

Grand Canyon Council SCOUT-O-RAMA

November 4, 2006

10:00 AM – 4:30 PM

“RACE INTO SCOUTING”

Cub Scouts, Boy Scouts and Venturers from around the Valley of the Sun will take part in celebrating Scouting's adventure at the 2006 Grand Canyon Council Scout-O-Rama. This family event will be held on Saturday, November 4, 2006 at **Scottsdale Community College**. Scouts will be showing off their Scouting skills, talents and spirit to our local community.

Make sure your Scouts and unit participate in the Valley's most exciting youth show. Please read this leader's guide carefully. Each year, packs, troops, teams and crews take part in the Scout-O-Rama and you'll not want to miss out this year. Here's how your unit can participate!

SELLING SCOUT-O-RAMA TICKETS IS A GREAT FUNDRAISER!

Selling Scout-O-Rama tickets is a great way for your unit to earn money for advancement, unit equipment, activities, registration and many other unit needs, especially summer camp. It is also a great way for your Scouts to earn great prizes such as camping equipment, sports equipment, radios and much more!

The unit commission program is the biggest and best of almost any fundraiser. A generous commission program is offered this year. For every \$5.00 Family Ticket sold between the Sale Kick-off (September 7) and the September 27th Turn-in, units can earn \$1.75. Tickets sold after the first turn-in and turned in no later than October 18th will receive \$1.50. All tickets sales after October 18th and turned in at Scout-O-Rama will receive a \$1.00 commission. All ticket sales and prize orders will be due at the November 4th Scout-O-Rama. No commissions will be paid on sales turned in after November 4th.

SHARE THE ADVENTURE OF SCOUTING WITH OTHERS BY HOSTING A BOOTH AT THE SCOUT-O-RAMA

Your unit or den won't want to miss out on the fun of having a booth display or activity at the Scout-O-Rama. Think up a theme, plan the booth activity and have your boy's show off the best of Scouting. Scout-O-Rama is a great unit project and program to kick off a great year of Scouting. There are ribbons and segments for all who participate and special awards for the best of the best. **SEND YOUR COMPLETED REGISTRATION FORM IN TODAY!** Check out the Scout-O-Rama Patch Program article for a special patch you can earn by signing up early.



BE PART OF SCOUTING'S GREATEST SHOW

There are lots of things to see and do at a Scout-O-Rama, 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 Venturing crew?

All types of ideas abound to show what the Cub Scout, Boy Scout, and Venturing programs are all about. Resources include Cub Scout or Boy Scout program themes and merit badge subjects, or ask your unit commissioner and other experienced Scouters. Listed below are just a few more ideas to consider for your demonstrations.

Ideas for Cub Scout Packs

Sand Painting	Leaves (Leaf Prints)
Wood Burning	Stamps
Pottery	Rocks And Minerals
Slide Painting	Knights In Armor
Model Cars	Space Exploration
Puppets	Backyard Cookery
Leathercraft	Kite Building
Nature Crafts	Outdoor Games
Clay Modeling	Obstacle Course
Pipe-Cleaner Animals	Bicycle Safety
Rain Gutter Regatta	Stilts
Pinewood Derby	Physical Fitness
Rocket Derby	Craftsman Activities
Pinecone Bird Feeders	Cub Scout Sports
Balloon Dart Throw	Magnet Making

Ideas for Troops, Teams or Crews

Knots And Lashings	Resuscitation Methods	Dutch Oven Cooking
Camping Merit Badge	First Aid	Emergency Rescue
Signal Tower	Bicycle Safety	First Aid
Survival Techniques	Indian Crafts	Camping Equipment
Rope Making	Handicrafts	Winter Sports
Edible Wild Plants	Magic	Small boat Safety
Charcoal Cooking	Lapidary	Mountaineering
Tin-Can Craft	Woodcarving	Miniature Golf
Basketball Catapults	Model Trains	Bull Roping
Solar Cooking	Stamps	Push Cart Racing
Woodworking	International Scouting	Wooden Merry Go Round
Fingerprinting	Short Wave Radio	
Archery	Signaling	
Knife And Ax Safety	Scouting History	
Panning for Gold	Leadership Training	

PLANNING TIPS TO YOUR SCOUT-O-RAMA ADVENTURE

Vehicles will not be allowed to drive onto the booth areas. Please plan to transport your booth materials by wagon or wheel barrows from the parking area.

YOUR PARTICIPATION provides every Scout the opportunity to demonstrate their skills and abilities to hundreds of parents, friends, and the general public. It stimulates advancement and impresses your Scouts and families with the scope of Scouting, and of course, it's fun!

ADULT PARTICIPATION should be kept to a minimum. Booths must be attended by adult leaders at all times, but Cub Scouts and Scouts should demonstrate and explain the subject.

BOOTH SUBJECT should reflect the Scout-O-Rama 2006 theme, *Scouting - Join The Adventure*. For ideas, check the Wolf, Bear and Webelos books, the *Cub Scout Leader How To Book*, the *Boy Scout Handbook*, merit badge pamphlets, and the *Troop Program Helps* books. Getting people involved in the ACTIVE DEMONSTRATION of the subject will be a key to the success of your unit's booth. Keep in mind that the development of your subject should be a regular part of your unit's program. It should serve as both a great booth demonstration and an incentive for advancement. Booth subject must not be commercial in nature. ABSOLUTELY NO SELLING ALLOWED!

PLENTY OF ACTION should be planned into the presentation of your subject to increase its appeal. Electricity is not available. Approval for use of generators to operate computers and unique electronic projects must be requested in writing and approved by the participation committee prior to the show.

BOOTH SIZE is a 15 x 15 foot square or 30 x 15 feet. Each unit displays its activity within this area. If your unit requires more space, please indicate on the booth reservation application the size space you need and any unusual requirements. The booth layout will be marked and identified by a location number. Location maps will be posted at the show entrance. You must request back to back or side to side for multiple spaces. To register, please submit your registration application as soon as possible.

ACCOMMODATIONS for shade, seating, and drinking containers are the responsibility of your unit. No electricity will be provided. Restrooms & portable toilets will be available on the show grounds. Ample free parking will be near the show site. No vehicles will be allowed on fields.

COMMERCIAL ADVERTISEMENTS are barred from unit booths, but corporate or trade names are allowable on items distributed by units. No items or services may be sold from unit booths, nor may any orders be taken for future delivery.

NO stakes or rods of any kind will be driven into the ground to anchor displays.

BOOTH MATERIALS: structure, signs and all equipment necessary to demonstrate your subject must be provided by your unit. You may want to provide some sort of overhead shelter for your unit, you never know what kind of weather you'll get in Arizona. You should schedule a sufficient number of well-trained uniformed Scouts to carry on the demonstration and explain the subject to spectators.

BOOTH SETUP must be accomplished by 9:45 AM on Saturday. Your unit should be ready for judging by 9:45 AM with continuous demonstrations in ACTION until 4:30 PM. BOOTH REMOVAL cannot take place until after the 4:30 PM closing time. The fields will be open on Friday for set-up from 2:00 PM - 8:00 PM.

BOOTH SIGN size should be poster-sized. You should include the name of your unit and/or den, sponsoring organization, and subject. Display the sign in an easy to locate position in the booth.

FIRST AID will be available at the show. FIRE REGULATIONS require that all cloth drapery, crepe paper costumes and all other combustible material must be flameproof or fire retardant. Cooking demonstrations will be permitted only if the fires or charcoal fires are made in a container and the container is placed on a brick or other noncombustible base. All units using a fire must have an approved fire extinguisher available at all times. FIRES MUST BE CONSTANTLY ATTENDED.

WHAT NEXT?

- 1) Select a Scout-O-Rama chairperson who will direct the booth demonstration subject.
- 2) Select a booth subject and mail in *the Scout-O-Rama Unit Registration Form*.
- 3) Plan the booth program at your regular unit meetings and plan for action!

SCOUT-O-RAMA PATCH PROGRAM

Scouts can earn the Scout-O-Rama theme patch "Race Into Scouting" by selling just 10 tickets. For participating in the Scout-O-Rama your Scouts can earn the Participant segment. **SPECIAL – if your unit signs up for a booth no later than the first ticket turn-in (September 27), each member of your unit will be eligible to earn a one piece patch of the Scout-O-Rama theme patch and participation segment, in addition to the 2 piece patch.**

2006 SCOUT-O-RAMA TICKET SALES PLAN

- Ticket Sale Kick-Off – Thursday, September 7th, 2006 (District Locations)
- Ticket Sales Turn-In – Wednesday, September 27th, 2006 (District Locations) – Ticket sales turned-in on this date will be eligible for the \$1.75 commission per ticket. Prizes will also be available for pick-up.
- Tickets sales from September 27th – October 18th will receive \$1.50 commission per ticket. The Council Scout-O-Rama ticket office will be open on October 16-18 until 8 PM for turn-ins. Ticket sales turned in from October 18th – November 4th will receive a commission of \$1.00. No commissions will be paid on sales turned in after November 12th.
- Ticket sales and prize orders can also be processed at the Council Service Center from 9:00 AM – 4:30 PM, Monday thru Friday from September 11th – November 2nd, except as noted for October 16-18. Scout-O-Rama turn-in will not be done on Friday November 3rd.
- Final Ticket Sales Turn-In – At the November 4th Scout-O-Rama All Scout-O-Rama monies, prize orders and unsold tickets must be received by November 4th, 2006. No commissions will be paid on monies turned in after November 4th, 2006.

COMMISSIONS will be paid only after all unsold tickets and ticket sales are turned in. Commissions will be credited to the unit's custodial account at the Council Service Center after December 16th, 2006, unless otherwise specified in writing.

PRIZE PROGRAM

Cub Scouts and Scouts will be able to choose from a large variety of prizes including camping gear, sports equipment, and electronics provided by Sportsman's Warehouse by selling Scout-O-Rama tickets.

That's not all; your unit has a real chance to earn big dollars in a super fundraiser that is already planned for you. There is no risk or mess. Funds can be used for summer camp fees, tents, advancement awards, trip money, or even Pinewood Derby kits.

PLANNING YOUR SALES PROGRAM – A FEW TIPS FROM THE EXPERTS!

1. **SET A GOAL.** Decide how much money your unit wants to earn in commissions. Help your Scouts decide which prizes they want. Let your committee and parents know what your ticket sale goal is.
2. **REVIEW TICKET SALES AND TAKE ORDER PLAN WITH YOUR SCOUTS.** Your Scouts will receive a *Prize /Ticket Sales Brochure*. Take a few minutes and go over the sales plan with them. Have them make their **PROSPECT LIST** - practice their **SALES TALK** and get orders from prospects.
3. **ATTEND THE TICKET SALES KICKOFF ON SEPTEMBER 8TH.** Pick up your tickets and sales kit at this time. Plan a meeting for your pack, troop, team or crew following the Ticket Sales Kickoff meeting. Meet your boys and parents there to distribute tickets and set up a time and place to turn in money and prize selections before the turn-in on September 27th. Have your boys go to their friends and families, neighbors or to local shopping centers to sell tickets. Monies, unsold tickets, and prize orders are due on the day of the Scout-O-Rama.
4. **KEEP SELLING TICKETS RIGHT UP TO THE DAY OF THE SCOUT-O-RAMA!**

UNIT AWARDS INFORMATION

Unit recognition and awards at the Scout-O-Rama will be awarded by members of the Show Awards Committee. Exhibit judging will begin 15 minutes before the show opens to the public and will continue throughout the day. Each unit will receive a participation ribbon for having an exhibit in the show. The judges will consider all aspects of the booth. They will be alert to the evidence that the Scouts created the display, participated in its preparation and understand what the display is all about. Each of the factors listed below will determine the judging.

- **PROMPTNESS.** Every exhibit should be ready to go 15 minutes prior to the show opening. The booth should be open until the show closes.
- **KNOWLEDGE OF SUBJECT.** Scout members should be conversant with the topic of the exhibit. They should be able to speak out in their own words and should answer questions about the subject matter and about how the exhibit was prepared.
- **ATTENDANCE.** There should be at least two youth members and two adults attending to your exhibit at all times. This applies to all exhibits beyond this minimum. The number of participants should be determined by the nature of your exhibit.
- **ATTITUDE.** Units will be judged on the courtesy they show to visitors and to other fellow participants in the show.
- **PERSONAL APPEARANCE.** Each Scout and adult leader should appear in uniform or Venture crew identification, unless the exhibit requires by its nature that protective clothing or special costume be worn.
- **SUBJECT MATTER.** The subject matter of the exhibit should be both fresh in idea and easily understood by both the participants and the general public. The exhibit will be judged on its ability to tell a story to non-Scout visitors.
- **DISPLAY APPEARANCE.** Attractiveness and good planning count. Should be youth constructed as much as possible.
- **AWARDS.** All units that participate will receive a participation ribbon. All Scouts who participate will receive a segment. Units will also be judged for these top awards. Ribbon awards will be presented at individual booths following the tally of scores. Grand prizes will be presented at the main stage near the end of the show.

Scout-O-Rama 2006

When: Saturday, November 4, 2006 10:00 AM to 4:30 PM
Where: Scottsdale Community College

Complete the applications and mail or fax it to the Council Service Center.
Grand Canyon Council, BSA
2969 North Greenfield Road
Phoenix, AZ 85016
FAX: 602-955-0570

Please provide the following information as accurately as possible:

Circle Unit: Type: Pack Troop Team Crew Unit # _____ District: _____

TICKET SALES SIGN-UP

YES! We would like to sell Scout-O-Rama tickets.

Approx. Ticket Sales from 2005 _____ Approx. # boys selling: _____

Contact Person: _____ Unit Position: _____

Address: _____ City: _____ Zip: _____

Daytime Phone (_____) _____ Evening Phone: (_____) _____

E-mail: _____ Fax # (_____) _____

BOOTH APPLICATION

YES! We are going to Scout-O-Rama and would like to reserve a display booth.

Contact Person: _____ Unit Position: _____

Address: _____ City: _____ Zip: _____

Daytime Phone (_____) _____ Evening Phone: (_____) _____

E-mail: _____ Fax # (_____) _____

E-mail: _____ Fax # (_____) _____

Our Booth Theme is: _____

Please reserve the following space for our unit

15' x 30' space

We need a larger area (specify) _____

Other special needs: _____