

# Valley Highlands Master of Ceremonies

## Saturday

8:30am - 9:00am

- 12 Volunteers needed for fun events and someone good at calligraphy. Go see Allan for instruction sheets.
- Cars must be registered at the front before racing.
- Every Cub needs a sticker on them with their car number - see your leaders.
- Everybody outside for opening.

9:00am

- Opening led by 1<sup>st</sup> Merrickville Pack and Troop - Keith Skelhorne and Hope Gray
- Instructions for the day.
  - Official racing in the morning, fun events in the afternoon.
  - Stay off the fun events.
  - Car numbers for each race will be announced, proceed to the impound area, retrieve your car, place it on the track in the lane you are told, proceed to the finish line. The Cub whose car is in lane one starts the race by pushing the red button. Cars are placed back in the impound area.
  - A pit stop is available if small repairs are needed.
  - Canteen at the back of the hall.
  - Washrooms at the back of the hall.
  - Each youth will get a crest. Extra crests available at the canteen.

9:15am

- Announce car numbers for each race.
- If race finishes before 1:00pm, then a lunch break can occur.

~1:00pm

- Cubs in single line to be counted off into groups for fun events.
- After being counted off, they retrieve their car and proceed to their first event.
- Extra crests available at the canteen.
- Announce event rotation about every 20 minutes.
- Explain race procedure to Scouts.
- Announce truck number for each race.

~3:00pm

- Scout race should be finishing.
- Cubs can visit their favorite events including main race track (Scouts can race too).
- Adult races on the main track as well.

~3:30pm

- Gather youth round the stage or outside for awards.
- Announce the awards.
- Fastest pack and troop to perform closing.
- Extra crests available at the canteen.
- Send everybody home.