

SPRING CUB CAMPOUT & PINEWOOD DERBY



Campout: April 25-27
Pinewood Derby: April 26

**HANDI CRAFTS, LEAVE NO TRACE
KNOT TYING, HIKING, FIRE BUILDING AND
SAFETY, FISHING DERBY, FLAG ETIQUETTE
AND RETIREMENT, PINEWOOD DERBY,
CAMPFIRE**

*** SPAGHETTI DINNER (OPTIONAL) ***

**RANGE ACTIVITIES: SLING SHOT BELT LOOP
FOR LIONS, BB BELTLOOP FOR TIGERS,
WOLF, BEARS, WEBELOS, AND AOL.**



CAMP MCKEE
BLUE GRASS COUNCIL

Campout Pricing and Details:

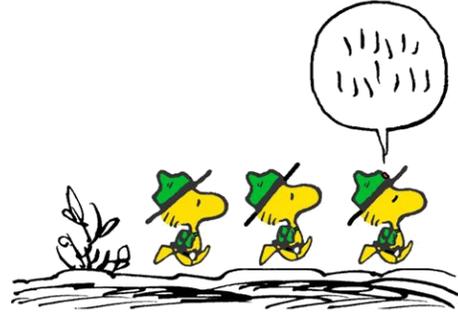
Cub Scouts: \$30

Additional Scouts: \$20

Sibling: \$15

Parent / Registered Leader: \$10

Outlaw Class Race Fee: \$10



Price includes: Camping, Scout Patch, Crafts and Event Supplies and Scout entry into the Pinewood Derby. Price does not include Meals or Outlaw Pinewood Derby Racers.

Optional Spaghetti Dinner: \$8 per person (2 and under eat free)

Dinner includes spaghetti and marinara, meatballs, garlic toast, and dessert. We can offer the regular, gluten free and vegetarian menu options.

Sling Shot & BB Beltloop sessions have limited availability and must be selected during the registration process. These sessions are filled on a first-come, first-served basis, so early registration is encouraged to secure a spot.

Event registration is limited! Pre-registration is required, no walk-ins will be permitted. We must have 75 scouts registered by April 26th, to not risk cancellation. This is a rain or shine event. No RV's permitted. No pets allowed.



Derby Pricing and Details:

This Race is Open to all scouts in the Blue Grass Council. Award Categories are:

Open Race: 1st thru 5th

Design Class: 1st thru 3rd

Outlaw Race: 1st thru 3rd

All racers will receive a racer patch. Price is only for individuals attending the Pinewood Derby and not registering for the Campout.

Scout: \$15

Outlaw: \$20

Check-Time/Inspection: 8am-9:30am, Racing Begins at 10am

See the Official Council Pinewood Derby Pages for all the rules and regulations for the Council's Open, Design, and Outlaw Pinewood Derby Races.

Blue Grass Council Pinewood Derby Rules 2025



CUB SCOUT CLASS CAR SPECIFICATIONS:

Width: The width of the car may not exceed 2.75 inches.

Length: The overall length of the car may not exceed 7.00 inches.

Weight: The total weight of the car may not exceed 5 ounces.

Ground Clearance: The minimum ground clearance must be at least 0.375 inches.

Car Front: The front-most edge of the car cannot extend past or around the starting pin and must contact the pin at a height not to exceed one 1.75 inches.

Wheels & Axles: The wheels and axles must only be those licensed by the Boy Scouts of America (approved kits will have the BSA officially licensed seal on the packaging***). No Substitutions! The wheels may be trimmed, but not rounded, pointed, or thinned. The tread must remain original width. No hubcaps (stickers on the outside of the wheel). Axles may not be altered in any way, except for polishing. Wheel bearings, washers, and bushings are prohibited. The car shall not ride on springs. Wheel hubs (the part of the wheel that contacts the car) shall not be drilled, filed, or altered in any way. Wheels shall not be lightened by removal of excess plastic.

Wheel Base: The distance between the front and rear axles must not be changed from the kit body distance of 4.25 inches. The minimum width between the wheels must be at least 1.75 inches.

Materials: No loose materials of any kind are permitted.

Lubrication: Only graphite or powdered Teflon "white lube" is allowed for lubricating the wheels. Cars with any type of oil, synthetic lubes, etc. will not be allowed to race.

Car Body: Car bodies must use the block of wood supplied in the BSA Grand Prix Pinewood Derby kit; body may be shaped to a custom design within the above specs. Body may be hollowed out and built up to maximum weight, provided all additions are securely attached. The use of altered front ends of cars with "cheater bars" will not be allowed.

Details: Details such as steering wheels, driver decals, paintings, and interior details are permissible as long as the inclusion of these details does not exceed the length, width, weight, or ground specifications.

Propulsion: Gravity is the only allowed method of propulsion. The car must be free-wheeling, with no starting devices.

Inspection: Each car must pass inspection by race officials before competition. Race officials will disqualify those cars which do not meet these specs. Once a car is accepted, only race officials may handle it. If a car does not meet the above specs at the time of registration, the owner of the car will be informed of the reason for not meeting specs, it may be modified and resubmitted for inspection as long as registration is still open.

Car Specifications and Inspection Decisions: The Race Official's decision in any car specification and/or inspection matter will be final.

CUB SCOUT CLASS RACE RULES:

- ⇒ The car must be made by the Scout with parental help as needed. Cars do not have to be newly made for the current Scouting year.
- ⇒ All Cub Scout Class participants must be a registered Lion, Tiger, Wolf, Bear, Webelos or AOL Scout at the time of the Pinewood Derby. Scouts who have “crossed over” into a Troop (membership must be current) can choose to race as a AOL Scout or join other Scouts BSA members in the Outlaw Class.
- ⇒ Inspection: Each car must pass inspection by the official committee before the car can compete. The decision of the committee is final. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.
- ⇒ Maintenance: Once the Pinewood Derby car has been accepted by the inspection committee, no maintenance of any kind is permitted, including additional lubrication.
- ⇒ Disabled Cars: If a car becomes disabled during the race, it may continue until it no longer will go down the track or is eliminated.
- ⇒ Race Decisions: The Race Official’s decision in any race matter will be final.

OUTLAW AND DESIGN CLASS

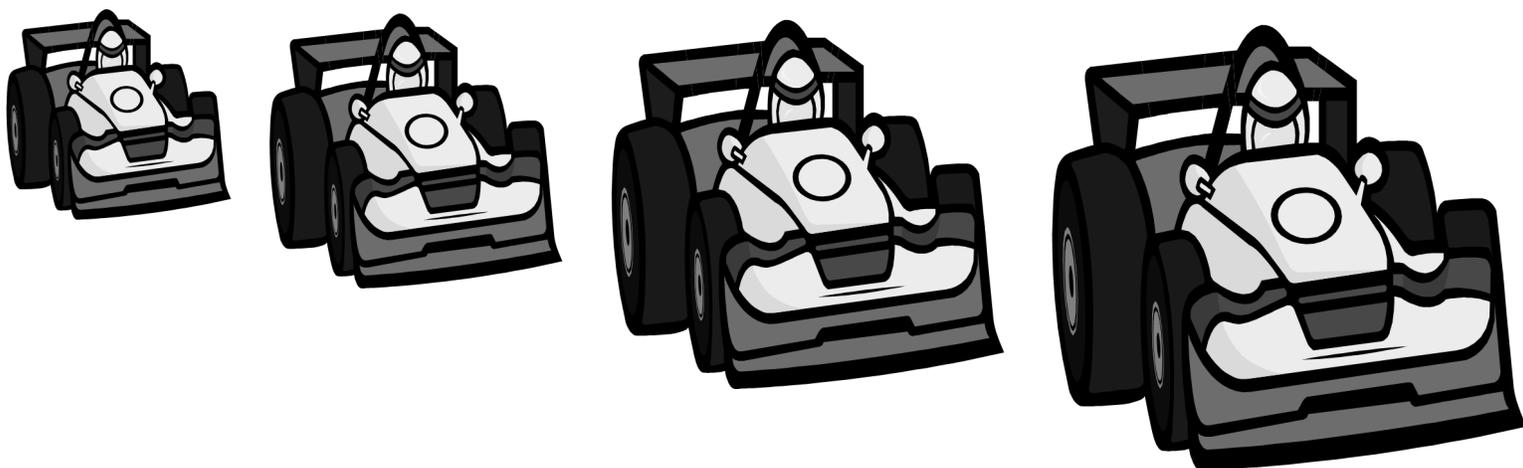
- ⇒ The BSA Outlaw Class is open to any sibling or parent of a registered Cub Scout or any registered Scouts BSA or Venturing BSA member, sibling or parent. Siblings and parents of Scouts are encouraged to build a car along with their Scout. It’s a great family project!
- ⇒ The Design Class will include all cars in the open race and is for Scouts only.

BSA OUTLAW CLASS CAR SPECIFICATIONS

- ⇒ **Weight:** The total weight of the car may not exceed 7 ounces.
- ⇒ **Wheel Base:** The distance between the front and rear axles may be modified.

All other specifications from the Cub Scout Class shall apply.

*****Officially licensed products may now be found at Lowe’s, Michael’s, and other stores and are marketed by Revell Inc. *****



BEAGLE SCOUT CAMPOUT SCHEDULE

(PINWOOD DERBY TIMES HIGHLIGHTED IN BLUE)

FRIDAY		
Time	Activity	Location
5:30pm - 8:30pm	Registration open	Stamler Dining Hall
9pm	Registered Leader Meeting	Stamler Dining Hall
10:30pm	Lights Out / Quiet Time	All Campsites
SATURDAY		
Time	Activity	Location
8:15am - 8:30am	Opening Ceremony	Arena
8:00am - 9:30am	<i>Pinewood Derby Check in</i>	<i>Stamler Dining Hall</i>
8:00 am - 9:00am	Registration Open	Stamler Dining Hall
10:30 am - 11:30am	Hike	Administration Building Porch
10:00am - finished	<i>Derby Racing Begins</i>	<i>Stamler Dining Hall</i>
	OPEN ACTIVITY SESSIONS	
9:00am - 11:00am	Handicraft	Handicraft Shelter
	Knot Tying	OA Slab
	Leave No Trace	Keeneland Hall
	Fire Building and Safety	Dan Beard Area
10:00am- 11:30am	Open BB range for Tiger -AOL	Rifle Range
11:30 -12:30	Lunch	In Campsites
1:00pm -2:00pm	Hike	Administration Building Porch
	OPEN ACTIVITY SESSIONS	
1:00pm- 4:00pm	Handicraft	Handicraft Shelter
	Knot Tying	OA Slab
	Leave No Trace	Keeneland Hall
	Fire Building and Safety	Dan Beard Area
RANGE SPORTS BELTLOOPS (pre-registration required, no walkins)		
12:45 pm - 1:15pm	Lions Slingshot Beltloop Session 1	Rifle Range
1:25pm - 1:55pm	Lions Slingshot Beltloop Session 2	Rifle Range
2:00pm - 3:00pm	Tiger BB Beltloop	Rifle Range
3:10pm - 4:10pm	Wolf / Bear BB Beltloop	Rifle Range
4:20pm - 5:40pm	Webelos / AOL Beltloop	Rifle Range
5:30 - 6:30pm	Fishing Derby	Lake Vough
6:30pm - 7:30pm	Spaghetti Dinner (preregistered only)	Stamler Dining Hall
6:30pm - 7:30pm	Dinner	In Campsites
8:15pm	Campfire	Arena
SUNDAY		
Time	Activity	Location
9:00am - 11:00am	Cleanup campsites and checkout/forms pickup	Stamler Dining Hall

Beagle Scouts Campout Basics

Camping: Camping is available on Friday and Saturday nights.

Tents will **NOT** be provided. Participants will need to bring their own tents.

Pinewood Derby: Scouts attending the campout their derby fee is included, Outlaw racers need to pay an additional fee.

Check-in: Registration check-in will be on Friday 5:30 - 9 PM at Stamler Dining Hall and Saturday, after flag ceremony, activities begin at 9:00 AM.

Information Guide

***** Please remember to bring your own tent- there are NO tents set up at Camp McKee*****

THIS IS A SNOW, RAIN OR SHINE EVENT - NO PETS WILL BE ALLOWED

From the Guide to Safe Scouting: Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. **Cub Scout Programs – Overnight Exception:** Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child or legal ward are not required to register as leaders. All adults must review the “[How to Protect your Children from Child Abuse: A Parent’s Guide](#)” that can be found in the front of each Cub Scout Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child/ward. All other overnight adults must be currently registered in an adult fee required position.

General Camp Rules

- Campsite safety and adherence to BSA policy found in “Guide to Safe Scouting” must be followed at all times.
- No Doordash, UberEats etc allowed
- Please utilize the Buddy System with your Scouts.
- No smoking in front of Scouts. Smoking by adults in designated areas only.
- Absolutely NO riding in the bed of pickup trucks.
- Range Officers rules and regulations are final.
- Sheath, butterfly, and survival type knives are not allowed at camp.
- No fishing off the bridge or at the Waterfront.
- No pets are allowed in camp at any time.
- No personal firearms allowed on camp property.
- The use of alcohol or illegal drugs is strictly forbidden. Failure to follow this regulation will result in removal from camp property as well as notification of the proper authority.
- Everyone at camp is expected to be respectful of all camp structures. Writing on walls, carving on wood, kicking of walls, etc. will not be tolerated. You will be held responsible for any damages to property.
- Except when at the waterfront or taking a shower, footwear must be worn at all times. For safety reasons open toed shoes (i.e. sandals, flip-flops, etc.) are not to be worn at camp.



LEAVE NO TRACE

Our aim is to provide our youth with fun and challenging activities in the great outdoors as well as an opportunity to demonstrate the high ideals of Leave No Trace and low impact camping.

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly (Trash your Trash)
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

PARKING AND TRANSPORTATION

- **NO CAMPING TRAILERS OR RV'S ALLOWED**
- **Vehicles are required to park only in the designated parking areas after check-in and gear drop.**
 - Campsites 1-7 will park in the lower lot (closest to the waterfront)
 - Campsites 8-13, Staff Central and Keeneland Lawn will park in the upper lot (dining hall lot)
- All roads must remain open for Emergency Vehicles at all times.
- Camp Road is one way, please enter through gate at dining hall and exit through gate by the administration building.
- You will be permitted to drive to your campsite to unload your vehicles, however, please limit your unload time to 15 minutes then proceed to your designated parking lot.
- Vehicles must remain on the gravel road at all times, no driving into the campsites to unload. Stay on the gravel roads!
- After unloading the unit gear, please move your vehicles to either of the designated parking lots.



The registered leaders are responsible for policing vehicles belonging to parents associated with their pack. Please respect our concern for your safety and help us to protect your Cubs and family by parking in the designated parking lots. Vehicles in unauthorized areas will be towed at owner's expense.

Trailers: Units will be allowed to leave supply trailers at their campsites. They must be parked off the side of the road and not in the campsites. Due to the hilly camping area, please be sure the trailer wheels are chocked.

Handicapped Parking and Camping - Requests for special camping/parking passes for medical conditions will be made on a case-by-case basis. Special passes must be requested in advance and will be issued on the day of the event. All requests must be made to Susan or Marlene at the Council Office ASAP to allow for the greatest degree of accommodation. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.



FIRST AID

A first aid station will be located at the Health Lodge and will be staffed with licensed medical personnel. Please report any accidents, incidents or injuries to the attending medical officer or Council Program Director.

CAMPFIRE

We highly encourage all packs to prepare a song or skit to perform at the campfire. Please make sure all acts are Scouting appropriate. Spaces are limited, sign – ups for campfire will be open on Saturday morning until the end of dinner.

FIREWOOD BAN AND CAMPSITE CAMPFIRES

- Any fallen branches or wood found on the camp property may be used.
- The use of chain saws by Scouts, parents or leaders is not permitted on camp property.
- Campsite campfires will be permitted if there is no fire ban in place. Fires may be built in designated fire rings only.
- Please no unattended fires and make sure the fire has been properly extinguished before retiring for the night.



ALWAYS BE PREPARED



WHAT TO BRING

Tent
Ground Tarps
Hammer
Cooler and Ice
Sunscreen
Hiking Boots
Camera and Film

Lantern
Garbage bags
Camp Chairs
Poncho/Rain suit
Jacket/Coat
Clothing
Sleeping Bags

Extra Blankets
Pillows
Snacks/Drinks
Bug Repellent
Extra Shoes
Extra Socks
Flashlights

First Aid Kit
Toiletries
Fishing Poles
Bait Tackle
Halloween Costume
Paper Towels

Frequently Asked Questions

If our scout has their own BB gun, can we bring it? **NO**, all equipment used on our ranges must be properly inspected by our range officers and in good condition before being used. Only shooting sports equipment provided by the council will be used. Please leave any “weapons” at home. (See general rules regarding knives.)

Does the Scout need their uniform at all during camp? We encourage Scouts/Leaders to dress in their Class A uniform shirts for the morning flag ceremony and evening campfire program. During all other times, Class B apparel is acceptable.

Does McKee usually have cell phone reception to coordinate with our pack? You can use your cell phone in MOST locations at camp; however, there are some areas where cell phone reception is not very good. All Scouts from the same pack will be assigned to the same campsite even if you register separately.

WET WEATHER CAMPING WITH KIDS

Rainy weather, even minor thunderstorms do not have to interfere with your family’s camping plans. By following the simple list below, you can make your camping experience safer and more enjoyable for everyone, rain or shine.

SHELTER

Make sure your tent has proven itself rain-worthy. If the tent is new, hose it down in the back yard several days before your trip and crawl inside to check for leaks. Let the kids’ help, if they’d like! Allow the tent to dry thoroughly and then apply seam sealer to the leaky areas you discovered.

Use a ground cloth beneath your tent, put a tarp under your tent and another one inside your tent (does not apply to wall tents). Make sure the tarp under the tent is tucked under so water running off the tent does not run onto the tarp.

If it is raining when you arrive, either wait the storm out or pitch the tent you can set up fastest under the tarp.

Be prepared for wind as well. Make sure all tents and flies are staked down well.

Bring a sponge to mop up water or other spills inside the tent.

COMFORT

Bring the appropriate clothing for everyone—rain gear, socks, “camp shoes” (shoes you don’t mind potentially ruining), —and bring plenty of spares.

Stow items you will need for the evening/next morning (spare clothing, extra flashlight, etc.) in the tent so no one has to make a mad dash to get them when the rain hits. Store everything in re-sealable plastic bags (Ziploc) or some other waterproof container.

Keep gear in the middle of the tent where it cannot rub up against tent walls, and make sure not to touch the walls of the tent. This will prevent moisture from getting inside. This is generally true anyway as tents tend to get wet from dew in the mornings even when it is not raining.

Bring rain gear such as ponchos, not umbrellas. Umbrellas can be a lightning hazard and get easily messed up by the wind.

Bedding Down for Cold Nights

1. A mummy style bag is warmer than a rectangular, as there is less space for your body to heat. Also, most mummy bags have a hood to help protect your head.
2. If you only have a rectangular sleeping bag, bring an extra blanket to pack around your shoulders in the opening to keep air from getting in.
3. Do not sleep with your head under the covers. Doing so will increase the humidity in the bag that will reduce the insulation properties of the bag and increase dampness.
4. Remember to air out your sleeping bag and tent, when weather permits. Perspiration and breath condense in the tent at night and the water will reduce insulating properties of your bag.
5. Wear a stocking cap to bed in order to reduce heat loss.
6. Wear a loose fitting hooded pull over type sweatshirt to sleep in.
7. Make a loose fitting bag from an old blanket or carpet padding to put both feet in when in your sleeping bag.
8. A bag liner made from an old blanket, preferably wool, will greatly enhance the bags warmth.
9. Insulate yourself from the ground as much as possible to avoid cold spots at the shoulders and hips.
10. Use a sleeping pad of closed cell foam instead of an air mattress.
11. A good rule of thumb is that you want 2 to 3 times the insulation below you as you have over you.
12. Use a ground cloth to keep ground moisture from your bag. Your body will warm up frozen ground to a point where moisture can become important.



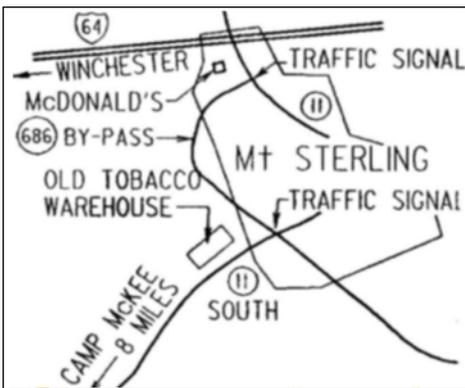
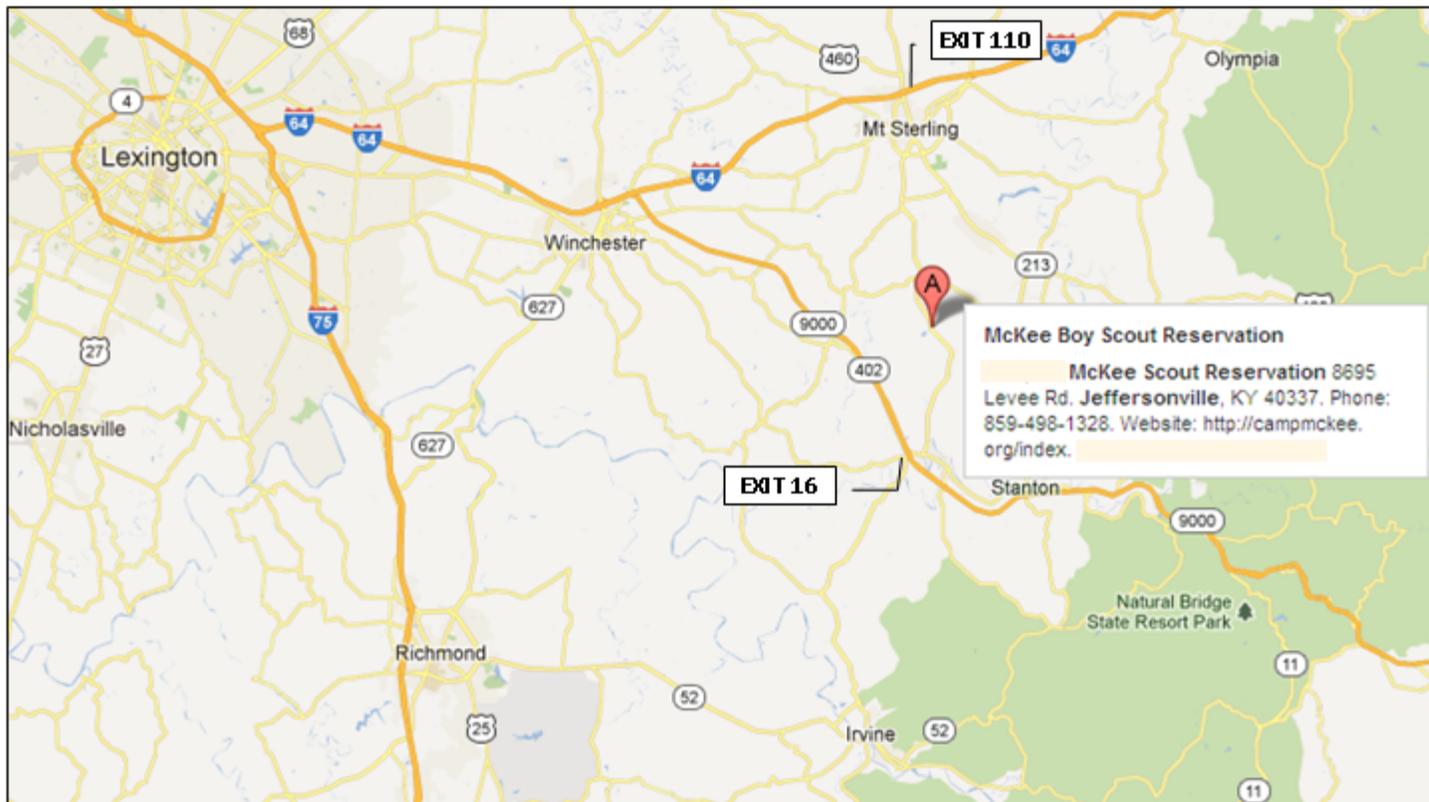
13. Space blankets, if used as a ground cloth, will not reflect the body heat. Instead it will conduct the cold from the ground to your body.
14. Cold air will be above and below you if you sleep on a cot.
15. Put a hand warmer (in a sock) at the foot of your sleeping bag before getting into it.
16. Fill a canteen with hot water (not boiling) and place at foot of bag to keep warm. Be careful with plastic canteens.
17. Exercise before bedding down to increase body heat. This will help to warm your bag quicker. Be careful not to start perspiring.
18. Remove the clothes you are wearing before bedding down if they are damp with perspiration (especially socks). Put on dry clothing or pajamas and socks before entering the sleeping bag.
19. Before you get out of bed bring the clothes you plan to wear inside your bag and warm them up some before dressing.

Directions to Camp McKee

McKee Scout Reservation, 8695 Levee Rd., Jeffersonville, KY 40336

Approximate Coordinates:

37.939335, -83.928363 OR 37 degrees, 56 minutes, 21.605 seconds; -83 degrees, 55 minutes, 42.106 seconds



From Lexington to Mt. Sterling:

Take I-64 East to Mt. Sterling, exit 110, turn right at KY-686 E/ Indian Mound Dr. (go 3.1 mi) turn right at KY-11 S / Levee Road (go 7.6 mi) turn right at Camp McKee Road.



From Lexington to Clay City (Mountain Parkway):

Traveling East on the Mountain Parkway to Clay City. Take the Clay City Exit 16. Turn left at the end of the Exit ramp. Go to the red light, make a left onto Main Street/Highway 15. Go to the next red light and make a left onto Highway 11. Go approximately 6 miles, the entrance to Camp McKee will be on your left.