



# Powahay District Cub Scout Field Day Program Guide

## HIGHLIGHTS

- Redding Fire Department – I want to be Firefighter! Opening Ceremony
- Darien STEM Crew 353 – I want to be a Scientist STEM activities.
- The Gum Drop Challenge – I want to be an Engineer!
- Space Fun Facts
- Learn About STEM Awards — At the Ranger Cabin
- **When I Grow UP**
  - ◆ Career Bingo
  - ◆ Career Game Show – A version of Jeopardy
  - ◆ Career Awareness Treasure Hunt
- Fun Game Area (Pack led activities)
- BB Shoot
- Just for FUN Super Inflatable Haunted House

**October 15-16, 2022  
Hoyt Scout Reservation**



## Program Notes Cub Scout Field Day Oct 15-16, 2022

### Welcome to Cub Scout Field Day

#### Day Program Lower Hoyt

Cub Scouts can arrive by 9 AM for Packs Camping. Opening ceremony starts promptly at 10:15 AM in front of Jackson Pavilion. We have the Redding Fire Department participating in the Opening Ceremony. We will have a brief Closing Ceremony at 3:00 PM  
 → Registration in front of Jackson Pavilion

#### Overnight -- Upper Hoyt Notes:

Pack 155 Darien – Cory Visi will be hosting Packs camping Upper Hoyt. He will have check-in and campsite assignments starting at 3 PM. The Hoyt Cabin (upper Hoyt) will be open for rest rooms and as an overnight warming station. No one is permitted to sleep in there. PLEASE help us keep the cabin clean.

**Camping** — We are camping all Packs upper Hoyt. We can accommodate a few Packs lower Hoyt. Please let me know if that is your preference. Packs are not permitted to camp Friday night.

**Arrow of Light Webelos** (only) that would like to participate in Scouts BSA Camporee should report at 8:30 AM to Jackson Pavilion. Look for Mr. Brian Sullivan at the registration to coordinate AOL Webelos with a host troop. AOL Webelos should be under the supervision of a parent or their Webelos Leader. Please no sibling or other Cub Scouts for the AOL Webelos Program.

#### In This Packet

- Schedule (to the right)
- Programs for the Day
- Station Map
- Advancement Suggestion
- Hiking Trails
- Nature Scavenger Hunt
- Leaf Identification Chart
- Weather Achievements
- Gaga Pit Game Rules
- REQUIRED Parking Pass (last page)

### DREAM BIG CUB SCOUT FIELD DAY

#### SATURDAY—OCT 15, 2022

7:00 AM	
7:30 AM	
8:00 AM	
8:30 AM	
9:00 AM	Cub Scouts/Checkin/Campsite Setup
9:30 AM	
10:00 AM	<b>10:15 AM Opening Ceremony Lower Hoyt</b>
10:30 AM	10:45 to 12 Noon Morning Activities
11:00 AM	
11:30 AM	
12:00 PM	12:00 to 1:15 Lunch
12:30 PM	
1:00 PM	
NOTE	2 PM Leaders Meeting Ranger Cabin
1:30 PM	1:15 PM to 2:45 PM Afternoon Stations
2:00 PM	
2:30 PM	
3:00 PM	<b>Closing Ceremony Hoyt Jackson Pavilion</b>
3:30 PM	Overnight Camping Program Starts
4:00 PM	Pack Led Activities (see Leaders Guide)
4:30 PM	
5:00 PM	
5:30 PM	<b>Dinner Time</b>
6:00 PM	
6:30 PM	
7:00 PM	
7:30 PM	Packs are invited to join our Scouts Troops
8:00 PM	for a Campfire Program or Packs can hold
8:30 PM	their own
9:00 PM	
9:30 PM	
10:00 PM	Taps/Quiet Time

#### SUNDAY—OCT 16, 2022

7:00 AM	Reveille
7:30 AM	(7 AM TO 10:00 AM) Breakfast/Break Camp
10:00 AM	Safe Trip Home

## POWAHAY CUB SCOUT FIELD DAY

### Schedule Notes

- To speed up the registration process and ensure that the activities begin on time, we ask that you please designate only one person from your unit to check in at the registration table. No one other than that person should approach the registration table.
- Full Roster required at check in.
- A second person from your unit that families can report to while a leader is checking in your pack is highly recommended. Also make sure that members know their Pack Number - believe it or not many families do not know their Pack's Number.
- At the check in, we will provide schedule and map showing station locations.
- We will run program on an open station rather than a rotation schedule. Visit as many stations as you can during the time periods. If a station is busy, plan to come back to it.

### Programs

Day Scouts: Please make sure your Scouts are ready for a full day of fun activities. We suggest that you leave a few adults behind to set up your campsite and hike all Scouts and sibling down to lower Hoyt. There's a fun scavenger hike in the booklet.

We have an exciting opening ceremony featuring the Redding Fire Department

- Redding Fire Department – I want to be Firefighter! Opening Ceremony (Lower Hoyt)
- Darien STEM Crew 353 – I want to be a Scientist STEM activities at Grant Pavilion
- The Gum Drop Challenge – Chet Wickett – I want to be an Engineer! At the Ranger Station
- Space Fun Facts – Tom Williams. At the Ranger Cabin (lower Hoyt)
- Learn About STEM Awards — At the Ranger Cabin
- **When I Grow UP**
  - Career Bingo
  - Career Game Show – A version of Jeopardy.
  - Career Awareness Treasure Hunt
- Fun Game Area (Pack led activities) (Back field Lower Hoyt)
- BB Shoot Upper Hoyt Rifle Range
- Just for FUN Super Inflatable Haunted House

**VOLUNTEERS WANTED!** Please contact me below if you can volunteer some time at the Cub Scout Field Day.

### Field Day Notes

Packs are camping under their Leadership and are responsible for the supervision of their youth members.

- Accidents and injuries occur when youth are left on their own to find "things to do" and/or are not properly supervised. Check your Cub Scout Leaders Manuals for games and outdoor activities and please make sure all children are properly supervised.
- You will NOT be able to pull your car up to your campsite so please be aware that whatever you plan on bringing you must carry or cart it to the camping area.
- This is a "Leave No Trace Camping." Please pack out your trash and bring home recyclables to properly dispose. No dumpster.
- There are no programs Sunday morning. Please be packed up and ready to head home by 10 am.

NO LUNCH provided on Saturday. District will NOT be providing meals for Packs camping including lunch o. Recommended take out if you don't want to cook.

- Oliver's Pizza and Deli, 2 Long Ridge Rd West Redding. <https://www.oliversdelinpizza.com/> 203-664-1872
- John's Best 955 Ethan Allen Highway Ridgefield, <https://johnsbestridgefield.com/> 203.438.5819

### Suggested Gear for Camping

The temperature has been known to be in the high 30's/low 40's on Saturday night. For many of our Cubs, this may be their first experience camping overnight. We want it to be a warm and positive one. If you have families that are not prepared with warm bed clothes, sleeping bags, and other appropriate gear, please advise them not to camp.

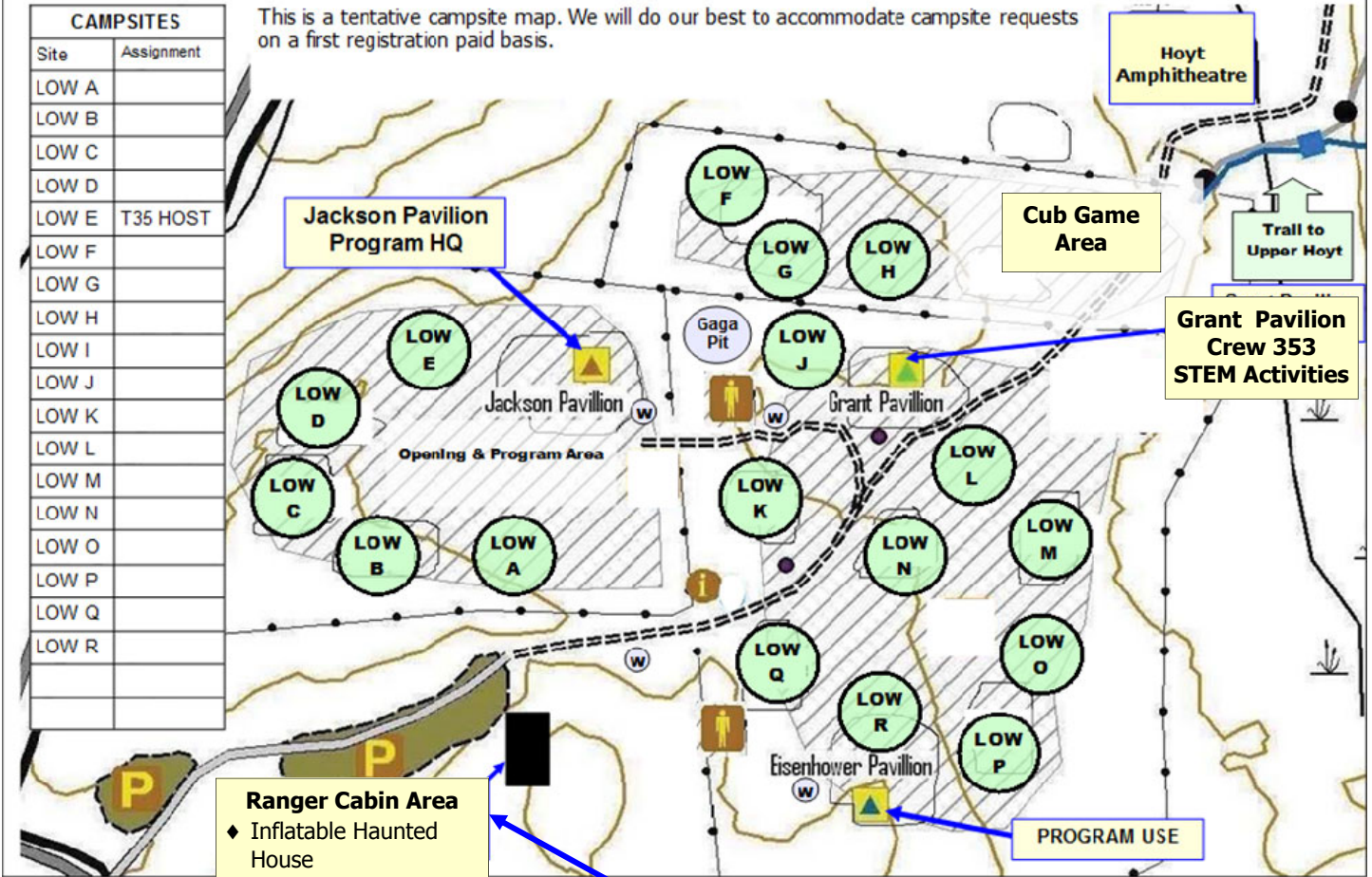
- Tent and Ground Cloth
- Sleeping Bags/pillows
- Flashlight
- Sleeping Pads (provides insulation from cold/damp ground).
- Complete change of warm clothes including socks for each person camping to change prior to going to sleep. Consider Long Johns/Long underwear; warm socks; sweatpants; hooded or regular sweatshirt or fleece; have warm hat and gloves/mittens on hand.
- Warm coat (to wear during dinner/campfire in case it gets cool at night)
- Camp or Folding Chairs
- Lantern (battery operated is recommended)
- Light Sticks (for use as a night light)
- Personal Toiletries (Toothbrush; Toothpaste; etc)

## Lower Hoyt Campsite Camporee Map

Campsites are assigned Jamboree style and are keyed below. **We do not assign campsites by traditional Hoyt campsite names.** Please use the map keys. Pavilions are NOT to be used by Units and must be kept open for programs.

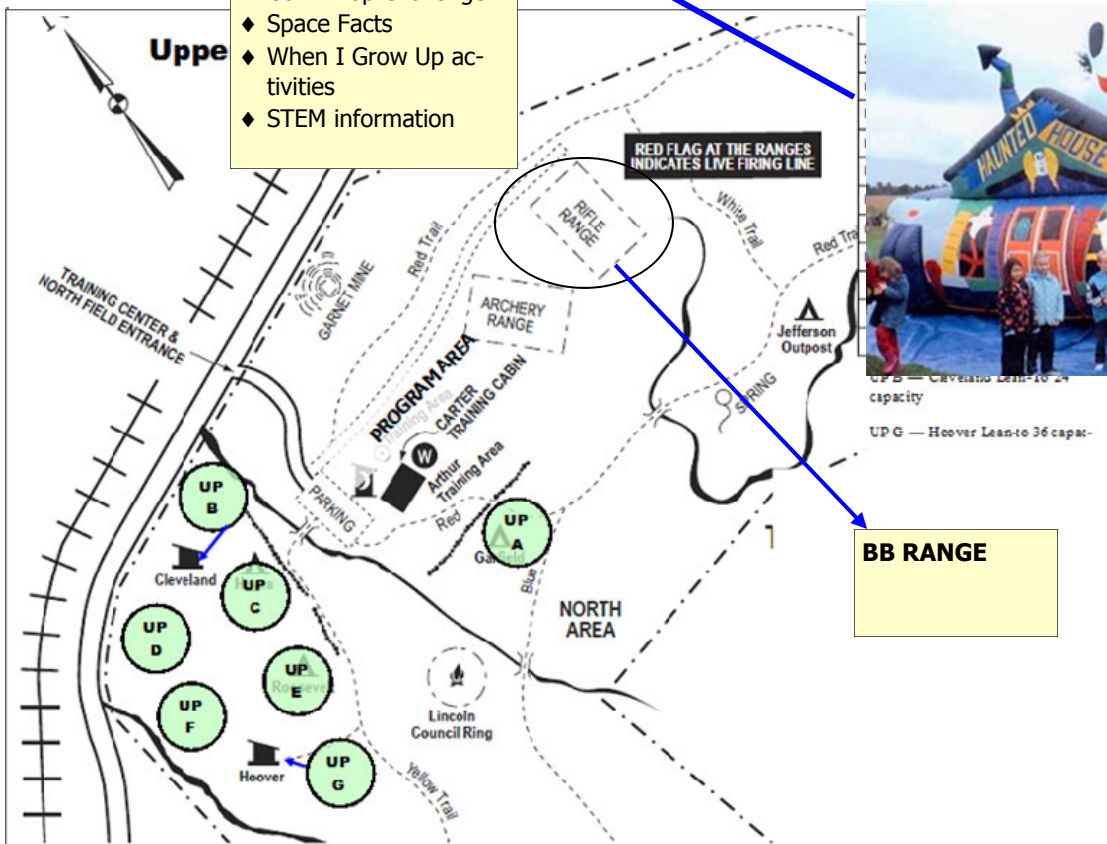
CAMPSITES	
Site	Assignment
LOW A	
LOW B	
LOW C	
LOW D	
LOW E	T35 HOST
LOW F	
LOW G	
LOW H	
LOW I	
LOW J	
LOW K	
LOW L	
LOW M	
LOW N	
LOW O	
LOW P	
LOW Q	
LOW R	

This is a tentative campsite map. We will do our best to accommodate campsite requests on a first registration paid basis.



### Ranger Cabin Area

- ◆ Inflatable Haunted House
- ◆ Gum Drop Challenge
- ◆ Space Facts
- ◆ When I Grow Up activities
- ◆ STEM information



UP B — Cleveland Unit to 24 capacity  
UP G — Hoover Unit to 36 capacity

## POWAHAY CUB SCOUT FIELD DAY



Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure Loops that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

### Tiger Adventure: Tigers in the Wild

Complete Requirements 1-3 plus at least one other.

1. your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
  - Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
  - Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger handbook.
7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.



### Tiger Adventure: My Tiger Jungle

Complete Requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, other caring adult, or with your den.
3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds.
4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you have planted.
5. Build and hang a birdhouse.



Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure Loops that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

### Wolf Adventure: Call of the Wild

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
  - A pack or family campout
  - An outdoor activity with your den or pack
  - Day camp
  - Resident camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
3. Do the following:
  - Recite the Outdoor Code with your leader.
  - Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
  - After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
4. Show or demonstrate what to do:
  - In case of a natural disaster such as an earthquake or flood.
  - To keep from spreading your germs.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.



### Wolf Adventure: Paws on the Path

Complete Requirements 1-5. Requirements 6 and 7 are optional.

1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking.
3. Choose the appropriate clothing to wear on your hike based on the expected weather.
4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.



## POWAHAY CUB SCOUT FIELD DAY



Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure Loops that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

### Bear Required Adventure: Bear Necessities

Complete Requirements 1 - 4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, attend one of the following:

- A daytime or overnight campout with your pack or family
- An outdoor activity with your den or pack
- Day camp
- Resident camp



2. Make a list of items you should take along on the activity selected in Requirement 1.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.
5. Demonstrate how to tie two half hitches and explain what the hitch is used for.
6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

### Bear Required Adventure: Fur, Feathers, and Ferns

Complete Requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.



## WEBELOS (4TH GRADE)

Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure pins that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

### Webelos Adventure: Webelos Walkabout

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first aid kit suitable for your hike or activity.
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.



### Webelos/AOL Elective Adventure: Into the Woods

Complete Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.



# POWAHAY CUB SCOUT FIELD DAY



## ARROW OF LIGHT WEBELOS (5TH GRADE)



Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure pins that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

### Arrow of Light Adventure: Outdoor Adventurer Complete Option A or Option B.

#### Option A:

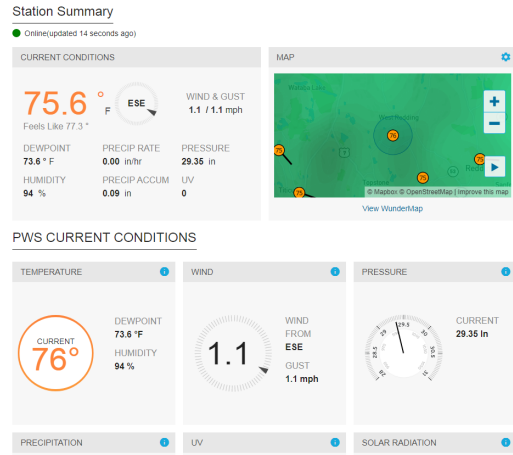
1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events:
4. Severe rainstorm causing flooding
5. Severe thunderstorm with lightning or tornadoes
6. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
7. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
8. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.



#### Option B:

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
3. Severe rainstorm causing flooding
4. Severe thunderstorm with lightning or tornadoes
5. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
6. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

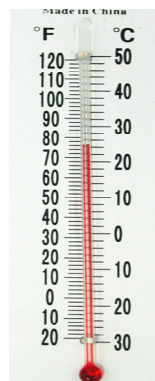
### Weather Advancement Requirements



### Weather Advancement Requirements

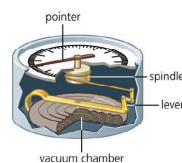
1. Wolf: With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
2. Bear: Review Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days
3. Webelos: discuss with your den what actions you should take in the case of the following extreme weather events which could require you to evacuate:
  - Severe rainstorm causing flooding
  - Severe thunderstorm with lightning or tornadoes
  - Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible

### How does a thermometer work?



A thermometer is used to measure temperature. The word thermometer is a combination of “thermo,” which means heat, and “meter,” which means to measure. The thermometers we commonly use are called bulb thermometers. They are usually filled with mercury, a mineral that is liquid at room temperature.

Like most liquids, mercury expands, or gets bigger, when heated. As the environment gets warmer, the expanding mercury inside the narrow glass tube of the thermometer has nowhere to go but up. When the temperature cools, the mercury slides back down the tube.



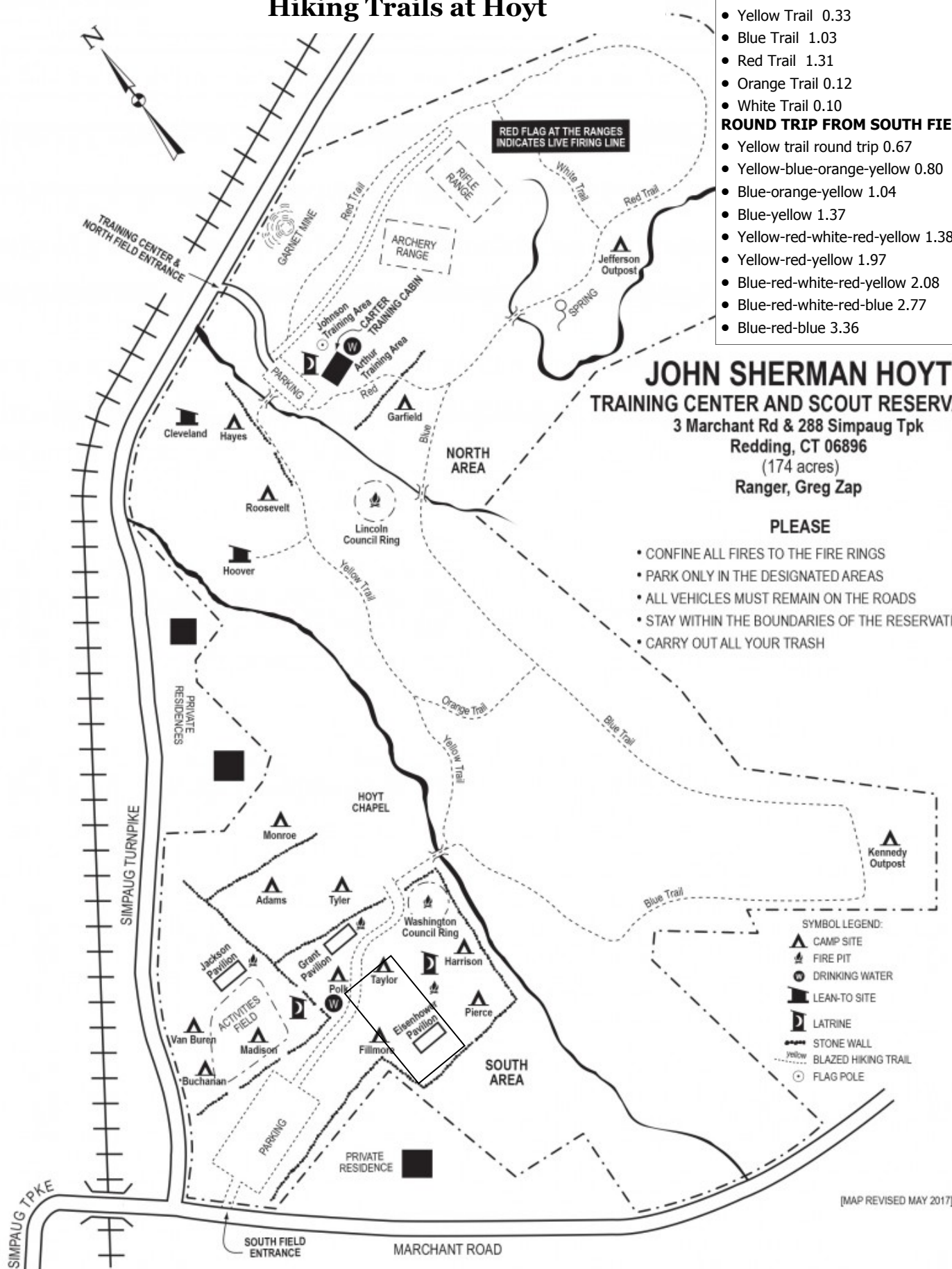
**A barometer** measures air pressure. The atmosphere has weight, and thus exerts pressure. A barometer is the instrument that measure the amount of pressure the atmosphere is exerting over a location.

# Hiking Trails at Hoyt

- TRAIL — MILES**
- Yellow Trail 0.33
  - Blue Trail 1.03
  - Red Trail 1.31
  - Orange Trail 0.12
  - White Trail 0.10
- ROUND TRIP FROM SOUTH FIELD**
- Yellow trail round trip 0.67
  - Yellow-blue-orange-yellow 0.80
  - Blue-orange-yellow 1.04
  - Blue-yellow 1.37
  - Yellow-red-white-red-yellow 1.38
  - Yellow-red-yellow 1.97
  - Blue-red-white-red-yellow 2.08
  - Blue-red-white-red-blue 2.77
  - Blue-red-blue 3.36

**JOHN SHERMAN HOYT**  
**TRAINING CENTER AND SCOUT RESERVATION**  
 3 Marchant Rd & 288 Simpaug Tpk  
 Redding, CT 06896  
 (174 acres)  
 Ranger, Greg Zap

- PLEASE**
- CONFINE ALL FIRES TO THE FIRE RINGS
  - PARK ONLY IN THE DESIGNATED AREAS
  - ALL VEHICLES MUST REMAIN ON THE ROADS
  - STAY WITHIN THE BOUNDARIES OF THE RESERVATION
  - CARRY OUT ALL YOUR TRASH



- SYMBOL LEGEND:**
- ▲ CAMP SITE
  - 🔥 FIRE PIT
  - 🍷 DRINKING WATER
  - 🏠 LEAN-TO SITE
  - 🚻 LATRINE
  - 🚧 STONE WALL
  - yellow — BLAZED HIKING TRAIL
  - ⊙ FLAG POLE

[MAP REVISED MAY 2017]

**PLEASE — TO PREVENT TREE ROOT FIRES**  
**ALL CAMP FIRES MUST BE CONSTRAINED TO DESIGNATED FIRE RINGS ONLY**

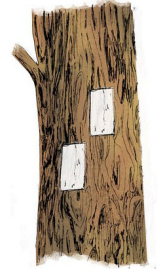


# Hiking Fun—Print Page for each Scout

## Review Trail Markings



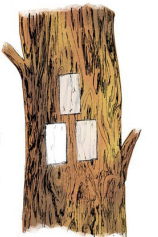
**Straight**  
A single rectangle is a mere indication that you are on the right path. Keep going straight.



**Right Turn**  
Two rectangles forming a right diagonal indicate a right turn.



**Left Turn**  
Two rectangles forming a left diagonal indicate a left turn.



Three rectangles forming an upward-pointing arrow show the beginning of a trail.





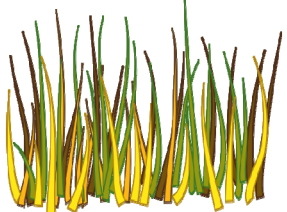







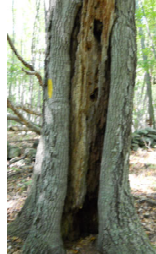




Three rectangles forming a downward-pointing arrow show the end of a trail.














a marker showing two triangles stacked next to one signal a spur leading to a different trail.

## Hiking Scavenger Hunt

<input type="checkbox"/> <b>FERN</b> 	<input type="checkbox"/> <b>ANIMAL TRACKS</b> 	<input type="checkbox"/> <b>TREE STUMP</b> 
<input type="checkbox"/> <b>LEAF</b> collect 3 different ones for the Leaf identification station. Weelos need 6. 	<input type="checkbox"/> <b>GRASS</b> 	<input type="checkbox"/> <b>PINECONE</b> 
<input type="checkbox"/> <b>MUSHROOM</b> 	<input type="checkbox"/> <b>A place where an Animal might live</b> 	<input type="checkbox"/> <b>MOSS ON A TREE</b> 
<input type="checkbox"/> <b>STONEWALL</b> 	<input type="checkbox"/> <b>ACRON OR A TREE NUT</b> 	<input type="checkbox"/> <b>EXPOSED TREE ROOTS</b> 
<input type="checkbox"/> <b>HOLE IN A TREE</b> 	<input type="checkbox"/> <b>LOG OR FALLEN TREE</b> 	<input type="checkbox"/> <b>SQUIRRELL OR BIRDS NEST</b> 

# Leaf Identification Chart

 <p>tulip</p>	 <p>elm</p>	 <p>chestnut</p>	 <p>big maple</p>
 <p>silver maple</p>	 <p>beech</p>	 <p>paper birch</p>	 <p>Common CONIFER (Soft Wood) Eastern white pine Eastern hemlock</p>
 <p>sycamore</p>	 <p>sumac</p>	 <p>hickory</p>	<p><b>Poison Ivy, Oak and Sumac</b> are difficult to identify in the fall. Avoid touching vines growing up trees as it may be poison ivy. Stay on the trail.</p>

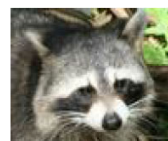
## Common Animals at Hoyt



Red Tail Hawk can often be seen flying in the skies around Hoyt. For those that campover you might hear the call of the Barred Owl. Coyotes can be heard howling at night as well.



[Gray Squirrel](#)



[Raccoon](#)



[Woodchuck](#)



[Chipmunk](#)



[Deer](#)



[Cottontail Rabbit](#)



[Mice](#)

Coyotes, Skunks, Foxes, Muskrats, Moles, Voles and others.

Always observe wildlife from a distance. Never approach a wild animal!

## GAGA PIT AT HOYT



Gaga is a fast paced, high energy sport played in an octagonal pit. The more players the better! Dubbed a kinder gentler version of dodge ball, the game is played with a soft foam ball, and combines the skills of dodging, striking, running, and jumping, while trying to hit opponents with a ball below the knees. Players need to keep moving to avoid getting hit by the ball.

Fun and easy, everyone gets a serious workout.

Easily addictive, people can't wait to get back in the pit. The games move quickly...after a few short minutes, the action heats up with a second ball, sure to get even the best players out within minutes. Once the game ends, everyone is back in for the next round.

What we know for sure is that the excitement surrounding gaga is exploding!

### Rules of Gaga Ball

- It's super simple. Basically, we throw a bunch of players and a ball in a pit. Turn up the music, everyone for him/herself; if the ball touches you below the knee, you're out. The last one in the pit wins. Then, everyone hops back in for the next round. Games last no more than five minutes. It's fast, it's sweaty and it's really addictive. As soon as you get out, you can't wait to hop back in. That's why they're all talking about it!
- The official game rules of The Gaga Center:
- All players start with one hand touching a wall of the pit.
- The game begins with a referee throwing the ball into the center of the pit.
- When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'GO' on the third bounce, after which the ball is in action.
- Once the ball is in play, any player can hit the ball with an open or closed hand.
- If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues.
- If a ball is caught on a fly, the player who hit the ball is out.
- Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the octagon.
- Players cannot hold the ball.
- If needed, a second ball can be thrown in the pit to expedite the end of the game. The last player standing is the winner of that round.

**There are GAGA Pits both upper and lower Hoyt.**

**POWAHAY DISTRICT  
CUB SCOUT**

# PACK PARKING

Please place on dash so it can be seen from the windshield.

Name: \_\_\_\_\_

Unit: \_\_\_\_\_

Cell Phone: \_\_\_\_\_

**EVERY VEHICLE NEEDS A PARKING PASS TO ENTER HOYT**

**PLEASE DO NOT BLOCK OTHER VEHICLES IN.**

**PARK LOWER HOYT** — 3 Marchant Rd, Redding, CT 06896

- ◆ If Day only — NOT camping
- ◆ Have a Lower Hoyt Campsite (check with your Pack Leader)

**PARK UPPER HOYT** — 288 Simpaug Tpk, Redding, CT 06896

- ◆ If you are camping overnight and/or those coming in for the evening Pack led program.
- ◆ There is any easy hike down to lower Hoyt.

Please note — We have a limited volunteer staff and may not have a volunteer parking cars at all times. Park tightly to allow the maximum number of vehicles to park. If Lower Hoyt parking should fill up, we will direct cars to upper Hoyt parking. **Please consider car pooling.**