



CUB SCOUT BOOMERANG TEST 7 – PROMISE & LAW PROMISE BOUNCER

Make a special tetradecahedron (a 14-sided polyhedron) that jumps up when pressed flat and released! Decorate the faces of the polyhedron with Promise & Law words and phrases.

Resources

- Bouncer Template printed on Coloured Card
- Coloured pens/pencils
- Paper Glue
- Rubber Band

Instructions

1. Print or photocopy the bouncer template (**Promise Bouncer Template.pdf**) onto 250gsm or heavier coloured card;
2. Cut out the template (cut only along solid lines), taking care not to bend (and weaken) the ‘hooks’ on Tabs B and E;
3. Make folds along the dashed lines. Fold the template so that the markings are on the inside of the polygon;
4. Decorate the outside (the side without any of the template markings) with words or phrases from the Cub Scout Promise and Law;
5. I found that even with 250gsm card, the bouncer was not very ‘robust’. To stiffen the sides and hooks that are ‘stressed’ by the rubber band, I also glued pieces of heavier card to the inside of the template—squares on the faces adjacent to Tabs B and E, and 5mm strips across the tops of the hooks;
6. Glue the two Tabs marked B through E to each other (note that if you have all the template markings on the inside of the polyhedron, you will be gluing the *unmarked sides* of the Tabs together). Do not glue the two A Tabs together yet;
7. Now the tricky bit. Through the hole that is left (the face with the unglued A Tabs), hook the rubber band over the two hooks inside the polyhedron. I found it easiest to hook the rubber band over the E Tab first, then draw it back over the B Tab with two fingers inside the rubber band, stretching it slightly if necessary;
8. Glue the two A Tabs together;
9. When everything is dry (damp card bends very easily!), place the bouncer on a flat surface, gently press it flat (I found it best to use the flats of just two fingers) then release you fingers very quickly. You will need to move our hand away from above the bouncer or it will just spring back into your hand and won’t jump anywhere.

