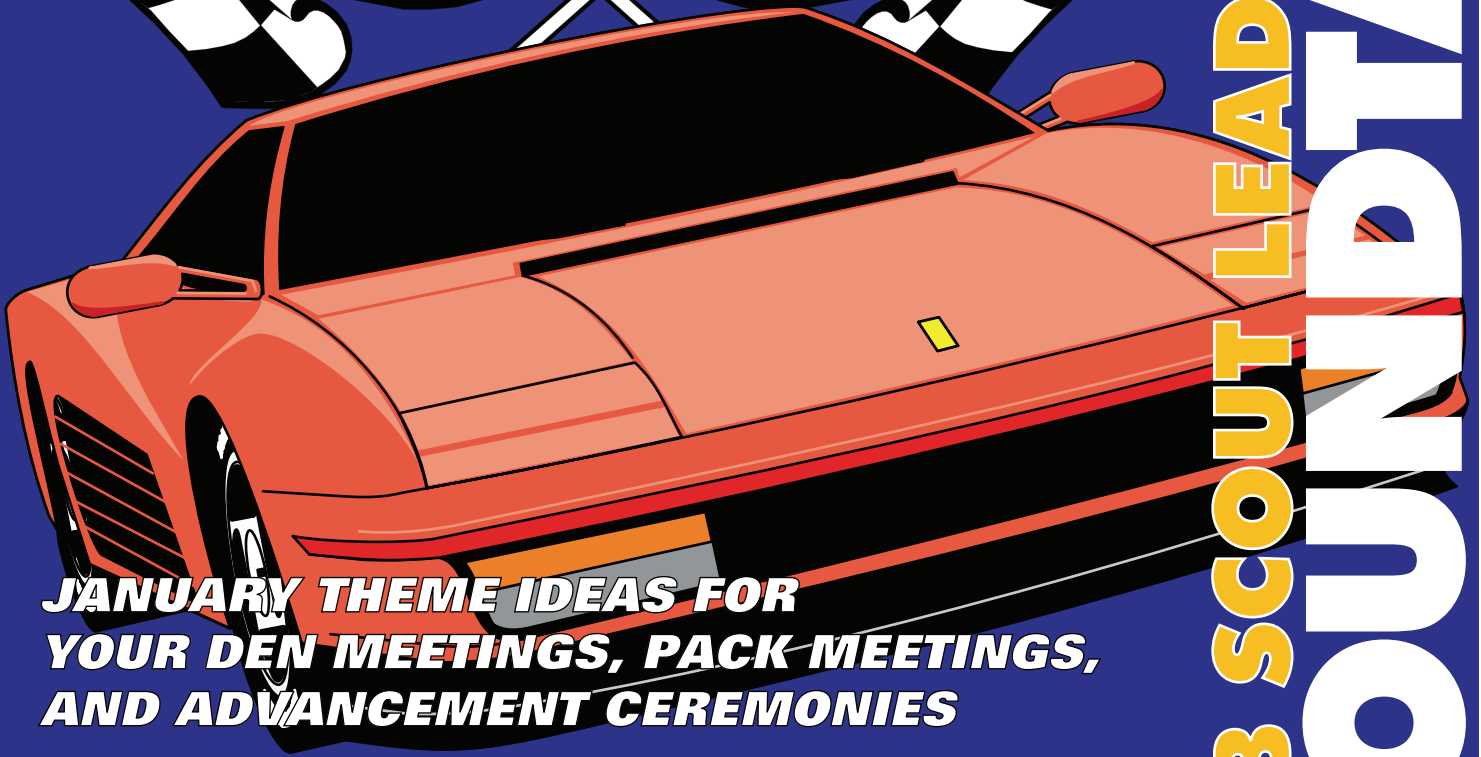
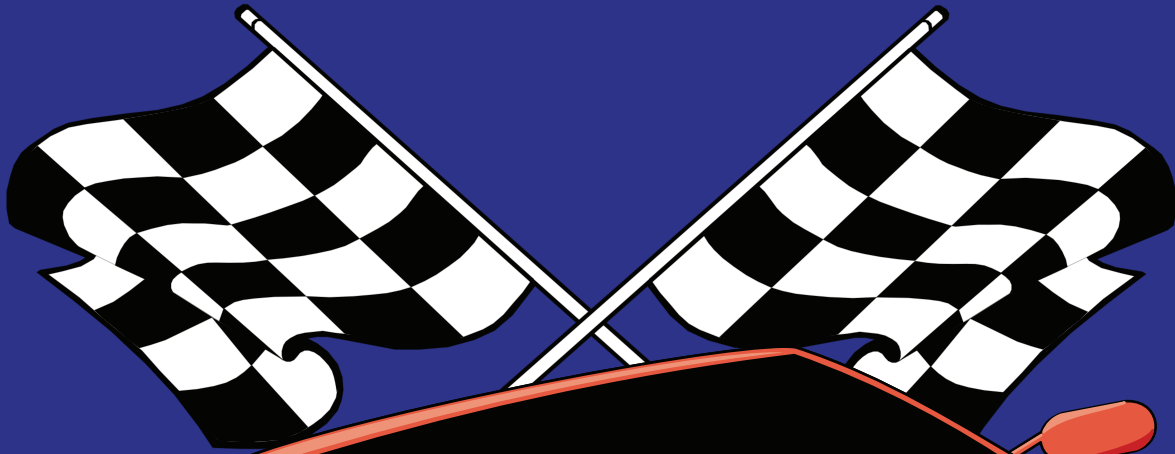


CUB SCOUT CAR SHOW



CUB SCOUT LEADER

ROUND TABLE

**JANUARY THEME IDEAS FOR
YOUR DEN MEETINGS, PACK MEETINGS,
AND ADVANCEMENT CEREMONIES**

**TOMAHAWK DISTRICT
INFORMATION AND ANNOUNCEMENTS**



**WHERE and WHEN:
SUGAR CREEK BAPTIST CHURCH
West Campus Building · Room 100
13303 Southwest Freeway
7 p.m. · Thursday, December 13, 2007**



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December 2007 Cub Scout Car Show Fitness, Readyman



Character Connections

Positive Attitude: Being cheerful and setting our minds to look for and find the best in all situations. In racing, we cannot always be the Winner! Scouts can learn to participate cheerfully and do their best regardless of the outcome.

Compassion: Being kind and considerate, and showing concern for the well-being of others. One of those cars is last on every race, and Scouts can demonstrate goodwill and sportsmanship to all the racers, not just the fastest.

Pre-Gathering Activities

Traveling Pack

Materials: a large map of the United States; pins with 5 different color heads; a large foam board.

Pin the map to the foam board. Set it up on a table or an easel to use for the pack meeting pre-opening activity. Post a legend for the colors: red=car, blue=bus, green=plane, brown=train, yellow=a very unusual method like hot air balloon, dog sled, etc. As families arrive, ask them to mark two places they traveled, using the colors of pins to represent how they got there. For part of the opening ceremony comment on how extensive the travel has been. Name a few of the towns and ask who put the pin there. Ask about the yellow ones, for sure! How did they travel?

Road Map Tie Slide

Materials needed: 2" square piece of 1/2" scrap wood, old road map, piece of plastic pipe, glue, small plastic car.

Directions: Sand wood smooth. Cut a piece of the map the same size as your wood, and then glue it on. Hot glue the small plastic car on top the map. Hot glue the pipe to the back of the wood to form the slide loop.

Car Puzzles

Cut large pictures glued on cardboard or postcards of 5-8 cars into 6-8 pieces. As people arrive, give each person one piece of the puzzle. The goal is to put together your puzzle, and learn two new things about each of the people with your cars puzzle.

OPENING CEREMONIES

Cub Scout Car Show

Pack Resource Sheet, Page 39, RT Planning Guide

Large Cards with pictures of vehicles pasted or drawn on one side and scripts on the other.

Cub Scout 1: Welcome to Pack (unit number) Car Show;

Cub Scout 2: We have a whole fleet of vehicles for tonight's program;

Cub Scout 3: A pickup truck for a huge load of fun;

Cub Scout 4: An SUV for adventure;

Cub Scout 5: A delivery van for announcements;

Cub Scout 6: A classic car for show-and-tell;

Cub Scout 7: A racecar for games and competition;

Cub Scout 8: A limousine for our recognition ceremony;

Cub Scout 9: And a huge bus for the whole crowd;

All: Now let's get rolling.

Pinewood Derby Opening

Randy Worcester, Clarksville, Tennessee

<http://members.aol.com/randywoo/pine/index.htm>

Nine Cub Scouts hold up large cardboard cutouts of derby racers. Each one has a letter on it to spell "Derby Time".

Dads and sons this month have had some fun.

Everyone working to make the Pinewood Derby Run.

Races will be held right here tonight.

Boys and dads hoping they built theirs just right.

Yearning to win a race or two.

Thinking about the competitions cars must go through.

In just a short while the races will begin.

May all the very best cars win.

Everybody now please rise as the Pledge to our Flag we say.

thus declaring Pack ____'s Pinewood Derby underway.

Pinewood Derby - Opening Ceremony

Props: Colored flags similar to those used to show their color meaning in an actual race. Checkered flag is made from white crepe paper sheet using black stripes. All other flags are made of plain crepe paper. Each Scout carries a flag and waves it during his part of the opening.

Announcer: Our opening ceremony tonight is to show you the use of the colored flags in auto racing!

Cub #1: (Carries Pack Flag) Gentlemen, your attention please! All cars in the race on the track, now!

Cub #2: (Carries Green Flag) Once around the track and then we will start. Watch that green flag.

Cub #3: (Carries Yellow Flag) All cars running well, looks like we're off to a good start. Whoops! A spinout on the back of the track! Slow down and hold your places!

Cub #4: (Carries Red Flag) Watch out for the spinout - another car is hit - driver on the track. Stop the race! We have a driver on the track!

Cub #5: (Carries Green Flag) The track is all clear - all cars back in racing position. Let's have another start. Watch that flag!

Cub #6: (Carries Den Flag) There is another spinout on the track! That guy hit the wall. Doesn't he know he can't win a race that way?

Cub #7: (Carries a White Flag) Here comes lucky number 2! He is still in first place! Looks like we have a winner!

Cub #8: (Carries Checkered Flag) It's number 2! A checkered flag for the winner. Well folks, that's our race - now let's get on to the real one!

CHEERS

Checkered Flag

Pretend to hold a checkered flag. The racecourse broadcaster (Cubmaster) looks far down the tract and says, "Here they come!" Everyone jumps up, waving the pretend flags in a figure-eight motions in front of them, and yells, "You are a winner!"

Race Car Cheer

Move the hand forward like a race car moving around a track and shout "VvvRrrOoooooM". When the leader stops moving, squeal the brakes "Screeeech".

ADVANCEMENT CEREMONY

Racecars

Pack Resource Sheet, Page 39, RT Planning Guide

Large Checkered Flags with Awards taped on them.

CUBMASTER: In auto racing there are several classifications of cars that race. You have midgets, Modified, Stock Cars and Dragsters. Each type of racecar requires different skills in driving and maintenance. This is true for Cub Scout advancement as well.

Tonight we hone those who have completed their circuits. AS we call up the winners, we want the Cub Scouts and their parents to look back over what they have learned while driving the track to their rank.

(Have 4 or 6 adults hold up large flags to make a tall tunnel and the award recipients walk under the flags to the Cubmaster.)

Word Search

- | | | |
|------------|-------------|------------|
| Alfa Romeo | Jaguar | Rover |
| Audi | Lamborghini | Saab |
| BMW | Lancia | Seat |
| Cadillac | Lexus | Skoda |
| Chevrolet | Lotus | Peugeot |
| Chrysler | Mazda | Smart |
| Citroen | Mercedes | Subaru |
| Corvette | Mini | Suzuki |
| Daewoo | Mitsubishi | Toyota |
| Daihatsu | Morgan | Volkswagen |
| Ferrari | Nissan | Volvo |
| Fiat | Opel | |
| Ford | Porsche | |
| Honda | Renault | |
| Hyundai | Rolls Royce | |

O O W E A D T H A T O Y O T E L E
O B C S M A R T A O P E L R E T H
R E M A F L S T A E S H B X T E C
E N M W E R A U G A J C U E O M E
L E E O R P D M A T H S V O L V O
S O M G R I E B B M E R C E D E S
Y R I S A A U U E O O O C M R N I
R T T U R W F S G C R P A I O I K
H I S B I T S L T E R G A N F S U
C C U A P L H K A A O A H I A S Z
M A B R C U L Y L A H T D I E A U
O D I U O A F O U O I I S N N N S
R I S U R N B A T N V C A K O I N
G L H F R E V O R U D A N D O H N
A L I D S R U B U R S A B A A D N
N A M T E L O R V E H C I A L N A
T C A D Z A M R O L L S R O Y C E

ADVANCEMENT CEREMONY

The Racetrack Advancement

Personnel: Cubmaster, Den Chief

Equipment: Racetrack Ceremony Board (instructions below), flashlight, badges pinned on small shapes (racing cars for Bobcats; green flags for Wolf badges or Arrow Points; red flags for Bear badges or Arrow Points; white flags for Webelos Activity badges, checkered flags for Arrow of Light Awards.)

Setting: Room is darkened. Den Chief stands with flashlight behind ceremony board. At the appropriate time, he illuminates the proper cutout with flashlight. Cubmaster reads script. In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in 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 cutout.) Will the following boys and their parents come forward? (Read names. Asks the boys to repeat the Promise and Motto, and tell them to remember them well)

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

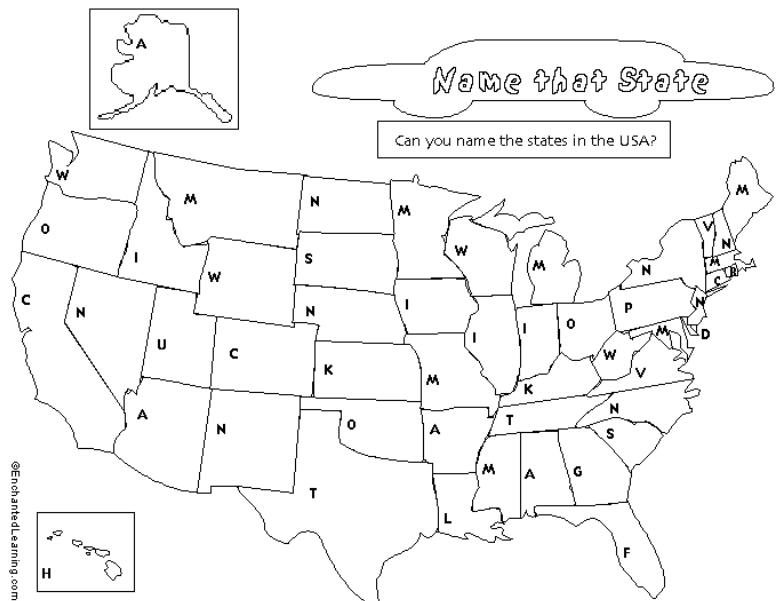
The red flag indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following boys and their parents please come forward? (Call them. Have the red flag illuminated) Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you. They thus share in your honor. (Parents present badges)

The white flag tells us that the driver has but one lap to go to reach the checkered flag, the Arrow of Light. He has learned to manage the turns, jams, and upsets. Will the following Webelos Scouts come forward to receive their activity badges? (Call boys and parents forward. Have white flag illuminated) 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. (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? This is the only badge in Cub scouting which may be worn on the Boy Scout uniform. Your parents share in your achievement, since they have helped you do your best and have traveled the track of Cub Scouting with you.

Congratulations to All!!

Race track Ceremony Board: Cardboard or plywood rectangle. Flags and car shapes are cut out and backed with cellophane of the proper color. Flashlight illuminates cutouts at proper time.



SONGS

Going for a Ride

(from *Sesame Street*)

words & music by Joe Raposo and Jeffrey Moss

Oh I'm going for a ride
Gonna sit behind the wheel
Gonna drive along the road
Oh how happy I will feel
And I'm gonna toot my horn
Gonna travel near and far
I'm going for a ride
Going riding in a car
And a car goes Vroom, vroom
And a car goes Vroom, vroom
And a car goes Vroom, vroom
Gonna travel near and far
Going riding in a car

Oh I'm going for a ride
And I'm never going back
Gonna be an engineer
Gonna speed along the track
And you'll hear the whistle blow
And I'm happy to explain
That I'm riding in a train
And a train goes Woo, woo
And a train goes Woo, woo
And a train goes Woo, woo
And I'm happy to explain
I'm riding in a train

Oh I'm going for a ride
I'm gonna sail the ocean blue
And I'm gonna be a captain
And I'm gonna have a crew
Gonna sail the seven seas
On the water I will float
Cause I'm going for a ride
And I'm riding in a boat
And a boat goes Toot, toot
And a boat goes Toot, toot
And a boat goes Toot, toot
On the water I will float
Going riding in a boat

Yes, I'm going for a ride (Vroom)
Yes, I'm going for a ride (Woo, woo)
Yes, I'm going for a ride (Toot, toot)
Yes, we're going for a ride

Riding in my Car (Car Song)

Woody Guthrie (tune on-line at MSN Music)

Brrrm brm brm brm brm brm brm, brrrm b'
brrrm,
Brrrm brm brm brm brm brm brrrm b' brrrm,
Brrrm brm brm brm brm brm brrrm b' brrrm.
Brrrm brm brm brm brm brm brrrm.

Take me riding in the car, car;
Take me riding in the car, car;
Take you riding in the car, car;
I'll take you riding in my car.

Click clack, open up the door, girls;
Click clack, open up the door, boys;
Front door, back door, clickety clack,
Take you riding in my car.

Climb, climb, rattle on the front seat;
Spree I spraddle on the backseat;
Turn my key, step on my starter,
Take you riding in my car.

Engine it goes boom, boom;
Engine it goes boom, boom;
Front seat, backseat, boys and girls,
Take you riding in my car.

Trees and the houses walk along;
Trees and the houses walk along;
Truck and a car and a garbage can,
Take you riding in my car.

Ships and the little boats chug along;
Ships and the little boats chug along;
Boom buhbuh boom boom boom buh boom,
Take you riding in my car.

I'm a gonna send you home again;
I'm a gonna send you home again;
Boom, boom, buhbuh boom, rolling home,
Take you riding in my car.

I'm a gonna let You blow the horn;
I'm a gonna let you blow the horn;
A oorah, a oorah, a oogah, oogah,
I'll take you riding in my car.

AUDIENCE PARTICIPATION

Auto-matic Laughs

Adapted from the internet; this version reflects Positive Values

Blue—All those with blue eyes pat the top of their head

Brown--All those with brown eyes pat the top of their head

Left--All those that are left handed clap their hands

Right--All those that are right handed clap their hands

New—All those under 20 years of age stomp your feet

Old—All those over 20 years of age stomp your feet

Man—All males stand up

Woman—All females stand up

One day a MAN and a WOMAN went to the store looking for a NEW car. Their OLD one, which was muddy BROWN, was not running well. It LEFT much to be desired in the way of speed and safety, and they wanted another one RIGHT away. They wanted a bright BLUE one. As they walked in the dealership, the WOMAN noticed a BLUE sports car on the showroom floor. “Darling,” said the WOMAN. “Look at the lovely NEW car RIGHT over there. Wouldn’t it be perfect for us. You may be RIGHT, it’s a lot better than our OLD, BROWN buggy. Unfortunately, there’s one problem. I’ve LEFT all my money at home,” said the MAN. “You’ve LEFT it at home?” asked the WOMAN. “Yes, it’s RIGHT in the pocket of my NEW BROWN suit”, said the MAN.

“Your NEW BROWN suit? Why I took that suit to the cleaners just this morning, and I didn’t notice any money in any of the pockets,” said the WOMAN.

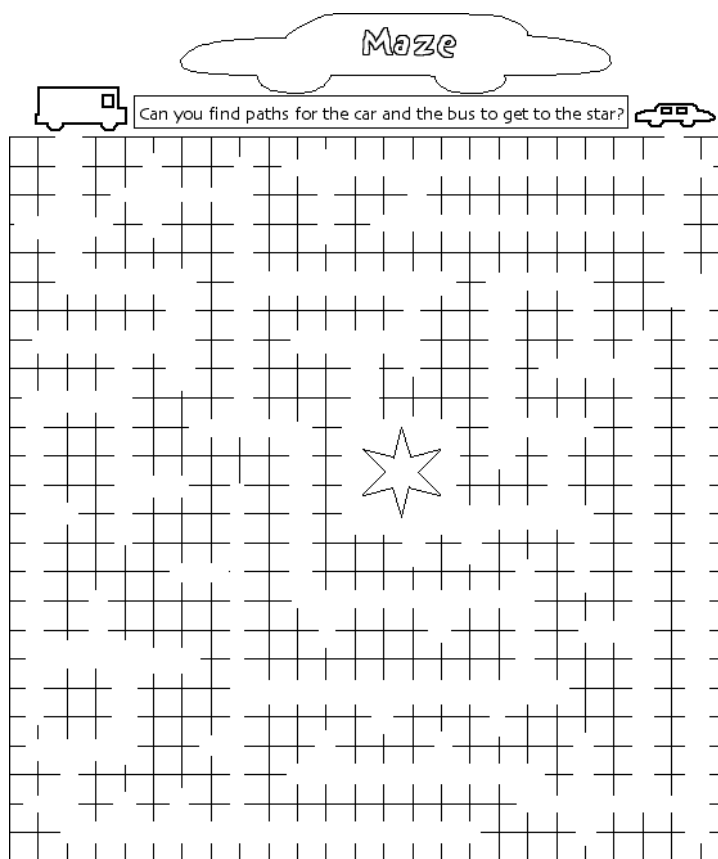
“But I’m certain I LEFT my money in the side RIGHT pocket of my NEW BROWN suit,” the MAN said as he scratched his head in wonder. “Now wait a minute! Are you saying I’m not RIGHT? MAN oh, MAN oh, MAN!” said the WOMAN.

“We’re here to look at cars, and that BLUE one in the corner is a RIGHT nice model. And just think. If we buy the NEW BLUE car, we’ll

never have to worry about our OLD BROWN one again.”

After looking at the price of the NEW BLUE car, and figuring out what they could get as a trade in on their OLD BROWN one, the MAN and the WOMAN decided buying a NEW car would be the RIGHT move for them. But before they LEFT the store, they started questioning their decision. Would they be better off with the OLD BROWN car if the NEW BLUE one didn’t run RIGHT? Or what about a NEW BROWN one? How long before they thought of the NEW car as the OLD car? And would they ever feel BLUE about trading in their BROWN auto? BLUE or BROWN, OLD or NEW, what was RIGHT and which car did they want to be LEFT with? The MAN and the WOMAN were so confused that they decided to sell their car and buy themselves bicycles. And that’s just what they did. And they knew it was a RIGHT, LEFT, RIGHT, LEFT.

Maze



©EnchantedLearning.com

Jokes Jokes (groan) Jokes

A watch a cabbage and a tomato were having a race. Who won?

The watch was running fast, but the cabbage was a head. The tomato, well, just couldn't ketchup.

Why did the chicken cross the road?

To get to the other side. (of course...)

Why did the chicken cross the playground?

To get to the other slide.

Why did the fox cross the road?

To get to the chicken.

Why did the gum cross the road?

It was on the chicken's foot.

Why did the turkey cross the road twice?

To prove it wasn't chicken!

Why did the weasel cross the road twice?

He was a double crosser!

Why did the turtle cross the road?

To get to the shell station.

Why didn't the skeleton cross the road?

He didn't have the guts!

What ten letter word starts with gas?

Automobile!

What kind of running means walking?

Running out of gas!

What do frogs give to their cars when they won't start?

A jump!

Why are old cars and babies alike?

They don't go anywhere without a rattle!

How do you get a dog to quit barking in the back seat?

Move him to the front seat!

GAMES

Red Light, Green Light

Equipment: None

Play: "It" stands a good distance off from the rest of the kids, with his back turned to the others. He calls, "Green Light!" and the children run toward him until he says, "Red Light". "It" turns around and tries to catch anyone who is moving. If he sees someone moving, they must go back to the Start line. Play continues until someone runs up and tags "It."

Catch the Chase Car

Objective: This is a game where you quickly pass balls around a circle.

Players: 2 or more players.

Needed: Two balls of different sizes

Rules: Sit in a circle. The small ball (the "Chase Car") is started first and is passed from child to child around the circle. When the Chase Car is about half way around, the Pole Position (large ball) is started in the same direction. The goal is two is to touch the Chase Car with the Pole Position. The Pole Position can change directions to try and catch the Chase Car, but the Chase Car can only go one way. If someone drops the Chase Car, they are out. If someone is holding the Chase Car when tagged by the Pole Position, they are out. Last one in wins.

Broken Down Car Race

Objective: A relay race where each player is a different broken car part! Noisy fun!

Players: 6 or more players.

Equipment Needed: None

Rules: In the broken-car relay, each team runs three continuous races. In each race they will pretend that they're part of a car with a problem, such as a stuck horn that's blaring incessantly or windshield wipers that won't stop moving. The children run the race acting out what's broken. For example, if the car is stuck in reverse, the children will run backwards. Before each race begins, tell the runners what problems their car will have.

Choose a starting point and a turnaround line that are about 20 feet apart and then divide the children into two teams, or have them pick which team they want to be in. Each team should line up single file behind the starting line.

At your signal, the race begins. One by one the children run to the turnaround line and back while pretending to be the car with the first problem.

After all the children on one team have had the first problem, they run again, this time with the second problem and then the third. The first team that completes all three of the relays wins the race.

Variation: Shorten the number of races to prevent restlessness if there are too many of them. Young children may have a hard time figuring out what motions to use while they run. You can always give them ideas or help them to come up with their own.

Automobile Relay

Variation of Broken Down, more mechanical failures than noisy(!) parts

Cub 1: has a flat tire right side, so he hops on his right foot

Cub 2: has a flat tire left side, so he hops on his left foot

Cub 3: can only go in reverse, so he goes backwards

Cub 4: has water in gas tank and goes two steps forward and one step backwards

Cub 5: must be cranked every fourth step, so he stops and cranks himself

Cub 6: won't go, So....

Cub 7: pushes Cub 6!

Stock-car Racing

Active, outdoors/indoors

Equipment: none

Formation: relay

Form teams; line up in single file. Each Cub is given the name of a car and when that car is called, he travels to the end of the area and back in the manner described, e.g.,:

1. Rolls-Royce: this never goes wrong - the Cub runs.
2. Austin: has a flat tire - the Cub hops.
3. Ford: very old model, can only go slowly - the Cub walks.
4. Mini: only small - the Cub runs, crouched down.
5. Hummer: Pulls caravan - the Cub tows his team behind.
6. Stock-car: everyone runs.

Name that Car

Objective: Cooperation and Team Building, Thinking skills

Active, indoors

Equipment: 1 car enthusiast magazine per team, cardboard to make “trading cards”, and glue – color pictures with stats and prices – Cubs make “trading cards” with picture and stats, price of car – Need identical “set” per team

- Count the number of unique car cards.
- Pick someone (parent, older scout) to serve as judge
- Divide into 2 teams with the same number of team members as there are car cards (12-14).
- For the first round, put the cars in order based on how fast they can accelerate to 60 mph. When done raise hands up & down like the flag that starts a race.
- Judge reviews sort to see if correct. If yes then this first team to get the cars in order (correctly) wins! If no, then the second team gets 3 minutes to try to finish their sort & if successful they get a chance to win.
- For the second round, put the cars in order from most expensive to least expensive. First team to get cars in order (correctly) wins. (Follow same rules as before.)

Derby Style for Siblings & Tigers Car Game

- Acquire “hot wheels” track by borrowing, garage sales, discount toy store, etc. Ideally you want to set up two or more identical “courses”.
- Acquire small cars matchbox, hot wheels, etc. by borrowing or purchasing.
- Acquire a large box of drinking straws.
- On race day set up the hot wheels in a foyer, back yard, or other area that has adult supervision but does not interfere with the pinewood derby racing.
- Select at least 2 leaders to supervise activity.

- Pack 1190 races Tigers first but then there is a wait while the other den heats are held and before the race-offs. After the Tigers are done with the den race invite Tigers (and soon to be Tigers) to try another kind of racing.
- Divide into same number of teams as there are “courses”.
- Let the boys pick their race vehicles.
- Use breath power through a straw to move the vehicles from the start to the finish and then run back to the start and tag the next team racer.
- Allow each boy to try a couple of breaths to let them see if they can move their selected vehicle! Tell the boys that the adults can halt the race at any time (caution flag) and then restart.
- Can repeat race if the boys are interested allowing new vehicle selection.

CLOSING CEREMONY

Car Show

CUBMASTER: “Coming together is a beginning. Keeping together is progress. Working together is success.” This is a quote from the famous car maker Henry Ford.

All the dens come together to form our pack. Keeping together at our monthly pack meeting is progress. Working together in Cub Scouting is surely a success story of which you can have a great part. Let’s remember this in the coming months.

CUB SCOUT 1: Please repeat with us the Law of the Pack.

CUB SCOUT 2: Thank you for coming out to our car show tonight.

CRAFTS – I mean CARS!

Balloon Powered Race Cars

Cheap entertainment for you and the Scouts. Tie in with the Art Academic Belt Loop for zany creations! Bear requirement Build A Model – f: Make a model of a rocket, boat, car, or plane. Tie in the Character Connection for Resourcefulness.

Know. Review the requirements for this achievement and list the resources you would need to complete them. Then list the materials you could substitute for items that you do not already have. Tell what it means to be resourceful.

Commit. After you complete the requirements for this achievement, list any changes that would make the results better if you did these projects again. Tell why it is important to consider all available resources for a project.

Practice. While you complete the requirements for this achievement, make notes on which materials worked well in your projects and why.



Objectives:

- to create a balloon powered race car for maximum speed and distance
- to incorporate Newton's Laws of Motion
- to learn how to use the formula $\text{Speed} = \frac{\text{Distance}}{\text{Time}}$

Materials:

- 9 inch balloon is standard
- pen barrel or straw

- various materials to construct the racers. Foam meat packaging works well for car and wheels.

Rules:

- The car must be powered by no more than 2 balloons.
- You can build the car out of anything.
- It must have at least three wheels. Wheels are defined as anything that is round and goes around.
- The wheels can not be wheels from a toy car. They must be made out of something that was not originally meant to be used as wheels.
- The car may not leave the ground.
- The car must be capable of traveling at least 5 meters.

Kazoo Car

Materials: Kazoo, balsa for axles, plastic wheels from craft store, nails for axles, sandpaper, craft glue



Cut the balsa stick into 3" lengths. Attach to kazoo with glue. Mount the wheels with the nails. Decorate. Race!



Collecting Belt Loop

Boys love Matchbox®, Hot Wheels®, and Tyco® cars and trucks. Use that love of collecting cars to earn the Collecting Academic Belt Loop and Pin.

Belt Loop

Complete these three requirements:

1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection.
2. Display your collection at a pack or den meeting.
3. Visit a show or museum that displays different collections.

Go-See-It opportunities – New car dealership, car show, museum. In Houston, the Art Car Museum And Parade are an experience not to be missed.



Bicycling Belt Loop

Use the spirit of the race to guide the Scouts to hold a Bicycle Rodeo, which is one of the requirements for the Bicycling Pin. Find the requirements for the Pin in the Academic and Sports Guide available at the Scout Store or online.

Belt Loop

Complete these three requirements:

1. Explain the rules of safe bicycling to your den leader or adult partner.
2. Demonstrate how to wear the proper safety equipment for bicycling.
3. Show how to ride a bike safely. Ride for at least half an hour with an adult partner, your family, or your den.



Art Belt Loop

Make cars! What a great way to explore the requirements of color and design. Use the web to investigate cars from 1910 and 1930 (Boy Scout and Cub Scout inauguration dates) and invite the boys to design cars of the future!

Belt Loop

Complete these three requirements:

1. Make a list of common materials used to create visual art compositions.
2. Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective. (Design a car or vehicle for the future.)
3. Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting.



Automobile	Freeway	One way	Talk
Are we there yet	Front seat	Parking	Travel
Avenue	Fun	Playground	Trip
Back seat	Gas station	Restaurant	Truck
Big rig	Hotel	Road	Vacation
Camping	Lane	Seatbelts	Van
Car	License plate	Semi	Visit
City	Lost	Sit	Wheel
Dog	Mile	Street	Yield
Far	National park	SUV	Zoo

N S T E Y E R E H T E W E R A X
 O N A T I O N A L P A R K V U S
 I O D A E N D K S S T R E E T F
 T I N L L E O C B F U N P A O S
 A T U P D W G U A R U E L I M T
 C A O E N A L R C E N K Z O O L
 A T R C D Y L T A E S K C A B E
 V S G N A V E L M W G I R G I B
 I S Y E O T V E P A N E M M L T
 S A A C R U A T I Y T I C E E A
 I G L I E F R O N T S E A T S E
 T Y P L O S T H G N I K R A P S
 G R E S T A U R A N T L E E E H W

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CUB SCOUT DERBIES

Cub Scout derbies—the pinewood derby, raingutter regatta, and space derby—are optional but valuable activities for Cub Scouts. Many men who once were Cub Scouts fondly recall their derby experiences: planning the design of their vehicle, working with a parent to build it, and seeing it perform on race day when, win or lose, they could take pride in having done their best. In this way, the three basic lessons learned by participating in a Cub Scout derby—the craft skills, the rules of fair play, and good sportsmanship—are remembered for a lifetime.

Types of Derbies

A wide variety of derbies can be held. But by far, the most popular types are the pinewood derby, raingutter regatta, space derby, and Cubmobile derby.

Pinewood Derby

The pinewood derby is one of the most popular and successful family activities in Cub Scouting. Pinewood derby cars are small wooden models that boys make with help from their families and then race in competition. The cars are powered by gravity and run down a regulation track. The pinewood derby is an annual event in most packs. It can be run indoors or outdoors. Every boy can design and build his own "grand prix" car to enter in the race.

Raingutter Regatta

The raingutter regatta, in which boats race along a narrow channel, has two versions. The wind-powered version uses sailboat designs, and the boats are blown down the channel. The propeller-powered version uses motorboats driven by propeller.

Space Derby

Another popular family-son project is the space derby. It's similar to the pinewood derby except the models are miniature rockets driven by propellers powered by rubber bands along a suspended, heavy monofilament line.

Cubmobile Derby

Each den works together to build a "Cubmobile," a pint-sized racing vehicle. Each den has one racer, and each boy in the den races in the car once. Usually, a ramp is used to help start the cars, and they are gravity-propelled downhill to the finish line. The race is held on a smooth street with a gradual slope, in cooperation with local authorities. Kits and supplies for the pinewood derby, raingutter regatta, and space derby are available from the national Supply Division. See their Web site at www.scoutstuff.org.

Planning Your Derby

All derbies and regattas have some things in common. They all require planning and preparation, they all involve competition and prizes, and they provide fun for boys and their families. Always remember that in Cub Scouting, it's more important to "Do Your Best" than to come in first.

Because the derby is a major event, it should be planned and prepared by its own program committee, which will need to

- Follow the guidelines for planning special pack activities found in chapter 6 of the Cub Scout Leader Book.
- Provide each participating family with a set of simple, uncomplicated rules, including a time schedule.
- Plan and carry out appropriate opening, award, and closing ceremonies.
- Handle all aspects of awards, not only prizes for the "winners," but recognition for every boy for participating in the derby.
- Plan for crowd control.
- Devise a fair method of judging.
- Plan and provide appropriate decorations with lots of boy participation.

You can find more information about derbies in the Cub Scout Grand Prix Pinewood Derby Guidebook.

Derby Rules

Cub Scout Pack 1190

OFFICIAL PINWOOD DERBY RULES

January 21, 2007

Length, Width and Clearance

- a) The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
- b) The minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
- c) The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
- d) The maximum overall length shall not exceed 7 inches.
- e) The wheel-base (distance between the front and rear axles) may not be changed from the kit body distance of 4-1/4 inches.

Weight and Appearance

- a) Weight shall not exceed 5 ounces. The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
- b) Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications.
- c) Cars with wet paint will not be accepted.

Wheels and Axles

- a) Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit.
- b) Wheels may be lightly sanded to smooth out molding imperfections on the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.

- c) Axles may not be altered in any way except for polishing.
- d) Wheel bearings, washers, bushings, and hub caps are prohibited.
- e) The car shall not ride on any type of springs.
- f) The car must be free-wheeling, with no starting device or other type of propulsion.

Lubrication

- a) Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.
- b) Lubrication is messy! On race day all lubrication must be done at the "lube" station.

Ground Rules and Competition

- a) The race is open to all Cub Scouts registered in this Pack.
- b) Each scout may enter only one car in the competition. Several cars may be constructed but only one may be registered and raced.
- c) The car must have been built during the current year (the school year in which the Derby is held). Cars that have competed in a previous Derby are not permitted.
- d) We use a Perfect-N type race matrix. Every car will race at least three times, once in each lane. For 2006, the races will be within each den, with the den winners then competing against each other.
- e) If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically lose that race.
- f) If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, the interfering car will automatically lose that race.
- g) If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will automatically lose that race.
- h) Only race officials and scouts participating in the current race may enter the track area. This rule will be strictly enforced.

Inspection and Registration

- a) Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars occurs on Sunday, January 21, 2007, from 1:30 to 2:00 p.m.
- b) The Inspection Committee shall disqualify cars which do not meet these rules. If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheel base, or the like). Cars which fail the initial inspection may be modified for final inspection and registration.

Rewards and Recognition

- a) The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
- b) Every participating Scout will receive a Pinewood Derby patch.
- c) Trophies will be awarded to the first, second and third-place finishers in each division.
- d) Additional awards will be made for various "appearance" categories.

Guidelines & Sportsmanship Notes

The Pinewood Derby is a parent-son project. Please feel free to give guidance and minimal assistance to your Scout as he builds his Pinewood Derby car. This is a chance for your son to be part of a team (he and you), and to enjoy the spirit of friendly competition with his peers. Also for your Cub Scout to enjoy the satisfaction of building his own car from the kit provided.

A special note to all parents and scouts: Together, please read the following article on sportsmanship. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, "Do Your Best," and some of the basic ideas behind good sportsmanship.

Two things the Pinewood Derby requires each participant to learn are 1) the craft skills

necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.



Pinewood Derby Tips

1. The boys and adult should make the car together as a project! It is not the intent that the parent show the Scout the garage door then walk away; nor is it the intent that the boy play video games while the adult cuts and sands. Parents should shape with the power tools and then direct the rest of the action while showing the boy each step in building a car.
2. Have fun! After all, this is what it is all about.
3. Know the rules. Being disqualified can be very embarrassing.
4. Safety first. Let's not lose any fingers.

Design Tips

1. Have your son draw a design on paper then cut it out and use it as a template. I use the paper with the little squares on it to make it easier for him. Draw a side and top view on the paper by tracing around the block of wood.
2. Keep the car a full seven inches. It has to do with the physics of velocity and length of travel of the weights.
3. Use the full 2 3/4 inches (outside wheel to outside wheel) that the rules give you. This will allow the wheels to travel farther before hitting the center strip.
4. Leave a lot of wood in the back to put in the weights.
5. Use the groove closest to the end of the block of wood as the rear axle.
6. Do not make the front of the car pointed. It is hard to set up against the starting dowels.
7. Use your imagination. Be creative. Shape has the least to do with winning. A beaver driving a log or even a pickup truck is more interesting than a wedge and will be just as fast. The aerodynamics of a small block of wood doesn't mean much in thirty feet.

Lubrication

1. Use graphite only. Oil damages the paint and collects dust. I'm told that the graphite works better than the new white Teflon.
2. Break in the wheels by spinning them with lots of graphite.

3. Put a small drop of white glue where the axle goes into the car body and put powdered graphite on it there. That causes less friction if the wheel should rub against the car body.
4. Other than the good polishing of the axles, dump the axles and wheels in a ziplock bag with some graphite and shake them for a few days prior to the race. That way the wheel and the axles are as slick as can be.

It's Time To Go Straight!

1. Put the axle in at a downward (5-10 degrees) angle. This provides two benefits. The first is the only the inside edge of the wheel is in contact with the track. This seems to make the car go straighter with less wobble. The second benefit is that the wheel rides to the outside of the axle and doesn't come in contact with the body. This tip is for experts only. First timers have trouble getting this right.
2. Axles must be in straight front to back. That is square to the body. True the axles, don't trust the slots! If you have one, use a drill press to ensure all axles are straight. One of the front and two of the back should be measured to be the same height.
3. After pressing in the axles, test the car for crooked wheels...roll it on the floor. If the wheels are on straight, the car should roll 8-10 feet in a fairly straight line. Should the car turn left or right, you need to tinker with the axle placement without removing them from the car body, repeat until the car rolls straight.
4. Do not put the axles in at the top of the groove. Put them in at the middle. This lifts the car off the track a bit more and reduces the chance of rubbing on the center strip.
5. Glue the axles in place. Nothing is worse than having the wheel fall off as you cross the finish line.
6. Once you match a wheel and axle together with graphite, keep them together. They wear into each other as a matched set.



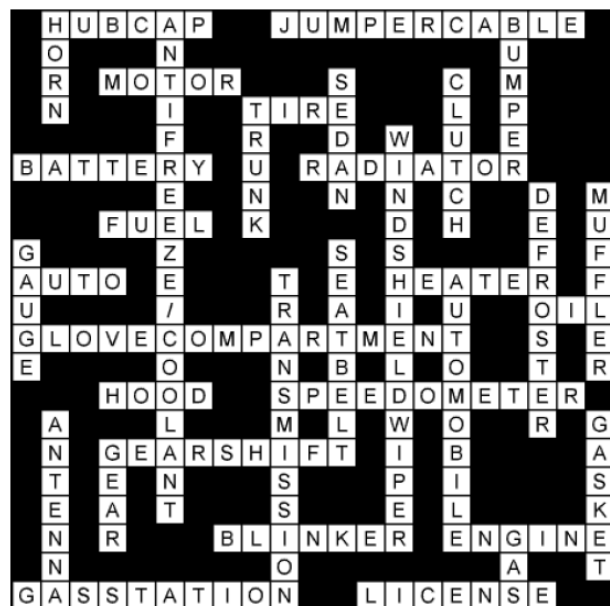
Weigh In

1. Get the weight as close to the 5 ounce limit as possible. Add the last little bit of weight with lead tape from the golf shop. This can be trimmed with scissors at the last minute. Remember, the official scale may not weigh the same as yours.
2. Everyone has an opinion on where to put the weight. My belief is that the weight needs to be predominantly in the rear so that gravity can act upon the weight further up the incline and for a longer period of time. A car with more weight to the rear generally grabs more speed down the slope. Many suggest having the center of gravity at 1 to 1 1/2 inches in front of the rear wheels. But be careful not to put too much in the rear or you'll pop a wheelie.
3. What kind of weight? I think the melted lead is dangerous and unnecessary. Tubular weights can be sunk in the sides; flat weights, like those sold at hobby & council stores can be attached to the car bottom if it is carved in a bit. Incremental weights (with pre-marked grooves) are easier to snap off into the size you need. Some folks just use BB's, nuts & bolts, etc., but these must be glued so that they can not move. No movable weights or mercury are allowed.
4. I like the round weights found at the hobby shops and craft stores. This allows us to stick the weights out the back of the car. We paint them and tell everyone that they are jet engines or tail pipes. What they really do is allow us to get the weights as far back as possible.
5. Keep the weight low on the car and in the center (Left/Right of the car). Put the weight just in front or behind the rear wheels for less wheel chatter.



Race Day-Be Prepared

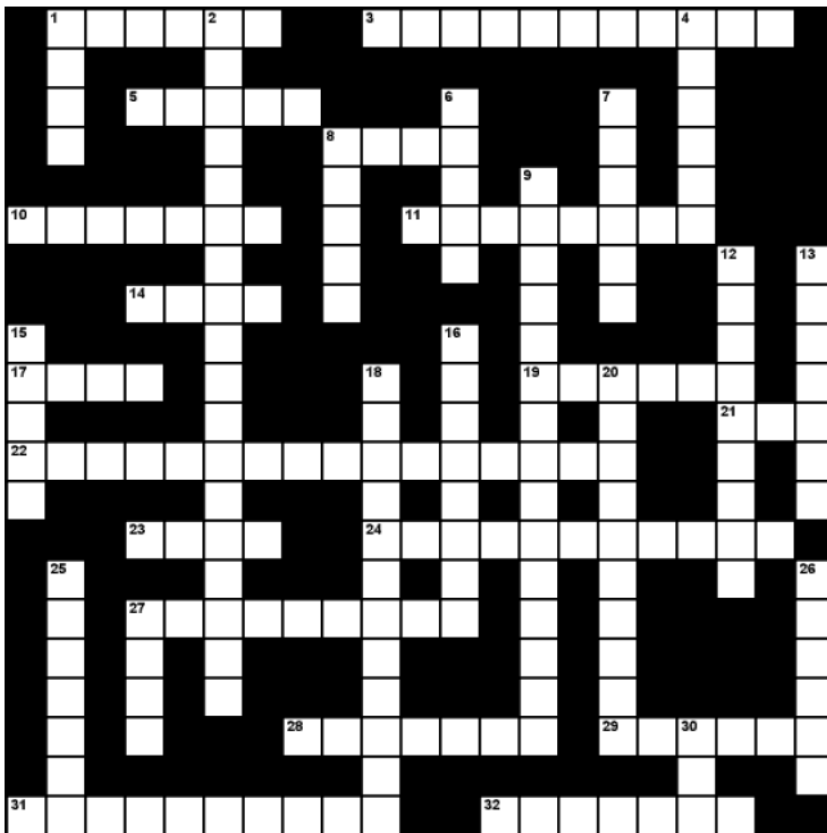
1. Have extra axles and wheels on hand. You never know when your car may be the one dropped by your son as he shows off his handiwork.
2. Have a derby tool kit handy. It should include superglue, sandpaper, a drill, extra screws for your weights, extra weights, a small screwdriver. You may not use it, but it will make you the most popular person at the event.
3. Transport your car in a shoebox. Dropped cars are unfortunately a too common experience.
4. Add LOTS of graphite right before check in.
5. Explain to your son that running the car along the floor prior to the race will cause it to lose!



Crossword: Cars and Car Parts

Down

1. a device that gives a warning sound
2. a liquid used in engine radiators to lower their freezing point
4. a bar on the back or front of a vehicle to protect it
6. a car with two or four doors and a trunk
7. a device for shifting gears
8. the storage space in the back of a car
9. a thin rubber blade on a metal rod that clears a vehicle's windshield of rain, snow, and dirt
12. a blower system used to clear mist, frost, or ice from windows of a car or other vehicle
13. a device that lowers sound as in a motor's exhaust system
15. an object for measuring size, fuel, pressure, etc
16. a long, thin piece of material that holds a person in a car seat for safety
18. the assembly that changes the gears of an engine
20. a four-wheeled motor vehicle used to transport people from place to place
25. a rod, wire, dish, etc., used to receive or send electronic signals
26. a soft, flat piece of material placed between two surfaces (usu. metal), so that liquids and gases cannot come out
27. one of several speeds in a vehicle
30. gasoline



Across

1. a decorative and protective metal plate put on a wheel's hub
3. a thick wire that transfers electricity from a live car battery to help start a dead one
5. a machine that creates power, such as the engine in a car
8. outer covering of a vehicle's wheel where air is put
10. a storage container for electricity
11. a set of metal pipes with hot steam running through them, used to heat rooms and hallways
14. a substance, such as coal, oil, or gasoline, that when burned releases heat to provide energy and power
17. automobile, a four-wheel passenger vehicle
19. a machine that produces warmth
21. petroleum
22. a small box in front of the passenger's seat in a car that holds small items and has a door that opens and closes
23. a cloth covering for the head and neck (as part of a robe, coat, or jacket)
24. a gauge on a vehicle that shows a driver how fast he or she is going
27. a handle used to change from one gear to another
28. a light that goes on and off as a warning, such as a directional signal on a car
29. a machine that produces force and motion
31. a place that sells gasoline and repairs vehicles
32. a permit given by an official body, usu. to s.o. who passes an examination

WEBELOS – FITNESS PIN

Physical Activities

Trees in the Wind: Gather the den around you in a circle, three feet or more between individuals. Scout stands looking at the back of the Scout next to him. They then run slowly around the circle, bending left, right, forward, and back as though swaying in the breeze. On the command, “reverse”, they turn around and run in the opposite direction.

Russian Hop: Scouts squatting, ready to move around the circle, feet together, hands folded around chest. Move around circle, leaping upward and forward off both feet. As hop is complete, Scout returns to squat position with arms folded across chest.

Tortoise and Hare: Scouts stand at attention, then they start jogging slowly in place. When you say “Hare”, the tempo doubles, knees lifting high, arms pumping vigorously. When you say “Tortoise”, the tempo slows to an easy jog. Vary the commands for some fun.

Inchworm: Scouts assume push-up position, body extended, face down, arms extended fully, hands on floor, fingers spread, pointed forward. Hold hands stationary and walk feet up as close to hands as possible. Then feet stationary, walk hands forward to starting position. Repeat the sequence.

Gorilla Walk: Scouts’ feet are spread apart, same width as their shoulders. Bend at the waist, grasp ankles, legs straight. Walk forward holding firmly to ankles. Keep legs straight. Conduct a race for speed.

Sawing Wood: Scouts pair off facing each other. Grasp hands at shoulder height, fingers interlaced. With a vigorous action, Scouts pump arms alternatively as though sawing wood.

WEBELOS – READYMAN PIN



Bicycle Safety Word Search

T Y L B H R C U A E B L H R L
 W E A I R I O R M E H A A T W
 H L L W F A S A R L E D N U Z
 C L S F E I K E D C L E D R E
 S H A P G V F E C Y M P L N E
 O R O N A L I W S C E F E B M
 T T A S E L U R K I T I B C W
 S L Z C I H X F D B S T A Y N
 T U T S A F E T Y C H R R W W
 I O N E T S I L H G S T S N X
 R W A L K E W S I G S I G N S
 E A Z K B G I R H T I B G T P
 S P M A L D A E H O A R Z E I
 W S J L U I N J M G E E B E V
 D Y Q V B U M E P V Q S S F G



Find the Bicycle Safety words

BICYCLE
 BRAKES
 BRIGHT
 CARS
 DRIVEWAY
 FEET
 HANDLEBARS

HEADLAMP
 HELMET
 HILLS
 LISTEN
 PEDAL
 REFLECTOR
 RIGHT

ROAD
 RULES
 SAFETY
 SEAT
 SHOES
 SIGNAL
 SIGNS

STOP
 TIRES
 TRAFFIC
 TURN
 WALK



Bicycle Safety

1. Always ride on the RIGHT. Remember to 'go with the flow'. Never, ever ride against traffic. Cars will not be expecting to find a biker when they round a corner or go over a hill.
2. Ride single file. When passing other bikers or pedestrians, let them know your position by shouting out something like, 'On your left!'
3. Always check behind you when changing lanes.
4. Watch out for dangerous things in the road way. Road litter, potholes, gravel and storm gates can all cause you to lose control.
5. Stop at all stop signs and at all street lights. Be extra careful at crossroads.
6. Always signal before making a left or right turn. To make a left turn: look behind you, hold your left arm straight out and proceed carefully. For a right turn hold you left arm out and up in an 'L' shape.
7. Keep control of your bike. Don't swerve or make sudden turns. Drivers may not be able to react fast enough to avoid colliding with you.
8. Ride at least 3 feet away from parked cars. Someone could open their door unexpectedly and well, yikes!
9. Listen for cars approaching from the side or behind you.
10. Don't follow cars too closely (you may be in their blind spot).
11. Know your road signs (ROAD SIGNS TEST) and obey them. A smart biker follows the rules of the road.
12. (And finally!) Always be prepared to stop. Keep your hands on or close to the brakes.

Which safety precautions must be followed in the car?

- ✓ Driving a car is one of the most dangerous things people do. So some safety precautions must be followed when driving with children.
- ✓ Be sure before any journey that the child seat is properly fitted with a belt.

- ✓ Never place anything underneath a child in the child seat, otherwise the child won't be protected by the belt in an accident.
- ✓ If the belt is too large, it must be tightened to fit your child. If your child sits loosely in the child seat, it is acceptable to roll a couple of towels and place them on either side of the child in the child seat. It is possible to buy cushions especially designed for this purpose.
- ✓ All young children in the car must be secured by a child seat. All older children and adults must be wearing a seat belt.
- ✓ The driver should not set off until everyone is securely fastened.
- ✓ Keep everyone calm in the car. Shouting may disturb the driver and so create unnecessary danger.
- ✓ Only the parent, or another adult, should undo and fasten the child's safety belt. Parents should not teach their child how to do this, as they can otherwise never be sure that the child is securely fastened.
- ✓ If the child opens his or her seat belt, pull over to a safe place and stay there until the child is safely fastened again.
- ✓ If the child continuously undoes their seat belt, fit a new buckle so they can't undo it.
- ✓ Do not place large and heavy objects in the car, eg on the back seat or on the parcel shelf, as they may be thrown forwards in a collision and injure the passengers. These objects should be stored in the trunk.
- ✓ A child must never be left unattended in a child seat. They may hurt themselves or accidentally put their head under the seat belt and be suffocated.

Riding in a Car

Riding in a car is fun, but you have to be safe, too! Do you know how to buckle up for safety? Ask an adult to make sure that you are safe and ready to go!

Make sure that everyone else is buckled up, too.

If you are 12 years old or younger, then you are very special! You get to ride in the back seat! It's the safest place for kids to be when they ride in the car.

Crossing the Street

If you are 10 years old or younger, you need to cross the street with an adult.

You should not cross by yourself. Ask an adult to tell you who can help you cross the street.

Before you step off the curb to cross, stop and look left-right-left to see if cars are coming. Do you know your left from your right? If you do, that is great! If you don't, here is a hint: when you hold your left hand up, your thumb and first finger will make the letter, "L," and that stands for "left."

When no cars are coming, it is safe for you and an adult to cross. But look left-right-left as you do it, and hold the adult's hand.

Riding a Bike

The best and smartest bike riders always wear their bike helmets! They know that a bike helmet will keep their head and brain safe. Are you one of the best and smartest riders?

Ask an adult to make sure that your helmet fits correctly. The helmet should fit low on your forehead so that two fingers fit between it and your eyebrows.

To ride safely, you need to know the rules of the road. Do you know what "the rules of the road" are for bikes? If you don't, then you should not ride in traffic or without an adult.

When you ride your bike, wearing a helmet helps to keep you safe. You should also wear bright colors during the day, and right before the sun rises or sets. This makes it easy for drivers to see you, and that helps to keep you safe, too!

Riding at night can be dangerous. If you have to ride your bike at night, you should ride with an adult.

You should also have lights and reflectors on the front and back of your bike. You can also get lights and reflective materials to put on your shoes, helmet and clothing. When light hits this material at night, it glows and makes it easier for a driver to see you!

Riding the Bus

Get to the bus stop at least five minutes early.

Line up at least five giant steps away from the street.

Wait until the bus stops and it is safe to get onto the bus.

Make sure that your backpack; bookbag or clothing straps are not dangling so they don't get caught in the bus handrails or doors.

Look left-right-left before you step off the bus to be sure no cars are coming.

If you have to cross the street in front of the bus, walk on the sidewalk or along the road to a point at least five giant steps ahead of the bus before you cross. Look left-right-left, and wait until it is safe before you cross.

NEVER walk behind the bus.

Walk at least five giant steps from the side of the bus.

If you drop something near the bus, tell the bus driver. NEVER try to pick it up.