

Narragansett Council 2023

Cub Scout

Iditarod Derby

Camp Norse January 28

Check in/registration 8:00-8:45

Event starts 9am – 4pm

Welcome to the 2023 Cub Scout Iditarod Derby! Teams will push/pull their sleds through 9 Winter Backcountry themed challenges, completing each task that will teach scouts new skills and test those that have been learned during their scouting experiences

We will also have some observation stations to help continue the growth of their Scouting Experience. The Flag Retirement Station which will be facilitated by Boys Scouts from Troop 48 out of Carver. They will also be helping parents and other leaders by serving as 'Safety Officers' for the event. There are some new stations to keep things fresh for Our Scouts and to Keep Parent leaders on their toes.

Registration for the Iditarod Derby Event is RSVP through the Council Website:

www.narragansettbsa.org/event/cub-scout-iditarod/2761516 *There is*

NO REGISTRATION AT THE EVENT. CHECK-IN ONLY

PLEASE READ EVENT SAFETY GUIDELINE!

- *No Camping Reservations are available for Iditarod Weekend for Cub Scouts • Shooting Ranges are closed for this event*
- *Please Read provided links for station preparation. You are in charge of Your Sled!*
- *Sled Construction Guidance:*

<https://media.scouting.org/boyslife/workshop/sledplans.pdf>

We will need assistance from Pack Leaders and Parents taking charge of each station as they arrive. Please coordinate with Steve Favreau ASAP, particularly if you are unfamiliar with some of the Newer Stations.

Thank You in advance for your help and support. We look forward to seeing you all!

2023 Klondike Derby Guidelines

- Units will be responsible for providing a complete roster, and screening scouts prior to check-in. Council will provide updated screening tools prior to the event. • Group sizes no larger than 25
- All participants must be pre-registered, no walk-ins
- Indoor spaces will be available
- Extra bathrooms will be provided, and cleaned throughout the day •
No overnight cabin use
- No overnight camping (subject to change based on state curfews) •
No cooking/food prep
- Scouts/units responsible for providing their own lunch
- Limit shared equipment. All shared equipment must be sanitized between each use
- No group race, no event wide opening/closing ceremony
- Arrive prior to Event Start
- Read these Guidelines Again..... You know you skipped some of it.

BYOL – Please bring your own non-sharable lunches

How to Make a Sled:

<https://media.scouting.org/boyslife/workshop/sledplans.pdf>

Schedule

8am – 8:45am Sled Check-in/Registration /Station Assignments

8:45am Opening Ceremonies 9am Stations Open (Proceed to your units assigned station)

9am-Noon First 5 Stations

Noon – 1pm Lunch and Cook-Off Judging

1pm – 3pm Last 5 Stations

3pm – 3:30pm Sled Races Continued, More Food and Range Time

3:30 – 4:00 pm Awards/Recognitions and Closing Ceremonies

Required Items on each Sled:

Scout Neckerchief (1 per scout)

(3) 6 foot poles

Compass (1 for every 2 scouts)

Team Flag

A Tent/Tarp 12x16 or larger

(3) 25 Foot Rope Sections

2 foot lengths of Rope Per Scout

Swiss Army style folding knife or Scissors

Individual non sharable lunches and drinks

Spool of string/twine

Twin Blanket

Second Small Tarp (4x8)

foam camping pads

Pencils and notepad for each scout

Group matches

Trash Bag

First Aid Kit

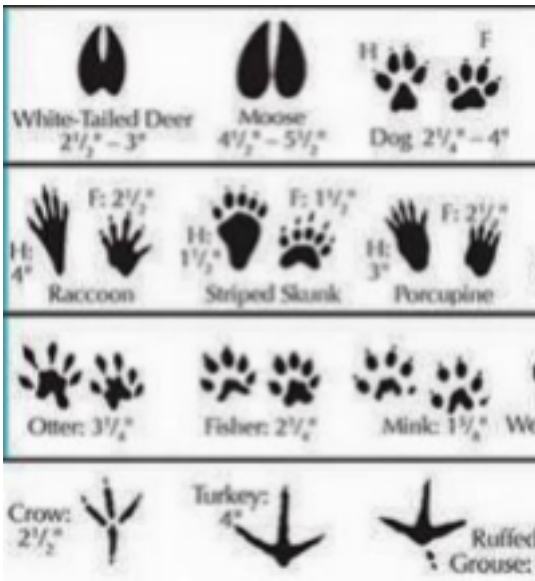
Stations

All groups rotate in a counter-clock fashion from their Assigned Starting Point at the time of Check-In) Points are tracked by 3rd Party observers.

Packs must report station results to Scout Parents managing Scoreboard at Dining Hall 1 'Tracks and Tales'

Buddies will take turns walking/jumping in Snow or Mud over a course while other have to guess the Pace Combination. We take these lessons to animal tracks to guess THEIR

adventures.



2 Navigating the Winter Backcountry (Compass and Navigation Course)

Scouts will be taught use of map and compass and pace counting. Scouts will then have the choice to try the challenge course which has 4-5 way points and a CODE to be deciphered.

Go to Orange Start/Finish Flag! **3 First Aid (Demonstration Site)**

What are the two most important things to do to stop a cut from bleeding?



How do you assist a choking victim who cannot breathe?

Scouts will locate one of its team members in the woods. This team member was attacked by a wild animal!! Sled teams will stop bleeding, need to place the victim's arm in a sling, and create a stretcher to carry the victim out of the woods to safety

4 Flag Retirement Ceremony (Demonstration Site)

This Station is led by the Boy Scouts of Troop 48 in Carver. They will be sharing and demonstrating the steps taken to properly retire "Old Glory". Scouts and Leaders are encouraged to help and ask questions.



5 Shelter Building (Leave No Trace Principles)

Search the woods and use items on your sled to create a shelter big enough for all of your team members or Create Shelter with Materials included in your pack list.

Remember 3 Principles of Shelter:

1. Insulate (from ground)
2. Wind Protection (from weather and heat loss)
3. Precipitation (Keep Dry)

<https://lnt.org/why/7-principles/>

Bonus Points for naming the 7 Principles of Leave No Trace (judge will gently shake the structure to make sure it is stable and won't EASILY fall apart) . Extra Points for the fewest items from sled used. <https://lnt.org/why/7-principles/>

6 Critter Proofing your Supplies (Knot Tying)

Demonstrate the following knots: Overhand, Square, bowline, clove hitch, double half hitch and slip 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.

7 Sled Races (Timed)

What it Sounds like

There will be a start and finish mark. The largest Scout gets THE SLED

RIDE! Timed or Endurance (number of laps in 20 Minutes) Category is up to

the

Group



8 Fire Safety/Fire Construction

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 the surrounding area. It cannot be any higher than the bottom string. After a WEBLEOS or ADULT lights the fire, it will need to burn the top string. WEBELOS 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)

9 Crossing the Glacier Crevasse: Teamwork/Trust/Communication

Scouts must cross a glacier with a 'Team Ski'. Crossing alone or falling off 'Team Ski' results in the Team having start again.

- Do a Team Count
- Odds Call, Evens Listen
- Traverse from Flag A to B
- Evens Call, Odds Listen
- Traverse B to A



- Points per Blindfolded Scout