

Winterall 2012 Events

Cub Scouts- Events are worth 10 points each and extra points are awarded for scavenger hunt items

- C1. Canyon Crossing- Create a bridge using boards provided to cross a canyon.
- C2. Group Ski- Work in teams to ski through a challenging obstacle course.
- C3. Log Challenge- Using the crane, scouts use teamwork to maneuver and place objects.
- C4. Snow Snake- Bring your snow snake, everyone will get a chance to go for his best in our "snake trench".
- C5. Stretcher Relay- Materials and instruction will be provided for the Scouts to build a stretcher and carry the patient through a course.
- C6. Cat – a – Plop- Using supplied items, scouts use teamwork to build and shoot at targets.
- C7. Flippin' 4 Fun- Cook a pancake and flip it through a target.
- C8. Handicap Obstacle Course- an event meant to increase the awareness of physically and visually challenged persons and the obstacles they face every day.
- C9. Fire Building- This is a timed string burn style event. Bring your own kindling and tinder. There are extra points given for fire by friction (no matches or spark).
- C10. The Egg- Each den will be given a coded fresh egg at registration. Points will be awarded for survival of the egg and also egg decoration.
- C11. Klondike sled race- Prior to the closing ceremony, Webelos bringing a Klondike sled pull a registered leader in their sled. Ribbons will be awarded to the top three finishers.

Boy Scouts- Points vary for each event and the winner is awarded the Reibe-Nestmann Trophy. Strategy, success and teamwork count.

- B1. Overnight Camping- **5 points** for setting up camp, **5 points** for proper cold-weather gear, and **10 points** for Firebowl participation and originality. Points can be lost for messy campsites.
- B2. Fire Building- **10 points** for igniting a fire and boiling water to cook an egg.
- B3. Orienteering- **10 points** for using instructions, distances and compass to navigate course. Participants will receive instructions at the opening ceremony.
- B4. Geocaching- Two caches are worth **2 points** each.
- B5. Pioneering- Patrols must build a structure strong enough to support their entire team and show proper diagonal, square, and parallel lashings. **10 points**
- B6. Shelter building and bear bag toss- Timed event for building a survival shelter, with a sheet of plastic and natural materials, for the whole team and hanging a proper Bear Bag. **10 points**
- B7. Diagnose Animal Tracks- **10 points** for determining who visited the camp and if they brought a disease into contact with the dogs.
- B8. Snow shoeing- Team Members must use snowshoes to navigate obstacle course. **10 points**
- B9. Ready, Set, Cook- During the lunch hour, patrols must cook an entree, not a dessert. Hot charcoal in burn barrels will be provided. Entrees will be judged and each patrol will receive points for taste, originality, presentation, and overall quality. **15 points for 1st, 10 points for 2nd, and 8 Points for third**
- B10. Injured Race Team Member- Blindfolded team members must carry one of their teammates on a stretcher (2 staves and a blanket) through an obstacle course relying solely on instructions from the Scout on the stretcher. **10 points**
- B11. Log Saw- Scouts use two-man saws to saw through a six inch log against the clock. **10 points**
- B12. Snow Snake- **7 points** for bringing your own patrol snow snake and achieving maximum distance.
- B13. Klondike Sled Race- A Klondike Derby race is held at the end of the day on a one-way course that starts at the pavilion and runs back to the field by fire building and then to the Firebowl. Patrols will be awarded separate 1st, 2nd, 3rd place ribbons.