

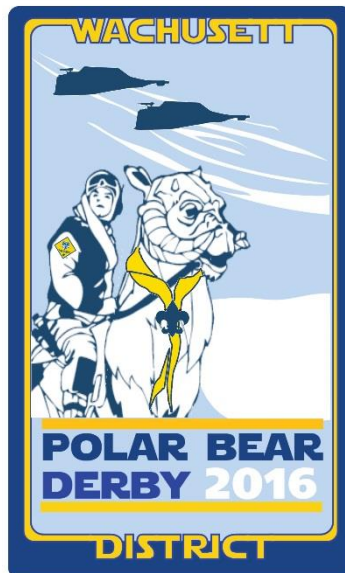


Nashua Valley Council Wachusett District



2016 POLAR BEAR DERBY

Episode 230: Return to Hoth



Theme: Star Wars
Date: Saturday, January 30, 2016
Time: 10:00 AM – 4:00 PM (9-9:45 AM Check In)
Where: Winchendon Rod & Gun Club
169 Winchendon Rd, Winchendon, MA 01368

Cost: REGISTER EARLY! ONLINE REGISTRATION!

In order to save time on the day of the event, Packs should register and pay online. Registration cost is:

\$5.00 each Cub Scout and Webelos Scout (includes patch!)

\$5.00 each Siblings (under 5 years free)

Parents/Guardians are free and encouraged to help at the event!

Extra Scout Day of Event Registration:

\$6.00 each Cub Scout, Webelos Scout (includes a patch)

\$6.00 each Siblings (under 5 years free)

\$2.00 each additional patches

Concession stand will be available for food.

What is a Polar Bear Derby?

The Polar Bear Derby is a day filled with fun, games and competition. It is a chance for Dens to compete against other Dens and Packs can compete against other Packs. A Den may consist of a current Den or a Pack may combine scouts to make a new Den. Den participation is recommended and a good size for a Den is 4-8 scouts.

What should I wear?

Snowsuits/snow pants are encouraged. Hats, gloves and boots are mandatory. No sneakers will be allowed. Make sure you are dressed for the weather.

Health Forms

It is encouraged that all participating Scouts and Sibling have their BSA Health Form for this event. Unit Leaders should keep these readily available in case of an emergency. BSA also requires Cub Scouts to have a parent or guardian with them.

Registration

On-line registration is **required**. You can register at <http://www.nashuavalleybsa.org> and click on Activity Registration. Packs will be required to register and pay for the number of Scouts and Siblings attending the event. The cost is \$5.00 per Scout and Sibling (under 5 free). Registration the day of the event will be \$6.00 per Scout and Sibling (under 5 free). We ask that you try to get as close to the total number of youth attending, more can be added on the day of the event at \$6.00 per Scout and Sibling.

Units can register on the day of the event, but the cost for each youth participating will be at the late registration price of \$8.00 per Scout and Sibling. Units are strongly encouraged to pre-register on the Council Activities website.

In case of a cancellation due to inclement weather, please contact our council center at 978-534-3532 or the Activity Chairs listed below.

Activity Volunteers Needed:

Each Unit is asked to provide at least two volunteers to run one of the 12 activities at the event. The volunteers will be provided with instructions, rules, scoring sheets and any supplies needed for the activity. Volunteers need to arrive as early as possible and identify themselves at the sign-in table when they arrive and will receive further instructions. Cubmasters can really help the event committee by supplying the names of the volunteers ahead of time by emailing Kevin Fuller or Mandy Susman.

Any questions?

Contact: Kevin Fuller
Mandy Susman

617-797-4679
978-846-8671

saturdaysaintsdesign@gmail.com
mandy@jeraconcepts.com

Schedule of Events

Saturday	
Time	Event
9:00 AM – 10:00 AM	Sign-In/Registration
10:00 AM – 10:15 AM	Opening
10:15 AM – 11:45 AM	Events
11:45 AM - 12:45 PM	Lunch
1:00 PM – 3:00 PM	Events Continue
3:30 PM	Awards and Closing

Events:

➤ Rebel Sharpshooter	➤ Boba Fett's Bounty	➤ Jedi Academy
➤ Hungry Hungry Wampa	➤ Fix The Millennium Falcon's Hyperdrive	➤ Death Star Torpedo
➤ Jabba's Treasure Chest	➤ Stormtrooper Bowling	➤ Light Saber Training
➤ The Droids You're Looking For	➤ Tauntaun Races	➤ AT-AT Attack

Details of Events:

Rebel Sharpshooter

- Admiral Akbar is in need of a team of sharpshooters to defend Echo Base against the Imperial Probe Droids. Take aim at the targets and Do Your Best to stop the Droids from advancing.

Hungry Hungry Wampa

- Luke Skywalker has found a way to tame the dangerous Wampas on Hoth. He has asked your Den to help collect their favorite food. Getting the food is tricky, you must slide in on your stomach, use a basket to grab as much of the food as you can and get pulled out. The food spoils quickly, so this will be a timed event.

Jabba's Treasure Chest (Inside Event)

- Jabba the Hutt has left one of his treasure chests on Hoth by accident. Lando Calrissian would like your Den to help identify the chest by studying the contents and reporting back to the Rebel Officer what you saw in the chest. Do Your Best to remember every item.

The Droids You're Looking For

- C-3PO and R2-D2 were out on a mission for Princess Leia and R2-D2 lost power. Leia has sent your Den out to help Threepio bring Artoo back to Echo base. Using the provided sled, bring R2-D2 to the Princess as fast as you can without losing him.

Boba Fett's Bounty

- The notorious bounty hunter, Boba Fett crashed his ship, the Slave I and the bounties he was transporting escaped. Boba Fett has enlisted you to help him track their whereabouts. There are 10 characters hidden throughout the area, once you find one, use the stamp attached to mark them off on your sheet provided.

Fix the Millennium Falcon's Hyperdrive (Inside Event)

- Chewbacca took the Millennium Falcon to Kashyyk after Han Solo made some new modifications to her. Heading back, the hyperdrive broke. Chewy needs some help fixing it. Properly tie the following knots to help Chewbacca fix the hyperdrive: square knot, overhand knot, two half hitches and the clove hitch. Do these as fast as you can and Do Your Best.

Stormtrooper Bowling

- The Ewoks taught Wedge Antilles a great game after the Battle of Endor, Stormtrooper Bowling. The Ewoks took the helmets of the Stormtroopers and lined them up and used game balls to bowl the helmets down. Wedge wants to play the game with your Den, knock as many Stormtrooper helmets down as you can in the allowed time.

Tauntaun Races

- The Rebels need to train Tauntauns to patrol around Hoth. Mon Mothma has recruited your Den to train them by racing the Tauntauns. Mount up your Tauntaun (feed sack) and have a relay race with your Den. Do Your Best to get the best time. And you thought they smelled bad on the outside.

Jedi Academy

- Yoda wants you to go through the same training that he put Luke Skywalker through on Dagobah. Do Your Best to navigate the Jedi obstacle course and see how quickly you Den can complete it. May the Force be with you.

Death Star Torpedo

- Your mission is to take out the Death Star...again. You have three chances to get your torpedoes (kickballs) into the exhaust port (bucket). Each Scout will have a chance to fire the torpedoes. Do Your Best to get as many in as you can, remember, Luke and Biggs used to bullseye womprats in their T-16's back home and they're not much bigger than three meters so this should be easy.

Lightsaber Training

- Darth Vader has found a new way to use a lightsaber, as a javelin. Your Den must try to get as many points as you can by tossing the lightsabers through the targets. Each Scout will get a chance to try. Don't let Vader find your lack of faith disturbing and don't fail him again.

AT-AT Attack

- General Veers has become impatient waiting for the Emperor's orders and wants to move his fleet of AT-ATs to a closer distance to the Rebel's shield generator. He can only move one at a time not to draw attention from the Rebel patrols and he needs you to do it as fast as you can. Do Your Best!

Star Wars Theme Award

- A special award will be given to the Den/Pack who displays the most Star Wars spirit!

Best Star Wars Joke Contest

- Enter your best Star Wars joke into the contest for a chance to tell it at the closing ceremonies.

**MAY THE FORCE BE
WITH YOU!**