



Central Wyoming  
Council  
BOY SCOUTS  
OF AMERICA

BOY SCOUTS OF AMERICA  
100 YEARS OF SCOUTING

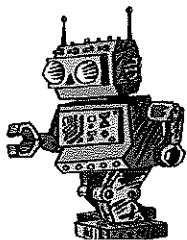


**RIVER BEND DISTRICT 2010**  
**“Scouting into the Future”**  
**SCOUT-O-RAMA**  
**&**  
**PINEWOOD DERBY**

**THE GREATEST SCOUT SHOW OF THE YEAR!**  
**(and your chance to earn the 2<sup>nd</sup> patch of the Centennial!)**

*with the 3<sup>rd</sup> Annual  
Scout-O-Rama Blood Drive  
&  
2<sup>nd</sup> Annual "Scouting for Food" Drive!*

**April 24, 2010 10:00am-3:30pm**  
**Central Wyoming Fairgrounds**  
**Industrial Building**



# River Bend District 2010 Scout-O-Rama Information

## Additional Opportunities!:

- As a Unit bring non-perishable food items to help the local food bank and you could qualify for the Good Turn for America Award!
- Sign up volunteers (over 17 years of age) to donate blood and you could qualify for the Good Turn for America Award! Have them call United Blood at 237-2328 to schedule a time to donate at the Scout-O-Rama! Look for the BloodMobile!
- Go to [www.goodturnforamerica.org](http://www.goodturnforamerica.org) for more information.
- **Support your local council – for \$20 purchase a pinewood derby car kit, make it into something fabulous and race it in the Casper Classic Open Race – the only rules are NO external means of propulsion!**
- Volunteer your pack/troop to do the opening/closing flag ceremony

## Important Reminders:

- Be set up by 10:00AM – **WE WILL START ON TIME!**
- Every unit is required to provide at least one volunteer helper – see registration.
- Each unit must clean their area before leaving.
- We are guests of the Industrial Building – Please be considerate.
- Space will be provided on a first come-first serve basis – A scout is courteous!

## Schedule:

- Set up time: 8:00AM -10:00AM
- **Casper Classic Pinewood Derby Check-in: 9:00AM-10:00AM**
- **Cub Scout Car Check in time: 9:00AM – 11:30AM**
- Opening Ceremony: 10:00 AM
- **Casper Classic Pinewood Derby Race: 10:30AM– 11:30AM**
- **Pinewood Derby Races: 12:30PM – 2:30PM**
- Closing Ceremony: 3:30 PM

## Fees and Registration:

- \$2.00 per scout participant
- \$1.00 per Pinewood car entry (Cubs Only) (\$2 after April 15)
- \$10.00 per unit booth (\$15 after April 15)

**Families and Visitors are FREE** – Please encourage your friends and family to come!



**Concessions will be available  
Hamburgers, Hot Dogs, Chips, Candy, Pop**

## Booth Judging Rubric

Criteria	Score
Set up on time	
Scouts and leaders in Uniform	
Scout Spirit	
Properly identified – Poster board – unit flag and banners	
Clean, Organized, and hazard Free	
Minimum of 2 scouts and 2 adults	
Booth Originality and Creativity	
Audience engagement/participation	

# River Bend District Scout-O-Rama Booth Guidelines

**Live Action:** Be sure all of the boys get in on the act - this is their show! Schedule a rotation of dens, patrols, squads, and crews. Make it lively and fun! Nothing is less attractive than a dead exhibit.

**Audience Participation** Involve the audience. Invite them to try some of your cooking, be a participant in a game, take a quiz, try a skill, paint them like a clown, etc. You'll get more people at your booth if they can do something – **PEOPLE GO WHERE THE ACTION IS!!!**

**Keep it Short and Simple:** Each exhibit should have a youth member who explains what is going on. Keep the "spiel" short and easy. Since the audience is an ever-changing group, simple and short activities work best. A few skills done well are better than a profusion of activities.

**Aim for the Sixty-Second Rule:** Experienced exhibitors tell us that you have sixty seconds to achieve three goals: **A** - Attract attention; **I** - Involve the audience mentally; **M** - Motivate them to action.

**When Planning Your Booth:** Select your subject either from the list on the next page or create one of your own. Some of the best ideas and most successful displays have been original ideas from the members of the unit. Remember this is a show of what **BOYS** enjoy doing not an adult hobby exhibit. Use the Theme – "**Scouting into the Future**" in your exhibit, if at all possible

**Proper Uniform is Essential:** Scouting is on display. You and your boys will want to wear full uniforms. (Costumes may be worn in lieu of uniforms if they fit the theme of your display.)

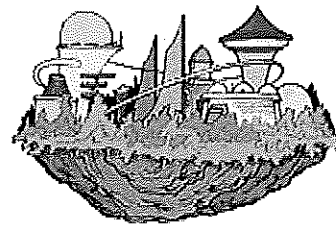
**Supervision:** Don't forget Adult Supervision - Each display or activity must have at least one adult in attendance at all times (for maximum points on the scoring rubric you'll need 2 adults). This adult can be a committee member, leader, or parent.

**Safe Scouting:** Safety is number one – please plan your event so you do not put ANYONE at risk for injury. Follow the guidelines to the Guide for Safe Scouting.

**Booth Set up:** Units will need to bring everything for its booth set-up from home. Only the space will be provided by the district.

**Final Clean Up:** The show area must be completely cleaned following the show. All equipment and materials must be removed at the conclusion of the show, but NOT BEFORE 3:30 PM. Please plan to abide by these requests. Visitors that arrive at 2:30 PM deserve to see a wonderful display of Scouting, not empty booths.

# SEARCHING FOR A SCOUT-O-RAMA BOOTH IDEA



When you think of all the potential things you can do with a Scout-O-Rama booth, it can be mind boggling. Remember, your booth should portray Scouting in Action and be meaningful to youth, leaders, and visitors. Your booth should be colorful and attractive and run by the SCOUTS themselves NOT by the leaders or parents. Here are a few booth ideas – DO NOT LIMIT YOURSELF TO THESE IDEAS – Use your imagination!

## **Crafts**

Soap Carving - tin foil crafts - toothpick crafts - leather/bead work - Weaving - Neckerchief Slide making - Totem Pole making - Potato Printing - Woodworking/Wood Carving - Nail Driving - Paper folding - Kite Making and Flying - Rope Making - String Art - Stone painting - Face Painting - Finger Painting - Polymer Slime - Wood burning - Puppets - Pipe cleaner animals - Pinecone bird feeders - Balloon powered rocket cars

## **Cooking**

Cooking Demonstration - Survival Cooking - Utensil-less Cooking - Dutch oven Cooking - Reflector Cooking - Flapjack flipping - How to make a great pancake!

## **Games and Song**

Tricks and Puzzles - Wet Sponge Toss - Scout Magic - Bean bag Games  
Scout Songs and Skits - Teach some new scout songs - Sing Along –  
On the fly skit with audience - Drum making - Drum Playing - Bubble Blowing -  
Miniature Golf - Carnival Acts - Message Sending - Invisible Ink - Morse code -  
Secret Ciphers - Rain-gutter Regatta - Space Derby - Model  
Cars/Planes/Rockets - Stilts

## **Physical Fitness**

Muscle Building - Sports Station - Basketball dribbling course - Softball throw -  
Cub Olympics - Animal Olympics (Compare an animal's ability to a Human's) -  
Obstacle course - Chariot Races - Frame Walk - Rope Bridge - Handicap  
Awareness

## **Science**

Rocks and Minerals - Star Gazing - Star Lore - Star Stories - Space Exploration -  
Bugs: (Make bug catchers, show how to care for & release – discuss importance  
of) - Plant Identification - Local Plants - Poisonous Plants - Ecology Awareness -  
Plaster Casting animal footprints - Animal and Bird identification - Magnet  
Making - Leaf Prints - Panning for Gold

## **Scout Skills**

Campsite Demonstration - Where to go Camping - Hints for successful  
Campouts - First Aid Skills - Knots & Lashings - Signal Tower - Signal making -  
Match Splitting - Monkey Bridge - Knife & Axe Safety - Map and Compass -  
Fishing - Indian Lore - Bicycle Rodeo - Bike Safety - Winter Survival -  
Backpacking - Home Repairs - Emergency Rescue

**There are many others.**

**Look in your scout-books or program guides for more ideas!**

# **PINEWOOD DERBY 2010**

April 24, 2010

10:30 AM – 3:00 PM

Fair Grounds – Industrial Building



## **Fees and Registration:**

Registration Forms are due to the Scout Office by April 15, 2010

Car Registration before April 15 ..... \$1.00 After April 15 ..... \$2.00

## **Rules and Conduct:**

The pinewood derby rules are the same as last year! Rules give everyone a fair chance to compete – please follow the rules. The Race Officials will make all final decisions about the cars meeting the requirements. Scouts, leaders, and parents are expected to show scout spirit and good sportsmanship. RULES ARE AVAILABLE UNDER RIVER BEND DISTRICT [www.wyoscouts.org](http://www.wyoscouts.org)

## **The Race**

This year's race will be run similar to last year. All youth will run an equal number of heats. The winners will be determined by the total elapsed time.

## **Prizes**

The following prizes will be awarded:

Best of Show: Based on Body Style – Design – Originality – Unique to Theme

First Place – Second Place – Third Place

Outstanding Webelos - Outstanding Bear – Outstanding Wolf

**IF YOU ARE RACING A CAR AT SCOUT-O-RAMA THIS YEAR, MAKE SURE YOUR CUBMASTER OR DEN LEADER GETS YOUR NAME ON THE REGISTRATION SHEET FOR YOUR UNIT!**

# 2010 River Bend District "Scouting into the Future!" Scout-O-Rama Unit Registration

Unit # \_\_\_\_\_ Pack \_\_\_\_\_ Troop \_\_\_\_\_ Team \_\_\_\_\_ Crew \_\_\_\_\_

Number of Boys Participating:

\_\_\_\_\_ @ \$2 before April 15

\_\_\_\_\_ @ \$3 after April 15

Booth \_\_\_\_\_ (Yes/No) Fee \$10 before April 15, \$15 after April 15

Total Fees \$ \_\_\_\_\_

Special Needs for Booth:

Unit Contact \_\_\_\_\_ Phone # \_\_\_\_\_

Your unit is required to provide AT LEAST one volunteer - we'll make specific volunteer assignments early in the week before Scout-O-Rama

Unit Volunteer \_\_\_\_\_ Phone # \_\_\_\_\_

Unit Volunteer \_\_\_\_\_ Phone # \_\_\_\_\_

*Please have this submitted to the Scout Office NO LATER than April 15*

## Pinewood Derby 2010 Pre-Registration

Pack # \_\_\_\_\_ # Boys \_\_\_\_\_ @ \$1.00 = \_\_\_\_\_

Pack Contact & Phone Number \_\_\_\_\_

Name & Rank	Name & Rank
1.	11.
2.	12.
3.	13.
4.	14.
5.	15.
6.	16.
7.	17.
8.	18.
9.	19.
10.	20.

**Registration & payment due to the Scout Office by April 15**  
Registrations after April 15 or at the door will be \$2.00

Do you still have questions or concerns?

Susan Taylor 265-8838(wk) 472-4752 (hm)

Carey Anson 234-7329