



Invention Convention



Camping Do's

- You may drive to your camping spot on Friday night or before 8 am on Saturday. After unloading your gear you will need to move your vehicle to the parking area. Camp will be NO DRIVING from 8 am till 8 pm on Saturday (emergencies are an exception). If you are coming out for the day only, it will be park and walk in.
- Always watch out for your scout and know where they are at all times. Always enforce the Buddy System (make sure your scout is with a buddy – and know they are - if they are not physically right there with you. They will need constant reminding).
- Get your scout to do as much of the work in camping as possible (help putting up the tent, carrying stuff, etc).
- Store food, candy, toothpaste in your car NOT your tent.
- Air-out your tent, tarp, and sleeping bags as soon as you return home to allow condensation to dry-out (otherwise you get a musty smell that's hard to shake).
- WALK while on camp.
- Have your Pack come up with a skit or song for Campfire. We will have a signup for the program!

Camping Don'ts

- Never be in a tent with a child who is not your own. – BSA rules
- Scouts cannot be in any tents other than their own (scouts may share tents, but see above rule). – BSA rules
- No alcohol anywhere, anyhow, anytime. – BSA rules
- No smoking in sight of Cub Scouts. – BSA rules
- Never leave candy/chips or candy/chip wrappers or food of any kind in your tent or in clothes in your tent. Animals can smell it. Always store all such “smellables” in your closed car. This includes toothpaste, open Gatorade and other soda cans, etc. If in doubt leave it in your car.
- Cub Scouts should not have knives in Tiger and Wolf ranks. Bears and higher ranks can only bring pocket knives if they have completed the “Whittling Chip” pocket knife achievement and if they also bring their Whittlin’ Chip card or badge. No knives with a blade longer than the width of a child’s palm. – BSA rules.
- Leave behind Nintendo DSs, iPods, phones or other electronics / game systems. This is the scouts’ opportunity to get away from all that. Besides, they could get damaged or lost.
- No precious toys/ jewelry – could get damaged or lost.
- No horseplay or wrestling.
- Do not drive through camp during the program. You may park at the marked parking lots and walk in.

Invention Convention

2025 Nih-Ka-Ga-Hah Parent n Pal

15 minutes to be allowed between stations

Time	Group1	Group 2	Group 3	Group 4	Group 5
7:00-8:00	Check-In & Arrival				
8:00-8:45	Breakfast @ Dining Hall				
8:45-9:00	Flags & Opening Program				
9:15-9:45	Hover Craft Dining Hall	Archery L- Barn	Cedar Lodge Non Liquid	Vortex Cannon Nature Center	BB Treeline
10:00-10:30	Pipeline Hike Miners Cabin		Trading Post	DaVinci Bridge Basketball Court	
10:45-11:15	BB Treeline	Hover Craft Dining Hall	Archery L- Barn	Cedar Lodge Non Liquid	Vortex Cannon Nature Center
11:30-11:45		Pipeline Hike Miners Cabin		Trading Post	DaVinci Bridge Basketball Court
12:00-12:45	Lunch				
1:00-1:30	Vortex Cannon Nature Center	BB Treeline	Hover Craft Dining Hall	Archery L- Barn	Cedar Lodge Non Liquid
1:45-2:15	DaVinci Bridge Basketball Court		Pipeline Hike Miners Cabin		Trading Post
2:30-3:00	Cedar Lodge Non Liquid	Vortex Cannon Nature Center	BB Treeline	Hover Craft Dining Hall	Archery L- Barn
3:15-3:45	Trading Post	DaVinci Bridge Basketball Court		Pipeline Hike Miners Cabin	
4:00-4:30	Archery L- Barn	Cedar Lodge Non Liquid	Vortex Cannon Nature Center	BB Treeline	Hover Craft Dining Hall
4:45-5:15		Trading Post	DaVinci Bridge Basketball Court		Pipeline Hike Miners Cabin
5:15-5:30	Closing Program & Flags				
5:45-6:45	Dinner @ Dining Hall				
7:00-8:00	Closing Fire @ Bonfire				

Fun Songs

Our Invention

(sung to the tune of "Are You Sleeping")

First we build it, then we test it.

Does it work? Does it work?

Shouldn't it be moving?

Shouldn't it be stirring?

Doesn't work, doesn't work.

What to do now? How to fix it?

Will it work? Will it work?

Tinker with the wires,

Checking the connections,

Doesn't work, doesn't work.

Stop and think now. What is missing?

This might work! This might work!

Looking for the button,

Switching on the power,

Now it works, now it works!

Button Factory

Hi! My name is Jo. And

I work in a button factory.

One day my boss came up to me.

He said "Jo, are you busy?" I said, "No"

He said "push this button with your right hand"

[Kids start miming pushing a button.]

Next verse, say "push this button with your left hand"

Next verse, say "push this button with your right foot"

Next verse, say "push this button with your left foot"

Next verse, say "push this button with your tongue"

When you're ready to end, say "Joe, are you busy?" I said Yes!!!'

Skits

The Invention

Cast: Four or more Scouts

Scout 1 is sitting on a chair. Toys and clothes are scattered all over the "room".

He is deep in thought. Several other scouts who have come over to see Scout 1 enter the scene..

ALL: Hi! What are you doing?

Scout 1: Just thinking.

Scout 2: Thinking about what?

Scout 1: My invention.

Scout 3: Are you inventing something?

Scout 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

Scout 4: What are you going to make? Maybe we could help.

Scout 1: Really? Do you all want to help?

ALL: Sure!

Scout 1: OK. (Stands up) First of all, I need a box. There's one in my closet. (Scout 2 goes offstage to get a box.) Then I need two toy airplanes. (Scout 3 picks them up.) And I need some kite string. (Scout 4 gets it.) (Continue with this until all the toys have been picked up by the scouts (switch up items to be picked up if you'd like to.),

Scout 1: Last I need some rags. We can use my clothes for that. (They pick up the clothes.)

Scout 1: (Looks around the room.) Well, that just about takes care of it.

Scout 2: Takes care of what?

Scout 1: My invention! I just invented a way to get the room cleaned before my mom gets home!

To Build or Not to Build

Two actors drive into a lumberyard.

One saunters up to a clerk and says, "Howdy. We need us some of them four-by-twos."

The clerk says, "You mean two-by-fours, don't you?"

Actor: "Maybe. Hold on. I'll go check," and heads out back to the truck.

A minute or so later the actor ambles back in and says, "Yep. That's it, I meant two-by-fours."

Clerk: "Fine... How long do you need them?"

The slightly confused actor pauses for a minute, scratched their head, then says,

"Well now I'd better go check again."

After a little bit, the actor returns to the clerk and says,

"We aren't looking to return them at anytime. We are to building a house."