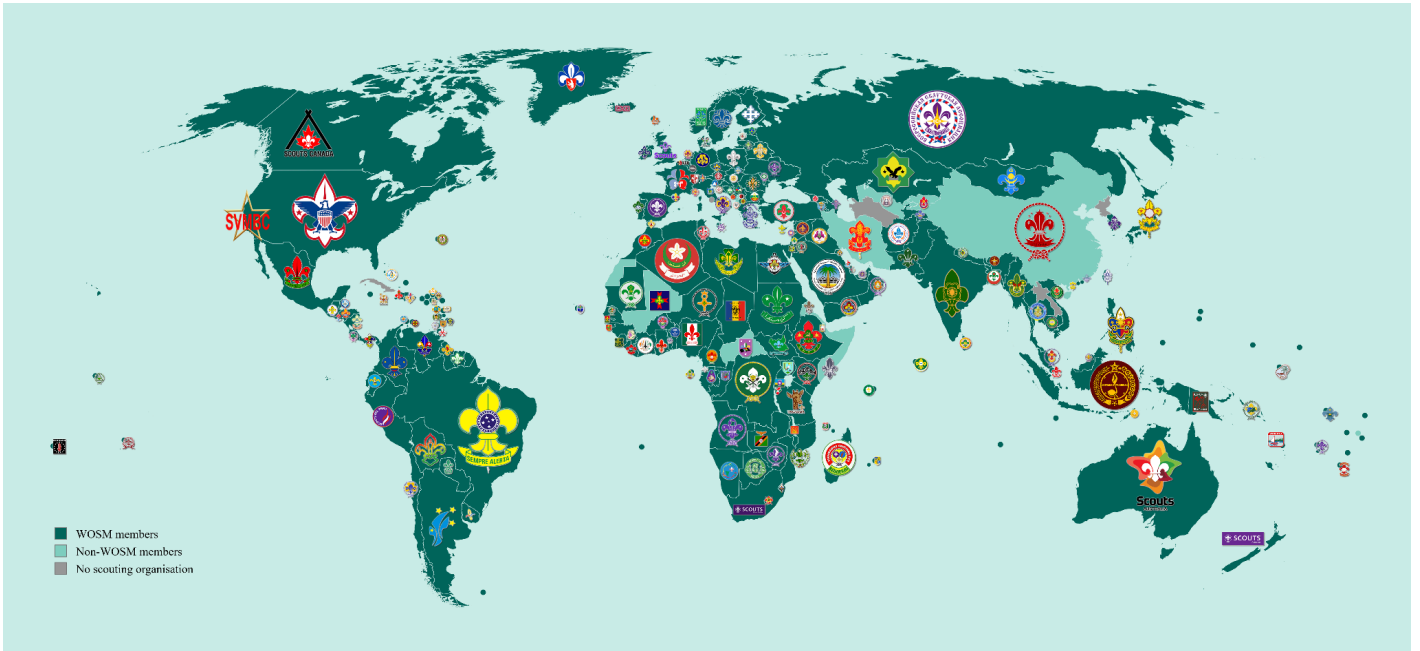


# Scout--Rama



## Event & Booth Guidebook 2026

Revised 3/18



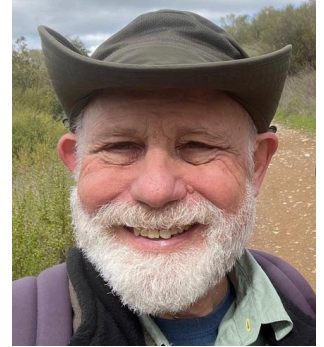
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# Letter from Scout-O-Rama Chair

The 2026 World of Scouting Scout-O-Rama is on its way. Silicon Valley Monterey Bay Council brings all its programs together: Cub Scouts, Scouts BSA, Venturing, Sea Scouts, and Exploring in its biggest event of the year. The units get to show off and share with each other, but, best of all, it is open to the public. Everyone can join in the fun. Units and our community partners provide displays, opportunities to challenge participants' skills, stretch their imagination and explore their interests. This year we want you to explore the: **"World of Scouting"**.



SOR only happens when our units step up and share what they do, and who they are, with the community. Some units have built long lasting traditions, providing the same type of program for years. We look forward to seeing these successful programs again. New participating units can create their own display, or our experienced organizing committee can give ideas to guide you toward a successful presentation. If you are building your unit, this is a great place to get ideas and meet other scouters who can be resources for you. Game ideas, high adventure ideas, craft ideas, challenge events, and pinewood derby to blacksmithing are all available to explore. We also have some activities that can be taken on by units with help from our experienced committee members. We do have guidelines which are outlined in this Guidebook. Please be mindful of the deadline dates to register, have your booth program reviewed and the set up and take down times. Please remember to review the Guide to Safe Scouting, as this document guides the safety rules we will follow in conducting this program.

Thanks to our organizing committee, who see to it that every detail of the event comes off successfully and everyone has a safe and joy-filled experience. Thanks to all the units who organize, set up and carry out both activities. They are proud to display their best and have everyone share in the experience. I especially want to give thanks to our sponsors who help defray the costs of putting on this event and allow all this joy to happen. All of this is supported by our professional staff who operate in the background to ensure our program's success.

Yours in Scouting  
*Dan Brady*  
Scout-O-Rama Chairman, 2026

# What is Scout-O-Rama?

Scout-O-Rama is the South Bay's largest public showcase of Scouting, featuring over 120 interactive, hands-on "booths" filled with fun and play hosted by local Units like yours and community partners. We expect over 7000 active participants at any one time from young children to the young at heart this year. Everyone is invited to be a Scout for a day at Scout-O-Rama!

Scout-O-Rama is always the Saturday before Mother's Day so mark it on your calendar now!

## A few ways you may have fun being a Scout for a day:

Make & Blast off a Water Rocket\* Walk a Monkey Bridge\* Play life-size Chess, Box Hockey & Jenga\* Make Crafts Galore\* Shoot a Bow & Arrow\* Blacksmithing\* Shoot a BB Gun\* Run an Obstacle Course \*

**Saturday, May 9, 2026, from 10 am to 4 pm**  
**History Park at Kelley Park**  
**1650 Senter Road, San Jose, 95112**

Enjoy food for sale from a variety of unique food trucks.

Website: [svmbc.org/activities/sor/](https://svmbc.org/activities/sor/)

Ticket purchasing link:

<https://go.svmbc.org/SORTickets26>

\$ 8 - Before March 31, 2026

\$10 - Starting on April 1, 2026

\$12 - Starting on May 8, 2026

\$15 - Event day on May 9, 2026



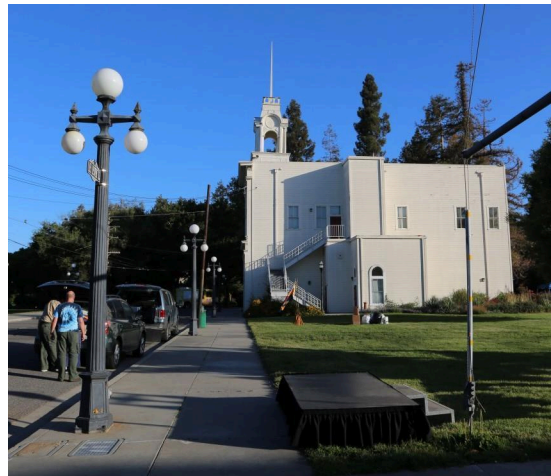
# Location & Parking Information

## Location

History Park is located at the south end of Kelley Park at the corner of Senter Road and Phelan Avenue.

Over 32 original and reproduction homes, businesses, and more. Complete with paved streets, running trolleys and an old-fashioned ice cream shop, this 14-acre site offers the charm and ambiance of times gone by.

Check out the [Google Street view](#) from their website for a better idea of the space: [historysanjose.org/plan-your-visit/history-park/](http://historysanjose.org/plan-your-visit/history-park/)



## Parking

This is a paid lot adjacent to History Park that holds 250 cars at \$10 per car. This typically fills quickly. There is a second lot next to History Park and the Friendship Garden that is \$6 per car. This will also fill quickly.

The San Jose State South Campus Parking Garage has 1500 spaces at \$15 per car.

Free parking\* is available at 1888 Senter Road, south of History Park (at Needles & Senter).



# Booth Information/Registration

All booths are operated by Scouts, adult volunteer leaders, and Scouting's community partners. All booths are open to attendees. Booths are not allowed to sell anything (except for food trucks) but may advertise their unit or their products. Every unit is invited and encouraged to host a booth.

**Booth Registration closed on April 21, 2026**

Sign-up Booth: <https://go.svmbc.org/sorbooth26>



## Tips for a Successful Booth

**Determine a theme.** Focusing on something fun that Scouts get to do is a good place to start. A merit badge or adventure is also a good place to start. If you need help coming up with ideas, check out the registration form to see what the committee suggests.

**Get everyone involved.** Let the Scouts learn by involving them in the planning. Good ideas can come from Troop parents and adult leaders but let the Scouts have the final vote.

**Make it attractive and alive.** Use color banners, drawings, photos, etc., to draw the crowd in closer, to participate or learn more. This will let your Scouts explain or demonstrate what is going on in your booth. A Scout-run booth is best.

**Provide take-homes or samples.** Everyone likes to take something home. If appropriate, offer free samples of the work being demonstrated, a craft project, or a flyer on your activity. Remember no food samples can be given.



# Booth Guidelines

Please keep in mind these safety guidelines and advisements as you plan your booth.

- **Food** - It is against the Health Code to prepare and serve food without the proper permits. Small individually wrapped candies are ok to provide as prizes. If you are interested in serving food, contact [Dylan.Hendrickson@scouting.org](mailto:Dylan.Hendrickson@scouting.org) for more information about health permits.
- **Check the List** - Please ensure that whatever activity you are planning for your booth complies with the [Guide to Safe Scouting](#) and is not on the list of prohibited activities. ([scouting.org/health-and-safety/gss/](https://scouting.org/health-and-safety/gss/))
- **No Hitting** - Activities where participants strike at each other or throw objects at each other are prohibited.
- **Booth Size** - Booth Size is approximately 10 ft x 10 ft, although larger booths may be accommodated. Let us know if you need more space.
- **Locations** - Specific locations may be requested and we will do our best to accommodate, but final locations will be decided by the Scout-O-Rama committee.
- **Water & Electricity** - Access to electricity and water is not guaranteed. Please let us know if your booth needs either.
- **Sharps & Projectiles & Elevation** - There are some activities that, due to their elevated level of risk, will require a risk review prior to approval. These include activities with sharp objects (e.g., knife and axe use, etc.), activities that involve projectiles (e.g., wrist rockets, BB guns, archery, etc.), and activities in which individuals are off the ground. (e.g., climbing, slack line, monkey bridges, towers, etc.). As a part of this review, you will be asked to submit a safety plan that will be reviewed by the risk management committee to help ensure the activity is appropriate for Scout-O-Rama. Pictures from the previous year are appreciated if it is a repeated booth.
- **Range & Target** – [Program Hazards Analysis](#) will be required for any activity that isn't in the [Range and Target Manual](#).
- **Eyeglasses** – Safety glasses are required for anything with sharp objects, projectiles, or the use of hand tools.
- **Signage** – All booths are encouraged to have signage with the unit information and the activity.
- **Weights & Anchors** – All booths are required to have their pop-ups weighted or anchored on at least opposite corners.
- **Inspection** - We will also conduct an onsite inspection prior to the start to ensure that all safety practices are in place.

# Booth Ideas

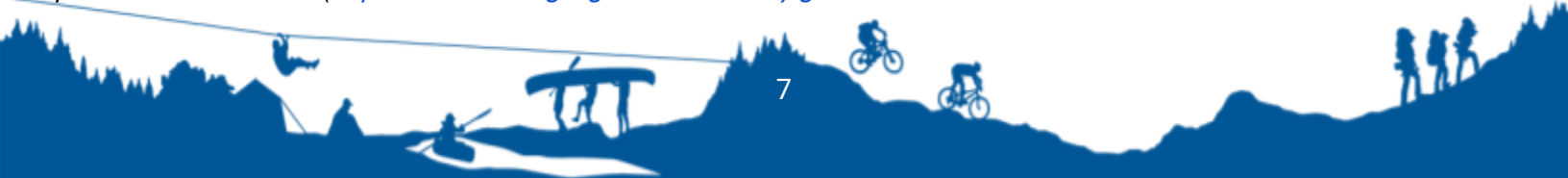
Scout-O-Rama is your opportunity to highlight the fun of Scouting! The best booths are interactive, fun, and showcase what the Unit likes to do. Here are some sample activities that have been put on in the past to help inspire your booth.

Activity
3 on 3 Basketball
Amateur Radio
Angry Birds
Archery
Backpack Cooking
Balloon Powered Cars
BB Gun Range
Bean Bag Game
Blacksmithing
Boulder Wall
Box Hockey
Bubbles
Carnival Games & Fun
Catapult
Chess
Colored Sand Art
Cornhole Game
Crazy Rope Ladder
Demo Tent Set up
Disability Awareness
Dutch Oven Cooking
Face Painting
Fingerprinting
Fire Starter Kits
First Aid Kits
First Aid Skills
Fishing
Geocaching

Activity
Giant Checkers
Giant Chess
Giant Jenga
Giant Pool Table
Human Foosball
Jacks
Jousting
Kim's Game
Knot Tying
Lashings
LED Throwies
LNT Amazing Race
Lumberjack Saw
Make a Survival Kit
Make a Woggle
Make Your Own Rope
Map & Compass
Metal Forge
Minute to Win It
Monkey Bridge
Nerf Gun Target
Obstacle Course
Orienteering
Origami
Outdoor Safety
Paper Airplanes
Paper Bag Kite
Paper Rocket

Activity
Paracord Braiding
Person Crawling
Physics Games
Pinewood Derby
Pioneering Skills
Pioneering Race
Pretzel Bird Feeder
Rain Gutter Regatta
Robotics
Rock Toss
Rocks & Minerals
Rubber Band Guns
Sand Painting
Scooter Races
Slacklining
Slime / Silly Putty
Sling Shots
Solar Car Racing
Space Derby
Stamp Collecting
Stilts & Can Walkers
Straw Rockets
String Art
Survival Skills
Tic-tac-toe
Wall Climbing
Water Balloons
Water Rockets

Please ensure that whatever activity you are planning for your booth complies with the Guide to Safe Scouting and is not on the prohibited activities list. (<https://www.scouting.org/health-and-safety/gss/>)



# Set-Up Schedule

## **BOOTH SET-UP**

Friday 2:00 PM – 8:00 PM

Cars must drive very slowly as the park will still be open with members of the community from 2:00 PM – 5:00 PM. We will also have access from 5:00 PM – 8:00 PM. Do not leave out valuables as there is limited overnight security. Look for the marking sign with unit number to mark the approximate centered edge of booth location.

Saturday 6:30 AM – 8:00 AM

We recommend one driver drops off booth supplies and parks cars while others set up the booth. If you park and leave your car, please place a note in the window with your name and cell phone number if we need to reach you to move your vehicle.

**No vehicles will be allowed in the park after 8:00 AM**

Your booth **MUST** be set up and ready at 9:00 AM for your safety inspection.

## **SCHEDULE**

08:00 AM	All vehicles must be out of History Park
09-10 AM	Booth Safety inspection by Risk Management Team
09:45 AM	PARADE OF FLAGS – Starts at the main gate and travels through the park
10:00 AM	Opening Ceremonies
10:00 AM	4:00 PM Enjoy Scout-O-Rama
04:30 PM	Upon Police approval, cars are allowed in for clean-up (when foot traffic is minimal)

**All pop-ups need to be weighted or anchored by fire code.**

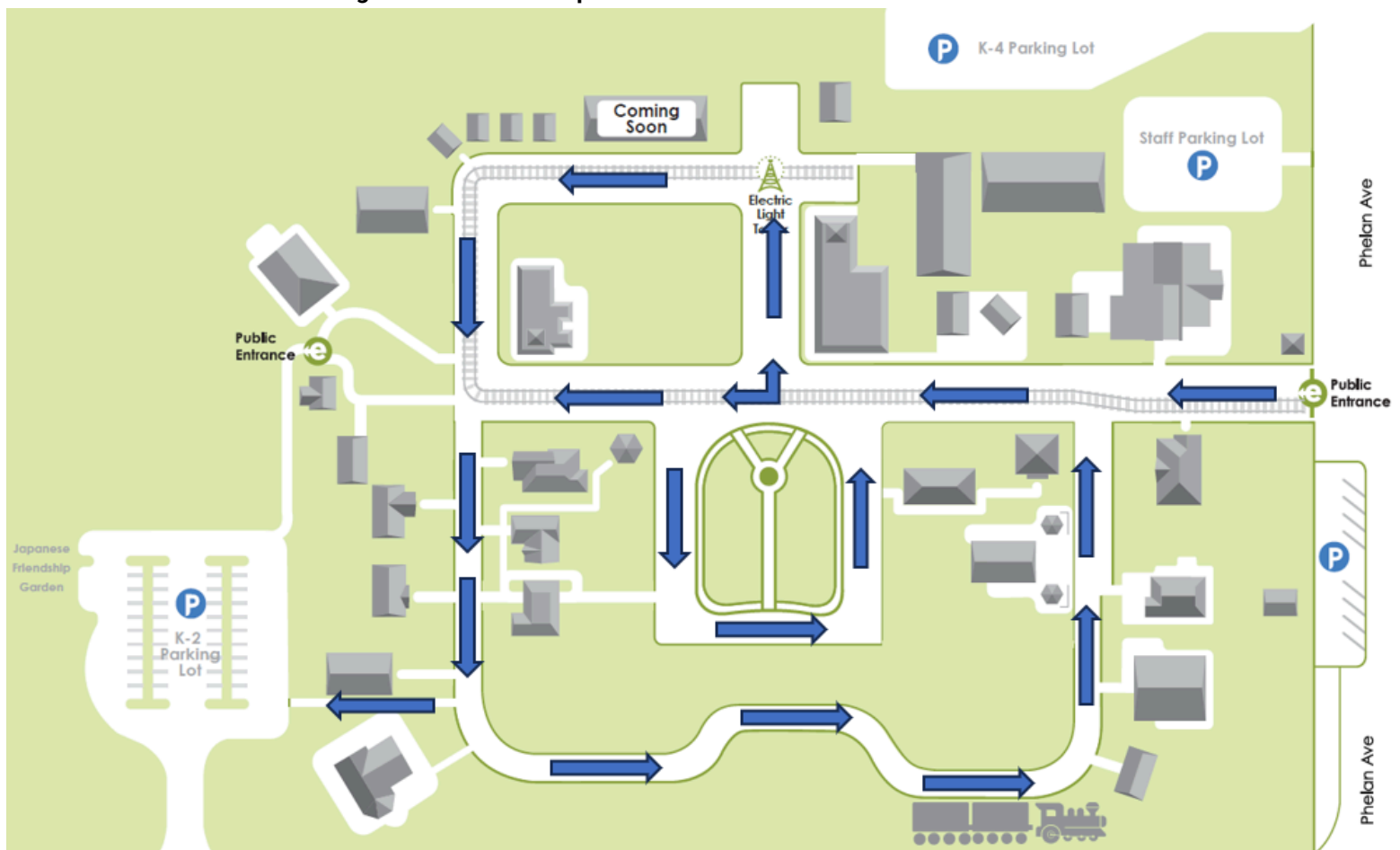
**ANCHORING:** For those anchoring their booth (especially pioneering demonstrations), stakes can be used if they do not go into the ground more than ten inches. Deeper anchoring needs to be onto trees, the instructions for wrapping trees from friction burns are to use the materials: 4' to 5' in width carpet strips, 2" x 4" or 2" x 6" wood, Duct Tape, and Rope; using these items place top-side carpet against the tree, and then secure boards onto carpet with rope/duct tape.

**FOOD DEMONSTRATIONS:** For those doing a food demonstration booth – please remember that health department restrictions prevent you from giving out any kind of sample or taste of your demonstration.

Unless previously arranged, no electrical or water hook up will be available. If you are using water or electricity, be sure to bring your own extension cords and hoses (and materials (e.g., tape) to fasten them to the ground to prevent tripping hazards)

# Driving Map & Things to Bring

## Scout-O-Rama Driving Direction for Set-Up



## REMEMBER TO BRING

- Pop-Up tent for shade, table(s), chair(s), and the History Park booth packet
- Weights or stakes for pop-ups – Need opposite corners at minimum
- Weights for any loose papers on tables
- Safety equipment if needed for your booth
- Visible sign advertising your unit & activity
- Your Scout-O-Rama ticket to get in
- Water Bottle (Refilling Stations Provided)
- Sunscreen or hat
- Hay fever medicine if needed. (The park has big fields of grass.)
- Money for food trucks
- Scout Spirit!

# Checklist

## BOOTH SET-UP – What to Bring

- Unit booth signage (Theme related to “**World of Scouting**”)
- Unit Flags for Parade of Flags
- Booth Essentials (none are provided)
  - Pop up/Canopy
  - Table
  - Chairs
  - Tent stakes or weights
  - Safety Equipment for your activity
- Who is doing what –have a plan for the day
  - Roles
  - SPL/Lead Adult
  - Schedule
- 2 adults per booth
- Blanket (if needed)
- Clean up supplies
  - Trash bag
  - Vacuum/broom/rag (depending on activity)
- Extra rope
- Extension cord (if powered)
- Caution tape
- Blue tape
- Duct tape
- First aid kit

## ATTENDEE – What to Bring

- Ticket saved to phone or printed
- Uniform or activity shirt
- Water bottle
- Sunscreen and hat

# Inspection and Chairman Award

Your booth will be inspected starting at 9:00 AM by our safety inspection team for both Health and Safety AND to review and score for the Chairman's Award.

While the specifics change year by year, here is typically what the inspectors are looking for:

## HEALTH AND SAFETY

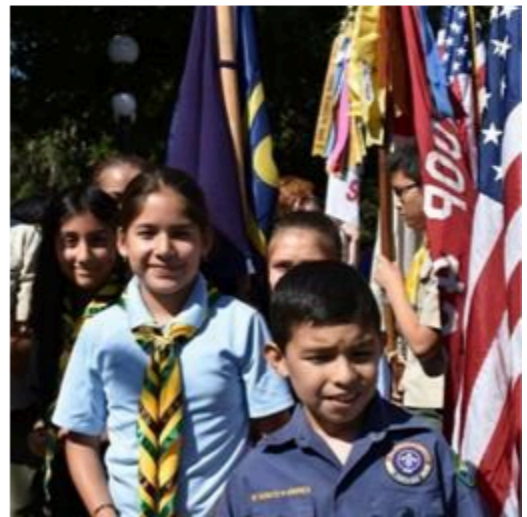
- 1) Is the booth properly anchored? Are pop-ups staked down with at least 2 corners?
- 2) Is there appropriate safety equipment? – Water for fire, eye protection for projectiles or hand tools, spotters, etc.
- 3) Are there tripping hazards and if so, have they been mitigated? (Flagging, carpet cover, etc.)
- 4) Is the activity meeting the Guide to Safe Scouting? (if it is not, it will be shut down)

## CHAIRMAN AWARD CRITERIA

- Is the exhibit ready for inspection **on time**?
- Does the exhibit consider the **SOR theme** of the “**World of Scouting**”?
- Is the exhibit being a live-action, hands-on display rather than a passive display?
- Is the exhibition presented creatively and interestingly?
- Are the exhibitors properly uniformed and are there at least 2 scouts and 2 adults always participating all time?
- Are the activities conducted by the appropriate level of scouts and adults?
  - Cubs- Youth are active with close supervision and encouragement from adults.
  - Scouts BSA – Youth are running the program; adults are in the background managing health and safety as necessary.
  - Crews, Ships, and Posts- Adults manage at a distance, and Youth take charge of all aspects of the exhibit.

# Parade of Flags

The annual Parade of Flags is how we kick-off the event. The Grand Marshall will be leading the parade. They will start off at 9:45 AM near the main gate heading down the first left and around in front of the hotel. Please line up at the main gate to participate. Bring your Unit flag and any other appropriate flags (American, patrol, den, etc.) to join in!



# Contact Us

**Scout-O-Rama Volunteer Chairman:**

Dan Brady

[dbradyplus@aol.com](mailto:dbradyplus@aol.com)

408-391-1412

**Scout-O-Rama Staff Advisor:**

Dylan Hendrickson

[Dylan.Hendrickson@Scouting.org](mailto:Dylan.Hendrickson@Scouting.org)

408-638-8312

408-638-8312 day of event number

