

2020 Camp Aquapaug Klondike Derby



Saturday's Schedule:

9:00 - Flag Raising

10:00 - Troop Events Begin

12:30 to 1:00 - Troops break for lunch, but events can still run

2:45 - Event's Stop

3:00 - Sled Race

4:00 - Closing

Troop List:

10 Westerly: Piranha Fishing

16 Westerly: Obstacle course

21 Ashaway: Kim's Game

9 Pawcatuck:

2 Narragansett:

List of recommended events:

The following events are recommendations, if your troop has an idea for an event that you want to run, email Fran at ffleck@cox.net

Blindfolded Stretcher Carry

Four blindfolded Scouts carry a fifth Scout (not blindfolded) on a stretcher around a course following directions given by the Scout on the stretcher.

Dead Horse Carry

Your pack horse has died and you need to get it off the trail. Scouts have to work together as a patrol to lift and carry an ungainly weight wrapped in a tarp.

Cliff Climb (Knowles Shelter Campsite Only)

Using ropes and spars provided, the patrol must lash together a ladder, climb to the top of a short cliff, bringing their sled with them. Patrols should bring whatever ropes, pulleys, etc. they want to help with this. This could be a timed event. For a faster version of this event, make a ladder to be used by all patrols. The Scouts must still figure out how to get the sled up.

Fire Lighting and Water Boiling

The patrol is timed in laying and lighting a fire and using it to boil water in a standard container. Bonus points for lighting the fire without matches, e.g. with a flint and steel, magnifying glass, or bow drill. If this is required, the story could be that the matches got wet when a member of the party fell through the ice. Decide whether or not Scouts are allowed to bring materials with them or must burn only what they find in the woods. Instead of boiling water, the contest could be to burn through a string strung over the fire pit. This event could be held at the lunch area. Points could also be given for lunch area clean up.

Sled Inspection (Campmasters Only)

Patrols have their sleds inspected for the required items for the Klondike event.

First Aid: Splint and Transport

Patrol required to care for a casualty with a broken leg; after splinting, place the casualty correctly on sled for transport. Patrols are responsible for bringing the needed supplies.

Flapjack Flip

Scouts must successfully bake a pancake and flip it over the line as many times as possible without dropping the pancake. Scouts are also required to consume the pancake afterwards.

Whiteout Walk

A rope is strung between trees along a zigzag route. Scouts are blindfolded, spun around, and have their hands placed on a rope. They are timed as they follow the trail. The backstory is that there is whiteout weather conditions and they must follow a previously established trail.

Ice Rescue

Each Scout throws a rope to a "victim" who has "fallen through the ice" and retrieves same. Patrol may be asked to demonstrate other forms of ice rescue. The rope is in pieces (due to teaching knots to Tenderfoot Scouts), and must reassemble the ropes using any knot present in the Boy Scout Handbook.

Knots

Scouts tie knots and show they know how to use them.

Panning for Gold

Patrol uses a tarp co-operatively to toss a "nugget" over a horizontal rope 3 m above the ground. The nugget should be a tennis ball or a larger ball, coloured yellow. It must not be a hard object in case it falls on a Scout's head. The event can be scored by counting the number of consecutive times the nugget gets over the rope.

Lashings

Patrol demonstrates lashings in the construction of something simple, such as a tripod.

Rope Climb

Each member of the patrol climbs a thick rope to a height of about 3 m. Any method that works, including direct ascent or pyramid of Scouts. Partial points for partial ascents. Everyone who tries should get at least one point.

Rope Square

The patrol, blindfolded, forms a horizontal square with a rope 20 m long. This involves folding the rope in half, then in quarters, and then laying it out in a square. Points are awarded based on how close it resembles a square, and the patrol with the highest amount of points wins.

Sled Balance

Assemble two to three wood skids into a rigid platform and lay it over a large diameter log. The Patrol has to get on the platform with their sled and balance the platform so that neither side touches the ground. Points can be given for establishing balance and for how long they keep it balanced.

Spider Hole

A vertical spider web with a Scout-sized hole approximately 1 m off the ground is constructed between two trees with baler twine. Patrol passes all its members through the hole without destroying the web. Snow beneath webs must be free of sticks, stumps, and rocks.

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Valley of the Snakes

All members of the patrol must stand on a small block of wood or tree stump so that no one is touching the ground.