

Saturday

9:00am - 10:00am

- Registration
- Cars must be registered at the entrance before racing.
- Every Cub needs a sticker on them with their car number.
- Volunteer calligrapher needed.

10:00am

- Opening led by 1st Merrickville Pack and Troop
- Instructions for the day.
 - Stay off the fun events.
 - A pit stop is available if small repairs are needed.
 - Canteen at the back of the hall.
 - Washrooms at the back of the hall.
 - Scout trucks won't survive the loop track.

10:15am

- Scouts go outside to build pioneering climbing wall.
- Cubs go outside to play Wolf Pack game.
- Registration information entered into race computer.

10:45am

- Split Cubs into two groups (by pack). $\frac{1}{2}$ race, $\frac{1}{2}$ go outside for pioneering catapults.
- 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.

11:45am

- Inside racing completes for first $\frac{1}{2}$ of Cubs.
- Lunch
- Venturer uphill car demonstration,

12:00pm

- Adult and sponsor racing.
- Award certificates to sponsors.

12:30pm

- $\frac{1}{2}$ Cubs racing inside, $\frac{1}{2}$ Cubs building catapults outside.

1:30pm

- Second $\frac{1}{2}$ of Cubs complete indoor racing.
- Scouts start racing.
- An adult will need to provide some back pressure to the starting gate as the trucks are heavier than it was designed for.
- All Cubs go outside to climb Scout pioneering structure.

2:00pm

- Cubs come inside for fun events.
- Divide Cubs into five equal groups.
- Single rotation every 10 minutes.
- Scouts go outside to tear down pioneering structure.

3:00pm

- Hobby and Racing award presentations.
- Fastest Pack and Troop to perform closing.