

# SCOUTING THE ZOO



## 2018 Event Guide

For Cub Scout Leaders

June 2, 2018

Milwaukee  
County  
**ZOO**



THREE HARBORS COUNCIL  
BOY SCOUTS OF AMERICA®

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## NEW FOR 2018

**2018 Animal – The Fennec Fox:** This year's animals are Bonnye and Clyde, The Milwaukee County Zoo's fennec foxes. Their exhibit is located in the Small Mammal Building and they are in the nocturnal wing. We are excited to showcase them on our 2018 event patch.



**Cub Scout Camping Pilot Program:** We are adding the opportunity for Cub Scout packs to camp at the event through an application process. Applications will be accepted between March 15 and March 30, 2018. The event leadership will make the selections the first week of April 2018. There is limited space for packs and those units chosen will be notified by April 6. Cub Scout packs will be allowed to camp Saturday night only.

**Legendary Fitness:** The Scouting the Zoo committee has partnered with an obstacle course racing and ninja training gym, Legendary Fitness, to offer a special new program feature. Located in the green space near the aviary, this local gym will provide several fun obstacles for event participants during the day program. They have also agreed to help sponsor the evening team challenge course.



**Pinewood Derby:** This year's race will include two divisions. The championship division will include any car who placed in the top three in their local pack race and the exhibition division will be for all other Cub Scout racers. The championship division participants will be verified through pack records.

**Event Carnival:** For 2018 we will be replacing the Saturday evening movie with a carnival. Join us for fun games and activities to cap off the weekend. The carnival will immediately follow the event awards ceremony.

## IMPORTANT DATES

<b>March 2018</b>	Event Guide & Registration (online & office) goes live
<b>March/April 2018</b>	Event staff will visit roundtables to promote the event and answer questions.
<b>April 10, 2018</b>	<b>Cub Scout Program Informational Meeting</b> - Unit leaders will learn about the Cub Scout program offerings at Scouting the Zoo and those selected for the camping pilot program will learn about specific camping guidelines.
<b>May 17, 2018</b>	<b>Zoo Event Rally</b> - Join us in person or 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.
<b>May 25, 2018</b>	Registration closes
<b>May 31, 2018</b>	Zoo ticket pick-up closes at 12:00 Noon
<b>June 2, 2018</b>	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 every Cub Scout, Boy Scout, Venturer, Explorer, Scout leader, their families and the general public. The program will provide hands-on experiences for 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, please visit: [www.milwaukeezoo.org](http://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 who are selected for the camping pilot program will be invited to camp Saturday night only.

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.

### Boy Scouts, Venturers and Explorers

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

## Registration Packet Information

Registration is due by **May 25, 2018**. As part of the online registration process, each pack, troop, crew and post that registers online will be given an option of mailing or picking up their registration packet.

### The registration packet will include:

- Tickets for all paid participants
- Pancake breakfast tickets – if ordered
- Sloppy Joe dinner tickets – if ordered

All units are asked to check in at the registration table in the U.S. Bank Gathering Place to register and receive participation wristbands. Wristbands are required for all programs.

Registration forms can be found on the last few pages of this guide, picked up at either Scout service center or by visiting our website at [www.ThreeHarborsScouting.org/Zoo](http://www.ThreeHarborsScouting.org/Zoo).

**Tickets can be mailed for a \$3.00 fee or picked up at either Scout service center by arrangement.**

# Event Fees

Due to the variety of admission options to the zoo, ticket and program fees are now being offered separately. Patches and meal tickets are separate as well. **Participation fees do not include parking and parking fees are paid at the main gate.**

## PARTICIPATION FEES

	Fee	Description
Total number of people in attendance	N/A	ALL people coming to Scouting the Zoo associated with your unit should be accounted for; this would include anyone who has a zoo pass or other means of zoo admittance.
Zoo Admission	\$9.00	Zoo ticket for admission *Required if you don't have a zoo pass
Day Only Participant	\$5.00	All programs Saturday
Patches	\$1.00	Anyone can buy a patch

Tickets can be mailed for a \$3.00 fee or picked up at either council Scout center by arrangement.

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](http://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: \$4.00**

Held at the Old Style Zoo Terrace from 6:30 a.m. to 8:00 a.m. on Saturday. The meal includes juice, milk, coffee and pancakes with syrup, butter and sausages.

**Sloppy Joe Dinner: \$4.00**

Held at the Old Style Zoo Terrace from 5:30 p.m. to 7:00 p.m. on Saturday. The meal includes a sloppy joe sandwich, chips, cookie and drink. Additional sandwiches will be available on site for \$0.50 each.

### PARKING INFORMATION

**Parking pass:** All units attending the Cub Scout Informational Meeting in April will be issued one free parking pass. All other vehicles will be assessed a parking fee at the zoo gate.

Parking fees will not be assessed to vehicles dropping off/picking up youth, display materials, supplies, etc. during the following hours:

Saturday: 6:30 a.m. to 8:30 a.m.  
 Saturday: 6:00 p.m. to 8:30 p.m.  
 Sunday: 6:30 a.m. to 8:30 a.m.

Driving through the zoo is not permitted at any time on Saturday

# General Information

**Physical Arrangements & Weather:** The show goes on, rain or shine, so 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.

**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 and bicycles are also not allowed. 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 type of 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 as a whole.

**Re-Admittance Tickets:** A very limited number will be available on Saturday to all participants and will be available upon request. Re-admittance tickets can be obtained from the Scouting information booth in the U.S. Bank Gathering Place.

**Recognition:** A commemorative patch can be purchased for an additional fee.

**Note:** Don't forget to give your Scouts credit for the numerous achievements, electives and activity badge requirements they will probably meet by participating in the event activities and service projects. Please take note of what your Scouts do, as the complexity of this event doesn't allow for a formal advancement list.

**Security:** Security for the event will be provided by Venturing Crew 96. The zoo and parking area will be patrolled from 5:00 p.m. until 7:00 a.m. on Saturday night. 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 staffed by event leadership. Each unit should make note of this number in order 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.

## Event Highlights

*Don't forget to find us on Facebook!*

**Secret Scouter Group:** 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.

**Event Closing Ceremony:** This evening program will be held in the Old Style Zoo Terrace beginning with an awards ceremony, the awarding of The Zoo Cup, Zero's Heroes and the beginning of the event carnival.

**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.

## Program Activities – Cub Scouts

### Scavenger Hunt

This is an event to get Scouts meeting other Scouts and Scout leaders while learning about the animals at the zoo. You can obtain copies from the Scouting information booth. When the scavenger hunt is completed, the form can be turned in at the Scouting information booth in the U.S. Bank Gathering Place for a special prize. All Scouts are encouraged to participate.

### Event Parade

The event parade will begin near the Flamingo Café at 11:00 a.m. and will tour the zoo with the culmination at the event assembly. Cub Scouts packs will join the parade near the giraffe area so please plan on attending with your unit and flags. All Scouts are expected to be in uniform for this.

### Pinewood Derby Race

The council will again run a pinewood derby race near the entrance of the zoo. 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. Registration will open at 12:30 p.m. and conclude at 1:20 p.m. Race will begin promptly at 1:30 p.m. Trophies will be awarded.

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



## 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 it 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.

**Zoo Train & Zoomobile Rides:** As a special treat to the Scout participants, free rides for the zoo train and Zoomobile will be offered after the zoo closes on Saturday evening. Scouts are expected to behave in a Scout-like manner for this privilege. **Wristband required and weather permitting.**



**Service Projects:** Cub Scout service project opportunities will be available at this year’s event.

Please take the opportunity to participate in service to the Milwaukee County Zoo in thanks for their continued support of this unique event.

Stay tuned for more details closer to the event.



# Tentative Event Schedule

## Cub Scout Program

*Please check for updates. Full schedule will be provided at event*

### Saturday, June 2, 2018

6:30 a.m.	Zoo Gates Open
6:30 a.m. – 8:00 a.m.	Pancake Breakfast (Ticket Required)
8:00 a.m.	Cubmobile Ramp Open for Trial Runs & Registration
9:00 a.m.	Zoo open to the public Cubmobile Race – All Cub Scout Divisions Awards ceremony to follow
11:00 a.m.	Event Parade
11:45 a.m.	Event Assembly
12:30 p.m.	Tiger Cub-annapolis Race Pinewood Derby Race Registration & Weigh-in
1:30 p.m.	Pinewood Derby Race Awards ceremony to follow
3:30 p.m. – 4:30 p.m.	Cub Scout Service Project
5:30 p.m. – 7:00 p.m.	Sloppy Joe Dinner (Ticket Required)
6:00 p.m. – 8:00 p.m.	Zoo Train and Zoomobile Rides (Wristband Required)
8:15 p.m.	Event Closing Ceremony Award Announcement & Closing Comments
8:30 p.m.	Event Carnival
10:00 p.m.	Have a Safe Trip Home Campers return to sites
10:30 p.m.	Lights Out

# 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/Zoo](http://www.ThreeHarborsScouting.org/Zoo) or the form 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

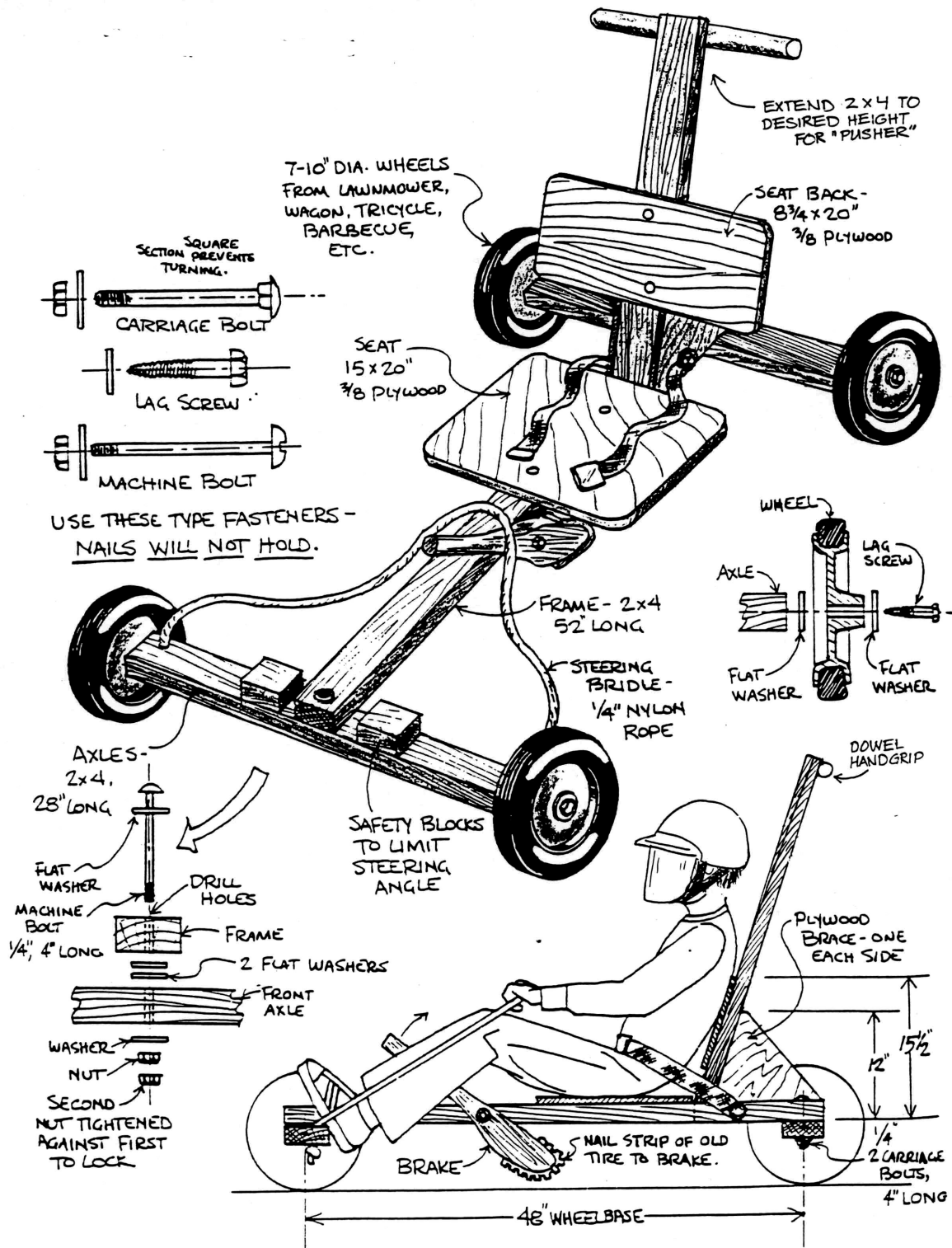
## DESIGN SPECIFICATIONS

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 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 Boy Scout 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 boys by projecting a sportsman-like attitude at all times.

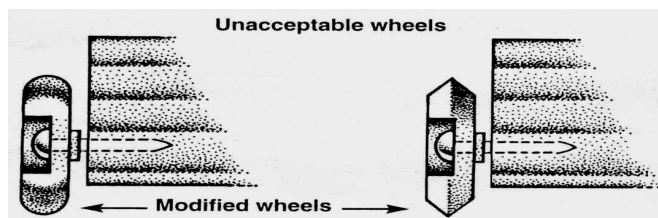
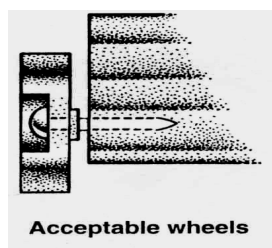
# Cubmobile Specifications & Parts



# Pinewood Derby Rules

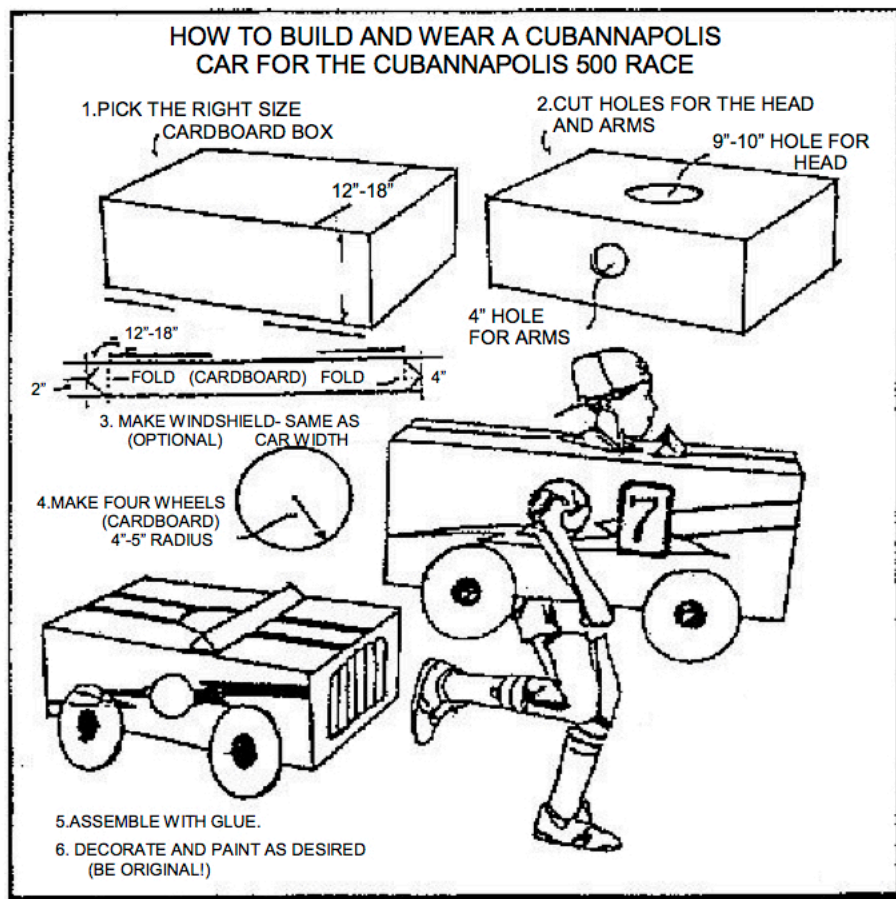
All cars must pass inspection to qualify for the race. The inspection points are as follows:

- 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 Cubannapolis 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 Cub Scout Packs and Families

This form is due no later than May 25, 2018



Pack number: \_\_\_\_\_ District: \_\_\_\_\_ Council: \_\_\_\_\_  
 Contact Name: \_\_\_\_\_ Phone: \_\_\_\_\_  
 E-mail: \_\_\_\_\_

### The roster on the back page must accompany all registrations.

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

Admission	#	Cost	Total
Total number of people attending		N/A	
How many do not require an admission ticket?		N/A	
How many need zoo admission?		\$9.00	

**You must purchase a zoo ticket if you don't have a zoo pass**

Program	#	Cost	Total
How many Cub Scout participants?		\$4.00	
How many patches would you like?		\$1.00	
How many for Saturday morning pancake breakfast?		\$4.00	
How many Saturday night Sloppy Joe dinner?		\$4.00	

### Ticket Options

Tickets will not be available before April 1, 2018 for pick-up. For delivery, tickets will not be mailed after May 25, 2018. All tickets must be picked up before 12:00 p.m. on May 31, 2018.

Choose one	Description	Cost
	Please mail my tickets for an additional fee	\$3.00
	I will pick up our tickets in the Kenosha Office	N/A
	I will pick up our tickets in the Milwaukee Office	N/A

Total: \_\_\_\_\_  
Account #: 6A768

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

OR  
 Three Harbors Council, BSA  
 7500 Green Bay Rd, Suite LL101  
 Kenosha, WI 53142

**Grand Total:** \_\_\_\_\_

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





