

## Wagon and Camp Score Sheet

Wagon \_\_\_\_\_ Judge \_\_\_\_\_ Date \_\_\_\_\_

### 1. Wagon Sound and Driveable, General Condition

- a. minimum 2 sideboards high
- b. wear in hubs, tires, greased
- c. condition of felloes, spokes, axles, skeins
- d. wheel wrench
- e. wooden water barrel, size, dipper

\_\_\_\_\_ 15 points

### 2. Brake System

- a. lock/release, lever
- b. serviceable brake blocks (no rubber)
- c. ratchet, beams, hangers, rods, etc.

\_\_\_\_\_ 6 points

### 3. Spring Seat—properly mounted

\_\_\_\_\_ 3 points

### 4. Covering - Wagon Sheet and/or Fly

- a. wooden bows ( 4 or 5 )
- b. eyelets or loops
- c. stakes, poles
- d. ropes and ties (natural fiber)

\_\_\_\_\_ 8 points

### 5. Chuck Box - style

- a. type of material
- b. hardware, fasteners
- c. mounted coffee grinder
- d. food storage containers
- e. proper utensils, cutlery, etc.

\_\_\_\_\_ 15 points

### 6. Tongue Assembly - wood

- a. pole cap and neck yoke, or chains
- b. double tree and single trees (no iron)
- c. hitch pin, stay chains

\_\_\_\_\_ 7 points

### 7. Harness

- a. bridles, lines
- b. breast strap (yoke strap)
- c. collars and hames
- d. traces, back pad, straps

\_\_\_\_\_ 7 points

### 8. Camp - everything should fit in wagon(s)

- a. layout, first impression
- b. functional, fire pit location
- c. pot rack, grill, s-hooks
- d. shovel and axe, mattock
- e. period clothing
- f. working kerosene lantern
- g. ropes, bed rolls

\_\_\_\_\_ 17 points

### 9. Cooking Utensils - no plastic or stainless steel

- a. authenticity
- b. cast iron Dutch ovens, pots
- c. graniteware pots, plates, wash pans
- d. coffee pot with cups

\_\_\_\_\_ 8 points

### 10. Hospitality

\_\_\_\_\_ 14 points

### Extras—tie breaker points

- a. 3-tined forks
- b. pan boot
- c. tool box with tools
- d. possum belly
- e. meat saw
- f. block and tackle
- g. saddle and blanket
- h. pole racks
- i. whiskey jug or bottle
- j. axle grease can
- k. quilt
- l. clock
- m. razor, strap, mug, etc.
- n. tobacco
- o. bow saw or buck saw
- p. sourdough starter
- q. two-man saw

\_\_\_\_\_ maximum of 2 points each

Points for categories 1 - 10 \_\_\_\_\_

Tie-breaker points \_\_\_\_\_