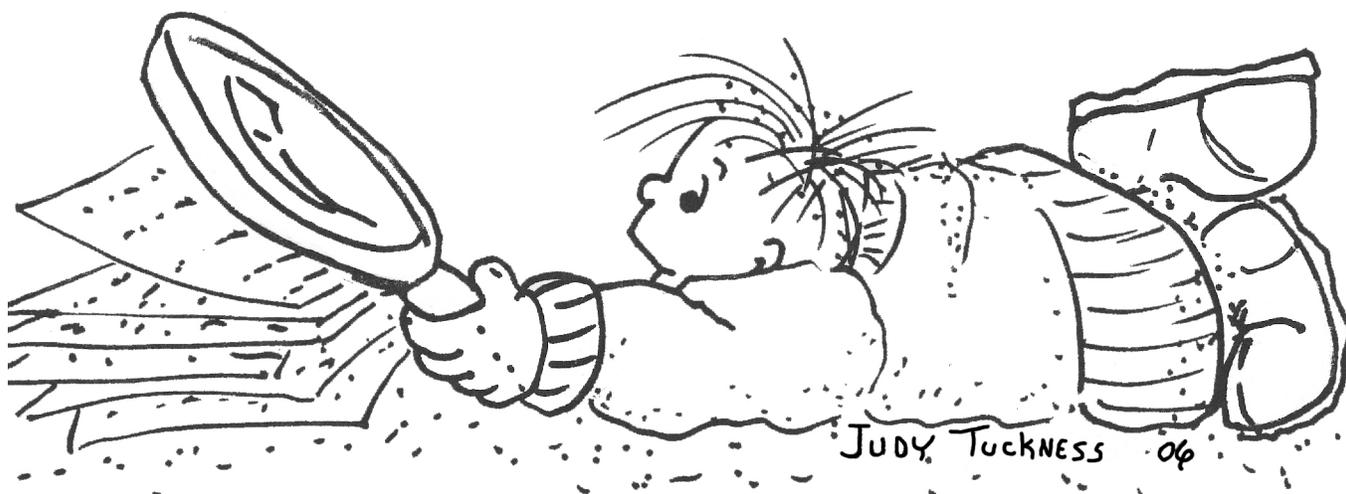


ADDITIONAL USEFUL INFORMATION



ADDITIONAL USEFUL INFORMATION

How To Paddle Your Own Canoe

- ❖ Always plan your den meeting in advance.
- ❖ Never discipline when angry.
- ❖ Do not create impossible goals for your Cub Scouts.
- ❖ Teach boys self-respect for others.
- ❖ Insist on attention while speaking – use the Cub Scout Sign.
- ❖ Praise in public; criticize in private.
- ❖ Keep den meeting going at a fast pace.
- ❖ Give boys responsibility and expect them to meet it.
- ❖ Get everyone in uniform.
- ❖ Be fair and consistent.
- ❖ Always mean what you say.
- ❖ Get to know each boy.
- ❖ Be firm in a friendly manner.

ADDITIONAL PACK CEREMONIES

First Meeting of the Year

- 1st CS: Another year is starting.
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.
- 2nd CS: Pack ____ is a group of Cub Scouts.
It helps us grow up strong.
And teaches us to do what's right
And fight against what's wrong.
- 3rd CS: It shows us how much we can do,
If we work as a team.
Then we'll have fun and jobs won't be
As hard as they first seem.
- 4th CS: We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.
- 5th CS: And we'll be shown in many ways
That each man is our brother,
And we will see the joy there is
In helping one another.
- 6th CS: We'll learn to be good citizens
And, hopefully, we'll see –
That laws are made for all the men
So each man can be free.



All: To do this, Pack _____ needs
Good leaders – this is true –
That means we need the help of all
Of you – and You – and YOU!

All: And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star Spangled Banner."

New Family Induction

Materials: 2 blue and 2 gold candles, 4 Sign cards spelling out the word CUBS, membership certificate.

Cubmaster invites the new Cub Scouts and their parents forward.

Cubmaster: Friends, we welcome you to our ceremony for our new Cub Scout families. Before you burn four candles, 2 blue and 2 gold – let's explain their significance. The four letters you see spell CUBS, but each letter by itself stands for something special.

1st voice: C – the C stands for courtesy. A Cub Scout is courteous to others, his friends, his teachers, his family. He is courteous in all that he does.

2nd voice: U – the U stands for unity. When a boy joins the pack, his parents join also. He does not work alone, but with other boys. He learns to get along with others.

3rd voice: B – the B stands for bravery. The Cub Scout is courageous enough to stand up for things he thinks are right – honesty, equality, fair play – thereby making this world a better place in which to live.

4th voice: S – the S stands for service. A boy not only does service to himself while he is a Cub Scout, but he also serves others. He strives to spread goodwill in every way he can.

Cubmaster: Parents we welcome you to into our Pack because Cub Scouting is for the entire family. As parents you have certain responsibilities in the Cub Scout program. We expect that you will attend the monthly Pack meeting and work with your son on his achievements. When called upon we will expect you to assist – along with the rest of the parents – in various leadership capacities. Will you accept this responsibility?

(Give each new Cub Scout a hand shake using the Cub Scout handshake and welcome parents.)

Arrow of Light

Tonight we are recognizing _____ Webelos Scouts from our pack who have earned the Arrow of Light Award – the highest honor in Cub Scouts.

We all know that the Cub Scout advancement plan follows the life story of Akela, an Indian brave of the mythical Webelos tribe. As we follow the Cub Scout trail, we follow in the footsteps of Akela and, like Akela, learn many things, so that someday we, too, may become brave Scouts. The first thing that Akela had to learn was the law of his tribe. It is the same in Cub Scouts. In order to become a Bobcat, our boys must learn the Law of the Pack.

Bobcat _____, will you light the candle representing the rank of Bobcat?

While at Bobcat age, Akela learned that his family was very important to him and that they were there to encourage and support him. Much the same as Akela, our Cub Scout learned about family.

Tiger Cub _____, will you light the candle representing the rank of Tiger Cubs?



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When Akela was of Tiger Cub age, he was taken on short trips into the forest by his father. Here, among the great trees and streams, he became acquainted with the ways of food. Much the same as Akela, our Cub Scout worked and learned and received.

Wolf Cub Scout _____, will you light the candle representing the rank of Wolf?

Later Akela learned from the big, kindly bear the secret names of trees and from other friends he calls the birds and the language of the ear. Just as Akela learned new things that required a little more skill, so, too, do our Cub Scouts earn the Bear badge.

Bear Cub Scout _____, will you light the candle representing the rank of Bear.

From his father, Arrow of Light, Akela learned the speech and calls of the test of his tribe. He was admitted into the lower ranks of the young braves. Thus, he became a Webelos Scout.

Webelos Scout _____, will you light the candle representing the rank of Webelos?

Here we should stop and think of the inner meaning of the word Webelos. It means "We'll Be Loyal Scouts" -- to our country, our home and God. Now, as we look back down our Cub Scout trail, we see how bright the pathway is - - bright because you Cub Scouts have helped to make it so. You light the pathway through Cub Scouting by doing you best, helping others and giving goodwill.

Will our Assistant Cubmaster please select those boys worthy of receiving the Arrow of Light, and bring them and their parents forward.

Webelos Scouts the emblem you before you represents the Arrow of Light Award. You have completed the five ranks of Cub Scouting – Bobcat, Tiger Cub, Wolf, Bear and Webelos. There are seven rays in the Arrow of Light. As they are lighted, you will hear how they stand for the seven great virtues of life.

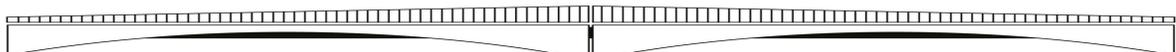
1. WISDOM – Wisdom does not necessarily mean superior knowledge. It means putting to the right use of knowledge that one possess.
2. COURAGE – Courage is not the equality that enables men to meet danger without fear; it is being able to meet danger in spite of one's fear.
3. SELF-CONTROL – Self-control isn't limited to the control of one's temper but control of one's self in all things.
4. JUSTICE – Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.
5. FAITH – Faith is the conviction that something unproved by physical evidence is true.
6. HOPE – Hope means to expect with confidence. Always hope for better things to come.
7. LOVE – There are many kinds of love; love for family, love of home; love of fellow men; love of God and love of country. All of these loves are necessary for a full life.

You Webelos Scout have fulfilled all requirements for the Arrow of Light award. Place before you are the burning candles which represent the ranks of Cub Scouting. May it always be said of you, as a brave of the Webelos Tribe, that you have reached the top of any ladder of achievement set before you. May you ever be successful. It is an honor for me to recognize you Webelos Scouts and to present you with these arrows. May this arrow remind you of the good times we have had together in Pack _____. (Present arrows)

How to Make the Arrow for Above Ceremony

The following instructions are for the preparation and painting of the "arrow" for the Arrow of Light ceremony.

Preparation: Several parents working together to decorate the arrow which is symbolic of each boy's achievement in Cub Scouts.



TOGETHER IN SCOUTING – HEART OF AMERICA COUNCIL

Instructions: Select a wooden arrow with a length of approximately 23 inches. Remove the finish and any other materials with the use of a paint and varnish remover. Be sure to keep the remover away from the feathers because it may eat away at the glue holding them in place. Allow the arrow to dry before continuing. Check layout first as some adjustments will probably be necessary. Start from the feathered end. Suggestion – use masking tape when laying out the area to be painted for neat lines,

1. Measure one inch from position of the feathers, paint a 1” light blue band around the arrow shaft symbolizing the Bobcat rank.
2. Skip ½” and paint a 1” orange band around the shaft to symbolize the Tiger Cub rank.
3. Skip ½” and paint a 1” red band around the shaft to symbolize the Wolf rank.
4. Skip ½” and paint ½” bands gold for gold arrow and silver for silver arrows under the Wolf rank.
5. Skip ½” and paint a 1” of aqua band around the shaft to symbolize the Bear Cub rank.
6. Skip ½” and paint ½” bands gold for gold arrow and silver for silver arrows under the Bear rank.
7. Now skip ½” and paint a 1 ½” of dark blue around the shaft. This symbolizes the Webelos badge.
8. Skip ½” and paint ½” bands in a gray color for every activity badge earned in the Webelos program.
9. After the last activity badge, skip 1” and paint a 2” yellow band around the shaft. This strip shall symbolize the “Arrow of Light” badge.
10. Cover the bare wood areas of the shaft with a thin coat of varnish. Let dry.

Den Chief Induction

Equipment: Den Chief Shoulder Cord

Cubmaster: Tonight, we have among us a young man who was selected to join the leaders of our pack. (Call Boy Scout forward.)

For (# of) years, (name) had enjoyed the fun of being a Cub Scout in Pack _____. When he became a Boy Scout he continued to have fun and learn exciting things. He has earned the Scout rank of First Class and his Scoutmaster has decided that he is wise enough to be called “Akela” to be Cub Scouts in our Pack.

(Name), in accepting this responsibility of Den Chief, do you promise to help the Cub Scouts in your den and the pack to the best of your ability?

(Den Chief answers – YES)

Den Leader: This is your symbol of office. (Show shoulder cord.) You can see that it has the Cub Scout colors, blue for truth and loyalty and gold for cheer and happiness. In accepting these, do you promise to help my Cub Scouts with their advancements and to lead them by setting a good example?

(Den Chief answers – YES)

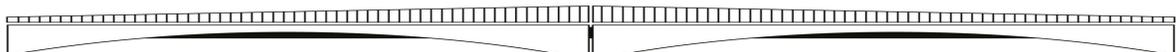
Cubmaster: We would like to welcome you to our Pack. Stand and give this young man a round of applause.

Leader Induction Ceremony

(Cubmaster ask all leaders to come forward, calling each one by name and giving pack position. Ask each one to give Cub Scout Sign and repeat the following phrases.

I as a leader of pack ____ promise to work in harmony with other members of the committee at all times for the benefit of the youth members.

I realize that I have the opportunity to influence the lives of young people in the Scouting program by my example as a leader.



I pledge to spend as much of my time as I can to learn how to be the best qualified leader that I can be.

I promise to support the rules and regulations of the pack committee, and will work hard to provide the boys of Pack ____ with an exciting and worthwhile program.

I accept my leadership role as a serious and important responsibility. I promise I will always do my best.

(Cubmaster says I have a poem I want to read and ask each of you to accept this poem and its words as a further indication of your willingness to “Do Your Best.” Give each leader a copy of this poem after you have read it out loud.)

It's Up To You

God gave you this day to do just what you would,
You can throw it away; or do some good.

You can make someone happy; or make someone sad.
What have you done with the day that you had?

God gave it to you just as you would,
You can do what is wrong; or do what is good.

You can hand out a smile; or just give 'em a frown,
You can lift someone up; or just put them down.

What did you do with your beautiful day?
God gave it to you; did you throw it away?

Inducting a Cubmaster

You have accepted a major role on behalf of this chartered organization by assuming leadership of these boys who will enjoy the Cub Scout program. You have accepted the responsibility to conduct the pack program according to the policies of the Boy Scouts of America, to know about and use the literature of the program. You also assume the responsibility to see that the pack program, leaders and Cubs reflect positively the interests and objectives of the chartered organization and Boy Scouts of America.

You will work with the pack committee on program ideas and selection and recruiting adult leaders.

You will help organize Webelos dens and encourage graduation into Scout troops.

You will also maintain good relationships with parents.

Will you accept these responsibilities? (I will.)

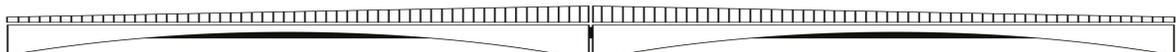
I would now like to present you with some tools to help you in your new job as Cubmaster of Pack ____.

I present you with “RESPONSIBILITY” for great will be your responsibility as the new Akela of this pack.

I present you with “KNOWLEDGE” for knowledge of the best procedures of Cub Scouting will help you guide your leaders to with you for the success of the pack.

I present you with “HARD WORK” for that is one of the foremost qualities of success.

I present you with “ENTHUSIASM” for nothing great was ever accomplished without enthusiasm.



I present you with ‘GRATIFICATION’ for that will be the reward of your efforts.

I present you with “OPPORTUNITY” for few things will bring you a chance to work with and lean to know the fine families of our community as will your new job as Cubmaster.

It is my pleasure on behalf of _____ Council, and _____ District, Boy Scouts of America to welcome you as the new Cubmaster and Akela of Pack _____.

(Print words on 3 x 5 cards and present – or make up cards on computer. Could also present an item for each word – i.e. Responsibility – Indian head dress or gavel; Knowledge – book, owl, dictionary, light bulb; Hard Work – towel, bottle of aspirin; Enthusiasm – party toy, bottle of bubbles, ribbon; Gratification – chocolate, coffee certificate; Admiration – big Thank You; Opportunity – Cubmaster badge .)

Closing Thought

One song can spark a memory
One flower can waken dreams
One tree can start a forest
One bird can start a friendship
One handclasp can lift a soul
One star can guide a ship at sea
One speech can set a goal
One vote can change a nation
One sunbeam can light a room
One candle can erase the darkness
One laugh can chase the gloom
One step must start each journey
One word must start each prayer
One hope can raise the spirits
One prayer can show you care
One can make a difference, you can!

Cubmaster Minute

A school psychologist was giving an intelligence test to a group of 8-year olds. He took a map of the world from a NATIONAL GEOGRAPHIC magazine, tore it into tiny pieces and handed the fragments to one of the boys.

The lad pondered the picture intently for a few minutes, then quickly assembled the map without a flaw.

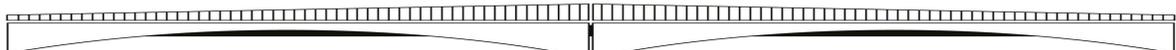
“Wonderful!” exclaimed the psychologist. “How did you do it so fast and so well?” he inquired of the smiling 8-year old.

“Well,” replied the boy, “There was a picture of a man on the other side. If you get the man straightened out, the world will come out all right.”

DEN CEREMONIES

Advancement ceremonies happen in Pack meetings, so den ceremonies must be simple and different. Your den achievement chart can be marked with great ceremony and a special marker. The proper emblem can be hung by the boy on the Den Doodle.

The Living Circle: Based on an Indian custom, the living circle may be used alone or as a part of another ceremony. It reminds the Cub Scout of the fine friendships he is making in Cub Scouting.



Form the Living Circle by standing with your Den Leader and den in a close circle, facing inward. Ask everyone to turn slightly to the right in the circle and extend his left hand into the center, palm downward and left thumb pointing to the right. Have each boy grasp the extended thumb of the person on his left, thus making a living circle. Each person should hold his right hand high above his head in the Cub Scout Sign. Now repeat the promise, motto, or Law of the Pack.

Flashlight Ceremony: One of the boys shines a flashlight on the flat, while the others stand in formation, salute the flag and repeat the Pledge of Allegiance.

Law of the Pack: Form the boys in the Brotherhood circle. (The boys circle with arms around each other's shoulders.) The denner leads the den in the Law of the Pack

Den Chief: What is the Cub Scout Motto?

Boys: Do Your Best!

Den Chief: Will you do your best?

Boys: We'll do our best!

Welcome New Cub Scout: have the boys form a circle with the new boy standing on the Den Leader's right. The Den Leader lights a candle and gives to the new Cub Scout after saying, "_____, this candle represents the Spirit of Cub Scouting and is a symbol of the friendship and fellowship of our Den. We want to share it with you and welcome you to Den ____." New Cub Scout takes candle and says, "I'll do my best." Pass candle to next Cub Scout on right who says, "I'll do my best" before passing the candle on. When it gets back to the Den Leader the candle is put out.

Welcoming a New Member: This is one occasion in which the boys may prefer to have a permanent ceremony. One was of doing this is to reserve a song for the occasion. Here is one you could use:

We're Glad to See You Here

(tune: Farmer in the Dell)

We're glad to see you here,
It gives us joy and cheer,
Sure, it's true, we say to you,
We're glad to see you here.

Denner Installation: Select a denner by drawing straws, alphabetically, or by whatever arrangement is customary in your den. If you have both Wolves and Beard you may want the Bears to go first. Install the denner and his assistant immediately. The Den Leader or Den Chief leads the new denner to a table with a large candle.

Den Chief: _____ has been selected to Denner of den _____. It is your job to call roll, bring refreshments, and help clean up after meetings this month. (Adjust to fit duties and time period of den.) Will you accept this responsibility?

Denner: I will do my best.

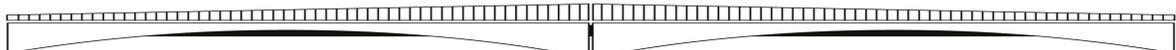
Den Chief: I will light this candle to symbolize the on-going spirit of Scouting. Cubs, let us join together in saying the Cub Scout Promise to show our support for Cub Scouting and our new Denner.

Denner Ceremony: Elect denner in your usual manner, when elected use the following ceremony which should be read by the Den Leader or Den Chief.

Cub Scout _____ has been elected to represent Den ____ as we walk together through the doorway to adventure. We ask his help as each adventure begins and ends. It will be his duty to open the doorway of each meeting and to be sure the evidence of our adventure has been cleared away as the meetings close.

Cub Scout _____, do you accept this responsibility?

(Cub Scout answers) I do.



Then we present you with this cord as your key to open the doorway for our next (number of meetings he will be denner) adventures.

Instant Recognition - Pass the Bead: Everyone stands in a circle, the Cub Scout receiving the instant recognition bead stands to the left of the Den Leader.

The Den Leader gives the bead to the Cub Scout on her right who passes it along to the boy standing on his right. Pass the bead from boy to boy until the recipient is holding the bead.

Den Leader: What do you have in your hand, _____?

Cub Scout: A yellow Wolf (or red Bear) achievement bead.

Den Leader: Why are you getting the bead?

Cub Scout: (Explains the three achievements he has completed.)

Everyone: Hip, Hip, Hooray _____.

Birthday Ceremonies Early in the year, have boys answer roll call with their birth dates Use the following ideas to celebrate during the opening ceremony.

Sing "Happy Birthday"

Present a card signed by the den.

Have each boy light a candle and wish him happy birthday.

Light candles on a birthday cake and let him give a wish.

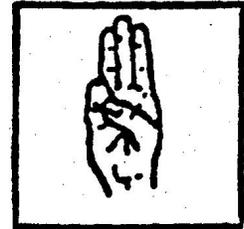
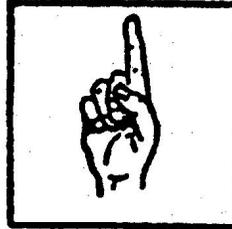
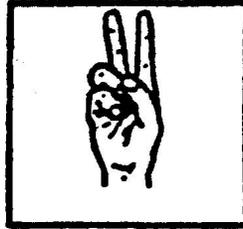
Give him his next rank book.

TEACHING YOUR BOBCAT

The Sign

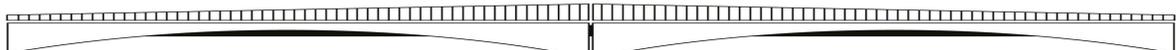
The Cub Scout sign is made with your right hand held high above your shoulder, straight elbow, with the first two fingers forming a "V". This is the sign of Cub Scouts all over the world. The two extended fingers stand for two parts of the Cub Scout Promise...."to help other people" and "to obey the Law of the Pack".

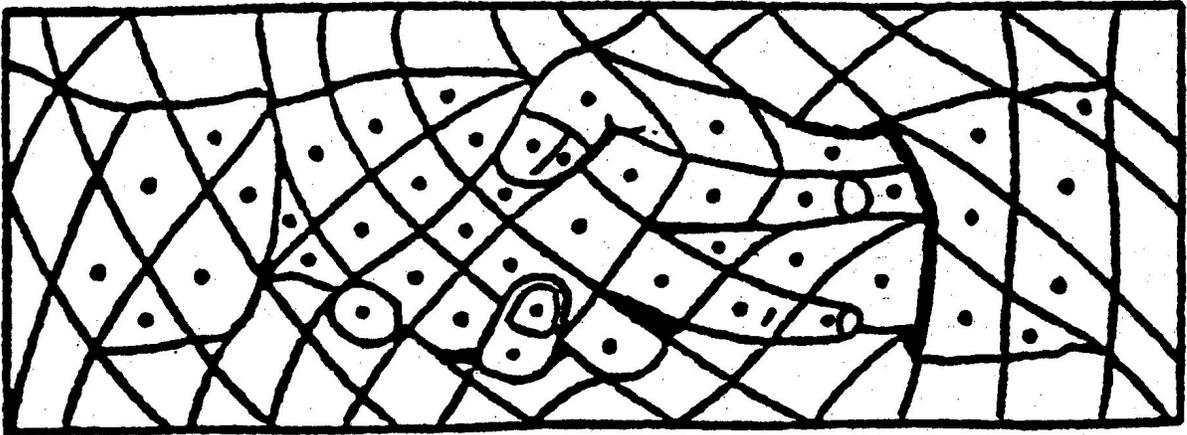
Color the box that shows the correct sign:



The Handshake

To shake hands as Cub Scouts do, hold your right hand just as you usually would shake hands but place your first fingers along the inside of the other fellow's wrist. These two fingers of the handclasp mean to "help other people" and to "obey the Law of the Pack".





Can you find the handclasp? With a pencil lightly shade the spaces containing dots.

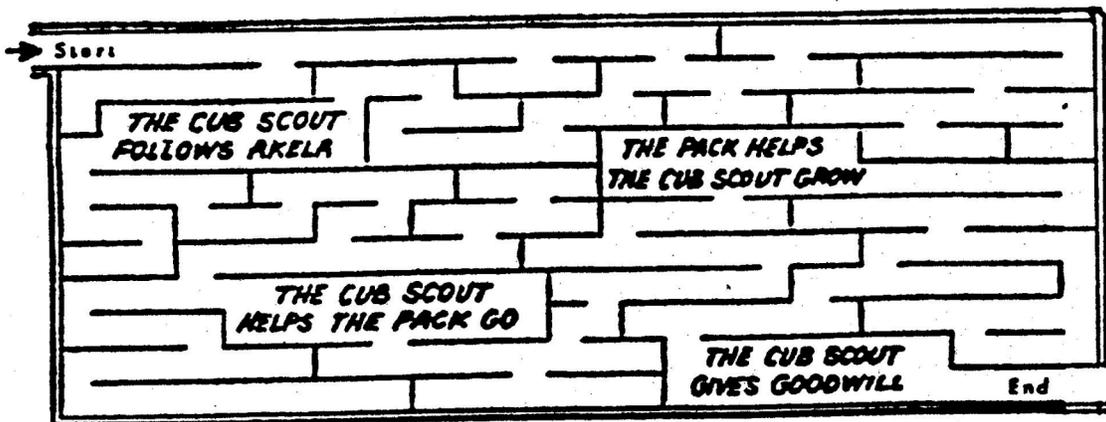
The Motto



Hold this page in front of a mirror to find out what the motto is.

Remember that another boy may do something better than you do it, but if you are doing your best you shouldn't be ashamed. Don't be satisfied with anything but your best. Try to better your own record and make your best better and better.

The Law of the Pack



Use a pencil to find the path through the four parts of the law of the pack. Can you do it without a wrong turn?



Pack Newsletter

Ideally all of the pack's parents will attend every pack meeting and keep abreast of what's going on and what's planned. In real life, that's not likely to be the case.

So a pack newsletter, issued about once a month, is a good channel to keep parents informed about the pack's activities and plans. Also, Cub Scouts who have advanced in rank or done a special Good Turn can be recognized by having their names in the newsletter.

A pack newsletter does not have to be an elaborate, printed production. It may be nothing more than a photocopied single sheet. Every issue should include short articles covering coming events and the names of boys who have advanced.

Each den might contribute an article (short, perhaps 50 words) about its activities for the month. A different den member may be assigned to write it each month.

Assign a pack committee member other parent as editor, another as typist and a third as production person. The newsletter may be mailed home or distributed to parents at the pack meeting. It is not recommended that boys be asked to carry the newsletter home because likely to be lost, misplaced, or forgotten.

Cub Scout and Webelos Scout Program Helps 1993-94

100 Youth

For every 100 youth involved in Scouting....

12 will have their first contact with a church.

5 will earn their religious emblem.

1 will enter the clergy.

1 will use Scout skills to save a life.

1 will use Scout skills to save his own life.

2 will become Eagle Scouts.

8 will enter professions first learned through merit badges.

17 will become Scouting volunteers and pass their skills, inspiration and leadership to countless youth.

18 will develop hobbies that will give them lifelong interest.

Our Flag

Why it's folded the way it is,
and what each fold represents.

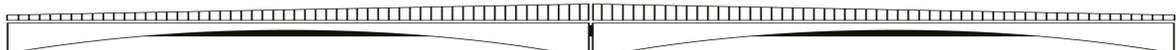
The 1st fold is a symbol of life.

The 2nd fold is a symbol of our belief in the eternal life.

The 3rd fold is made in honor and remembrance of the veteran departing our ranks who gave a portion of life for the defense of our country to attain peace throughout the world.

The 4th fold represents our weaker nature, for as American citizens trusting in God, it is to Him we turn in times of peace as well as in times of war for His divine guidance.

The 5th fold is a tribute to our country.



TOGETHER IN SCOUTING – HEART OF AMERICA COUNCIL

The 6th fold is for where our hearts lie. It is with our heart that we pledge allegiance to the flag of the United States of America, and to the republic for which it stands, one nation, under God, indivisible, with liberty and justice for all.

The 7th fold is a tribute to our Armed Forces, for it is through the Armed Forces that we protect our country and our flag against all her enemies.

The 8th fold is a tribute to the one who entered into the valley of the shadow of death, that we might see the light of day, and to honor mother, for whom it flies on Mother's Day.

The 9th fold is a tribute to womanhood; for it has been through their faith, love, loyalty and devotion that the character of the men and women who have made this country great have been molded.

The 10th fold is a tribute to father, for he too, has given his sons and daughters for the defense of our country since they were first born.

The 11th fold in the eyes of a Hebrew citizen, represents the lower portion of the seal of King David and King Solomon, and glorifies, in their eyes, the God of Abraham, Isaac, and Jacob.

The 12th fold in the eyes of a Christian citizen, represents an emblem of eternity.

When the flag is completely folded, the stars are uppermost, reminding us of our national motto, "In God We Trust".

After the flag is completely folded and tucked in, it takes on the appearance of a cocked hat, ever reminding us of the soldiers who served under General George Washington and the sailors and marines who served under Captain John Paul Jones who were followed by their comrades and shipmates in the Armed Forces of the United States, preserving for us the rights, privileges, and freedoms we enjoy today.

DERBIES AND RACES

If you are looking for plans for a Pinewood Derby track, or a Space Derby track and launchers, or a Raingutter Regatta track, or plans for a Cubmobile, you won't find them here. That information is well covered in the official Cub Scout Leader How-To Book available from the Scout Shop or the on-line catalog through your Council's Web site.

In addition, this section is not a "how to make your Pinewood Derby cars go faster" section, as there are numerous sources of that information available for those who want to look for it. Besides, the goal of the Pinewood Derby and all the other derbies mentioned here is not to beat all the other competitors, but for the Cub Scout and his parent or guardian to work together and have fun in the process. Remember the Cub Scout motto: Do Your Best!

There is a list of various web sites included here. Their inclusion is not an endorsement by the Boy Scouts of America, the Heart of America Council, or the writer of this section. The Boy Scouts make no claim for the accuracy of the information or the legitimacy of any businesses. Web sites do occasionally change their URL, and we are not responsible for any broken links you may come across. As a leader, you should also remember the Boy Scouts of American policies and recommendations for Internet usage by youth.

There are many types of derbies. You all know the Kentucky Derby held every spring. There is the famous restaurant, the Brown Derby, which doesn't look like a derby any more. And there are derby hats.



The Cub Scouts hold the Pinewood Derby every year, and many Packs hold a Space Derby, or a Raingutter Regatta, or both each year too. But there are also Kite Derbies, Fishing Derbies, Glider Derbies, the Cubmobile Derby and the thrilling Cub-anapolis races. This section of the book will cover all these and more.

The first thing though, is answering the question, “what do these things have in common?” Besides being fun and exciting activities for your Cubs, they also provide entertainment and an opportunity for parents to work with their Cubs in a fun, but constructive way.

All these derbies also have the following things in common:

- **GATHERING TIME** – They all have a gathering time, that period when all the participants and spectators come together. The gathering time is when registration of all participants takes place. Your derby committee is in charge of the registration activity. While registration is going on, have other activities ready to keep the spectators busy. You can have displays in place to look at. You can have games for people to play as they wait for the contests to begin. Include banners and signs, as well as pictures. This is also when judging for appearance should take place.
- **OPENING CEREMONY** – They all start with an opening ceremony. You can make this as elaborate as you wish. The opening ceremonies for the Indianapolis 500 race last for 3 hours, with marching bands, songs, balloon launches, Air Force fly-overs, prayers, and parades. Your opening ceremony should not last this long, but it should offer all the pomp and circumstance appropriate for your event. Be sure to include some type of flag ceremony.
- **THE CONTEST** – Whether a single race, a series of races, a rodeo type contest, or an all day contest, the reason for the derby is the contest. Everyone should understand the rules before registration, but go over them again at the start of the contests.
- **RECOGNITION AND AWARDS** – When the contests are over, everyone wants to know who won. Hold the recognition and awards portion of the derby at the completion of the contests. Be sure to recognize those people who have helped put on your derby. Unlike the Kentucky Derby, your helpers won’t get a paycheck at the end of the day. Make sure that everyone knows how much you appreciated his or her help.
- **CLOSING CEREMONY** – Finally, finish the event with a closing ceremony. This should be brief, but significant. It should be more than “thanks for coming, see you next year”. It could include a Cubmaster’s Minute, or other closing thought. It can be part of the Recognition and Awards, but make sure that it isn’t lost among the awards.

Now to put on a derby, or any special event, takes planning. Some of the planning takes place at the Annual Pack Planning Meeting. This establishes the calendar date, and should immediately lead to the location. The remaining planning is the responsibility of the **DERBY COMMITTEE**. The Derby Committee is made up of adult volunteers other than your regular Den Leaders. This is an ideal opportunity to recruit those parents always on the sidelines. Because the special event is not a yearlong event, the participation of the volunteer is not yearlong. Give the committee the authority to establish the rules without your micromanaging them, give them a budget to work with, and give them a by-date calendar for them to report to you with their progress, and then turn them loose.

The Derby Committee should establish **WHEN** the derby will be held. The date may have been already set, but it may have been only the month. The time of day should also be set by the committee.

The Derby Committee should establish **WHERE** the derby will be held. They should have the authority to reserve whatever space is needed, as long as it is within the budget.

The Derby Committee should establish **WHO** can compete. Will this be a boys only contest, a boy / parent team, or is it a contest open to all? Will there be age brackets within the contest? Will there be separate adult groupings?

The Derby Committee should then establish the **RULES** for the contest. What type of contests will be held? Are there any entry requirements? Size, shape, weight, colors, home-made or store-bought? What will the prizes be, and what will determine the winners? Who will be the officials, including judges, starter, and announcer? Ask your Chartered Organization for assistance in these positions. A good idea is to have **ALL** the rules printed out and distributed to the participants well before the actual derby day. A sample set of rules for a Pinewood Derby are



included at the end of this section. You will need to modify them to fit your derby type and your particular situation.

Derby Specific Information

PINEWOOD DERBY

The most popular derby is the Pinewood Derby. The when and the where are easy to set. Most packs have the Pinewood in January and usually at their regular pack meeting site. Many packs have the Pinewood on a Saturday or Sunday, because of the time it takes to run all the heats. Others have the derby as part of a regular Pack meeting.

The WHO becomes a little more interesting. Almost all Packs break the racing down into groups by either Den, or Rank. This keeps the competition a little fairer. The big question is always, do we include the Tigers as regular Pinewood racers? Some Packs include them, some have a separate Hot Wheels type car races (to reduce the need to build a car for 6 year olds), and others try to ignore the whole thing, hoping it will go away. I can't say which is best for your Pack beyond that a Pinewood Derby is not one of the Achievements for the Tiger Badge.

Many Packs also have a Den Chief division, as well as an Adult/Open division. This allows your Den Chief to participate and enjoy the racing, showing off some of the tricks they learned as Cubs. The Adult division encourages the parents to participate in the building of cars, without eliminating the work by the boys. Think of the opportunities for Dad and son to be down in the work shop cutting, sanding and painting together. Dad guiding those little hands as they learn how to use those tools.

The RULES are pretty straight forward, as laid out in the instruction sheet that comes with each car. The length, width, and weight are established, as well as the location of the axles and wheel usage. The Adult division can fudge on some of the rules, as long as they are well established before construction begins. There isn't much more discouraging to a parent than to show up with a car that meets the national requirements, only to find that everybody else hasn't paid any attention to the weight, axle or lubrication rules.

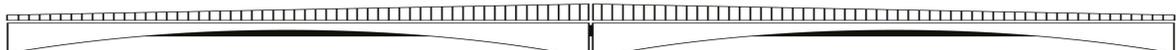
A simple way to measure each car for dimensions is to build a Tech Inspection Box, just like the big boys in NASCAR. Using the dimensions from the instruction sheet, you can build a simple box. Either the car fits, or it doesn't fit. Be sure to include the under clearance height as a check. No boy wants to see his car stop halfway down the track because it was dragging.

Weight should be checked by an accurate scale. Don't use your bathroom scale. Additional weight can be added by taping on quarters or washers. Be aware that weight is not the only factor in a fast car. Proper preparation of the axles and wheels can be a bigger factor. There are many web sites that will go into the details of the necessary work to prepare the axles and wheels.

You should next determine whether the actual races will be determined by time over several races, or a type of elimination heats. To time the cars, you have to have some sort of electronic timer and photo eye on the track. Elimination is best done with only 2 cars at a time. Be sure to use at least a double elimination bracket, where the car is out of the race only after it has lost twice. The down side of elimination bracket racing is that the car that loses twice early has nothing else to do until the end of the day. A boy can lose interest in the event if he knows that he has lost.

An alternative to the time race, or elimination heats, is using a program available from the web. The program, called chaotic rotation, basically schedules all the cars into heats, so that each car will race against every other car, on a different lane each time. By awarding points, based on finish in each heat, the car with the fewest points at the end of the racing is awarded the winner. The biggest advantage is that no one knows who won until all heats are run, so interest is high. The disadvantage is that you can't point to a particular heat as the "Championship Race".

Be sure to include contests for the best design, best paint, most realistic, most unrealistic, funniest (be real careful here), most futuristic, etc. Recognize as many cars as practical for your unit, and try not to award design trophies to the fastest cars too. Certificates and handmade plaques can be just as good as purchased trophies. Make sure that



every entrant receives at least a participation ribbon and recognition. Remember, the Cub Scout motto is “Do Your Best”, not “Winner Takes All”.

To assist in the construction of cars, your Pack could sponsor a “Factory Night”, where adults with access to power tools and hand tools could set up an “Assembly Line”. Each boy could bring up his block of wood, and with the help of adults could rough out the design, prepare the wheels and axles, and sand and even paint their cars. This does not preclude a boy and his adult from working on the car at home, but will certainly help those boys without access to the necessary tools. Do not build the cars as a Den meeting project.

On Race Day, or on Check-In Day, have the Derby Committee set up the Check-In Tech Inspection area, with the necessary scales and Tech Boxes, and an assortment of hand or power tools to “adjust” the cars that need help. Assist the boy to adjust his car, don’t do it for him. Remember, this is a Cub Scout Pinewood Derby. Once the car has passed “Tech”, don’t allow anyone to play with it. You don’t want broken cars. The committee should transport the cars from the tech area to the start line, and back afterwards. If the height of the track, you may want to allow each boy to put his car on the track at the start line, but only if doing so won’t knock other cars off.

SPACE DERBY

The second most popular Derby in Cub Scouting is the Space Derby. Overall, it is run very similarly to the Pinewood Derby. The WHEN and WHERE are easily decided. The RULES are provided with each kit. The types of awards are similar, best paint, design, etc. Most Packs will not have an Adult division, but if you want to, go for it.

Space Derbies are best run as double elimination heats, instead of timed races. As you set up the track, test it with a rocket or two, to determine the minimum number of turns on the propeller when winding to make sure the rocket will travel the whole length. Recommend to the boys that they wind up at least that many turns. Alternate types of races are relay races, with 2 boys shuttling the same rocket back and forth on the same wire, or altitude races, where the track is inclined, until only one rocket can make the climb.

The track is a little more interesting to set up. Of critical importance is keeping the racing line as taut as possible. Slack in the line makes the rockets travel differently, and we all know how parents react to little Johnny’s rocket losing because Jimmy’s string was straighter.

There is a good set of instructions in the Cub Scout Leader How-To Book, for building the Space Derby Launcher and track.

An important thing for the committee to provide at the day of the race is a supply of rubber bands for the rocket ships. Soak the bands in glycerin overnight to help them “slip” over each other as they wind up. This will keep them from breaking as the boys power up their rockets. If everyone uses the rubber bands supplied by the committee, at the start of the race day, no one can complain that his rubber bands weren’t as good as somebody else’s.

RAINGUTTER REGATTA

The third most popular derby is the Raingutter Regatta. Here, boys send their boats along a 1-foot length of guttering, with the first to the other end being declared the winner. Boats can be either the sail type, or the rubber band paddle type.

The WHEN and WHERE of the Regatta is usually a little more involved than the previous two derbies. Let’s face it, water and the new carpet in the church sanctuary don’t go together very well. The Regatta makes a good activity in association with a picnic, or a summer time activity at the public pool. Don’t forget the Tour Permit, if you use the pool.

The WHO is almost always just the boys in the Pack, with Mom or Dad helping build the mighty sailing ship. Most parents don’t have the wind power to blow that little sail to the far end of a 10-foot gutter. But having the



regatta at the pool assures that there will be a CPR certified lifeguard available for those Dads who pass out from the strain.

Using the sailboats from the Scout kits simplifies the RULES, but if you are using paddleboats, be sure that the maximum size will fit within your gutter. Once the race has started, the boy is not allowed to use his hands to push his boat along. Race in heats, with the winners advancing against other winners, until a final winner is determined. Age brackets are a good idea in the Regatta, as most little Tigers don't have the lung size of those second year Webelos.

Offer prizes for the best design, decoration, paint, decals, and anything else you can think of. Make sure each and every boy gets some recognition for participating.

KITE DERBY

Next is the Kite Derby. The best time for the Kite Derby is in the spring or early summer. You'll have to be flexible, as the weather can shut this one down very quickly. A Pack picnic is a good thing to have with the Kite Derby. You can have the derby just for fun, or have prizes as well as the picnic.

Plan your Kite Derby for an open field, or a hilltop. There isn't much wind at the bottom of the valley. Make sure there are no overhead power lines in the area. Electricity and kites don't mix. Also watch out for the kite eating trees in the area. The committee should determine if there is a need for a reservation of cost to use the area selected.

The RULES for kits could include the following:

- Boy-adult made this year
- One kite per boy
- Boy may have help to launch
- Kite must fly to be eligible for prizes.
- It's okay to adjust/modify/repair the kite during the contest
- No restrictions of materials
- Except no fighting kites

Contest types can include both performance and judging contests. Judging contest can include smallest; largest; most comical; most beautiful; most unusual; best craftsmanship; and most original. Performance contests can include: 1st in the air, highest in 5 minutes, highest in 15 minutes, most stable in the air, most graceful, fasting climbing, best sportsmanship, and most persistent flyer.

GLIDER or PLANE DERBY

Another type of flying derby is the Glider or Plane Derby. The object of this derby is to keep the plane in the air as long as possible. This can be done inside or outside, depending on the weather or your preference. Outside will require a clear space, with relatively little wind, or at least consistent winds, so the contests will be relatively fair. Your committed should have a Plan B to fall back on.

The contests can be with either gliders or powered planes. Using gliders, the committee should provide the kits to each of the boys, usually at check in time. This will minimize the opportunity to break the kit before the start of the races. The kits can be either the balsa type, or the Styrofoam type. The powered kits are also best provided by the committee.

Typical RULES for Glider Derbies include:

- Time from when the plane leaves the hand, until it touches the ground, hits an obstruction, or disappears from the sight of the timer.
- Boys launch their own models
- Specify the number and size of rubber bands for powered flight
- Lube or no lube on the rubber bands
- If using provided kits, no modifications except adjustments or repairs.



FISHING DERBY

Another fun activity is the FISHING DERBY. There are two types of Fishing Derbies, the tournament type, or the family fun and games type, with a picnic.

The tournament type can be done as a father/son team, or an individual competition. You can either fish from the banks of the local lakes, or use boats in the water. If you use boats, you MUST follow the Safety Afloat regulations from the BSA, and you MUST file a Tour Permit. If fishing from the banks, you SHOULD follow the Safety Afloat and Safe Swim rules, and you SHOULD file a Tour Permit. Your tournament prizes can be for the biggest catch, or the best stringer of fish, just like the BASS PRO Tour. Set a start and end time for the fishing and everyone should have their stringer in by the finish time.

The family fun and games type derby should include lots of games to play for those not washing their worms off in the lake. These can include guessing how many fish eyes there are in the jar, or the snapping fish game, where you fish for mouse traps with foam fish and sinkers on your pole. As the participants gather, hand out nametags in the shape of different fish, and have people find the rest of their "school".

CUBMOBILE RACE

A real exciting Derby is the CUBMOBILE race. This is a soapbox derby type race. The details of construction are in the How-To Book, as well as the construction of the starting gate. To put on the Cubmobile race, you will need a long downhill road or parking lot, with a good run-off area, and the starting gate.

The cars should be constructed as a Den project, with the help of additional adults, besides the Den Leaders. The Race Committee should have a Tech Inspection before racing, just like the Pinewood Derby. Remember that the actual construction of these cars is even more important than a Pinewood Derby car, because there is a real live boy in this one. If it isn't right, either fix it, or disqualify it. Make sure that all of the bolts are tight, the seat won't fall off, the steering does work, and the brake has half a chance of really stopping the car before it hits the church wall at the end of the parking lot.

Each driver should be wearing a bike or skateboard helmet, and elbow and kneepads for that inevitable crash and bailout. Long pants and long sleeves are a minimum for road rash protection.

An alternate to the downhill race is to use "pushers" to make the car travel the racetrack. If you choose this type of race, all the pushers need to have kneepads, elbow pads and gloves as well as long sleeves and pants. Be sure to have a good supply of Band-aids and first aid ointment on hand.

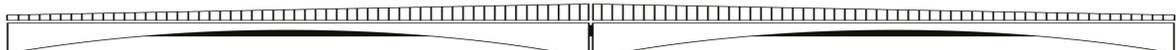
CUB-ANAPOLIS RACE

The last derby to cover is the Cub-anapolis Race. This is a cardboard box racer.

Any size box will do, but a box the size of a single boy is best for racing. I've seen a refrigerator box turned into a stretch limo, with several boys running in it, but just like a real stretch, they didn't corner very well. You can use those larger boxes for the design / display contests. The Cub-anapolis race is Den against Den. It takes the whole den to actually race.

Each den team will need their race car, a lawn chair or folding chair, a spray bottle with water and a wiping cloth, another cup of water, and people to serve as a pit crew. You may change drivers during the race, depending on how you have set the rules.

Each team starts their car at the beginning of the race, for the number of laps established by the Race Committee. Each team is expected to accomplish several PIT STOPS during the race. You will have to have race officials checking each pit stop, just like real racing. During pit stops each team will have to accomplish the following things, at least once:



- Refuel the car, by giving the driver a drink of water
- Change the tires, by switching socks. The driver has to sit in the chair, remove his shoes and socks, switch socks to the other foot, replace and RETIE his shoes. No Velcro.
- Clean the windshield, by spraying his face with the spray bottle and then wiping it off.

You can change drivers, do additional fuel stops, change tires again and whatever else you can think of. Just don't plan anything quiet after the race if you are doing it inside.

Gathering Activites

As guests arrive, have a den of Cubs act as taxicabs to deliver guests to their chairs. The guests put their hands on the shoulder of the TAXI and are 'driven' to their seats. The Cubs can have yellow TAXI signs on their hats and hold cardboard steering wheels. The den chief should act as the doorman and call for a cab as the guests arrive.

Unscramble

Unscramble the letters to spell words pertaining to Pinewood Derbies.

- | | | | |
|----|----------|-----|----------------|
| 1. | DOPIEWON | 10. | UNF |
| 2. | BYRED | 11. | REZPIS |
| 3. | EHLEW | 12. | RYHTPO |
| 4. | XLAE | 13. | KEDCERCEH GLFA |
| 5. | AKRTC | 14. | OSECDN CALPE |
| 6. | NIWERN | 15. | HRDIT ELPCA |
| 7. | STOPMARS | 16. | SPIRREA |
| 8. | CARE | 17. | HIGEW – NI |
| 9. | EDEPS | 18. | RASC |

ANSWERS

SPORTSMAN	CHECKERED FLAG
PRIZES	THIRD PLACE
GRAND CHAMPION	TRACK
WHEELS	FUN
REPAIRS	SECOND PLACE
TROPHY	RACE
WINNER	DRIVER
PINEWOOD	WEIGH – IN
CARS	DERBY
AXLE	SPEED

OPENINGS

Pinewood Opening

If a pinewood derby is the highlight of this month's Pack meeting, this is an opening ceremony that is fun to do. Have the boys read the words.

- D Dads and sons this month have had some fun
E Everyone working to make their Pinewood Derby can 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 cars must go through



TOGETHER IN SCOUTING – HEART OF AMERICA COUNCIL

I In just a short while the races will begin
M May all the cars win
E Everybody please now rise as the Pledge to our Flag we say,
Thus declaring Pack ____'s Pinewood Derby underway.

Pinewood

Cubmaster or Derby Chairman: Today our Cubs and Webelos are proud to show off their Pinewood Derby cars.

After much time and effort the cars are assembled and ready for action.

1st Cub: We've worked and worked to show you just what our Derby cars can do.

2nd Cub: We've invited you all to come, to join in our Derby fun.

3rd Cub: So gather around and cheer, we're glad you're all here.

4th Cub: We've all done our part and now we're ready to start.

Together: We know that one will beat the rest, but we want you to know we tried our best.

Cubmaster: So now before we begin our Derby let's show our pride in our work and in our flag, will you all stand and recite our Pledge of Allegiance to start our program.

Sportsmanship

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 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.

Pinewood

Equipment: 8 cards with the letters P I N E W O O D

Personnel: 8 boys

P: A Pinewood Derby is fun for all, but the whole family must answer the call.

I: I will enter the competition real soon, to win or lose or whatever my doom

N: Neatly I painted my car with dad's expert help, but please let me run it all by myself.

E: Excitement runs all through the night, no matter who winds, it will be alright.

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, for this Pinewood Derby can't wait.

O: Open the gates, down the track; then we can rest. For, being Cub Scouts, we've done our best.

D: Don't mind tonight, where your car places; Cub Scouting will help you through all life's races.

ADVANCEMENT CEREMONIES

Winner's Circle

Pinewood Derby should have the flare of the Indy 500 or the Grand Prix. Have large cardboard cutouts of racing cars with suspenders so the boys can slip into them. Have Cubs come individually to the "Winner's Circle" where



Dad places the ring of victory flowers around their neck and Mom gives them a kiss. Cubmaster presents awards in a large trophy cup.

Pinewood Advancement

Equipment: Pinewood derby track, badges of rank or decals of them and awards to be given to boys.

Personnel: Cubmaster, advancing Cub Scouts and their parents.

Setting: Put decals or actual badges of rank on stiff cardboard and attach to eight inch long sticks. Tape of tack these to side rails of Derby Track in ascending order – Bobcat near bottom, then Tiger, Wolf, Bear, Webelos badge and Arrow of Light toward the top. If you have a boy graduating into a Scout Troop, have a Scout Badge at the top. At appropriate places on the track, tape badges and arrow points to be presented.

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 uphill on this track, too. It's a little harder, but it's worth the climb from Bobcat to Tiger to Wolf to Bear to Webelos and then the Arrow of Light. Some of our Cub Scouts have been climbing this course, and now we're going to show how far they have gotten. Will the following Cub Scouts who have made the climb as far as Bobcat, please come forward with their parents?

When boys and parents have assembled, remove their awards from the track and have parents pin badges on.

Do the same for Wolf and Bear badges and arrow points. Have Webelos Den Leaders take over for Webelos Activity Badges, Webelos Badges and Arrow of Light. Cubmaster resumes if you have a boy graduating into a Boy Scout Troop.

Kite Derby Advancement

Equipment: Six kites depicting the levels of advancement – Bobcat, Tiger, Wolf, Bear, Webelos, and Arrow of Light. Have arrow points as the ribbons for the kite's tails

Personnel: Cubmaster, advancing Cub Scouts and their parents.

Setting: Have kites displayed on the wall for all to see. Show all previous advancement on kites. The Cubmaster hands the Cub Scout his name tag and has him put his name appropriately on the kite that would show his advancement.

Pinewood Advancement

Equipment: Racetrack Ceremony board, flashlight, badges pinned in small cutouts (racing car for Bobcats, blue flag with yellow diagonal stripe for Tigers, green flags for Wolf badges or arrow points, yellow and red vertical stripe flags for Bear badges or arrow points, white flags for Webelos activity badges, checkered flags for Arrow of Light awards).

Personnel: Cubmaster, Den Chief

Setting: Room is darkened. Den Chief stands with flashlight behind ceremony board. At the appropriate time, he illuminates the proper cut-out with flashlight. Cubmaster reads script.

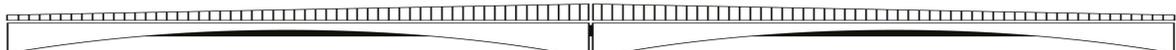
Cubmaster: In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scout rank.

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 illuminates racing car cutouts.) Will the following boys and their parents come forward? (Cubmaster reads names of new Bobcats – and continues with their induction using any of the induction ceremonies.)

The Blue and Yellow flag symbolizes those drivers who have started on the track with a Tiger position. Will the following boys come forward with their partners. (Names boys who have earned the Tiger badge ; Den Chief illuminates the Blue and Yellow flag) Because your partners were there for you

The green flag symbolizes those drivers who have qualified for a Wolf position on our advancement track. Will the following boys come forward. (Names boys who have earned Wolf badge of arrow points; Den Chief illuminates green flag.) Because your parents were helping you and cheering for you, we would like them to come forward and present the badge to you.

The Yellow and Red flag indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following boys come forward to receive their Bear badges and arrow



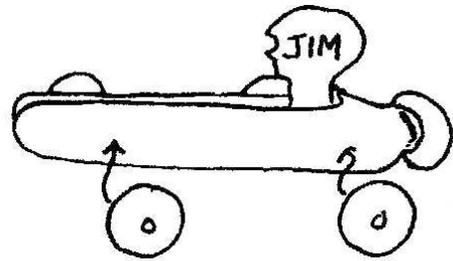
points? (He calls names.) Just as pit mechanics help drivers to refuel and change parts, so you parents have helped you. Will the parents come forward to share in the honor? (Parents present badges.)

The white flag tells us that the driver has but one lap to go to reach the checkered flag – the Arrow of Light. He has learned to manage the turns, jams and upsets. Will the following Webelos Scouts come forward to receive activity badges? (Reads names.) Many a driver wins because of the support given by his pit crew. Your parents have helped you in earning these badges, and your Webelos Leader has been an important part, too. Will your folks come forward? (Webelos Leader presents activity badges.)

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 bigger races – the Indianapolis 500 – which is Scouting. Will the following boys come forward to receive the highest track award, the Arrow of Light? (Den Chief illuminates the checkered flag. Cubmaster presents the Arrow of Light.) This is the only badge in Cub Scouting which may be worn on the Scout uniform. My I introduce your new Scoutmaster, (Name) of Troop (number). We would like for your parents to come forward also, since they have helped you be square and game and have traveled the track of Cub Scouting with you. (Congratulations all around.)

Ceremony Board for Pinewood

Equipment: Clothespins for each levels of advancement – Bobcat, Tiger, Wolf, Bear, Webelos, and Arrow of Light. .
Paint the clothespin racers and glue in the slot the boys head, as shown, cut out of construction paper. Glue wheels cut from the construction paper or use buttons. Put badges on the front of the car in the space of the clothespin.
Use the pinewood derby track with the posters of the ranks attached with tape. You can use the Cub Scout Insignia Stickers or draw your own design.



CLOSINGS

Derby Closing

Materials: Block of wood, partially carved piece of wood, a finished product carved of wood.

You see this block of wood (holding up block of wood) much like the new boy in Cub Scouting, comes in very plain and unsuspecting of all he can become.

As the boy begins to grow in the program, he begins to take shape, begins to see more things he can do. (hold up partially carved wood.) He begins to branch out into new and exciting areas.

And soon, before we know it, the boy has grown and developed to a point of advancing into the Scouting program.

And before our very eyes, a boy has turned into a well-adjusted young man. (hold up finished product)

But a boy doesn't become a finished product by himself. He need hardship and direction. This is the reason for our Den Leaders and other pack leaders. They help to carve and shape the future of this very important boy, and the support of the parents in this program is so vital to putting the finishing touches on the boy.

Thanks so much to all of you who have reached out to the boys in our Pack and helped them to be all they can become.

Freedom

Equipment: Pictures, cutouts, or signs of the vehicles below

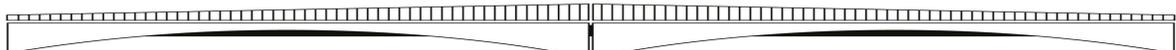
Personnel: Cubmaster and six Cub Scouts

Racer: This car represents the rapidly changing lifestyles of today. Our government needs to be a leader.

Pace Car: Order is important in helping our government run efficiently.

Fuel Truck: Without proper management of our natural resources our nation would be in a terrible shape.

Emergency Vehicles: These vehicles stand for the care a government should have for its citizens. Friends and neighbors also rush to give aid when needed.



Tow Truck: our government is here to help us, but sometimes it needs help too.

Family Car: This is the car that is used by all the drivers of all the other cars. It shows that without good families, a government cannot stand.

Cubmaster: These cars are unique, they run on FREEDOM. The freedom that has made this country the strong nation that it is today! As we retire the colors tonight let us be thankful that we can drive our cars freely across the borders of every state in America.

Pinewood Closing

Cubmaster: All our lives we compete. Sometimes we win a prize and sometimes we lose. But tonight the boys showed us that they worked hard to show us what their derby cars could do. As good sports you took pride in what you made even though you may not have come in first. But you have shown skill in trying, so fellow: "Do Your Best".

Cubs: We'll do our best!

Cubmaster: Good night all.

Coming Together

Form a circle around the Derby Track.

Cubmaster: Coming together is a beginning.

All cross and hold hands.

Cubmaster: Keeping together is progress. Working together is Success. This is a quote from a car maker – Henry Ford.

Cubmaster's Minute

Shapes

As this pack meeting comes to an end, stop for a moment and consider the cars we have seen tonight. They have been designed and built to hold a true and steady course. They are very beautiful because much love and affection has gone into each one. If well cared for, they will last a lifetime. In a lot of ways, these cars are like the boys who created them. Think of yourselves as pinewood derby cars. And think of your parents who had a hand in creating you. Wouldn't you agree that they have put as much love and energy into shaping you as you have put into these cars?

SKITS

Pinewood Skit

Setting: All boys in the den line up in front of the audience. Each boy holds his Pinewood Derby car in one hand and the appropriate tool in the other. Each should keep the tool held behind his back until it is his turn to speak his own lines.

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. It got the lines just the way I wanted them.

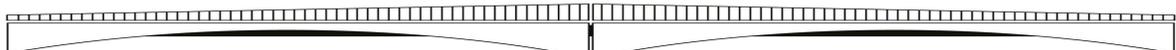
Cub 3: This is the sand paper I used. I wanted my car to be so smooth that no resistance would slow it down.

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 me how to do it right. And our car is bound to win some races tonight.



Cars, cars, cars

Setting: Have each Cub Scout hold a sign with the name of the car which he is reading or a large picture ad for that car.

Narrator: The favorite transportation in America, we feel, is Henry Ford's invention, the automobile. We all have our favorite that you will know, as we show you our cars you will see how we glow!

Toyota: I am a Toyota, oh so small. Wind me up and I can crawl. Drive me out to the end of town, then pick me up and turn me around.

Cadillac: I'm a shiny Cadillac, driving to the store and back. I can purr so quietly, you can sleep while riding in me.

Volkswagen: I'm a little VW Bug, so lovable .. just give me a hug. Drive me up the hill so slow, then down the other side I'll goooooo!

Dodge: I'm a Dodge with lots of class, built for many a lad and lass. I can go most any place, and hold my own in any race.

Oldsmobile: The merry Oldsmobile, I'm called, with all the latest, I'm installed. Shiny things are here and there, so you can drive me anywhere.

Chevrolet: I'm a Chevy, plain and neat, I have a very comfy seat. I'll perform for all who ask, doing my best with every task.

Narrator: Keep in mind this story's moral. More than show, 'tis best for all to always know your destination and so reduce the aggravation.

Pinewood Derby

Props: Sheets of posterboard with holes for head and car drawn on front (see drawings)

1st Car: I'm a bright red shiny car, polished oh so bright. I've got gold and silver chrome, I know I'll win tonight.

2nd car: I am better built than you are, I'm the one who'll be the star. Blue's the flashiest color here, winning for me is almost near.

3rd Car: Oh no, I'll be the winner, green is best. My wheels are the fastest, I'll win the test!

4th Car: I'm a silky black Trans Am, I am cool, oh yes I am. I will slide on down the track, in the winner's circle I will rack.

1st Car: Who'se that ugly hunk of junk?

2nd Car: What's he doing here?

3rd Car: Doesn't he know only pretty cars can join this atmosphere?

Announcer: Gentlemen. Start your engines. On your mark, get set, Go! And they're off, I say. Down the track, faster they go. Never looking back. The Red and Black cars are neck and neck. The blue and green are too. But the little brown car is far behind, it looks like he is through. But wait, I say. I can't believe. My eyes are playing tricks, that little brown heap is moving up. Closer to the front, it's so quick! Now it overtakes the rest and sails to the finish line. The other cars are so amazed, little brown cars feels so fine!

4th Car: I now can see that out beauty

3rd Car: isn't the most important rule.

2nd Car: It's what's inside that makes us go.

1st Car: And our little brown car's a jewel!



AUDIENCE PARTICIPATION

Go Cart Derby

DOWN THE HILL: “Zoo-oo-mmmmm”

THE STRAIGHT-A WAY: “Swooo-oo-sshhh”

AROUND THE CORNER: “Zip-zip-zip!”

In a small town in the Midwest every year there was held a big Go-cart Derby for all the boys in town. The event was planned for many months in advance as was looked forward to with much anticipation by all the boys.

The boys, and their dads worked months on building go-carts that would race DOWN THE HILL, coast beautifully on THE STRAIGHT-A-WAY and go AROUND THE CORNER like winners. Each dad and son worked hard to see if theirs could be the winner in the Derby. All over town you could see the go-carts being tested DOWN THE HILL, on THE STRAIGHT-A-WAY and AROUND THE CORNER.

One day, as they were making their test runs before the big race, one little boy named Johnny discovered that if he went DOWN THE HILL and AROUND THE CORNER, he would run faster on THE STRAIGHT-A-WAY before his car came to a stop. He found the ideal spot for the race. After trying it several times, he hurried to tell some of the fathers about his spot, hoping that they would hold the Derby there this year.

Several fathers came out and watched Johnny’s go-cart go DOWN THE HILL, AROUND THE CORNER and along THE STRAIGHT-A-WAY. They agreed that this would be a good spot to hold the race, except that Johnny had overlooked one thing. The go carts were fine going DOWN THE HILL and AROUND THE CORNER, but it was when they came to a stop on THE STRAIGHT-A-WAY that they had problems. You see, they came to a stop right in the middle of a drive-in restaurant.

The fathers got together and decided to talk to the restaurant owner. As a result, the owner agreed to close his restaurant during the Derby race if they would all buy their dinners there that night. After all, driving those go-carts DOWN THE HILL, AROUND THE CORNER, and into THE STRAIGHT-A-WAY had made all the boys very hungry, and the shouting and cheering done by the parents had helped them work up a good appetite too. The restaurant owner was happy because he sold more hamburgers than he had ever sold in one day.

An agreement was made with the restaurant owner that every year they could hold their go-cart Derby in that same spot, with the carts racing DOWN THE HILL, AROUND THE CORNER and into THE STRAIGHT-A-WAY to the drive-in restaurant. They all would celebrate afterwards and buy those delicious hamburgers.

So you see, kindness and consideration to others can make things go better for everyone.

IN SEARCH OF ORIGINALITY

PAUL “I want to race!”

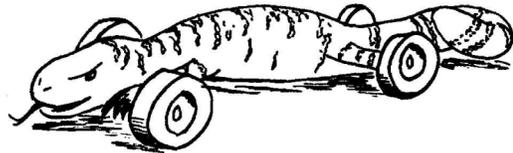
DOG “Woof, woof”

WES “I wish I were a Cub Scout”

BRETT “My car’s fast!”

PINEWOOD “Whoooosh”

DAD “Nice going son”



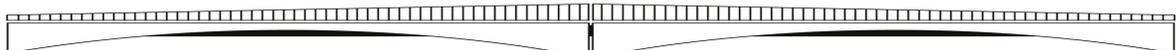
PAUL was excited. He had just gotten his PINEWOOD Derby car kit and he was trying to decide just what style of PINEWOOD car he would make. “Look, DOG” PAUL said to his DOG. “See this block of wood? DAD and I are going to make this into a PINEWOOD car.” “Woof,” said DOG. He was not impressed.

Just then BRETT, PAUL’s friend came in followed by PAUL’s little brother WES. “I see you got your PINEWOOD car kit,” said BRETT. “My DAD and I already have mine cut into a fast sports car. What kind of car are you going to make?”

“I haven’t decided yet,” said PAUL. “WES thinks a race car would be best. DAD likes Model T’s, but I want my PINEWOOD car to be different.” Just then DOG grabbed the car and ran outside. PAUL, BRETT, and WES were right behind but by the time PAUL got the PINEWOOD car away from DOG it was well chewed. WES and BRETT looked horrified. What kind of a PINEWOOD car could PAUL make now?

PAUL took his knife (he had his Whittlin’ Chip) and carved and carved until all of DOG’s chew marks were gone. Just then DAD came home. “I see you’ve been working on your PINEWOOD car, PAUL”, he said. “Gee, that looks like a Gila Monster.” “It does?” PAUL was amazed. It really did. So he carved a little more and then painted it with black and orange and yellow paint. He even added a little tongue in front.

“Wow! That’s really neat,” said WES and BRETT as they left with DAD and PAUL for the PINEWOOD



Derby Race. "Yeah," said PAUL. "I'll bet there isn't another PINWOOD car like this one anywhere." DAD, WES, BRETT and even DOG had to agree.

Pinewood Derby Mad Lib

Fill in the blanks with the appropriate part of speech as indicated in each blank. Some additional explanation may be needed with younger boys.

Every year in January the Cub Scouts are busy building Pl. N for the annual Pinewood Derby. There is always stiff competition between Pl. N. Whose N will be the most Adj., the most Adj., or the most Adj.. Boys V. and V. their cars until they are ready to race. Pl. family member are encouraged to help the N. make the N.. Excitement is high by race day. Each N. is weighed and measured to be sure it meets Adj. Pl. N. The Pl. N. are beautiful. Some are Adj. and Adj. while others are Adj. and Adj.. Each N. and N. are very proud of their N.. Then the Pl. N. begin. Such speed, such skill! Winners or losers, everyone has a Adj. time. Awards are given for the most Adj., the most Adj. and the most Adj. as well as for the winners in each age group. Everyone has a Adj. time at the Pinewood Derby.

- N. means noun example car
- V. means verb example ran
- PL. N means plural noun example cars
- Adj. means adjective example colorful

Johnny Fixes It Good (A Bike Derby Skit)

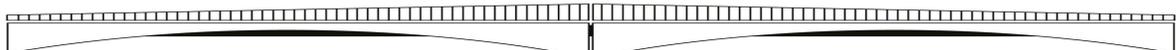
DAD – "Be Careful, son!"
 SCREWDRIVER – "Straight or Phillips?"
 JOHNNY – "I can fix it!"
 PLIERS – "Hold me tight!"
 BIKE – "Drrring, drring"
 RALPH THE DOG – "RRRalph! RRRalph!"
 WRENCH – "Oh, nuts!"

JOHNNY had a problem. His BIKE was broken. Now JOHNNY and RALPH THE DOG could not ride the BIKE to the park to play with their friends. But JOHNNY, being a very smart Cub Scout, knew how to fix the BIKE. However to do it he needed a box end WRENCH, a SCREWDRIVER and a pair of PLIERS. So he asked his DAD if he could borrow a box end WRENCH, a SCREWDRIVER and PLIERS. His DAD said, "Sure, but be sure you take good care of the WRENCH, SCREWDRIVER and PLIERS, and return them as soon as you are finished." "I will, DAD," said JOHNNY.

So JOHNNY and RALPH THE DOG went into the back yard to fix the BIKE. Since JOHNNY knew how to use a WRENCH and SCREWDRIVER, the BIKE was soon ready to ride. RALPH THE DOG helped all he could. JOHNNY took a quick spin on the BIKE to make sure everything worked and then called RALPH THE DOG to go with him to the park. "Oh," said JOHNNY, "I'd better return these tools to DAD before we go." But when he reached for the tools, the PLIERS and SCREWDRIVER were there but the WRENCH was missing!

JOHNNY looked around the BIKE but no WRENCH. He looked in the bushes – no WRENCH. What would his DAD say? JOHNNY searched the whole yard and was about to give up and tell his DAD that the WRENCH was lost when he noticed RALPH THE DOG digging in the garden. JOHNNY went over and there was RALPH THE DOG with the WRENCH in his bone hole.

So the WRENCH was found. JOHNNY was able to return the WRENCH, PLIERS, and SCREWDRIVER to his DAD. And everyone was happy that the BIKE was fixed except RALPH THE DOG!



A Trip to the Moon (A Space Derby Skit)

CAPTAIN AUDIO – “Moon or Bust”
LT. CHEERIO– “Rockets Away!”
ROCKET SHIP – “ZZZZZZZZZZZZooooooooooMMMMMMMM!”
EAGLE – “Cree, cree!”
SATELLITE – “Whirl – whirl!”
RADIO – “Bleuurp, bleuurp”
SHOOTING STARS – “Bang, bang!”

Everyone was watching as some men came out of the control tower. They were CAPTAIN AUDIO and LT. CHEERIO, who were headed for their ROCKET SHIP. This was the first time that anyone had tried to reach the moon in a ROCKET SHIP. CAPTAIN AUDIO climbed in the cockpit and strapped himself into his seat. LT. CHEERIO climbed into his place next to CAPTAIN AUDIO and checked the radio. It was filled with static. CAPTAIN AUDIO fired the rockets to make the ROCKET SHIP leave the ground and head toward the moon.

At they reached outer space, they heard a strange noise on the hull of the ROCKET SHIP. It was a lonely EAGLE. Hanging on for the ride. LT. CHEERIO snapped on the radio to tell the people on Earth about the EAGLE, but all he got was static. Further on, the ROCKET SHIP passed a shooting star and a SATELLITE that was whirling in its orbit.

As they circled the SATELLITE, CAPTAIN AUDIO and LT. CHEERIO waved, while the EAGLE climbed onto the shooting star that was headed in the same direction. He was tired of riding on the smooth side of the ROCKET SHIP. The pilot tried to tell Earth, but his radio still sent nothing but static.

Soon they could see the surface of the moon very clearly. LT. CHEERIO warned CAPTAIN AUDIO to steer clear of the SATELLITE ahead, but to their surprise it turned out to be the EAGLE on his shooting star that they had mistaken for the SATELLITE. A strange creature approached them and they all realized it was the “man in the moon”.

As CAPTAIN AUDIO reached out to shake hands with the creature, it said, “Sorry, be we are not made of green cheese, we are made of static.” At this point, the creature slowly sank out of sight.

APPLAUSES, CHEERS)

Pinewood Derby Applause

Say “BEEP, BEEP” or “ZOOM, ZOOM”

Pinewood Race Applause

Divide the group into two:

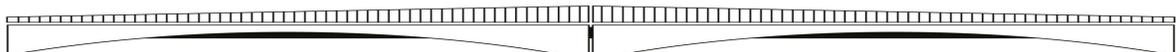
All turn their heads as if watching cars go down the track while saying “OOOOOOOO.” Then one half of the group goes “Ahhhhh”, disappointed that our car lost. Meanwhile, the other half of the group cheers “Yea!”

GAMES

Dress ‘n’ Race

Equipment: Pinewood Derby Track; Pinewood Derby cars, completed and ready to race. Have racing uniforms, enough for two teams: items appropriate for race driver such as goggles, gloves, coat, scarf, boots, helmet. Divide group into teams. Each boy, in turn, dresses and then runs to track with his Derby car. He places it on the start, races it all the way to the finish, and then returns to the starting point to undress. When he is completely undressed from the racing equipment, his team-mate may dress and repeat the process. First team to race all cars to finish line wins.

Variation: The relay can be played without racing derby cars. Divide into teams. Put half of team at each side of room. Each boy dresses, runs to the other side of the room, takes off equipment and gives to next team member who repeats the process. First team to have all boys put on and remove equipment wins.



The Rice Race

Equipment: a pair of kitchen scales, a teaspoon for each player and some rice.

Each contestant has to run from one end of the room to the other carrying a heaped teaspoonful of rice. There is a 'weigh-in' of the rice before each competitor starts, and another 'weigh-in' when he finishes. The player who's lost the least rice en route wins. If there are a large number of players, the game can be adapted into a relay race, with teams transferring rice by teaspoon from a bowl at one end of the room to a bowl at the other – again, the 'weigh-in' applies.

SONGS

Pinewood Derby Song

(Tune: "Take Me Out to the Ballgame")

Take me out to the Pinewood
Derby quickly right now
Give me a kit annd I will make
A Pinewood car that will shake your cake!
(give a cheer)
I've done my best for the Pack and
Made my very best car
So it's one – two – three lanes we'll win
And our cars will star!

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: "Camptown Races")

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Pine car track is might long,
Oh- doo-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.

Red cars, blue cars, green and gray,
Doo-dah, doo-dah!
Running on the track today,
Oh-doo-dah day! (Chorus)

Pinewood cars have lots of class,
Doo-dah, doo-dah!
Even though they don't use gas,
Oh, doo-dah day! (Chorus)

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh, doo-dah day! (Chorus)

Pinewood Derby Song

(Tune: "My Bonnie Lies Over the Ocean")

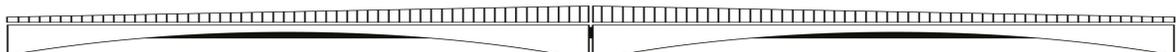
My car is hung up on the race track,
The darn thing won't move up or move down.
If only I'd followed the instructions,
I'd have the best race car in town.

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.



The Project

(Tune: "Gilligan's Island")

Just sit right back and hear a tale,
A tale of a grateful kid.
Who sat in the garage one day.
And started to work, and started to work.
The project started getting tough,
I worried about the cost.
If not for the courage of my fearless Dad,
The project would be lost;
 The project would be lost.
He sat right down next to me,
And looked at what I'd done.
He picked up the saw
And sawed a bit.
I sanded it so smooth,
We painted it and let it dry,
My doorstep was the best.

Another Pinewood Derby 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.

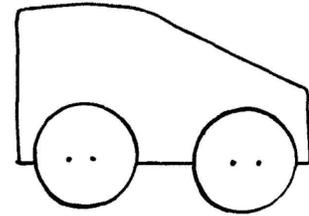


Tie Slide

Pinewood Tie Slide

Materials: Wood, glue, paint, 2 buttons, cable staple

Cut out design with coping saw. Paint as desired. Glue the buttons as wheels. Pound the cable staple in the back of the slide with a hammer for your neckerchief to slide through.



Web Sites

There are hundreds of sites that contain information about the various derbies that Cub Scouts participate in. Search engines will locate more sites than you can read if you use the single keyword "Pinewood". Refine your search by adding areas of specific interest like Cubs, scout, pack, tracks, cars, charts, etc. Follow the references to other sites. You may just find what you're looking for.

The list below are examples of sites that may be of value to leaders, parents and in some cases the cubs too. They are listed in no particular order. You will find many more on your own.

http://www.inetworld.net/bosworth/	The San Diego 500 Page
www.usscouts.org/pinewood/cspine.html	Pinewood Derby
www.pinepro.com	Commercial site for accessories
http://members.aol.com/StanDCmr/pwportal.html	Pinewood car design
www.WinDerby.com/	Hodges Hobby House
http://members.aol.com/randywoo/pine/pinetip.htm	Tips for the tool impaired
www.rahul.net/mcgrew/derby/	Darin McGrew's Shape N Race
www.agentz.com/scouts/pinewood.html	Agent Z Pinewood Resource
http://home1.gte.net/res06x08/pine.htm	Chaotic rotation spreadsheets
www.pinecar.com	PineCar Products commercial site
www.raingutter-regatta.com	Raingutter Regatta commercial site
www.buckskin.org/Resources/Cubs/raingutter-regatta.htm	
http://webpages.charter.net/cschott/boat/supercat.html	neat catamaran design
www.pack39.org/Events/raingutter-regatta.htm	includes suggested regatta rules
www.buckskin.org/resources/cubs/space_derby.htm	
www.public.iastate.edu/~kgbidne/pack101/spderby.htm	
www.scoutorama.com/derby	lots of tips on car building & derby administration
http://members.aol.com/standcmr/genframe.html	derby scheduling software
www.raceview.com	commercial software
www.usscouts.org/pinewood/cspdref.html	

