

N W S A

Narragansett Council, BSA

2023 Winter Event

**Klondike
Bean Hole Bake**

YAWGOOG SCOUT RESERVATION

ROCKVILLE, RI

FEBRUARY 18, 2023



PATROL EQUIPMENT

(Must be on your sled throughout the course)

- Klondike sled
- Compass
- Patrol flag
- 6 pieces of 10ft lengths of rope
- 6 poles of 6ft lengths
- First aid kit, triangular bandages
- One blanket or tarp
- Scout handbook
- Clipboard, pencil and paper
- Drinking water to stay hydrated
- One 4 man tent

Additional equipment needed

Scout: pocket knife, drinking cup, adequate layers of clothing, adequate footwear, hat and gloves.

Troop: firewood may be necessary.

All meals will be provided by Troops

2023 NWSA KLONDIKE RACE/BEAN HOLE BAKE REGISTRATION AND TROOP ROSTER

February 18, 2023

CAMP YAWGOOG

Troop # and

Town_____

Adult leaders

SPL_____

ASPL_____

PATROLS

Patrol Name_____

Patrol Name_____

PL-1_____

PL-1_____

APL-2_____

APL-2_____

Scout-3_____

Scout-3_____

Scout-4_____

Scout-4_____

Scout-5_____

Scout-5_____

Scout-6_____

Scout-6_____

Scout-7_____

Scout-7_____

Scout-8_____

Scout-8_____

Number of Attendees and Registration Payment

Total Adults_____

Total Scouts_____ Make checks payable to Narragansett Council.

COME ONE COME ALL

CAMP YAWGOOG 2023 KLONDIKE

February 18, 2023 Saturday from 8:00am to 4:30pm

CAMP YAWGOOG

Check-in time 7:45am till 8:30am at Sandy Beach parking lot

8:45am Head Musher meeting in parking lot

Maps will be passed out and start points will be given then

9:00am -1:00pm Klondike course

1:00pm-1:45pm lunch break

2:00pm – sleds line up at the Sandy beach Dinning Hall for the sled race

2:00pm- Sealed bean pots need to be at Judging table Sandy Beach parking lot

3:00pm- All troops will meet on Sandy Beach field for closing ceremony

Race course time start will be a shotgun style start

Webelos and Cub scouts are encouraged to come for the day to visit with the troops and watch the activities.

Bean Hole Bake Rules

Cannot use canned beans

Any kind of dry bean may be used

Pre-boiling is allowed

Salt pork and bacon are the only meats allowed in
the pot

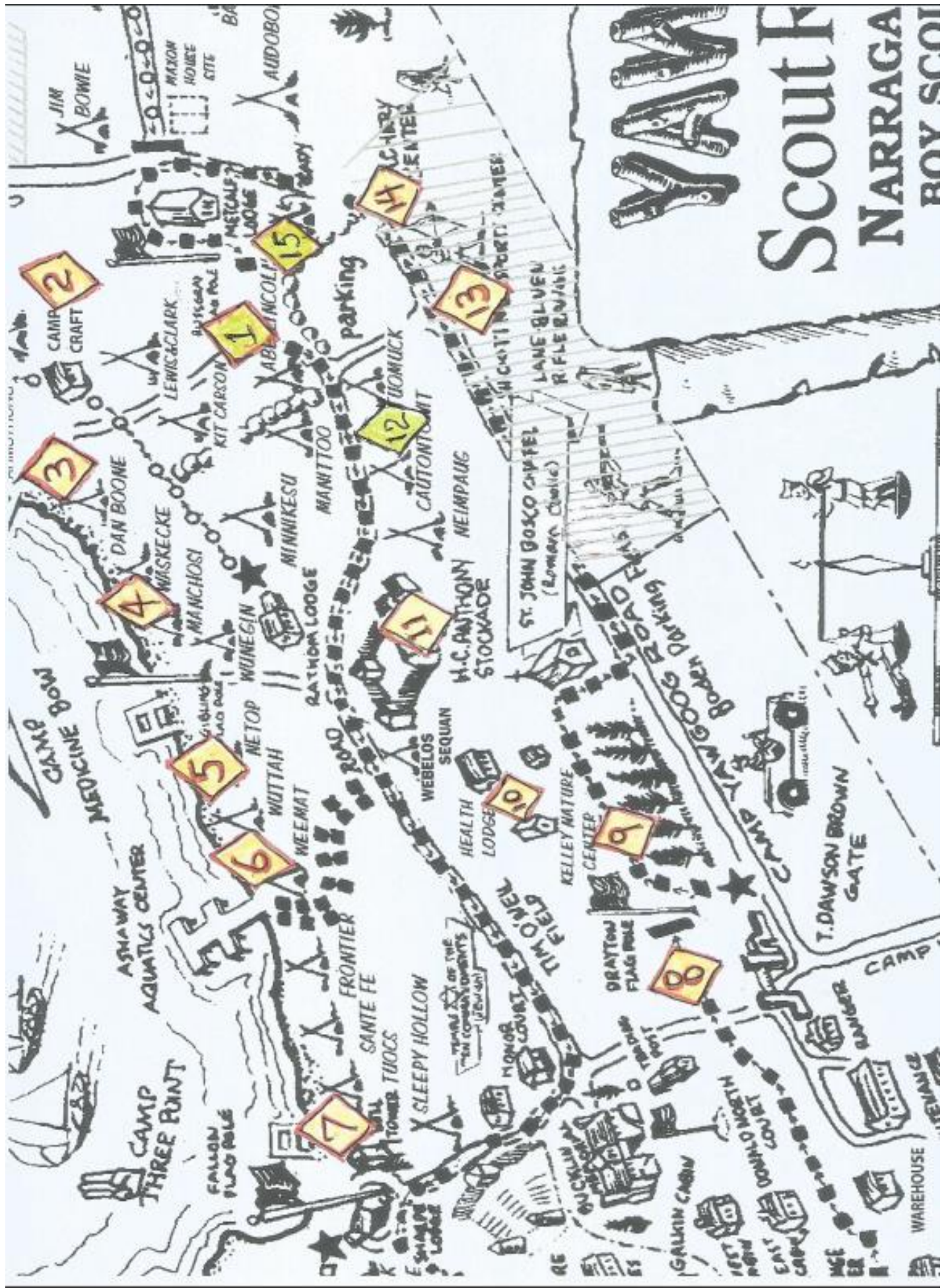
Recipes can be yours or someone else's

Pots should be sealed and not opened until the
judges open the pot.

Attention Campers and day participants

To all who are camping at Yawgoog for the Klondike please contact the campmaster Bryan Anger via email at bryanslouisianabbq@gmail.com to reserve a campsite. Yawgoog allows troops to use the summer sites during the Klondike. If you wish to run one of the stations at a summer site and also camp at the same site let the campmaster know when you email him. You can also check with the campmaster about the availability of cabins.

If you are not camping when you check in Saturday morning in Sandy Beach parking lot a site will be provided for you to use for the day.



JIM BOWIE

MAXON HOUSE SITE

AUDOBON

YAWM Scout Narragansett Camp

2

CAMP CRAFT

1

LEWIS & CLARK

14

CHERRY CENTER

3

DAN BOONE

4

WISKECKE

MANCHOSI

12

HOMUCK

CAUTION POINT

5

WUNEGIN

MINNIKESU

11

RATHOM LODGE

H.C. ANTHONY NEIMPAUG STOCKADE

ST. JOHN BOSCO CHAPEL (Romero, Chile)

CAMP BOON
MEDICINE

6

NETOP

WUTTAH

10

WEBELOS

HEALTH LODGE

KELLEY NATURE CENTER

ASHWAY AQUATICS CENTER

7

FRONTIER

SANTEE FE

13

SLEEPY HOLLOW

MONROE LODGE

8

DRAYTON FLAG POLE

CAMP THREE POINT

8

FALCON FLAG POLE

QUICKLYN

9

QUICKLYN

QUICKLYN

QUICKLYN

QUICKLYN

QUICKLYN

QUICKLYN

WAREHOUSE

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Snow Blind

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need the blindfolds. It is a timed challenge. Find a flat area without anything to trip over. Have enough room to do two challenges so that you can start another patrol while the last patrol is putting away their tent.

1. The patrol can take their tent and put it on the ground. They can't take it out of the bag. It can be any type of tent. A pop-up canopy or a lean-to etc. doesn't count. They don't have to put on the rain fly, use ground cloth or stakes.
2. One scout will direct setting up the tent. That scout doesn't get a blindfold. The scouts that will set up the tent put on the blindfolds. Make sure they are on right.
3. When they say they are ready, start the stopwatch.
4. The "director" tells them how to set up the tent but can not touch the tent or the scouts at all. Anyone else that is not participating in the challenge can't help or say anything. Make sure the blindfolds stay in place. Warn them not do it for minor mistakes, Penalize them in seconds or minutes if they keep doing it or if you think they did it on purpose. Make sure no one gets injured.
5. Stop the stopwatch when they are done. They can also give up or you can tell them to give up if they are taking too long and aren't making any progress. Make sure you get the blindfolds back.

You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Sled Challenge

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need the long spool of rope and the short rope with attached carabiner. It is a timed challenge. The Weemat site near the boating center has a good set of trees for this challenge.

1. Set up the course by running the long rope so that it starts tied to a tree near the flag and goes through and around many trees and ends on a tent platform. The end is usually tied to a rock or a block or the platform itself.
2. Have them attach the short rope to a solid part of the sled and the carabiner to the beginning of the long rope. They can remove as much gear as they want from the sled.
3. Start the stopwatch.
4. The patrol must move the sled to the end. They can carry it or whatever they want as long as they don't disconnect the short rope or the carabiner.
5. Stop the stopwatch when they put the sled down on the tent platform.

Their score is their time. You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Knot Challenge

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

Use the giant rope and a barrel or big box. It is a timed event. Choose four knots for the patrols to tie, nothing too complicated. The same four for everybody.

1. Explain the challenge then start the stopwatch.
2. They take the rope out of the barrel.
3. They must make one of the knots, show it to you and untie it.
4. After they have done all four knots and put it back in the barrel, stop the stopwatch.
5. Set a maximum time limit.

You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Stretcher Relay

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need three orange cones and the blindfolds. It is a timed challenge.

The patrol will need two poles and a tarp or blanket, it's on the list of gear they must have. You should bring a spare set of poles and tarp in case they have forgotten them. If they use them, penalize them 30 seconds. Have them fold up the tarp afterward.

1. Set up the 3 cones about 20 feet apart in a triangle.
2. Have them take out their 2 poles and the tarp/blanket and build a stretcher out of it.
3. There are 4 carriers and 1 "patient". Blindfold the 4 carriers.
4. Start the stopwatch
5. The patient lays down in it and directs the carriers to carry him around the cones and back to the start.
6. When the carriers carefully set the stretcher down at the start, stop the stopwatch.

Their time is their score. You can penalize them for others in their group shouting advice or for using your poles and tarp. You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Fire Bucket Fill

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

There are 3 rope setups, one with the plywood disc with a hole in the middle and 6-8 4 foot ropes tied around the outside, one with no board and rubber bands tying the ropes together, and one with a disc with no hole.

This is a timed challenge.

1. Set the 3 bases in a triangle an equal distance from each other. Place each of the rope setups on a base.
2. Set the solo cup filled with water in the hole setup.
3. When the patrol is ready, start the clock.
4. Pick up the cup with the hole board.
5. Carry it to the rubber bands.
6. Pick the cup out of the hole board with the rubber band setup.
7. Carry it to the no hole board, and set it on it.
8. Bring the no hole board and cup to where the hole board started.
9. Stop the clock.

Choose penalties ahead of time for spilling the cup or breaking the rubber bands. 30 seconds for spilling? 45 seconds for breaking the bands? Stop the clock while they fix it. Be aware sometimes the bands can break without the scouts overstretching it.

This challenge is about cooperation and communication. You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Snow Shoe Relay

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need 2 orange cones and the 3 sets of snow shoes. If we have more sets of snow shoes, you can do the challenge using whatever number of runners that you want as long as it is the same for everyone. It is a timed challenge.

1. Set up the 2 cones about 50 feet apart.
2. The patrol starts at one cone. Have them put on the snow shoes.
3. Start the stopwatch. One scout must go around the other cone and back. When that scout passes the first cone, the next scout does the same thing. When he gets back, the third goes.
4. The scouts must travel the whole course in the snow shoes.
5. Stop the stopwatch when the third scout passes the first cone.

You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Centipede Shoe Race

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need the our 2 sets of centipede shoes. It is a timed challenge. Set up a starting line 30 feet away from a post or cone.

1. Set the centipede shoes at the start line.
2. Have the scouts get in place and strap on the shoes.
3. When they're ready, start the stopwatch.
4. They must travel from the start, around the post or cone, and back to the start.
5. All scouts must stay on the set of shoes.
6. The stopwatch stops when the last part of the shoes passes the starting line.

Their time is their score. Add 10 minutes if they give up half way. You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Brain Game

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need 2 sets of 20 different items and 2 6'x8' tarps. Arrange each set on a different table and cover them with the tarps. Have a notebook and pencil in case they don't have something. You can penalize them a couple of points to use it if you want. It's a timed challenge.

1. Explain the game to the patrol. Make sure they have something to write on.
2. Remove one of the tarps and start the clock.
3. The patrol needs to look and try to remember as many items as they can in 1 minute and 15 seconds. No writing anything down yet.
4. Recover the table.
5. Start the clock. The patrol must now write down as many things as they can remember in 1 minute 15 seconds.
6. Uncover the table again to check their answers. One point for each item they can correctly remember.

You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

There are 2 tables so that you can switch back and forth. If a patrol is waiting to play, they won't be able to cheat by looking at the items.

Fire Building

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

Clear three areas. Plant 2 steel poles 22 inches apart at each area. Tie a string across them 13 inches off the ground. Make sure you have plenty of natural, burnable string and some matches. It is a timed challenge.

1. The goal is to burn through the rope in the least amount of time. Explain the rules then start the clock. Easiest way is to write down the time rather than using a stopwatch.
2. The patrol must gather wood and kindling or use their own. They must light it themselves using something they brought. If they use your matches, they are penalized (see below).
3. The fire must be built on the ground, not on a rock or wood platform. Teepees and cabins are ok, but the fire must start near the ground. No cheating by getting closer to the rope.
4. Watch how they do it. Award points accordingly. Mark it down as you go along.
5. Mark when they burn through the string. Have them put out the fire and clean up while you add up the points.

Time; minutes = points

< 1 = 20 points	1 - 2 = 18 points	2 - 3 = 16 points	3 - 4 = 14 points	4 - 5 = 12 points
5 - 6 = 10 points	6 - 8 = 8 points	9 - 12 = 6 points	12 - 15 = 4 points	15+ = 2 points

Teamwork

Full 100%=10 points	$\frac{3}{4}$ = 6 points	$\frac{1}{2}$ = 4 points	0 = 2 points	
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Material used

Natural = 4 points	Man Made = 2 points
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Ignition

Sticks = 10 pts.	Flint = 6 pts.	Matches = 4 pts.	Lighter = 2 pts.	Your matches = -1
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You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Fishing for Blocks

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need the wood fishes and S hooks. It is done on a tent platform. It's a timed challenge.

1. The patrol will have poles and string. Give them each an S hook to tie to their poles. Any length is good, the hook can be tied so that it is up against the pole if they want. They can use as many poles as they have up to 6.
2. The fishermen must be at the side rails. They can lean over them but they can't climb up on them.
3. Start the stopwatch for 1 minute.
4. They must hook the fish by the eye hook and bring them over the side rails. They can't just knock them off the platform.
5. At the end of the 1 minute, they stop and bring you the fish for scoring. 1 point per fish, 10 points if there is a star printed on the bottom of the fish.

You can give bonus points if they have a patrol cheer or can answer a bonus question.

Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.

Pulp Log Toss

MOST IMPORTANT is that all the sleds are judged in the same way. Whatever course, rules, advice, penalties, etc. you choose, it must be the same for everybody throughout the whole day for it to be fair.

Here is a suggestion on how to run it. You can do it differently as long as it's safe and doesn't change during the day.

You will need about 25 logs 30 inches long and 2-3 inches in diameter and 4 strong poles 4-5 feet long.

1. Drive the poles into the ground in pairs 5 feet apart (goals) and 15 feet from the other set for hard ground or 20 feet if it is soft to form a long rectangle.
2. Start with the patrol and the logs behind one of the goals
3. The scouts must try to toss 20 logs through the goals. 20 only, no retries.

Their score is how many logs of the 20 go through the goal. You can give bonus points if they have a patrol cheer or can answer a bonus question. Remember to think of several bonus questions ahead of time if you are going to ask some. Vary them but be consistent.