

Akela Newsletter

Volume IV, Issue 5

January, 2012

Pinewood Derby

Get Ready!! Get Set!! GO!!!! Yes, it's that time of the year. The Pinewood Derby is just a couple weeks away. Are you ready? Is your car built yet?

All scouts that participate will receive a participation award. The top four winners in each den will receive a trophy. Remember, the top four racers also advance to the District Pinewood Derby. Duane Holzinger and Eric Augustin will be the co-chairs for this event. The schedule for the Pinewood Derby is as follows:



Schedule of Races

Den	Registration Time	Race Time
Webelos II	8:00 a.m.	8:30 a.m.
Webelos I	8:30 a.m.	9:00 a.m.
Bear	9:00 a.m.	9:30 a.m.
Wolf	10:00 a.m.	10:30 a.m.
Tiger	11:30 a.m.	12:00 p.m.

We will have our test night on Friday night, January 20th, starting at 6:30 p.m. You can bring in your car and have it inspected and let it run down the track. Starting at 8:00 p.m., we will have an Open Class race. The rules for the regular Pinewood Derby and the Open Class race are attached at the end of the newsletter.

Pancake Breakfast Fundraiser

The countdown has started, just a few more days to the Annual Pancake Breakfast fundraiser. If you have not signed up to help, please contact Kelly Dahm (kellydahm@yahoo.com) as soon as possible. Each scout is required to have a parent work with them at the breakfast.

IMPORTANT: Any unsold tickets must be returned with the money for sold tickets. **Cash, checks (made out to "Pack 43") and unsold tickets are to be turned no later than January 5, 2012. Kelly will be at the EVUCC Basement from 5:00 pm to 7:00 pm. on January 5th to collect all remaining tickets and/or money.** All profit from the pre-sold tickets will be credited toward individual scout accounts and the pack.

Advance tickets sell for \$9.00 each, this will admit one adult. Children ages 4 to 10 need to buy a ticket at the door for \$4.50. Children 3 years and younger eat for free.

If you need more tickets or any questions, please contact Ruth Holzinger or Kelly Dahm.

Newsletter Topics

- Pinewood Derby
- Pancake Breakfast
- January Pack Meeting/Uniform Inspections
- Pack Committee Meeting
- University of Scouting
- Leader Training
- Mathematics Belt Loop and Pin
- Calendar of Events
- Pinewood Derby Rules
- Open Class Derby Rules
- Uniform Inspection Sheet

January Pack Meeting/Uniform Inspections

We will be having a busy pack meeting on January 26th this month. First, we will be awarding all the scouts who sold popcorn during the fundraiser with their awards. Remember, the top seller gets to throw a pie in the face of our Cubmaster, Kelly Dahm. Second, we will be doing uniform inspections for all the scouts. We will start at 6:30 p.m. doing the inspections and finish after the pack meeting. There will be an award for the scouts who have at least 90% score. The uniform inspection sheet is included at the end of the newsletter. The veteran bar above the Pack 43 numbers on the left shoulder is not required. If you need a membership card, please let Gary Miller know as soon as possible. Remember, the scouts will get to inspect the leaders.

Pack Committee Meeting

Our monthly Pack Committee Meeting will be held on January 12th at the EVUCC Youth Room starting at 7:00 p.m. Parents are welcomed to attend this meeting and help us make the program better for the boys. If you have any questions, please contact Gary Miller.

University of Scouting

The University of Scouting is a annual event held to give adult leaders the skills and ideas they need to deliver an exciting Scouting program to boys. It provides a variety of classes ranging in length from 50 minutes to 3 hours and includes Leader Specific Training as well as topic specific supplemental training. A Trading Post and a Midway of information offer additional opportunities. See Gary Miller for more information.

January 28, 2012

7:15 am (registration begins) – 4:00 pm

Central Junior High School

1801 Central School Road, Belleville

Leader Training

Leaders, is that time of the year to check your training requirements. All leaders need to have the following trainings completed as soon as possible:

- Youth Protection Training (good for two years)
- This Is Scouting
- Fast Start Leader Training
- Hazardous Weather Training
- Leader Specific Training

If you need any of these trainings, you can take them online at www.myscouting.org or we will be setting up dates to watch the videos in the future for these classes.

If you were a Tiger leader last year, you need to complete the Leader Specific for Wolf and Bear. If you were a Bear leader last year, you need to complete the Webelos Leader Specific and Introduction to Outdoor Leadership Skills.

Please send any training updates with copies of the training cards to Gary Miller as you complete your trainings.

Contact Us

Kelly Dahm, Cubmaster, 654-7596
Gary Miller, Committee Chair, 792-0180

www.highlandpack43.org



Mathematics Belt Loop and Pin

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

Requirements for the Belt Loop

1. Do five activities within your home or school that require the use of mathematics. Explain to your den how you used everyday math.
2. Keep track of the money you earn and spend for three weeks.
3. Measure five items using both metric and nonmetric measures. Find out about the history of the metric system of measurement.

Requirements for the Pin

Earn the belt loop, and complete five of the following requirements:

- A. Geometry is related to measurement but also deals with objects and positions in space.
 1. Many objects can be recognized by their distinctive shapes: a tree, a piece of broccoli, a violin. Collect 12 items that can be recognized, classified, and labeled by their distinctive shape or outline.
 2. Select a single shape or figure. Observe the world around you for at least a week and keep a record of where you see this shape or figure and how it is used.
 3. Study geometry in architecture by exploring your neighborhood or community. Look at different types of buildings-houses, places of worship, businesses, etc.-and create a presentation (a set of photographs, a collage of pictures from newspapers and magazines, a model) that you can share with your den or pack to show what you have seen and learned about shapes in architecture.
- B. Calculating is adding, subtracting, multiplying, and dividing numbers.
 1. Learn how an abacus or slide rule works and teach it to a friend or to your den or pack.
 2. Go shopping with your parent or adult partner and use a calculator to add up how much the items you buy will cost. See whether your total equals the total at check out.
 3. Visit a bank and have someone there explain to you about how interest works. Use the current interest rate and calculate how much interest different sums of money will earn.
- C. Statistics is collecting and organizing numerical information and studying patterns.
 1. Explain the meaning of these statistical words and tools: data, averaging, tally marks, bar graph, line graph, pie chart, and percentage.
 2. Conduct an opinion survey through which you collect data to answer a question, and then show your results with a chart or graph. For instance: What is the favorite food of the Cub Scouts in your pack (chart how many like pizza, how many like hamburgers, etc.).
 3. Study a city newspaper to find as many examples as you can of statistical information.
 4. Learn to use a computer spreadsheet.

- D. Probability helps us know the chance or likelihood of something happening.
1. Explain to your den how a meteorologist or insurance company (or someone else) might use the mathematics of probability to predict what might happen in the future (i.e., the chance that it might rain, or the chance that someone might be in a car accident).
 2. Conduct and keep a record of a coin toss probability experiment.
 3. Guess the probability of your sneaker landing on its bottom, top, or side, and then flip it 100 times to find out which way it lands. Use this probability to predict how a friend's sneaker will land.
- E. Measuring is using a unit to express how long or how big something is, or how much of it there is.
1. Interview four adults in different occupations to see how they use measurement in their jobs.
 2. Measure how tall someone is. Have them measure you.
 3. Measure how you use your time by keeping a diary or log of what you do for a week. Then make a chart or graph to display how you spend your time.
 4. Measure, mix, and cook at least two recipes. Share your snacks with family, friends, or your den.

When you are finished with the belt loop and pin, please inform your den leader so they can update the system.

Pack Calendar of Events

January 8 – Pancake Breakfast

January 12 – Pack Committee Meeting

January 21 – Pinewood Derby

January 26 – Pack Meeting

January 28 – University of Scouting

February 5 – Scout Sunday

February 12 – Blue and Gold Banquet

Cub Scout Pack 43

Pinewood Derby Rules

(Based on the Rules from Cahokia Mounds District)

1. **Width:** Overall width shall not exceed 2-3/4th inches. All cars must have an area 3/8th inches wide and no higher than 7/8th inches from the ground at the front and center of the car to be able to line up equal with the other cars and remain equal as the starting system of the track releases the car. No items are allowed to extend out past this front area of the car.
2. **Length:** Overall length shall not exceed 7 inches
3. **Height:** Overall height shall not exceed 2-3/4th inches so as to clear scoring light bar at the finish line.
4. **Weight:** Total weight shall not exceed 5 ounces.
5. **Wheels:** Must be BSA stock wheels. You may however sand off the seam that was formed on the wheel during the manufacturing process. Wheel tread must remain flat. No other shaping of the wheel is allowed (reduction of weight, addition of weight, narrowing of tread, shaping, or machining). You may paint the center spokes. 4 wheels are required to be on the car, in the stock location, but all 4 wheels do not have to be touching the ground.
6. **Bearings:** No bearings or bushings of any kind are allowed
7. **Springs:** The race car shall not be allowed to ride on any type or style of suspension, including springs.
8. **Axles & axle slots:** Must be BSA stock axles. Axles and axle slots must remain 4-3/8th inches + or – 1/16th of an inch from center to center. Axle slots shall remain 1-3/4th inches wide to fit over the track rail. Bending of the axles so as to cause the wheels to ride on the inside or outside of the tread or to ride the rail is illegal. The full width of the tire tread surface of at least 3 tires must make contact with the track surface.
9. **Block of wood:** Pine block of wood shall be used. Precut cars are acceptable, as long as they are of pine and meet all rules, specifications, and regulations.
10. **Clearance:** The lowest part of the car body, including weights, is to be no less than 3/8th inches from the ground. If the car body is not at this height, it may not clear the track.
11. **Lubrication:** Any and all lubrication shall be done prior to being registered. No lubrication may be applied after the car has been registered and checked in. No liquid lubricants shall be permitted.
12. **Assembly:** All race cars are to be fully assembled before being registered. The car must have been made during the current scout year in which the derby is being held. The scout year is from September to august.
13. **Weights:** Stock weights are recommended and can be obtained at the council trading post or A&R paints and crafts. Liquid or movable weights of any kind are not permitted.
14. **Inspection:** Each race car must pass the inspection process at the time of registration. The inspectors have the right to disqualify any and all race cars which do not meet the rules and regulations of the race listed here.
15. **Inspection/registration procedure:** When the scout arrives, please go to the registration table and give your name, and den number. A race number will be placed on the rear of the race car and this number will be marked on each scout's hand. Please make sure that the scout knows his number. Then proceed through the inspection process. When the car passes this inspection, your car will be placed on the holding table. You are now free to do as you wish until the announcement is made to start the race. Once your race car has been placed on the holding table, the car will not be handled or worked on unless there has been an accident which requires immediate attention.

16. **Race time:** All scouts and spectators will stay back from the roped off area. An area of approximately 4 feet on any side of the track must be kept clear so that there is sufficient room for the judges, starter, and runners who retrieve the cars after the race.

17. **The heats:** When the scout's name or number is called, a member of the race committee (runner) will place the scout's car on the starting line. When the race is completed, the car will be brought back to the staging area by the runner. No one is allowed to touch the cars after being submitted to the staging area, unless directed to do so by the race committee.

18. **Jumping lanes:** If a car leaves the track, runs out of its lane, interferes with another car, the race will be rerun. The race committee will inspect the track. A group of test cars will run without having any incidents. Once this is done, the track will be recertified and the car in question will be repaired, recertified as per above, and the heat will be rerun in the same lanes as before. If the above procedures are followed and the car in question again leaves the track, runs out of its lane, or interferes with another car, it will be automatically disqualified from competition. The remaining cars in the heat will then be rerun on their same lanes to complete the heat.

19. **Tie breaking:** In the event of a tie after all 3 or 4 races, the following procedures will be followed;

A. The tying cars will race again, then change lanes and race again.

B. If there is no winner, the cars will be raced backwards.

C. If there is still no winner, the cars will change lanes again and race backwards.

D. If there is still no clear winner, the race committee will make the final decision. This decision will be final.

20. **Race committee:** The decision of the race committee on all matters is final.

21. **Car entry:** Each boy shall have his own derby car. Each boy shall race at his rank level at the time of his den's pinewood derby.

22. **Protest/complaint:** Any and all protests and complaints must be made to the race committee complaint officer immediately at the time of the incident by the racer "scout" himself. Please be courteous and sportsman-like when voicing your protests. Remember, we are trying to instill good sportsmanship, respect, and courtesy to the youth who are present. The adult leaders who are working at these races are volunteers.

23. **Disqualification:** Disqualification means you are eliminated from further participation in any more races at the event.

24. **Disclaimer:** Rules are subject to change under the discretion of the race committee.

Cub Scout Pack 43

Open Class

Pinewood Derby Rules

Entry to the open class will be only open to current Scout members and/or Akela

1. **Width:** Overall width shall not exceed 2-3/4th inches. All cars must have an area 3/8th inches wide and no higher than 7/8th inches from the ground at the front and center of the car to be able to line up equal with the other cars and remain equal as the starting system of the track releases the car. No items are allowed to extend out past this front area of the car.
2. **Length:** Wheels must fit in starting section of track
3. **Height:** Overall height shall not exceed 2-3/4th inches so as to clear scoring light bar at the finish line.
4. **Weight:** No limit.
5. **Wheels:** No restrictions.
6. **Bearings:** No restrictions
7. **Springs:** May be used.
8. **Axles & axle slots:** Axle slots shall remain 1-3/4th inches wide to fit over the track rail.
9. **Block of wood:** Any material is acceptable.
10. **Clearance:** The lowest part of the car body, including weights, is to be no less than 3/8th inches from the ground. If the car body is not at this height, it may not clear the track.
11. **Lubrication:** No liquid lubricants shall be permitted.
12. **Assembly:** All race cars are to be fully assembled before being registered. The car must have been made during the current scout year in which the derby is being held. The scout year is from September to August.
13. **Weights:** Stock weights are recommended and can be obtained at the council trading post or A&R paints and crafts. Liquid or movable weights of any kind are permitted.
14. **Inspection:** Each race car must pass the inspection process at the time of registration. The inspectors have the right to disqualify any and all race cars which do not meet the rules and regulations of the race listed here. **No propulsion systems are allowed, gravity cars only.**
15. **Inspection/registration procedure:** The car will be inspected to insure that it meets the requirements above and does not pose a safety issue or an issue that may damage the track.
16. **Race time:** All scouts and spectators will stay back from the roped off area. An area of approximately 4 feet on any side of the track must be kept clear so that there is sufficient room for the judges, starter, and runners who retrieve the cars after the race.
17. **The heats:** We will run heats of at least one per entered car after the test and tune period. Time pending we may run several heats.
18. **Race committee:** The decision of the race committee on all matters is final.
19. **Car entry:** Entry to the open class will be only open to current Scout members and/or Akela.
20. **Protest/complaint:** None are allowed as this is for fun.
21. **Disclaimer:** Rules are subject to change under the discretion of the race committee.

Highland Pack 43

TIGER CUB, CUB SCOUT, AND WEBELOS SCOUT UNIFORM INSPECTION SHEET

20 pts. **General Appearance.** Allow 4 points for each: good posture, clean face and hands, hair combed, neatly dressed, clean fingernails.

5 pts. **Cap.** Pack hat OR Tiger Cub cap, Cub Scout Wolf cap, Cub Scout Bear cap, or Webelos cap, according to den.

5 pts. **Neckerchief and Slide.** Triangular. Orange with blue border for Tiger Cubs. Gold with blue border for Cub Scouts working in Wolf book. Light blue with dark blue border for Cub Scouts working in Bear book. Plaid for Webelos Scouts. Each is secured by a slide for that rank or a scout made slide.

15 pts. **Shirt.** Official long- or short-sleeve, blue for Tiger Cubs or Cub Scouts and either blue or tan (optional) for Webelos Scouts. If tan shirt is worn, wear blue shoulder loops on epaulets.

5 pts. **Belt.** Official blue web belt adjusted to proper length (1/2" to and 1" extending out past the buckle) with Tiger Cub, Cub Scout, or Webelos insignia on buckle.

15 pts. **Pants/Shorts.** Clean, well fitted pants or shorts with belt loops for a belt. No patches or holes.

5 pts. **Socks.** Dark socks with long pants or white socks with shorts.

5 pts. **Shoes.** Neat and clean.

5 pts. **Registration.** Current membership card or temporary certificate on person.

20 pts. **Insignia.** Correct placement: left pocket, 5 points; right pocket, 5 points; left sleeve, 5 points; right sleeve, 5 points.

UNIFORM INSPECTION SCORE

OUR PACK INSPECTION WILL BE HELD ON _____
BRING THIS FORM WITH YOU

Name _____

Highland Pack 43 Den Number _____

Inspection Date _____

