



CUB SCOUT
CAR SHOW

January
2008

OPENINGS AND CLOSINGS

A HISTORY OF TRANSPORTATION

Materials: Narrator and 6 boys with a model or picture of the following: Foot, wheel, boat, engine, airplane and rocket.

- (foot) Man learned to get from place to place, running set a faster pace.
- (wheel) Then he invented the wheel to show how much further he could go.
- (boat) The boat helped us carry more. Now we travel from shore to shore.
- (engine) Engines helped us travel far. Almost everyone owns a car.
- (airplane) On airplanes we travel fast. The jet age has arrived at last.
- (rocket) Rockets fired into space, have taken us past the moon's face.

Narrator: Transportation has changed our lives and so have the vehicles used. These vehicles play an important part in our lives, either taking us places or bringing us goods and services. Cub Scouting is also a vehicle. It takes us places by inspiring us to look for new adventure outside our homes. And just as cars and engines need fuel to go, so do we. We need new ideas, new incentives, and new opportunities. Trains, planes, buses and ships need crews to keep them going. We do to. We need our parents and leaders to work together to keep the dens and pack going. I'm glad you are on board. We have a wonderful ride in store for you.

PINEWOOD DERBY OPENING

P—A Pinewood Derby is fun for all. But the whole family must answer the call.

I—I entered the competition to win or lose, or whatever my doom.

N—Neatly I painted my car with dad's expert help, but I ran it myself.

E—Excitement ran all through the night. No matter who won, it will be all right.

W—We would all like to come in first, but if not, our bubble won't burst.

O—On with the races, don't hesitate. This Pinewood Derby didn't wait.

O—Open the gates, down the track, then we reset. For being Cub Scouts, we've done our best.

D—Don't mind tonight, where your car placed; Cub Scouting helps you through all life's race.

PIECE OF WOOD

Equipment: Piece of wood, item carved out of wood

CUBMASTER: (holding up piece of wood) This is a plain piece of wood, but with imagination we can make many things from it. This is also true of a Cub Scout. From the beginning, you learn many skills in Cub Scouting that will make you a better person.

ASSISTANT CM: (holding up item carved out of wood) This is carved out of a plain piece of wood to become something beautiful. We hope to carve a boy into an adult who is a responsible citizen. You help us to this by learning about citizenship, love of country, and love of God as you advance through each rank.

CUBMASTER: Please stand and say the Pledge of Allegiance with me.

PINEWOOD DERBY TIME

D: Dads and sons this month have had some fun.
E: Everyone working to make their pinewood derby car run
R: Races will be held right here tonight
B: Boys and dads hoping they built theirs just right
Y: Yearning to win a race or two
T: Thinking hard about the competitions our car must go through
I: In just a short while the races will begin
M: May all the best cars win
E: Everybody please rise. Let us say the pledge to the American flag.

SPORTSMANSHIP OPENING

Cubmaster: At the beginning of the Indianapolis 500 or other car races the announcer says,
“Gentlemen, start your engines.” Tonight we will have our pinewood derby. I will ask 13
boys to come forward to help me give you a reminder.

S – Smile, even if you hurt inside
P – Pardon those parents who may show poor manners
O – Ooze with enthusiasm for your car and fellow den members
R – Respect the feelings of other Cub Scouts
T – Try your best and (next letter) be
S – Satisfied with yourself
M – Master the art of self-control
A – Anger has no place in our meeting
N – Notice that only one can win
S – Success in “doing your best” will be present for every Cub Scout
H – Hush those words of bragging
I – Insert your “Congratulations” to the winner
P – Play the derby game for FUN

Cubmaster: Let us remember the word Sportsmanship throughout our pinewood derby tonight.

RACE STEWARD'S CHEER

Equipment: Solid green flag and black-and-white checkered flag

CUB #1: In racing this green flag means go.

CUB #2: And this checkered flag means that the races for today are over. We'd like to lead you
in a cheer for all the racers tonight.

CUB #1: Are you ready?... Get set... Cheer! (Wave the green flag for 5 seconds while everyone
cheers; then CUB #2 waves the checkered flag for everyone to stop. Do this a few times and then
wave the checkered flag a final time to indicate that the meeting is over.)

CM's FINAL WORDS: Good night, everyone.

TRAVEL CLOSING

Props: Draw appropriate pictures or use models or photographs of the items mentioned.

- (Train engine) When engineering a project keep on the right track. This way you never will be caught slack.
- (Covered wagon) The covered wagon served folks well in its day. But don't get in a rut, you won't get far that way.
- (Automobile) If spinning your wheels causes a terrible rumble, you may not be moving - just sitting there grumbling.
- (Train) Just like the cars in a train, we're joined together as one. We do our best to help the Pack go while having Cub Scout fun.

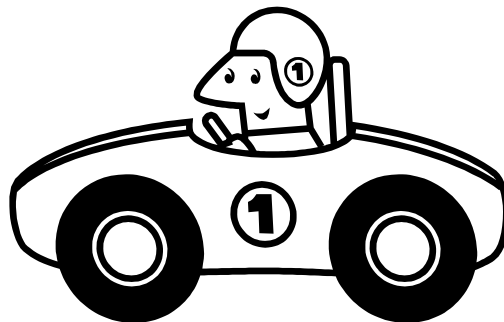
All together: And when it's time to part and each take a separate trail, we'll do our best for God and country. In that we will not fail.

TIRE CLOSING

(Hold up a tire advertisement) Cub Scouts, tire manufacturers are constantly working to make a better tire -- one that can with stand the pounding and abuse that high-speed driving demands. In other words, a tire that 'can take it.' Like the tire, you and I are put to the test every day. When things are going along smoothly, it is not hard to get along. The real test is how well we do when the going gets rough – when things don't turn out the way we want them to. At times like these, the Cub Scout Promise can help you carry on with the right attitude and do your share without grumbling or griping. It will help you meet the test. Can you take it?

WE ARE WINNERS: CLOSING THOUGHT

Cubmaster: At the conclusion of our pinewood derby tonight, I would like to say that we were all winners here tonight. Dad has more respect for his son whether he was a humble winner or a graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. Each boy gained a better knowledge of competition; how to win; how to lose; how to be happy for a friend who is taking home the trophy he himself wanted so badly. The leaders in the pride they felt, knowing each of their boys had done his best. Building the car helped bring father and son closer together and cheering for our den members helped bring the den closer together. No, there are only winners here tonight, Thank you all for helping to make the pack go and Cub Scouts go. Good night and Congratulations to all us winners!



ADVANCEMENT CEREMONIES

RACE TRACK ADVANCEMENT

Equipment: Race track board with cutouts of racing car, red trophy pennant, and green, yellow, white and checkered flags, flashlight, badges pinned on small cutouts (racing car for, Bobcats, green flag for Tigers, red trophy pennant for Wolves, yellow flag for Bears, white flag for Webelos, and Activity Pins, and checkered flag for the Arrow of Light.

Setting: Room is darkened. Den chief stands with flashlight behind the cutouts. At the appropriate time, he illuminates cutouts. Cubmaster or other narrator, using flashlight, reads script.

In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in their Cub Scout rank. The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers on our Cub Scout Advancement track. (Den chief holds flashlight behind the racing car cutout. Cubmaster gives awards to parents who give it to their son.)

The green flag symbolizes those drivers who have qualified for a Tiger position on our advancement track. The green flag represents the start of the race and these boys certainly have gotten a good start in the race. (Den chief illuminates green flag cutout with flashlight. Cubmaster reads names of Cub Scouts.) Just as pit mechanics help drivers refuel and change parts, so your parents have helped you. Will the parents come forward to share your honor? (Parents present badges)

The red trophy pennant indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following Cub Scouts please come forward to receive their Wolf Badges (or Arrow Points) and red trophy pennants. (Den chief illuminates red trophy pennant. Cubmaster reads names of boys.) Will the parents come forward to share your honor? (Parents present badges)

The yellow flag suggests caution - as the driver races the course he needs to be careful to complete all the turns as he speeds along. Our Bear Dens have been cautious by completing all their achievements and making sure they have Done their Best every time. Will all the boys who have earned the Bear Badge (or Arrow Points) and yellow pennants come forward (Den chief illuminates yellow trophy pennant. Cubmaster reads names of boys.) Will the parents come forward to share your honor? (Parents present badges)

The white flag tells us that the driver has but one lap to go to reach the checkered flag – the end of the race. He has learned to manage the turns, jams and upsets. Will the following Cub Scouts come forward to receive their Webelos Badges and Activity pins? (Den chief illuminates the white flag as Cubmaster calls names.)

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to the bigger races --- the Indianapolis 500 which is Boy Scouting! Will the following boys come forward to receive the highest track record – the Arrow of Light. This is the only badge in Cub Scouting that may be worn on your Scout uniform. May I congratulate you on earning this award and encourage you to wear it with pride at all times. (Den chief illuminates checkered flag.) Boys, your parents have helped you to do your best and since they traveled this track to the Arrow of Light with you, we would like them to come forward now and present the Badge to you. (Parents present the Arrow of Light.)

Congratulations to all our winners tonight both on and off the track.

CUB SCOUT CAR SHOW ADVANCEMENT/RECOGNITION CEREMONY

Preparation: Have racing flags strung where the ceremony will be held. Awards can be placed in an auto mechanics tool box for effect. Awards may also be attached to small black and white checkered flags. Cubmaster might be dressed as an auto mechanic or a race car driver.

Cubmaster: As you know, in many things we do in life there is a finish line. Sometimes you have to finish your chores or your homework or memorize a song on your guitar. But every day you are working to finish something. And no matter what it is, you are expected to do your best. We've been talking about cars this month. We know that one of the things people do with cars is race them - make them go fast and faster and drive them across the finish line. Race car drivers hope that their car will get to the finish line first. They want to be one of the people in the Winner's Circle getting recognized for a successful race. Every month in Cub Scouts you drive yourself to reach a finish line. Maybe you finish a requirement for your rank advancement. Or you might finish working on a project for an Academic Pin. Is it a race? Well, maybe for you it is. You are racing with yourself. You are working to get yourself closer to a rank or a pin or you might be driving yourself to be more helpful or friendly than you were the day before. Tonight we will invite Cub Scouts into the Pack #___ Winners' Circle for reaching the finish line this month for some of their requirements, badges, belt loops, pins or awards.

The first group to enter our Winners' Circle will be those Cub Scouts who are just starting out but have reached the finish line for their first Cub Scout Badge – the Bobcat Badge. Will the following boys and their parents please come forward? This month you showed that you know the Cub Scout Promise, The Law of the Pack, the Cub Scout handshake and motto and you completed the requirements for Bobcat. Welcome to our Winners' Circle! We ask your parents to give you your first Cub Scout badge and your Bobcat pin. Congratulations for reaching this finish line. I know you are ready for many more.

Now, ready to enter our Winner's Circle are members of Den #_____ who have successfully reached the finish line by completing the requirements for (belt loops, pins, Immediate Recognition Totem, Tiger rank, etc). Will the following boys and their parent partners please come forward? You have learned new skills this month and finished some requirements toward your Tiger rank. Welcome to our Winners' Circle. You are learning what it means to "Do Your Best" and every day you are getting better and better at obeying The Law of The Pack. Congratulations! Now, will your parent please present you with your awards?

Den #_____ has crossed the finish line in fine form. Will the following boys please come forward with their parents? These Cub Scouts are like shiny race cars waiting at the starting line to drive toward the rank of Wolf. This month they have finished (belt loop, pin, award, Wolf Rank, whatever applies.) They know how to keep their engines in tip top shape and how to stay on the track. Welcome to our Winners' Circle. Congratulations! Your parents will now present you with your awards.

The next den to enter our Winners' Circle is Den #_____. Will the following boys please come forward with their parents? Cub Scouts, welcome to our Winners' Circle. You have reached the finish line for many requirements toward your Bear rank this month. Like well-maintained race cars you have done your best to get the most mileage out of each activity you do. This month you have finished (belt loops, pins, Bear rank, awards, etc.) Parents, please present your Cub Scouts with their awards. Congratulations, Scouts, and continue to Do Your Best.

This next den is one that has driven themselves to the finish line many times over their career in Cub Scouts. They are driving toward their Webelos rank and they have been recognized for their accomplishments before. Will the following boys and their parents please come forward? Welcome to our Winners' Circle. It's good to see you here again. Like veteran drivers you know what it takes to reach the finish. You do it every month as you work on your Activity Badges. There is no nonsense for you – you are well-oiled machines ready to drive the track toward your Webelos Badge (or Arrow of Light.) Congratulations, Cub Scouts. Parent's please present your Scouts with their awards.

Pack #____ has had a very successful month driving on the Cub Scout track. Many of you have been successful in reaching your own finish line. If you remember to do your best to live by the Cub Scout Promise you will always be on the right track.

PINEWOOD DERBY ADVANCEMENT

Equipment: Pinewood Derby Track, Badges of Rank or decals of them and awards to be given to the boys.

Set Up: Put decals or actual badges on stiff cardboard and attach to eight-inch-long sticks.

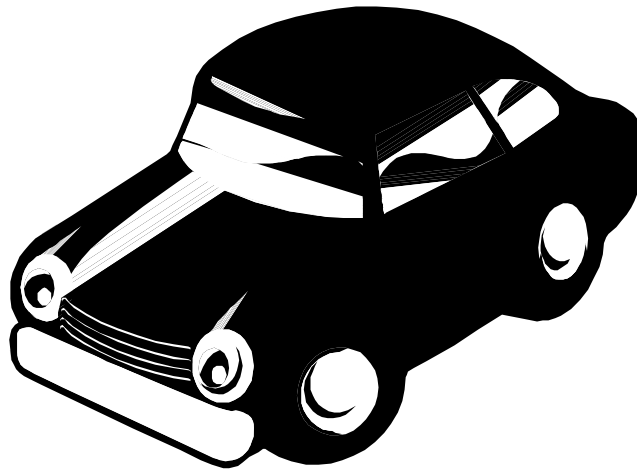
Tape these on the track or on the side rails of the derby track in ascending order, Bobcat near the bottom, then Tiger, Wolf, Bear, Webelos, and Arrow of Light. If you have a boy graduate into a Scout Troop, have a Scout Badge at the top. At appropriate place on the track tape the badges and arrow points to be presented. (Fix everything ahead of time so there won't be a boring time after the derby and before the awards.)

Cubmaster: We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill don't they? Well, you can go up hill on this track too. It is a little harder, but it is worth the climb from Bobcat to Tiger to Wolf to Bear to Webelos and to Arrow of Light. Some of our Cub Scouts who have made the climb as far as tiger please come forward with you parents? (When boys and parents have assembled remove their awards from the track and have the parents pin badges on.)

Do the same for the Wolf and Bear badges and the arrow points.

Have Webelos Den Leader take over for the Webelos badge and Activity badges

Cubmaster resumes if you are graduating a boy into the troop.



SKITS

FLAT TIRE SKIT

This is a pantomime that can be done with a minimum of talking.

PERSONNEL: 4 Cubs for tires, 1 Cub for trunk, 1 Cub for driver (could also make engine noises), 1 Cub for engine (Optional.)

EQUIPMENT: 1 chair for the driver

Place four Cubs an equal distance apart to represent the four tires of an automobile. Place one Cub in the center of the two "rear tires". He represents the trunk. It is optional to place a Cub between the two "front tires" to represent the engine. All Cubs should be on their hands and knees. The driver opens the door and sits in the drivers seat. He turns to start the engine. The engine starts (engine noise). This is shortly followed by a hiss as one of the tires (Cubs) flattens from the hands and knees position. The driver gets out of the car, closing the door and goes back to the trunk. He lifts the trunk (lift Cub by belt) and takes out an air pump. He goes to the flat tire and pumps up the tire (Cub raises back to hands and knees slowly). The driver returns to his seat and starts the car. At this time, another tire goes flat. The driver follows the same procedure as before. This continues until all four tires have gone flat and have been pumped up.

Variations can be made on this. For example, at the end the driver could start on his merry way and then all four tires could go flat. Or, perhaps the trunk could run away after one of the flats.

COURTESY AT THE WHEEL

Motorist #1: When I'm driving my car I try to keep one thing in mind-courtesy. Well ... it's hard not to think about other things like Playstation, baseball, weekends ...I can be rude but always courteous at the wheel!... Yes, sir, courtesy pays off.

Motorist #2: I agree, I remember the time when two of us came to an intersection at the same time. I waited, he waited, I waited, he waited ... it was midnight before either of us courteous drivers got home!

Motorist #3: If there's one thing I can't stand it's a speeder. I am a self-appointed speeder stopper. The other day I saw a man rushing past me doing ninety. "What are you doing going ninety?" I courteously screamed at him. "What are you doing on the railroad tracks he screamed back.

Motorist #4: Of course, Sunday drivers are the worst. Last Sunday one joker piled into the rear of my car. I courteously said to him, "Look what you did to my car, you Sunday driver, you!" "My mistake," he admitted, "I usually do this on Thursday."

Motorist #5: One morning last month I came across a motorist who was stalled in the middle of the road. "Can I give you a push?" I courteously inquired. "Just down to the nearest gas station," he replied. Three days later we got out of the desert, and reached town.

Motorist #6: Of course, courtesy should be combined with humor whenever you meet a police cop. I got stopped last night and he snarled, "You were doing eighty, ran five red signals, knocked down three light poles! What does that add up to?" Quick as a flash I said, "eighty-eight ... My quick wit must have pleased him. He even helped me load all the tickets he gave me into the trunk of my car.

ALL: Yes sir, courtesy sure pays off. So remember, whatever you do when on the road, do it courteously!

PINEWOOD SKIT

Each Cub has the tool described and their Pinewood Car. Each should keep the tool behind his back until it is his turn to speak.

Cub #1: This is the knife I used (holds up knife) to carve and carve until my car was just the right shape.

Cub #2: This is the coping saw I used to shape my car. I got the lines just the way I wanted them.

Cub #3: This is the sand paper I used. I wanted my car to be so smooth that no resistance would slow it down.

Cub #4: This is the awl I used to make the hole right here in the middle to put in the driver. I think he really adds a lot of style, don't you?

Cub #5: This is the hammer. I was ever so careful as I gently tapped these wheels in place. I got them just right, too, you just watch it sail down that track.

Cub #6: This is the paint brush I used to achieve this terrific paint job on my car. It will look like a beautiful, colorful streak as it flies down the track.

Cub #7: This is my Dad. And he's the best tool I had. He helped me use the other tools and taught be how to do it right. And our car is bound to win some races tonight.

TRUCK DRIVER AND THE BIKERS

The scene is Joe's Truck Stop and this lone truck driver has just ordered a hearty meal, when in walk four members of the "Gut Stompers Motorcycle Gang." They sit down on both sides of the Trucker, and grab the plates as the waiter puts them in front of him and says, "Let's see. You have the steak, well done ... the french fries ... the coffee.. .and the apple pie with ice cream. " They carry on obnoxiously. But the Trucker gets up without a word, pays for the meal and leaves. "Boy, what a chicken," says one biker. "Yeah, what a coward," says another. And so on... till the waiter chimes in, "Not much of a truck driver either, he just ran over your four motorcycles as he pulled out of the parking lot." They all run out after him.

PINEWOOD DERBY CHECK IN

Set Up: Cub Scouts are bringing in their derby cars for their Pack meeting.

Cub #1: (to Cub #2) "Hey! That's a nifty car! Did you make it?"

Cub #2: (to Cub #1) "Nah! My dad did! Did you make yours?"

Cub #1: (to Cub #2) "No Way! My granddad did mine! (Cub #3 enters)Wow! Look at that one! Hey! Who made yours?"

Cub #3: (to Cubs 1&2) "Oh, Hi! Like it? My mom made mine!"

Cub #2: (Cub #5 enters) "Look at that funny one coming in! I wonder who made his, his Great-Great-Grandpa?" (Cub #4 enters)

Cub #3: (to Cub #4) "Who made your car?"

Cub #4: (to all Cubs) "I did! My dad & mom said I needed to learn to follow instructions and his was a way for me to learn!"

All Cubs: "Oh! Wow! Your car is the best!"

SONGS

PINEWOOD DERBY SONG (Tune: Camptown Races)

Cub Scouts all join in the song,
Do-da, do-dah!
Pine car track is mighty long,
Oh, do-day-day

CHORUS:

Going to run so fast,
Going to get ahead,
Bet my money on a blue pine car,
Somebody bet on the red.

Black cars, blue cars, green, and gray,
Do-da, do-da!
Running on the track today,
Oh, do-da-day!

CHORUS

Pine cars do have lots of class,
Do-da, Do-dah!
Even though they don't use gas,
Oh, do-da-day!

CHORUS

They're the pride of all the Dens,
Do-da, do-da!
Built by Cub Scouts and their friends,
Oh, do-da-day!

CHORUS

BUILDING A DERBY CAR SONG (Tune: "I've Been Working on the Railroad")

We've been building pinewood derby
Cars to race tonight
We've been sawing, sanding, painting,
To get our cars just right.
Down the track we're going to race them,
Hoping we will win.
If we don't we'll come back next year,
And try our best again.

A RACING WE WILL GO (Tune: “The Farmer in the Dell”)

A racing we will go,
A racing we will go,
Hi ho the Derby-o,
A racing we will go.
 My car sure is fast,
 My car sure is fast,
 Hi ho the Derby-o,
 My car sure is fast.
 I hope I win the race,
 I hope I win the race,
 Hi ho the Derby-o,
 I hope I win the race.
 It’s fun for everyone,
 It’s fun for everyone,
 Hi ho the Derby-o,
 It’s fun for everyone.

PINEWOOD DERBY SONG (Tune: “My Bonnie Lies Over the Ocean”)

My car is hung up on the race track,
The darn thing won’t move up or move down.
If only I’d followed the instructions,
I’d have the best race car in town.
Bring back, bring back,
Oh bring back my pinewood to me again,
Bring back, bring back,
The race, ‘cause next time I will win!

RACE YOUR CAR (Tune: “Row, Row, Row Your Boat”)

Race, race, race your car,
Swiftly down the track,
If we don’t place first this year,
Next year we’ll be back.

HUMPTY DUMPTY... IN A CAR (Follow “Humpty Dumpty” cadence)

Humpty Dumpty got in his car.
Humpty Dumpty didn't go far.
Highway patrolmen & medical men
Couldn't put Humpty together again.

Don't be a humpty when in a car.
Buckle up snugly, right where you are.
Don't become scrambled like old Humpty D.
Cub Scouts aren't omelets, but people, you see.

GAMES

CAR & DRIVER

Boys work in pairs. One partner is the driver and stands directly behind the other with his hands on his partner's shoulders.

- They walk through a course that has been set up previously. Use tape on the floor or signs to indicate making a turn, stopping for signals, taking a detour, etc.
 - Begin with eyes open, but the "driver" can only direct his "car" by using his hands on the shoulders.
 - After doing the course with eyes open, try it with the "car" having a blindfold or closed eyes, directed only by the "driver's" voice.
 - To make it even more challenging, have the vehicles cross over each other's paths!
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AUTO TRIP MUSICAL CHAIRS

Players are seated in a circle and each one is given the name of a part of a car (tires, gas tank, hood, steering wheel, tires, brakes.) One player begins as the storyteller, including various parts as he tells the story of the "trip." "We went down the road till a Tire went flat c" As a car part is mentioned, the player with that part gets up and runs around his chair, then sits back down. (It helps the storyteller to have the car parts listed on the wall) The story continues, with the storyteller sometimes yelling "Blowout!" Then everyone, including the storyteller must leave their seat, race around the circle and find a different seat. Meanwhile, the den leader pulls one chair out of the circle. Whichever player is left without a seat becomes the new storyteller.

GRAND PRIX RACE

Equipment:

- 2 foot x2-foot piece of cardboard for each team;
- Cones and other objects

Preparation:

- Set up cones and objects to create a track.
- Divide boys into teams of two.
- Each team is given a car (2 x 2 piece of cardboard).

The Race:

- One Cub Scout from each team sits on the cardboard and scoots around a predetermined race track using his feet and hands.
 - When he completes the course, the second boy on the team takes his turn.
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BOX MOBILE DERBY

This is a fun game where Tiger Cubs in their Box Cars "drive" from pit stop to pit stop trying to accomplish each task. Use your imagination to come up with pit stop ideas!

Some Pit Stop Ideas:

- Staying in Your Lane: Tiger Cubs walk the edge of a wooden board or a taped line on the floor. If a boy strays out of his lane, he has to return to the start and try again.
 - Backing Into a Parking Space: Tape a balloon to the wall and have Tiger Cubs back into it until it pops.
 - Washing the Windshield: Have a damp washcloth hanging from a string. Tiger Cubs mush wash the windshield (their faces) with using their hands.
 - Singing with the Radio: Tiger Cubs stop and sing any song as if they were singing with the radio.
 - Gassing Up the Car: Have a small (8-oz. or less) glass of water for each boy to drink as he comes through this pit stop.
 - Changing Tires: Have Tiger Cubs take off their old tires (shoes) and put on new (adult sized) tires before racing down a path and back. Then they put their original tires back on.
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RED LIGHT, GREEN LIGHT

Materials: STOP and GO signs and rope for finish line (Signs are easily made by writing the word on construction paper; tape a pencil to the back for stability.)

- Boys line up on one side of the yard; den chief stands at the finish line on the other side.
 - When the den chief holds up the GO sign, the boys may move toward the finish line.
 - When the Den Chief raises the STOP sign, Cub Scouts must stop in their tracks.
 - If they don't stop, they must go back to the start position.
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BROKEN DOWN CAR RELAY

Divide the boys into two or more teams of eight boys.

Line them up single file at a starting point. You can make up other problems and actions for the boys to do.

- The first player one each team represents a flat tire. He hops to the goal and back.
 - The second player is a broken radiator. He makes a hissing sound as he runs to the goal and back.
 - The third player has water in his tank. He walks forward three steps and backward two steps until he has covered the course.
 - The fourth player has a rundown battery, so the **5th Player** pushes him.
 - The sixth player lost his wheel. He moves on two hands and one foot.
 - The seventh player can only move in reverse; so he runs backward.
 - And the eighth player is in good shape. He runs fast!
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MAP RELATED GAMES

For all the map related travel games, if you wish to use the map more than once, then cover the maps with transparent plastic shelf paper and use dry erase or water based markers. Many of these games can be also played at home or in a den meeting as well in the car or other mode of transportation.

1. Looking at a road map, find all the names that have a color in them, start with A, have the name of an animal, etc.
 2. Each person has a map. The adult/leader writes down the names of six cities that are on the maps. Each person tries to find the cities first and draws a circle around them.
 3. Choose two cities that are far as far apart as you can find from each other on the map. Try drawing as many routes as possible between the two towns. Check to see which is the shortest and which is the longest.
 4. Provide maps for every two people. One player chooses a place on the map. He tells the other people that he sees a lake, city, etc., beginning with the first letter of the location. The other player has two minutes to find that location. The other player places his finger on the map and the first person tells him whether he is hot or cold.
 5. Kim's Game for maps. Using a particular region on a map, have the players study it for one minute. Then have them try to list all the items, states, capitals, cities, lakes, rivers, etc. that are located in that region.
 6. Each player is given a copy of the same state or regional map. He is given three trips to take, each with a pair of cities as a starting and ending point. He must calculate the distance covered for each trip, add the distances together and come up with a grand total for the three trips. The mileage charts are then consulted and the correct figures are added together for the total. The player with closest total is the winner.
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SILENT TRAVEL GAMES

Some of these games can also be played at den or pack meetings as well as while traveling.

1. Write down all the sounds you hear in a five minute period while another person keeps time. Compare the list with another person.
 2. The driver tells the participants when to start. The participants then raise their hand when they think that a mile has gone by. The driver will tell them who was the closest.
 3. Choose someone to be the leader. He will do silent actions such as rub his head or pat his stomach. Copy all the leader's actions except when a car is passing. If the player is caught copying an action while a car is passing, that person is out. the last person out is the next leader.
 4. Ask the driver to measure three miles. Choose a leader that will do silent thing that will make you laugh. Try not to laugh or make a sound for three miles. Choose a new leader.
 5. Pretend there is a travel trunk in the back seat. Choose some piece of clothing from it and describe the piece of clothing in mime(pantomime.. Players can either call out or write down the answers.
-

CRAFTS

PINEWOOD DERBY NECKERCHIEF SLIDES

Materials Needed

- Plaster neckerchief slide in the shape of a car (see below on how to make it)
- Craft paint in a variety of colors
- Paintbrushes
- Clear gloss

Instructions

1. Be the slide on your finger like a ring.
 2. Use the craft paints to paint your own design on the plaster car. Let dry.
 3. Cover the car in clear gloss and let dry.
 4. Be sure to coat the back so that plaster doesn't come off on your uniform.
-

PLASTER NECKERCHIEF SLIDE

If you look in the candy making section of your favorite craft store, you will see that there is a wide variety of possibilities for neckerchief slides. You can make these into napkin rings as well.

Materials Needed

- Plaster of Paris
- Container to mix it in (like an old margarine container)
- Plastic spoon
- Warm water
- Plastic candy mold (according to theme)
- ½" piece of 1 inch diameter PVC pipe—one for each opening in the mold

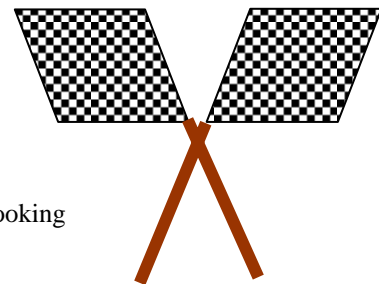
Instructions

1. Make sure your mold sits level. If doesn't, use wadded up aluminum foil to prop it into place.
 2. Make a small amount of plaster of Paris according to the manufacturer's directions.
 3. Use the spoon to carefully fill each opening most of the way full.
 4. Tap the mold gently to remove air bubbles.
 5. Before the plaster sets, push a PVC ring until the plaster completely covers the edge of the ring.
 6. Let dry for a couple of hours before popping them out. Allow them to dry a couple of days before painting.
-

CHECKERED FLAG NECKERCHIEF SLIDE

Materials Needed

- Glue
- 2 toothpicks
- ½" piece of 1 inch diameter PVC pipe
- Graph paper and black markers *or* black and white checked scrap booking paper



Instructions

1. Cut two 1 inch by 1 ½ inch rectangles of graph paper.
 2. Color every other square black to create a checkered pattern.
 3. Glue paper on toothpicks.
 4. Cross the sticks and glue onto the ring.
-

PINEWOOD DERBY MOULDING NECKERCHIEF SLIDE

Materials Needed

- 2 to 2 ½ inch wide wood moulding (look at the home repair store for one with an interesting profile that looks like a race car)
- ½ inch diameter dowel rod
- ½" piece of 1 inch diameter PVC pipe
- Saw
- Sandpaper
- Paint
- Paintbrush
- Hot glue

Before the meeting

1. Cut the moulding into ½ inch sections. This is the body of your car.
2. Cut the dowel rod into ¼ inch discs. These are your wheels.
3. Hot glue the wheels to the body.
4. Hot glue the ring to the back.

Instructions

1. Lightly sand the wheels and car body.
 2. Paint the car and wheels. Let dry.
-

BOXMOBILES

Materials Needed

- Large box that a Cub Scout can fit into
- Duct tape
- Construction paper (a variety of colors)
- 5 paper plates
- Markers and/or crayons
- Scissors
- Glue
- knife

Instructions

1. Have an adult help with cutting off the ends of a large box.
 2. Cut a piece of duct tape long enough to go from the front of the box over the Cub Scout's shoulder and down to the back of the box. Cut a second piece that is four inches shorter and stick it to the back of the first piece. Leave two inches of sticky on both ends. Use this stickiness to attach the strap to the box. Reinforce the attachment with a short piece of duct that is perpendicular to the first one.
 3. Repeat for the second shoulder.
 4. Color 4 of the paper plates black. Glue them on the side of the box as wheels.
 5. Use one of the paper plates to make a steering wheel.
 6. Use the construction paper to add to your car. Don't forget to make door handles, headlights and license plates.
 7. When everyone is done, have Boxmobile races or play "Green Light, Red Light".
-

TUBE RACER

Materials Needed

- Toilet paper tube
- Construction paper
- Scissors
- Hole puncher
- Aluminum foil
- Brass brads
- Black craft foam or cardboard
- Glue

Instructions

1. Cover the toilet paper tube in construction paper.
 2. Punch holes in the sides of the tube for the four wheels.
 3. Cut a small flap (three sides of a rectangle) in the top of the tube to form the cockpit of your car. Fold the flap into the tube. Punch a hole for the steering wheel.
 4. Cut out 4 circles (about the size of the end of the toilet paper tube) of black craft foam for wheels.
 5. Cut out 4 smaller circles of aluminum foil to serve as hubcaps. Glue to wheels.
 6. Punch holes through the wheels and use the brass brads to attach to the body of your car.
 7. Cut out a circle the size of a quarter for the steering wheel. Cover in foil. Attach to the body of the car.
 8. Use construction paper to add other details to your car.
-

SPOOL RACERS

Materials Needed

- Empty spools of thread
- Rubber bands
- toothpick
- Eraser

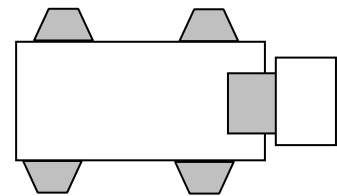
Instructions

1. Put the rubber band through the center of the spool.
 2. Loop one end around an eraser.
 3. Put a toothpick through the loop on the other side.
 4. Wind up the racer by turning the toothpick.
-

CANDY CARS

Materials Needed

- 1 large package of gum
- Royal Icing (see page 28)
- 4 round candies (like Rollo caramels or Reese's' miniature peanut butter cups)
- 2 mini chocolate bars (like a bag of Hershey's' Miniatures)



Instructions

1. Use Royal Icing to glue one of the mini chocolate bars (yellow in the drawing) off the back of the pack of gum (green in the drawing).
 2. Glue the second chocolate bar (red in the drawing) on top of the other chocolate and perpendicular to it. This is the spoiler on your car.
 3. Glue the 4 round candies on as wheels.
-

CRAZY RACING ROLLER

Materials Needed

- Construction paper
- Glue stick
- Scissors
- Small marble
- Pattern piece
- A couple of books and a piece of cardboard to make an inclined plane

Instructions

1. Trace design on colored paper and cut it out (Fig. 1).
2. Fold flaps A and B toward the center strip.
3. To form the sides, place flaps A together and glue.
4. Insert the marble between the sides; then paste ends C and D together to form a bean shaped roller with the marble on the inside (Fig. 2).
5. To operate the racer, release it on an inclined flat surface and it will roll down end over end with an erratic motion.

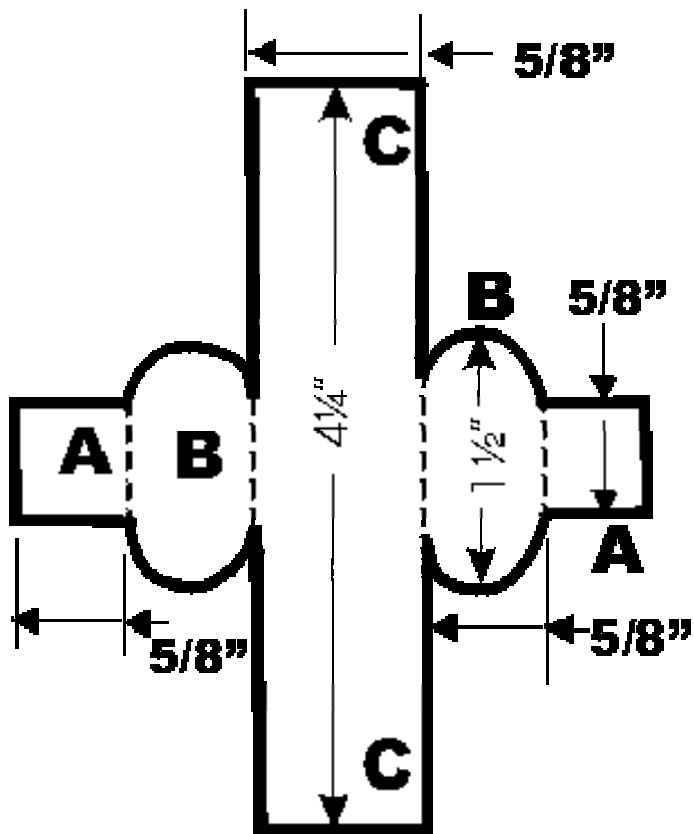


Fig. 1

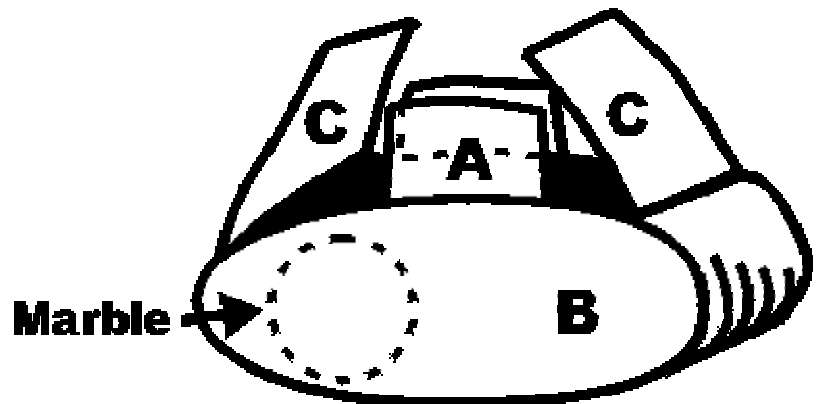


Fig. 2 January 2008

FITNESS ACTIVITY BADGE

SHUTTLE RUN

Area and Equipment - You'll need two blocks of wood, 2 inches by 2 inches by 4 inches and a stop watch. Mark two parallel lines on the ground 30 feet apart. Then put the blocks of wood behind one of these lines. The other is the start line.

1. The timer simultaneously says "Go" and starts the stopwatch.
 2. The Scout runs from the starting line to the blocks, which have been placed just behind the second line. He picks up one of the blocks, runs back with it to the starting line, and places the block behind the line. The block must be placed, not thrown, on the ground.
 3. Then the Scout runs back to the other one, picks up the other block, and carries it back across the starting line.
 4. As the Scout crosses the starting line with the second block, the timer should stop the stopwatch. The child's time should be calculated to the nearest tenth of a second.
 5. The child should then be given a chance to do the event again. The better of the two times will become his time for the shuttle run.
-

TEST YOUR HEARTBEAT

Did you know that you can't actually hear a heartbeat? The heartbeat itself is just a contraction of muscle and is perfectly quiet. What you can hear is the sound of heart valves snapping shut.

Here's how to test your heartbeat: Press the first two fingers of one hand over the radial artery in the opposite wrist. The radial artery is located under the depression just below the base of your wrist. Sit very quietly and move your fingers until you can feel the pulse of your blood. Using a watch or clock with a second hand, count the number of beats in 10 seconds. Multiply by 6. Now you know the number of beats per minute. Run, exercise, or jump rope for 10 minutes. Take your pulse again to see how much faster your heart is pumping.

MAGIC CIRCLE

Preparation: At least three people, roughly the same size

Can you and all your friends all sit down without touching the ground and without using a single chair? Everybody stands in a circle facing the same way with his or her hands on the next person's waist. Now, everybody bends their knees until they are sitting on the knees of the person behind them. Lead your entire pack in this activity at the next pack meeting. What is the largest Magic Circle you can make? All the workers at a Japanese car factory formed the world's largest Magic Circle of 10,323 people!

HOW MUCH DO YOU KNOW ABOUT DRUGS?

Pick the most appropriate response.

1. Drugs are chemical substances that cause

A. Growth of vital organs.	C. Elevations in temperature.
B. Changes in the human body.	D. Decreases in blood pressure.

2. Almost all drugs work by altering the _____ of cell activities

A. Number
B. Shape
C. Size
D. Speed

3. Which of the following is not a source of naturally occurring drugs?

A. Animals	C. Minerals
B. Laboratories	D. Plants

4. In the United States, what government agency must approve every new drug before it can be sold?

A. American Medical Association (AMA)	C. Federal Bureau of Investigation (FBI)
B. Federal Trade Commission (FTC)	D. Food and Drug Administration (FDA)

5. Drugs that can be sold lawfully with out a prescription are called

A. Hallucinogenic drugs	C. Over-the-counter drugs
B. Illegal drugs.	D. Prescription drugs.

6. Match each group of drugs with the primary effect these drugs have on the human body by writing the correct number on each line.

A. Analgesics	(1) Slow down the activity of the central nervous system.
B. Anesthetics	(2) Speed up the activity of the central nervous system
C. Barbiturates	(3) Make a patient feel relaxed and fall asleep more easily.
D. Depressants	(4) Relieve pain without deadening other senses
E. stimulants	(5) Produce loss of feeling and sometimes loss of consciousness.

7. Which drug is found in chocolate, coffee, cola drinks, and tee?

A. Alcohol	C. Cocaine
B. Caffeine	D. Nicotine

8. Which drug is a factor in at least half of all fatal traffic accidents?

A. Alcohol	C. Caffeine
B. Amphetamines	D. Nicotine

Answer Key

- | | | |
|------|------|------|
| 1. B | 5. C | 6d 1 |
| 2. D | 6a 4 | 6e 2 |
| 3. B | 6b 5 | 7. b |
| 4. D | 6c 3 | 8 a |
-

SCIENTIST ACTIVITY BADGE

LEMON JUICE

You'll need a lemon, short piece of copper wire, steel paper clip

Straighten the paper clip and poke one end through the rind into the lemon. Poke the copper wire into the lemon too, near the paper clip but not touching. Hold the ends of the wire and the clip close together and touch them to your tongue. Do you feel a tingle?

The lemon juice provides a path for the exchange of electrons between the two wires. Your wet tongue completes the circuit for the flow of electrons and current flows across your tongue. You feel the current as a tiny tingle.

PAPER PLATE PUZZLE

Cut a one-quarter slice out of paper plate and set the plate on a table. Roll a marble around the plate's rim. What direction will the marble go when it gets to the cut edge? Will it continue to curve inward, go straight ahead or curve outward?

The action of the marble follows Newton's first law of motion: a body in motion will continue in a straight line unless a force is applied to it to move it out of the straight line. When you give the marble a push, it would roll in a straight line, but the curved edge of the paper plate supplies the force to push it into a circular path. As soon as the push is removed, the marble rolls in a straight line.

AIR POWER POP-UP

You'll need an empty, narrow cardboard tea box (Celestial Seasonings), a balloon, pencil, bathroom tissue tube, art supplies, tape, and scissors.

Tape the original opening of the tea box shut. Make a new "top" in one narrow end of the box by cutting along three sides. Use a pencil to poke a hole in the front of the box near the bottom. Have kids blow up their balloons a few times to stretch them, then insert the balloon into the box with the open end through the hole. Set the cardboard tube inside the box and close the top. Blow into the balloon through the open end and the cardboard tube pops up. Decorate the tube and box in a creative way.

MAKE YOUR OWN REFRIGERATOR

Use an unglazed flowerpot, a bowl of water, an unopened bottle of pop and a stone.

Soak the clay pot in water. Fill the bowl almost full of water and put the drink bottle in the water. Put the clay pot upside down over the bottle and place the stone over the hole in the clay pot.

As water evaporates from the clay pot, it takes heat away, so the object underneath will become cool. The clay pot will soak up water as it dries out, so your refrigerator will last longer.

BERNOULLI'S PRINCIPLE

Experiment 1:

Materials: Ping-pong ball, adhesive tape, foot of string, water faucet

Fix the ball to the end of the string and turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

Why: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you feel the resistance of the water as you draw the ball upward, the air pressure is still stronger.

Experiment 2:

Materials: candle, candlestick, bottle with round corner, bottle with square corners

Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Repeat the process with the square bottle. The candle will remain lit.

Why: With the round bottle, the air current flows around the bottle and puts the flame out. With the square bottle, the air currents are dispersed.

CORRECTED VISION

Find a few friends (and/or adults) who wear glasses. Hold them out at arm's length and look at the view. Look at the shape of the lenses too. Try several pairs. Be careful not to hurt the glasses. People who wear glasses need them to see with. Respect that. If you wear glasses, keep yours on when you view a pair of glasses.

Nearsighted: These lenses will make the view look smaller. When people are *nearsighted*, they *can see near*. They cannot clearly see things that are far away. Their eyeballs may be too long.

Farsighted: These lenses will make the view look bigger or even upside down. When people are *farsighted*, they *can see far*. They cannot clearly see things that are close up. One cause of it is eyeballs that are too short.

Astigmatism: These lenses will change the shape of the view, stretching it out and maybe twisting it. People with *astigmatism* have a *cornea that is out of shape*. The weird stretched-out lenses fix it.

CONDIMENT DIVER

First, find the best condiment packet (ketchup, soy sauce, etc. from fast food restaurants) to serve as your Cartesian diver. The best packets are those that just barely float in a glass of water. Fill an empty, clear plastic bottle to the top with water. Shove your unopened condiment packet into the bottle and replace the cap. Now, squeeze the bottle to make the diver sink and release it to make it rise.

Why does this work?

Many sauces are more dense than water, but it is the air bubbles at the top of the sauce packet that determines whether the packet will sink or swim. Squeezing the bottle causes those air bubbles to shrink. These smaller bubbles are less buoyant and the packet sinks.

PASCHAL'S LAW

Experiment 1:

Materials: Coke bottle, balloon, ¼ cup vinegar, ¼ cup baking soda

Place baking soda in the coke bottle. Pour vinegar into the balloon. Fit the top of the balloon over the top of the bottle without spilling out the vinegar. Now flip the balloon so the vinegar does go into the bottle. The gas formed will inflate the balloon.

Why: Baking soda mixed with vinegar produces carbon dioxide, which pushes equally in all directions.

Experiment 2:

Materials: Medicine dropper, tall jar filled with water, sheet of rubber (cut from a balloon), rubberband

Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test to see if the dropper will float. If it starts to sink, eject a few drops until it floats with the top of the bulb almost submerged. Cap the jar with the rubber on top and the rubberband around the jar neck, holding it in place. Now, push the rubber cover down and watch the medicine dropper sink. Release the rubber and the dropper rises again.

Why: The downward pressure on the rubber forces water into the medicine dropper, compressing the air about it, producing the effects of sinking, suspension and floating, according to the degree of pressure applied.

Experiment 3:

Materials: Rubber balloon, several straight pins, plastic tape

Inflate the balloon and affix little squares of tape to it. Stick each pin through the center of the tape pieces. Now pull them out. The balloon doesn't burst either time!

Why: The adhesive substance on the tape acts like a self-sealing tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from the balloon, automatically sealing the tiny pinholes.
