

Scout Fair 2019

El Capitan High School, April 6, 2019

‘Scouting the Wild West’



Leaders' Guidebook

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<p>Scout Fair 2019 El Capitan High School, Lakeside April 6, 2019 9:00 AM to 3:00 PM</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.

Contact Us:

For general questions on Scout Fair, contact scoutfair@sdicbsa.org
Scout Fair Chair Vince Generazzo (619) 729-3555 vgenerazzo@hotmail.com
Staff Advisor Erin Gillette (760) 264-3109 erin.gillette@scouting.org

Tickets:

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 .

Location:

The Scout Fair will take place at El Capitan High School, located at 10410 Ashwood St, Lakeside, CA 92040. The campout will take place at Pillsbury Saddle and Driving Club, located at the corner of Willow Rd and Ashwood St in Lakeside.

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 patch for Units who participate with a booth, and a Pinewood Derby patch.

Scout Fair Website Now Online!

You can access all information you need at www.sdicbsa.org/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:

Campers will park at Pillsbury Saddle and Driving Club. Day of traffic, please park in the student parking lot of El Capitan High School. Once this lot is full, vehicles will be directed to the overflow parking lots.

Food:

We will have food trucks and other food vendors onsite.

Alcohol and Tobacco:

El Capitan High School and Boy Scout policy do not permit alcohol at this event. Smoking will be permitted in designated areas only. No pets will be allowed, with the exception of service animals.

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. No Charcoal is allowed. Questions on cooking? Contact Jon at thecoylefamily@att.net

Chili Cook-off

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. Enter yourself online.

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

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

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

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

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

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. If you would like to coordinate a merit badge booth, contact: Doris McCarthy at doris.mccarthy@sdsu.edu.

Corporate Midway:

The Corporate 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.

Scout Fair Booth:

Each Pack, Troop, 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 8:30 am

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

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 Erin Gillette at the Council Service Center. Some booths may require certified people. Please refer to the “Guide to Safe Scouting” for safety guidelines.

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 is available upon request.
- One adult booth supervisor should be on duty at all times.
- Only propane stoves are permitted. Please indicate on your application if your activity will require you to use fire. (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.
- 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.

Booth Breakdown will not start until 3:00.

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

Booth Set-up:

On Saturday, April 6th, 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 8:30 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.

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. This year's theme is "Scouting the Wild West."

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 youth 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 youth 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 for SCOUT FAIR Booths

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 March 31.
- Contact everyone involved in preparing your exhibit and give assignments.
- 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 March 24 to be recognized in the Scout Fair Program.

2019 San Diego - Imperial Council Scout Fair Camp-Out Friday, April 5, 2019

Key points for the 2019 Scout Fair Camp-Out:

- Camp-Out site is Pillsbury Saddle and Driving Club
- Camp-Out registration limited to only 350 campers.
- Reservations must be made on-line and paid in full by Tuesday, March 26. **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. **NO STAKES OR HAMMOCKS ALLOWED!!**
- 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 are first come, first serve. Bring ear protection for a good night sleep.
- Check-in will be from 5:00 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!
- 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. Please remain parked there Saturday while you enjoy Scout Fair.
- Reveille at 6:00 am, Breakfast starts at 7:00 am. The campgrounds must be clean and empty by 8:45 am.

Please complete the Camp-Out Registration on-line no later than March 26. Registration is closed March 27, 2019.

For campout and check-in questions, please e-mail Campout Chair at scoutfair@sdicbsa.org

For registration questions contact the council sdiccamp@scouting.org

San Diego 500 Pinewood Derby

2019 brings the 47th 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 6th. 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 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) 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.