



Scout-O-Rama 2019

Leader's Guide

Saturday, May 11, 2019
PLU Olson Auditorium, Tacoma, WA
Scout-O-Rama.com

Thank you to Alan Spaulding and Candy Fauson of the Capital Area District, for creating the blueprint for this leader's guide.

Event Date & Times:

The date of the event is **Saturday, May 11, 2019**. The event times will be from **10:00 AM to 4:00 PM**. The venue will be available for setup purposes on Friday May 10, 2019, starting at 6:30 PM and ending at 9:00 PM. The building will open up at 7:30 AM on Saturday for setup as well.

What is a Scout-O-Rama?

A Scout-O-Rama is a huge, interactive, hands-on "Scouting Experience" where individual Scouting units — Cub Scout Packs, Boy Scout Troops and Venture Crews — create and operate a display "booth" to show off what they do best, and share Scouting fun with each other. There will be fun for the whole family and especially all Scouts in your family. The general public have the opportunity to see Scouts in Action, and get a sense of the excitement and adventure of Scouting.

Units develop the idea for a hands-on activity that would give visitors a chance to actually "do" Scouting — whether it be learning how to make ice cream in coffee cans, climbing over a lashed rope monkey bridge or finding out more about how to cook a meal using no pots or pans. All this, and so much more, could be the focus of a unit's Scout-O-Rama display booth.

Why Should Our Unit Participate?

Your Scout unit can benefit from Scout-O-Rama in many ways:

- Increase visibility of Scouting in our community
- Raise money for your unit through ticket sales
- Networking and seeing what other units are doing with their Scouting programs
- Earn patches and prizes!

Who is Invited?

All Scouting Units are invited to participate: Cub Scouts, Boy Scouts, Venture Crews, Sea Scouts and Explorers. Members of the general public will be invited to attend, to find out about our Scouting programs. The general public will get this opportunity by purchasing tickets from Scouts. Commercial vendors will not be allowed to sell at this event.

What Should Our Unit Do At Scout-O-Rama?

The sky's the limit as to what your unit does as your interactive, hands-on activity during Scout-O-Rama – but, remember, make it something that youth, age 6 to 19, and their families would want to do, and probably could not do, except at Scout-O-Rama. See the list of ideas in the appendix of this guide. All activities must adhere to the 'Guide to Safe Scouting'.

Show Floor & Display Booths:

The venue accommodates **60 10'x10' indoor display booths** in the main auditorium, and approximately **30 10'x10' outdoor display areas** in the courtyard.

Units are responsible for bringing everything they need to set up and operate their booth, including tables, chairs, display boards, dividers for between the booths, etc. Some tables will be available for rent if needed. Pricing to be determined.

Due to fire regulations, canvas pop-up canopies or tents are not allowed in the Auditorium area.

Unit Booth Reservations & Fees:

Ticket sales are the primary source of revenue for this event; they help pay for the cost of renting the venue and other costs. To ensure we break even, all units are encouraged to sell tickets. Units who sell 100 or more tickets can have their booth fees waived, see following section on ticket sales.

Scout units wishing to reserve a 10'x10' display booth shall fill out a booth reservation form, accompanied by their \$25 booth fee. The \$25 fee includes admission for 5 Scouts or adults from your unit. The choice of indoor/outdoor booth space shall be indicated on the form. Units that require more than one booth shall pay \$25 for each additional 10'x10' booth needed. Booth spaces will be available on a first come, first served basis.

If your interactive activity requires electrical power, a \$50 fee will apply. Power outlets may be shared with adjacent units.

Cancellation Policy:

If your unit has to cancel their participation in this event, there are no refunds of the \$25 booth fees. All commissions earned through ticket sales are kept by the units, regardless if they cancel.

Ticket Sales & Commissions:

Units can pick up tickets to sell from Tracy Kapelski at the Tacoma Scout Office. Tickets will also be available at the Tumwater Office.

Each unit that wants to sell tickets will be allocated 10 tickets per Scout at a time. When those tickets have been sold, more may be ordered when the money from the previous batch is turned in. As with popcorn sales, checks must be written directly to the unit, and the unit will pay the council directly.

The ticket price for **individuals** is **\$5.00**. There will be **no 'Family Passes'**, however you can purchase a half sheet of 5 tickets for \$20.00 (save \$5) or a full sheet of 10 tickets for \$40.00 (save \$10). Children 5 and under are free.

Tickets will be sold by Scouts in advance. Units who host an activity booth and pay the \$25 booth fee will receive 5 admission tickets.

Units will share the profit from ticket sales, in the amount of \$2.00 per ticket sold, regardless of how many tickets they sell. The Council will retain \$3.00 per ticket to cover event costs.

Ticket sales are final and are non-refundable; refunds are not to be offered to attendees who change their mind, or cannot go to the event.

Ticket Sale Closeout:

Tickets may be sold up to the day before the event, however we would request that money collected before then be turned in periodically, but no later than **Noon, Friday, May 10, 2019**, to help support funding the costs of putting on the event. Ticket money may be turned in to Tracy Kapelski at the Program Desk at the Tacoma or Tumwater Scout offices.

Ticket Sale Incentives:

Scouts who sell 100 or more tickets will qualify for gift cards from the Scout Shop:

- 100 tickets \$20 gift card
- 250 tickets \$50 gift card
- 500 tickets \$100 gift card
- 1,000 tickets \$200 gift card

For every 500 tickets sold by your unit (\$2,500 or more), your unit will get a \$100 gift card.

Display Booth Prizes and Awards:

In order to encourage some friendly competition, and bring out the best from our units, there will be awards for outstanding display booths. Ribbons will be awarded for the following categories:

1. President's Award (best overall)
2. People's Choice Award (as voted by attendees)
3. 2nd, 3rd and 4th runner up
4. Participant Ribbons (for all other units)

Recruiting and Gathering Contact Information:

One of the goals of this event is to recruit new members. During the event, attendees will be given 'passports' to carry with them, and get stamps at various stations to prove they visited a variety of booths. At the conclusion of their tour, they will present their passport at the information kiosk, along with filling out a contact form, and receive an attendee patch.

Concession stand:

The council will host a concession stand with all proceeds going to help pay for expenses related to Scout-O-Rama and to contribute to the campership fund of the council. Prices in the concession stand will be Scout friendly! We expect a family of four to be able to have lunch for less than \$20.

Food Sales By Units:

Scout Units will not be allowed to sell food in their booths. Units with demonstrations involving food for sampling must have a Pierce County Health Food Handler's Permit, and all people working in the booth must obtain a Food Handlers Card.

Event Schedule:**Friday May 10, 2019**

6:30 PM – 9:00 PM – Booth Setup

Saturday, May 11, 2019

7:30 AM – 9:30 AM – Booth Setup

10:00 AM – 4:00 PM – Event open to public

4:00 PM – 6:00 PM – Booth tear down & cleanup

Important Information For Leaders:

1. Scouts are under the leadership of their unit and its leadership at all times – communication between the staff leadership and the units will occur between adult leaders.
2. Scouts are expected to live The Scout Law and the Scout Oath during their time at Scout-O-Rama – they represent our program to the public at all times – Leaders, please discuss their responsibilities as Scouts prior to the event.
3. Participants are expected to be in complete Class A Field Uniform throughout the day on Saturday when the public is invited to attend - please ensure your leaders and Scouts are aware of this.
4. Fires or open flames are prohibited at Scout-O-Rama. Charcoal briquettes for Dutch Oven cooking is subject to approval by the Fire Marshall and Campus staff.
5. Power tools must be handled by adults only and only those adults with complete knowledge concerning the safe handling of power tools.
6. The ratio of adult leaders to youth participants shall be 1 Adult to 6 youth.
7. All adult leaders shall have completed their Youth Protection Training within the last 2 years.
8. No alcohol, firearms, illegal substances, fireworks, or other materials prohibited by BSA National Policy guidelines may be brought to this event – possession of such materials may be cause for immediate expulsion.
9. The use of tobacco products, including 'e-cigarettes' and 'vaping' is not allowed on the PLU Campus.
10. Photo Release: By attending this event, you consent to the possibility of being photographed by representatives of the Boy Scouts of America and/or Pacific Lutheran University during the event, for promotional purposes.

Social Media:

Website: <http://scout-o-rama.com>

Facebook: <https://www.facebook.com/scoutoramaphc>

Event Staff Contact Information:

Title	Name	Phone
Event Chair	John Ohlson	253-380-4100
Professional Staff Lead	Steve Shumaker	253-495-9852
Ticket sales Lead		
Event Staff Management	Steve West	253-988-7499
Booth Manager	Ken Fuqua	253-335-4055
Concessions Manager	Mark Woodman	253-682-2236
On-site Logistics Lead	Darel Roa	253.848.6463
Promotions		

Appendix A:

Here are a few ideas for your display booth:

Rope monkey bridge	Lashing a signal tower	Fire bucket relay	Knots
Raingutter Regatta racing	Cubmobile building	Coffee Can Ice Cream	Fishing
First Aid	Dutch Oven Cooking*	Fingerprinting	Skiing
Signaling	Face Painting	Native American Art	Cycling
Leatherworking	Utensil-less Cooking*	Backpacking	Caving
Skateboarding	Leave No Trace Camping	High Adventure	Make a pinhole planetarium
Host a knot tying relay	Conduct a blind hike	Plant seedlings	Demonstrate safe kayak usage
Topographic map reading	Play chess	Remote clove hitch tying	Flag pole lashing and raising
Historic trail hike	Map reading demonstration	Flag folding demonstration	Heritage hike
Disability Awareness trail	Signaling demonstration	Foil Pack Cooking demonstration	Utensil-less cooking demonstration
Water rocket demonstration	Wheel chair basketball	First Aid Demonstration	Rocketry demonstration
Reel fishing demonstration	Stack the nails game	Leave no trace demonstration	Fly fishing demonstration
Orienteering trail	Casting games	Drug awareness display	COPE games
Tracing demonstration	Geo-caching	Pinewood Derby	Bicycle safety
Make a pinwheel	Winter Camping demonstration	Ice safety/Rescue demonstration	Lashing demonstration
Simple telegraph	Make a windsock	Make a Paper airplane	Make a kite
Crafts	Make a sand candle	Make potato prints	Make a miniature hang glider
Bicycle safety inspection	Make a dipped candle	Make a neckerchief slide	Make a tin craft
Teeterboard jousting	Make a molded candle	Make a sundial	Make a first aid kit neckerchief
Make a bird caller	Bicycle safety course	Paper cone derby	Space derby
Make a charcoal chimney	Turtle Race	Make a bird feeder	Make a bee feeder
Yoke puzzle	Make a fire starter	Make a buddy burner	Make a tin can stove
Plant a seed	Make hand puppets	Tangram puzzle	Strap and button puzzle
Play more games	Do feats of skill	Organize disabilities awareness	Make a leaf rubbing
Build your own ring toss	Demonstrate a secret code	Demonstrate proper flag usage	Build a set of book ends
Identify local birds	Play marbles	Demonstrate sign language	Make a recipe card holder
Fold a paper hat	Build outdoor bowling lanes	Build a paper bag kite	Build and demonstrate a windlass
Build model bridges	Earn the whittling chip card	Repair a leaky faucet	Make a plaster cast
Set up a backyard gym	Make an electric bell ring	Make your own rope	Build a monkey bridge
Practice CPR	Build a marshmallow catapult	Make a working electromagnet	Make a miniature golf course
Demonstrate how to lash	Set up a simple compass game	Build a water scope	Set up a tent
Demonstrate measuring widths	Identify local plants and animals	Demonstrate finding directions	Demonstrate measuring heights
Demonstrate safe rowboat usage	Set up a model campsite	Demonstrate proper backpack techniques	Lash together a tower

*Demonstrations involving fire are not allowed indoors, and are subject to approval by the Fire Marshall and Campus Staff.