



Cub Scout Roundtable Breakout Discussion



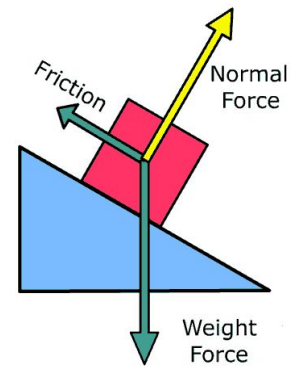
Race Time Adventures

Pinewood Derby and Raingutter Regatta are two iconic Cub Scout activities! The Race Time Adventures are elective Adventures that can be done as a pack. These Adventures are designed to be easy to earn when a pack conducts one of these races. Cub Scouts will learn how to build a Pinewood Derby car, or Raingutter Regatta boat and the science of motion all while having fun!

The Purpose of a Race Time Event

The basic principles of physics are taught through a fun and engaging experience.

There is real power in having experiences as a child that can be connected later in life. When they are older and introduced to scientific principles, they are more likely to understand and apply them because of their experiences. Races are presented in an age appropriate manner and connected to a real world experience. It's a game with a purpose! This builds a lifelong love of learning and instills the values of the Scout Oath and Law.



Planning Your Event

- Set a date, time and location. Consider a day and time that gives plenty of time to set up, conduct the event and breakdown and clean up. It may not be your normal meeting space because these events need lots of room.
- Added activities for family members and Cub Scouts help break up the downtime between races. Plan ahead! Extra activities take additional space.
- Have you thought about having a separate race for parents and adults? They should only race other adults and should stick to the same rules that you create for the Cub Scout races.
- You may want to make this event an opportunity to be visible to the public. Consider holding the race at a local park, mall or community event. This will raise awareness of Cub Scouting and could add new members to your pack!
- A Raingutter Regatta is easier to put on than a Pinewood Derby. Tracks can be made from rain gutters or you can purchase inflatable ones available at the Scout shop. Boats are all the same, they just need to be decorated.

Be Prepared with Adventure Requirements

Look at the Adventure requirements for each rank. The Arrow of Light Adventure has the most requirements. Look at these requirements to make sure all Cub Scouts can complete the Adventure. Check out the QR code for the Arrow of Light Race Time Adventure requirements.



Format of the Race

Determine the format of the race in advance. Communicate the rules to families early and often!

- Single or double elimination
- Race by dens
- Race in heats
- Winner determined by race times

Check-In Procedure

Think carefully through the check-in procedure your pack wishes to follow. You may want to have a check-in prior to race day to save time at the event. You might also want to consider having multiple scales or staggering check-in times.

Build Days

Have a build day! This helps families who don't have access to tools to be able to work on their car or boat.

Be clear that an objective is for parents/guardians to spend time with their Cub Scout to make their car or boat. Adult help is expected and it is great for parents to spend time with their Cub Scout. When it comes to building a boat or car most parents want their children to have a good experience. This is an opportunity to do a project together.

Discuss and Share!

1. Do you conduct a Pinewood Derby or a Raingutter Regatta...or do you do both?
2. What are some things you do to make your race day special for your Cub Scouts and families?
3. What challenges have you faced and how did you overcome them?
4. How do you determine the winner of your races and do you have other awards or recognition?

