

Cars have fascinated every generation ever since the first self-propelled vehicle was invented in the late 17th century. Boys can celebrate the excitement of cars in the annual pinewood derby race. Then they can discover the different kinds of cars and trucks—such as limousines, taxis, vans, pickups, SUVs, and racecars. Learn how these vehicles are built, repaired, modified, and sold. Visit a car dealership, auto mechanic, or auto parts dealer. Boys can build car or truck models or create a model of a showroom or a garage with miniature die-cast cars.

PACK PLANNING

All pack members look forward to participating in the yearly pinewood derby. It's derby month and the pack meeting will be packed with fun and excitement. Every effort needs to be made to make your event a positive and exciting experience. The more adult help you can get, the more fun will be had by all. Appoint the following committees to help with the meeting:

Decorations Committee. This group will arrange the meeting area for dens to set up their exhibits and set aside an area where adjustments to the cars can be made. Decorate the meeting area with orange cones, stop signs, and black-and-white checkered flags and pennants.

Program Committee. Cub Scouts have been applying themselves to their advancement. This committee will make sure they receive appropriate recognition for all their efforts.

Derby Committee. This committee will plan and run the derby. Secure a track or build one and set it up on derby day. Recruit table helpers, timekeepers, scorekeepers, and judges as needed.

Awards Committee. Members of this committee will purchase or make medals, ribbons, or other recognition items, ensuring that each boy receives an award for his efforts.

Refreshments Committee. This committee will purchase doughnuts for Tasty Tires or cheese for Yellow Flags (2 JAN), and napkins.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Respectful relations.** Cub Scouts learn that getting along with others involves taking turns and using kind words.
- **Sportsmanship.** Boys will see the positive effects of practicing good sportsmanship.

This theme is designed to promote character development by emphasizing these core values:

- **Positive attitude.** Boys will see that having a positive attitude makes competition fun as they cheer each other on.
- **Perseverance.** The derby experience demonstrates that trying again and again makes for a feeling of accomplishment for Cub Scouts.

Pack Meeting

BEFORE THE MEETING

All committees arrive as early as possible to set up their section of the meeting area: The decorations committee will set up tables for each den's exhibit, a table for car adjustments, a table for cars, and a table for awards. Add plenty of banners and secure racing posters (from car supply shops and tire stores.) The program committee will ensure that there is a U.S. flag for the opening ceremony and that all details for advancement are ready. The derby committee sets up the derby track. Rope off an area near the track for cars to be placed once they have been checked in and registered. The refreshments committee will set up the areas where refreshments may be served at the end of the pack meeting.

GATHERING

Welcoming committee members greet families at the door. Each pack member receives a name tag to complete; this can be cut in the shape of a race car, colored

rectangles as signal flags, or black-and-white checkered flags. Direct families to the race area to view the cars to be raced during the meeting. Direct Cub Scouts to an area designated for displaying den projects and the area where they should leave their cars. Give each person a copy of Mixed-Up Car (2 JAN) and instructions to unscramble the words.

MAIN PART OF THE MEETING

Opening

Conduct the Sportsmanship opening ceremony (2 JAN) or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout comes forward and recites the Sportsmanship Prayer (2 JAN). Invite all pack members to join in prayer, meditation, or silence as is their custom.

Welcome and Introductions

The Cubmaster welcomes everyone

to the pack meeting and introduces any visitors and special guests. Announce the answers to Mixed-Up Car and share an applause in honor of the pack member who answered the most correctly.

Song

The pack song leader leads "The Pinewood Derby Song" (*Cub Scout Songbook*).

Den Demonstrations

Invite dens to share what they have learned during den meetings this month.

Recognition

Use the Grand Prix advancement ceremony (2 JAN) to present advancement awards. Or choose an alternate ceremony from *Cub Scout Ceremonies for Dens and Packs*. You can sandwich award presentation between several races.

PINEWOOD DERBY

The derby chair explains the derby rules and gives general instructions, e.g., where the car adjustment table is located, how the scoring will take place, etc. Conduct

aces. Awards committee presents derby Recognitions for Everyone (3 JAN).

Game

After Cub Scouts have participated in the pinewood derby, they may use their cars to play the Bulls-Eye Race (3 JAN).

Announcements

In the background, play Oriental music. The blue and gold banquet chair comes out with several fortune cookies. He/she opens them and reads announcements about the date, time, and location for next month's blue and gold banquet. The Cubmaster tells about the pack's plans for a Good Turn.

Cubmaster's Minute

The Cubmaster delivers You Have a Choice (3 JAN).

Closing

A den of boys leads the Race Steward's Cheer closing ceremony (3 JAN).

REFRESHMENTS

Invite families to the refreshment area. The refreshment committee serves Tasty Tires (doughnuts) or Yellow Flags (triangles of cheese).

Cubmaster Corner

PACK MEETING AGENDA

Every month's pack meeting is filled with fun and excitement! But in order for everything to go smoothly, an important lesson is to create a written agenda for the evening. This will help you determine the amount of time each part of the meeting will take and will then help you make adjustments to keep the evening on track. Now it's up to you to stick to the agenda.

See the "Pack Meeting Planning Sheet" in the *Cub Scout Leader Book*.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY:

MIXED-UP CAR

Boys and family members unscramble the mixed-up car parts below.

1. unkrtr (trunk)
2. dgthleiad (headlight)
3. oodh (hood)
4. odor (door)
5. aste (seat)
6. lexa (axle)
7. sga cpa (gas cap)
8. aorid (radio)
9. ksebar (brakes)
10. wdniow pswire (window wipers)
11. rtie (tire)
12. orirmr (mirror)
13. eretisgn lewhe (steering wheel)
14. cileesn eltpa (license plate)

RACE CAR VIEWING

Have the derby cars set out where people may see but not touch them. Pack members vote for some of their favorite categories such as

- Looks the fastest
- With the most red coloring
- Tallest
- Shortest
- Best Cub Scout theme

OPENING CEREMONY:

SPORTSMANSHIP

Equipment: Cards with letters spelling S-P-O-R-T-S-M-A-N-S-H-I-P

CUBMASTER: Tonight we will have our pinewood derby. Will the boys who

were asked to help please come forward? (*Boys hold up letters and explain what each letter stands for.*)

- S** Smile, even if you hurt inside.
- P** Plan to have a good time.
- O** Only use kind words.
- R** Respect the feelings of other Cub Scouts.
- T** Try your best.
- S** Speak positively of others.
- M** Master the art of self-control.
- A** Anger has no place in our meeting.
- N** No pouting.
- S** Success in "doing your best" is possible for every Cub Scout.
- H** Hush those words of bragging.
- I** Inappropriate comments and actions are not welcome.
- P** Participate in the derby for FUN!

CUBMASTER: Let's remember the word *sportsmanship* throughout our pinewood derby tonight. Please stand and repeat the Pledge of Allegiance.

OPENING CEREMONY: PIECE OF WOOD

Equipment: Piece of wood, item carved out of wood

CUBMASTER (*holding up piece of wood*): This is a plain piece of wood, but with imagination we can make many things from it. This is also true of a Cub Scout. From the beginning, you learn many skills in Cub Scouting that will make you a better person.

ASSISTANT CUBMASTER (*holding up*

item carved out of wood): This is carved out of a plain piece of wood to become something beautiful. We hope to carve a boy into an adult who is a responsible citizen. You help us do this by learning about citizenship, love of country, and love of God as you advance through each rank.

CUBMASTER: Please stand and say the Pledge of Allegiance with me.

PRAYER: SPORTSMANSHIP

We hope to be good sports and feel gratitude for this opportunity to share with our friends and family, no matter how our cars do tonight. Thank you for our families, who remind us that we are all winners. Amen.

ADVANCEMENT CEREMONY: GRAND PRIX

Personnel: Cubmaster dressed as a race car driver (e.g., wearing a helmet and gloves and boots), four adults

Equipment: Four black-and-white checkered racing flags, four 3-ft. dowels, toy car, stop sign, wheel from toy car

Fasten checkered flags to the dowels. Attach awards to the items listed below. Create other awards as needed. Create a tunnel for boys to walk through to receive awards by having four adults hold flags.

Car: "You zoomed right into first place when you earned your _____."

Stop Sign: "Way to go for earning your _____. There's no stopping you now!"

Wheel: “You’re on a roll now. We’ll (wheel) be proud to award you your _____.”

ADVANCEMENT CEREMONY: EVERYONE’S A WINNER!

CUBMASTER: In sports competitions, there are winners and losers. In Cub Scouting, there are no losers as long as boys do their best. Tonight, we have some boys who have shown how to be winners by driving another lap around the advancement track. It’s a pleasure to recognize these winners and their parents. (*Presents awards to the parents, who present them to their sons.*)

GAMES

Bulls-Eye Race

Preparation: Make a track out of one 8-ft. length of 6-by- $\frac{3}{4}$ -in. plywood board. Use the traditional strip of wood running the length of the board for the lane. Paint 1-in. strips across the board every 6 in. in different colors (red, yellow, blue, green, etc.) before you attach the center strip.

Cut a 36-by-36-in. piece of butcher paper. Draw a bulls-eye on the paper using 6-in. wide rings. Give each ring a point value. Tape the bulls-eye flat to the floor. Raise the track a few feet off the floor. (The track could be braced on the seat of a chair.)

The race: Boys hold their pinewood derby cars at any starting line they wish (i.e., the yellow stripe) and then let it go. The object is to have the car stop in the bulls-eye. If the car stops short, the boy should start his car higher up on the track. If the car rolls too far, he should start it on a lower stripe. Each boy gets two trial runs and then a scoring run. Points are awarded depending on where the car stops.

GRAND PRIX RACE

Equipment: 2-by-2-ft. piece of cardboard for each team; set up cones and objects to create a track

Divide boys into teams of two. Each team is given a car (a piece of cardboard). One Cub Scout from each team sits on the cardboard and scoots around a predetermined race track using his feet and hands. When he completes the course, the second boy on the team takes his turn.

CUBMASTER’S MINUTE: YOU HAVE A CHOICE

You have a choice. You can be pleasant or unpleasant. Which do you choose? You can be grouchy and grumpy or you can be happy and cheerful. Which would you rather be? It is up to you. Tonight, we’re all winners. We had fun and enjoyed each other’s company. Let’s take that warm feeling of friendship home and keep it close to our hearts until our meeting next month!

CUBMASTER’S MINUTE: GOOD SPORTSMANSHIP

Good sportsmanship involves the principles of winning humbly and not bragging. Good sportsmanship also involves losing gracefully. The most important thing is that every Cub Scout participated, showed good sportsmanship, and, most importantly, lived up to the Cub Scout motto, “Do your best!”

CLOSING CEREMONY: RACE STEWARD’S CHEER

Equipment: Solid green flag and black-and-white checkered flag

CUB SCOUT 1: In racing, this green flag means to go.

CUB SCOUT 2: And this checkered flag means that the races for today are over. We’d like to lead you in a cheer for all the racers tonight.

CUB SCOUT 1: Are you ready?...Get set...Cheer! (*Waves the green flag for 5 seconds while everyone cheers; then CUB SCOUT 2 waves the checkered flag for everyone to stop. Do this a few times and then wave the checkered flag a final time to indicate that the meeting is over.*)

FINAL WORDS: Good night, everyone.

CHEERS AND APPLAUSES

Pinewood Derby Cheer. Hold your hand over your head and bring it down as if it were a car coming down the track, while saying, “Swooooooosh...” then “Yay!”

Race Car Cheer. Move hand forward like a race car moving down a race track and shout “V-V-V-R-R-o-o-o-o-m!”

Checkered Flag. Wave arm in figure 8 motions.

RUN-ONS

CUB SCOUT 1: There goes an unusual invisible car.

CUB SCOUT 2: What’s so unusual about it?

CUB SCOUT 1: You don’t see one every day.

CUB SCOUT 1: Why did the pit crew use a spatula to fix the race car?

CUB SCOUT 2: Because it wouldn’t turn over.

CUB SCOUT 1: What is the funniest car?

CUB SCOUT 2: A jokes wagon!

CUB SCOUT 1: What kind of shot do you give an automobile?

CUB SCOUT 2: A fuel injection!

RECOGNITIONS FOR EVERYONE

Make sure each boy is recognized for his efforts. For example:

Akela’s Award (followed directions), Cub Scout Spirit Award, Blue and Gold Award, Best of Show Award, Craftsman Award, Top-Notch Award, Dynamite Award, Smoothest Finish Award, Superior Entry, Classy Entry, Most Skillful Entry, Sharpest Entry, Most Ingenious Design, Most Fascinating Entry, Out of this World Entry, Most Futuristic Entry, Most Inventive Entry, Most Unique Entry

SKIT: DERBY TIME

Props: Pencil, coping saw, sandpaper, hammer, paintbrush

Each boy holds the appropriate tool behind his back and then brings the tool forward while speaking.

CUB SCOUT 1: This is the pencil I used to draw a design on the block of wood.

CUB SCOUT 2: This is the coping saw I used to shape my car just right.

CUB SCOUT 3: This is the sandpaper I used to make my car so smooth that nothing would slow it down.

CUB SCOUT 4: This is the hammer I used and I carefully tapped the wheels into place so my car would sail down the track.

CUB SCOUT 5: This is the paintbrush I used to achieve this terrific paint job on my car. I think it looks pretty good!

CUB SCOUT 6 (*bring up parents*): This is my mom and dad—the best tools I had! They helped me use all these tools and more, and they taught me how to do it right. Thanks, Mom and Dad. I couldn’t have done it without you!

January Pack Program Page: Cub Scout Car Show

ACADEMICS AND SPORTS PROGRAM

Academics

Collecting. This will be a fun month to start or add to a collection of model or miniature cars. Encourage boys to bring their collections to display at den and pack meetings.

Sports

Snow Ski and Board Sports. January is usually the coldest month of the year—what a perfect time to earn the Snow Ski and Board Sports belt loop and pin.

Ice Skating. Cub Scouts can practice their skills at an indoor or outdoor skating rink.

FAMILY ACTIVITY

With the pinewood derby coming up this month, families could help their Cub Scout prepare for the emotions that he may feel if he doesn't do as well as he would like. Play a board game and then discuss how winners and losers feel, as suggested in the section "Accepting Success" in *Cub Scouting's BSA Family Activity Book*.

In the section "Fostering Self-Esteem," family members are encouraged to record special events and keep scrapbooks and picture albums. The pinewood derby would be a great event to write about and otherwise remember.

DID YOU KNOW?

Parents' Pins

Parents can receive miniature pins when their son gets his Bobcat, Tiger Cub, Wolf, Bear, Webelos, or Arrow of Light awards. Pins are presented at the pack meeting when the boy is given his rank badge and are worn on civilian clothes. This is the opportunity for a ceremonial addition after the parent gives the award to his boy. The Cub Scout then pins the parent pin on his parent.

GOOD TURN FOR AMERICA

During the winter, doors and windows are



shut tight to keep out the cold. Families may not be aware of a potential problem: carbon monoxide poisoning. Distribute information about the dangers of carbon monoxide. Help teach the habits of healthy living through a Good Turn.

BSA RESOURCES HIGHLIGHT



Pinewood Derby Master Mechanic Kit (No. 34482). The booklet included with this kit is full of information, including building tips. Find out about highlighting good balance, good sportsmanship, and good fun.

PACK LEADERS' PLANNING MEETING

The pack leaders meet a week or two before the January pack meeting to check final details and outline den and pack activities for February.

The committee may want to consider having a Cub-anapolis 400 as an alternate activity. See the *Cub Scout Leader How-To-Book* for instructions on running such an event.

In preparation for the pinewood derby, make sure that

- the use of a track has been confirmed
- all the needed volunteers have been recruited and are informed
- awards have been purchased or made
- games are available for boys who aren't racing

Continue making plans for the pack's blue and gold banquet in February. The blue and gold committee reports on the final plans for the event, including banquet menu and activities. Confirm that all dens are aware of the Chinese New Year theme and are planning contributions (invitations, placemats, decorations) with the theme in mind.

Discuss plans on how the pack will observe Scouting Anniversary Week so that dens may arrange to participate.

Conduct monthly Unit Leadership Enhancement No. 1, Advancement. An outline is found in the *Cub Scout Leader Book*. Choose a topic for next month.

LOOKING AHEAD

Get ready for fifth-grade or 10-year-old Webelos Scouts to earn the Arrow of Light Award. This is the highest award in Cub Scouting and should be celebrated with a memorable ceremony.

The ceremony for Webelos crossover is often held in February at the pack's blue and gold banquet. Send invitations to invite the Scoutmasters and several Boy Scouts from the troops that will be receiving Webelos Scouts during the crossover ceremony.

Ensure that the needed ceremonial props are ready for both of these important events.

PACK TRAINER HIGHLIGHT

Review upcoming training opportunities for leaders such as Cub Scout Leader Basic Training, Basic Adult Leader Outdoor Orientation (BALOO), and Outdoor Leader Skills for Webelos Leaders. Remind leaders to attend the monthly Cub Scout leader roundtable.

Be aware that as the Webelos Scouts move to the next level of Scouting, their parents may move with them. Begin recruiting new adults to take over leadership positions and offer Fast start training right away.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Make Pinecone Treats for hungry birds outdoors (*Cub Scout Leader How-To-Book*).

Wolf Cub Scouts. Venture outside and make a Decorated Tree Hotel (*Cub Scout Leader How-To-Book*).

Bear Cub Scouts. Build a snowman.

Webelos Scouts. Capture a snowflake.

Cub Scout Car Show: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evenings or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Bring a U.S. flag. Gather supplies for Box Cars and the Boxmobile Derby (6 JAN). Make Crazy Car Cut-Ups (6 JAN). Find a book about transportation.	Gather supplies for the Homemade Maps and Transportation Charades (both 6 JAN). Prepare directions for the Go See It next week. Bring a U.S. flag.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Create Crazy Car Cut-Ups.	Using paper and crayons, Tiger Cubs draw as many different forms of transportation that they can think of.		
OPENING	Recite the Pledge of Allegiance, followed by the Boxmobile Pledge (6 JAN).	Tiger Cubs and their adult partners give the Cub Scout sign and say the Cub Scout Promise.		
SHARE	Share the Crazy Car Cut-Ups with other Tiger Cub teams.	Each Tiger Cub shares his pictures of transportation that he drew. Together as a den, brainstorm more transportation methods.	GO SEE IT: Visit a police or fire station (<i>Achievement 2G</i>). If possible, take a ride on public transportation (<i>Elective 48</i>) while on your way.	Participate in the monthly pack meeting by sharing The Red Carnation skit and information about the den's Go See It.
DISCOVER	Make Box Cars and then have a Boxmobile Derby. Talk about how having a positive attitude makes it easier to accomplish various tasks.	Make Homemade Maps. Play Transportation Charades. Practice The Red Carnation skit (6 JAN) for the pack meeting.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A totem bead may be presented for completion of <i>Achievement 2G</i> .	Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Talk about transportation and ask whether boys want to visit a police station or fire station for the Go See It in two weeks.	Talk about next week's trip on public transportation and what safety rules need to be followed.		
CLOSING	Form a Living Circle and recite the Cub Scout Promise.	Say the Cub Scout motto and then give a big tiger roar.		
This month's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files tour permit with local council service center for Go See It.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails the thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

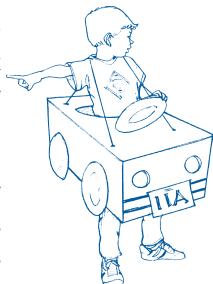
Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Advancement 2F; Electives 3, 11, 17, 48

During this month, Tiger Cubs will have their first opportunity to participate in a pinewood derby. With the help of their adult partners, they can begin to use tools to create something. The process of building a car with their adult partner is more important than building a winning car. At this age, the important thing is the opportunity to work with an adult partner to create his vehicle. Working together—making a car, doing a chore together (Achievement 1F), helping an elderly neighbor (Elective 10), or helping the needy (Elective 11)—develops pride based on accomplishing a task.

BOX CARS

Materials: Large cardboard box (big enough for your Tiger Cub to “wear”), construction paper, paper plates, glue, crayons, box knife, scissors, rope or duct tape



Adult partners use the box knife to cut a hole in the top and the bottom of the box big enough for the Tiger Cubs through. Use either rope or duct tape to make shoulder straps so that the car will hang off the Tiger Cub's shoulders. (If you use duct tape, use two pieces per strap and stick them together.) Meanwhile, Tiger Cubs work on making wheels and a steering wheel out of paper plates. Use the construction paper to make license plates and bumper stickers for the car.

GAMES

Boxmobile Derby

This is a fun game where the Tiger Cubs in their Box Cars “drive” from pit stop to pit stop trying to accomplish each task. Use your imagination to come up with pit stops ideas!

Some Pit Stop Ideas

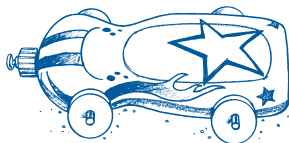
- **Staying in Your Lane.** Tiger Cubs walk the edge of a wooden board or a taped line on the floor. If a boy strays out of his lane, he has to return to the start and try again.
- **Back into a Parking Space.** Tape a balloon to the wall and have Tiger Cubs back into it until it pops.
- **Washing the Windshield.** Have a damp washcloth hanging from a string. Tiger Cubs must wash the windshield (their faces) without using their hands.
- **Singing with the Radio.** Tiger Cubs stop and sing any song as if they were singing with the radio.

- **Gassing Up the Car.** Have a small (8 oz. or less) glass of water for each boy to drink as he comes through this pit stop.
- **Changing Tires.** Have Tiger Cubs take off their old tires (shoes) and put on new (adult-sized) tires before racing down a path and back. Then they put their original tires back on.

Transportation Charades

Before the meeting, write down different modes of transportation on slips of paper. During the game, each Tiger Cub, with the help of his adult partner, acts out one type of transportation while the others guess what it is.

Detergent Bottle Drag Racer (Elective 17)



Materials: Plastic dishwashing detergent bottle, nail, hammer, acrylic paints, paintbrush, plastic bottle tops (all the same size), pipe cleaners or wooden dowels

Wash out the detergent bottles ahead of time, and when they are clean and dry, put the lid back on the bottle. Remove any label (you might have to soak it first). With the help of adult partners, Tiger Cubs carefully punch four holes into the sides of the bottle with a nail for the wheels.

Paint the racer with acrylic paints. Decorate it with flames, stars, racing stripes, etc. Let it dry thoroughly.

Use the nail to punch a hole in the center of each plastic bottle top, which will be your wheels. Push a pipe cleaner or wooden dowel through the holes in the bottle, and put a bottle top “wheel” on the ends of the pipe cleaner or dowel.

THE BOXMOBILE PLEDGE

I promise to follow the rules of the road,
Follow the rules of the game,
Follow Akela,
And to show good sportsmanship.

CRAZY CAR CUT-UPS (Elective 3)

Materials: Pictures of cars, stiff paper or poster board, clear self-adhesive paper, scissors, glue stick

Glue each picture of a car onto the stiff paper. Cover both sides of the picture with clear self-adhesive paper. Cut each picture into jigsaw pieces and then put the pieces back together to make the car.

SKIT: THE RED CARNATION

You can enhance this skit by having each boy hold up a red carnation at the end of it.

TIGER CUB 1: This month we learned about cars. I really like cars.

TIGER CUB 2: I really like red cars. They're my favorite.

TIGER CUB 3: I think every car in America should be red.

TIGER CUB 4: Then we could live in a red car-nation.

HOMEMADE MAPS (Achievement 2F)

Materials: Poster board or large sheets of paper, crayons, small toy cars, maps of the local area

Have Tiger Cubs and adult partners work together to draw a large-scale map of their neighborhood. Adult partners place the roads and Tiger Cubs draw the buildings. Be sure to include landmarks such as home, school, den meeting location, and nearby parks. Boys use the toy car to show how they would drive from home to the various locations. Have boys compare their maps against a regular map to see how accurate they are.

Cub Scout Car Show: Wolf Den Meetings

Dens may meet after school, in the evenings, or on weekends.

Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Pit Stop Race (8 JAN).	Have a U.S. flag, supplies for Bananamobile and Race Car Neckerchief Slides (both 8 JAN).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Prepare 3-by-5 cards for Car Trouble (<i>Cub Scout Leader How-To Book</i>).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	If weather allows, start the meeting outdoors. Den chief leads a game of Auto Race (<i>Cub Scout Leader How-To Book</i>).	Collect permission slips. Assemble axels for the Pit Stop Race. Cut out pictures for Race Car Neckerchief Slides.	Collect permission slips.	Boys sign thank-you note. Review the rules of street and road safety (<i>Achievement 9d</i>).
OPENING	Denner leads the Cub Scout Promise.	Form a semicircle around the flag and say the Pledge of Allegiance.		Boys answer roll call by saying a part of a car (e.g., wheels, engine, doors, etc.).
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Cub Scout Car Show theme. Explain the rules of the pinewood derby and be sure each boy has his car.	Review the trip for next week and the plans for the pack meeting skit the den will perform.		Remind boys of the weigh-in time for the pinewood derby.
ACTIVITY	Paint the car shape on the box for the Pit Stop Race next week. Boys practice Crossing the Road Jokes (8 JAN) to present at the pack meeting.	Finish Race Car Neckerchief Slides. Play Pit Stop Race game. Make Bananamobiles.	Visit someone who has a classic car. At the end of the trip, lead a reflecting discussion with boys about their outing.	Cub Scouts practice their jokes to perform at the pack meeting. Den Leader hands out 3-by-5 cards and leads Car Trouble.
CLOSING	Den leader steps to the front of the room and each boy salutes as he leaves. Send home permission slips for the field trip during the third week.	Cub Scouts gather around the flag and share the Cub Scout handshake with each other. Retire the flag.		Sing "Good Night, Cub Scouts" (<i>Elective 11c</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.

CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 9d; Elective 11c

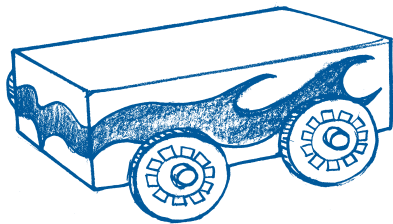
Modern cars are special, but a classic car has character—just like our Cub Scouts. Take a trip this month to visit a person who collects classic cars. Check your Family Talent Surveys or contact a local car club. Many specialize in different vintages of cars and may be delighted to share their passion with the boys.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 6, Start a Collection:* Cub Scouts may choose to collect toy cars and share their collection.
- *Achievement 9c, Be Safe at Home and on the Street:* Boys are reviewing the rules of street and road safety during the den meeting. Now is a good time to check the home for danger from fire.
- *Elective 8, Machine Power:* While thinking about cars and transportation, boys can also learn about trucks and other machinery.

GAMES

Pit Stop Race



Materials: Large cardboard box, paint, two 9-in. foil pie pans, duct tape, two empty 1-liter bottles, one plastic coffee can lid, craft knife, scissors, stopwatch

Paint the side view of a race car on the side of a cardboard box.

Assemble tires. To keep the pie pan tires from tearing, attach a 2-in. square of duct tape or other reinforced tape to the center on the outside of each pie pan. Trace the mouth of a 1-liter plastic bottle onto this square. Use a craft knife to cut an asterisk through the center of the circle. Press the tabs flat against the inside of the pan (the opening should be just big enough for the bottle mouth to fit through).

Make a washer by tracing the bottle mouth onto a plastic lid. Draw a slightly larger circle around the tracing and cut out both circles (so that it resembles a doughnut). For an axle, cut off the bottle bottom 5½ in. from the rim and discard. Make a series of 1-in.-long cuts around the trimmed edge. Fold the tabs outward and tape them to the car with duct tape.

Running the relay. Show boys how to put on and remove a tire by pushing it onto the axle, slipping on a washer, and screwing on the bottle cap lug nut. Divide boys into pairs and line them up behind the starting line. On a signal,

each pair runs to the car, removes the tires, and reattaches them to the opposite axles. The team completing the task in the shortest amount of time wins.

Curling

Materials: Bean bags, broom, paper (with a bull's-eye drawn on it), tape

Using the broom, slide three bean bags from a starting line toward a sheet of paper taped to the floor 20 ft. away. The object of the game is to touch the paper (1 point) or touch the bull's-eye (2 points).

Bounce About

Materials: Medium-sized marbles

Boys will enjoy tossing marbles for this game. The first player tosses his marble forward about 5 ft. The second player tosses his marble to try to hit the first one. The third player tosses to try to hit either one of the marbles, and so on. Score 1 point if you hit another player's marble.

CHARACTER CONNECTION: POSITIVE ATTITUDE

When you were running the Pit Stop Race, did you feel like you were winning all the time? Did you feel you were doing your best? If you got frustrated, how did that feel? Do you know what it means to be frustrated?

- Who can tell me what a *positive attitude* is?
- Did you have a positive attitude when you were playing the game?
- What kind of a positive attitude will help you in the week ahead?

Let's all try to think of a situation where we had a positive attitude and it helped us come out ahead.



BANANAMOBILE



Materials: Bananas, orange slices, grapes, toothpicks

Insert toothpicks through the banana as shown for grape wheels. Use toothpicks to attach orange slices crossways for seats. Eat and enjoy.

CROSSING THE ROAD JOKES

Q: Why did the chicken cross the road?
A: To prove to the possum that it could be done.

Q: Why did the chicken only cross the road halfway?
A: She wanted to lay it on the line.

Q: Why did the fox cross the road?
A: It was after that chicken!

Q: Why did the chicken cross the road?
A: Don't ask me, ask the chicken!

RACE CAR NECKERCHIEF SLIDES

Materials: Picture of race car, cardboard, glue, 1-in. lengths of PVC pipe

Cut a picture of a race car from a newspaper or a magazine. Glue to a piece of cardboard. Cut out. Add a 1-in. PVC pipe length to the back to create a neckerchief slide.

Cub Scout Car Show: Bear Den Meetings

Dens may meet after school, in the evenings, or on weekends.

Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather materials for Race Car Displays (10 JAN).	Have materials for Pinewood Derby Car Stand (10 JAN); prepare STOP and GO signs for Red Light, Green Light (10 JAN).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Have materials for License Plates (10 JAN) and marbles for Barefoot Marble Race (<i>Cub Scout Leader How-To Book</i>).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Boys start drawing scenes for Race Car Displays.	Collect permission slips. If weather permits, start the meeting outdoors and have the den chief lead Red Light, Green Light.		Boys sign thank-you note. Make License Plates.
OPENING	Form a Living Circle. Each boy gives the Cub Scout handshake to the boy on his right. Say the Cub Scout Promise.	Den chief leads boys in Pledge of Allegiance.	Collect permission slips.	Give the Cub Scout salute as the denner leads the den in the Law of the Pack.
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the rules for the pinewood derby. Talk about good sportsmanship. Remind Cub Scouts to bring one of their past pinewood derby cars, if they have one, for a car show during the fourth week.	Review the den's contribution to the pack meeting this month. At home, have boys pretend they are car shopping and bring a picture of the car they chose (<i>Achievement 13d</i>).	Visit a car dealership and garage. OR Visit a car manufacturing plant if there is one in your area. OR Go to a local car show.	Cub Scouts share the pictures of the car they shopped for. Boys can set up their Car Show. Each boy can put his car on his stand and place his license plate near the stand to identify his car. Have boys vote on Best of Show, Most Creative, etc.
ACTIVITY	Boys draw designs for their pinewood derby cars. Then they draw their room at home to scale, along with the furniture (<i>Achievement 21c</i>). Create Race Car Displays.	Review how to use and take care of tools safely (<i>Achievement 20a</i>). Make the Pinewood Derby Car Stand (<i>Achievement 21b</i>).		Sand and paint Pinewood Derby Car Stands. Den chief leads boys in a Barefoot Marble Race.
CLOSING	Give the den yell. Send home permission slips for the field trip during the third week.	Den leader says: "What is the Cub Scout motto?" Boys reply: "Do your best!"	At the end of the trip, lead a reflecting discussion with boys about their outing.	Sing "Pinewood Derby Song" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 13d, 15b, 20a, 21b, 21c

Vroom, vroom! The races are just around the corner! Playing games in the den meeting and creating a stand to hold their treasured derby car will give Cub Scouts a good introduction to the world of racing. The trip this month will bring boys "up close and personal" to cars when they visit a car dealership or a local car show, where people who love cars shine.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 21a, Build a Model:* Build a model from a kit.
- *Achievement 21d, Build a Model:* Make a model of a mountain, meadow, canyon, or river.
- *Elective 7, Things That Go:* With adult help, make a Cubmobile, scooter, windmill, or your own invention.

GAMES

Red Light, Green Light (Achievement 15b)

Materials: STOP and GO signs and rope for finish line (Signs are easily made by writing the word on construction paper; tape a pencil to the back for stability.)

Boys line up on one side of the yard; den chief stands at the finish line on the other side. When the den chief holds up the GO sign, the boys may move toward the finish line. When he raises the STOP sign, Cub Scouts must stop in their tracks. If they don't stop, they must go back to the start position.

Back-to-Back Relay

Two boys stand back to back with their backs touching. They run together from the starting line to the finish line, with one boy facing forward and the other facing backward during the run. Then on the return the one facing forward faces backwards. They must always keep their backs touching.

Broken-Down Car Relay

Divide the boys into two or more teams of eight boys. Line them up single file at a starting point.

The first player on each team represents a flat tire. He hops to the goal and back. *The second player* is a broken radiator. He makes a hissing sound as he runs to the goal and back. *The third player* has water in his tank. He walks forward three steps and backward two steps until he has covered the course. *The fourth player* has a rundown battery, so *the fifth player* pushes him. *The sixth player* lost his wheel. He moves on two hands and one foot. *The seventh player* can only move in reverse; so he runs backward. And *the eighth player* is in good shape. He runs fast!

PYRAMID

Materials: Marbles, predrawn circle
Draw a circle about 1-in. in diameter. Place three marbles in the circle, touching each other in a triangular fashion. Players shoot a marble at the pyramid. Score 1 point for any marbles knocked out of the ring.

LICENSE PLATE

Materials: Different colors of craft foam, glue, glitter, miscellaneous craft objects to decorate license plates

Precut foam pieces in half and make a frame out of the half or buy precut foam frames. The boys will need to glue the frame to a half sheet of foam. They can then put their name on the license plate and decorate it in any fashion they want.

Challenge the Cub Scouts to make vanity plates. Boys can create fun abbreviations and then have others guess what they are. Examples:

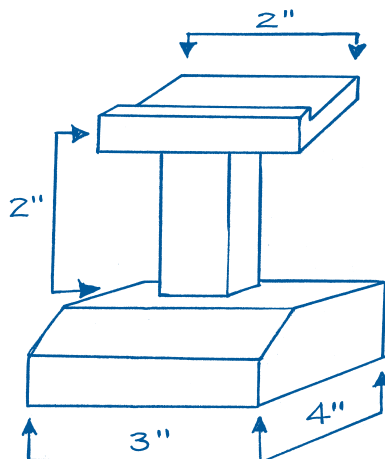
IML8 = I am late

IM4U = I'm for you

2Fun = Too fun

4tun8 = Fortunate

PINEWOOD DERBY CAR STAND



Materials: Nails or screws, glue, hammer, screwdriver, sandpaper, paint or stain, wood pieces cut into shapes: (1) 3 by 4 by 2 in.; (2) 2 by 2 by 2 in.; (3) 2 by 2 by 1/2 in.; (4) 2 by 1/2 by 1/2 in.

Slice an angle off the end of the No. 1 piece. Drive a nail or screw up through the bottom in the middle and insert into the bottom of the No. 2 piece. Attach the No. 4 piece to the No. 3 piece with glue; nail to the top of the No. 2 piece.

Second week: Sand the derby stand. Then paint or stain as desired. Remember to brush off the wood dust with a clean, dry paintbrush before painting.

Make a sand block with a 2-by-2-in. piece of scrap wood. Wrap the sandpaper around the wood. This gives boys a larger, solid surface to hold as they sand.

Sanding hints: For best results, always sand in the direction of the wood grain. Choose sandpaper with 220-320 grit when doing a project such as this.

Remember: Always use safety goggles when working with wood tools and equipment.

This Pinewood Derby Car Stand provides an opportunity for a parent who enjoys woodworking to really shine.

RACE CAR DISPLAY

Materials: Construction paper, markers or crayons, shoebox

Boys use markers or crayons to create a scene for their race car. Possible scenes can include race track pit, background of stands at a racetrack, or a track. Cover the shoebox with construction paper and decorate it accordingly. Glue the finished drawing inside the shoebox. Place the car in the box to display it and for safekeeping.