

SCOUTING THE ZOO



2023 Event Guide

For All Scouts and Leaders

June 2-4, 2023



THREE HARBORS COUNCIL
BOY SCOUTS OF AMERICA

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NEW FOR 2023

2023 Animal – The Flamingo: This year’s animal is the flamingo. The Milwaukee County Zoo has several flamingos and their exhibit is located near the Flamingo Café just before the aviary building. Be sure to visit Armani, Versce, Valentino, Calvin, Gucci, and the others while attending this year’s event. We are excited to showcase them on our 2023 event patch and special Secret Scouter ghost patch.



“In Campsite” Scouting Displays are Back! For the first time since 2019 we will again ask all Scouts BSA, Venturing, and designated Cub Scout Packs to create a public-facing display that demonstrates a Scout skill or activity. The displays should engage the public and be hands-on if possible. Units are expected to encourage participation from the Scouts and Scouters attending, along with the general public but those units choosing to do cooking demonstrations are prohibited from giving samples.

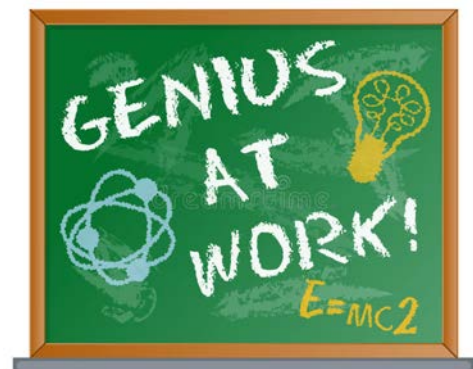
Friday Night “Photo Safari” Program: To kick off the event this year, we are inviting units or patrols to form teams to participate in a photo safari. The zoo staff will provide a list of animals for each group and points will be awarded to those groups who can collect photos of those animals. This event will continue until 3:30PM Saturday. Points will be considered for creativity and full game rules will be shared at the event.



Event Parade is Back! New Route: Since the primary purpose of Scouting the Zoo is to showcase Scouting and engage the public, we are bringing back the parade for 2023. The parade will begin at the Small Mammal building area and move through the zoo in opposite directions. As the parade moves past your camping area, units are asked to join the parade line and all Scouts and Scouters will end up at the Generac Zoo Terrace for the opening ceremonies.

New Dinner Menu: For this year we are going to be changing the Saturday evening dinner meal to Italian beef sandwiches. Meal tickets are purchased during event registration and additional sandwiches *may* be available for purchase at the event.

Saturday Night “Genius Kits”: For 2023, we will be adding a new competition. Units can participate as troops, crews, packs, patrols, or dens in both artistic and engineering competitions. Kits will be able to be picked up on Saturday evening of the event and groups will have a set amount of time to work on them. More information will be given during the Scouting the Zoo event. Awards will be given at the closing ceremony on Saturday night.



Important Dates

March 1, 2023	Campsite Lottery and Informational Meeting - Unit leaders will be allowed to select a campsite for the event and receive program information. Please see the camping section for details.
April 2023	Event guides will be released, and registration will open. Please follow us on Facebook for those announcements.
May 22, 2023	Zoo Event Rally - Join us online as we share up-to-the-minute information about the event and will answer any last-minute questions that any attendees have. This rally is open to all leaders attending the event and the location and/or log-in details will be shared later this spring via website and social media.
May 28, 2023	Registration closes. Any additions must be approved by event leadership after this date.
June 2 – 4, 2023	Scouting the Zoo event.

Event Description

Scouting the Zoo showcases the Scouting program of Three Harbors Council, Boy Scouts of America. This program is open to anyone registered in Cub Scouts, Scouts BSA, Venturing, or Exploring, including adult leaders, family members, and the general public. The program will provide hands-on experiences led by youth members that are exciting for all ages.

Location: Milwaukee County Zoo, 10001 West Bluemound Road, Milwaukee, WI 53226
For more information on the zoo itself, please visit: www.milwaukeezoo.org.

PARTICIPATION OPPORTUNITIES

Cub Scouts

Lion, Tiger, Wolf, and Bear Cub Scouts are invited to attend for the day on Saturday and can participate in all activities prior to, and after, regular zoo hours. Packs that are allowed to camp will be assigned a camping space.

Webelos and Arrow of Light Scouts are encouraged to camp with a local troop during the weekend. This will help foster the Arrow of Light-to-Scout transition program. Coordination with a troop is required. Please arrange proper adult leadership with the troop you will accompany.

Scouts BSA, Venturers and Explorers

These Scouts are invited to camp Friday through Sunday or attend for the day on Saturday with their unit under the rules and regulations of the Boy Scouts of America.

Event Fees

Package options are outlined below. Please note that patches and meal tickets are separate. Day participation fees do not include parking and parking fees may be paid online or at the zoo gate. **Per zoo guidelines, Zoo Passes are no longer valid for this event.**

PARTICIPATION FEES

	Fee	Description
Camping & Program Package	\$22.00	Any Scout or leader who plans to camp at least one night at the zoo would pay this fee. *Includes: Admission, Parking, and Program
Day Program Package	\$17.00	Any Scout who would like to participate on Saturday only. *Includes: Admission and Program
Admission Only - Saturday	\$12.00	Zoo ticket for admission Zoo passes not recognized for this event
Saturday Parking	\$15.00	All parking outside of camping package will be assessed upon entry to the zoo and paid at the gate.
Pancake Breakfast (Optional)	\$6.00	Meal ticket (per person) *See more info below
Italian Beef Sandwich Dinner (Optional)	\$8.00	Meal ticket (per person) *See more info below
Patches (Optional)	\$2.00	Anyone can buy a patch

***Must choose one participation choice for Scouts and leaders**
Tickets will be e-mailed after Memorial Day during the week of the event.

A roster will be required to receive participant wristbands at the event!

Keep Greater Milwaukee Beautiful Campaign (KGMB)

Adults and youth in your unit can get a free pass to admit them to the zoo by participating in the *Keep Greater Milwaukee Beautiful Campaign*. This is a great way to provide community service while saving the cost of admittance to the zoo, so get your reservation in early! For more details on how your unit can qualify, call (414) 272-5462 ext. 106 or visit the Keep Greater Milwaukee Beautiful website at www.kgmb.org. Zoo passes for Keep Greater Milwaukee Beautiful will be honored on the Scouting the Zoo weekend even though they state they are not valid until later.

MEAL FEES (Optional)

Pancake Breakfast: \$6.00

Held at the Generac Zoo Terrace from 7:00 a.m. to 8:30 a.m. on Saturday. The meal includes pancakes butter, syrup, sausage, applesauce, juice, milk, and coffee.

Italian Beef Sandwich Dinner: \$8.00

Held at the Generac Zoo Terrace from 5:30 p.m. to 7:00 p.m. on Saturday. The meal includes an Italian beef sandwich, pasta salad, chips, cookie, and drink.

PARKING INFORMATION

Parking Passes: Since parking is combined in camping packages this year, only day attendees will pay for parking separately and at the zoo gate when you arrive. Special Note: The zoo will not be honoring zoo passes for this event as this program is deemed a special event.

General Information

Physical Arrangements

Participating units must bring their own camping tables, chairs, cooking equipment, etc. These items will not be available at the zoo. In the event of severe weather, please follow the instructions of the event staff and/or zoo personnel. **Please note: electricity may be available for use at your campsite by request through the event committee and depending on location. Generators are not permitted on the zoo grounds.** Water and bathrooms will be available throughout the weekend.

Prohibited Items

Frisbees, footballs, baseballs, and games of catch (of any sort) are not allowed due to the possibility of a ball or frisbee landing in an animal enclosure. Skateboards, skates, heelys, drones, and bicycles are also not allowed. Please discourage your Scouts from playing cards, dice, or other games of chance. Consumption of alcohol is prohibited at all Scout events and smoking is not permitted on zoo property.

Uniforming

Scouts are expected to be in field uniform while walking around the zoo. Many units allow varying degrees of pants/shorts, but athletic shorts are not appropriate for this event. Official pants/shorts, belt, socks, etc. are encouraged. Per national policies, uniforms are to be worn properly (tucked in). **While participating in zoo competitions, or after the zoo closes, Scouts may wear an activity uniform shirt.** Please remind your Scouts that they are representing the Scouting program when at the zoo. Their appearance and behavior will reflect upon their unit and the organization.

Re-Admittance Tickets

A very limited number will be available on Saturday to camping participants and will be available upon request. Re-admittance tickets can be obtained from the Scouting registration area.

Recognition

A commemorative patch can be purchased for an additional fee. Don't forget to give your Scouts credit for the numerous achievements, electives, and merit badge requirements they will probably meet by participating in the event activities and service projects. Please take note of what your Scouts do; an advancement list will not be provided.

Safety and Security

Security for the event will be provided. The zoo and parking area will be patrolled from 6:00 p.m. until 6:00 a.m. on both Friday and Saturday nights. The parking lot gates will be closed during the night but there is an entry option in case of emergency. The event emergency contact number is **(414) 209-4008** and will be monitored by event staff. Each unit should make note of this number to call for assistance. We will also ask for the unit emergency contact leader and their cell phone number in case we need to contact your unit during the event. Please distribute the Scouting the Zoo emergency number to parents and participants.

Minor first aid issues may be handled by the individual unit. Larger first aid issues must be documented by Scouting the Zoo leadership team members. For larger medical issues, find and/or call for Scouting the Zoo staff. During normal zoo hours, also contact zoo personnel to alert the on-site paramedic.

The show goes on, rain or shine; units are encouraged to plan accordingly. Weather will be monitored by the event staff and zoo personnel. In the event of severe weather, please follow the instructions of the event staff and/or zoo personnel.

Event Activities and Highlights

NEW – “Photo Safari” Friday Night Program: Form a team and take on the challenge of the photo safari. Groups will be given a list of animals or zoo landmarks to collect photos of. The challenge will be to capture all animals or locations on your list. Some animals may not be on display at the time of the safari so creativity will be encouraged. Winning teams will be announced at the Saturday night closing ceremony.



NEW – “Genius Kit” Saturday Night Competition: This competition is designed for teams to build a device from a variety of random items given by the event staff. Participation is voluntary. We will be offering various divisions for Cub Scout groups, and Scouts BSA or Venturing teams. Kits will be provided by the event staff and awards will be given for both artistic look and engineering design. All Scouts are encouraged to participate.

Service Projects: Service project opportunities may be available at this year’s event. Please take the opportunity to participate in service to the Milwaukee County Zoo, if offered, in thanks for their continued support of this unique event. Stay tuned for more details prior to the event.

Secret Scouter Program: Throughout the event, Secret Scouter agents will be walking around looking for Scouts who are not only wearing their uniforms properly but are also helping keep the zoo clean and being friendly to zoo patrons. Agent observations will result in points towards The Zoo Cup, as well as individual items being handed out on the spot. Agents could be Scouters or public visitors.

The Zoo Cup: The Zoo Cup will be awarded to a Scouts BSA troop or Venturing crew as a culmination of all events at the zoo. Consideration for this award will be given for Scout behavior, activity participation and overall unit conduct. The winning unit will be awarded the Zoo Cup to be displayed at one of the council offices and will have first claim to a campsite at next year’s campsite lottery meeting.

Zero’s Heroes: This annual award will be presented to a Cub Scout pack who truly gets involved in the event. Consideration for this award will be given for Scout behavior, activity participation, and overall unit conduct. The winning unit will receive a commemorative plaque and the trophy will be displayed, with the current unit number, in one of our council offices. The winning unit will be invited to join the Zoo Cup winners in leading next year’s parade.

Event Closing Ceremony: This evening program will be held in the Generac Zoo Terrace beginning with an awards ceremony and the awarding of the Zoo Cup, and Zero’s Heroes. This will be just before the beginning of the Saturday evening movie.



Competition Descriptions

Competition rosters are due by Friday, June 2, 2023 at the event leadership meeting

ALL UNIT CAMPING COMPETITIONS



Display Competition: Units who elect to host a display are expected to showcase a specific Scout skill or activity to the public. Some past displays have included first aid skills, knot games, animal tracks, wilderness survival, firebuilding, etc. No food samples will be allowed to be given this year and units should have their displays ready by 9:15AM on Saturday. All displays must be maintained until 4:45PM on Saturday. More detailed information can be found later in this guide and we are asking units to provide their topic prior to the event this year.

SCOUTS BSA / VENTURING COMPETITIONS



Patrol Competition Area: This is a team-based Scouts BSA and Venturing event that will challenge Scouts to a series of tasks testing teamwork and Scout skills. Scouts are encouraged to sign up in teams of four and we will offer two different events during AM and PM hours on Saturday. Awards will be presented at the event closing ceremony. Additional information will be shared regarding specific events prior to the event.



“Experienced” Pinewood Derby Race: We will be offering a pinewood derby race to Scouts BSA and Venturing Scouts, as well as parents and leaders. Dust off those old cars and see if they still have their speed! Please see the race rules listed later in this guide for specifications as all cars (regardless of build date) must still follow these guidelines. Awards will be presented to top winners.



Secret Agent Program: This is an evening, team-based event Beginning after dinner and pausing for the event closing ceremony that provides a fun addition for older Scouts and Venturers. This program will provide another opportunity for units to shine through teamwork. Participants must be 13 years of age or older and designed for teams of 3 to 5 scouts.



CUB SCOUT COMPETITIONS

Pinewood Derby Races

The event will again run Pinewood Derby races. Please see the race rules listed later in this guide. Participants are limited to those Scouts who are completing kindergarten through fifth grade as of the race on Saturday. There will be two divisions in the race this year. The championship division is only open to those Scouts who placed in the top three in their home unit during the 2022/2023 Cub Scout school year. Any Scout who participated in a 2022/2023 race as an Arrow of Light Scout may race at the zoo even if they are presently a Scouts BSA member. The exhibition division is open to all Cub Scout racers who built a car for the 2022/2023 Cub Scout school year. Awards will be presented to top winners.

9:00 a.m. – 11:00 a.m.	Registration for all races/divisions	
1:00 p.m.	Championship & Exhibition Division Race	(Awards to follow)
2:30 p.m.	“Experienced” Division Race	(Awards at Event Closing)

Cubmobile Races

The Cubmobile race is a team activity for Cub Scout participants. All Scouts will race Saturday morning regardless of age. Awards will be given for each event and divided by age. The two divisions will be Wolf/Bear and Webelos/Arrow of Light. There are three events within the Cubmobile races:



The Big Show: Show competition where the design and look of the cart is judged.

The Long Push: Multi-lap push race with driver/pusher and active pit stops.

The Cool Cruise: Gravity release from a tilted tow truck bed judged by time. Each cart must select three riders only and times are averaged.

Please see competition rules provided later in this guide for details and regulations.

8:30 a.m.	Ramp open for trial runs
9:00 a.m.	Cart Registration Opens (Closes at 9:45 a.m.)
10:00 a.m.	Race begins – all Cub Scout divisions Awards to follow

Tiger Cub-annapolis Race

The Tiger Cub-annapolis race is an individual activity for new Tiger Cub Scouts. Building on the Lion Scout elective adventure “On Your Mark,” Tiger Scouts, as of June 1, are encouraged to participate in the fun competition designed just for them. If they’ve saved their boxes from Lions, they are welcome to bring them along, or they can build one at the zoo just before race time. Please see competition rules provided later in this guide for details and regulations.

1:00 p.m. – 3:30 p.m.	Race area open for walk-up competitors
3:45 p.m.	Awards ceremony

2023 Tentative Event Schedule

Please check for updates. Full schedule, with locations, will be provided at event

Friday, June 2, 2023

6:00 p.m. – 8:30 p.m.	Campsite setup by camping units. Units must check in and out with event staff at south end of the education building in the lion parking lot
8:30 p.m.	Removal of all vehicles and trailers from the camping and exhibit areas.
9:00 p.m.	Event Leadership Meeting (Adults & Youth Leaders) Photo Safari Program and Ice Cream Delivery
10:30 p.m.	Lights Out

Saturday, June 3, 2023

Special Note: No vehicle access to campsite area will be permitted on Saturday for any reason. This is for the safety of the morning activities and evening programs. Please plan accordingly

6:30 a.m.	Reveille & zoo gates open
7:00 a.m. – 8:30 a.m.	Pancake Breakfast (Ticket Required)
8:30 a.m.	Cubmobile Ramp Open for Trial Runs On-site Registration Open
8:45 a.m.	Scout Display areas ready Patrol Competition Area Open (Closes at 11:30AM)
9:00 a.m.	Pinewood Derby Registration Opens for All Divisions (Closes at 11AM) Cubmobile Race Registration Opens (Closes at 9:45AM)
9:30 a.m.	Zoo Open to Public
10:00 a.m.	Cubmobile Race Begins (Awards to follow)
11:30 a.m.	Event Parade
12:00 p.m.	Opening Ceremony
1:00 p.m.	Patrol Competition Area Open (Closes at 3:30PM) Pinewood Derby Race – Exhibition and Championship Divisions Tiger Cub-annapolis Race Area Open (Closes at 3:30PM)
2:30 p.m.	Pinewood Derby Race – “Experienced” Division
3:30 p.m.	Photo Safari Competition Closes
5:00 p.m.	Zoo Closes to the Public
5:30 p.m. – 7:00 p.m.	Italian Beef Sandwich Dinner (Ticket Required)
6:45 p.m. – 8:00 p.m.	“Genius Kit” Competition
7:00 p.m.	Secret Agent Program – Mission Briefing
8:15 p.m.	Event Closing Ceremony (Award Announcement & Closing Comments)
8:30 p.m.	Outdoor Movie – TBD (Facebook Voting in May 2023)
10:30 p.m.	Campers return to sites
10:45 p.m.	Lights Out

Sunday, June 4, 2023

6:30 a.m.	Reveille & Zoo Gates Open
6:45 a.m. – 8:30 a.m.	Dismantling of campsites. Vehicle Access begins at 6:45 a.m.
8:45 a.m.	Removal of all vehicles from camping and exhibit areas.
9:00 a.m.	Zoo opens to the public Have a safe trip home or stay and enjoy the zoo

Scouting Displays

Troops, crews, and some select packs are expected to set up a Scouting display to showcase Scouting to the public. Each unit will select a Scouting skill or activity to show in their display. Some past displays have included Dutch oven cooking, first aid skills, knot games, box ovens, animal tracks, wilderness survival, fire starters, bird feeders, etc. **Reminder: No driving will be allowed in the zoo on Saturday for any reason.**

Units will be asked to identify what they will be showcasing in their display as part of registration. Units are strongly encouraged to set up their display areas and campsites on Friday evening and add their final touches on Saturday, no later than 9:15 a.m.

Past experience has shown that booths that are more interactive with the public are much better received than static displays; plus, the Scouts and adults staffing them have a better time as well! Be sure to identify your display with your unit number and the name of your chartered organization.

For demonstration purposes, charcoal may be used provided that it is contained in a grill well off the ground and that all coals and ashes are removed from the zoo by the unit. There is no facility on zoo grounds for disposal of spent coals and ashes. Units are also asked to place a wooden board under their elevated grill to avoid scorching the grassy areas.

Dismantling of displays and exhibits shall not take place earlier than 4:45 p.m. on Saturday. Please plan to actively display until the close of the zoo to the general public at 5:00 p.m.

No Selling/Solicitation Policy:

All units are reminded that the selling of products or soliciting of funds is not permitted at the zoo. Individuals who express interest in what your unit is producing at the zoo (e.g. birdhouses, plaster castings, etc.) may be given a name to contact for details of possible future purchase. Units may give out free samples.

Display/Exhibit Judging:

Your unit's display will be judged during the day on Saturday and awarded points based upon the following considerations. A special "Best in Show" award will be presented to the best unit display. Judges will consider the following:

- **Attendance:** Displays, demonstrations and exhibit areas are attended at all times by at least two youth. Proper adult supervision is required.
- **Personal Appearance:** All participants must wear a **clean, neat,** and proper uniform or theme-appropriate costume.
- **Scout Spirit:** Participants convey a friendly attitude and are courteous to the public in all contacts, gracious to those attending and cooperative with those helping in the areas.
- **Enthusiasm:** Participants actively draw in passers-by, are enthusiastic about the subject matter and about being there.
- **Subject Knowledge:** Participants are fully knowledgeable about the topic of presentation.
- **Appearance:** The display, exhibit or demonstration shows general appeal and attractiveness. The area is free of safety hazards.
- **Live Action:** The display offers active participation to get the general public involved.
- **Identification:** The display, exhibit or demonstration is identified with a title or brief description, unit and American flags and the name of the unit and its chartering organization.
- **Traffic:** Is the exhibit bustling with traffic or no?
- **Bonus:** Bonus points can be awarded for unique and special features or for those displays that go well above and beyond expectations.

Camping Information

Campsite selection will occur on **March 1, 2023 (6:30 p.m.) at Greendale Fire Station, 5911 W. Grange Ave, Greendale, WI 53129**. Please estimate the number of campers and tents you will have prior to coming to the campsite lottery and informational meeting. Units will select their preferred camping location at that time. Event staff may adjust locations based on collected information. In preparation for that meeting, you can see the typical camping area listing below. Please visit www.milwaukeezoo.org for the current zoo map.

1. Family Farm
2. Lake Evinrude
 - a. Elephants
 - b. Harbor Seals
 - c. Black Bear
3. North America
 - a. Grizzly Bear
 - b. Caribou
4. Aquatic & Reptile Center (ARC)
5. Aviary
6. Gorilla House
7. Parking Lot
8. Other Areas
 - a. Giraffes
 - b. Generac Zoo Terrace



If a unit is unable to attend the campsite lottery, assignments will be made based on a first-come, first-served basis. Please e-mail ScoutingTheZoo@gmail.com with questions or to submit your campsite request. All campsite questions/requests will be handled by the event committee and not through the council offices.

The event committee will assign campsites to maximize the number of Scouts that can camp in the space available at the zoo. Substitutions may occur based on zoo policies and work zones.

REMINDER: We will **no longer allow trailers** to remain near campsites for any group. Trailers will be allowed to transport gear in and out of the zoo on both Friday night and Sunday morning, but no trailers are allowed in the zoo between 9:00 p.m. Friday and 6:30 a.m. Sunday.

Cubmobile Competition

The Cubmobile competition will take place on Saturday morning in the main parking lot of the zoo. The competition will be conducted as an all-inclusive race but trophies will be awarded in two divisions: Cub Scout and Webelos/Arrow of Light. Den teams should preregister for the race using the registration form available at www.ThreeHarborsScouting.org/ScoutingTheZoo or in the back of this guide.

RACE DIVISIONS: All teams will race in heats and every effort will be made to set up race heats by age group but exceptions may be made due to timing. Regardless of lane and race assignments, all teams are timed and that is used for all race events. **Cub Scout Division:** This group will be composed of dens/teams of current second and third grade Cub Scouts and their cars.

Webelos/Arrow Of Light Division: This group will be composed of dens/teams of current fourth and fifth grade Webelos/Arrow of Light Scouts and their cars. **All participants should be classified as to what they are as of June 1.**

In both divisions, competition will be in three events. Trophies will be awarded for first and second place in each event and each age category.

1. **THE BIG SHOW** will feature judging of each car. Points will be awarded on craftsmanship, decoration/paint job, creativity, and meeting specifications.
2. **THE LONG PUSH** will feature a six-lap course where up to four cars will race at the same time. Each den/team will be assigned a pit stop area where their team will be required to perform certain actions at the end of each lap once their car has come to a complete halt.

LAP 1: Change pusher & gas up*

LAP 2: Change pusher & driver

LAP 3: Change pusher & gas up*

LAP 4: Change pusher & driver

LAP 5: Change pusher & gas up*

LAP 6: Change pusher & driver

* Gas up = Car comes to a complete stop in assigned pit area. Pit crew passes the driver ½ cup of water to drink before continuing. Water and cups will be provided.

This event will be scored on time. Deductions will be assessed for failing to come to a complete halt during a pit stop or leaving the pit without a “good to go” signal from the race official. Other infractions may result in disqualification.

3. **COOL CRUISE** will feature a ramp race where cars will be started on an incline and be propelled solely by gravity to a finish line. Each car will be timed. Each den/team will be allowed to race their car a total of three times. Times will be averaged to determine the den/team’s score in this event.

Cubmobile Specifications & Rules

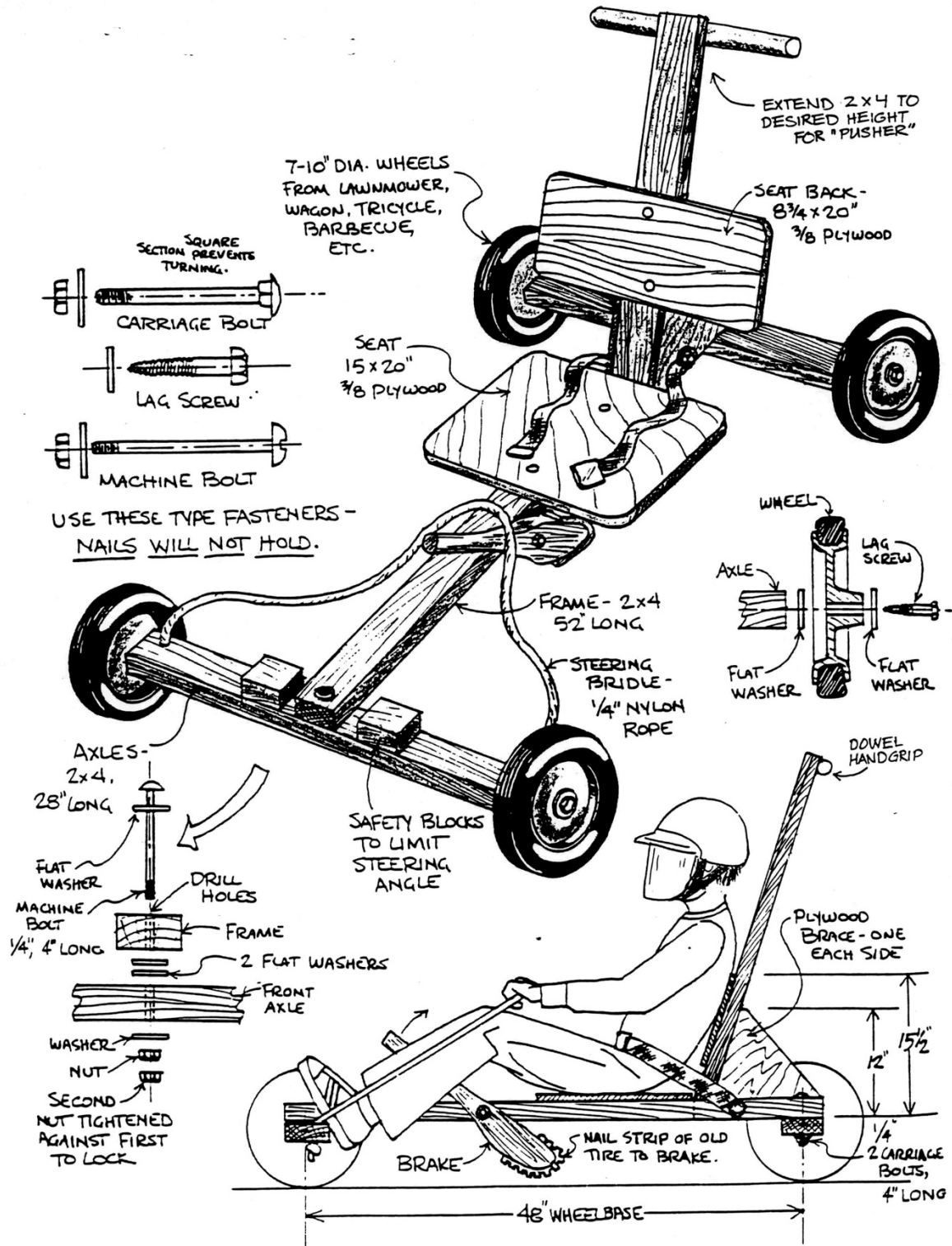
DESIGN SPECIFICATIONS

1. Wheels must **not exceed 10 inches** in diameter (measured to outside edge of tire)
2. All wheels must be equipped with **solid rubber tires**.
3. Car frame is made from 2 x 4 construction lumber.
4. The overall length of the car is a **maximum of 5 feet**, the wheel base, a **maximum of 4 feet**, and the width of the car **not to exceed 3 feet**.
5. Use roundhead ¼ inch bolts to hold frame. Screws are a second choice. Nails are not suitable because they may work loose.
6. All cars must have a seat with a braced backrest so the driver can comfortably steer with his or her feet. We suggest extending the backrest into a push bar (as shown in the diagram) to a height that is comfortable for the average pusher, but **not to exceed 3 feet** above the ground.
7. Steering is done with the feet (which are placed on the front axle) and with the hands holding a rope fastened to the front axle. No other steering mechanism is acceptable.
8. If threaded axles are used, the nuts must be secured with cotter pins or wire.
9. Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car.
10. Cars must be equipped with a handbrake with its rubbing surface faced with a rubber material (such as a strip of an old tire). This will help stop the car when dragged on the ground.
11. Square safety blocks made with 2x4 lumber must be attached to the front axle no more than ½ inch from the centerboard on either side to limit turning radius (please see diagram). A ½ inch board must fit snugly between the car's center frame board and the safety blocks on either side of the front axle.

RACE RULES

1. Drivers of cars must wear the protective headgear, knee pads, and elbow pads provided by race officials or provided by their own den as long as they've been inspected by the race officials. Each race team will be issued (or can bring): three helmets and two sets each of knee pads, elbow pads, and gloves.
2. All participants must be currently registered in a Cub Scout pack (or Scouts BSA troop in the case of graduated Arrow of Light Scouts). A mixed group of Cub Scouts and Webelos/Arrow of Lights may enter together as a team, but they must compete in the Webelos/Arrow of Light Division.
3. Each pack may enter as many Cub Scout and Webelos/Arrow of Light dens/teams as they wish. However, a Scout can only belong to one den/team.
4. Drivers must keep their feet on the axle/steering bar and are not allowed to pump or push with their hands or feet.
5. Pushers must keep their hands on the car or driver they are pushing at all times.
6. Each car must clearly display the pack number. If a pack enters multiple cars, the den number must be displayed as well.
7. Race officials may disqualify any car or den/team for failure to conform to the rules and specifications, unsafe construction, or unsportsmanlike conduct. The race official's decisions are final.
8. This is intended as a FUN activity for Scouts. It is NOT intended to evolve into win at all cost/cut throat competition. We ask that all leaders and parents involved encourage the Scouts by modeling good sportsmanship at all times.

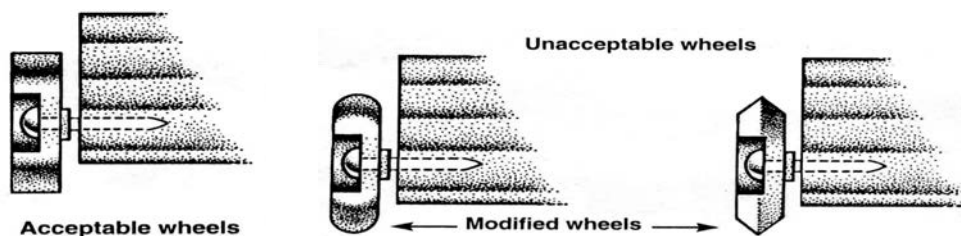
Cubmobile Specifications & Parts



Pinewood Derby Rules

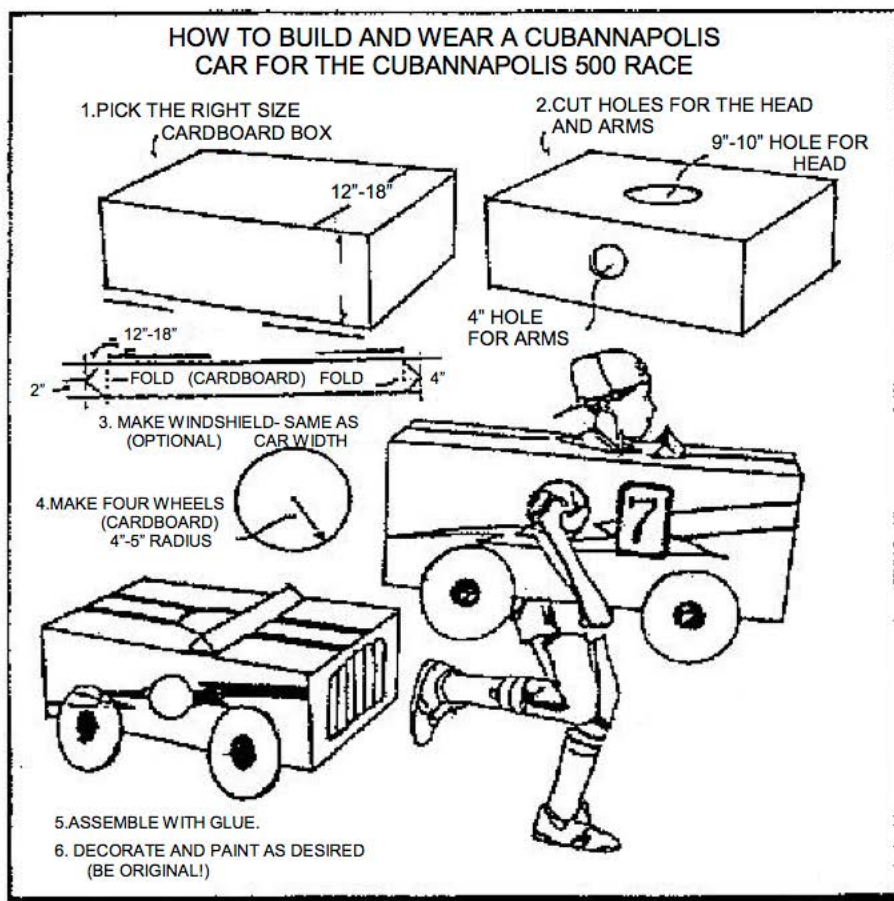
It is expected that all cars entered will have been made during the current Scouting year. All cars must pass inspection to qualify for the race. The inspection points are as follows:

- The car must have been made during the current year.
- The width of the car shall not exceed 2 ¾ inches.
- The length of the car shall not exceed 7 inches.
- The weight of the car shall not exceed 5 ounces.
- The car may be hollowed out and built up to the maximum weight by the addition of wood or solid metal only, provided any additional material is securely built into the body.
- Axles, wheels, and body wood shall be as provided in the kit or official BSA replacement kits, including colored wheels.
- Wheel bearings, washers, and bushings are prohibited.
- The car shall not ride on any kind or type of springs.
- Any details added must be within length, width and weight limits.
- The car must be freewheeling, with no starting devices.
- No loose materials of any kind (such as lead shot) are allowed in or on the car.
- Minimum under clearance is three eighths (3/8) inches. This tolerance must be held to ensure that the car does not drag on the lane guide strip.
- Only the official nails provided in the official BSA Derby Car Kits may be used as axles. Only replacement nails & wheels, including colored wheels, sold at the Council Scout Shop are legal. No solid axles are permitted. Only dry powder lubricants such as graphite may be used.
- Wheels may be sanded to remove mold flash, but the tread must remain full width and flat. Cars must be lubricated before inspection. No further lubrication will be permitted.
- The wheelbase must be kept stock as furnished on the block of wood. This dimension is four and three eighths (4 -3/8) inches. Must use axel slots as furnished.
- This is a parent and Cub Scout project. The parent should do no more than rough shape the block and assist in installing wheels and axles.
- If a car jumps off the track, leaves its lane, or interferes with another car, the heat will be run again. If it happens again, the problem car will automatically lose that heat.
- If a car suffers a mechanical problem (breaks a wheel, etc.) and repair can be made in a reasonable time, the heat will run again. If repair is not possible, the car will lose that heat.
- The name of the Scout must be on the car. This can be directly printed in ink or paint on the car or on a piece of paper and taped on the car.
- All previous numbers and stickers must be removed.
- Pre-registration is required for all Cub Scouts competing.



Tiger Cub-annapolis Rules

- Each Scout should make his own cardboard box car that he wears.
- He can decorate it as he wishes.
- A family member is allowed and required to help as "pit crew."
- Each team will consist of (1) Tiger Cub (Driver) and (1) Family Member (Pit Crew).
- The driver must wear a pair of "lace-up" shoes with socks. NO SLIP-ON SHOES! They must tie!
- Each driver will complete 4 laps stopping after laps 1-3 to complete a pit stop. Pit stop requirements are:
 - After Lap 1 – "Change Tires" (remove shoes, turn socks inside out, replace and retie shoes)
 - After Lap 2 – "Gas Up" (drink ½ a cup of water)
 - After Lap 3 – "Clean Windshield" (wipe goggles with washcloth)
- After the last pit stop, the driver will be directed to the finish line.
- Each Scout should bring:
 - Cardboard Cub-annapolis car
 - Shoes with laces and socks
 - A hard-working pit crew!



THIS IS JUST ONE WAY — YOU CAN ALSO BUILD CAR TO GO AROUND WAIST



Event Registration Form

This form is due no later than May 28, 2023



ONLINE REGISTRATION AVAILABLE at www.ThreeHarborsScouting.org/ScoutingTheZoo

Unit type and number: _____ District: _____ Council: _____
 Contact Name: _____ Phone: _____
 E-mail: _____

A roster on the back page must accompany all physical registrations.

For details on what each of the categories covers please see page 5 of the event guide

ZOO POLICY – Zoo passes are no longer being accepted for this event

Admission	#	Cost	Total
Camping & Program Package		\$22.00	
Day Program Package*		\$17.00	
Admission Only – Saturday		\$12.00	
*Parking – Saturday	N/A	\$15.00	Paid Upon Zoo Entry

Other Items	#	Cost	Total
Pancake Breakfast		\$6.00	
Italian Beef Sandwich Dinner		\$8.00	
Patches		\$2.00	

Total: _____
 Account #: 1-6801-768-20

Ticket Delivery

Tickets will be e-mailed to the person placing the order the week of the event. No physical tickets will be issued unless arranged by e-mailing ScoutingTheZoo@gmail.com.

Please return this form and roster to:
 Three Harbors Council, BSA
 Attn: Scouting the Zoo Registration
 330 South 84th Street
 Milwaukee, WI 53214-1468

OR

Three Harbors Council, BSA
 Attn: Scouting the Zoo Registration
 7500 Green Bay Rd, Suite LL101
 Kenosha, WI 53142

For Office Use Only:	Initials: _____	Date: _____
For Day Of Use Only:	Total Scouts: _____	Total Adults: _____ Total Other: _____



Scouts BSA and Venturing Crew Roster

All units must turn in a roster of all people attending the event.
 Please indicate if they will be camping or day only.
 Wristband required for participation.



Unit Type & Number: _____ District: _____ Council: _____

Name	Adult, Scout, sibling, or other	Camping	Day only

Please return this form and roster no later than June 1, 2023 via e-mail to
ScoutingTheZoo@gmail.com and bring a copy with you to the event.



Cub Scout Pack Roster and Competition Registration Form



All packs must turn in a roster of all youth and adults attending the event. Please indicate if they will be participating in the competitions. Wristband required for participation.

Pack number: _____ District: _____ Council: _____

Name	Adult, Scout, sibling, or other	Cub Scouts only Event Participation		
		Cubmobile	Pinewood	Cubannapolis

Please return this form and roster no later than June 1, 2023 via e-mail to ScoutingTheZoo@gmail.com and bring a copy with you to the event.

SCOUTING THE ZOO

Frequently Asked Questions (FAQs)

I'm a Cub Scout leader, can my pack camp overnight?

A: Yes. If there is room. Due to the display showcase purpose of the event, we are allowing (but limiting locations for) Cub Scout packs to camp. We will be offering camping to packs in the same method as Scouts BSA troops and Venturing crews if they agree to present a Scout skill display with youth present for the entire program on Saturday. If a display can't be committed to, then a Pack will be placed in a low-traffic area or outside the main entrance along the parking lot. Please plan to attend the campsite lottery or send a campsite request e-mail to ScoutingTheZoo@gmail.com after that event. Webelos and Arrow of Light Scouts are permitted to camp with a participating troop if the troop invites them, but no other Cub Scouts or siblings are allowed to camp overnight with a troop.

Can I add people past the registration deadline?

A: There are some circumstances where this will be ok. E-mail ScoutingTheZoo@gmail.com to request the additions before paying for them so that we can record accurate additions if allowed.

I'm from a Scouts BSA or Venturing unit and I missed the campsite lottery, can my unit still camp?

A: Yes, as long as there is camping space, troops and crews are not required to be at the lottery meeting. Simply e-mail your interest in camping, along with an educated guess on number of campers to ScoutingTheZoo@gmail.com to begin the process of campsite selection. Open campsite areas can be found online by going to www.ThreeHarborsScouting.org/ScoutingTheZoo and selecting the appropriate link on the right side panel.

Where can I find which camping spots are still open?

A: Open campsite areas can be found online by going to www.ThreeHarborsScouting.org/ScoutingTheZoo and selecting the appropriate link on the right side panel. There is an "updated as" date on each link for verification of latest info.

We've registered for the event, when will I get my tickets and wristbands?

A: We utilize digital tickets (QR codes) for this event. They should arrive beginning after Memorial Day and will be sent to the person who placed the order. Each order will be provided one QR code for admission and it will scan the appropriate number of times as per the registration. If you haven't received your tickets by Wednesday evening before the event, please e-mail ScoutingTheZoo@gmail.com for inquiries. Wristbands will be handed out at the Friday night leader's meeting (camping units) or during check-in on Saturday (day units).

I have my QR codes from my order, what do I do with them now?

A: That is up to how your unit decided how to handle ticket distribution. You can e-mail the QR codes to all your families or some units still want paper copies and you are welcome to print them and distribute. Please note that the number of times each QR code will scan is the exact number of times matching the amount of admission tickets or parking and drop-off passes that were paid for.

Are we allowed campfires at our sites?

A: Yes, but they must be in an elevated fire pit. Additionally, a wooden board must be placed under the fire pit to avoid scorching of the grass. All fires must be attended at all times and water buckets must be available.

I wake my unit up early for clean-up on Sunday, why can't I bring my trailer in before 6:45 a.m.?

A: Due to national standards we are required to schedule and honor eight hours of uninterrupted "quiet" time for our event. While your unit may be early risers, we ask that you respect the quiet time of your neighbors, and follow the requests that no vehicles enter the zoo before 6:45 a.m.

Why can't I leave my car or trailer near my site?

A: To protect the grass at the zoo we aren't allowing cars or trailers to be parked in campsites and many of the paths/roads around the zoo are too narrow for activities and are needed for public walkways and zoo vehicles. Since every campsite can't have a trailer, it is only right that none of our units have trailers as part of their areas. This is front country camping and units should plan on only using trailers for unloading and loading during appropriate times.

I have questions that aren't answered here, who do I talk to?

A: Please e-mail ScoutingTheZoo@gmail.com with your questions. Several members of the leadership team monitor that e-mail and will respond to you and your question. Please allow for 24-36 hours for responses as we are volunteers as well. Of course, we will do our best to respond within a few hours, or sooner, as much as possible.

Where can I find more info?

A: There are many resources available if more information is needed. You can follow us on Facebook (facebook.com/ScoutingTheZoo), visit our webpage (www.ThreeHarborsScouting.org/ScoutingTheZoo),