

# Scout Fair 2017

Qualcomm Stadium, April 8, 2017

‘A Century of Timeless Values’



## Leaders Guidebook

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<p><b>Scout Fair 2017</b> <b>Qualcomm Stadium</b> <b>April 8, 2017</b> <b>9:00 AM to 3:00 PM</b></p>
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The Scout Fair is an annual community-wide event presented by the San Diego – Imperial Council. Its purpose is to showcase the Scouting program and values to our community. The Scout Fair provides a recruitment tool for units to use that will increase participation in their programs. The coupon books sold for the Scout Fair serve as a fundraiser for Scouts and Units, as well as for the Council.

**For general questions on Scout Fair, contact:**

For general questions on Scout Fair, contact [scoutfair@sdicbsa.org](mailto:scoutfair@sdicbsa.org)  
Scout Fair Chair John Shotwell (619)840-2774 [john.shotwell@gmail.com](mailto:john.shotwell@gmail.com)  
Staff Advisor Erin Gillette (760)264-3109 [erin.gillette@scouting.org](mailto:erin.gillette@scouting.org)

**Tickets:**

Coupon books cost \$10.00, and admits a two to the Scout Fair. The ticket is a part of a coupon book that is checked out to units for sale. Everyone entering Scout Fair must have a ticket or pay the \$5 admission fee. For more information contact Erin Gillette at the San Diego Imperial Council, [erin.gillette@scouting.org](mailto:erin.gillette@scouting.org) .

**Location:**

The Scout Fair will take place in the southwestern parking lot of Qualcomm Stadium. The campout will take place on the old football practice field at the far west end of Qualcomm. All other areas are off limits.

**Patches:**

There will be a participant patch for every attendee at the Scout Fair. There will be a special patch issued to the campers for the Scout Fair Campout, a special patch for service patch, and a Pinewood Derby patch. **There will be ONE special collector's edition patch for each unit that participates with a booth in the Scout Fair.**

**Scout Fair Website Now Online!**

You can access all information you need at [www.sdicbsa.org/activities/ScoutFair](http://www.sdicbsa.org/activities/ScoutFair) . Register online for Scout Fair booths, the Overnight Campout, Merit Badge Midway, Chili Cookoff and the San Diego 500. Check out the website to see what's being planned at this year's Scout Fair.

**Parking:**

You will be directed to the parking areas on the west side of the stadium. The San Diego Trolley is also an excellent way to attend the Scout Fair.

**Food:**

We will have food trucks and other food vendors onsite. The Order of the Arrow will be selling beverages and packaged food.

**Alcohol and Tobacco:**

Qualcomm Stadium and Boy Scout policy do not permit alcohol at this event. Smoking will be permitted in designated areas only.

**Courtesy & Safety:**

Please do your part to ensure a safe, accident-free Scout Fair. San Diego - Imperial Council is host to the community at Scout Fair; we all must exemplify the Scout Law at all times.

# Scout Fair Areas

## Cooking Corral

Here is an opportunity to sample some delicious and delectable campfire treats and add ideas to your outdoor cooking experience. Visit different Troop kitchen set-ups. If you have special cooking equipment, this is your opportunity to share your ideas with others. Enter your troop on line. Questions on cooking? Contact Jon at [thecoylefamily@att.net](mailto:thecoylefamily@att.net)

**Chili Cook-off Enter yourself on line. Attention all Chili enthusiasts:** Please prepare a minimum of 1 gallon of your best Chili creation **in advance** and bring it pre-heated in a slow-cooker to keep it warm for your fellow Scouts and Scouters to sample. Scout Fair attendees will vote for the BEST chili. There will be awards and prizes for the winners.

There will be Nine Categories of Winners: **People's Choice, Judges Choice, Sweetest, Most Unique, Best Hot, Best Mild, Most Traditional, Most Meaty, and Best Scout Prepared Chili.** Questions? Please Contact Jon at [thecoylefamily@att.net](mailto:thecoylefamily@att.net)

## Cool Trailers

If your group has a cool, quality trailer and would like to show it off "Display it" Contact Jon at [thecoylefamily@att.net](mailto:thecoylefamily@att.net)

## Cub Land:

Features dozens of exciting games to challenge your skill and many crafts to make and take home. Questions? Contact Vince Generazzo at (619) 729-3555 or [scoutfair@sdicbsa.org](mailto:scoutfair@sdicbsa.org)

## Entertainment:

We will once again provide an entertaining show of performers and musicians. Check your program on the day of the Scout Fair. If you have a performing group that might want some publicity, contact John Shotwell at [john.shotwell@gmail.com](mailto:john.shotwell@gmail.com)

## High Adventure:

This is where you will find equipment and ideas for a more challenging Scouting experience. Participants can see the equipment and training necessary to put on a "high adventure program" To discuss your activity, or for more information, contact: Eric Johnson at [jujujohnson@gmail.com](mailto:jujujohnson@gmail.com)

## Merit Badge Midway:

Come to the Merit Badge Midway and *start* working on requirements to earn a Merit Badge. (Don't forget to bring a Scoutmaster signed blue card!) Please note, you will not be able to finish the entire requirements of a badge, however you should get a good start. Check the Scout Fair website for specific merit badges offered, and <http://meritbadge.com> for specific merit badge requirements. Review the requirements before you come. For more information contact: Doris McCarthy at [doris.mccarthy@sdsu.edu](mailto:doris.mccarthy@sdsu.edu) .

**Midway:**

The Midway features exhibits and displays from our corporate partners, plus Venturing/Exploring displays, and other Council Committee and major event booths. The VIP Booth, Service Headquarters, and the “Lost Children” areas are also located here.

**Pioneering /Action Adventure:**

From monkey bridges to climbing walls, Pioneering features innovative and exciting challenges as you try your skill on creations made from rope, lashing, knots, and wood. For more information contact: [scoutfair@sdicbsa.org](mailto:scoutfair@sdicbsa.org).

**Public Safety/Military:**

The exciting big stuff! From Public Safety vehicles to Military displays will be on hand to give you a really close up look. Public Safety agencies throughout the County will show off their agency’s equipment as well as talk about their youth programs.

**Opening Ceremony:**

Bring your American and Unit flags for a ‘Massing of the Colors’ starting at 9:00am near the gate at the entrance of the Scout Fair.

**Scout Fair Booth:**

Each Pack, Troop, Team, Crew, Ship and Post is encouraged to sponsor a booth at the fair. This is your opportunity to show our community what Scouting is all about and to share your scouting skills with fellow Scouts and Scout Leaders. Keep It Simple Make It Fun. By involving all the Scouts and parents in your unit, booth preparation and set-up, manning and take down can be shared to keep it simple and fun.

**NOTE TO ALL PARTICIPANTS:**

**Set up: All vehicles must be out of the fair prior to 8:00 am**

**Booth Break down: Booths should not be closed until 3:00.**

**No vehicles will be allowed in the fair until 3:30 pm.**

**Safety Note: All booths including the use of climbing, rappelling, riding apparatus or any other booths that may have a question of safety must be authorized first. Submit your plans and idea to the Scout Fair Committee via Dan Marks at the Council Service Center. Some booths may require certified people. Please refer to the “Guide to Safe Scouting” for safety guidelines.**

**WE NEED LOTS OF SETUP HELP FROM 8AM TO 4 PM ON April 7th. LET YOUR DISTRICT EXECUTIVE KNOW IF YOU CAN HELP. WE WILL FEED YOU AND BE GRATEFUL!**

**Getting Started:**

- Units must name a Booth Manager.
- Pick an idea and area of the Scout Fair.
- Submit your booth application online at <http://sdicbsa.org/Activities/ScoutFair/>
- Start planning today and get your participation activity ready.
- Practice the game, craft or skill with the rest of your unit and have the boys learn their script.

# Opportunities to Participate

## How to organize a Scout Fair Booth

### Regulations:

- Standard booth size is 10' x 10'. Larger space (20' X 10') is available upon request.
- One adult booth supervisor should be on duty at all times.
- Only charcoal and propane stoves are permitted. Please indicate on your application if your activity will require you to use either. (Note: all fires must be contained and supported above ground). Please bring a fire extinguisher.
- Electricity and water is severely limited. Design a powerless booth and plan on bringing your own water.
- Tour Permits are required. Submit your tour plan no later than April 12th to Council.
- Bring your flag or banner to identify your unit and sponsor.
- Bring your own tables, chairs and sunshades or dining flies.
- Booth participants will be required to have an admission ticket.
- Activities and displays using tents will need to be self-supporting.
- Any Unit that is not able to field a booth may participate by performing service during the day of Scout Fair. There is a check box for service on the on line signup form.
- Placards will control access by private vehicle. Please see Vehicular and Pedestrian Access Regulations on Placard.

***Booth Breakdown will not start until 3:00.***

***No vehicles will be allowed in the fair until 3:30.***

### Booth Set-up:

We encourage set-up on Friday, April 7th, any time between 4:00 pm and 9:00 pm. On Saturday, April 8th, the set-up will be from 6:00 am to 8:00 am. All vehicles (including trailers) must be removed from the Fair area by 8:00 am. If your booth set-up will require additional time, you must submit a written request to the Council Scout Fair Chair to make special arrangements, no later than March 31st.

## **BOOTH IDEAS**

Starting with monthly Cub Scout program themes, Cub achievements and electives, you have thousands of Scout Fair booth ideas, or you may want to focus on your community and its history, people, landmarks and activities. The list of possible exhibits is endless. Have your youth and adult leaders brainstorm theme possibilities, then determine which is best for your unit's Scout Fair exhibit. Please contact Scout Fair at [scoutfair@sdicbsa.org](mailto:scoutfair@sdicbsa.org).

## **SUGGESTED THEMES**

In selecting your unit's Scout Fair booth theme, you will want to choose one that is fun and interesting for your scouts, as well as one that supports the overall Scout Fair theme and that demonstrates the best of scouting. Please check with the council office or website to find out what is the theme of the upcoming Scout Fair.

## **SUCCESSFUL SCOUT FAIR PLANNING**

Scout shows have been going on for a long time and every year someone thinks of a new twist that helps the unit achieve greater results than were achieved in the past. Don't be hesitant if the Scout Fair is a new adventure for you, because there is lots of room for new ideas. Talent, resources, and creativity produce success.

## **IDEAS THAT MAY BE HELPFUL IN SELECTING YOUR BOOTH SUBJECT:**

- I. Experience is valuable, but not necessary.
- II. The size of your unit may determine the amount of space you'll need.
- III. Several things may help you decide on the subject you choose for your Scout Fair booth. For example:
  - a. What do my boys do best?
  - b. What known interest have they shown?
  - c. Which recent activities were the most successful?
  - d. What hidden resources may be uncovered by talking with boys and parents, by examining advancement records, or by examining parents' hobbies and job skills?
  - e. What activity would most benefit my unit program?
  - f. What historical resources do we have available?
- IV. Preparation time required and available.
- V. Transportation.
- VI. Theme

## **Tips on SCOUT FAIR**

### **MAKE IT A LIVE ACTION BOOTH OR DEMONSTRATION**

Be sure all youth members get in on the act --- this is their show. Schedule a rotation of dens, patrols, or squads and don't forget the adult supervision. Make it alive and fun! Nothing is less attractive than a dead exhibit. PEOPLE GO WHERE THE ACTION IS!

### **AUDIENCE PARTICIPATION**

Involve the audience. Invite them to try their own cooking, be a participant in a game, take a quiz, try a skill, paint them like a clown, or take a fingerprint. You will get more people to stop at your booth if they can do something. PEOPLE GO WHERE THE ACTION IS!

### **AVOID MOVIES OR SLIDES**

Most people won't stay long enough to see the entire series of slides or films. Also power will not be provided. They will want to see your youth members in action. PEOPLE GO WHERE THE ACTION IS!

### **THE SIXTY SECOND RULE**

Experience exhibitors tell us that you have sixty (60) seconds to achieve three objectives:

1. Attract attention
2. Involve the audience mentally
3. Motivate them to action

### **REMEMBER TO HAVE THE DISPLAY GOING AT ALL TIMES**

Be sure to not leave before the end of the show, or begin the day late. Experience shows us that we have an influx of spectators at the beginning and at the end as well as a steady stream in between. Having an empty or unmanned booth does not help to promote your unit. Remember a shift roster should be made for every booth. PEOPLE GO WHERE THE ACTION IS!

### **PROPER UNIFORMING IS ESSENTIAL**

Scouting is on display and the public will judge you and your charter organization. Wear your uniform. (Note: Costumes may be worn in lieu of uniforms if they fit the theme of your booth).

### **BRING:**

- EZ-Ups, something to cover your activity with shade.
- Tables and chairs, none are provided.
- Water and food, or money to purchase.
- Scissors (to assist in removing Zip ties)
- Zip Ties, to hold up any displays



***Your imagination is your only limitation!***

Aluminum Foil Cooking  
Animals & Their Care  
Antique Plaque Making  
Atomic Energy  
Backyard Camping  
Backyard Cookery  
Balloon Dart Throw  
Basketball Catapults  
Beanbag Games  
Bicycle Rodeo  
Bicycle Safety  
Bicycle Theft Protection  
Bike Repair  
Birdhouses & Feeders  
Block Printing  
Box Hockey  
Camp Songs & Stunts  
Candle Decorating  
Cardboard Box Maze  
Carnival Acts  
Carnival Games  
Ceramics  
Charcoal Cooking  
Clay Modeling  
Clothespin Craft  
Cooking  
Craftsman Activities  
Cub Olympics  
Cub Scout Sports  
Decoupage  
Doughnut Holes  
Drawing  
Driftwood Crafts  
Drum Making  
Dutch Oven Cooking  
Edible Plants  
Electricity Conservation  
Emergency Kits  
Emergency Service  
Energy  
Face paint  
Famous Scouts  
Feats of Skill  
Finger Painting  
Fingerprinting  
Fire Prevention  
First Aid  
Flapjack Flipping  
Fried Breads  
Games of Skills  
Haunted House  
Health & Safety  
Hiking  
History of Scouting  
Hobby Show  
Home Museums  
Home Safety  
Homemade Games  
Homemade Ice Cream  
Indian Crafts  
Indian Lore  
Insects  
International Scouting  
Jewelry  
Jigsaw Puzzle Making  
Kite Building  
Knife & Ax Safety  
Knights In Armor  
Knots & Lashings  
Lapidary  
Leadership Training  
Leather Crafts  
Leaves (Leaf Prints)  
Magic  
Magnet Making  
Marionettes  
Miniature Flags  
Miniature Golf  
Model Bridges  
Model Cars  
Model Trains  
Muscle Builders  
Nail Driving  
Nature Crafts  
Neckerchief Slides  
Obstacle Course  
Outdoor Games  
Outdoor Safety  
Painting  
Panning for Gold  
Paper Folding  
Photo Novelties  
Physical Fitness  
Pinecone Bird Feeders  
Pinewood Derby  
Pinewood Derby Cars

Pipe-Cleaner Animals  
Places to Go & Visit  
Plaster Casting  
Plastic Molding  
Popsicle Stick Crafts  
Rain Gutter Regatta Stencil Crafts  
Stilts & Can Walkers  
Stone Painting  
String Art  
Tile Crafts  
Tin-Can Craft  
Tinfoil Crafts  
Toothpick Crafts  
Toy Making  
Toy Soldiers

Traffic Safety  
Tricks & Puzzles  
Tube Crafts  
Uniform & Insignia  
Weather  
Wet Sponge Toss  
Whittling  
Wire Crafts  
Woodcarving  
Woods Tools

Potato Prints  
Pottery Slide  
Puppets  
Pushcarts

Realistic First Aid  
Rescue-Annie (CPR)  
Rock & Minerals  
Rocket Derby  
Rope a Saw horse  
Rope Making  
Rubber band gun  
Sand Art in bottle  
Sand Painting  
Scrapbook Making  
Screen Painting  
Sculpturing  
Silhouettes  
Slide Painting  
Soap Sculptures  
Solar Cooking  
Sports Carnival  
Stamps or Coins

**You may not sell, charge, or ask for donations as part of your booth.**

**Booth Manager Responsibilities:**

Congratulations!!! If you have been selected as your Unit Booth Manager, you will have the opportunity to join a wonderful team of volunteers in one the most fun activities at Scout Fair.

Following you will find, step-by-step, the process to accomplish your new assignment:

- Fill out the Booth Participation Form online no later than April 12.
- Contact everyone involved in preparing your exhibit and give assignments.
- Submit your Tour Plan before April 12.
- Make sure that a Scout Leader is in charge at the booth at all times.
- Rehearse your participants before the Scout Fair to better communicate your message.
- Allow unit members time off to visit other exhibits and wander around the Scout Fair.
- Make sure you have all forms needed, and turn them in on time to ensure everyone will receive their participation patch.
- Turn in your Unit Booth Participation List to Scout Fair headquarters to receive your patches.
- Submit your application before April 1 to be recognized in the Scout Fair Program.

# 2016 San Diego - Imperial Council Scout Fair Camp-Out Friday, April 7, 2017

## Key points for the 2017 Scout Fair Camp-Out:

- Camp-Out site is the old football practice field adjacent to Qualcomm Stadium
  - Camp-Out registration limited to only 700 campers.
  - Reservations must be made on-line and paid in full by Tuesday, April 12th. **Keep in mind, this event fills up fast and we expect to sell out before the deadline.** No walk-ins allowed.
  - Camp-Out will be tent camping only.
  - Pack it in – pack it out, please carry all trash out and clean up after your unit!
  - Camping by unit only. No individual reservations will be allowed.
  - Campsites will be pre-assigned at a size of 20' x 40' for thirty (30) people. Bring ear protection for a good night sleep.
  - Check-in will be from 6:00 pm to 9:00 pm. NO EARLY check-in! Late unit arrivals will not be checked in and not allowed to camp. 11:00 pm lights out and all quiet No exceptions!
  - An approved Tour Plan will be required at check-in.
  - Only authorized staff and emergency vehicles will be permitted in the campground.
  - Be prepared to carry your gear or bring wagons or handcarts to haul it from your car to your campsite.
  - Per BSA guidelines, no contact sports such as tackle football or rugby will be allowed.
  - Overnight parking for camp-out participants will be in the assigned lot. No parking in the Fire Department compound area in front of the firehouse.
  - Reveille at 6:00 am, Breakfast starts at 7:00 am and the line forms west of the entrance gate. The campgrounds must be clean and empty by 8:45 am.
- Please complete the Camp-Out Registration on-line no later than April 3rd. Registration is closed April 4, 2017.
- For campout and check-in questions, please e-mail Campout Chair at [scoutfair@sdicbsa.org](mailto:scoutfair@sdicbsa.org)  
For registration questions contact the council [sdiccamp@scouting.org](mailto:sdiccamp@scouting.org)

## San Diego 500 Pinewood Derby

2017 brings the 45th running of the San Diego 500 featuring the fastest Pinewood Derby cars in the council. One member from each Pack will race others from his district for trophies, then the fastest from each district race one final time for the top council honors. Each pack may submit one entry for the San Diego 500. The race will be held at the Scout Fair on April 8th. All registrations must be received by March 27. Late registrations will not have the "No Name" option and will race only if time and space permit.

To avoid disappointments, register early with your Pack winner or, if you haven't had your race yet, you can register your pack's race date to reserve your spot. To do this, just select the answer "No" for the question "Do you have a Pack Winner at this time?". This will cause the system to ask you, on the next page, for your planned race date.

If you used the "No" option, you will need to return, after your race, to edit your online registration with the winner's name and contact information. If this is not completed by April 1st, the winner will not receive a personalized certificate for participating. To edit the registration and add the winner's information, simply follow the link and instructions in the confirmation email you received when you did the initial online registration. Note that the editing has to be done by the person who did the initial online registration.

You can visit [www.sandiego500.org](http://www.sandiego500.org) and go to the FAQ page for detailed instructions on editing your online registration.

Time Machine track will be running again this year and is open to all Cub Scouts. This single lane track times your car's elapsed time and rates it against all others on the day of the fair. All racers get a printed record of their car's elapsed time in the form of a speeding ticket. A trophy goes to the fastest three Cub Scouts. Yes, Dad, you can bring your car and get a speeding ticket too! (But no trophy)

### **San Diego 500 Pinewood Derby Car Specifications:**

- 1. WIDTH:** Overall width of the car, including wheels, shall not exceed two and 3/4 inches (2.75"). The body width where the axles attach to the wheels shall not be less than one and 3/4 inches (1.75").
- 2. LENGTH:** Overall car length may not exceed seven inches (7.00"). The kits often supply wood blanks longer than 7 inches.
- 3. HEIGHT:** Overall car height may not exceed three inches (3.00"). This prevents tall cars from crashing into the finish line and electronic lane judge.
- 4. WEIGHT:** Total weight of the car shall not exceed five (5.000 oz) ounces. (Verified by certified scale)

**5. WHEELS:** Only official Boy Scout Grand Prix racing wheels are allowed. All four (4) wheels must be used. Wheels may not be altered (rounded across the tread-surface, narrowed etc.) except for the removal of burrs. Wheels may not be lathe-turned, thinned, sawed, perforated or machined in any way. Outside wheel diameter should be no less than 1.175". Ready-made modified wheels are not allowed. Wheels must be attached so that there is a minimum of .375" (3/8") between the car bottom and the rolling surface to provide track lane-guide clearance. Color wheels (Red, Yellow, Orange, Blue and the original Black) are all legal wheels as long as they are the official "BSA PINWOOD DERBY" wheels. Cubs may correct wheel hubs and axle openings using hand tools and jigs. Only the wheels of a pinewood car may touch the surface of the track and the associated lane guide. **If a vehicle fails its "wheels inspection" and they are removed to be replaced, the axles will be subject to closer inspection to confirm compliance with the rules.**

**6. AXLES:** Only official BSA Grand Prix Pinewood Derby metal "nail" type axles are permitted. Axles may be **polished and** lubricated but the use of wheel bearings, washers or bushings is strictly prohibited. Paper label 'hubcaps' may be used but the head ends of the axles must be made available for judging when requested. **Precision machined axles, notched axles, and axles of alternative metals (like stainless steel) are not permitted.**

**7. LUBRICANTS.** Only dry lubricants such as graphite, graphite with Molybdenum, or BSA "AXLE LUBE" are allowed. Oils or other wet lubricants are not permitted, even if sold at the Scout Shop.

**8. SPRINGS:** The car shall not ride on any type of spring or other suspension.

**9. PROPULSION:** The car must be freewheeling and may not contain any type of auxiliary propulsion or utilize any type of starting device. (No jets, rubber bands, magnets, hooks, adhesives, springs, motors etc.)

**10. DECORATIVE DETAILS** may be added provided they do not exceed the maximum weight and dimensions for the car. (Decals, trim, characters and decorations are allowed if they meet the finished car size and weight rules.)

**11. NO LOOSE MATERIALS:** The car may be hollowed-out and built up to the maximum weight by the addition of wood or metal. Any additional materials must be securely built into the body or chassis. Mercury shall not be used for weight addition or other construction purposes as it is a health hazard.

**12. MATERIALS:** Cars must be built using the BSA Grand Prix Pinewood Derby Series Car Kits. Additional metal must be used only for weight addition or decoration. Axles must be

mounted into the wood body. No portion of other kits will be allowed except for decorative purposes. Structural strength is gained only from the wood body. No metal frames or metal axle support is permitted.