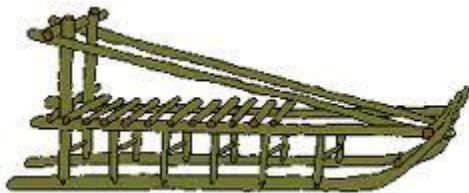


**Narragansett Council**  
**2016 Cub Scout Klondike Derby**



**Camp Norse**

**January 23<sup>rd</sup>**

**8am-3:30pm**

**\$6.00 Registration Fee for each Scout**

**Rich Buck**

**[rbuck73@msn.com](mailto:rbuck73@msn.com)**

# Cub Scout Klondike Derby 2016

## Polar Bear Challenge

Welcome to the Cub Scout Klondike Derby! Teams will push and pull their sleds through 9 Klondike themed challenges as they try to rack up points by completing tasks that will test their Scouting knowledge. This guide will give you an example of skills needed and a look at the scoring sheets so that your team can be prepared to meet the challenge.

Throughout the course of the event, watch out for the “Old Prospectors” who have traveled all the way from the snowy tundra to randomly quiz sled teams with questions about Scouting. If the team answers the questions correctly, the prospectors will hand them a piece of “gold”. However, a wrong answer will give the old greedy prospectors an opportunity to take “gold” from your team! In the case of a tie, the number of “gold” pieces will determine our winner.

Sled teams will also have an opportunity to locate “Polar bear tracks” that will be hidden around the camp. You will be able to locate these tracks and earn additional points to add to your team’s total! This will be a day long hunt so utilize downtime to find a few of these tracks. Each track will be worth 20 points!

Near the end of the event, we will have a sled race. So get your sled ready and let the KLONDIKE DERBY CHALLENGE BEGIN!!

## **Schedule:**

**8am -8:45am** Sled Check-in/registration

**8:45am** Opening Flag Ceremony

**9am** Stations Open (proceed with your unit's schedule)

**9am-12pm** First 5 stations

**12pm-1pm** Lunch

**1pm-3pm** Last 4 stations

**3pm-3:15pm** Sled Race

**2:15-3:30pm** Awards/Recognitions, Closing Remarks

**4:00pm** Camp Secured

## Sled Teams

- Each team will be responsible for their sled and items required on the sled.
- Items **MUST** be fastened in/on the sled and be available for use at the stations.
- Plans for the Klondike Derby Sled:
  - [http://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.php](http://scoutdocs.ca/Klondike/Klondike_sled_plans.php)
  - <http://media.scouting.org/boyslife/workshop/sledplans.pdf>
  - <http://www.scouters.us/sled.php>
- Teams should consist of 6 Scouts per sled.
- Each Team Member **MUST** push/pull the sled to each station.
- Each Sled must have a “team flag” with team name written on it.
- +5 points for a Team Chant will be given at time of Sled Check In.
- Please watch the weather reports for the day of the event and dress appropriately (hats, gloves/mittens). The Klondike can be a COLD and WINDY place. Class A uniforms are not required. Scouts will need to wear boots to the event, **NO SNEAKERS ALLOWED!** It is always a good idea to pack extra hats and gloves in case of inclement weather.
- Any changes in schedule, due to weather, will be communicated as soon as possible.
- Lunch will **NOT** be provided. Please bring a bagged lunch.

### **Required Items on each Sled:**

- **Scout Neckerchief**
- **(2) 6 foot poles**
- **Compass**
- **Team Flag**
- **Bag/pouch to hold "gold"**
- **A Tent**
- **(3) 25 Foot Rope**
- **(6) 2 foot lengths of Rope**
- **Swiss Army style folding knife**
- **Tarp**
- **Scissors**
- **Frozen Waffles (2 waffles per scout)**
- **Bag of mini marshmallows**
- **Bag of chocolate chips or 1 chocolate bar per scout**
- **Roll of aluminum foil**
- **Spool of string/twine**
- **Twin Blanket**
- **(3) 3 foot long 2"x4" boards/planks**
- **Pencil**
- **Compass**
- **Scout Handbook**
- **Trash Bag**

# Polar Bear Attack (First Aid)

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

## Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

## Knowledge/Task Completion:

- What are the two most important things to do to stop a cut from bleeding?  
5 points: elevate the arm  
5 points: apply pressure
- What is universal sign for choking?  
5 points for correct answer
- How do you assist a choking victim who cannot breathe?  
5 points for the answer "Heimlich Maneuver"
- Scouts will locate one of its team members in the woods. This team member was attacked by a Polar Bear!! Sled teams will need to place the victim's arm in a sling, stop bleeding, and create a stretcher to carry the victim out of the woods to safety!!  
10 points for a proper sling, 5 points to stop the bleeding, 20 points to carry the Scout out of the woods on a stretcher.  
(Best times for this task will be displayed on a leader board. 10 points will be added to the winner's total.)

## Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_/60 Points

# Shelter Building

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

## Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

## Knowledge/Task Completion:

- Name 2 ways to protect food from the predators at night  
5 points for each
- Name 3 ways to make a campfire safe  
5 points each (examples would be: clear debris, keep tents away, create a ring of rocks, keep water and sand nearby)
- Search the woods and use items on your sled to create a shelter big enough for all of your team members  
5 points if large enough  
5 points if appears to be able to protect the team from rain/snow  
20 points if stable enough to protect against predators!!! (judge will gently shake the structure to make sure it is stable and won't EASILY fall apart)

## Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_/60 Points

## Bear Proofing your Supplies (Knot Tying)

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

### Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

### Knowledge/Task Completion:

- Demonstrate the following knots: Overhand, Square, bowline, clove hitch, double half hitch and slip knot  
5 Points for each knot
- Each Scout will take turns throwing a 25 foot rope over a branch, securing a weighted bag with a square knot on one end, tie a bowline around the other end and lift the bag off the ground.  
25 points
- The best time will be recorded on a leader board. 10 points will be added to the leading sled's total.

### Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_/60 Points



# Escaping the Polar Bear!!

## (Team building)

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

### Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

### Knowledge/Task Completion:

- Your sled is being chased by a Polar Bear!! Escape by using blocks of ice (wood planks) to cross the ocean from one glacier to the other!! Using only the (3) wooden planks, your whole team must cross a finish line 40 feet away without stepping into the ocean.  
35 Points if successful
- Your team member is suffering from snow blindness!!! Get them to safety by giving verbal commands and leading him to the rest of the team. A Scout starts 50 feet away. He is blind folded and must navigate around 4 obstacles and make it back to the team using only the verbal commands from his team mates.

20 Points. Subtract 5 points for any obstacle missed.

The fastest time achieved by all teams will be displayed on a leader board. The fastest sled will receive an additional 30 points.

### Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_ / 60Points

# Polar Bear Hunt

## (Range Sport)

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

### Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

### Knowledge/Task Completion:

Polar Bear target will be set up at the Archery Range. Each Scout will have 2 opportunities to throw 3 Spears at the targets.

Points will be determined based on the location of "hits"

30 additional points will be given to the team who utilizes a home-made AtI-AtI and blunted darts (to be given to the range officer directly after sled check-in. Will be returned after awards/closing remarks).

### Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_

# Cooking: Camping Style!

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

## Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

## Knowledge/Task Completion:

- Cook a waffle s'more.

5 Points rewarded to each Scout who completes and eats his s'more

5 Points rewarded to each Scout who participates in cleaning up

For recipe:

<http://www.tasteofhome.com/recipes/grilled-waffle-treats>

## Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_ / 65 Points

# Escaping the Klondike

## Compass and Wildlife Identification

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

### Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

### Knowledge/Task Completion:

- Scouts will match photos of wildlife to their tracks (7)  
5 Points for each correct identification
- Name the Cardinal Directions on a compass  
5 Points
- Name the Ordinal Directions on a compass  
5 Points
- Each Scout will successfully mark a given point on a compass chart  
10 points (no assistance)  
5 points (with assistance)

### Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_ / 60 Points

# String Burning

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

## Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

## Knowledge/Task Completion:

- Scouts will be presented with a frame with 2 strings. The bottom string is 12 inches from the ground; the second is 18 inches from the ground. The Scouts must build a fire from NATURAL materials, from their sleds and from the surrounding area. It cannot be any higher than the bottom string. After a WEBLEO or ADULT lights the fire, it will need to burn the top string. Fuzz sticks/ homemade NATURAL fire starters can be used.

50 Points for burning the string in the allotted 30 minutes.

An additional 10 points will be added if the WEBELO uses flint/steel (It is BSA policy that only Webelos and Adults may light a fire, so these additional points will not be obtainable if there is not a Webelo on the team)

## Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or "poke fun" of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_ / 65 Points

## Crossing the Glacier Crevasse

PATROL NAME: \_\_\_\_\_ UNIT #/Leader: \_\_\_\_\_

### Entering Camp:

- Entire Patrol enters the station pulling/pushing the sled (+1)
- Patrol enters the station singing a song/cheer (+1)
- Patrol waits patiently and respectfully for their turn (+1)

### Knowledge/Task Completion:

- Scouts, using materials from the sled and items found around the site, will need to cross a “crevasse” (shoulders on either side of an access road or gully). The team may start with one member on the opposite side of the “crevasse” to assist tying off thrown ropes...etc.

10 Points for each Scout who successfully crosses the “crevasse” without touching the ground.

30 additional points will be awarded any team who can also get their sled across in the allotted 30 minutes.

### Teamwork:

- Showed good listening and respect when others were talking (+1)
- Did not bully or “poke fun” of others (including other Patrols at station) (+1)

TOTAL SCORE: \_\_\_\_\_ / 55Points