

# KLONDIKE 2013

## Field Meet

### General Instructions:

- *Points and time work against patrols, lowest score wins*  
*(Think of it as golf, high score is not so good)*
- 1 second = 1 point

<u>CHALLENGE &amp; DESCRIPTION</u>	<u>POINTS FOR NO-SHOW</u>	<u>STAFF</u>
<b>1. Suspended Flag Pole</b> 10 pts per incorrect knot or lashing 50 pts off for not suspending flag Any number	200	Troop
<b>2. First-Aid Rescue</b> Timed event 10pts for ea. incorrect knot 50pts for dropped victim 25pts for incorrect splinting Any number. Minimum of 3	250	Troop
<b>3. KNOT TYING RELAY</b> Based on a 8 scout patrol Timed event 10pts for ea. incorrect knot Entire Patrol	200	Troop
<b>5. VISQUEEN ISLAND</b> Based on a 8 scout patrol Timed event 10 pts for stepping off plastic 10pts restart Entire Patrol	100	Troop
<b>6. CATERPILLAR RACE</b> Timed event 5 pts for stepping off Entire patrol	100	Troop

<b>7. MEASURING &amp; ESTIMATING</b>	<b>200</b>	<b>Troop</b>
5 pts for every inch off 10 pts for failure to identify measuring method Any number, minimum of 4		
<b>8. Map Symbol Identification</b>	<b>250</b>	<b>Troop</b>
Based on a 8 scout patrol Timed event – 8 min max 10 pts off for each map symbol incorrectly identified. Entire patrol		
<b>9. Hot isotope</b>	<b>200</b>	<b>Troop</b>
10 pts for stepping inside circle and 10 pts off for touching isotope Entire Patrol		
<b>10. Blindfolded TENT BUILDING</b>	<b>250</b>	<b>Troop</b>
Based on a 8 scout patrol Timed event - 4 min max Any number, minimum of 2		

#### **Events Outside Field Meet Events:**

**Fun Friday night Ideas – looking for volunteers – not included in overall competition points**

**Checkers?**

**Chess?**

**Euchre?**

**Movie – Iron Will**

# SLED RACE

## Beauty Award:

- The annual "Beauty Award" will be open for any troop that has built an entirely new sled this year. Judging will be based on Scout participation and team work, creativity, and quality of design and appearance. Have scouts be prepared to talk to judges sharing how they made it, who was involved, where the inspiration came from, what obstacles they overcame, etc.

## Building regulations:

- **Scouts must do the work!** This is an opportunity for them to work together to design and build their troop racing sled. This is their event, and something that they will be most involved in and proud of if they accomplish themselves.
- Wheels will be allowed in the case of no snow, but must be removable
- Any materials may be used to build the sled, provided that the scouts actually design and construct it (i.e., wheelbarrows, modified garbage cans, store bought, body bags, etc are not allowed)

## Race:

- The race will be held on the parade field in multiple heats, single elimination style. This allows for parents and guests to observe.
- As always, the values of the Scout Oath and Law are to govern conduct
- Webelos are allowed to race a store-bought sled or borrow a Troop sled
- One scout from the patrol must ride on the sled the entire race
- All patrol members must cross the finish line
- Please have your Scouts dress appropriately for the weather. Sweat suits would be the expected minimum. No shorts please.

## Goals:

- By choosing a "multiple-short-race" format we hope to accomplish two things.
  - A) To provide something new and different for the scouts that have participated in this event for several years, and
  - B) To heighten the sense of competition and victory by placing scouts side-by-side during race. Multiple heats also gives a sense of victory and accomplishment to multiple units throughout the elimination.
- It is our desire that the Klondike race would be a much anticipated and highly prized event. We hope that all units, abiding by the Scout Oath & Law, will participate and add to the excitement and Scout spirit. This is a great chance to display talent, work together and compete against other units for a trophy that is sure to bring unity and spirit to any troop. We hope to see you there!

## **SUSPENDED FLAG POLE**

Goal: Suspend the patrol's flag proudly without the pole touching the ground.

Directions: Your Patrol has to erect your Patrol Flag over the middle of a defined area in proper vertical position, lashed to the top of a pole. No member of the patrol may enter the defined area.

Objectives: Teamwork, problem solving, knots and lashings.

50 points off for not suspending flag.

10 pts per incorrect knot or lashing.

## **FIRST AID RESCUE**

Goal: To rescue victim and administer first aid

Directions: Patrol will select one member to be the "victim" who will lie at the bottom of ravine. Rest will be given a disaster scenario and will be told of victim's injuries. Rescue team will need to race to victim, administer appropriate first aid and fashion a stretcher to carry victim back up the hill. Supplies to be provided.

Objectives: Teamwork, emergency response, basic first aid skills

Timed event

10pts for ea. incorrect knot

50pts for dropped victim

25pts for incorrect splinting

Any number. Minimum of 3

## **KNOT TYING RELAY**

Goal: To tie a bowline and a joining knot (square & sheet bend)

Directions: Patrol (split in half) will race relay style to tie a bowline around their waist and then connect it via a joining knot to another scout, so that the knots will support the weight of the two scouts leaning away from each other. Next set of scouts start when first set returns.

Objectives: Teamwork, problem solving, knot tying skills

Timed event

10 pts for each incorrect knot

## **VISQUEEN ISLAND**

Goal: To flip a piece of plastic without stepping off.

Directions: All scouts in patrol must stand on a sheet of plastic and flip it to the other side without stepping off.

Objectives: Problem solving, teamwork

Timed event

10 pts for stepping off plastic

10pts restart

### **CATERPILLAR RACE**

Goal: To cross finish line

Directions: All scouts in patrol must stand on boards and use ropes to move forward.

Objectives: Problem solving, teamwork

Timed event

5 pts for stepping off boards

### **MEASURING & ESTIMATING**

Goal: To accurately measure or estimate assigned item(s)

Directions: Use skills taught in Scout Handbook to measure or estimate

Objectives: Problem solving, measuring skills

5 pts for every inch off

10 pts off for failure to identify measuring method

Any number. Minimum of 3 scouts

### **Map Symbol Identification**

Goal: Identify map symbols

Directions: Patrol lines up in single file and one at a time identifies map symbols until all are complete.

Objective: Scout Skill

Time event

Entire Patrol

10 point deducted for each map symbol incorrectly identified.

### **Hot Isotope**

Goal: Pick up a Hot Isotope and deposit it in a container.

Directions: Pick up a Hot Isotope with a special carrying device and deposit it in a container located outside the circle. Isotope cannot be touched, nor can any patrol member step inside the radioactive circle.

Objective: team Work

Entire Patrol

10 points off touching isotope and for stepping inside circle

### **BLINDFOLDED TENT BUILDING**

Goal: To properly setup tent

Directions: Participants will be blindfolded and instructed by the rest of the patrol to setup 2 man tent. Tent will be provided.

Objectives: Scout skills, communication. Patrol cooperation

Timed event

Entire Patrol. Based on 8 scouts