

LEADER'S GUIDE



50TH ANNUAL ED DULANEY

**CANOE DERBY SEPTEMBER
6TH - 8TH, 2024.**

**BRIDGEPORT STATE RECREATION AREA
BRIDGEPORT, NE**

REQUIREMENTS

IMPORTANT DERBY INFORMATION

YOUTH: SWIM TEST – PASSED – SEE FORM ON PAGE 18

YOUTH: MEDICAL FORM PART A & B

YOUTH: HOLD HARMLESS FORM – SEE PAGE 15

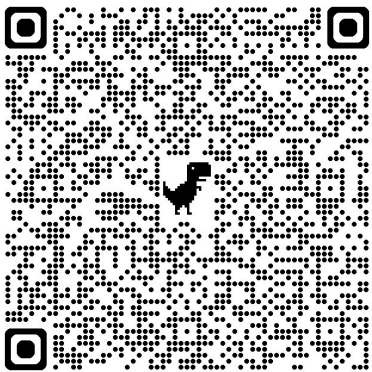
YOUTH: REGISTER BY SEPT. 5TH

SUBMIT: All paperwork combined for each Scout individually

ADULTS: REGISTER BY SEPT 5TH

VOLUNTEERS: Complete YPT training, Safety Afloat, Hazardous Weather (Recommended for all adults attending)

VOLUNTEERS: Register by Sept 5th with a \$2 fee for Saturday lunch.



- Scan to link to the Council Calendar
- Navigate to Sept. 5th.
- Click to Register

49TH ANNUAL ED DULANEY CANOE DERBY

Friday, September 6th

4:30 - 8:30 pm Check-in@ Tent (Please register in advance to receive patch) 8:30 pm Opening
Campfire/ Movie (B.Y.O.S.=Bring your own snacks)

Saturday, September 7th

8:00 am Scoutmaster/SPL Meeting@ tent-Assignment of Judges Cubs Sign In Flags/Welcoming

8:30 am Novice Canoe Training: Instruction on handling canoes & obstacles given by

9:00 am Judges this is a hands-on training course for each NOVICE participant.
The novice will race again for points after lunch.
Advanced Teams will have two canoe runs for points and two kayak runs will be scored.

9:30 am -12 pm Novice Courses. An advanced race for points will begin.

1 pm -3 pm Novice Courses race for points. (Might Start earlier due to numbers)

3:30 pm **T Paper Boat Race: Bring the boat and entry to the point. All boats must be disposed of in designated dumpsters.**

3:30 – 6:30 pm Mike Newth Memorial Dutch Oven Cooking contest - Cook at unit campsite bring samples and entry form to the registration tent for judging at 6:00 pm

7:30 pm Inspirational Service

7:45 pm - 8:45 pm Closing Campfire, Awards, and Special Presentations **Mike Newth Memorial Scoutmasters Cook-off**

- Main Dish or Desserts 1st, 2nd, 3rd
- Paper Boats 1st and Best Design
- Canoe Novice 1st, 2nd, 3rd
- Advanced 1st, 2nd, 3rd
- Special Thank Yous

Sunday, September 8th

7:45 am Flags

8:00 am Check-out

Checkout: After the final camp inspection, you will receive your Canoe Derby patches. Please be sure all your trash is properly disposed of. All boats must be disposed of in designated dumpsters.

IMPORTANT DERBY INFORMATION

- Registration fee is \$20.00 per participant. Hold Harmless Agreement will be checked. Units must pre-register all canoeing participants by Friday, September 8th on the BlackPug website.
- PLEASE NOTE: Electrical power is for the staff only, if you need power for a special need, please make your arrangements. The system can be overloaded very easily. Thank You.
- Each Unit must bring their own camping equipment, firewood, water & food. Scoutmasters/Troops need to have activities planned in case the weather prevents canoers to be on the water.
- Cub Scouts will need to have a parent with them if camping overnight. Webelos should camp with a Troop.
- CANOE RACES begin at 9 AM. The Advanced race for points will begin at that time. Awards will be given to the first 3 places in 2 categories, Novice and Advanced.
- INSPIRATIONAL SERVICES: Immediately before the campfire (QUIET and COURTESY are expected from those not attending).
- CONTEST: This is a Dutch Oven cooking Contest. Please sign up for the cooking contest at the registration table by Saturday at 3:30 p.m., Please include your troop number on the registration so the judges may visit your campsite prior to the contest. there will a special award for the Scout main dish or dessert (1st 2nd and 3rd places): and the Adult main, dish or dessert, (1st place).
- Additional Activities include a Paper Boat Race, Best Campsite, and Cooking Contest for Scouts, and adults, (see schedule).
- CAMPSITES: PLEASE CAMP IN THE CANOE DERBY AREA ONLY. The Game/Parks staff is greatly reduced and appreciates your cooperation. LEADERS SHOULD NOTIFY THE REGISTRATION CLERKS OF THEIR UNIT'S CAMPING LOCATION.
- One or more campsite inspections may occur. There will be a notification on the website. Proper disposal of ALL paper boats will be included in the judging! Paper boats must be disposed of properly in designated dumpsters. We encourage all units to have a gateway at the entrance to their campsites.
- CHECKOUT: Following the final camp inspection, you will receive your Canoe Derby patches at this time. EARLY CHECKOUT: Troops leaving early should arrange for campsite inspection and early checkout at the registration table. Please pick up your patches before you leave.
- PATCH POLICY: One patch will be given to each paid participant at the derby.
- CAMPING: There will be space for families wishing to spend the weekend camping at the lake. If you are **not** camping with a troop, State of Nebraska fees of \$8.00, for a camping permit and \$6.00 for a vehicle park permit are required.
- Troops will be responsible for the cost of vehicle permits of \$6.00 for Nebraska residents and \$8.00 for non-residents. Vehicle stickers may be purchased from the State Park or at the registration desk. The park camping fee is included in the unit registration. Vehicle permits are required. OR CAN BE DISMISSED IF TROOP OR PACK DUE TO A SERVICE PROJECT FOR THE PARK

JUDGES NEEDED: If you would like to be one of the judges, please contact Brian Larsen or Howard Sinclair and study the Canoeing Merit Badge Book.

For additional information regarding camping, please contact Gary Shoemaker: 308-225-1183

HOW TO PREPARE FOR CANOEING SUCCESS:

Objectives of the canoe derby committee:

1. Fun for the scouts.
2. Conduct water activities safely.
3. Provide a learning experience and challenge to the scout.

Handling the canoe for novice and advanced competition

- Launch
- Enter the control area with PFD ON and paddles in hand. When told, load paddles and safety cushions into the canoe.
- Lift the canoe at the breastplate, one canoer on each side (or one canoer at midship) (*Note: In the Novice event if the scouts cannot carry the canoe to the water, across the portage, or retrieve the canoe back to the starting point without dragging the canoe on the ground, a neutral assistant will be provided*).
- Carry the canoe to the water's edge and enter the stern first Push the canoe out until it is supported by the water Bowman braces to control the movement of the canoe.
- Stern man keeps his weight over the keel and lowers his center of gravity.
- On signal from bowman, stern man backs along keel (or forward entry and carefully turns around), stepping over thwarts.
- Once in position, the stern man kneels, gets settled, and checks the balance.
- Stern man uses a flat paddle at a 45-degree angle (or makes a post with his paddle) and tells the bowman to get III.
- Bowman enters the canoe as the stern man did.
- Bowman gets in position aft of midship, stern man releases post.
- Once clear of the beach, the steersman holds his position, and the bowman moves forward Using the backstroke, slowly back the canoe into open water.
- Use turning or pivoting maneuvers to position the canoe for the next obstacle Dock/Slip (single)
- Plan approach to the dock from 30 feet away Align the canoe for straight entry.
- Glide the canoe into the dock (bow first) maintaining control without great speed Use the backstroke to stop the canoe before hitting the end of the dock.
- Once you gently touch the dock, use the backstroke to reverse the canoe into open water. Use turning or pivoting maneuvers to position the canoe for the next obstacle Portage.
- Glide the canoe to the shore under control without ramming into the shore Stem man makes a post with his paddle and tells the bowman to get out Bowman steps out of the canoe nearer the bow.

- Bowman braces to control the movement of the canoe and tells the stern man ready for exit Stem man keeps his weight over the keel and lowers his center of gravity.
- Stem man steps out of the canoe nearer the bow Canoers lift and pull the canoe out of the water.
- Remove the canoe from the water's edge and carry it to the next entry point without dragging it on the ground. Carry the canoe to the water's edge and enter the stern.
- Push the canoe out until the water supports it
- Bowman braces to control the movement of the canoe Stern man steps into the canoe nearer the bow.
- The stern man keeps his weight over the keel and lowers his center of gravity Once in position, the stern man kneels, gets settled, and checks the balance.
- Stern man makes a post with his paddle and tells bowman to get in Bowman enters the canoe as stern man did.
- Bowman gets in position aft of midship, stern man releases post.
- Once clear of the beach, the stern man holds his position and the bowman moves forward Using the backstroke, slowly back the canoe into open water.
- Use turning or pivoting maneuvers to position the canoe for the next obstacle.

Novice and Training Course

- Launch
- Dock (single) 270-degree turn "S" Curve
- Retrieve

Advanced Course

- Launch
- Dock (double) 450-degree turn Portage.
- "Super S" Curve Portage
- Alley Retrieve Portage

Handling the Canoe for Advanced Competition

- Use information from the previous section except for the following obstacles.
- Dock/ Slip (double)
- Plan approach to the dock from 30 feet away Align the canoe for straight entry.
- Glide the canoe into the dock (bow first) maintaining control without great speed Use the backstroke to stop the canoe before hitting the end of the dock.
- Once you gently touch the dock, use the backstroke to reverse the canoe into open water Use the pivoting maneuver to rotate the canoe 180 degrees.
- Back the canoe into the dock until it touches the front of the dock. Slowly paddle the canoe forward out of the dock.
- Use turning maneuvers to position the canoe for the next obstacle.

360-degree turn

- Approach the buoy and make a counterclockwise turn around the buoy using the quarter sweep, the "J" stroke, diagonal draw, or bow rudder to maneuver the canoe.
- Do not use the paddle as a rudder.
- The canoe should not hit the buoy or be more than two canoe lengths away from the buoy. After rounding the buoy, head for the next obstacle.

The super "S" Curve

- Once the front of the canoe has reached the first buoy, the paddlers may not switch paddling sides until you have exited the last buoy.
- Approach the buoy, keeping the buoy on the starboard or right side using the quarter sweep, "J" or diagonal draw to maneuver the canoe.
- After you exit the Super "S" curve, you are no longer restricted to paddling on the same side as you entered the Super "S" area.
- Continue to the next obstacle.

The "ALLEY"

- Once the front of the canoe has reached the first buoy, you must keep the canoe between the sets of two buoys.
- DO NOT hit the buoys.
- DO NOT use the paddle as a rudder to control your canoe. Continue to the next obstacle.
-

270-degree turn (NOVICE)

- Approach the buoy and make a counterclockwise turn around the buoy using the quarter sweep, the "J" stroke or diagonal draw to maneuver the canoe.
- The canoe should not hit the buoy or be more than two boat lengths away from the buoy. After rounding the buoy, head for the next obstacle.

"S" Curve (NOVICE)

- Approach the buoy, keeping the buoy on the starboard or right side using the quarter sweep or diagonal draw to maneuver the canoe.
- Approach the next buoy, keeping the buoy on the port or left side using the quarter sweep or diagonal draw to maneuver the canoe.
- Approach the last buoy, keeping the buoy on the starboard or right side using the quarter sweep or diagonal draw to maneuver the canoe.

Continue to the next obstacle Retrieve

- Glide the canoe to the shore under control without ramming into the shore. Stern man makes a post with his paddle and tells the bowman to get out.
- Bowman steps out of the canoe nearer the bow.
- Bowman braces to control the movement of the canoe and tells the stern man ready for exit. Stern man keeps his weight over the keel and lowers his center of gravity.
- Stern man steps out of the canoe nearer the bow. Lift and pulls the canoe out of the water.
- Portage
- Remove the canoe from the water's edge and carry it to an open area without dragging it on the ground.
- Remove the paddles and safely cushion from the canoe.
- Turn the canoe over to remove any water that may have entered the canoe and return to upright. Return gear to canoe and portage to water's edge and launch the canoe.

(At the completion of the course)

- Remove the canoe from the water's edge and carry to the slatting area without dragging it on the ground.
- Remove the paddles and safely cushion from the canoe.
- Turn the canoe over to remove any water that may have entered the canoe and return to upright. Pick up paddles and leave the control area.
- After exiting the control area, remove your PFD.

PAPER BOAT RACE RULES

1. The boat will be made entirely of a paper product, i.e. cardboard boxes, or carpet tubes.
2. Duct tape will only be allowed one layer thick on both the inside and the outside SEAMS ONLY (this will be checked)
3. Clear plastic packaging tape (same rule as duct tape). No plastic wrap allowed. (Saran Wrap)
4. Only ONE COAT of Thompson's Water Sealer or paint will be allowed on the boat itself. You may use a second coat for lettering and designs. You are on your honor with this rule!
5. Lashing will be allowed. If the lashings are tied properly and the lashing material is a natural material like sisal twine. DO NOT use plastic bailer twine.
6. A boat and team will consist of two people per team and the boat will be totally designed and built by the team.
7. All boats must be built new for this year. Boats that were constructed for previous derbies will not be allowed.
8. All boats and debris must be cleared from the area following your race. You will forfeit the race if this is not done and your boat wins.
9. Feet and legs must be kept inside the boat.
10. The boats will be placed on a 4'X 8' sheet of plywood lying on the ground. The maximum size of the boat may NOT EXCEED the 4' X 8' either in width or length.
11. The minimum size of the boat must be at least 2' at its narrowest point and must be at least 6' at its shortest point.
12. The boats can be of any shape as long as they meet the minimum and maximum dimensions.
13. This is a timed race.
14. If your craft does not meet the above requirements, you will be allowed to participate in the race; however, you will not be eligible to place for an award.

The rules for this race are simple. This race is designed to test the imagination of the Scouts who built the boats. The boats should be built for endurance and safety. The Scoutmaster should try to incorporate a merit badge with this project. Boats must be registered at the paper boat race site before the race. ALL BOATS WILL BE INSPECTED BEFORE THE RACE.

ALL BOATS AND PARTS MUST BE DISPOSED PROPERLY IN DESIGNATED DUMPSTERS.

COMPLETE THIS FORM AND SUBMIT AT REGISTRATION TABLE

TROOP

PATROL NAME

PARTICIPANTS

MIKE NEWTH MEMORIAL DUTCH OVEN COOKING CONTEST RULES

1. Bring this form with you when you bring a sample of your main dish or dessert to the Judge's table located in the registration tent.
2. Food entries must be prepared in a Dutch Oven in your designated camping areas. Please bring all your ingredients to prepare your Main Dish or Dessert to this area.
3. Each dish may be entered in only one category. Please include the name of your Main Dish or Dessert.
4. You will need to bring your Main Dish or Dessert to the Judge's tent between 5:30 p.m. and 6:00 p.m. Saturday.
5. Judging criteria will include taste, presentation (looks), and your knowledge of the preparation of your entry.

PLEASE FILL OUT THE FOLLOWING INFORMATION

Troop Number _____	Patrol Name _____
Post Number _____	Crew/Team Name _____
Pack Number _____	Den Number _____
Scoutmaster _____	Troop Number _____
Name(s) _____	City _____
State _____	Dessert _____
Main Dish _____	

OFFICIAL USE ONLY

JUDGE	1	2	3	4	5	SCORE
FAIR (1)						
GOOD (2)						
VERY GOOD (3)						
EXCELLENT (4)						
TOTAL SCORE						

CAMPSITE INSPECTION

TROOP / PACK / CREW _____

CITY _____

I. Campsite Identification

Troop flag displayed	0	5
Patrol flag displayed	0	5
Troop sign displayed	0	5
Troop <i>gateway</i> displayed	0	10

2. Campsite Appearance

Tent placement	1	2	3	4	5
Cooking area	1	2	3	4	5
Gear stowed properly	1	2	3	4	5
Trash picked up	1	2	3	4	5
Paper boat disposed of properly	1	2	3	4	5
Evidence of Webelos with Troop	0	5	10		

3. Campsite Safety

Safe fire area (include cooking area)	1	2	3	4	5
Fuels for cook stove stored properly	1	2	3	4	5
Hazards marked	1	2	3	4	5
Fire water buckets	0	10			
Fire sand buckets	0	10			

4. Campsite Final Inspection

Turf replaced and holes filled in	1	2	3	4	5
All garbage picked up	1	2	3	4	5
Campsite in BETTER condition than found	1	2	3	4	5

TOTAL POINTS

CANOE DERBY COMMITTEE FINAL CHECK OUT _____

EQUIPMENT LIST

- **DAY PACK**

WATER

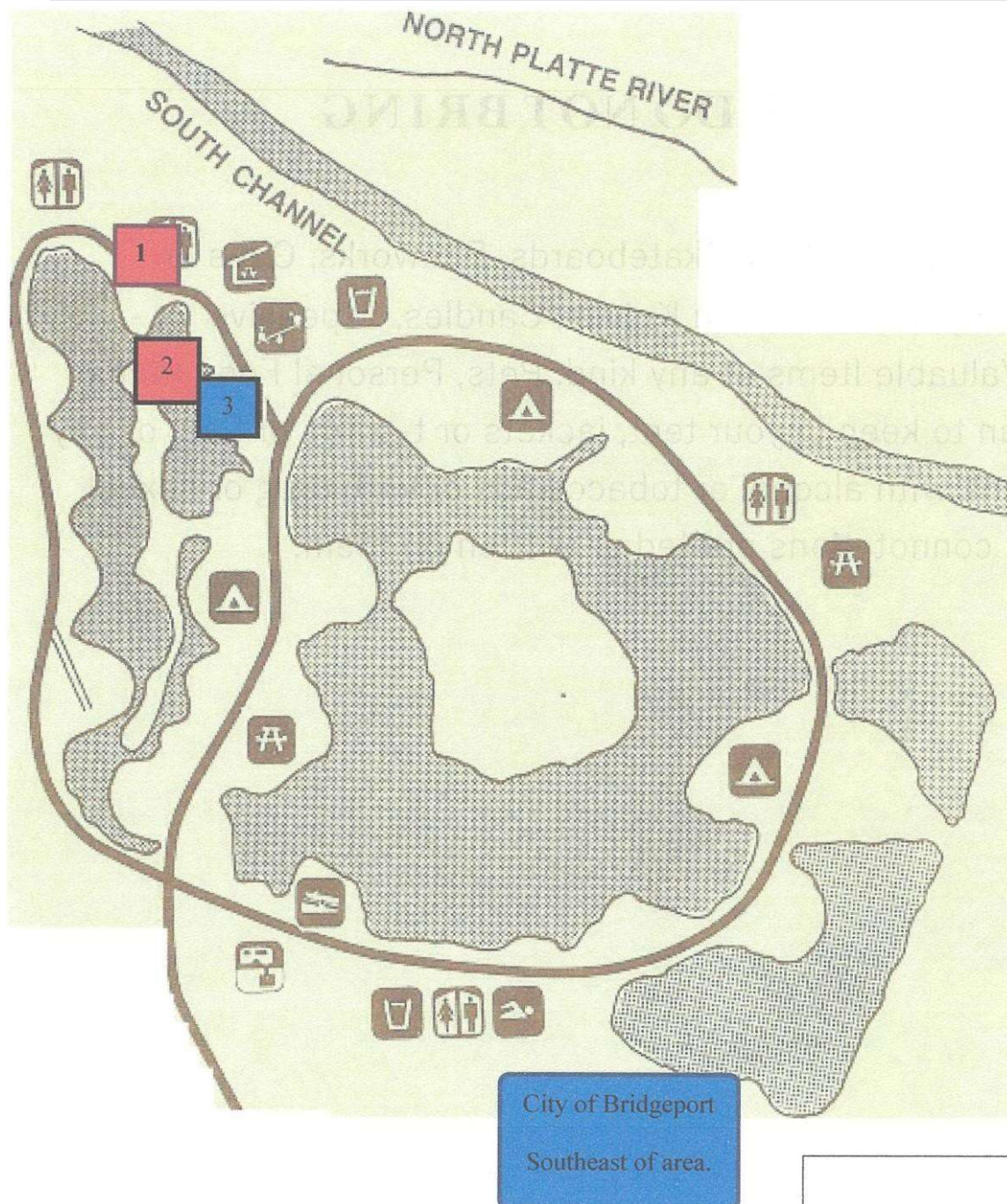
BOTTLES

- **RAIN SUIT, RAINCOAT OR PONCHO, SUNSCREEN, CHAPSTICK AND HAT**
- **EXTRA CLOTHING - PANTS, SHIRTS, SWEATERS/FLEECE, SOCKS, UNDERWEAR, PAJAMAS/SWEATS**
- **TOILETRIES - TOOTHBRUSH, TOOTHPASTE, COMB, SHAMPOO, SOAP**
- **INSECT REPELLENT**
- **MEDICAL FORM**
- **MEDICATIONS IN ORIGINAL CONTAINER — SECURED WITH SCOUTMASTER.**
- **CAMERA — OPTIONAL**
- **CANOE, LIFE JACKET**
- **SPECIAL OUTFIT OR CLOTHING "COSTUME" RELATED TO THE THEME AREA YOU WILL BE PARTICIPATING IN.**
(PLEASE! NO GUNS, SWORDS, KNIVES, OR OTHER WEAPONS WHETHER REAL OR FAKE!)
- **TENT , SLEEPING BAG/PILLOW**
FLASHLIGHT

PLEASE DO NOT BRING

Bicycles, Radios, iPod, Skateboards, Fireworks, Guns
or Archery Items, Sheath Knives, Candles, Expensive
Cameras, Valuable Items of any kind, Pets, Personal Food Items
which you plan to keep in your tent, jackets. t-shirts hats, or any
other clothing with alcohol or tobacco ads or drug or sexual
connotations printed or written on them.

BRIDGEPORT STATE RECREATION AREA



- 1 Registration Tent - camping area
- 2 Canoe Derby Launch Site
- 3 Paper Boat Race

Driving directions: Travel west of Bridgeport, NE on US 26 & 92 to Recreation Road, turn north, travel 1 ¼ miles to park entrance. Please follow BSA signs to the Canoe Derby location on the NW end of the park area.

2024 Tri-Trails Canoe Derby Registration

Please complete all the information requested. A \$20.00 per person fee is collected on the BlackPug registration website to secure your patches at the event.

Registration is required

State Park Permits are Required

QUESTIONS? CONTACT:

Debi Berndt, District Executive - Tri Trails District - Debi.Berndt@Scouting.Org

Howard Sinclair, Activities Director - howard_sinclair@hotmail.com

Brian Larson, District Activities Committee member- blw56212@gmail.com

**Note: Register on BlackPub online by
Friday, September 6th, 2024**



- Scan to link to the Council Calendar
- Navigate to Sept. 5th.
- Click to Register

CANOE DERBY 2024 ROSTER FORM

CIRCLE ONE: TROOP CREW PACK

Leader		Co-Leader	
Address		Address	
City/State		City/State	
Phone#		Phone#	

If the boy attended the derby last year. Please mark attended. All teams are constructed using two scouts.

		Novice Team				Advanced Teams	
Team 1	1			Team 1	1		
	2				2		
Team2	1			Team2	1		
	2				2		
Team 3	1			Team3	1		
	2				2		
Team4	1			Team4	1		
	2				2		
Team5	1			Team5	1		
	2				2		
Team6	1			Team6	1		
	2				2		
Team 7	1			Team?	1		
	2				2		
Teams	1			Team8	1		
	2				2		
Team 9	1			Team 9	1		
	2				2		

HOLD HARMLESS AGREEMENT

I the undersigned, upon registering as a participant, or as a parent or legal guardian for the participant in the Ed Dulaney Canoe Derby at Bridgeport State Recreation Area, hereby acknowledge the existence of and assume full responsibility for certain risks associated with this activity which may cause damages to property or personal bodily injury or death to the participant and herewith agree to indemnify and hold forever harmless the STATE OF NEBRASKA and the GAME and PARKS COMMISSION, its COMMISSIONERS, AGENTS, AND EMPLOYEES on account of damages to property or bodily injury or death to the participant sustained in consequence of the aforesaid permitted activity.

Participant

Parent or Legal Guardian of Participant
(when participant is under 19 years of age)

Date

Scoutmaster

Date

Unit#

Reproduce locally one copy for each participant.

ALL participants in the Canoe Derby must have a signed Hold Harmless Agreement. Unit Leaders - please turn these in at the time of registration.

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

 Print Name

 Signature

 Type of Authorization/Training

(Attach a copy of certification if required by council procedure)

 Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for *council activities* are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- The test is given one-on-one. The test administrator and the swimmer are buddies during the administration of the test.
- Each component of the test is important. The test must not be changed either to assist the Scout or to expedite the process.
- The test must be completed without aid or support. Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- Swim tests must be renewed annually, preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a nonswimmer.