

# Yeti George At Valley Forge



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## Valley Forge intro:

Amidst the biting wisps of winter winds, amongst the dense woodland of snow-covered pine trees. The distant echoes of soldiers' footsteps on frozen ground fill the air with a haunting melody, and the subtle taste of anticipation hangs in the icy atmosphere. As you look around, the sight of makeshift cabins and campfires tells the tale of endurance in the face of adversity, against a wintry unforgiving landscape which hints at the struggle for freedom that is to unfold in this frigid haven. Welcome to Valley Forge.

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## 2024 Klondike Program Schedule

February 17th

7:30a.m.	Check-in opens	Flagpole
8:30a.m.	Opening ceremony	Flagpole
9:00a.m.	Activities open	Report to first activity location
12:00p.m.	Lunch, (Activities close)	Report to campsite
1:00p.m.	Activities open	Report to next activity on list
3:00p.m.	Activities close	Flagpole
3:30p.m.	Sled race & Tug O' War	Flagpole
4:30p.m.	Closing ceremony	Flagpole

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## Contact (Include all three addresses on emails):

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## List of POSSIBLE events:

1. Nitro Transport
2. Fishing
3. Stretcher Race
4. First Aid Carries Race
5. Smosh Board
6. Panning For Gold
7. Ice Rescue
8. Bearbag Tie
9. Kims Game
10. Patrol Legged Race
11. Dead Horse Carry
12. Ladder Lashing
13. Dutch Oven Hang
14. Night Crossing
15. All Aboard
16. Tarp Flip
17. Wigwag Morse Code
18. Blind Artilleryman
19. Fire Build/String Burn

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### Sled checklist:

- A sled
  - Fire starting equipment
  - Tinder
  - A tent
  - An axe, hatchet, and/or saw
  - A patrol cheer
  - A patrol flag
  - A Two Dollar Bill
  - A compass
  - 6 pieces of rope 3ft in length in addition to 36 feet of coiled rope
  - A first aid kit with bandages, disinfectant, cotton pads
  - A 5'x7' tarp
  - Water (1 per scout or 16 ounce per scout)
  - A flashlight
  - A map of Aquapaug
  - At least 1x mess kit with a plate and silverware
  - A Scout handbook
  - A clipboard
  - A cooking pot (any size)
  - Class B uniforms (on scouts)
  - At least 3 scout staves
  - A framed photo of Baron Von Steuben
  - A powdered wig
  - Fake teeth
  - Quill and ink
  - A five iron (George Washington's)
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## **POSSIBLE events descriptions:**

Below are descriptions of the possible events. All materials will be provided by Troop 1 Wakefield. Additional games not described below may be run.

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### **Nitro Transport**

#### Required items:

One #10 can, one 1-foot-square board with 8 holes drilled equidistant along the edges, eight 6 to 8-foot braided nylon cords.

#### Instructions:

Once the clock starts, Scouts must tie the 8 cords to the board, then the patrol must coordinate to move a can full of water from point A to point B (a distance of about 25 to 30 feet) by lifting the can on the board, holding onto the ends of their ropes, without spilling any water. If more than half of the water spills, the Scouts must start over.

#### Scoring:

The patrol with the fastest time wins.

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### **Fishing**

#### Required items:

Five Scout staves, 8 6-foot lashing ropes, one 6-foot cord, six “fish”.

#### Instructions:

The patrol will have to lash together several poles, and tie a rope with a loop on the end. They must then use that to catch “fish” (blocks of wood with hooks on them) at varying distances from the determined starting line. The competing patrol must then bring the block back to them. If Scouts step over the “river bank” ( the starting line), any fish on their hook will be returned to the river spot it started from.

#### Scoring:

The closest pair at ~10’ is worth 1 point, the mid-ranged pair at ~15’ is worth 3 points, and the furthest pair at ~20’ is worth 5 points. The highest scoring patrol wins.

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### **Stretcher Race**

#### Required items:

Two sturdy long poles, one 8’x8’ tarp.

#### Instructions:

The patrol must make a tarp stretcher, and transport an “injured” scout of their choosing, as fast as possible through a premarked course. At 3 points evenly spaced throughout the course the roles of those individuals carrying and being carried on the stretcher must switch.

#### Scoring:

The patrol with the fastest time wins.

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### **First Aid Carries Race**

#### Required items:

N/A

#### Instructions:

The patrol must transport an “injured” scout of their choosing, through a premarked course thrice, using the pack-strap carry, two-handed carry, and four-handed seat as described on page 150 of the BSA handbook.

Scoring:

The patrol with the fastest time wins.

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**Smosh Board**

Required items:

Two 8’ long 2x4s, 8 ropes.

Instructions:

Competing patrols will each put four people on the 2x4s and go around a set course, completing a total of 2 laps. On the first lap the 4 patrol members will have to tie their respective ropes to the 2x4s using the clove hitch, tying the two free ends of said clove hitch to form a loop using the square knot. On the second lap through the course, any Scouts who didn’t walk on the boards during the first lap should switch places with those who did. Odd numbered patrols can send one person twice. If sleds have more than 8 Scouts, only 8 will compete. If sleds have 4 or less scouts, then none of the competing scouts have to switch on the second lap. A 5 second time penalty can be given if people who fall off the boards or if any part of them touch the ground.

Scoring:

The patrol with the fastest time wins.

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**Panning For Gold**

Required items:

One tarp, one long rope, one small ball (e.g. tennis ball).

Instructions:

The long rope will be tied by the host Unit between two tall things (trees, poles, etc.) to be held up. Patrols will then use the tarp to toss the ball over the rope and catch it back in the tarp, where they will then be awarded a point. Each member of the Patrol must hold on to some part of the tarp. Patrols will be given a few minutes to strategize and practice. The scored competition will then run for 3 minutes.

Scoring:

The highest scoring patrol wins.

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**Ice Rescue**

Required items:

Eight lengths of rope (each ~4-6’ long)

Instructions:

Sleds select one Scout to be the rescuee (should be someone who knows how to tie a bowline). This Scout will stand ~25’ away from the other Scouts in a marked area. When the clock starts, the remaining Scouts must tie the 8 lengths of rope together, coil and toss one end to the rescuee (who cannot leave the marked area), who must then tie a bowline around their waist. The clock stops when the bowline is completed.

Scoring:

The patrol with the fastest time wins.

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**Bearbag Tie**

Required items:

3 ropes, each ~8-10’ long. Backpack or bag to be hung. Something (e.g. a branch) to hang the bag from, and something nearby (e.g. a small diameter tree or a log) to tie the rope to.

Instructions:

One rope will be tied to the bag with two half-hitches. A bowline will be tied on the other end of this rope. A second rope will be connected to the bowline using a sheet bend. A third rope will be connected to the other end of the second rope with a square knot. The rope will be tossed over a high point (e.g. branch) and the bag hoisted off the ground. The free end of the rope will be tied to something nearby using a taut-line hitch.

Scoring:

The patrol with the fastest time wins.

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**Kim's Game**

Required items:

Tarp, misc. stuff, pencil, multiple pieces of paper.

Instructions:

You will put a bunch of random stuff on a table and cover it with a tarp. You will then remove the tarp and the competing patrols will be given 30 seconds to look at what is on the table. Once the time is up, the table will be covered up again. The competing patrols will then run 50', do 25 jumping jacks, and they will all run back to the table, where they will be given a pencil and paper and will write down as many things as they can remember and be scored on how many correct items were on the list.

Scoring:

Whichever patrols get the most points wins.

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**Patrol Legged Race**

Required items:

Six ropes.

Instructions:

4 Scouts will line up shoulder to shoulder and tie the middle 3 pairs of legs together (one Scout's left leg tied to the right leg of the Scouts to their left, etc), with one rope above the knee and one below the knee. Once tied together, the Scouts will run through a marked course. Upon returning to the start, Scouts remove all ropes, and then repeat for a 2nd lap, using any Scouts who did not race the first time (but still using 4 Scouts each lap). All Scouts can help tie & untie ropes (not just the 4 racing each lap). Time ends when all ropes are untied after the 2nd lap.

Scoring:

The patrol with the fastest time wins.

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**Dead Horse Carry**

Required items:

Misc. large/unwieldy objects, tarp.

Instructions:

Competing patrols will be timed on how fast they can carry a plethora of unwieldy objects wrapped in a single tarp around a course, or "horse". If they drop the "horse" they must restart the course.

Scoring:

The patrol with the fastest time wins.

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**Ladder Lashing**

Required items:

Two 6-foot long x 4-inch diameter spars, three 3 to 4-foot long x 2-inch diameter "rungs," six 12-15 foot long lashing ropes

Instructions:

Each patrol will lash together a ladder with three rungs, spacing the rungs from the bottom, about 1-foot apart, using six square lashings. (Note: it's important that the rungs are spaced in this fashion so there's plenty of room for Scouts to hold onto the legs when they stand on the top rung.) When sturdy, the whole patrol will stand the ladder up. While one patrol member at a time takes a turn climbing to the top rung, the rest of the entire patrol carefully holds their ladder steady with both hands. Of course it's vital the rest of the patrol pays strict attention to holding the ladder steady and secure! Eight Scouts need to climb the ladder (if a sled has fewer than 8 Scouts, have the first few repeat until 8 have climbed). After the 8th Scouts has climbed, the lashings should be undone. Time ends when all ropes are untied.

Scoring:

The patrol with the fastest time wins.

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### **Dutch Oven Hang**

Required items:

Three scout staves, one long length of rope, one short length of rope.

Instructions:

Competing patrols will run down 150 feet where there will be three poles/sticks and a rope. The members will then tie a tripod, hang a dutch oven using a bowline on one end and a taut-line hitch on the other and run back.

Scoring:

The patrol with the fastest time wins.

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### **Night Crossing**

Required items:

Cones, rope, 7 blindfolds.

Instructions:

Competing patrols will have all of their scouts blindfolded with the exception of a commanding officer. The commanding officer will have to guide 7 scouts through a pre-marked course using pre-set commands. If a patrol has less than 8 scouts, then scouts will go through the course multiple times until 7 scouts have been led through the course. The pre-set commands are as follows:

Forward march - Scouts march forward until told to halt.

Ready halt - Scouts come to a stop.

Left face - Scout turns 90 degrees to the left, **commanded from a full stop.**

Right face - Scout turns 90 degrees to the right, **commanded from a full stop.**

A five second penalty can be given to those who bump into, or step out of the predetermined course.

Scoring:

The patrol with the fastest time wins.

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### **All Aboard**

Required items:

1'x1' wood board.

Instructions:

Competing patrols will have time to strategize, before they are to be given 1 minute to fit as many scouts as they can onto a provided 1'x1' wood board. Any scout touching the ground at the end of the 1 minute time period isn't counted towards the final score.

Scoring:

The patrol with the most scouts upon the 1'x1' wood board wins.

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**Tarp Flip**

Required items:

A tarp.

Instructions:

Competing patrols will be unable to talk, with the exception of a speaker. Competing patrols will assign one scout as a speaker. The speaker will direct those silent scouts to flip over a tarp which they are confined to stand upon.

Competing patrol members are not to step off of the tarp including the speaker. If a patrol member steps off the tarp, then the patrol may be given a 5 second time penalty for each instance.

Scoring:

The patrol with the fastest time wins.

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**Wigwag Morse Code**

Required items:

small flag to be used as a signal flag, two Morse code & wigwag references, paper and pencil

Instructions:

Two Scouts from each patrol, serving as the senders, are stationed a fair distance away from the rest of the patrol, so they and the patrol are out of ear shot. The senders are given a short message to send. The patrol has a blank paper, a pencil, and their own Morse code & wigwag reference for decoding and recording the message that will be sent.

When all are in position and ready, one sender uses the flag to send each letter of the message in Morse code by wig-wagging: the flag held up straight and tall = the start of a letter. A swipe to the sender's right (viewer's left) = a dot. A swipe to the sender's left (viewer's right) = a dash. The flag swished downward = the end of the word. The other sender dictates to the Scout with the flag. They obviously need to communicate and cooperate with one another. The patrol needs to record on their paper the dots and dashes being sent. Afterwards, they can refer to their reference sheet to decipher the message.

Scoring:

The patrol with the fastest time wins.

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**Blind Artilleryman**

Required items:

A Scout stave slingshot, 12 beanbags, a blindfold, and a target bucket.

Instructions:

One Scout will act as the blind artilleryman and guide a scout stave slingshot at the command of his unblindfolded fellow scouts. The unblindfolded scouts will have to guide the blind artilleryman to fire their bean bags into a pre-positioned target bucket.

Scoring:

The patrol is scored based on how many bean bags they land in or near the target bucket. Landing a beanbag in the target bucket is worth 3 points, landing a ball in the marked area near the target bucket is worth 1 point.

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**Fire Build/String Burn**

Required items:

Two 2-foot sticks, a spool of binder twine, a box of matches.

Instructions:

Before the race, each patrol pushes the two sticks into the ground, 24 inches apart. They tie one length of twine between the sticks, 12 inches off the ground, and the other one 18 inches off the ground. Each patrol gathers native tinder and firewood. On signal, two representatives selected by each patrol build a fire lay (not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Note: Patrols are limited to using only one “fist-sized” amount of tinder in their fire lay.

Scoring:

The patrol whose fire burns through the top string first wins.

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