

Valley Highlands Master of Ceremonies

2005

Saturday

8:30am - 9:00am

- 5 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.

9:00am

- Opening led by 1st Merrickville Pack and Troop - Peter Cornelisse
- Instructions for the day.
 - Split Cubs into two groups (by pack). $\frac{1}{2}$ race, $\frac{1}{2}$ go outside for pioneering.
 - Stay off the fun events.
 - Car numbers for each race will be announced, 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.
 - 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.
 - Scouts go outside for pioneering

9:15am

- Announce car numbers for each race.

~10:30am

- Inside racing completes for first $\frac{1}{2}$ of Cubs
- Switch inside and outside Cub groups

~12:00pm

- Which ever Cub group finishes first starts lunch first.

~12:30pm

- Scouts start racing - announce truck numbers.
- All Cubs go outside for a game then play on Scout pioneering structure.

~2:00pm

- Cubs come inside for fun events.
- Divide Cubs into five equal groups.
- Single rotation every 15 minutes.
- Scouts go outside to clean-up pioneering work.

~3:30pm

- Gather youth for awards.
- Fastest pack and troop to perform closing.

~4:00pm

- Help needed to dismantle marquee and store pioneering poles.