

Jurassic Chuckwagon Adventure

Leaders Guide

Cub Scout Adventure Day

Tri-Tracks District – Adventure West Council

Where the Wild West Meets the Jurassic!



1. Welcome to the Jurassic Chuckwagon Adventure!

Saddle up, Cub Scouts! This year, the Chuckwagon is traveling through time!

The **Jurassic Chuckwagon Adventure** combines the excitement of the Old West with the mystery and adventure of the prehistoric world. Cub Scouts will travel together as a wagon team, stopping at adventure stations where they will test their Scouting skills, teamwork, creativity, and courage.

This is a **hands-on, active Cub Scout event** designed for Lions through Arrow of Light Scouts and their families.

Scouts should be prepared to:

- Work together as a team
- Try new skills
- Solve problems
- Follow instructions
- Get a little dirty
- Have fun!

2. The Chuckwagon Teams

Each Chuckwagon team should have **up to 10 Cub Scouts**.

We recommend mixing ages/ranks when possible so Scouts can learn from and help one another.

Each wagon must have:

Wagon Master

A Cub Scout selected by the team to help lead the wagon.

The Wagon Master will:

- Help keep the team together
- Carry the team scorecard
- Help communicate with the Wagon Guide
- Make sure the team knows where to go next
- Turn in the scorecard at the end of the event

Wagon Guide

One adult volunteer assigned to each wagon.

The Wagon Guide's job is to:

- Keep the Scouts together
- Help with directions
- Encourage good Scout Spirit
- Help with safety
- Help with wagon problems
- Assist if a Scout becomes sick or injured
- Make sure the team gets to every station

The Wagon Guide does NOT solve the challenges for the Scouts.

The purpose of the event is for the Cub Scouts to work together and demonstrate their own skills.

3. Important Wagon Rule

Once a wagon begins the adventure, **the Scouts assigned to that wagon should remain with that wagon throughout the event.**

If a Scout needs to leave the event, the Wagon Guide should notify Event Headquarters.

This keeps scoring, safety, and team activities organized.

4. Parents & Family Members

Parents and family members are encouraged to attend and cheer on their Cub Scouts!

Parents may:

- Watch the activities
- Take pictures

- Encourage Scouts
- Follow the wagon trail

Parents should **not give Scouts answers or help complete challenges** unless directed by event staff.

At some stations, adults may be asked to remain outside the activity area while the Scouts complete the challenge independently.

The goal is to let the Cub Scouts **own the adventure!**

5. The Jurassic Chuckwagon Trail

Each wagon will travel through a series of prehistoric and Old West adventure stations.

Possible stations include:

1. T-Rex Territory

Scouts must navigate a prehistoric obstacle course while avoiding the "T-Rex."

Skills: teamwork, agility, following directions

2. Fossil Hunters

Scouts become paleontologists and search for fossils or prehistoric clues.

Skills: observation, problem solving, teamwork

3. Cowboy Camp

Test traditional frontier skills.

Possible activities:

- Lassoing
- Cowboy games
- Rope skills
- Frontier challenges

Skills: coordination, teamwork

4. Raptor Range

A shooting sports challenge such as BBs or archery, conducted according to applicable Scouting safety procedures.

Skills: focus, patience, safety

5. Prehistoric Survival Camp

Scouts learn survival and outdoor skills.

Possible activities:

- Fire-building demonstration
- Outdoor ethics
- Emergency preparedness
- Shelter building
- Knot tying skills

Skills: outdoor skills, teamwork, problem solving

6. Crossing the Jurassic River

The wagon team must work together to safely cross a simulated prehistoric river.

Skills: planning, teamwork, problem solving

7. Dino Chuckwagon Cookout

Scouts complete a simple outdoor cooking challenge.

Skills: food preparation, teamwork, outdoor cooking

8. Volcano Challenge

A final physical or teamwork challenge.

Skills: cooperation, communication, perseverance

Final station assignments may change based on available facilities, equipment, and staffing.

6. Scoring

The Jurassic Chuckwagon Adventure is about **teamwork and Scout Spirit**, not simply who finishes first.

Points may be awarded for:

- Completing the station challenge
- Teamwork
- Scout Spirit
- Following directions
- Problem solving
- Cooperation
- Showing good sportsmanship

The station leader will record the wagon's score before the wagon leaves the station.

Wagon Guides and parents should not coach Scouts through the challenge.

7. The Golden Nugget Twist

To add to the adventure, wagons may encounter **Dinosaur Rangers, Bandits, or other adventure characters** along the trail.

These characters may:

- Check wagon supplies
- Give bonus challenges
- Award bonus points
- Ask Scouting questions
- "Steal" play-money dinosaur bones or gold nuggets

Teams should keep their supplies together and be prepared for surprises!

8. Wagon Supplies

Each wagon should arrive prepared for the adventure.

Required/Recommended Supplies

- Wagon
- Wagon identification
- Wagon Master
- Wagon Guide
- First-aid kit
- Water for every Scout
- Cooler
- Trash bag
- Rain gear
- Pencils
- Paper
- Rope

- Basic wagon repair supplies
- Tools needed for wagon repairs

Individual Scouts should also bring:

- Water bottle
 - Weather-appropriate clothing
 - Sunscreen
 - Hat
 - Rain gear
 - Closed-toe shoes (Prepare for possible wet and muddy situations when crossing the river)
 - Change of clothes
 - Extra shoes if a water activity is planned
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9. What to Wear

Class B uniform/Cub Scout T-shirt is recommended.

This is an outdoor adventure, and Scouts should expect to get dirty!

Consider adding a little Jurassic or Western fun:

- Cowboy hats
- Bandanas
- Dino shirts
- Safari hats
- Vest
- Dinosaur accessories

No costume is required.

Dress for the weather and the activities.

10. Wagon Inspection

Before beginning the adventure, each wagon should check in at Event Headquarters.

Staff will verify:

- Wagon identification

- Wagon Guide
- Wagon Master
- Participant roster
- Required supplies
- General wagon condition
- Safety concerns

Once inspected, the wagon will receive its:

- Adventure packet
 - Trail map
 - Scorecard
 - Station assignments
 - Any special instructions
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11. Starting Line Instructions

Before the adventure begins:

1. Have the entire wagon team assembled.
 2. Make sure the Wagon Guide is present.
 3. Make sure every Scout has water.
 4. Check that required supplies are in the wagon.
 5. Pick up your scorecard.
 6. Listen carefully to the opening instructions.
 7. Follow your assigned Trail Guide/Fort Captain to the first station.
 8. Stay together.
 9. Do not skip stations.
 10. Have fun!
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12. At Each Adventure Station

When you arrive:

1. The Wagon Master checks in with the station leader.

2. The station leader explains the challenge.
3. Scouts listen carefully.
4. Scouts complete the challenge as a team.
5. Station staff award points.
6. The score is recorded.
7. Wagon Master confirms the scorecard is marked.
8. Wait for the signal to move.
9. Follow the Trail Guide to the next station.

Do not leave a station until your scorecard has been marked.

13. Wagon Guide Rules

The Wagon Guide is there to help the Scouts have a successful and safe day.

Wagon Guides MAY:

- Help Scouts understand directions
- Help locate the next station
- Encourage Scout Spirit
- Help with an injury or illness
- Help with wagon repairs
- Help maintain team safety
- Help Scouts stay together

Wagon Guides MAY NOT:

- Complete challenges for Scouts
- Give answers
- Physically assist Scouts with a challenge unless instructed
- Coach Scouts through the solution
- Interfere with another wagon
- Argue with station staff about scoring

Remember: Let the Scouts do the Scouting!

14. Wagon Problems

Wagons are expected to be sturdy and ready for the trail.

If a wagon breaks:

1. Move Scouts to a safe location.
2. Notify the Wagon Guide.
3. Contact the nearest event staff member.
4. Make necessary repairs.
5. Notify Event Headquarters if the wagon cannot continue.

Safety always comes before completing the course.

15. Weather & Emergency Procedures

The event is designed to continue through normal weather conditions.

However, **lightning, severe storms, extreme weather, or other unsafe conditions will stop activities.**

If an emergency weather announcement is made:

STOP THE ADVENTURE AND FOLLOW STAFF INSTRUCTIONS.

Do not allow Scouts to continue moving between stations until event staff give the all-clear.

Emergency information and the designated shelter location will be provided at check-in.

16. First Aid

Each wagon should carry a basic first-aid kit.

Event Headquarters will also have access to first-aid assistance.

For any injury:

1. Stop the activity.
2. Notify the Wagon Guide.
3. Contact event staff.
4. Do not move a seriously injured Scout unless necessary for immediate safety.
5. Follow event emergency procedures.

All injuries should be reported to Event Headquarters.

17. Lunch

The entire Jurassic Chuckwagon Adventure will pause for lunch.

Lunch Time: Noon – Staff will alert you when lunch is to begin.

Wagons should remain together during the lunch period.

Participants need to bring:

- Bring their own lunch

Remember to pack plenty of water!

18. Suggested Event Schedule (may change) please be sure to pick up the schedule on the day of event.

Time	Activity
8:00 AM	Check-In Opens
8:00–8:30 AM	Wagon Inspection
8:30 AM	Opening Ceremony
8:45 AM	Jurassic Chuckwagon Adventure Begins
12:00 PM	Lunch Break
12:30 PM	Special Program / Dino Adventure
1:00 PM	Adventure Trail Resumes
3:30 PM	Final Station / Return to Headquarters
4:00 PM	Scorecards Turned In
4:30 PM	Closing Ceremony
5:00 PM	Event Complete

Final schedule may be adjusted based on the event site and station layout.

ALL WAGONS WILL BE JUDGED FOR:

1. Creativity – 5 points

2. Dino Design – 5 points

3. Chuckwagon/Western Theme – 5 points

4. Overall Appearance – 5 points

5. Scout Spirit/Teamwork – 5 points

Total: 25 points



19. Scorecards

The Wagon Master is responsible for the wagon's scorecard.

DO NOT LOSE THE SCORECARD!

At every station:

- Complete the activity.
- Have the station leader record the score.
- Verify the scorecard before leaving.

At the end of the event, the **Wagon Master—not the Wagon Guide—should turn in the scorecard** to Event Headquarters.

20. Cub Scout Advancement

Where possible, activities will be designed to support **Cub Scout Adventure requirements**.

Leaders should view the event as an opportunity for Scouts to:

- Practice outdoor skills
- Develop teamwork
- Build confidence
- Practice leadership
- Learn safety

- Participate in physical activity
- Experience the outdoors
- Have fun with other Scouts

Leaders should check the current Adventure requirements to determine whether a specific activity satisfies a requirement.

Not every event activity automatically satisfies an advancement requirement.

21. Leader's Pre-Event Checklist

Before Leaving Home

- Confirm all Scouts are registered.
 - Confirm adult leadership.
 - **Complete required health/safety paperwork. Medical form Part A and B (keep all medical forms in a 3-ring binder – turn in the entire binder with Unit # clearly marked on front. The binder can be picked up after the event closes. Please make sure any members with ALLERGIES are clearly communicated at check in.)**
 - Review event rules with parents.
 - Assign Wagon Master.
 - Assign Wagon Guide.
 - Inspect wagon.
 - Pack required supplies.
 - Pack first-aid kit.
 - Confirm water for every Scout.
 - Pack rain gear.
 - Pack sunscreen.
 - Pack lunch/snacks.
 - Bring wagon repair supplies.
 - Bring change of clothes.
 - Bring extra shoes if needed.
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22. Leader's Day-of Checklist

- Arrive on time.
- Check in at Headquarters.
- Complete wagon inspection.
- Pick up event packet.
- Verify Scout roster.
- Verify scorecard.
- Attend opening ceremony.
- Keep wagon together.
- Follow the assigned route.
- Encourage Scout Spirit.
- Allow Scouts to complete challenges independently.
- Monitor hydration and weather.
- Report injuries or problems.
- Make sure every station is completed.
- Turn in scorecard.
- Attend closing ceremony.

23. The Most Important Rule

LET THE CUB SCOUTS HAVE THE ADVENTURE!

It can be tempting for adults to jump in when a Scout is struggling.

Don't.

Let them:

Try.

Fail.

Laugh.

Problem-solve.

Try again.

Help each other.

Celebrate.

The original Chuckwagon model specifically emphasizes that Scouts work together at each station while adults support them without solving the challenge for them.

That's where the real Scouting happens.

 **WELCOME TO THE JURASSIC FRONTIER!**

Saddle up. Grab your wagon.

The dinosaurs are waiting.

The trail is calling.

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CONTACTS:

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WE NEED VOLUNTEERS – PLEASE JOIN THE FUN!