

# Northampton-Warren Klondike

## Leader's Guide

Saturday February 24, 2024



### Camp Minsi

Registration Ends February 16, 2024

Cost: \$15 per scout

## Day of Event Schedule

7:30-8:45 am - Registration in the Dining Hall (SPL and Scoutmaster) with two rosters. Sled Inspection will be done right after registration.

8:45 am - Opening on the parade field.

9:00-9:30 am - Station 1

9:30-10:00 am - Station 2

10:00-10:30 am - Station 3

10:30-11:00 am - Station 4

11:00-11:30 am - Station 5

11:30-12:00 pm - Station 6

12:00-12:45 pm - Lunch, Each unit will need to provide their own lunch.

1:00-1:30 pm - Station 7

1:30-2:00 pm - Station 8

2:00-2:30 pm - Station 9

2:30-3:00 pm - Station 10

3:00-3:30 pm - Station 11

3:30-4:00 pm - Station 12

4:00 pm - Drop off score cards at the Dining Hall

4:30 pm - Scores will be announced and trophies will be given out to the top 3 sleds. Depart from camp after closing.

Scoutmaster tie breaker quiz can be taken anytime during the day. Will be done in the Dining Hall.

We will be having a hot soup station along the klondike route. It was asked that the scouts bring one can of soup per scout and a mess kit cup. If having soup along the route. Any kind of soup. Any leftover soup cans will go to a local food bank.

Patches will be ordered when registration closes. They will not be available the day of the event. They will be given out at the next roundtable or mailed out. Also will be available for pick up at the scout shop. If you have any questions, please feel free to contact Chris Fluke.

Email: [ddfluke15@gmail.com](mailto:ddfluke15@gmail.com) **(preferred method of contact)**

Phone: 215-589-2917

# Rules

1. 8 Scouts maximum per sled (sled can include Arrow of light scouts but they count towards maximum).
2. NO Webelos sleds will be allowed.
3. Each sled will be checked to make sure they have all the items. Points will be deducted if items are missing.
4. Every station patrols can earn up to 20 points. Some stations will have a chance to earn up to 5 bonus points. This will depend on the scout spirit and teamwork at the station. So some stations will score up to 25 points a station.
5. **NO** adult participation but adults may accompany sleds.

We are asking each unit to volunteer at least one leader to run a station or switch out with someone. Sleds will have 25 minutes at each station, with 5 minutes to get to the next station.

All Scouts and Scouters should dress for the weather and wear appropriate footwear. Sneakers are NOT recommended. Be prepared for cold or wet weather as conditions may change.

## What is needed for the sled

1. Fire starters and kindling for fire building using bird's nest
2. One First aid kit
3. One Scouts BSA Handbook
4. Two compasses per sled
5. 25 two-foot long pieces of rope, enough pieces for lashings
6. Notebook
7. Two 50-foot lengths of rope
8. Flint and steel
9. Knife
10. Box of matches
11. 3 Poles for lashings /stretcher, at least 6 ft long
12. Blanket
13. Tarp
14. Bandages for head injuries and broken arm
15. Camp shovel
16. Gallon of water
17. Paper towels
18. Axe
19. Patrol Flag ( should be on pole attached to sled)
20. Pen or pencils
21. Two sets of signal flags
22. One tent
23. One GPS unit

# Stations

## First aid and stretcher rally

At this station will be timed on three different injuries they have to treat and build a stretcher. They must carry the scout 40 feet on the stretcher. The injuries will be a head injury, broken leg, and a broken arm they must treat for this scenario. Points will be based on if they make their splints and bandages correctly, carry the scout 40 feet, and on the strength of the stretcher.

## Fire Building

At this station the scouts will have to build a fire to burn through two pieces of string. One string will be 12 inches off the ground and the other is 18 inches off the ground. Points will be based on the number of matches used. If one match is used no points will be deducted. If a second match is used, 5 points will be deducted, and so on. Five bonus points will be awarded if the scouts use flint and steel to light the fire.

## Compass course

There are two different compass courses that the scouts must complete. Scoring is based on time and accuracy. If they hit all the points in under 10 minutes, then they will receive 20 points. 11-13 minutes earn 15 points. 13-15 minutes earns 10 points. Greater than 20 minutes earns 5 points.



## **Height and Distance**

At this station the scouts will have to measure the distance and height from 2 points and figure out the height and distance to the object. If they determine it correctly or within 5 feet, they will get 10 points each. If off by 6 feet then they get 8 points, 11 feet 6 points and so on. The scouts get one attempt at this. Then the scouts will have to pace off the distance between 2 points. A maximum of 10 points will be rewarded for the exact distance to within 5 feet. For every 5 feet off, they will be deducted 2 points.

## **Log run**

At this station one scout runs out and ties a timber hitch to a log. Then the second scout runs out, and using the same rope ties a two half hitch to a piece of wood. Then a third scout runs out and ties a clove hitch onto a stick. Then the scouts will have to pull the rope and get all three items over the line.

## **Shelter building**

At this station the scouts will have 15 minutes to build an emergency shelter that all the scouts on the sled will fit into. Points will be awarded on time and the strength of the shelter. Extra points will be awarded for working as a team on this station.

## **Tree identification/Animal tracks**

At this station scouts will be given 10 pictures of trees and must identify the tree and 10 pictures of animal tracks and must identify them. Points will be awarded on time and accuracy. Extra points will be awarded for working as a team on this station.

## **Lashings and knots**

At this station scouts will have to tie 3 staves together using shear lashings and then tie a rope on the end with a clove hitch on one end to the staves. Then tie a hook to the rope with 2 half hitches and try to hook on a bucket and bring it back to the other side. The distance apart will be 12 feet. Points will be awarded by time and extra points will be awarded for team work.

## **Snow blind**

At this station one scout can see, the rest will be blind folded and have to put a tent together. The scout that can see can only tell the other scouts how to put the tent together and not help put the tent together. If the scout helps or touches the tent points will be taken away from the score. Points will be awarded on time and teamwork. Extra points will be awarded for scout spirit..

## **Scout law relay game**

At this station scouts will Play a relay game with the scout law. Points will be awarded on time and accuracy. Know the scout law!



## **Search and Rescue**

At this station the scouts will be given 2 gps coordinates and will have to find the 2 buckets with gold in them. Then bring them back to the starting point. Points will be awarded on time and will have 15 minutes to find the 2 buckets and bring them back. The buckets will be placed in 2 different areas far apart from one another.

## **Signal Signs and Codes**

At this station the scouts will be split into two different groups. One group on one side of the field and the other on another side of the field. They will be given a message to send to the other side and the other side will have to give the correct answer back. Points will be awarded on time and accuracy. Extra points reward for scout spirit and team work of the two teams.



