



**WHEN TRADITION MEETS**



**TOMORROW**



## **SCOUT FAIR 2009**

May 9<sup>TH</sup>, 2009 10:00 a.m. ~ 4:00 p.m.

Camp Foster Overflow Parking Lot

For more information, contact:

Jeremiah Hoellein 646-4374 or

Tom Bannon 645-9236

Sponsored by the Far East Council, BSA and USAGSO

## **Girl Scout Promise**

On my honor, I will try to serve God  
And my Country. To help people at all times  
And to live by the Girl Scout Law.

## **Cub Scout Promise**

I promise to do my best to do my duty  
To God and my country,  
To help other people  
And to obey the Law of the Pack.

## **Boy Scout Oath**

On my honor I will do my best  
To do my duty to God and country  
And to obey the Scout Law;  
To help other people at all times;  
To keep myself physically strong,  
Mentally awake, and morally straight.

# MERIT BADGE CLINICS

4 Different Merit Badge  
Classes will be offered

List of classes and requirements that need to be done before coming to the scout fair will be sent out to all Scout Masters.

**Must call for sign up**

**Contact: Misty Board at the Scout Office**

## 2009 SCOUT FAIR BOOTHS

There are a lot of things to see and do at the First Annual Scout Fair, but better yet, there are a lot of ideas, demonstrations and information you could share with others. What was your Pack's favorite theme this year? Do your Scouts have a favorite merit badge? What is the special interest of your Explorer Post? This theme is designed to display all aspects of the Scouting program or "Exploring the World of Scouting". All types of ideas abound to show what the Cub Scout, Boy Scout, Girl Scout, Venturing and Exploring programs are all about, with many resources available in Cub Scout Program themes, Scout Merit Badge books, from Commissioners and other Scouters.

### INTERACTION

The most popular exhibits usually are those that involve visitors and allow them to interact and participate!! The more they do – the more they'll learn. Invite the audience to participate in a game, take a quiz, try a skill, or make something! Please, no microphones!

### SUBJECT KNOWLEDGE

Involve all the scouts in the unit! Youth members should be conversant with the topic of the exhibit. Scouts should be able to describe in their own words and answer questions about their booth.

The Display should be attractive and well planned so that it catches the visitors attention. Each unit must provide their own tables and chairs. Ensure all leaders and Scouts are in proper uniform or theme costumed. Be Proud of Scouting! Units may not sell items! Items may be given away or made by the scouts as part of the exhibit.

**Each booth MUST HAVE an adult leader in attendance at all times!**

**NO FIRES!** Charcoal fires will be allowed at designated outdoor areas of the show for cooking demonstration only.

**SAFETY GOGGLES** must be worn in exhibits involving metal striking metal. Minimize the use of any power tools during the show. Power tools must be used under direct adult supervision.

\*\*Special arrangements must be made prior to show date for all projective exhibits such as: beanbags, rubber band guns, etc. Any booth needing an adequate area so as not to endanger other participants. **AT NO TIME** will bicycles, motorbikes, skateboards or roller blades be allowed in the exhibit areas **except** in approved booth displays. The Scout Fair Committee will circulate throughout the exhibits prior to, during and after the show. If any of the rules outlined above are violated or the safety of participants or visitors are jeopardized, the committee has the power to close the booth immediately. It is the intent of the Committee to have an accident-free, safe and fun Scout Fair!!

**FINAL Clean-up** – The show area must be completely clean following the show. All equipment and material must be removed at the conclusion of the show - NOT BEFORE!

# BOOTH IDEAS

Adopt a Trail	Fit for Tomorrow	Native American Dancing	Stamps/stamping
Air and Water Pollution	Flag History	Native American Lore	Star Study
American Folklore	Fly Tying	Nature Crafts	Star Trek
American Heritage	Forestry	Nature Trails	Survival Techniques
Animal Care	Games of the Past	Neckerchief Slides	Teepee Making
Animal Tracks	Gardening	No Trace Camping	The World of Sound
Aquanaut	Geology	Obstacle Course	Trail Maintenance
Astronomy	Good Health	Oceanography	Transportation
Aviation	Harmful Habits	Old Time Radio	Trial to Eagle
Backpacking	Health Careers	Orienteering	Troop Leadership
Bead Work	High Adventure	Outdoor Games	Trust Games
Bean Bag Toss	Hiking	Panning for Gold	Uniform History
Bicycle Safety	Historical Merit Badge	Passports	Varsity Sports and Games
Bicycling	Hobbies	Personal Fitness	Veterinary Medicine
Bike Hike	Home Gardens	Pets	Water Fun
Black Powder Guns	Horsemanship	Photography	Water Skiing
Bottom of the Sea	Hunting Safety	Physical Fitness	Weather
Camping Merit Badge	Indian Lore/Crafts	Pinewood Derby	Western History
Camping Techniques	Insects	Pioneering	Wilderness Survival
Citizenship	International Trivia	Pirates	Wildlife Conservation
Clay Modeling	Jungle Tales	Plaster Casting	Wildlife Habitats
Collections	Kayak Building	Pottery	Winter Camping
Communications	Keep America Beautiful	Puppets	Wood Burning
Comparisons	Kite Building	Putt-putt Golf	Wood Carving
Compass	Kites	Railroading	Woodworking
Cowboys	Knots and Lashings	Railroading	World Around Us
Craftsman Activities	Law Enforcement	Rain Gutter Regatta	World Foods
Cub Scout Chef	Leather crafts	Rappelling	World Travel
Cub Scout Field Day	Leatherwork	Recycling	
Dinosaurs	Leave No Trace	Rocket Derby	
Dutch Oven Cooking	Leaves (Leaf Prints)	Rocket Making	
Electric Games	Magic	Rocks and Minerals	
Electricity	Maps	Rope Making	
Emergency Rescue	Mardi Gras	Sand Painting	
Emergency Services	Merit Badge Trail	Scouting History	
Explorer Olympics	Metalworking	Scouting Uniform & insignia	
Famous Americans	Mining	Sea Adventure	
Famous Scouts	Model Cars	Short Wave Radio	
Feats of Skill	Model Trains	Showman Activities	
Fingerprinting	Models	Signal Tower	
Fire Starting	Morse Code	Small Boat Sailing	
Firearms Safety	Mountain Men	Space Exploration	
Fishing	Mountaineering	Sports	
Fit for Today	Native American Crafts	Sportsman Activities	

## **PINEWOOD DERBY RULES**

Width shall not exceed 2 ¾ inches.

Length shall not exceed 7 inches.

Weight shall not exceed 5 ounces according to the official scale we provide.

Nose of the car must be at least ½ inch wide to line up with the starting gate.

Axles, wheels and body shall be from materials provided in the original kit! Wheels can be slightly sanded, but not turned down.

Wheel bearings, washers and bushings are prohibited.

No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.

No loose material of any kind is allowed in the car.

Once the car is "checked-in" you will not be able to work on it until after the racing is completed.

Enthusiastic fans encouraged! But please stay behind the boundary!

# **HAVE FUN!!**

## **PINEWOOD DERBY**

Saturday, May 9, 2008

Check-In 11:00 – 11:30 a.m.

Racing Starts 12:00 a.m.

Entry Fee: \$5.00 per car to cover the prizes in each group

No Late Entries will be Accepted!!

Participation Divisions will be:

Tigers 1200-1230

Wolves 1230-1300

Bears 1300-1330

Webelos 1330-1400

Boy Scouts 1400-1430

Girl Scouts 1430-1500

Open (Parents & Siblings) 1500-1600

\*\*Divisions and times may change depending on number of participants\*\*

# **THERE WILL BE LUNCH SPONSORED BY THE OA FOR SALE, OR YOU MAY BRING YOUR OWN LUNCH.**