



SCOUT SHOW



Cape Fear Council, BSA 2011 Scout Show

www.capefearcouncilbsa.org

(This Scout Show Manual is a guide to help give you some ideas for your upcoming Scout Show. For specifics, including the theme, fees, registration, etc., please refer to your District Executive and your District Committee.)

2011 SCOUT SHOW

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CAPE FEAR COUNCIL - BOY SCOUTS OF AMERICA

2011 SCOUT SHOW

Scout Show Information

The purpose of the Scout Show is to provide an opportunity for Scouts to demonstrate Scout skills, show their unit's program and show the community what Cub Scouts, Boy Scouts and Venturing can do for a young person.

Let's demonstrate the fun and adventures we have in the Cape Fear Council to our Community!

Here are just a few ideas to help get Scouts started.

Cooking

Demonstrate camp cooking, such as Dutch oven (if your Scout Show location will permit fires.)

Camp Craft

Set up a model camp. Demonstrate various pioneering projects.

Scouting History

Show and describe the history of Scouting. Display Scouting memorabilia, old uniforms, patches, etc.

Scouting and Service

Highlight your unit's service projects and hours completed. Show a history of community projects completed by your unit. Conduct a community service project as part of the show (ie., fingerprinting, bird house construction, promote a local service project, etc.) **NO FUNDS ARE TO BE COLLECTED AT THE SHOW FOR SERVICE PROJECTS OR DISASTER RELIEF.**

Crafts

Show various handicrafts centered around being outdoors.

All of the above ideas are just suggestions for your unit's booth. Your booth is your choice.

WHAT IS A SCOUT SHOW?

The Scout Show is an opportunity for all Scouts to demonstrate to many thousands of parents, friends and the general public that Scouting is a great training ground for the youth of America.

The show will consist of demonstrations and exhibits conducted by Packs, Troops, Crews and Posts in the Cape Fear Council, dramatizing the skills and activities of the Scouting Program.

At the exhibits, hundreds of **Cub Scouts, Boy Scouts, Venturers and Explorers**, will stage LIVE DEMONSTRATIONS of the many skills, activities, advancement and achievement requirements of the Scouting program.

There will be six shows across the Cape Fear Council, conducted in March (see dates on following pages) with publicity for each show coordinated by each district. Each district will also set their start times.

BENEFITS TO SCOUTING

- ❖ Provides an opportunity to see other Cub Scouts, Boy Scouts and Venturers in action, to learn new skills, and to gain new program ideas
- ❖ Helps the Cub Scouts, Boy Scouts and Venturers develop self-confidence, organization and communication skills
- ❖ Develops leadership in both youth and the adults who participate
- ❖ Encourages parents and others to become involved
- ❖ Scouting, as a whole, benefits from the positive public relations and good will it receives from public exposure

2011 DISTRICT SCOUT SHOW
LOCATIONS & CHAIRPERSONS
(Dates and times subject to change)

BRUNSWICK DISTRICT

March 4-6

Scout Show beginning Sat., March 5

Location: Hugh McRae Park

Time: 10:00am

Contact: Andrew Zeldin
(910) 395-1100 ext. 21

Pinewood Derby

Date & Time: March 12 @ 3pm

Location: Supply Baptist Church

Contact: Andrew Zeldin

CENTRAL DISTRICT

Saturday, March 5

Location: Biggs Park Mall

Time: TBD

Contact: Matthew Bull
(910) 373-8564

WESTERN DISTRICT

(Hoke and Scotland Counties)

Saturday, March 5

Location: TBD

Time: TBD

Contact: Matthew Bull
(910) 373-8564

MASONBORO DISTRICT

March 4-6

Scout Show beginning Sat., March 5

Location: Hugh McRae Park

Time: 10:00am

Contact: Andrew Zeldin
(910) 395-1100 ext. 21

Masonboro Cont'

Pinewood Derby

Date & Time: March 12 @ 11am

Location: Independence Mall

Contact: Andrew Zeldin

NORTHEAST CAPE FEAR DISTRICT

March 4-6

Scout Show beginning Sat., March 5

Location: Hugh McRae Park

Time: 10:00am

Chairperson: Doriana Migliara
(910) 763-9109

Pinewood Derby

Date & Time: March 12

Time: 10:00am

Location: Scotts Hill Baptist Church

Chairman: Mark Hollifield
(910) 443-6145

LAKES DISTRICT

(Bladen and Columbus Counties)

Saturday, March 5

Location: Fairgrounds

Time: 7:00am

Contact: Lynda Tyree
(910) 770-0653

Contact: Faye Bryant
(910) 642-8209

Pinewood Derby

Date & Time: March 5 @ 3:00pm

CAPE FEAR COUNCIL - BOY SCOUTS OF AMERICA
SCOUT SHOW GUIDELINES

Exhibits - Each unit is responsible for their own exhibit, however preparing a booth need not be difficult. All that is required is that a way to mark off your area be devised, posting signs relating to booth theme, unit number, sponsor, etc. Exhibit area is available to provide whatever space you may need. Also, most show locations will have space available for outdoor demonstrations. Contact your chairperson to find out what time your unit can begin to set up their booth or exhibit. Check at your Roundtables or call your district's Scout Show Chairperson for specific details.

Each unit is responsible for providing:

- a. Material for preparing your exhibit.
- b. Decorations for the exhibit. The rear panel of the booth should be covered and decorated in an appropriate manner to highlight the exhibit theme.
- c. All necessary equipment for properly demonstrating the subject, ie chairs, tables, signs, etc.
- d. Any participation award items for Scouts.

Selling items from your activity area is prohibited.

Advertising or distribution of commercial samples of a commercial concern in the program activity areas is prohibited.

Materials that emit toxic or irritant fumes are prohibited from use in the booths.

Each unit will be responsible for keeping its program activity area clean at all times.

All materials brought onto the show grounds must be removed by the unit bringing them.

Each unit booth activity will remain set up until after judging.

Each unit using charcoal fire must provide their own sandbox. Such sandboxes must be big enough to contain all cooking with a metal bottom and contain at least 6" of sand. Arrange to start charcoal outside the Exposition building. DO NOT start charcoal fires inside the building. (NOTE: Some locations may not allow fires of any type. Check with your Chairman.)

Class A uniforms are strongly encouraged.

SELECTING THEMES & ACTIVITIES

The scope of ideas for Scouting action displays is broad. Just the variety of requirements in advancement awards and merit badges is enough to fill the biggest Scout Show in the country. You add to this all of the fun of the outdoor skills and vocational/avocational skills that can be part of Scouting, and the field gets bigger and bigger. *LET YOUR IMAGINATION BE YOUR LIMIT.*

Scouts should conduct all demonstrations and explanations. Adults should be in the background and observing the operations. If machinery and other equipment are needed for the demonstration, an adult should be nearby to assure safety.

How to prepare the very best demonstration possible

Use your district's theme - or select a challenging subject - using achievement, progress award, advancement program requirements, hobbies, and vocation interest. Don't pick the same subject you used last year. It may be easier for adults, but unit members need a new challenge and opportunity each year. Secure help (if necessary) for instruction in skill or subject selected, such as dads, mothers, merit badge counselors, or consultants.

Tips for a successful display

Select title, identify your subject, keep works short and simple, and make it personal. To attract attention, if possible, convey action.

Identify subject, unit number, sponsor and community on sign.

Identify Cub Scouts, Boy Scouts or Venturers on duty.

Use unit flag.

Make lettering large and easy to read.

PINEWOOD DERBY RULES

(Please contact your derby chairman for any additional district rules)
(These are rules that apply to all)

The following rules apply to both the local and District Pinewood Derbies. All other sets of rules are not applicable. Pinewood Derby Cars or Trucks may be used as long as they meet the following requirements.

Car Dimensions:

1. Maximum overall width (including wheels & axles) shall not exceed 2 $\frac{3}{4}$ ".
2. Minimum width between wheels shall be 1 $\frac{3}{4}$ ", so the car will clear the center guide strip.
3. Minimum clearance between the bottom of the car and the track shall be $\frac{3}{8}$ ", so the car will clear the center guide strip.
4. Maximum length (including wheels) shall not exceed 7".
5. The wheelbase (distance between the front & rear axles) may not be modified from the official Pinewood Derby Kit.

Weight & Appearance:

6. Weight shall not exceed 5 ounces. The readings of the official race scales will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal or plastic only, provided it is securely fastened to the car. No loose materials of any kind are permitted in or on the car.
7. No liquid ballast of any kind may be used.
8. Details such as steering wheels, driver, spoilers, decals, plastic after-market body panels and such are permissible provided they do not exceed the above weight and dimension specifications.
9. Cars with wet paint will not be accepted.

Wheels & Axles:

10. Only the official Scout Pinewood Derby grand prix wheels and axles can be used.
11. Wheels may be sanded and polished to remove excess molding plastic to true up the wheels. The wheel surface must remain basically flat; and therefore, no excessive contouring of the wheels is permitted.
12. Beveling, tapering, thin sanding, wafering (making the wheel narrower) or channeling the tread surface is prohibited.
13. The attachment of a fabricated wheel cover or hubcap is acceptable.
14. Wheel bearings, washers, or bushings are prohibited.
15. The car shall not ride on any type of spring or suspension and it must be freewheeling with not starting or propulsion devices.

Lubrication:

16. Only dry powder lubricants, such as graphite, may be used. No oils or liquid lubricants of any kind may be used.
17. Cars may be lubricated before pre-race inspections. No further lubrication will be permitted.

Basic Ground Rules for the Race:

18. The race is open to all 1st place pack winners for each grade level.
19. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the right to disqualify any car that does not meet the rules. Car owners will be notified of any violations and given an opportunity to make corrections.
20. Any participant, including a parent of the participant has the right to appeal to the race committee for an interpretation of the rules. The race committee, by majority vote, will be the final judge of the rules, in case of a tie vote. The decision of the race committee chairperson will be final.
21. Once a car has completed pre-race inspection, it may not be handled by anyone except the participant or members of the race committee. The participant may only handle the car for race activities such as placing the car on the track and retrieving it at the end of each race. Participants may not work (lubrications & adjustments) on their car unless the car was damaged during the race and the race committee approves the repair. The car will be re-weighed if anything is added.
22. Each age group winner of each pack will retain their car until the district races at the annual Scout Show. However, it will be the responsibility of the winner to register their car on time at the district race.
23. Only race officials and participants will be permitted in the registration, inspection and track area. This rule will be strictly enforced.
24. The owner of the Pinewood Derby Car should be the one to pick-up the car at the race and place it on the track. A committee member can make suggestions on how to place it on the track.
25. The district Pinewood Derby races will be done as such: A coin will be flipped to determine who gets the lane choice. The race will run once and the winner will proceed to the winner's bracket and the loser to the loser's bracket. Each pack, however, may run their race as they like.

Open Race: (Optional for Each District)

If time permits, there can be an open race for Scouts and parents. The only rules for the open race are that the car may not weight more than 5 ounces, and it may not have a starting or propulsion device; everything else is legal.

HAVE A GREAT TIME AND BEST WISHES FOR A GOOD RACE

Note: There are no Council Pinewood Derby races for the winners.

BOOTH DISPLAY - JUDGING FORM

UNIT # _____

DISTRICT _____

DISPLAY _____

LEADER _____

Max # of
Pts. Awarded

- _____ (200 Pts.) DISPLAY FOLLOWS THE DISTRICT THEME
- _____ (100 Pts.) SPONSOR, NUMBER, UNIT, MEETING LOCATION & TIME IDENTIFIED
- _____ (50 Pts.) DISPLAY IS ACTION ORIENTED
- _____ (50 Pts.) SCOUTS ARE KNOWLEDGEABLE & PREPARED TO EXPLAIN DISPLAY
- _____ (50 Pts.) DISPLAY IS SAFE AND STURDY - SHOWS GOOD SCOUTCRAFT
- _____ (25 Pts.) POSTED SCHEDULE OF MEMBERS MANNING DISPLAY
- _____ (25 Pts.) DISPLAY IS COMPLETE BY START OF SHOW
- _____ (500 Pts.) TOTAL DISPLAY POINTS

400 POINTS = BLUE RIBBON

310 POINTS = RED RIBBON

300 OR LESS POINTS = WHITE RIBBON

_____ RIBBON AWARDED

PARTICIPATION APPLICATION

SCOUT SHOW - MARCH 2011

RETURN APPLICATION TO:

Scout Show Participation
Cape Fear Council, B.S.A.
PO Box 7156
Wilmington, NC 28406
Fax #: (910) 395-0894

DEADLINE: February 18, 2011

District: _____

Pack, Troop, Crew, Post #: _____

City: _____

OUR UNIT HEREBY MAKES APPLICATION
AND AGREES TO PARTICIPATE IN THE SCOUT SHOW

We have selected the following area(s) for our exhibit:
All display booths are approximately 10 x 10.

_____ Cub Display _____ Troop Display _____ Crew Display

_____ Troop Campsite (# of Campers _____)

If you need extra room for your display, please contact your District Scout Show Chairman.

Booth/Expo Subject: _____

Our Participation Chairman is:

Name: _____

Address: _____

City, State, Zip: _____

Phone (H): _____

Phone (W): _____

Full Name of Charter Organization - City