

SCOUT-O-RAMA



Leaders' Guide 2018 **Theme: "You Can Be A STAR"**

A mini-jamboree event

April 27 – 29, 2018 Spring Lake Park

**Caddo Area Council
BOY SCOUTS OF AMERICA**

Registration forms need to be in by 5PM, Friday, April 13, 2018.

SCOUT-O-RAMA 2018

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Letter from the Chairman

Scout-O-Rama 2018
4 States Scout Show
April 27 - 29
Spring Lake Park, Texarkana Texas



Dear Scout Leaders,

Scout-O-Rama 2018 promises to be a fantastic and fun event and the largest Scout Show in the Four States area. SOR, as we like to call it, is a mini-Jamboree event, it allows us to show off scouting to thousands in our community and through traditional and social media to untold thousands by showcasing "Scout Craft" and just how much fun Scouting can be.

This year we're being joined by the Girl Scouts Diamonds of Arkansas, Oklahoma and Texas, and this year for the very first time by the local Arkansas Wing of the Civil Air Patrol.

The on-line program guide at www.4StatesSOR.com is your link to the event and registration. Please read the Leaders Guide all the way through so you know what to expect and what your Scouts will be able to participate in.

Please remember that all registration forms, T-Shirt and patch orders Chili Tickets sales must be turned in by Friday, April 13, 2018.

Let's have a Scout Show!

Regards,

Jim "Weaver" Standridge
SOR Chairman 2018,
Caddo Area Council

Please tag your pictures and comments to our face book page; your enthusiasm will inspire others to attend.

SCOUT-O-RAMA 2018

GENERAL INFORMATION

Saturday, April 28, 2018

Opening Ceremony 11:30 am

Gates open to the public: 10:30 am – 4:00 pm

Spring Lake Park, Texarkana, Texas

For 2018, the Caddo Area Council Boy Scouts of America will hold its Scout-O-Rama at Spring Lake Park in Texarkana. This year's theme is "You Can Be A Star". The event will feature outdoor activities, scout craft, pioneering, and showmanship. Scout Troops will be able to camp at the park on Friday and Saturday nights and participate in a special campfire program. Every unit is encouraged to plan an outdoor exhibit to share crafts, games, Scout skills, pioneering, and all-around fun with other Scouts and visitors. This should be a super event with a "mini- Jamboree" style atmosphere.

Plenty of outdoor exhibit space is available for your unit exhibit or activity. Some space may be subject to restrictions, but sufficient areas are available. For units who want to do Cub Scout age crafts or games, you can bring pop-up style tents although space may be limited.

The council-wide Pinewood Derby race will be in the Southern pavilion on the map, signup will next to the HQ. Check-in is 9:00 – 11:00 a.m. The race is open to all Cub Scouts, but is limited to the first 64 Scouts to physically turn in their cars beginning at 9:00 a.m. This year, once the first 63 cars have been registered, the rest of the cars will be entered in a single elimination run-off race for the 64th slot. This way a greater number of scouts will have an opportunity to participate in the race. Cost for the race is \$10.00 per car. See 2018 rules in registration section of program guide.

There will also be demonstrations, stage shows, vehicle displays, and participation activities throughout the Scout- O-Rama. **Bring copies of the program guide down loaded from the web site for your leaders.** Some activities planned include archery, bladesmithing (knife making), canoeing, fishing, C.O.P.E.-style challenge events, civil war re- enactments, Native American pow-wow, Order of the Arrow Park-giving ceremony, emergency vehicles, blacksmithing, leather and craftwork and much more.

EXHIBITS AND JUDGING

Outdoor areas will be available to accommodate any size exhibit. Units will need to furnish all props, materials, tables, chairs, and dining fly or covers. Each exhibit will be judged by an impartial committee using an inspection form, like the one attached to the registration guide. The best troop exhibits should feature activity and visitor participation. Do what scouting in your area does well - it is a time for you to show off! This is not limited to pioneering, camping, and Scout skills. Games, nature, athletics, conservation, and many other activities are all outdoor-related.

GENERAL SCHEDULE OF EVENTS

Check-In -- Check in for park campsite assignment at the Spring Lake Park Scout-O-Rama headquarters, Friday April 27 from 3:00-5:00 pm, and Saturday, April 28 starting at 7:30 a.m. *One person from each group represented needs to check in at the S-O-R headquarters.*

Friday Night Campfire Ceremony -- There will be a campfire program at 7:30 pm Friday night, April 27, at the campfire area. The Scout O-Rama Committee will be introduced, and the Program Director will make any necessary announcements. The Order of the Arrow Lodge 232 will do a Park Giving Ceremony for the Scouts, a representative from each of the attending councils will accept the park on behalf of their troops. Each unit should come prepared to do a skit, song, or other appropriate activity. There will be a giant cracker-barrel to follow the campfire program.

At 11:00 p.m. Leaders are to encourage lights out and take head- counts in their respective sites.

Saturday Morning Set-Up -- Units are to have breakfast, clean up their sites, and prepare their exhibits for public viewing and inspection. This should all be completed by 10:00am. By 11:15 am all Scouts should be in their Class A uniforms and proceeding to the headquarters tent for positioning for opening ceremonies.

Saturday Morning Opening Ceremony -- The Opening Ceremony begins at 11:30 am Saturday at the portable Stage Area. Units are asked to send representatives with American flags and unit flags. Following the march from HQ to stage area and line up in front of the stage, the Scouts will be addressed by staff and dignitaries. After the ceremony has concluded, the flags should returned to the unit exhibit areas.

Saturday Scout Show – Following the opening ceremonies scouts return to their areas and get ready to show off Scouting to the general public. This will last until 4:00 p.m.

Saturday Night Troop/Patrol Cooking Competition – Keep it simple – Judges will come around starting about 6pm. We're looking for main course and/or deserts only. The entire dish must be cooked in your campsite by the Troops and/or Leaders.

Saturday Night Award Ceremony and Events -- At 7:00 p.m. Saturday evening Scouts are to assemble at the portable Stage Area for awards followed by live music. After the band is done an optional movie will be shown in the big tent for those wishing to attend. Scouts are encouraged to return to their campsites after Saturday night programs. At 11:00 pm, Leaders are to encourage lights out and take head-counts in their respective sites after the movie.

Sunday Morning -- Mandatory 7:00 a.m. leaders meeting, pavilion near airplane! Stage area and camp breakdown and park clean-up 7:30 am. (Leave no trace)

Sunday Morning Closing Program: “A Scout Is Reverent” -- A worship service will take place on Sunday at 10:00 am in the big tent near the stage area. It will be a memorable and solemn service.

GENERAL INFORMATION/SET-UP

Units will furnish all necessary props and equipment used in their exhibit. Moving equipment and material into your exhibit area, decorating and “setting up” is to be accomplished between 7:00 am and 10:00 am on Saturday. Once intact, each exhibit will remain fully manned and equipped from approx. 12:15 - 4:00 pm. Please bring your unit flag and American flag and stands for your exhibit. Units should prepare a display sign for their exhibit that includes the unit number and the chartered partner name; you may to carry out the game, demonstration, or skill that is your exhibit’s subject. At least one adult leader must be present at all times, you may even want to put up a gateway to your area. A sufficient number of Scouts should be present in the exhibit at all times and it must be the Scouts doing the demonstrations. Unit leaders should schedule their Scouts in shifts to allow time for them to visit other sites at the show. All props and materials will need to be removed from the demonstration areas immediately following the show. **Think safety for your Scouts and the public at all times.**

VEHICLES

While you should be able to drive directly to your demonstration or camping site, we ask you to move your vehicles immediately after unloading and park in designated areas.

*See attachment: Scout-O-Rama parking regulations.

COMMERCIALIZATION

Scouts will be able to purchase some memorabilia and food items at the show. Only pre-authorized commercialization will be allowed. Distribution of unauthorized business leaflets and advertisement is prohibited. There will be food and snack booths in the park.

CAMPING IN THE PARK

All Troops and crews are invited to camp in the Park on Friday and Saturday nights. Cub Scouts and Webelos may camp under BSA Family camping guidelines. Standard BSA and Girl Scout policies apply regarding adult leadership, safety, sanitation, and behavior. Campfires and cooking will be allowed; however, units should follow all “Leave No Trace” guidelines. Porta-pots will be placed strategically throughout the park.

EVENT HEADQUARTERS

Scout-O-Rama Headquarters will be set up in a strategic area for check-in and dissemination of all information. It will be on the map in the program guide. Again we stress to bring additional copies of your leaders guide. The desk will be manned during the entire event. First Aid, Lost & Found, and Security will be located at headquarters.

INCLEMENT WEATHER

In case of severe weather there will be a strategic location for shelter. Location will be disclosed at the scoutmasters meeting on Friday night/Saturday morning meeting.

SUCCESSFUL SCOUT-O-RAMA PLANNING

Scout shows have been going on for a long time, and each year someone thinks of a new twist that helps his unit achieve greater results than were achieved in the past. Don't be hesitant if Scout-O-Rama is a new adventure for you because there is lots of room for new ideas. Talent, resources, and creativity produce success.

Unit Scout-O-Rama Chairman -- The Unit Participation Chairman provides the maximum opportunity for members of his/her unit to benefit from Scout-O-Rama.

Job Description:

- Become familiar with contents of this Planning Guide and communicate it to your unit.
- Use all available resources to provide maximum participation.
- Work with your Unit leader to determine the kind of exhibit that best portrays your Unit to the public.
- Complete the application for participation and either mail it or personally deliver it to the Scout office or fax to (903) 792-9320.

Registration forms need to be in by 5PM, Friday, April 13, 2018.

Scout-O-Rama 2018 Schedule

Friday

| | |
|------------------|---|
| 3:00 pm – 5:00pm | Troop check-in at SOR HQ tent. |
| 6:00 pm | Feeding time |
| 7:30 pm | Campfire Program Begins |
| 8:30 pm | Following the Campfire Program it's Cracker Barrel time right next to Campfire area. |
| 10:00 pm | Leaders Meeting at the stage area, 1 adult and 1 youth for each group in attendance. |
| 11:00 pm | Light out/Taps |

Saturday

| | |
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| 7:00 am | Reveille |
| 7:30 am | Cubs arrive and check in at SOR HQ tent. |
| 9:30 am | Scouts should have demonstration areas finished. |
| 10:00 am | All personal vehicles must be moved to designated SOR parking areas. |
| 10:30 am | Scout-O-Rama park area opens to public. |
| 11:15 am | All report to SOR HQ for parade lineup, bring your US, State and Troop/Den/Group flags to lead your group. |
| 11:30 am | Opening Ceremony for Scout-O-Rama 2018, begins with a march from the HQ tent around to the stage area. Please have the representatives from each group carrying the flags lineup across the field facing the stage with the remaining Troops lined up behind them. All flags up front please starting with the American flag, State flag, Troop flag, etc. |
| 12:00 pm | Scouts return to demo areas and get them open for the public. Soap Box Derby – LifeNet Helicopter Fly-In – Texas Connection Native American Drummers and Dancers – ICS Chili Cook-off (12 - 3pm) – Military Displays – Waterfront area open for Canoeing - Pinewood Derby Races – Fishing – Civic Displays – Scout Museum – Forging and Branding – Troops Displays/Demos – Blacksmithing – Bladesmithing - Leather Work – Civil War re-enactments – Cannon Fire (fire at 11:50, 2:15, 3:45, all times are approximate) |
| 4:00 pm | Scout-O-Rama closes to the public. Breakdown of display areas. |
| 4:00 pm | Chili Cook Off Awards (Chili area) |
| 6:00 pm | Troop/ Patrol Cooking Competition, Judging at campsites. |
| 7:00 pm | SOR Camp Awards at the stage area. |
| 7:15 pm | Band on stage plays. |
| 8:30 pm | Fireworks! |
| 8:50 pm | Movie in the big tent (bring your own chair or tarp to sit on.) |
| 9:30 pm | Leaders Meeting at the stage, 1 adult and 1 youth per group |
| 11:00 pm | Scouts return to campsites, lights out/Taps. |

Sunday

| | |
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| 7:30 am | Leaders meeting/ Camp breakdown (Leave no trace.) |
| 10:00 am | Religious services assemble at the front of the stage. |

SCOUT-O-RAMA 2018

Pinewood Derby Race Rules

Check-in: 9:00 – 11:00 am, Saturday, April 28.

Races begin after opening ceremonies, approximately 12:30.

1. Car must weigh 5 ounces or less.
2. Do not alter the height or width of wheels from original condition. Wheels, nails, and block of wood supplied with kit must be used. No substitutions allowed.
3. Car must race in forward position. To prevent car from racing in the backwards position please place an arrow on the underside of the car pointing in the direction the car will race.
4. All weights and decorations must be firmly attached to the sides or top of car. No weights or decorations can be placed on the underside of the car. Time does not allow for repairs during the race.
5. Graphite can be used on wheels and axles only before the race starts. Use of liquid lubricant is not allowed. Liquid lubricant makes the track slippery, causing cars to slide off.
6. Do not alter width of block of wood at the axle area or the car will not fit on track.
7. The Committee to Assure Fairness to All Scouts will settle any disputes or variations that arise. Decisions of the Committee will be final.
8. To prevent damage to your or another's car, Scouts or Scout parents are not allowed in the pit area.
9. Damaged cars may still race, but they must cross the finish line to prevent disqualification.
10. Check- and weigh-in begin at 9:00 a.m. the day of the race.
11. No cars will be weighed or checked in after the first elimination races.
12. There are 64 slots allotted for the race. The first 63 cars registered will be in the race. After that, all other cars will be placed in a single elimination bracket for a face-off race for the 64th slot.
13. Pinewood Derby Regional Race-Off is a double elimination race. Winners will be determined from a double bracket racing chart. After one loss, the Scout will move to the losers' bracket. After two losses, the Scout will be eliminated from the race. A Scout from the losers' bracket can still go on to win the race.

There is a race fee of \$10.00 per car to enter the race to cover cost of awards.



SCOUT-O-RAMA 2018

Motor Vehicle Rules

In order to make this Scout-O-Rama a festive jamboree atmosphere, motor vehicle access and parking will be restricted in the main activity area. The goal is to keep the activity area open and safe for all our Scouts and visitors. This will be accomplished by following the rules listed below:

1. There will be barricades to all entrances of the Scout-O-Rama Activity area.
2. Vehicles will be allowed in the activity area only during the following hours:
Friday - 3:00 pm – 11:00 pm
Saturday - 7:00 am – 10:00 am
Sunday, 7:00 am – Clean and Gone
3. A Handicap Vehicle Parking Area close to the activities will be provided. You must have a handicap license plate or a handicap rearview mirror card in order to park in this area. You can get to the designated parking (Lot #13) from Mall Drive (North entrance) and enter barricade gate #1.

With your cooperation and help, we can all make the 2018 Scout-O-Rama the best one ever.

Parking Regulations

Gate Numbers and Equipment:

- There are three entrances or gateways into the Scout area for vehicles however, only one, the North Gate (1), will be used for entrance and exit of Scout Leader, vendor and other vehicles.
- All gateways are to be equipped with barricades that are not to be removed or altered in any way. **DO NOT DRIVE AROUND THESE BARACADES.** These are in place for safety and security to keep our Scouts safe at all times.
- **ALL ROADS WITHIN THE GATES ARE TO BE OFF LIMITS TO ALL BUT EMERGENCY VEHICLES BETWEEN THE HOURS OF 10 AM SATURDAY AND 7 AM SUNDAY** (safety concerns and jamboree atmosphere).
- Parking lots within the perimeter of the gates are to be off limits to all but emergency vehicles between the hours of 5:00 pm Friday and 7:00 am Sunday, with the following exceptions only: Handicapped, Staff or Ceremonial participants by permit only to park in the Southeast Baseball Field parking, and temporary unloading trips by permit only Friday evening, and between the hours of 7:00 am and 10:00 am on Saturday morning.
- General staffing: All three vehicle Gateways (1, 2, and 3) to be staffed by at least one adult volunteer from 5:00 pm – 11:00 pm Friday night.
- All gates to be closed between 11:00 pm and 7:00 am Friday and Saturday, with monitoring intermittently by City Police.

IDEAS THAT MAY PROVE HELPFUL IN SELECTING YOUR BOOTH/SUBJECT:

- I. Experience is valuable, but not necessary.
- II. The size of your unit may determine the amount of space you will need.
- III. Several things may help you decide on the subject you choose for your exhibit.
 - A. What do my boys do best?
 - B. What interests have they shown?
 - C. Which recent activities were the most successful?
 - D. What hidden resources may be uncovered by talking with boys and parents, by examining advancement records, or by examining parents' hobbies and job skills?
 - E. What activity would most benefit my unit program?
 - F. What historical resources do we have available?
- IV. Preparation time required and available.
- V. Transportation
- VI. Theme

In selecting your unit's exhibit theme, the most important thing is to choose one that is fun and interesting for your Scouts, as well as one that supports the overall Scout-O-Rama theme and that demonstrates the best of Scouting. This year's theme "You Can Be a STAR" gives you a wide latitude in your choice of subject.

Starting with monthly Cub and Scout program themes, Cub achievements and electives, Scout skills and merit badges, and Explorer/Venture activities and specialty interests, you have thousands of exhibit theme ideas. Or, you may want to focus on your community and its history, people, landmarks and activities. The list of possible exhibits is endless. Have your youth and adult leaders brainstorm theme possibilities, then determine which is best for your unit's Scout-O-Rama exhibit.

A Few Ideas!

PACKS – TROOPS – POSTS – CREWS – DENS

Communications, Advancement, Medical Science, Living in the 21st Century, Pioneering, Rope High Adventure, Pioneer Days, Making Wood Tools, Pirate Waters, Orienteering, Law Enforcement, Old Glory, Indian Lore/Crafts, Post Specialties, Scouting around the world, Leatherwork Crew Special Interests, Things that go, Horsemanship, The First Americans, Backpacking, Life on Other Planets, Computers, Soil & Water Conservation, Wild and Woolly West, Fuel Efficiency, Athletic, Adventure, Citizenship, Solar Energy, Outdoor Festival, Surveying, Wind Power, Customs of Countries, Models, Forest Conservation, Metalworking, Solar Cooking, Crafts and Games, Transportation, Homemade Camping Equipment, Puppets, Fishing, Conserving Energy, Bike Safety, Engineering, Conserving Water at Home, Bird houses, Astronomy, Endangered Species Awareness, Block Painting, Athletics, Home Safety, Coat Hanger Crafts, Space Discoveries, Cub Olympics, Radio Voyages, Compass, Ships Secret Codes, Knife and Axe Safety, Explorers Obstacle Course, Knots, Map Making/Reading, Splatter Painting, First Aid, Compass Course, Space Shuttle/Space Lab, Forestry, Backpacking, Rain Gutter Regatta, Tracking, Wilderness Survival, Space Derby Rocketry, Bird Watching, Sea Adventures, Geology, Edible Plants, Exploring Alaska, Ecology, Tracking, Shape Up, Collecting, Philmont, Back to Nature, Basketry, Florida High Adv. Base, Strong for America, Reptile Study, Canada Canoe Base, Buckskin, Pioneer Merit Badges, History of Scouting, American Folklore, Camping Skills, Genealogy, Family, Hobbyist, Outdoor Adventure, Outdoor Activities, Outdoor Fun, High Adventure.

Just a few ideas, can't wait to see yours!

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