

# Berean East Council



## Cadet-A-Ree, Cadet-a- Rama and Kub Kar Race Handbook 2015

Date: May 2, 2015

Place: Heritage Christian School, Jordan, Ontario

Time: Registration 8:00a.m.

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## **Berean Council Cadet-A-Ree 2015**

**Hosting Clubs: Dunnville, Trinity, and Adoration**

### **Goals of the Cadet-A-Ree**

- 1. As Christian men and boys we ought to present ourselves as such in that we first of all give Glory to our Father in Heaven.**
2. As Christian men and boys we ought to present ourselves as such by showing honor and respect for one another as the day can be quite competitive and exciting. It must be in fun and good sportsmanship and fellowship.
3. This handbook take precedence over previous handbooks. Some rules and methods of judging etc. are new for this year. If problems arise we will deal with then as best we can to get through the day and then review them for the next year at a later time. Please contact a committee member if you have any suggestions to help make things more clear or run more smoothly.
4. The day must start on time and the events and relays must be well organized and judges properly prepared for the day to run smoothly so that we can finish at a respectable time. Men should be ready to judge and help when called upon.
5. Lunch and drinks will be provided by the willing workers of Heritage Christian School for a fee.
6. Remember, when we all do our part, together we can have a successful and fun day.

**\*\*\*HAVE A GREAT DAY\*\*\***

## General Rules

### **Teams:**

- The average age of each team from a church should be the same.
- age is determined as of the day of the Cadet-A-Ree

### **Kub Kars:**

- We will use the same makes of cars as last year. You are responsible to get your own, as a club.
- kub kar registration – see separate sheet for instructions and forms.

### **Judging:**

- One of the most important things is the Counsellors (judges) pay careful attention when instructions and rules are given. Each event will have a scorecard, asking for the event name, team number, final time, and amount of penalties. Judges are asked to fill it out promptly, and then give it to the scorekeepers.

### **Timing:**

Since the majority of the events are timed, timing is extremely important.

- 1 judge at the start/finish line with a stop watch.
- 1 is a backup.
- In a relay, the stop watch stops when the last boy crosses the finish line and the rest of the team is sitting down. The last boy does not have to sit down.

### **Judging Knot Tying Relay:**

- 1 judge from each club must know their knots thoroughly.
- 2 sets of judges (4 total) – each pair starts from opposite ends and works their way across, so that in the end the knots will be judged twice. This should not take much extra time if the judges know their knots well.

### **Judging Rope Rescue Relay:**

Same as knot tying relay

### **Over-All Trophy:**

There will only be a tie breaker for first place. This will be done by selecting a relay to be done again by the teams involved.

## Berean Cadet Council Cadet-A-Ree

### **Things each club needs to bring:**

#### **1. INDOOR RUNNING SHOES for each boy.**

2. Each club is to bring as many stop watch as possible
3. Each club is responsible for their own compass boards, ropes for rope rescue (carpets will be provided), spars and rope for lashing relay (**odd years**), and compasses for map orienteering (**even years**). Ropes for knot tying relay will be provided.
5. Crafts, badges and projects made or done throughout the cadet year. Please make sure the entry forms are completed ahead of time as much as possible.
6. Kub Kars with entry form filled out except for the weight and car number.
7. Lunch and snacks or money to buy lunch from the vendors at the gym.

Berean Council  
Cadet-A-Ree  
May 2, 2015

- 8:00      Registration
- 8:30      Welcome to the Cadet-A-Ree
- Announcements (Jeremy Kiers)
- Landmarks (led by cadet)
- Opening Devotions
- Event Speaker (Harm Kelly)
- Relays:    Bible Quiz (pencils) (Jr and Sr cadets seperate)
- Lashing Relay
- Compass Relay
- Knot Tying Relay
- Rope Rescue Relay
- Mystery
- 12:00     Devotions - Lunch
- 12:35     Walk through of Craft Tables (all cadets signal file)
- 12:45     Kub Kar Racing
- Jr Kub Kar Race (Double Elimination)
- Sr. Kub Kar Race (Double Elimination)
- Counselor/Jr. Counselor Modified Kar Race
- 2:30      Closing Ceremonies
- Medals/Trophys for Cadet-a-ree Events
- Medals/Trophys for Cadet-a-rama
- Kub Kar Awards (Best Dressed and Fastest)
- Over all Trophy Presentations

\*Each of the following events will be awarded a Trophy & a Medallion for the team:

Map Orienteering Relay

Compass Relay

Knot Tying Relay

Rope Rescue Relay

Mystery

For the top Jr and Sr Cadet for the Bible Quiz there is a medallion.

Singing: Living For Jesus

## Cadet-a-ree Event Instructions

### Instructions and Rules for Lashing (Ladder Building) Relay (odd years)

1. Line up cadets in pairs behind start line.
2. Place 2 six foot spars and 3 two foot short spars, and 6 ropes on opposite side of gym.
3. Tell the cadets:
  - a. You are racing in pairs, which mean you go and come back together. The next pair cannot start until you are both behind the start line again.
  - b. If you lead off you will be called back to start again.
  - c. You must all tie your own square lash. You may coach each other verbally, but are not allowed to physically help each other.
  - d. When the last pair has finished their lash, they will run **back** to the start line and tag their teammates. They will then run forward altogether and hold up the ladder.
  - e. The ladder will be stood up tightly held by the cadets while one cadet climbs the ladder. The climber must put BOTH feet on each rung. The clock stops when he raised one hand while standing on the top rung with both feet.

## **Instructions and Rules for Map Orienteering Relay (EVEN YEARS)**

1. Opposite of the starting line there will be a map laying on the floor, with a pencil, ruler, a piece of paper, a compass and 6 cards lying face down on the floor in front of it.
2. Line the boys' teams up at the starting line.
3. Tell the cadets:
  - a. If a boy leads off, he will be called back to the starting line.
  - b. Run to the map, pick up a card, look at the trail sign on the card and write down what it is on the card. Then you will find the distance and degree readings from Jordan to the town listed on the card and write these down on the card as well. When you are done give the card to the judge and run back and tag the next cadet.
  - c. After the final card is solved, the last boy returns across the line to his team and you all sit on the floor to signal that you are done. This will stop the time.
  - d. If you do not know the trail sign, distance or degree reading to the given town, leave it blank. Since you hand the card in no one else can fill in those answers later.



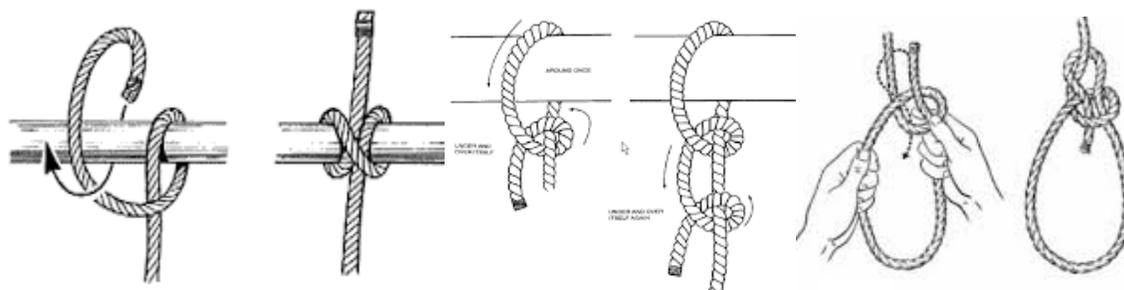
## Instructions and Rules for Knot/Lashing Relay

1. Cadets are required to know 6 knots for this event (clove hitch, bowline, two ½ hitches, timber hitch, sheepshank, square knot).
2. Tables or knot boxes need to be set up opposite of the teams on their side so that some knots can be tied to the legs. Other knots may be left on the floor.
3. The tables or knot boxes will have a colour coding chart taped to them, telling which colour is for which knot.
4. Tell the cadets:
  - a. Line up your team at the starting line.
  - b. Each cadet will run to the table, pick a rope, look at the colour on the end and compare it to the chart to see which knot they will have to tie. You can't put a rope back and grab another one if you don't know the knot, just try your best. If you have no idea just place the rope over the box or table and run back and tag the next cadet.
  - c. Some of your knots will be tied to a table leg and others left on the floor.
  - d. DO NOT show the judge when done.
  - e. If you lead off, you will be called back to the starting line.
  - f. If you have to tie the Sheepshank, pull it tight and place on carefully on the floor beside the box or table.
  - g. When the last Cadet is done, run back to the starting line and have the whole team sit on the floor to signal completion, at which point the time is stopped.

**Note:** you will not see the colour on the end of the rope until you pull it over the table or out of the box.

## Instructions and Rules for Rope Rescue Relay

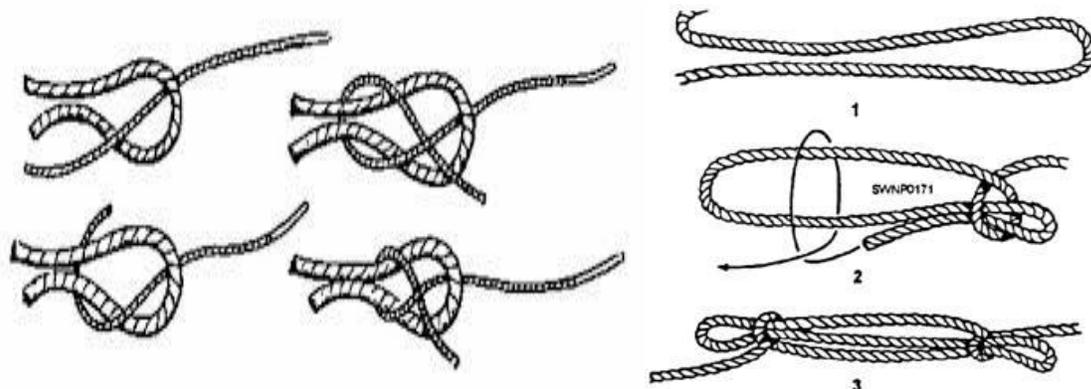
1. Each team must tie 5 ropes 15' long (4 knots). If there is a 6<sup>th</sup> boy, he is responsible for throwing the rope, and one boy is on the mat being rescued, but a **max of 4 boys** are allowed to pull the boy on the mat, who is 8m (26 feet) away.
2. There is a 10 minute cut-off time if the majority of teams are done, the rest are disqualified.
3. Tell the boys:
  - a. You must each tie 2 ropes together using the sheet bend knot.
  - b. The lead Cadet will coil the rope and throw it out to the boy who is at the opposite end of the gym on a mat.
  - c. If the thrower should step over the throw line, the throw is void and has to be re-coiled and re-thrown.
  - d. The cadet on the mat may NOT get off or move his mat nor may ANY part of his body touch the floor, except for the hand grabbing the rope when trying to reach the thrown rope. If he does, the rope must be coiled up again and re-thrown. He may not pull himself forward on the rope while being pulled in, the knot must hold him while being pulled in.
  - e. If a knot becomes undone, the rope must be pulled back, re-coiled and thrown again, if there is still enough length of rope to complete the rescue.
  - f. The boy on the mat must tie it around himself using a bowline.
  - g. The boy on the mat may then be pulled back by a max of 4 teammates to the start line.
  - h. NO objects of any kind are to be tied to the rope to help propel it across the gym.
  - i. If the thrower throws the rope and loses the end and can't reach it from behind the starting line, the team is disqualified.
  - j. If the knots become undone, the ropes that are disconnected and cannot be reached are out of bounds. If the rope becomes too short, they are disqualified.
  - k. When the boy on the mat crosses the start line leave all the knots tied until there are judged, otherwise they will be judged as incorrect.



**Clove Hitch**

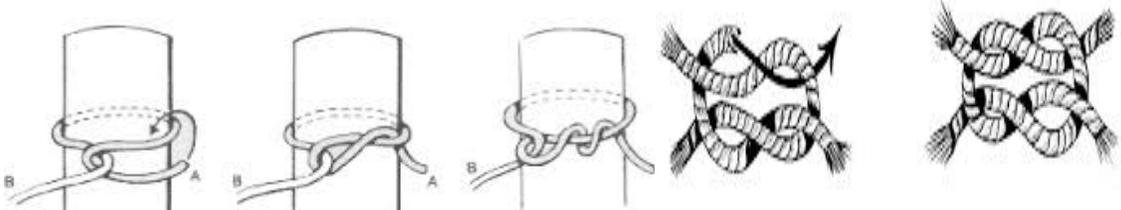
**Two 1/2 Hitches**

**Bowline**



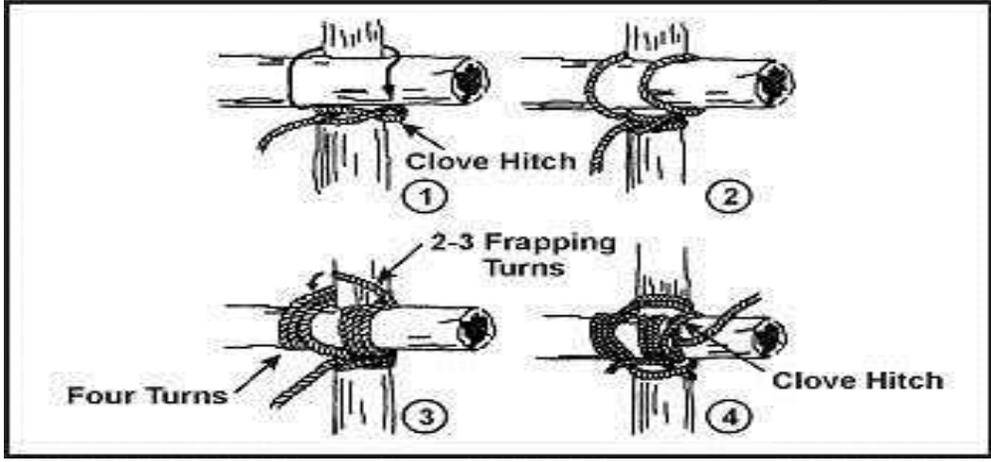
**Sheet Bend**

**Sheep Shank**



**Timber Hitch**

**Square Knot**

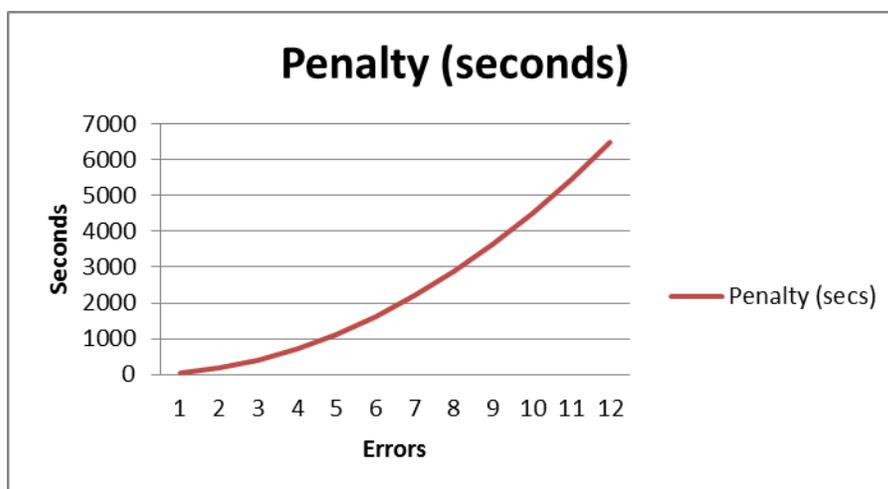


**Square Lash**

## Penalty Scoring Sheet

Remind the cadets that each error is compounded exponentially, not linearly. This means each extra error is twice the penalty of the one before it. So accuracy is critical, even though these are timed events.

Errors	Time Penalty
1	45 seconds (.75 minutes)
2	180 seconds (3 min)
3	405 seconds (6:45 or 6.75 min)
4	720 seconds (12 minutes)
5	1125 seconds (18:45, 18.75 minutes)
6	1620 seconds (27 minutes)
7	2205 seconds(36:45, or 36.75 minutes)
8	2880 seconds (48 minutes)
9	3645 seconds (60:45, or 60.75 minutes)
10	4500 seconds (75 minutes)
11	5445 seconds (90:45, or 90.75 minutes)
12	6480 seconds (108 minutes)



If there are any questions about the rules of the event or if any of the explanations are unclear or could be changed in such a way as to improve the running of the event, please contact Harm Kelly at [harmkelly@gmail.com](mailto:harmkelly@gmail.com) (year 2014/15), or in future years whoever is in charge of the cadet-a-ree.

## Official Kub Kar Rules

These rules were compiled by members of the Berean Cadet-A-Ree Committee on November 24, 2003 and updated or amended by the Cadet-A-Ree Committee on April 8, 2015. These rules and regulations shall be used as a guide in the construction of the cub cars that are to be entered in the 2015 Cadet-A-Ree.

### **Equipment:**

Each Cadet may enter **one** Kar from the current year's Kub Kar Kit. The Cadets from all the churches compete against each other. The Kub Kars that are entered must be from approved kits. Each Counsellor and Jr. Counsellor may also enter a Kub Kar for the Counsellors modified race.

### **Rules and Regulations:**

All Kub Kars must pass inspection to qualify for the race. There will be a drill press at the judging station to drill out kars if desired that are slightly overweight to allow them to still be entered. All cars that are entered must be accompanied by an entry form (see example later in manual). All cars that qualify are eligible to win one of two trophies for best dressed car. There will be a junior (9-11 years old) best dressed trophy and a senior (12 and up) best dressed trophy. Ages are as of day of events. One trophy for the fastest car will be awarded for both the junior and the senior cadets. The inspection points are as follows:

1. All cars must be built from the approved kub kar kits.
2. The Kub Kar must have been made during the current cadet season and not have been entered into any past year's races. This includes all wheels and axles.
3. The width of the car shall not exceed 2.75 inches.
4. The length of the car shall not exceed 7 inches.
5. Height shall not exceed 8 inches do to the timing mechanism display.
6. The weight of the car shall not exceed 150 grams.
7. Axles, wheels and the body wood shall be provided in the kit and used for the cars' mobility. Only the original axles and wheels from the original kit, installed in the original block can be used to be in contact with the track.
8. Wheel bearings, washers, hubcaps and brushings are prohibited.
9. The Car shall not ride on any kind of spring.
10. Any details added must be within the length, width and weight limits.
11. The Car must be free wheeling, with no starting devices.
12. No loose materials of any kind (such as lead shot) are allowed in the Car.
13. No part of the Car shall protrude past the starting gate pin.
14. Junior Cadets must have at least 50% participation in the construction of the Car. Senior Cadets must have at least 80% participation in the construction of the Car.

15. Weight may be added to the Car and will be considered part of the Car for the purposes of all measurements. Weight is considered to be any material on the Car that is not provided in the kit. All weight must be securely fastened to the Car, ie. By permanent glue, nails or screws, but **not** by "sticky substances" such as tape or tack spray. Weights shall be passive ie. Non-moveable, non-magnetic, non-electric.
16. Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass or in reducing the wheel width from the original kits wheels. Some of the original "tread marks" on the wheel face must remain intact, and be apparent to the inspector. Wheels may not be machined to a beveled condition.
17. Lubricants: only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. In the interest of fairness, lubrication is allowed before the beginning of the derby only.
18. Cars will be raced in a double elimination style, where the two top cars out of two races from each heat of 4 cars will move on, the bottom two are eliminated. This will continue until there are eight cars left, then the cars will race in enough laps to determine a clear 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place position.

#### **Counsellors and Jr. Counsellor Modified Race Rules:**

All cars must be built from the standard Kub Kar kit from Scouts of Canada from the current year. Cars may not weight more than 32 ounces. All cars will be placed on the track by the counselor or jr. counsellor himself. No cords or attachments may be used to control or activate an engine or propulsion device. Remote control of the car is permitted. Cars must stay on the track at all times (until past the finish line) or will be disqualified. The car must have part of the original block in its contraction. The wheels must be from the original kit from the current year and must be used in its mobility on the track. The width is not to exceed 2.75 inches and the length is not to exceed 7 inches and the height is not to exceed 8 inches. The height restriction is due to the timing mechanism display on the track. **No model rocket engines will be permitted or any other incendiary devices.** Remember that the race is a fun event for the cadets to watch and participate in so please use some discretion into how powerful the car is constructed in order that all present are still in a safe environment. Counsellors and jr. counsellors may reset or reload their cars before each heat of the race. Counsellors and jr. counsellors should test their cars prior to the race day to ensure safe operation. Please note that the rules are subject to change by the Cadet-A-Ree Committee. The judges on the race day will be given final discretion for enforcement of the rules.

Berean Council  
Cadet-A-Rama 2015

At this year's cadet-a-rama we will be judging and awarding winners in the merit badge and non-merit badge (craft) categories. We will be awarding first place trophies in each of the following categories and medallions for cadre projects merit or non-merit. Fathers are encouraged to come to witness their son's event and volunteer to assist in the judging of the cadet-a-rama. Each church should encourage the fathers in their congregation to come out and lend a hand and be actively involved in their children's cadet efforts.

<b>Category</b>	<b>Award Given</b>
<p><b>1. Guide trail Cadet badge (merit)</b> <i>badge work from any guide trail merit badge fulfilling all requirements of the badge including any projects made or logs kept</i></p>	<b>1<sup>st</sup> Trophy</b>
<p><b>2. A. Individual Senior RPB cadet badge (Merit) (12-15)</b> <i>Badge work from <u>any</u> RPB badge including all requirements of the badge including projects done and logs kept</i></p> <p><b>B. Individual Junior RPB cadet Badges (Merit) (9-11)</b> <i>Badge work from <u>any</u> RPB badge including all requirements of the badge including projects done and logs kept.</i></p>	<b>1<sup>st</sup> Trophy</b>
<p><b>3. A. Individual non-merit (craft) Senior (12-15)</b> <i>Any craft or project made only by a cadet which may not be part of a cadre project.</i></p> <p><b>B. Individual non-merit (craft) Junior (9-11)</b> <i>Any craft or project made only by a cadet which may not be part of a cadre project.</i></p>	<b>1<sup>st</sup> Trophy</b>
<p><b>4. A. Cadre non-merit (craft) Senior (12-15)</b> <i>any craft or project completed during current cadet year. 75% of the cadre must participate for the project to be eligible.</i></p> <p><b>B. Cadre non-merit (craft) Junior (9-11)</b> <i>Any craft or project completed during current calendar year. 75% of the cadre must participate for the project to be eligible.</i></p>	<b>1<sup>st</sup> Trophy</b>  <b>Medal for each Cadet</b>
<p><b>5. A. Cadre merit Senior (12-15)</b> <i>Badge work from any RPB badge including all requirements of the badge including projects done and logs kept. 75% of the cadre must participate for the entry to be eligible.</i></p> <p><b>B. Cadre Merit Junior (9-11)</b> <i>Badge work from any RPB badge including all requirements of the badge including projects done and logs kept. 75% of the cadre must participate for the entry to be eligible.</i></p>	<b>1<sup>st</sup> Trophy</b>  <b>Medal for each Cadet</b>
<p><b>6. Club Project</b> <i>Any project theme. 75% of the clubs work must be displayed for the project to be eligible.</i></p>	<b>1<sup>st</sup> Trophy</b>

<b>Berean Cadet-A-Ree Car Registration</b>	Car No.
Cadet: _____	
Age: _____ Car Weight: _____grams	
Car Name: _____	
Car Colour: _____	
Percentage of car made by cadet: _____%	
<b>Berean Cadet-A-Ree Car Registration</b>	Car No.
Cadet: _____	
Age: _____ Car Weight: _____grams	
Car Name: _____	
Car Colour: _____	
Percentage of car made by cadet: _____%	
<b>Berean Cadet-A-Ree Car Registration</b>	Car No.
Cadet: _____	
Age: _____ Car Weight: _____grams	
Car Name: _____	
Car Colour: _____	
Percentage of car made by cadet: _____%	

 <b>Berean Council Cadet - A - Rama Badge and Project Entry Form</b>		<b>Entry Form Number</b>  For Cadet-a-Rama Registrators' use only
Cadet Age	Cadet Age as of January 1 of this current year: _____	
	Junior RPB <input type="checkbox"/> Under 12 as of January 1	Senior RPB <input type="checkbox"/> 12 or older as of January 1
	Guide Trail <input type="checkbox"/> Has completed a Guide Trail.	
<b>Badge</b> <i>Complete this section only if you are submitting a badge.</i>		<b>Project</b> <i>Complete this section only if you are submitting a project.</i>
Name of Badge: _____  Check the type of badge being submitted.		Description of project: _____  Check the type of project being submitted.
Exploring <input type="checkbox"/> <i>Junior and Senior RPB only.</i> Discovering God's Word <input type="checkbox"/> <i>Junior and Senior RPB only.</i> Flag Knowledge <input type="checkbox"/> <i>Junior RPB only.</i> Citizenship <input type="checkbox"/> <i>Senior RPB only.</i> Guide Trail <input type="checkbox"/> <i>Guide Trail only.</i>		Individual Project <input type="checkbox"/> <i>Any craft or project made only by a cadet which may not be part of a cadre project. Any craft or project completed during the current cadet year. 75% of the cadre must have participated to be eligible.</i> Cadre Project <input type="checkbox"/> <i>Any project theme. 75% of the club's work must be displayed for the project to be eligible.</i> Club Project <input type="checkbox"/>
<b>Adult Involvement - Please select one</b> <input type="checkbox"/> None or Advisory <input type="checkbox"/> Moderate <input type="checkbox"/> High		<b>Adult Involvement - Please select one</b> <input type="checkbox"/> None or Advisory <input type="checkbox"/> Moderate <input type="checkbox"/> High
----- <i>Fold here</i> -----		----- <i>Fold Here</i> -----
Cadet Name: _____		Club Name: _____
Cadre Name: _____		Club Number: _____