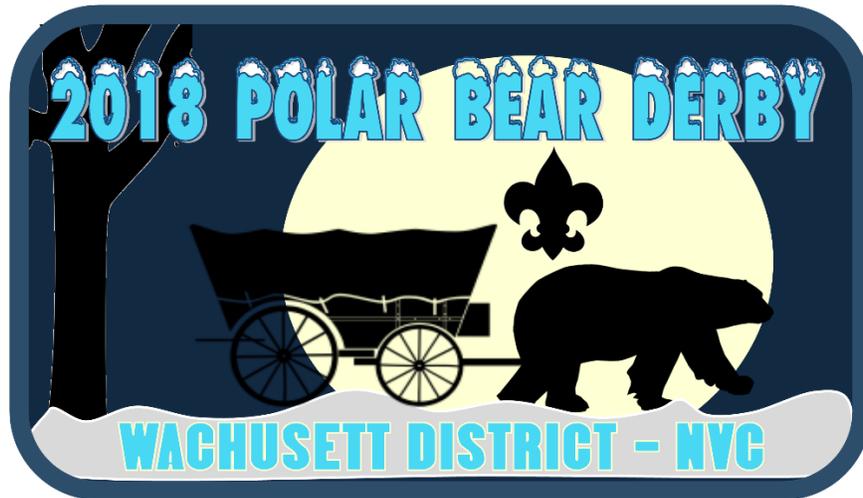


Nashua Valley Council Wachusett District



2018 Polar Bear Derby

Hosted by Boy Scout Troop 12 – Leominster



Date: Saturday, February 3, 2018
Time: 9:00 AM – 3:00 PM
Where: Boys & Girls Club
365 Lindell Ave, Leominster, MA 01453

Cost: **PREREGISTER REQUIRED!!! Online Registration**
Register online and reserve spots for your scouts. The cost for the Pack will then be:
\$7.00 each Cub Scout, Webelos Scout (includes patch)
\$5.00 each Siblings (if they participate - under 5yrs free)

Day of Event Registration:
\$15.00 each Cub Scout, Webelos Scout (includes a patch)
\$15.00 each Siblings (if they participate - under 5yrs free)
\$2.00 each additional patches

Packs are encouraged to bring their own lunches or tailgate. The Boys and Girls Club will have a snack bar available for purchase with limited selection.

What is a Polar Bear Derby?

The Polar Bear Derby is a day filled with fun, games and competition. It is a chance for dens to compete against other dens and packs can compete against other packs. A den may consist of a current den or a pack may combine scouts to make a new den. Den participation is recommended and a good size for a den is 4-8 scouts.

What should I wear?

Snowsuits are encouraged. Hats, gloves and boots are mandatory. No sneakers will be allowed. Dress in layers and stay warm!

Health Forms

It is encouraged that all participating Scouts and siblings have a BSA health form for this event. Unit Leaders should keep this readily available in case of an emergency. BSA does require Cub Scouts to have a parent or guardian with them.

Registration

On-line registration is required. Unit Leaders can register at <http://www.nashuavalleybsa.org> and click on Activity Registration under the Activities tab. Each Pack will require a **\$25 NON REFUNDABLE** deposit upon registration. Packs will be asked to give an estimate of the number of Scouts and Siblings attending the event. We ask that you try to get as close to the total number of youth attending, more can be added on the day of the event at the pre-registration price. Please register as Units and do not have parents register individually.

Units can register on the day of the event, but the cost for each youth participating will be at the late registration price of \$15 for scouts & \$15 for siblings. Units are strongly encouraged to pre-register on the Council Activities website.

In case of a cancellation due to inclement weather, please contact our council center at 978-534-3532.

Activity Volunteers Needed:

Each unit is asked to provide at least two volunteers to run one of the 12 activities at the event. The volunteers will be provided with instructions, rules, scoring sheets and any supplies needed for the activity. Volunteers need to arrive as early as possible and identify themselves at the sign-in table when they arrive and will receive further instructions.

Cubmasters can really help the event committee by supplying the names of the volunteers ahead of time by emailing Rick Pace or Becky Gallo.

Any questions?

Contact: Rick Pace
Becky Gallo

314-580-0281

david.wornham@yahoo.com
arob906@hotmail.com

Schedule of Events

Saturday	
Time	Event
8:00 AM – 9:00 AM	Sign-in
9:00 AM – 9:15 AM	Opening
9:15 AM – 11:30 PM	Early Events
11:30 AM – 12:15 PM	Lunch 1 (assigned at check-in)
12:30 PM – 1:15 PM	Lunch 2 (assigned at check-in)
12:30 PM – 2:30 PM	Later Events
3:00 PM – 3:30 PM	Closing and Awards

Events:

➤ Cow Wranglin'	➤ The Wagon Pull	➤ Fill'er Up Cup
➤ Ol' Time Popcorn	➤ Tunes By The Fire	➤ Pony Express Relay
➤ 1st Aid With Elmer McCurdy	➤ Try Your Luck In The Saloon	➤ Cowboy Food Gather
➤ Wild West Headbands	➤ Hold Up!	➤ Horse Shoes

Each unit will be given a packet with their itinerary for when to be at each activity and what time their lunch is. There will be 2 lunch shifts to accommodate everyone and ensure every unit can complete each activity.

Each activity has a 20 minute time slot, 10 minutes for the event and a 10 minute window to get to the next event and for check-in/instruction timeframe. Staging areas will be at each event with one volunteer explaining the rules and checking in the unit before they step up to the game area.

Description of Events

Cow Wranglin'

Each scout team will be given the quick down and dirty skills to make a proper lasso. They will then be instructed on the proper throwing technique and be given five minutes to bring in our own stubborn bull...otherwise known as Mack our sawhorse beast. Points will be given to each team in relation to the time it takes them to bring in the bull.

The Wagon Pull

Shhhhh....The Troop 12 gang has stashed all their loot in their covered wagon. They think it's safe there...but it's not!! Each team will be given a chance to drag that wagon as far as they can in five minutes. Up to 10 points can be earned by each team; depending on how far they can move the loot from its hiding spot.

Fill'er Up Cup

Did you know that water was in very high demand to the trail weary travelers of the west?? Sly businessmen would bring barrels of water out to the hot west. Desperate and thirsty travelers would pay \$1, \$5 and sometimes up to \$100 for one cup of water!! The troop 12 gang got their hands on a barrel of this liquid gold and they are willing to let you fill up cups for your team....if you're willing to work for it. Members of each team will line up and take turns running spoon fulls of water from the barrel to their cups to see how many they can fill, in the time allowed. Each cup is worth 5 pts.

Ol' Time Popcorn

Popcorn was a common snack for Cowboys sitting around a fire. The teams will be shown how popcorn would be made over an open fire and given a bag of the treat to sample.

Tunes by the Fire

Harmonicas were widely used in the west as a form of entertainment, when far away from home. While by the fire, scouts will make their own version of a harmonica while enjoying some tunes played by "Quick Draw Chris".

Pony Express Relay

Delivering important letters and documents was a bit more taxing in the Old West than it is today. The scouts will each have a chance to get a taste of what it was like to be a member of the Pony Express. Each scout will ride their horse through an obstacle course of enemy natives, snakes, robbers and rancid water in hopes of getting their important packages to their destination. A point will be given for each piece of mail that is successfully delivered.

1st Aid with Elmer McCurdy

Did you know that there once was a cowboy named Elmer McCurdy whose embalmed body was sold and used at wax museums and haunted houses for 60 years!! That's when someone realized he was a real human. This story will be shared with the scouts and then they will practice their first aid knowledge by preparing a proper splint on the leg of a willing volunteer. 10 points will be given to each team who successfully secures their volunteer's leg.

Try Your Luck in the Saloon

The scouts will be invited into the saloon for a rowdy game of cards.....memory cards that is. Wild Bill may have been good at Five-card stud but these scouts know how to play a mean game of memory!! Each team will receive points based on how many card matches they can make within the given time.

Cowboy Food Gather

The cowboy hat was used for many purposes besides shading one's head. It was used to hold water as well as anything else that was difficult for just two hands. Each team will be given a cowboy hat to fill with as many items from the county store as possible. Each team will earn a point for every item that they can get to stay in the hat, after 2 minutes.

Wild West Headbands

Everyone knows the game headbands!! A volunteer scout from each team will wear a headband. A card with a Wild West themed picture will be attached to the headband so that the volunteer scout cannot see it, but everyone else can. The scout with the headband will have 5 minutes to guess the picture on their card while the rest of their team gives them clues. Each team that gets the volunteer scout to guess the picture without giving the name of the picture away will receive 10 points.

Hold Up!

Not all cowboys are law abiding. Bank robberies or Hold ups were quite common in those days. Scout teams will each have a chance to race into the bank (penny filled balloon pit) and try to get away with as much loot as possible. Scouts will have to pop as many balloons as possible to see just how much coin they can get away with. Teams will be awarded 1 point for every penny they get their hands on.

Horse Shoes

This simple game is still played today. Scouts will take turns standing at a distance and throwing a horseshoe at a lone pole. One point is awarded for each horseshoe that is wrapped around the pole.