

# 2018 Heritage Area Cub Scout Polar Day

## Saturday Jan. 20, 2018

Richelieu-Vanier Community Centre  
300 Des Peres-Blancs  
Ottawa K1L 7L5

This will run regardless of the weather, we have made contingency plans!

### Schedule

- 10:00 am** - Registration & Grand Howl (Gathering Activity)  
**10:20** - Activity 1  
**10:40** - Activity 2  
**11:00** - Activity 3  
**11:20** - Activity 4  
**11:45** - Lunch  
**12:30** - Get skates on for Chuckwagon races  
**12:45 – 2:00** - Chuckwagon races  
**2:00** - Tug of War  
**2:15 – 2:40** - Presentation of Trophies, Closing Ceremony  
**2:40 – 3:00** - Cleanup (We could use a few leaders/adults to help us get the hall cleaned up)

All Cub Scouts **must have head protection** for on-ice activities – Hockey/bike/snowmobile helmet  
Please bring indoor shoes for indoors

### REGISTRATION:

- Cost: \$10.00 per Cub Scout (includes Crest) for packs \$2 per crest for additional crests.
- **To pre-register your pack, please just send me an e-mail that your pack is coming, and a rough estimate of the number of Cub Scouts and adults – we need this for the food by Jan 13th**
- Please complete registration sheet before or at Polar Day.

**LUNCH:** Hot dogs, Drinks and Snacks will be available for purchase.

**EMERGENCY INFORMATION:** *Please watch out for Frostbite!!*  
Each Group is responsible for their own first aid, we have first aid kits.

Leaders, please contact: Henry Starzynski, 613-224-7723, [henry.starzynski@sympatico.ca](mailto:henry.starzynski@sympatico.ca)

## **CHUCKWAGON RACES**

### **ORGANIZATION:**

- When packs arrive, a contact leader should register their pack. Fill in the form with the name of the adult responsible for the pack and the names of the 6 Cub Scouts in each team. If a team is not complete, it can be filled with Cub Scouts from other packs.
- Once the form is filled, please bring to the registration desk with the payment for the pack. If one pack has more than one team, they will be assigned a letter (ex: 55<sup>th</sup> Ottawa A, 55<sup>th</sup> Ottawa B for same pack...) this helps ensure that teams do not race against their own pack.

### **When the race starts:**

- Two teams are positioned at the centre line on opposite sides, facing opposite directions. The referee/announcer looks at the teams and gives the signal
- The time when each team has ALL its Cub Scouts and Chuckwagon cross the centre line, is recorded.
- As soon as the race is over, the next 2 teams will be ready on the ice to set up for their race. The fastest this goes on, the more races the teams will do. Only the starter, marker, referees, timers, one leader per team and the two teams (12 Cub Scouts) should be on the racing course.
- The announcer will announce which teams are up next to race. The schedule is updated as teams finish their race.
- Teams awaiting their turn must remain in the Staging Area. A monitor for the staging area will inform the teams when to prepare for their next race.
- Each team will get at least 2 races. The teams' times are recorded, the fastest (best) time for each team is used and the team with the fastest time will be the winner. The final winners will be the three packs with the fastest best times (no pack can win more than one trophy).

### **RULES:**

- No Cub Scouts allowed on the ice without a protective helmet
- All Cub Scouts racing are to wear skates unless special arrangements made
- Race starts with the front of the skis of the chuck wagon on the start line
- Race ends when the end of the tail rope or the last Cub Scout crosses the finish line whichever is the latest.
- If a Cub Scout falls, they must keep on skating following the chuck wagon and finish the race.
- If the Cub Scout does not finish or cuts through the ice rink the team is eliminated.
- The Cub Scout holding the tail rope is not allowed to cross the rearmost part of the chuck wagon.
- No Cub Scouts are allowed to wrap the rope around their hand. The rope must be held by the hand being wrapped around the knot at the end of the rope.
- If one of the teams is ready to start and the second team does not have all its Cub Scouts within a few minutes, the team with the missing Cub Scout will not race, the other team will race solo.
- If neither team are ready within a few minutes of being called to get on the ice, both teams will not race.

