

1) Sled Inspection – (Mezzadri + Company)

A. Klondike Sled Provisions (Webelos + Boy Scouts)

- Instant soup for each Scout for lunch. Do not hand in.
- 1 Homemade Sled
- 1 Pair Homemade Snowshoes per sled and 1 Pair Inner Tube Bindings for each Scout
- 6' long Snow Snake or Pole
- 10 feet of 3/8" inch (Manila or Braided Nylon) rope with ends whipped or fused
- 1 Quart of Water Minimum Per Sled
- Lunch for each Scout. Hot instant soup highly recommended.
- Hot Drink Mix for each Scout – Hot Cocoa, Jell-O or
- Hot Liquid Cups or Mugs per Scout
- Spoon for each Scout

For WEBELOS Scouts Only. To be used at Flint + Steel Station

- Hot Spark ("Magnesium Match" + Steel Striker)
- Tinder- 14" ball of Pulled Sisal Rope – Strands pulled and separated, then balled together
- 4 Pads of Size 0000 Steel Wool – **Must be 0000**

For Boy Scouts Only. Used at Fire Building Station. BS Handbook pages 410-416.

- 1 Fuzz Stick 14" long
- 12" Ball of Tinder. Dry in plastic bag.
- 12" long kindling. Each stick no thicker than a pencil. Wrap sticks in 4" thick bundle with elastic.
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- Sleeping Bag or Blanket
- Trash Bag
- Patrol Flag
- Patrol First Aid Kit
- 1 pair Wool Socks
- Scout or Webelos Scout Handbook
- Each Scout properly attired for weather + event. No cotton "sweats" or sneakers.
- Patrol Cheer/yell
- Hand + Foot warmers for each Scout

- 2) **Iditarod (Sled Race) – (T97) Klondike Iditarod:** Entire patrol participates with one Scout steering from the back, one Scout as “garbage” (laying in the sled) and the remaining members are “sled dogs” (pulling). Race begins with front dog at the starting line, the race Whistle (optional) is blown, and the patrol races 100 yards to the finish. Race ends when the front dog crosses the finish line. Record time to the nearest tenth of a second.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- Cone Markers for turning point.
- Start/Finish Line
- Whistle (optional)

- 3) **Snow Shoe Dash –(T44)** Scouts wearing homemade snow shoes sprint a 6 x 20-yard relay. One pair is swapped between patrol members. Full patrol participates.

Entire patrol participates. If there are more than 6 Scouts then all compete and only the first 6 in the relay count for the time. If there are less than 6 Scouts then the first Scouts will repeat the relay to make up the difference. Race begins with three Scouts lined up at the start line and three Scouts lined up at the 20 yard line. The first Scout at the start line will have the snowshoes on the ground in front of him and off his feet. On signal the first Scout puts on the snow shoes, races to the Scout opposite, and takes the snow shoes off once he crosses the line. The next Scout puts on the snow shoes and races to the Scout opposite him 20 yards away. This continues until all (6) Scouts have completed the relay. The race ends when the sixth member crosses the start line. Record time to the nearest tenth of a second. Each Scout may have his own pair of inner tubes to wear around his ankles. Only one pair of snow shoes is allowed per team.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- Start Line and 20-yard Line
- Whistle (optional)

- 4) **Snow Snake** –From a running or walking start, Scouts throw a six-foot long, hand-crafted stick from a starting line into a hard-packed snow or ice trough. The farthest gliding throw wins.

Entire patrol participates. Scouts may run up to 25 feet before starting line, then throw snake so that it lands in the trough within the first 50 feet and glides in the trough. Javelin thrown snakes and snakes not gliding in trough are disqualified. Crossing the starting line disqualifies that throw. Farthest “legally” thrown distance by a patrol member is scored. Three throws: either 3 individual participants, or one participant. The patrol will decide.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 100-foot long, vinyl measuring tape
- Wooden distance marker stakes labeled in 100-foot increments
- 2x4x8' wood stud painted brightly and set in snow for starting line
- 10" diameter x 5' pine log with bark peeled off, a screw eye set 1 foot from one end, and two 6-foot ropes (or one 12-foot rope) attached to the eye for dragging to create trough.
- Whistle (optional)

- 5) **2 Man Log Saw –(T99)** Two patrol members at a time swap off in relay style to remove the end of a log. All Scouts in a patrol must have taken a turn at the sawing before the end is cut off. Otherwise, 30 seconds will be added for each Scout not participating.

Sawing begins with two Scouts holding the saw. The saw is resting on the log at the saw's midpoint. On signal those first two begin sawing. Once they have cut about one quarter to one third of the diameter of the log (depending on the size of the patrol) they leave the saw in the log, step back, and are replaced by the next pair. This pair begins to saw and the trading off continues until all Scouts have had a chance to saw and the log is cut through. When the log end hits the ground the time stops. Record time to the nearest tenth of a second. Scouts are welcome to keep the log end for a souvenir.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch
- Logs of same wood and diameter. One large log would be better.

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- Logs of same wood and diameter. One large log would be better.
- 2 – Two-man saws
- 2 Sawbucks
- Safety Glasses
- Whistle (optional)

- 6) **Flint + Steel– (Pelrine + Pooley)** Patrols build a fire lay and spark the fire which burns through the string that releases the “egg” that falls into the bucket of hot water, that is fetched in the ladle, that is brought to the judge.

Upon starting signal patrol prepares ball of sisal and steel wool and places it under the wire and string. The ball of sisal must not extend above the 12-inch wire. Patrol starts fire using flint and steel and watches it burn through the upper string. When the upper string burns through it will release the “egg” which will fall into the pot of water. A Scout using the ladle scoops the egg out of the water (no hands) and races to back to the fire area to finish the event. If the “egg” is dropped while carrying it in the ladle the Scout must go back to the pot, put the “egg” in the ladle and race back again until a good carry is made. Record time to the nearest tenth of a second.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- 2 Stop Watches

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- String for line to soup cans.
- String – attach to rebar stakes at 18” above ground.
- Stakes - #4 Rebar 3’ length, drive into ground about two feet apart, and cap ends for safety.
- Wire attached to rebar stakes at 12” above the ground.
- Size 0000 Steel Wool – Extra in case some do not bring it.
- 2 – Golf Balls (do not use a real “egg”)
- 2 - Soup Cans
- 2- 6’ lengths of wire
- 2- large steel washers
- 2 -Hot Sparks (Flint + Steel)
- Tinder/ Sisal Rope
- Whistle (optional)

- 7) **Fire Building – (T89)** For Boy Scouts only. Patrols build a fire lay and light a fire which burns through the string that releases the “egg” that falls into the bucket of hot water, that is fetched in the ladle, that is brought to the judge.

Upon starting signal patrol prepares a fire lay that is made with tinder and kindling brought to the klondike and places it under the wire and string. The kindling must not extend above the 12-inch wire. Patrol starts fire using matches and watches it burn through the upper string. When the upper string burns through it will release the “egg” which will fall into the pot of water. A Scout using the ladle scoops the egg out of the water (no hands) and races to back to the fire area to finish the event. If the “egg” is dropped while carrying it in the ladle the Scout must go back to the pot, put the “egg” in the ladle and race back again until a good carry is made. Record time to the nearest tenth of a second.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- 2 Stop Watches

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- String for line to soup cans.
- String – attach to rebar stakes at 18” above ground.
- Stakes - #4 Rebar 3’ length, drive into ground about two feet apart, and cap ends for safety.
- Wire attached to rebar stakes at 12” above the ground.
- Patrol provides, matches, tinder and kindling
- 2 – Golf Balls (do not use a real “egg”)
- 2 - Soup Cans
- 2- 6’ lengths of wire
- 2- large steel washers
- Whistle (optional)

7) **Hoop + Spear (P131)** – Eight Scouts throw two spears through rolling hoops.

Entire patrol participates. If there are more than 8 Scouts, then all compete and only the first 8 throwers count. If there are less than 8 Scouts then the first Scouts will repeat the throwing to make up the difference. Scouts stand behind a line marked at 20 feet from the rolling hoop. The Scout will attempt to hit or put the spear through the hoop. One practice throw is allowed before scoring. The practice throw is required, but does not count and will not be scored in lieu of the contest throws. The Scout is not allowed to retrieve the spear or ever step beyond the shooting line. The staff will retrieve spears. Stepping over the lines after a throw will disqualify that throw. It cannot be taken over. One point is scored for a hit. Five points are scored for the spear going through the hole in the hoop. The ruling of the judge is final.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 4 – Truck inner tubes
- 2 or 4 Spare Spears – Between 1 to 1 1/2 inch diameter and 5 feet in length.
- Boundary Marker Tape
- Whistle (optional)

- 8) **Chilkoot Pass (P17+ T2)** -Patrol is timed moving its sled over an uphill and a downhill. Entire patrol participates with one scout steering from the back and the remaining members are “sled dogs” (pulling). Race begins with front dog at the starting line, the race Whistle (optional) is blown, and the patrol races over the course to finish. Race ends when the front dog crosses the finish line. Record time to the nearest tenth of a second. No scouts ride in the sled.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- Whistle (optional)
- Start/Finish Line

- 9) **Hawk Throw – (T80)** Eight Scouts throws two hawks (rubber mallets) to knock down milk jugs.

Entire patrol participates. If there are more than 8 Scouts, then all compete and only the first 8 throwers count. If there are less than 8 Scouts then the first Scouts will repeat the throwing to make up the difference. Scouts stand between two lines marked at 15 feet and 25 feet from the target. Two practice throws are allowed before scoring. The practice throws are required, but do not count and will not be scored in lieu of the contest throws. The staff will retrieve the mallets. Stepping over the line after a throw will disqualify that throw. It cannot be taken over. Five points are scored for each knock down.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- Throwing Line
- Milk jugs to knock down.
- 4 – Rubber Mallets
- Boundary Marker Tape
- Whistle (optional)

- 10) **Turkey Shoot– (P126)** Eight Scouts take aim at cast-iron frying pans with slings and dried dog food nuggets.

The Staff reads the safety rules to the patrol before starting the shoot. Any Scout not adhering to the rules or exhibiting unsafe behavior with the slingshots will leave the area and a score of zero will be received regardless of the score of the individual at that point. The Scouts must agree to the safety rules before starting. Scouts will have safety goggles on before receiving the sling shot. A waiting area will be located 20 feet from the shooting line to create a safety zone. Blowing the Whistle twice by the staff means all shooters are to stop immediately, un-stretch the sling, remove the dog food ammo, and place their hands by their sides. Even if you are ready to fire you are to stop.

Entire patrol participates. If there are more than 8 Scouts, then all compete and only the first 8 shooters count. If there are less than 8 Scouts then the first Scouts will repeat the throwing to make up the difference. Scouts stand between two lines marked at 22 feet from the target. Two practice shots are allowed before scoring. The practice shots are required, do not count and will not be scored in lieu of the contest shots. The Scout is not allowed to retrieve the dog food or ever step beyond the shooting line. Stepping over the lines after a shot will disqualify that shot. It cannot be taken over. 5 points are scored for each hit. The ruling of the judge is final.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Four Sling Shots (with two in reserve)
- 10-pound bag of dried dog food

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 4 - 12" cast iron frying pans
- String to suspend frying pans
- Four pairs of safety goggles: 2 for Scouts and 2 for Staff running event
- 10-pound bag of dried dog food
- Boundary Marker Tape
- Whistle

- 11) **Cross the Creek (P70)** – Patrols must quickly bring their patrol across a river covered with ice flows in the shortest time. The Patrols shall cross the creek without stepping in the area designated as water.

The patrol must attempt to cross a 50-foot course through the woods in the shortest time using the resources Furnished at Station. The course should have tree obstacles and allow for two teams to compete at once. The course boundary is marked with tape. There should be a clearly marked start and finish line. Each time a member of the team falls and touches the water (ground) a 30-second penalty will be added to the score. All equipment and patrol members must be behind the start line for the race to begin. The race ends when all the members have crossed over the finish line. The equipment does not have to cross over the finish line. Record time to the nearest tenth of a second.

Team is Furnished at Station with the following minimum of equipment based on the size of the patrol.

<u>Patrol Size</u>	<u># of Crates</u>	<u># of Planks</u>
3 to 4	4	1
5	4	2
6	5	2
7 + Over	6	2

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- 2 Stop Watches

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 6-12 Milk Crates
- 4 - 2x8x6' Planks
- Boundary Marker Tape
- Whistle (optional)

- 12) **Attack on Fort Russell (Horukiwitz + MacMillan)** – Patrols must race to scale the walls of Fort Russell hauling themselves, sled, and gear over the wall.

Starting line is 30 feet from the wall. On Whistle (optional), patrols with sled and equipment race to the wall. All members, sled, and equipment must safely go over the wall. Once all members are over wall they must race back with sled and equipment to the start line. Race ends when all Scouts, sled, and equipment have returned, crossing over the start line. Record time to the nearest tenth of a second. Staff will be required to have spotters on either side of the wall for safety.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- 2 Stop Watches

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 2, 6 foot high x 8 foot long scaling walls (stockade “Cedar Fence”)
- Boundary Tape
- Whistle (optional)

13) **Ravine Rescue – (T100)** Minimum of 3 Scouts; the ideal is 7 Scouts. Scouts give first aid and rescue “victim”

- 1 – Scout as victim
- 2 – Scouts to perform first aid
- 4 or more – Scouts to carry litter

Scouts provide first aid for a broken arm by properly applying a Sling and Swath. Create a litter using the blanket with two staves or poles, then carry the victim to safety. One of the scouts acts as the “victim.” Two scouts perform the first aid and the remainder of the scouts create a litter or stretcher and carry the “victim” to safety. Record time to the nearest tenth of a second. Staff will be required to have spotters.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 2 Cravats for sling and swath
- 1 Blanket for use as litter
- 2 Staves for use a litter
- Whistle (Optional)

- 14) **Ice Rescue – (Staff)** For Boy Scouts Only. Minimum of 3 Scouts; the ideal is 7 Scouts. Scouts give first aid and rescue “victim”

- 2 – Scouts as victims
- 2 – Scouts to perform first aid
- 4 or more – Scouts to carry litter

Scouts rescue two victims who have broken through the ice. One is a close range (9to 10 ‘ away and one is 20’ away. Create a litter using the blanket with two staves or poles, then carry the victim to safety. Two of the scouts act as the “victims.” Two scouts perform the first aid and the remainder of the scouts create a litter or stretcher and carry the “victim” to safety. Record time to the nearest tenth of a second. Staff will be required to have spotters.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- 3 inner Tubes or Saucers
- Rope, Spare Tire, Stick
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- Whistle (optional)

- 15) **Panning for Gold - (T10)** Patrol uses a tarp cooperatively to toss a “nugget” over a horizontal rope 3 meters above the ground. The Nugget should be a tennis ball or a larger ball, colored yellow. It must not be a hard object in case it falls on a scout’s head. The event can be scored by counting the number of consecutive times the nugget gets over the rope.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Stop Watch

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup
- Tarp
- Tennis Balls (6 to 10)
- Rope and stakes to measure 3 meters

- 16) **Axe Throw - (Staff)** For Boy Scouts Only. Each Scout throws two steel axes at a sawn pine log section for points. The axe must rotate one full revolution before hitting target.

Equipment Furnished at Station by 7 R District

- Clip Board & Score Sheet
- Four - 2-3 foot diameter pine log ends with sprayed on scoring rings.
- Six- Steel and ash handled throwing axes with 4 spare handles

Equipment Furnished by Pack/Troop Hosting Station

- Heat Source and pot for boiling water
- Hot water for Participants for cocoa and soup

Events to be used at the end prior to the presenting the awards.

- 1) **The Rush is ON** – All team are lined up at the end of the field for a gold rush dash across the field. Groups will be divided by WEBELOS, Scouts and Mountain Man
- 2) **Ox Pull** - Line up your oxen on opposite ends of a one-inch diameter rope and pull until one team crosses the line. Groups will be divided by WEBELOS, Scouts and Mountain Man
- 3) **Snow Carving** - Scouts carve, color, and create shelters and sculptures in snow.