

NAME THIS NEWSLETTER

Theme: Reinventing the Wheel
April, 1997

Pre-Opener

Do you know your cars?

The definitions below describe a type of car. Identify them. HINT: Some of them are pretty old! Bonus for also knowing the name of the manufacturer.

- | | |
|--------------------------------------|----------------------|
| l. First colony in New England | 6. A spotted horse |
| m. Our 16 th president | 7. A motherless calf |
| n. City in Michigan | 8. A stinging insect |
| o. Theater in which Lincoln was shot | 9. A shooting star |
| p. A young horse | 10. A bullfighter |

THE NIGHT BEFORE PINEWOOD POEM SKIT

by Jay Jenkin
Pack 2222
found on Web

'Twas the night before Pinewood,
his car still needed lead,
he had done his very best,
when his mom yelled, "Get to bed!"

He climbed under his blanket,
his car wasn't ready to race
the pinewood derby was tomorrow,
there was a frown on his face

Just as his eyes closed,
he heard something spin
it was Scout Saint Nick,
coming to help him win!

As he peeked from under the covers,
Scout Saint Nick started to drill,
to help his car speed,
on its way down the hill

He splashed on some paint,
and stuck on some wheels,
he put the car on its stand,
and clicked his boot heels

This woke the young scout,
he had a smile on his face,
a happy Pinewood to all,
and to all a good race!

SKIT SETUP

- Santa stuff
- Sack for goodies
- Cordless Drill
- Large paint brush
- Sleigh bells
- Santa hat
- Good looking car (I put glitter on it to make it sparkle!)
- Other stuff
- Bed (we used a table with a blanket on it)

- Plain pinewood derby block with paint splashed on it and crooked wheels
- Small table of some type (sit the plain car in sight, hide the good looker)

THE SKIT

I only had/have four Scouts in my den, so we had The Cub, 'Scout Saint Nick', and two narrators. These stage directions below are more or less divided the same as the poem.

The skit starts with the Cub working on a very rough looking car at a small table. As the narration starts he picks the car up, looks at it and shrugs his shoulders. As mom yells he sets it down on the table and goes under the covers off to stage-left.

When the 'frown on his face' line is read, he sits up in bed and gives a big comic frown to the audience. Narration pauses while Scout Saint Nick enters, jingling all the way. Scout Saint Nick picks up the car and spins a wheel. The Cub sits up a little and looks at Scout Saint Nick.

Scout Saint Nick picks up the drill and drills. Here he turns his back on the audience and switches the plain and good looking cars. The Cub lays down and falls asleep.

Scout Saint Nick picks up the paint brush and brushes while he walks around the table and faces the audience, displaying the 'looker'. He sets it on the table, picks up his pack, and clicks his heels together.

The Cub gets out of bed and walks over to the table, and he and Scout St. Nick finish the skit by saying the last two lines.

jjenkin@3n.net

JUST FOR FUN

TROUBLE WITH THE CAR

This is an audience participation story. As we read the story, each of you, in turn, will pick up a piece of paper from the front of the room. Each piece of paper has a word written on it. At your turn, you will "enter" the word in the blank space in this story.

Once upon a time, my Assistant Cub Leader and I decided to drive out of town with our den for a picnic. We loaded a basket with _____, _____ and _____, and other tasty things. Then we drove off with our lunch in an old car that belonged to our sponsor. The cap on the radiator was decorated with _____ and the holes in the roof had been patched with _____ and _____.

As we drove along, my Assistant Leader pointed to the side of the road. "Oh, look at that bush with _____ and _____ growing on it. Let's stop here." We carried the basket to some shade cast by _____ and spread out _____ to sit upon. Nearby, _____ sang gaily in a tree and some low bushes had _____ and _____ growing upon them. Our den was having a wonderful time. "There's nothing as delicious as _____ with mustard and relish," said our Cubs. "Yes," I sighed, "however, it is getting late. Maybe we'd best start for home now."

But our car refused to go. The motor made a noise like _____ and then stopped. "Oh, dear," said my Assistant Leader, looking under the hood. "I think I see _____ and _____ caught in the gears." "Impossible," I said. "Are you sure the tank isn't empty? Are you sure you put in enough _____ before

we left home? "Of course I did," said my Assistant Leader. "It must be the wheels. We'll jack them up with _____ and _____, then replace them with _____." Our leader covered her dress with _____ and took _____ to loosen the bolts.

Just then a farmer drove up and asked if he could help us. "Looks like _____ in the engine," he said, tightening a bolt with _____. Then he stepped back and the car started. "I just connected _____ to _____, which had rattled loose." We gave him the rest of our _____ and _____ to show our appreciation and drove happily home again.

Great Ideas for the Pinewood Derby

This was posted on AOL's Scouting Forum Message Board 3/13/97:

"Regarding a post of some weeks back by Madkins007, I was a Cubmaster for 7 years, ending about 4 years ago. The pack had decided, long before I became CM that it was not fair that only the 'speed winners' were recognized. Therefore, many categories were set up to award prizes: Best Craftsmanship, Best Design, Most Original, Funny Car, etc., and a perennial favorite: Cub's Choice (this one was voted on by the Cubs themselves). The judges always arranged to have the awards made after the speed winners were determined.

"These speed winners never seemed to win any of the other prizes (which was, of course the judges' plan, but never told to the Cubs). When I joined the pack, only the speed winners got trophies: standard BSA issue.

"My innovation was to award each boy a trophy. The trophy always was designed (in pine because it was the Pinewood derby and because it's cheap) to put the car on it after the race. Cars kept this way stay in one piece longer. We generally divided the classifications of competition up so that there were about 60 percent winners, and 40 percent 'participant'. But each received the same trophy. The difference was the label we put on it: 1st place, 2nd, 3rd, 4th, and the category of competition: Best Craftsmanship, etc.

"The best idea was to form "The Order of the Pine". This consisted of the adults who would build the trophies. The pack paid the cost, which generally ran about a buck a trophy. We would meet at my house, draw up plans, divide the work load (who would buy the lumber, who would cut, where we would meet, who made the labels, who glued, etc), and drink scotch. Every year we would get together, have a good time making the trophies, then, at the race, I would induct the newest members into the 'Order'.

"Each would get a little pine tree cut out of birch plywood and hung on a green ribbon for wearing around his neck. All Order members would wear their medallions during the race. It was great fun and it accomplished the purpose to providing trophies for every Cub. Every boy left a winner in one way or another.

Yours in Scouting,

G. John Marmet

Ya know, I miss those days just writing about them."

SONGS

SUMMER ON WHEELS

Tune: Bicycle Built for Two

Jimmy, Randy, Billy and Bobby, too
they're half-crazy, all for the summer blues.

It won't be a long enough summer
to go down the road like a hummer,
but they'll be smart
to be a part
of the summer and all to do.

Bi-cycles, tri-cycles, uni-cycles, too.

They've all got wheels, all for the fun of you.
You'll have to make your mind up
which one you'll want to wind up.
So laugh and sing
and do your thing
with one wheel or three or two.

I Have A Little Ford

I have a little Ford
Such a pretty little Ford
It's the prettiest little Ford
That you ever have seen.

Now the Ford is on the wheels
and the wheels are on the ground
and the engine in the Ford
makes the wheels go round.

**Bump, Bump, Diddleee, Ah-Dah
Beep, Beep.**

SKITS

The Big Wheel

Divide audience into 4 groups to respond to the following words:

BIG WHEEL "Spin, spin"
CANOE "Paddle, paddle"

AIRPLANE "Zooooom"
CARS "Rattle, rattle, bang"

Man has invented many different things which go and have provided him with transportation down through the years. The Indian made his **CANOE** which took him from place to place and served his purposes well. Men like Henry Ford invented **CARS** which today is the most popular form of transportation. There were men like the Wright Brothers who pioneered the invention of the **AIRPLANE**. And then there is a group of people called the **BIG WHEELS** who really didn't go anyplace or do anything, but they like to feel important.

This story is about one of those **BIG WHEELS** who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of **CANOES**, designing new and more efficient **CARS** and designing and testing new and faster **AIRPLANES**. But our **BIG WHEEL** just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The **BIG WHEEL** depended on their brains and energy to make him look good. Finally, one day something happened that changed things overnight for the **BIG WHEEL**.

Everyone who had been working on the **CANOES**, the **CARS** and the **AIRPLANES** decided it was time to teach the **BIG WHEEL** a lesson. They were tired of him doing nothing except acting important. So

The Ford has a seat,
such a pretty little seat.
it's the prettiest little seat
that you ever have seen.
Now the seat is in the Ford
And the Ford is on the wheels, *etc.*

**Bump, Bump, Diddleee, Ah-Dah
Beep, Beep.**

I have a little girl, *etc.*

My girl has a hat, *etc.*

The hat has a feather, *etc.*

speirs@mail.north.net
<http://www.geocities.com/Yosemite/5634>

they all became very busy and didn't pay any attention to him. When something came up, the **BIG WHEEL** found he couldn't rely on the others to answer questions and make him look important. Finally, the **BIG WHEEL** realized that he could not accomplish anything without help from the others. He realized that he was making no contribution to the world at all. He was just sitting there spinning his wheels, while the others accomplished a lot on **CANOES**, **CARS** and **AIRPLANES**. **BIG WHEEL** felt very bad.

It was a terrible feeling when **BIG WHEEL** finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own **CANOE**.

The Short Runway

Need: 2 scouts (If more are desired, they can be passengers, with suitable sound effects and actions.)

Props: Seating for pilot and co-pilot, and for passengers if required, and a compass.

Announcer: This scene is on board a very low budget airline.

Pilot: Well, are we anywhere near the airport, co-pilot ?

Co-Pilot: (peering out the window) I don't know... I see lights over there to the port. That's likely it. Bring 'er around and have a look.

Pilot: (lurching plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments.

Co-Pilot: (pulling compass from pocket) Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course. (Excited) Look, see that spot down there, that must be it.

Pilot: Okay, here we go. Give me 20 degrees flaps, I'm going in. (Puts plane into a nose dive, sound effects.)

Pilot: This is going to be tough. Give me more flaps, cut back the engines. (Louder) More flaps, less throttle !

Co-Pilot: (Appropriate actions and sounds, acting panicky.)

Pilot: QUICK, cut the engines, give me brakes. MORE BRAKES !

Both: (Sighs of relief) We're down, we made it !

Pilot: Boy that was a short runway !

Co-Pilot: (Looking right, then left) Yep, and wide too !

GAMES

Stagecoach

The players are seated in a circle (on chairs). Each one is given the name or some part of the stagecoach - the wheel, the hub, the axle, the seat, the door, the harness, the brake, the horses, the driver, the passengers, the baggage, spoke, tire, step. One of the party begins telling a story about a stagecoach,

bringing in all the different things related to the stagecoach. As each thing is mentioned the player (or players) representing it gets up and runs around his chair.

At some point in the story the storyteller shouts "Stagecoach" when everyone must leave his seat and get a different one. The storyteller tries to get a seat in the scramble, thus leaving another player to begin a new story.

Indian Nations Council 1994 Powwow Book

Things That Go

This is a question and answer skit/game. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A Cub Scout can read each riddle and another Cub Scout may answer, or the audience can be asked to guess the answers.

1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky Derby. What am I?

- A. A horse.
- B. 2 oatmeal eating Cub Scouts who have horses for friends.

2. I run on boy power. I run on the streets, never on sidewalks. I have 2 wheels. I have spokes and pedals. What am I?

- A. A bicycle.
- B. Two unicycles.

3. I have 4 wheels. I usually have an air cooled rear engine. You can spot me on sight. I run on sand. What am I?

- A. A dune buggy.
- B. A Volkswagen that ran off the road in the desert.

4. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome. What am I?

- A. Motorcycle.
- B. 2 "souped-up unicycles."

5. I have a horn. I have two bright eyes. I have four wheels. I run on the street. What am I?

- A. A car.
- B. A unicorn on wheels on a highway.

6. My horn goes "toot-toot". My engine goes "choo-choo." I don't always have the same number of parts. What am I?

- A. A train.
- B. A Cadillac with a problem.

7. I fly through the air with the greatest of ease. I have a nose and 2 big wings. What am I?

- A. A plane.
- B. A trapeze artist with wings.

8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water, in various speeds. What am I?

- A. A boat.
- B. A beginning water-skier.

9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find me some cheese. What am I?

- A. A rocket.
- B. A 2-ton hungry mouse.

CRAFTS

Neckerchief and Slide

Black and white checkered fabric cut to a length equal to the folded width (ie: fabric which is 44"-45" wide will be 22" wide when folded, therefore cut 22" down from top). Cut along fold to have two (2) equal pieces, each 22" square. Next fold diagonally, and cut along this new fold. You now have four (4) triangles.

Fabric with race-car motif works well for a decorative corner on the back of the neckerchief. Cut out each car motif and use a washable fabric glue and sponge brush to glue on motif to back of neckerchief.

Note: for adults, fabric should be opened flat and each square should be at least 25"

For slide, a small rectangular block of wood and pipe cleaner to match choice of paint. Drill 2 small holes just large enough for the pipe cleaner to fit snugly. Paint and then decorate with a race car sticker. Spray with clear acrylic to prevent paint from getting onto neckerchief or other clothing. Insert small piece of pipe cleaner and twist flat in back to form a small loop.

Word List from JUST FOR FUN – Trouble with the Car

A Den Leader	an arrow	a KISMIF
A Cub Scout	a patch	a song
a neckerchief	a uniform	a den
a Roundtable	a skit	a know
an achievement	a craft	a promise
a Cubmaster	a game	an Akela
a Webelos Leader	a ceremony	a banquet
a year pin	a Webelos	a Powwow
a pack meeting	a Wolf	a pack
an elective	a Bear	a council

CHEERS

Choo Choo Train Cheer – Divide audience into two groups, have them clap in sequence as you motion with your right hand to one and your left to the other, speeding up and slowing down.

Dip Stick Applause – Pretend to check the oil in your car and yell, "You're a quart low."

Pinewood Derby Cheer – Move hands like a racer and say "ZOOM" 3 times.

Model "T" – Push nose with finger, “Beep, Beep”, then with hand, “Honk, Honk” and finally push stomach, “AH-U-GAH, AH-U-GAH”.

Pinewood Derby Applause – Hold your right hand over your head, bring it down as if it were a car coming down a hill, or track, while saying, “swoooooosh” then “thud” as it hits the bottom of the track.

Answers to Pre-Opener

1. Plymouth; 2. Lincoln; 3. Pontiac; 4. Ford; 5. Colt; 6. Pinto; 7. Maverick; 8. Hornet; 9. Comet;
10. Matador

Bonus Answers

1. Chrysler; 2. Ford; 3. GM; 4. Ford; 5. Chrysler or Mitsubishi; 6. Ford; 7. Ford; 8. AMC; 9. Ford;
10. AMC