

SCOUTING THE ZOO



2022 Event Guide

For All Scouts and Leaders

June 3-5, 2022

ZOO Milwaukee
County



THREE HARBORS COUNCIL
BOY SCOUTS OF AMERICA®

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NEW FOR 2022

2022 Animal – The Polar Bear: This year's animal is Snow Lily, the Milwaukee County Zoo's polar bear who passed away in September of 2021. A zoo favorite for many years and one of the longest living bears in captivity. We are honored to remember her and to showcase her on our 2022 event patch.



Scouting Displays Suspended, New Program Offerings: For 2022, the zoo has requested that we forego traditional public-facing displays for this year. While medical concerns are waning and public activities are getting back to a more normal state, it was suggested that we still limit the amount of public interaction for this year. In response to that we are planning to host a two-part event as a replacement. Scouts BSA and Venturing units that are camping will be asked to help with either an instructional "Show & Do" style program on Saturday morning and/or a camporee-style competition program in the afternoon. Cub Scouts are welcome to participate in the "Show & Do" program but would not compete in the Scout skill competition in the afternoon. Cub competitions have been moved to the late morning and afternoon for this reason. "Show & Do" stations can be run by adults or older youth.

New Fee Structure: With the reintroduction of camping and the change to the display program, we have restructured the payment options to bring back more of a packaged type fee structure instead of the completely cafeteria-style from the past. **Zoo passes will no longer** qualify for event participation in 2022. Please see the fees outlined later in this guide.

Secret Agent Program (Older Scouts BSA and Venturing Only): For units who attend the zoo we will be offering this new station-based code-breaking and physical challenge activities. Scouts are expected to participate as a patrol. Groups will move around the zoo and solve puzzles, riddles, or complete other tasks to earn puzzle pieces for this after-hours competition.

New "Experienced" Pinewood Derby Race: For 2022, we will be offering a new race division for our "big kids." Adults will be allowed to enter a pinewood derby car from their past to race against other "experienced" Scouts. This race will be conducted following the Scout's race on Saturday afternoon and participants will be expected to follow all pinewood derby rules but can enter a car that was made prior to this year.

New Dinner Menu: For this year we are going to be changing the Saturday night dinner option to pulled barbeque chicken. Meal tickets are purchased during event registration and additional sandwiches may be available for purchase at the event.

Important Dates

April 2022	Event guide will be available online and at each council service center.
April 13, 2022	Campsite Lottery and Informational Meeting - Unit leaders will be allowed to select a campsite for the event and receive information on the event. Please see the camping section for details.
May 2022	Event staff will visit roundtables to promote the event and answer questions.
May 19, 2022	Zoo Event Rally - 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 via website and social media.
May 27, 2022	Registration closes
June 3–5, 2022	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.

Facebook: www.Facebook.com/ScoutingTheZoo

Instagram: @ScoutingTheZoo

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. **Beginning this year, Zoo Passes are no longer valid for this event.**

PARTICIPATION FEES

	Fee	Description
Camping & Program Package	\$21.00	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	\$16.00	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
Day Only Parking	\$15.00	We will not be selling these for 2022. All parking outside of overnight camping will be assessed upon entry to the zoo and paid at the gate.
Pancake Breakfast (Optional)	\$5.00	Meal ticket (per person) *See more info below
Pulled BBQ Chicken Dinner (Optional)	\$5.00	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 beginning Memorial Day Weekend and the following days up to 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: **\$5.00**

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

Pulled BBQ Chicken Dinner: **\$5.00**

Held at the Generac Zoo Terrace from 5:30 p.m. to 7:00 p.m. on Saturday. The meal includes a BBQ pulled chicken sandwich, chips, cookie and drink.

PARKING INFORMATION

Parking Passes: New For 2022! 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.

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 as a whole.

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; 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.

Event Activities and Highlights

NEW – “Show & Do” Instructional Program: For 2022, we will be offering instructional Scout skill stations on Saturday morning. These areas are designed to teach new Scout skills or refresh old ones. We hope this will be informative and fun, with “hands-on” activities for Scouts of all ages. Troops and crews who are part of the camping program will be asked to provide leaders or older Scouts to assist with instructing these stations.



Scavenger Hunt: This is an event to get Scouts meeting other Scouts and leaders while learning about the animals at the zoo. You will receive copies at the Friday night leadership meeting. When the scavenger hunt is completed, the form can be turned in at the Scouting information booth at the zoo entrance for drawings of special prizes. 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. The award-winning unit will be expected to lead the parade at next year’s Scouting the Zoo event!

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 Information

Competition rosters are due by Friday, June 3, 2022 at the event leadership meeting

SCOUTS BSA / VENTURING COMPETITIONS



Scout Skill Competition: This is a team-based Scouts BSA and Venturing event that will challenge Scouts to a series of camporee-style skill stations. Scouts will compete as patrols and will face challenges based on knowledge attainable through first-class rank. Scouts will be judged on Scout spirit, teamwork, and skill. These skills stations will be designed for patrols sizes of 5-8 Scouts and all equipment will be provided by the event staff. Additional information will be shared at the leader's meeting on Friday night or upon arrival on Saturday.



LumberScout Competition: This is a team-based Scouts BSA and Venturing event that will challenge Scouts to a series of tasks involving woods tools and Scout skills. Scouts are encouraged to sign up in teams of four and awards will be presented at the event awards ceremony. Additional information will be shared regarding specific events prior to the event.



"Experienced" Pinewood Derby Race: New for 2022 – 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 2021/2022 Cub Scout school year. Any Scout who participated in a 2021/2022 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 2021/2022 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.

9:30 a.m.	Ramp open for trial runs
10:00 a.m.	Cart Registration Opens (Closes at 10:45 a.m.)
11:00 a.m.	Race begins – all Cub Scout divisions
	Awards to follow (approx. 20 minutes after final event)

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

2022 Tentative Event Schedule

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

Friday, June 3, 2022

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) Cracker-barrel & Welcome Program
10:30 p.m.	Lights Out

Saturday, June 4, 2022

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)
8:40 a.m.	“Show & Do” Area Meeting and Setup
9:00 a.m.	Event Assembly “Show & Do” Area Open for Scouts LumberScout Competition Area Open Pinewood Derby Registration Opens for All Divisions (Closes at 11AM)
9:30 a.m.	Zoo Open to Public Cubmobile Ramp Open for Trial Runs
10:00 a.m.	Cubmobile Race Registration Opens (Closes at 10:45AM)
11:00 a.m.	Cubmobile Race Begins (Awards to follow approx. 20 min after final)
12:00 p.m. – 1:00 p.m.	All Areas Closed for Lunch Time and Afternoon Setup
1:00 p.m.	Scout Skills Competition Areas Open (Please see schedule) LumberScout Competition Area Open 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
4:30 p.m.	Zoo Closes to the Public
5:30 p.m. – 7:00 p.m.	Pulled BBQ Chicken Dinner (Ticket Required)
6:45 p.m. – 8:00 p.m.	Event Carnival
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 2022)
10:30 p.m.	Campers return to sites
10:45 p.m.	Lights Out

Sunday, June 5, 2022

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

Camping Information

Campsite selection will occur on **April 13, 2022 (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

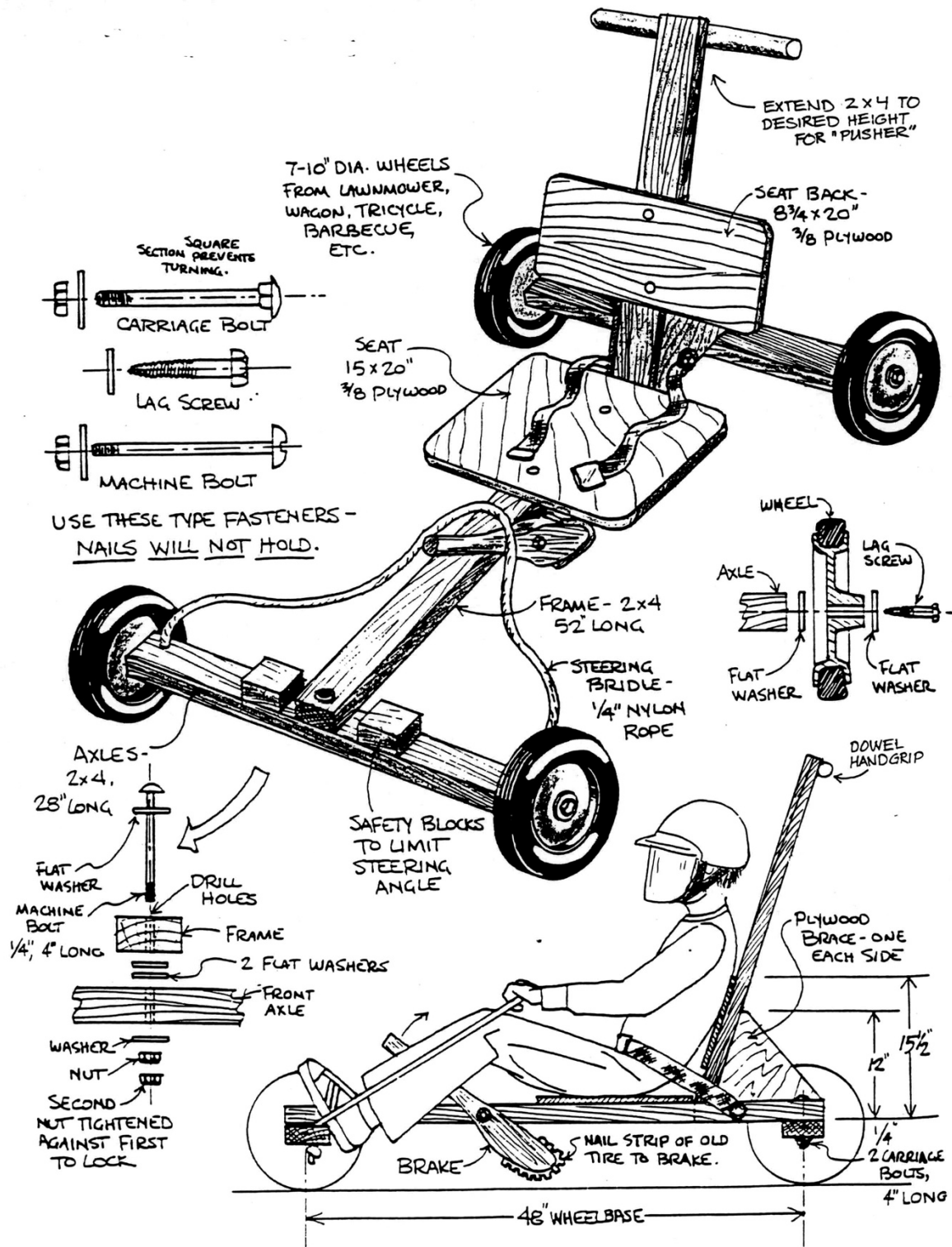
DESIGN SPECIFICATIONS

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.

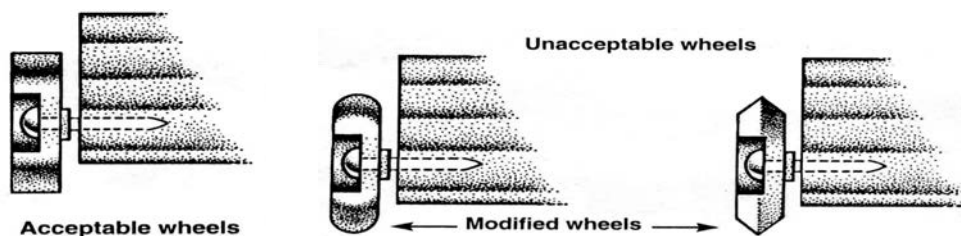
Cubmobile Specifications & Parts



Pinewood Derby Rules

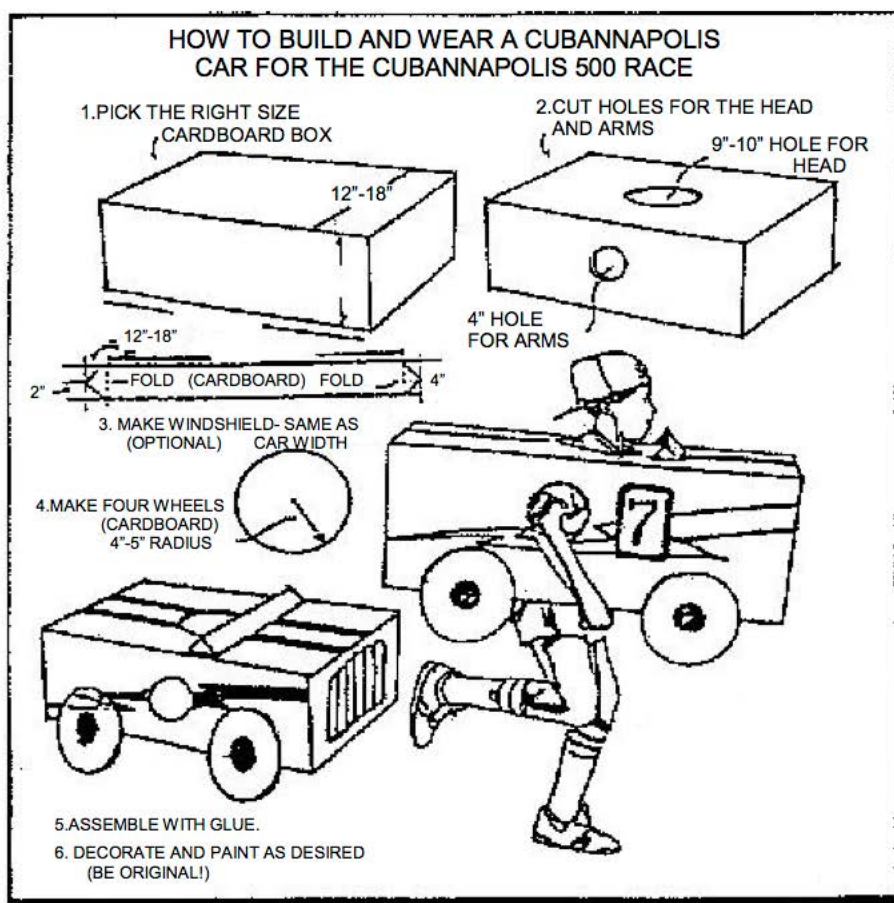
It is expected that all cars entered will have been made during the current Scouting year. All cars must pass inspection to qualify for the race. The inspection points are as follows:

- The car must have been made during the current year.
- The width of the car shall not exceed 2 $\frac{3}{4}$ 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 ($\frac{3}{8}$) 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 ($4\text{ }-\frac{3}{8}$) 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

This form is due no later than May 27, 2022



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

NEW FOR 2022 – Zoo passes are no longer being accepted for this event

Admission	#	Cost	Total
Camping & Program Package		\$21.00	
Day Program Package*		\$16.00	
Admission Only – Saturday		\$12.00	
*Parking – Saturday	N/A	\$15.00	Paid Upon Zoo Entry

Other Items	#	Cost	Total
Pancake Breakfast		\$5.00	
Pulled Chicken Dinner		\$5.00	
Patches		\$2.00	

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

Ticket Delivery

Tickets will be e-mailed to the person placing the order the week before 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: _____

2022 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 change in the display program for 2022, we are allowing Cub Scout packs to camp. We will be offering camping to packs in the same method as Scouts BSA troops and Venturing crews. 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 one QR code for parking and it will scan the appropriate number of times as per the registration. If you haven't received your tickets by June 2, 2022, 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 6:30 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 6:30 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),