

Narragansett Council 2022

Cub Scout Iditarod

Camp Norse January 29th

8am – 4pm

Welcome to the 2022 Cub Scout Iditarod! Teams will push/pull their sleds through 9 Winter Backcountry themed challenges, completing each task that will teach scouts new skills, and test those they have learned during their scouting experiences.

We will also have some observation stations to help continue the growth of their Scouting experience such as the Flag Retirement Station which will be facilitated by Boy Scouts from Troop 48 Carver. These Scouts 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 parents and leaders on their toes.

Registration for the Iditarod Event is done through the Council Website:

<http://www.narragansettbsa.org/event/cub-scout-itarod/2849782>

WALK INS ARE NOT ALLOWED AT THE EVENT.

CHECK-IN ONLY for Sled Teams.

PLEASE READ THE GUIDELINES!

- *Tent 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.boyslife.org/boyslife/workshop/sledplans.pdf>

This year most stations will be run by Boy Scouts from Troop 48 Carver. If you are seeking volunteer opportunities please contact : CarverCubScoutsPack63@gmail.com

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

2022 Klondike Derby Guidelines

- Masks required everywhere during the event, no exceptions
- Social distancing = 6 feet within groups, 25 feet between groups
- Units responsible for providing a complete roster, and screening scouts prior to check-in for symptoms of illness
- Group sizes no larger than 25
- All participants must be pre-registered, no walk-ins
- Indoor spaces (except bathrooms) off limits
- Bathrooms will be open and cleaned throughout the day
- No overnight cabin use
- Overnight Tent Camping (subject to change based on current guidelines)
- No cooking/food prep.
- **BYOL – Bring Your Own Lunch**
- Scouts/units responsible for providing their own lunch
- Limit shared equipment. Any shared equipment must be sanitized between uses
- Please Arrive PRIOR to Event Start
- Please Arrive with a COMPLETED ITEMS LIST IN YOUR SLED
- ***Read these Guidelines Again..... You know you skipped some of it.***

How to Make a Sled:

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

Required Items on each Sled:

- Scout Neckerchief (1 per scout)
- (3) 6 foot poles
- Compass (1 for every 2 scouts)
- 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
- Spool of string/twine
- Twin Blanket
- Second Small Tarp (4x8)
- foam camping pads
- Pencils and note pad for each scout
- Matches
- Trash Bag
- First Aid Kit

Schedule

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

8:45am - Opening Ceremony

9am - Stations Open (Proceed to your units assigned station)

9am-Noon - First 4-5 Stations

Noon – 1pm - Lunch

1pm – 3pm - Last 4-5 Stations

3pm – 3:30pm Sled Race (continued if needed)

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

Stations

Sled Teams are Assigned Starting Point at the time of Check-In!

Sled Teams GO IN NUMERICAL ORDER of KEY and MAP @ CHECK-IN

1) 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://Int.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://Int.org/why/7-principles/>

2) 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 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)



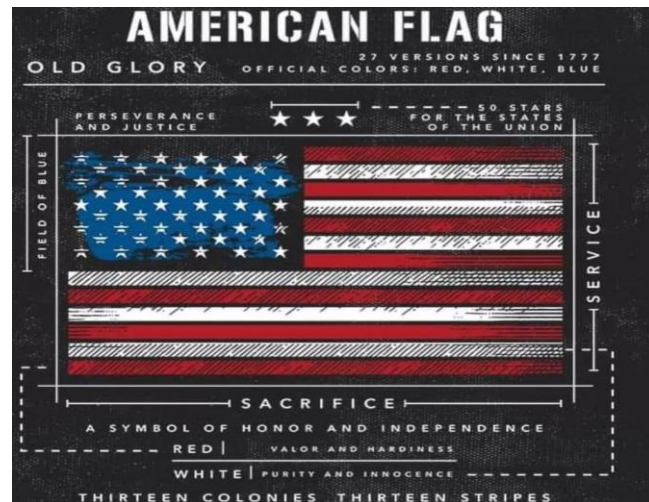
3) Sled Race

(Located at Ball Field by Red Pump)

4) Flag Retirement Ceremony (Demonstration Site)

(Located at Rear of Dining Hall)

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) Critter Proofing your Supplies (Knot Tying)

Demonstrate 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.

6) First Aid

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



7) Navigating the Winter Backcountry

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!



8) 'Tracks and Tales'

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



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

