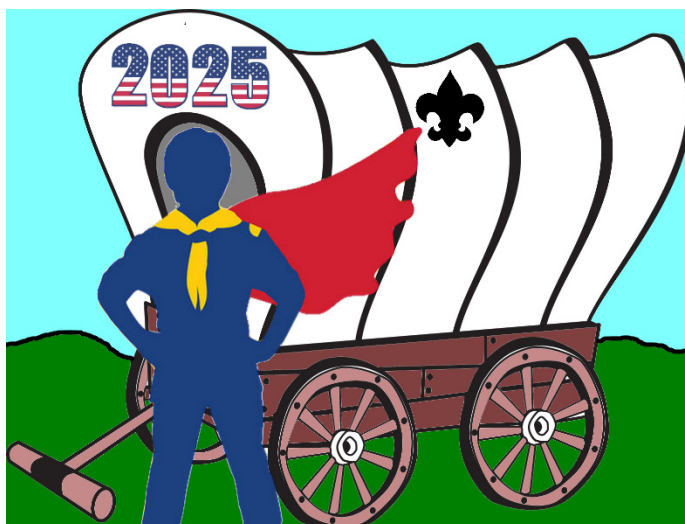




BOY SCOUTS OF AMERICA®
DANIEL WEBSTER COUNCIL
MASSABESIC DISTRICT

MASSABESIC DISTRICT 2025 CHUCKWAGON DERBY “QUEST FOR HEROES”



LEADER GUIDE



2025 Massabesic Chuckwagon Derby

Rules, Instructions, and Information

*Patrol Leaders, Unit Leaders and station staff should read and know before the event.
Be aware changes may have been made since last year.*

The Massabesic Chuckwagon Derby is held at Camp Carpenter, 300 Blondin Rd. in Manchester, NH. This year the Derby takes place on Sat. April 12th; camping is available on both Fri. night and Sat. night so units can spend the entire weekend if they choose.

COST: The registration fee for Cub Scouts is \$12 ea., no charge for adults or for troops running stations. All units should register online (both Packs and Troops); payment may be made online at the time of registration or at check-in on arrival. Payments made at the event must be by check or cash, exact change (we will not be able to make change on site). Credit cards may be used for online payments, but can not be accepted on site. Each paying cub scout gets a patch, plus each Pack will get an extra patch for their unit collection. Troops running a station will receive up to 12 patches per troop (one per registered scout and adult with a max. of 12 free). Extra patches may be purchased at \$3.00 ea. Patches will be delivered approx. 4-5 weeks after the event. Only troops running a station may register, this is not open camping for troops.

SAFETY: All provisions of the Guide to Safe Scouting will be followed. The Guide is available at <https://www.scouting.org/health-and-safety/gss/toc/>. Unit leaders are responsible for enforcing the buddy system, including the rules for mixed gender units.

AUTHORIZED VISITORS IN CAMP:

All youth and adults in camp during the event must: (a) Be included on a unit roster; (b) Have turned in a BSA Med Form Parts A & B, and (c) Be wearing an event wristband. In addition to registered scouts and leaders, any parents who plan to observe their scouts' wagon will need to follow those same procedures. There is no charge for additional adults. Unit leaders are responsible for knowing the rules for overnight adults in the current Scouting Barriers to Abuse and ensuring they are followed. If in doubt, check with event organizers.

***** VERY IMPORTANT! *****

Med Forms: Everyone in camp (youth, adult leaders, staff, and parents staying in camp) must have a BSA Med Form, Parts A & B filled out and present. Forms will be collected at HQ at registration, and returned at checkout. Units who fail to present med forms at check-in will be sent home to get them! Parents dropping off youth and leaving camp do not need a med form. Unit leaders must gather all forms for your unit before check-in – we will not accept loose forms from parents. Med forms should be contained in a 10x13 manila envelope or equivalent; please only bring forms for people present at the event, not your entire unit collection. We recommend bringing copies, not originals. Please remember to come back to HQ at the end of the weekend to retrieve your med forms!! Forms left behind will be shredded at the Council service center.

MEDICAL:

There will be a Camp Health Officer in camp all weekend. If the weather is cold, there will also be free hot chocolate and coffee at HQ to help warm any Scouts and adults. Be sure to recognize the signs of hypothermia and get the person there immediately with a buddy. Please report any injuries, no matter how minor, to event staff. Event and station staff are empowered to remove a scout from competition for obvious safety reasons. If event staff observe any signs of hypothermia, injury, or any other safety issues, they will send the scout, with a buddy, directly to headquarters. If not possible, they may keep them at the nearest station and first responders will be dispatched.

WEATHER:

In the event of extreme weather (thunderstorm, tornado, etc.) station staff will do their best to guide you to an appropriate safe area. Unit leaders are responsible for the safety of the scouts in their care, please follow the guidance of the staff. Do not attempt to bring your wagon with you, gather your scouts and move as quickly as possible to shelter. If there is a thunder/lightning storm, safe areas include any of the campsite latrines that have a cement floor, Manning Hall or the main dining hall. Please note that campsite pavilions, Fort Friendship, or any areas that have a dirt floor are not adequate shelter from lightning. In the event of a tornado or high wind event, appropriate shelter would be either Manning Hall or the dining hall.

VEHICLES:

Vehicle access is dependent on the road conditions, check with HQ before attempting to drive into camp. Per Camp Carpenter policy, only one gear vehicle may drive to your assigned campsite to drop off gear and return to the parking lot. This does not mean one at a time, only one trip per unit. Please plan accordingly to load everything into your one gear vehicle. Scouts and scouters should carry personal gear to campsites, however this is unit discretion; you may choose to include personal gear in your gear vehicle. All vehicle traffic is counter-clockwise around the pond; enter at the pond end of the parking lot, exit by the Fort. Please park as considerately as possible, we have many units attending and parking is at a premium. Camp Carpenter Use Policy is included in the appendix.

WAGON DESIGN:

The Chuckwagon Derby wagon must be home-made and of a design similar to a Conestoga wagon. All Packs must have a wagon to compete. It should be approximately 5 ft. long and should be able to hold all Pack equipment and lunch items listed on the wagon inventory list in the appendix. Personal items should be carried by Pack members in their own day packs, which may be carried on the wagon if there is room. There is design guidance for Chuckwagon wagon design available on the Massabesic District web site under Forms and Resources.. Commercial wagons or other wagons not designed specifically for this event, are prohibited. This year's theme is "Quest for Heroes", units are encouraged to decorate their wagons (and their scouts) based on the theme.

WAGON CREW:

Wagons should be staffed by scouts with a range of ranks if possible. One scout should be chosen to be the wagon leader, in charge of the wagon (the equivalent of a patrol leader). Scouts are encouraged to come up with a name for their wagon (the equivalent of a patrol name in Scouts BSA). **No fewer than 4 scouts and no more than 8 scouts per wagon are allowed in any station.** If necessary due to insufficient chuckwagons, you may have up to 11 scouts traveling with a wagon. In all cases only 8 may work on a station problem. The remaining scout(s) must wait away from the station challenge area, but are allowed to observe provided they do not give away answers. Any indication of help from the non-participating scouts could result in no points being awarded. The wagon leader of an "oversized" wagon (over 8 members) should prepare a duty roster for rotation of members to participate as equally as is possible in all stations. Only the wagon leader is exempt from rotating out of any stations.

Any units with special needs scouts should notify Chuckwagon staff in advance so appropriate accommodations can be made.

WAGON INSPECTION:

Will take place at your first station starting at 8:00am. All Scouts at this event must be properly clothed for the weather. **If, in the opinion of the inspector and event staff, a Scout is not properly clothed or does not have the proper footwear, they will not be allowed to participate.** Part of Scouting is learning to adjust to or deal with adverse weather conditions and this event will be held whatever weather conditions exist at the time. Even those members who may not be present at the time of inspection may be removed from the event by event staff later in the day if they appear unprepared. Do not put yourself or others at risk, **BE PREPARED.** See the Wagon Inventory List in the appendix for details.

ADULT INVOLVEMENT:

This event is staffed by adult volunteers and Scouts BSA scouts from units throughout the district. Each participating unit is asked to contribute toward the effort in offering the best event possible. Many units have committed many hours of time and effort toward developing station challenges. We therefore expect that any adults attending, whether your unit has committed to running a station or not, are prepared to help at any stations which may be understaffed, or otherwise help event staff.

A SCOUT IS TRUSTWORTHY: Adults are not allowed to help the Scouts pull their wagons (except to deal with safety issues) or assist the Scouts while they are answering questions. No one, other than the 8 Scouts, is allowed to enter the station. Adults wishing to take pictures should notify station staff. Any Scout that has crossed into Scouts BSA is not eligible to enter the station. There will be a designated area for spectators. Not following this rule could result in the wagon being penalized at that station. This is at the station mayor's discretion.

SCHEDULE & ARRIVAL:

The Derby will take place on Saturday, but there are two optional nights of camping on Fri. and Sat. nights. See the event schedule in the appendix.

Friday arrivals must check in at the Dining Hall on arrival to turn in rosters, med forms and any outstanding payments and receive information for the weekend. Units may then proceed to their campsite and set up for the weekend.

Saturday morning arrivals: Unit leaders must check in at the Dining Hall and submit their rosters, med forms and any outstanding payments. They will receive their scorecard and event information. Starting stations will be indicated on the scorecards. (See "SCORE CARD" below)

ON THE COURSE:

An air horn blast will signal the beginning and end of the competition and the beginning and end of lunch. In the event you cannot hear the signal, you should follow the scheduled times that have been handed out.

Stations open at 8:30am and close for the day at 4:00pm. Any wagon which has entered a station before the ending signal will be given a reasonable amount of time to complete it without penalty.

Once the competition starts, wagons must stay to the right side of the trail and advance around the course in a counterclockwise direction. This year's course is a full loop all the way around the pond. You should visit stations as you come to them, following the order listed on your scorecard – this will keep you on the proper counterclockwise rotation.

No adults (18+ yrs. old) are allowed to discuss Chuckwagon station problems or coach scouts in any way. Adults should monitor scouts for health and safety, and encourage them as needed. (See "ADULT INVOLVEMENT" above). Scouts BSA Den Chiefs may teach Cubs new cheers and coach them on general skills, but may not help answer specific station problems. (For example, when approaching a First Aid station, a Den Chief may review basic first aid skills with the Cubs, but may not enter the station and help them answer specific questions.)

Maintain the buddy system at all times.

Once you've completed your last station, you should ask the station mayor/scorer to mark the finish time in the appropriate space on the scorecard, since time completed may be a tie-breaker. Then send a buddy pair directly to the Dining Hall to turn in your scorecard. Wagons that have completed the course may take the shortest route back to the parking lot or their Pack campsite, while being careful to not impede any wagons still competing.

STATION PROCEDURE:

Wagons must ask permission to enter the station. (A cheer would be most appropriate at this time!)

The wagon leader will approach the mayor, and present his patrol name and scorecard. The mayor will then either begin the problem himself, or assign station staff to do so.

The wagon leader may allow another Scout to lead the group through the station challenge. Empowering other scouts is a sign of good leadership. For example, if another member is exceptionally skilled in first aid, he can allow this Scout to lead the challenge at the first aid station. The leader should notify the scorer that he's doing this and enthusiastically support him throughout the challenge. This way, the scorer can still give good marks for leadership and teamwork.

Time begins when the scorer has finished explaining the problem to the wagon leader, or when the scorer designates. Wagons will have a maximum of 20 minutes to do the problem.

The wagon leader should inform scorers when the group is finished with the problem. Scorers will confer briefly, as needed, between them and mark scores and any comments on the score sheets and the wagon scorecard.

Scorers may offer a brief explanation of the scores, but will not take too much time in the interest of keeping the wagon moving along and reducing back-ups in the station.

It is the wagon leader's responsibility that the correct scores are marked on their cards.

BE SURE TO GET YOUR SCORECARD BACK AFTER EACH STATION!

Scout Handbooks, Field book, or other such reference material may be used at some stations, but only with permission of scorer(s).

2025 CHUCKWAGON STATIONS:

There will be 10-11 regular stations planned for 2025, plus non-scoring BB's and Archery stations. Stations planned are:

- Camping
- Obstacle Course
- Knots
- Wilderness Survival
- First Aid
- Fire Safety/Fire Building
- Cub Knowledge Baseball
- and 3-4 more

SCORE CARD:

You will receive a scorecard when we have received your roster and med forms at check in. This will include your starting station, event map, schedule of events, and table for you to fill in your roster. Unit Leaders should fill in the roster before your first station. You should list only those members who are present. You may exclude any “no shows.”

STATION SCORING:

Wagons will be scored on their skill, their leadership, and their teamwork in completion of the station problems. Each station will be worth 20 points. Most stations will score your group based on a mix of how well you solve the station challenge, and how well you work together as a group. For example, solving the problem correctly using one or two scouts while the rest are uninvolved, may receive a lower score than using as many members as possible, even if you may not necessarily solve the problem as well.

You will also be awarded up to 5 “nuggets” per station for Scout spirit. Pack cheers, cheerfully working together to solve the problem, helping fellow scouts, etc. will all factor into your nugget score. **Wagons should bring a container to collect nuggets, which must be turned in at HQ at the end of the day.** Nuggets will be used to break any ties in the scoring at the end of the competition. Time to complete the course will be the second tie breaker.

NOTE: The BBs and Archery stations are not scored and do not earn nuggets, they are “just for fun” stations.

LUNCH:

Lunch should be done within a station. If a patrol is between stations when the lunch signal sounds they must proceed to their next station before beginning lunch. They will then have the full time allotted to complete their lunch (30 minutes). Cubs and leaders should be carrying bag lunches to eat at a station; the lunch period will not be long enough to accommodate cooking a lunch. Station staff should plan ahead if cooking lunch so they will have time to eat.

Lunch should not begin before the lunch signal unless mayor approval is given; for example, if there is not enough time to complete the station or to get to the next station.

If the wagon finishes lunch and have cleaned up, then they are free to proceed to their next station before the signal for the end of lunch. They may not enter the next station before the end of lunch signal, however.

AWARDS:

After the competition, we will recognize the top ten scoring wagons, honorable mention in each station, and Scout spirit (most nuggets).

There will be trophies for the top three finishers; the first place Pack will also have their name engraved on the permanent rotating trophy. The winning Pack will be able to keep this trophy until the last District Roundtable before next year’s competition.

Plaques will be awarded for honorable mention in each station (except BBs and Archery, which are not scored stations).

“Chuckie” will be awarded for Scout spirit.

Awards will be held outdoors at Manning Parade Field, weather permitting, or in the Dining Hall in case of inclement weather. Awards are tentatively scheduled for 5:00pm; please be patient if our scoring team is running behind. Patches will be delivered 4-5 weeks after the event.

ORDER OF THE ARROW:

The Order of the Arrow Call-Out Campfire will be held Sat. night at approx. 8:00pm. The OA is scouting’s camping honor society. Scouts are elected by their peers based on their camping experience, and are then inducted into the OA at this very special ceremony. The OA draws on Native American traditions for their ceremonies, and this is a very exciting presentation.

Tips for Success

- **Keep track of time.**
- **Don't spend too much time in any one station. Time spent there is time lost elsewhere!**
- **Work as a team. Make sure that as many scouts as possible are involved in the solution of the station problems.**
- **Don't argue. Your leader is in charge; suggestions should be welcomed, but in the end A Scout Is Obedient. Also, don't argue with station staff – you may ask questions but respect the decisions of the staff.**
- **When in doubt, ask questions.**
- **Keep your wagon organized.**
- **Cheer a lot!**
- **Don't get discouraged if things don't go as well as planned. Keep your Scout spirit up!**
- **Don't skimp on lunch! Take the time to eat a good one. The rest of your day will go much better.**
- **Complete the course.**
- **BE PREPARED for anything.**
- **HAVE FUN AND GOOD LUCK!**

MASSABESIC DISTRICT – CHUCKWAGON DERBY 2025 CHUCKWAGON INVENTORY LIST

- Chuckwagon
- Pack Cheer – This is a GREAT way to show SCOUT SPIRIT throughout the day!
- Water Bottle per Scout
- Snacks for Scouts
- Class A or B scout shirt per Scout
- Bandana per Scout
- Rain gear per Scout – a Scout is Prepared.
- Gallon Drinking Water (*or more - to refill water bottles*)
- Trash bag - a Scout is Clean.
- Paper towels – reminder, a Scout is Clean.
- Scout Book (*any rank*)
- First Aid Kit
- Tool Box with Basic Tools – who knows what might be needed on your journey?
- Pack Flag – another great way to demonstrate SCOUT SPIRIT!
- Wheel Block for Wagon
- Notebook
- Pen or Pencil
- 36” Rope per Scout
- Watch
- Compass – the type with a baseplate to orient onto a map.

There are 20 Items on the Wagon inventory list. During Wagon Inspection at the first station, each wagon will earn a maximum of 20 points (one point per item).

2025 Massabesic District Chuckwagon Derby

Schedule of Events for the Weekend

(NOTE: *If there is snow on the camp roads, vehicles should **not** be driven to campsites!!*)

Friday:

- 4:00 – 7:00 pm** Registration and check-in (Dining Hall) and campsite set-up. Please be sure that your unit leader comes to the Dining Hall upon arrival with completed rosters and any unpaid registrations.
- 9:00 pm** Cracker barrel in the Dining Hall - for Unit Leaders and adult station staff only
- 10:00 pm** All vehicles must be back in parking lot. (*Only applies in the event of no snow on roads; vehicles should not drive on roads if there is snow.*)
TAPS.

Saturday:

- 7:00 – 8:00 am** Registration for those Packs not camping Friday night
- 7:15 – 7:45 am** **All Mayors must send someone to HQ if they have not gotten their info.**
- 8:00 – 8:30 am** **“Be Prepared” - Wagon inspections to be done at starting stations.**
- 8:30 – 12:00 am** Air Horn! - stations open – Competition begins
- 12:00 – 12:30 pm** Air Horn! – lunch begins.
- 12:30 – 4:00 pm** Air Horn! – stations reopen, wagons to continue competition
- 4:00 pm** Air Horn! - stations close. Wagons that entered a station prior to 4:00 will be given a reasonable amount of time to complete the challenge.
- 4:30 pm** All wagons must have their scorecards back to HQ
- 5:00 – 5:30 pm** Awards Ceremony – Manning Parade Field (*Dining Hall if inclement weather*)
- 8:30 pm** Order of the Arrow Call-Out Ceremony for Troops, Webelos and AOLs at the Council Ring
- 10:00 pm** **TAPS**

Sunday:

- 8:30 am** Site inspection and check out for campers

Camp Carpenter Use Guidelines

Modified for District/Council Events

Camp Use Guidelines

Firewood

Firewood can be collected from the grounds. Come prepared with bow saws and axes to cut your firewood to proper length. Split firewood may be available in the camp axe yard.

Drinking Water

Drinking water is available at the spigot at the rear of the Center For Character Development (Dining Hall). Depending on the season, water may be available at campsite latrines.

Vehicles and Transporting Equipment to Campsites

Units must come prepared to backpack in all equipment. Only one vehicle is allowed, conditions permitting, to deliver gear to campsite and return to the parking lot. Do not drive into the campsite. Park along the road without blocking the road. All other vehicles are to remain in main parking lot.

Check-in and Check-out

Check in and out at event HQ.

Unit Roster

Please provide a roster of adults and youth at check in. Also please provide the unit leader's mobile phone number.

BSA Guidelines

Units must follow all National BSA and Scouting America New Hampshire policies (see Guide to Safe Scouting).

Late Arrivals

Unit leaders are responsible to check-in late arrivals.

Camp Emergencies

The event staff must be informed of any emergencies.

Garbage Removal

Rubbish may be placed in the dumpster beside the Storage Building.

Latrines and Wash Stations

Latrines are located in or near campsites. Sinks are for hand washing only.

Campfires

Fires should be used according to Leave No Trace Practices. Fires are permitted in existing fire pits. Fires should be attended at all times and extinguished properly. Do not scatter charred wood around the campsite. Only fine white ash should be scattered in the surrounding woods.

Pets

No pets are allowed (whether restrained or not).

Prohibited at Camp

No generators, firearms or fireworks are allowed.

Buddy System

The buddy system must be used and leaders should know the location of their scouts at all times. Camp areas that are not part of the event are off limits to the unit. Units with members that set off security alarms will be charged a fee of \$50.00.

Out of Council Unit Insurance

Out of Council units are required to provide their own insurance.