

Leader's Guide Book



Scout Fair 2010

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**Scout Fair 2010
Qualcomm Stadium
April 17, 2010
9:00 AM to 4:00 PM**

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. It also serves as a fundraiser for Scouts and Units, as well as for the Council.

**Basic
Information**

Tickets

The cost of this year's Coupon Book is \$10.00 and includes entrance to the Scout Fair for a family of four. *NEW* 2010 Coupon Books are filled with discounts and coupons for free Ralphs' products! For more information, contact Jana Palmisciano at (619) 298-6121 x214 or jpalmisc@bsamail.org.

Location:

The Scout Fair will take place in the southeastern parking lot of Qualcomm Stadium. The camp-out will take place on the old football practice field at the far west end of Qualcomm. All other areas are off limits. We ask everyone to respect restricted areas, and any fenced-off area within the infield.

Scout Fair Website Now Online!

Now you can access all information you need from this website. Email your form info directly to Ray Bussett (rbussett@gmail.com). You can download the Scout Fair and Camping registration forms, the San Diego 500 rules and registration forms, and see what's being planned at this years Scout Fair. See who's on the staff (when we meet if you would like to join us) and how to contact us. How do I get this site you ask? Well here is the address: <http://www.sdicbsa.org>.

Parking:

All parking areas are available for our use. The San Diego Trolley is also an excellent way to attend the Scout Fair.

Food:

Stadium Vendors will provide all food services. If desired, you may bring your own lunch. Tables and chairs will be located near the stage show area.

Alcohol and Tobacco:

Qualcomm Stadium and Boy Scout policy do not permit alcohol at the 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

Belt Loop Alley:

This is an opportunity to earn various belt loops (check www.sdicsa.org) for all interested Cub Scouts. If you are interested in providing a belt loop booth there are now 36 different belt loops to choose from, please contact Julie Sivers at (858) 361-5932 or jasivers@san.rr.com.

Cooking Corral / Model Camps/ Dutch-Oven/ Chili Cook off:

Here is an opportunity to sample some great campfire delectables and add ideas to your outdoor cooking experience. Visit different Pack and Troop kitchen set-ups and get copies of some of their recipes. The "Model Campsites" area this year will be included with the "Cooking Corral." If you have special equipment, this is your opportunity to share your ideas with other campers by setting up a Model Campsite. Cooking Contest: Not limited to Chili Cook off, if you have a favorite camp recipe come and cook it for your fellow Scouts and Scouters. Awards will be voted on by Scout Fair attendees. For more information contact Jon Coyle at (858) 277-4388 or coylefamily@att.net.

Cub Land:

Features hundreds of exciting games to challenge your skill and many crafts to make and take home. Contact Teri Carver at (619) 208-1180 or Tcarver@san.rr.com

Entertainment:

We will once again provide an entertaining show of performers and musicians. Check your program on the day of the Scout Fair

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” For more information contact: Val Leonard email: val448@cox.net

Merit Badge Midway:

Come to the Merit Badge Midway and start working on requirements to earn a Merit Badge. Counselors will be available for many badges. (Don’t forget to bring a Scoutmaster signed blue card!) Please note, you may not be able to finish the entire requirements of a badge, however you should get a good start. Check the San Diego Imperial Council website <http://www.sdicbsa.org> 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 (858) 277-0716 or 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: Buck Serrano at (858) 274-6036 or aserrano5@san.rr.com.

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 agencies’ equipment as well as talk about their youth programs.

Who to contact:

Scout Fair Booth Chair	Ray Bussett	Primary	(858) 748-5336 rbussett@gmail.com
Scout Fair Chair	Jon Sivers	Alternate	(619) 987-9096 jonsbsa@yahoo.com
Staff Advisor	Jeff Young	Council Office	(619) 298-6121 x266 jeff.young@scouting.org

Opportunities to Participate



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. The Leader Guide gives many suggestions of booths appropriate to different ages and Scouting levels. In the past, booths have included nail-pounding contests (Cubs), rope making (Scouts), orienteering (Venturing), and law enforcement (Exploring). 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. Those boys and adults participating will receive a Scout Fair Patch.

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 4:00.

No vehicles will be allowed in the fair until 4:00 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 Jeff Young at the Council Service Center. Some booths may require certified people. Please refer to the "Guide to Safe Scouting" for safety guidelines.

Opening Ceremony:

Bring your American and Unit flags for a 'Massing of the Colors' starting at 8:30am near the gate at the entrance of the Scout Fair.

Camp-Out & Breakfast:

Your unit may participate with the 2010 San Diego - Imperial Council Scout Fair Camp-Out on April 16, 2010, at Qualcomm Stadium. This event will provide plenty of fun and fellowship with members of BSA from throughout San Diego - Imperial Council. Campfire program begins at 9:00 PM Friday, April 16. Scouts may camp-out in the old football practice field infield starting on Friday, April 16, at 5:00 PM. There will be a charge of \$10.00 per camper, which will include breakfast, entrance to the Scout Fair on Saturday, and the camp out patch. Campers must register in advance. No walk-ins will be accepted. We are limited to the first 700 registrants. The Leader Guide has a registration form with specific camp-out rules and information, a copy of a tour permit, and a map showing the site. This year all campers must walk into the campsite and clear the camp area by 8:45 AM on Saturday.

San Diego 500 Pinewood Derby:

State-of-the-art computerized racetrack features top place Unit Pinewood Derby winners in a race to determine the Council Championship. For more information fill out appendix "G" or contact Larry or Mary Bosworth (858) 693-0266. This event is an annual highlight for Cub Scout Packs. The San Diego 500 Pinewood Derby race rules/specifications are available in the leader handbook and must be followed so disappointments don't occur. Make sure your application, with your packs best racer, is turned in prior to the April 1 deadline.

How to organize a Scout Fair Booth



Getting Started:

- Units must name a Booth Manager.
- Pick an idea and area of the Scout Fair.
- Fill out the Booth Participation Form and send it to the Council. Booth application must be received at headquarters on or before April 3 for your Unit to be recognized in the Scout Fair Program.
- 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.

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)
- Electricity and water is severely limited. If you need either, please try to bring your own portable generator and WATER.
- Tour Permits are required. Submit your permit no later than April 4 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; there is no area to put pegs in the ground.
- Any Unit that is not able to field a booth may participate by performing service during the day of Scout Fair. Write "Service" on description line of booth application form.
- Placards will control access by private vehicle. Please see Vehicular and Pedestrian Access Regulations on Placard.

Booth Breakdown will not start until 4:00.

No vehicles will be allowed in the fair until 4:00.

Booth Set-up:

We encourage set-up on Friday, April 16, any time between 4:00pm to 9:00pm. On Saturday, April 17 the set-up will be from 6:00am to 8:00am. All vehicles (including trailers) must be removed from the Fair area by 8:00am. If your booth set-up will require additional time you must submit a written request to the Council Booth Chair to make special arrangements, no later than April 4.

Booth Ideas:

Here are some ideas for your booth; you can come up with your own too!!! Everyone is encouraged to wear the Scout uniform. Costumes may be worn in lieu of uniforms, if they fit the theme of your display.



- | | | |
|--|---|--|
| <input type="checkbox"/> Plaster Casting | <input type="checkbox"/> Small Boat Sailing | <input type="checkbox"/> Aviation |
| <input type="checkbox"/> Metalworking | <input type="checkbox"/> High Adventure | <input type="checkbox"/> Kites |
| <input type="checkbox"/> Citizenship | <input type="checkbox"/> Indian Signs | <input type="checkbox"/> Cooking |
| <input type="checkbox"/> Bottom of the Sea | <input type="checkbox"/> Indian Lore/Crafts | <input type="checkbox"/> Skiing |
| <input type="checkbox"/> Rope Making | <input type="checkbox"/> Mountain Men | <input type="checkbox"/> Maps |
| <input type="checkbox"/> Fingerprinting | <input type="checkbox"/> Pirates | <input type="checkbox"/> Pioneering |
| <input type="checkbox"/> Outdoor Games | <input type="checkbox"/> Aviation | <input type="checkbox"/> Law Enforcement |
| <input type="checkbox"/> Pets | <input type="checkbox"/> Orienteering | <input type="checkbox"/> Music |
| <input type="checkbox"/> Snow Shoes | <input type="checkbox"/> Clowns | |
| <input type="checkbox"/> Fit for Today | <input type="checkbox"/> Scout Games | |

Do 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 and professionals in one of the most fun activities in Scouting. 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 3.
- Contact our Council Booth Chair for questions or concerns.
- Contact everyone involved in preparing your exhibit and give assignments.
- Organize meeting regularly to check on their progress.
- Submit your Tour Permit before April 3.
- 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 wandering 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 receive your patches.
- Make sure you have complied with all the instructions given by the Council Booth Chair. Your cooperation is very important.
- Submit your application before April 4 to be recognized in the Scout Fair Program.

2010 San Diego - Imperial Council Scout Fair Camp-Out Friday, April 16, 2010

It is with pleasure that we announce the 2010 San Diego - Imperial Council Scout Fair Camp-Out on April 16, 2010, at Qualcomm Stadium practice football field. This event provides fun and fellowship with members of BSA from throughout San Diego - Imperial Council.

The Camp-Out will take place on the practice field. Included with the \$10.00 per person fee will be a Scout Fair Camp-Out Patch, Scout Fair admission, and a fun campfire program, as well as Breakfast for all campers.

All Scout Fair Camp-Out participants are encouraged to attend the campfire at 9:00 pm. This promises to be a fun and exciting event.



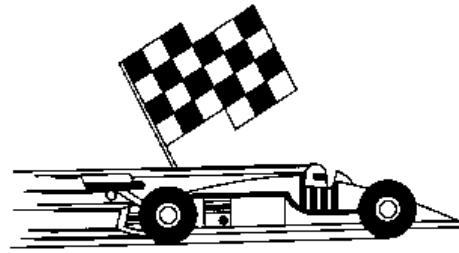
Key Points for the 2010 Scout Fair Camp-Out:

- Camp-Out registration limited to only 700 campers.
- Reservations must be made on-line and paid in full by Monday April 12. No walk-ins allowed.
- Camp-Out will be tent camping only.
- Camping by unit only. No individual reservations will be allowed.
- Campsites will be pre-assigned at a size of 20' x 40' per thirty (30) people.
- Check-in will be from 5:00 pm to 8:30 pm. Late unit arrivals will not be checked in and not allowed to camp. An approved Tour Permit will be required at check-in.
- An approved Tour Permit 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.
- Skits are welcomed and encouraged.
- Due to another scheduled event, the campgrounds must be empty by 8:45AM.

Please complete the Camp-Out Registration on-line on or before April 12, to be included in the 2010 San Diego - Imperial Council Camp-Out.

For more information call Ron Lawrence - koncept@san.rr.com.

San Diego 500 Pinewood



Year 2010 brings the 38th 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, April 17. All registrations must be received by April 1. Avoid disappointments, register early with your Pack winner or enter the name “John Doe” if you haven’t had your race yet. Late registrations may not use a “John Doe” entry name and will race only if time and space permit.

Time Machine track will be running again this year. This competition is open to all Cub Scouts. This single-lane track times your car’s elapsed time and rates it against all others 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:

Width:

Overall width of the car, including wheels, shall not exceed two and $\frac{3}{4}$ inches (2.75”). The body width where the axles attach to the wheels shall not be less than one and $\frac{3}{4}$ inches (1.75”).

Length:

Overall car length may not exceed seven inches (7.00”). The kits often supply wood blanks longer than 7 inches.

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.

Weight:

Total weight of the car shall not exceed five (5.000oz) ounces. (Verified by certified scale).

Wheels:

Only official Boy Scout Grand Prix racing wheels provided in any of the Pinewood Derby Series Kits are allowed. All wheels must be used. Wheels may not be altered (rounded, 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 1.180”. 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.

Lubricants:

Any dry lubricant such as graphite or BSA “Axle lube” is allowed. Oil and other wet lubricants are not permitted.

Axles:

Only metal “nail” type axles provided in BSA Grand Prix Pinewood Derby Kits are allowed. All specifications listed in the kits (as to height of axles for track clearance) must be followed. Axles may be lubricated but the use of wheel bearing, washers or bushings is strictly prohibited. Hubcaps may be used but the head ends of the axles must be available for inspection.

Springs:

The car shall not ride on any type of springs or other suspension. The car must be freewheeling and must not contain any type of auxiliary propulsion or starting device. (No jets, rubber bands, magnets, adhesives, springs, motors, etc.)

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).

No loose materials:

The car may be hollowed out and built up to 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 potential health hazard.

Cars must be built using any of the BSA Grand Prix Pinewood Derby Car Series Kits. Additional metal must be used only for weight addition. Axles must be mounted into wood.

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.

Other Important Information

- There are limited numbers of racing slots available.
- Applications will be accepted in order of receipt at the Scout Service Center.
- “John Doe” may be used if winner not selected by April 1.
- No “John Does” will be accepted after April 1.
- If “John Doe” is listed, please submit the actual name after your race to Larry or Mary Bosworth at (858) 693-0266.
- Applications received after April 1, will be marked late and will participate only if space is available.