



Sled Name: \_\_\_\_\_

Sled Leader: \_\_\_\_\_

Scouts (4 to 8, including leader):

(1) \_\_\_\_\_, (2) \_\_\_\_\_

(3) \_\_\_\_\_, (4) \_\_\_\_\_

(5) \_\_\_\_\_, (6) \_\_\_\_\_

(7) \_\_\_\_\_, (8) \_\_\_\_\_

Notes:



## SLED EQUIPMENT

WHAT	OWNER	SUPPLIER	CHECK
Permission Slips	Scout	Each	<input type="checkbox"/>
Sled	Patrol	Troop (Trailer)	<input type="checkbox"/>
Gear bin x 1 or 2	Patrol		<input type="checkbox"/>
Snack (not counting lunch at trailer)	Scout	Self	<input type="checkbox"/>
Water	Scout	Self	<input type="checkbox"/>
Rain Gear	Scout	Self	<input type="checkbox"/>
Blindfold (or neckerchief or bandage)	Scout		<input type="checkbox"/>
Triangular Bandage	Scout		<input type="checkbox"/>
First Aid Kit	Patrol		<input type="checkbox"/>
Clipboard, Paper, Pen/Pencil	Patrol		<input type="checkbox"/>
Scout Handbook	Patrol		<input type="checkbox"/>
Compasses – 1 per 3 boys ... 2 or 3 needed. Bring a <u>spare</u> .	1 per 3 Scouts	_____	<input type="checkbox"/>
Fire Building Materials Tinder, kindling and 3 or 4 pieces of fuel wood Bring lots of NATURAL materials to burn ... kindling, shavings, sawdust	Patrol		<input type="checkbox"/>
Fire Bucket	Patrol		<input type="checkbox"/>
Fireman Chit	Scout		<input type="checkbox"/>
Rope – 6 x 10' for lashings	Patrol		<input type="checkbox"/>
Rope – 6 x 10" (that's 6 inches)	Patrol		<input type="checkbox"/>
Rope – length suitable for tying and pulling	Patrol		<input type="checkbox"/>
Poles – 4 x 5', 2x6' (6 total)	Patrol	Troop (Trailer)	<input type="checkbox"/>
GPS or GPS-enabled cell phone Ask Mr. Burns if no one in Patrol has one.	Patrol		<input type="checkbox"/>
Patrol Flag / Flag Pole Tie it into the "Whiteout Winter" Theme	Patrol		<input type="checkbox"/>
Patrol Cheer	Patrol		<input type="checkbox"/>
Bag of Food for Center for Food Action	Patrol	All to Contribute	<input type="checkbox"/>
OPTIONAL – OPTIONAL – OPTIONAL	-----	-----	<input type="checkbox"/>
Flint & Steel kit – important	Patrol		<input type="checkbox"/>
Char Cloth – important	Patrol		<input type="checkbox"/>
Matches in waterproof case - important	Patrol		<input type="checkbox"/>
Magnifying Glass	Patrol		<input type="checkbox"/>
Poles – long (for stretcher)	Patrol	Troop (Trailer)	<input type="checkbox"/>
Mess Kit / cups	Scout		<input type="checkbox"/>
Fire break (plastic, blanket, tarp)	Patrol		<input type="checkbox"/>
Wool blanket for stretcher	Patrol		<input type="checkbox"/>
Animal Track Guide	Patrol		<input type="checkbox"/>
Plant Guide	Patrol		<input type="checkbox"/>



# Boy Scout Towns

Town	Name	Unit type/#	Description and scoring	Equipment	Lead Scout	Points Earned
B1	Sled Check-in	T192	<p>1 point for scout spirit/teamwork, 9 points if all gear is on the sled &amp; scouts properly dressed.</p> <p>1 Point deducted for every missing piece of gear. 1 Point deducted for scouts not dressed properly. 1 extra point if the sled is all white (excluding ropes, hardware and skis). 1 extra point if each individual on the sled team is dressed mainly in white.</p> <p>(Scouts not dressed for weather will be removed from sled and will not be able to participate.)</p> <p>This town will assign first town for each sled in shotgun start.</p> <p><b>Max 12 points score from this town; all other town max score is 10.</b></p>	See equipment list		
B2	Firebuilding	T305	<p><b>SCORING:</b> 10 points will be awarded to a sled that can start a fire and have the fire burn through two strings in two minutes, or less. <b>Once the fire is lit, the clock will start.</b></p> <p>+2 points: Fire safety knowledge +1 point: Start fire without match +4 points: Successful fire +2 points: Burn through strings in time +1 Point: Teamwork</p> <p><b>DEDUCTIONS:</b></p> <p>- 1: for each match used to start the fire (MAXIMUM THREE MATCHES ALLOWED. If the fire isn't started with three matches, the sled team will get 0 points for Fire Safety and Teamwork) -3: if fire is started with lighter -1: if Sled Fire Marshal does not have Fireman Chit card -2: if fire does not burn through 2 strings in two minutes. -1 or 2: (or more) deduction on how little they know) deducted for not knowing fire safety rules -1: deduction for not having a fire bucket -1 or 2: deduction for poor teamwork (at the discretion of the town Mayor)</p> <p><b>BANNED ITEMS:</b> Steel wool &amp; battery, Dryer lint, Wax coated tinder and kindling, Vaseline, Alcohol based fire starters, Commercially produced fire starters, Any other accelerant that is not naturally found on a camping trip</p>	Each sled should have: Fire starter (matches, etc). Fire building materials (natural tinder, kindling & fuel wood, etc), Fire bucket, Fireman Chit card		
B3	Pioneering	T151	Have the patrol lash a frame structure and carry a scout through a course with the frame still intact and in good condition	4 -5' poles and 6 lengths of rope for lashing.		
B4	Team Building	T27		a neckerchief or some other sort of blindfold		



B5	Map, compass use	RVD OA	Scouts will walk one of several predetermined compass courses based on a set of bearings written on cards. The course will cross a 100' line with markers approximately 5' apart. Given a set starting point on the line each bearing card will arrive at a different end point on the line. Arriving at the correct point on the line will achieve <b>5 points</b> . One point will be deducted for each mark farther away from the designated end point. Webelos will work on a simplified version of the exercise using a circle with marks around the circumference, and will not need to walk a specified distance, but rather only proceed to the mark across the circle given the bearing on the given card. Points will be awarded in the same manner as the scouts.	One compass for every 3 scouts in the sled group. A <b>one point deduction</b> will be taken if the sled is unprepared.		
B6	First Aid	T159	Boy Scout First Aid from BS Handbook	First aid kit including large Triangle bandages and other items needed from BS Handbook		
B7	Log Pull	T170	3 DIFFERENT SIZE LOGS TO DRAG OR PULL A SET DISTANCE, EVERY SCOUT IN A SLED MUST PARTICIPATE ON 2 OF THEM. POINTS AWARDED FOR SPEED, KNOTS USED AND TEAM WORK	TWO 6' STAVES TO USE AS ROLLERS OR LEVERS, LENGTH OF ROPE SUITABLE FOR TYING AND PULLING		
B8	Log Walk and Log Pulley	T157	Log walk and log pulley	nothing (TBC)		
B9	Knot Tying/Lashing	Crew 26	We will have scouts tie 10 foot pieces of rope together using square knot and sheet bend. Using the long rope tied of the shorter ropes scouts must pull their sled with one member of the crew pulling it up a hill. Score is based on 10 points + 5: if they tie each knot correctly -1: point for each wrong knot + 3: for team work, and + 2: for if they can pull the sled up the hill.	Five pieces of rope - 10 feet each		
B10	Obstacle Course	T5				
B11	Height, Distance estimating	T86				
B12	Model Campsite	T159				
B13	Life Saving Rope Throw	t388	Scouts will use a heavy gauge rope they will toss to their victim/scout that scout will need to <b>tie a bowline around himself</b> then when he has the others must hall him to safety. Timed event	25ft length of rope which we can provide		
B14	Scouting Lore	T132	Scout Lore questions, Example: When and where was the very first summer camp held?	None		
B15	Geocaching	T308	Search for hidden geocache____ 2 Points for having a GPS, 3 Points for Questions about Geocaching, 5 points for locating a Geocache	Handheld GPS or GPS enabled smart phone		

TOTAL POINTS: \_\_\_\_\_

# Tentative Map – May be updated before Klondike









## **SCORING and AWARDS**

- Top 3 Boy Scout sleds based on score,
- Top first year Boy Scout/Tenderfoot sled based on score,
- Top 3 WEBELOS sleds based on score.
  - In the event of tie scores, the earlier sled to finish and register their score wins.
- Awards will also be given for best sled design and best sled team uniform/costume (both consistent with the Fourth of July at the Jersey Shore theme).

## **EARNING POINTS**

- Each sled will meet the challenges presented at towns, and receive a score of 0-10 for each town visited
- SPECIAL SCORING OPPORTUNITIES FOR this *Fourth of July at the Jersey Shore* KLONDIKE DERBY!!! In the past, one or two points meant the difference from first to fourth place so take advantage of these addition point-scoring opportunities:
  - Each sled can earn one extra point if the sled is all RED, WHITE, & BLUE (excluding ropes, hardware and skis).
  - Each sled can earn one extra point if each individual on the sled team is dressed mainly in in either beachwear (OVER CLOTHING APPROPRIATE FOR THE WEATHER) OR ALL IN Red, White and Blue. (Any color boots are acceptable). Guides accompanying First Year Boy Scout Sleds and Leaders accompanying WEBELOS sleds do not need to be in matching beachwear or Red/White/Blue but it is suggested they also do so.
  - Decision of the Check In towns (B1 and W1) judges is final for awarding these additional points.

## **TIMES**

- 7:00 Depart OLPH
- 9:00 Course Opens
- 4 hours on the course:
  - 9:00 – 12:00 (3 hours)
  - 12:30 – 2:30 (2 hours)
- Lunch at the trailer 11:30 – 1:00



## **Preparation**

1. **First Aid Skills**
  - Using ...
2. **Knot Tying Skills (typical and practical knots)**
  - **Sheet Bend**
  - **Timber hitch**
  - **Lashings (Square, diagonal)**
  - **Bowline**
  - **Square knot**
  - Taught line hitch
3. **Measurement methods**
  - Using a right triangle
  - Pacing steps
  - Proxy – using something of known height
4. **Map / Compass skills**
  - Finding North
  - Taking a bearing
  - Explaining declination
  - Pacing distances ... determine length of each scout's stride and record them
5. **Model Camp Site: Camp Site Selection and Operation**
  - **Location**
    - Is the campsite set where damage to the environment is minimized?
  - **Fire management**
    - Is fuel stored away from fire?
    - Is there a means to extinguish fire? Shovel? Water bucket?
    - Is there an appropriate fire ring to contain the fire?
  - **Food storage**
    - Is food covered and safe from animals
    - Is it sanitary
    - Is it far from sleeping
  - **Site safety**
    - Is the site clear of debris?
    - Is the site clear of nighttime tripping hazards?
    - Are axes and saws stored properly?
    - Is the axe yard clearly marked and far away from gathering places?
6. **Scouting Lore**
  - One or more scouts should polish up lore skills
7. **Animal Tracks**
  - Bring a track guide for the sled
8. **Plants**
  - Bring a plant guide for the sled