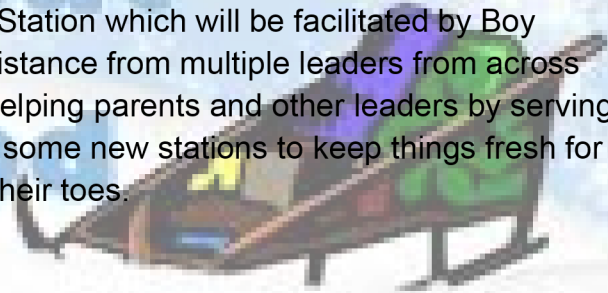




**Narragansett Council 2024
Cub Scout
Iditarod Derby
Camp Norse February 24
Check in/registration 8:00-8:45
Event starts 9am – 4pm**



Welcome to the 2024 Cub Scout Iditarod Derby! Teams will push/pull their sleds through 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 Boy Scouts from Troop 4480. We also have assistance from multiple leaders from across the scouting community. 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:

[CUB SCOUT IDITAROD Registration](#)

*There is NO WALK-IN 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 the provided links for station preparation.
 - You are in charge of your Sled!
- Sled Construction Guidance:

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

We need assistance from Pack Leaders and Parents taking charge and running stations! Please contact Steve Favreau at strevefav@gmail.com to volunteer in advance or coordinate as soon as possible on arrival the day of the event; 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!

2024 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 *Ideal sled size is 8-12 scouts
- All participants must be pre-registered, no walk-ins
- Indoor spaces will be available
- Restrooms are available for all behind the Admin building and for youth only at the restroom at the back corner of the ballfield
- Extra bathrooms (outhouses) will be provided and cleaned throughout the day
- Limited overnight camping for event staff
- Limit shared equipment. Shared equipment should be sanitized between each use
- No group race
- Arrive prior to event start
- Scouts/units responsible for providing their own lunch
- Self contained grill/camp stove and crock pots are allowed and can be plugged in inside the dining hall
- Dress for the weather
- **Read these Guidelines Again..... You know you skipped some of it.**

BYOL – Please bring your own lunches

How to Make a Sled:

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

Schedule

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

8:45 am Opening Ceremonies

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

9am-Noon First 5 Stations

Noon – 1pm Lunch

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 (1) 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 and/or flint and steel
- Trash Bag
- First Aid Kit
- BYOL – Please bring your own lunches

Recommended Items on each Sled

- Refillable water bottle for each person with the sled
- Snacks to fuel your Scouts in their journey through this frozen Alaskan race
- Extra clothing appropriate for the weather of the day
- Hand Warmers

Stations

***All stations are subject to change as needed**

All groups will proceed in order to the next station from their Assigned Starting Point at the time of Check-In).

1.) 'Tracks and Tales'

Buddies will take turns walking/jumping in Snow or Mud over a course while others 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 4480.

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)



*The 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.

Bonus Points for naming the 7 Principles of Leave No Trace

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

6.) Critter Proofing your Supplies (Knot Knowledge)

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. WEBELO 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 to 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



10.) {Broken} Model Campsite & Leave No Trace

- Observe our Model Campsite and see how many mistakes we made during our late night setup.
- Did we follow the principles of Leave No Trace?
- Write a list of your findings
- Turn in your lists at Dining hall once you have competed this unmanned station
- Please fill out the sheet as a team



11.) Call of the Wild – Nature Scavenger Hunt

Location – Throughout Camp (**Event Areas Only**)

Task: You will be given a list of items. These items will be nature related and readily available throughout the day. They will all be easily found either between towns or nearby while you are waiting to participate in a town.

The Scavenger Hunt starts after Check-in and may be handed in any time after lunch at Dining Hall

A Nature Scavenger Hunt list will be provided the day of the event at registration.

***Follow Leave No Trace Principles and Leave What You Find**

Take pictures and write down where you found the items.

12.) Escaping the Polar Bear

- Your sled is being chased by a Polar Bear!! Escape by using blocks of ice (wood planks) to cross the ocean from one glacier to the other!!

Using only the (3) wooden planks (3' lengths of 2x4), your whole team must cross a finish line 40 feet away without stepping into the ocean.

Snow Blind

- Your team member is suffering from snow blindness!!! Get them to safety by giving verbal commands and leading him to the rest of the team.

A Scout starts 50 feet away. He is blind folded and must navigate around 4 obstacles and make it back to the team using only the verbal commands from his team mates.



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