Klondike events suggestions

Bear Bag

Place all food from the sled into a bag and suspend from tree so bears can not steal it during the night. For maximum points food must be at least 4 m above ground, 3 m away from tree, 2 m below any branches, and rope must be against tree trunk until at least 3 m above ground

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.

Cliff Climb

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.

Compass Bearing

All members of the patrol sight on an object and report collectively on its bearing; and lay off a bearing and report the object on the bearing. This event may also require a patrol to use a compass to orient a topographic map.

Constellations

If the event is being held at a camp and the night is clear, each patrol will find north using the stars and identify several constellations.

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 a ungainly weight wrapped in a tarp.

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. This event could be held at the lunch area. Points could also be given for lunch area clean up.

First Aid and Survival Kit Inspection

Each sled should have a patrol first aid kit. Each Scout should have an BP Kit (emergency/first aid kit) in their knapsack. At the station, the patrol kit and several individuals' kits are examined and Scouts asked to comment on the use of various items.

First Aid and Survival Quiz

Some basic questions on first aid and survival skills. Quiz may distributed at the beginning of the day or at lunchtime, to be submitted later, or be the last event of the day, indoors.

First Aid: Split 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.

Gourmet Lunch

Patrol is responsible for bringing extra food so as to make lunch for a Scouter either the one at the station where they are at lunch time or at the common lunch spot. Quality of the food is graded. This competition will encourage the Scouts to plan good, hot food instead of taking the easy way out and feeling cold and underfed. Points are also given for lunch area cleanup.

Gully Crossing

Each member of the patrol to cross a gully on a thick rope stretched between two trees. If time allows, extra points if the patrol is able to transport its sled across the rope as well. A Scouter must test the installed ropes with their full weight before Scouts cross. Height of ropes must be such that the feet of a Scout hanging by both hands and about to fall will be close to the snow. Snow beneath the ropes must be free of sticks, stumps, rocks, etc. Event with 4 ropes in operation needs 7-8 Scouters, with one or two to control traffic. A Scouter should coach and monitor each Scout traversing on a rope.

Height and Distance Estimation

Patrol estimates the height of a tree or rock face, and a horizontal distance. No climbing is allowed.

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.

Knife, Axe, and Saw Usage

Each Scout demonstrates safe use in simple firewood collection tasks. They may use a two-person saw to cut a large log.

Knots

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

Lashings

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

Map Symbols

Patrol identifies a dozen or so standard map symbols. This event may require a patrol to identify features around them and point them out on a topographic map, or vice versa.

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.

Patrol Photos

Take a team photo of each patrol with their sled. Do this near the start of the day so that they look excited rather than tired out.

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.

Side Hill Manoeuvre

Patrol timed in moving its sled without damage over a steep uphill and downhill course. Going up requires co-operation to push sled and use rope around tree to hold sled in place between pushes; going down, use of subsidiary rope around trees for controlled descent of sled. If the course become icy, change the route.

Shelter Building

Using simple materials such as a tarp, rope, and spars, Scouts must build a shelter large enough for the patrol. The Scouts are assessed on time and the quality of the shelter, such as amount of protection, protection from wind, and sturdiness.

Slalom Race

Patrol timed in pulling its sled around a course (100 m) in deep snow on flat ground. Scouters must walk the course several times to check footing, fill holes, etc. Scouts should be able to release their tow rope easily so that they will not be run over or dragged if they fall. Ropes may not be tied around waist.

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. John Casanave, Assistant Scoutmaster, Troop 117, Penns Woods Council, Pennsylvania

Sled Inspection

Sled is inspected for all required equipment and for proper packing; nothing should fall out when the sled is turned over. Every Scout must be wearing appropriate clothing and footwear. This is normally the first event, conducted by the North West Mounted Police before Scouts are allowed into the Yukon.

Smooshboard Race

Patrol members' right feet are tied to one long 2×4; left feet to another. Patrol is timed in walking a course on flat ground.

Snowshoe Race

A relay race while wearing regular snowshoes. The average time per scout is used so patrols of different sizes can fairly compete. Four pairs of snowshoes are sufficient to allow two patrols to compete against each other at one time. While one scout races, the next one gets ready. John M. Rinaldo, SM, Troop 522, East Schodack, NY

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.

Track Identification

Patrols must identify which animals made various tacks in the snow.

Tree Identification

Patrol identifies common trees. This is usually done with evergreens, but a greater challenge would include trees that in winter can only be identified by their bark.

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.

I can’t hear you

The patrol splits in two. One group goes to one end of the park, the group to the other end. Using a flashlight the two groups will send and receive a message in Morse code.

**The Injured Scout, Version 2:** Scouts must figure out what condition has stricken a teammate and provide correct treatment, while the teammate can only give them hints on his fake condition, without actually naming it.

**The Out-of-Reach First-Aid Kit:** A first-aid kit lies just 10 feet away, but you can’t walk over to it. Instead, patrols must use pioneering skills to create a device to retrieve the kit.

**The Don’t-Spill-the-Serum Race:** Your basic sled race with one twist — there’s a cup of liquid “medicine” (use water) sitting on top of the sled that can’t be spilled during the race.

SOME SUGGESTED KLONDIKE EVENTS

Blindfolded Target Touch:

Scouts using 6-foot poles try for a bull’s-eye on archery-like targets suspended from trees. Survival Rope Throw: Tie and throw rescue rope to "victim" on cardboard ice floe or simulated ice break-through. Inner Tube Rescue Variation: "Victim" sits on inner tube. Rope is thrown and he is pulled by patrol across finish line.

Pioneering:

This is a timed lashing project, such as an entrance gateway, to be built by each patrol. The necessary materials are at hand. A sample project stands nearby.

Toxic Flood:

A chemical plant above the dam has blown up. Patrols have seven minutes to secure their sleds at least as high as their shortest Scout.

Knots:

Patrols have five minutes to produce ten specified knots.

Snowblind:

All patrol members but one are blinded (blindfolded) in a snowstorm. But the Scout who can see is injured. He must direct his fellow Scouts in raising a tent as a team within a specified period of time.

Ravine Crossing:

Each patrol must get their sled over a ravine (creek) without getting the sled wet.

Signaling:

Patrols have five minutes to decide on a method of signaling a silent message to a line-of-sight outpost. Scorers give two Scouts a short message and send them to a visible point—for example, a point 75 yards down the trail— and instruct the boys to signal the message back to their mates.

Fishing for Snapper:

No Scout skills involved here, just fun. Set a bunch of mousetraps about five yards beyond a "shoreline" which Scouts may not cross. Equip them with "fishing rods" (bamboo poles), "line" (twine) and "bait" (nuts and washers). Patrols must cast and "catch" two "Snappers" in five minutes.

Wall Crawl:

Patrols must work together, against time, making a human ladder to get all members over an eightfoot plywood wall. Make sure adults are nearby for safety.

Orienteering:

This is another timed event that requires the starter and finish-line judge to synchronize their watches. Lay out a course with various problems (such as determining an object’s height) with written instructions.

Log Saw:

Provide the Scouts two-man saws and improvised sawbucks. They must saw through a six-inch log against the clock. They can keep the chunk they saw off.

Rope-Making:

Set up a number of rope-making machines. After the Scouts make the rope, they should use it down the line in a rescue situation that tests their knot-tying ability.

Search & Rescue:

Patrol leaders are given the hiking plan of a missing solo hiker. This plan can be as simple or detailed as you like. Customize it to the terrain. Patrols follow the hiking plan to find a partially buried dummy that is too severely injured to move. Scouts must diagnose the dummy’s medical problems (pin a list of symptoms to the dummy’s shirt) and determine its exact location. They then send for help. Grade teams on their navigational skills, knowledge of first aid, use of the buddy system and the speed with which they report the dummy’s correct position back to HQ. Multiple maps and dummies allow running several patrols at the same time.

Slingshot Turkey Shoot:

The boys fire frozen kibble at pie plates decorated as turkeys. (Don’t worry about picking up kibble afterward; it becomes critter food.) Grade shooters on accuracy.

Sled Race for Speed:

The ultimate Klondike Derby event. Lay out an enclosed course of about 500 feet, then time the patrols as they compete for the title of fastest sled.

Fire Building: Build a fire using match or flint/steel. (Extra points for using flint/steel )

Survival Gear: Build a survival keychain.

First Aid The injured must be treated and transported

Archery: Hunt for food The archery station will consist of 3 targets. The patrol will choose 4 scouts to shoot.

Orienteering: Plot the escape route. The route will consist of 5 position points.

Cold Weather Survival: Survival Items are scattered on a fieldfor scouts to choose from. There will also be a quiz on cold weather survival.

Team Building: Spider Web. A web of ropes will be set up. The scouts must find a way to cross the web

Obstacle Course: There will be 4 obstacles challenges.

Lashing/Knots: Tasks using knots, lashings and teamwork