

MORNING EVENTS

Fire Building- Troop event

- The key to survival
- Objective: build a fire and burn the string
- Criteria: Time it takes to burn through the string
- Time starts when you begin building their fire

Ladder building- Troop event

- Use your lashing / knot tying skills to build the best ladder
- Objective: build ladder to get patrol over a 4ft obstacle
- Criteria: time it takes to build ladder and get all members over the fence
- Time starts when you begin to build the ladder

Ski walking- Troop event

- The fastest way of transportation on snow will require coordination and balance
- Objective: Get the patrol to move together a distance of 20ft without touching the ground
- Criteria: All members have to stay on the device(s)
- Time starts when device is built

Dog sled race- Troop event

- A classic race to the gold
- Objective: Get the loaded sled (materials and 1 person) around the course in the quickest time
- Criteria: Everyone participates with loaded sled.
- Timed from start to finish

Ice Fishing- Individual event

- Starvation isn't an option, how many fish can you catch
 - Objective: Catch as many fish in 5 minutes as possible
 - Criteria: Fashion a fishing pole and bait using materials from your list
 - 5 minutes to catch as many "fish" as possible
- *hint – "bait" needs to be heavy enough to "trigger" the fish to bite***

Snowshoe race – Individual Event

- Strap yourself in for the race for survival
- Objective: Run the course as fast as possible, may include a relay
- Criteria: Run the course as fast as possible
- Timed from start to finish

AFTERNOON EVENTS

Shelter Building- Troop event

- Who can construct the best looking shelter that can withstand the elements?
- Objective: Build a sturdy shelter to protect the patrol
- Criteria: Using materials you've brought build a sturdy shelter to protect the patrol
- Time starts when building begins and last patrol member is in

Cross the river- Troop event

-You, your troop, and all your gear must get across the river without falling in as quickly as possible, are you up to the task?

- Objective: Get your patrol, gear and sled from point A to point B without falling off the rope

- Criteria: All members have to make it across without falling off. Members that fall off will add time to clock and will need to be rescued

- Time starts when first person begins to cross and ends when all members, gear and sled are across

Search and rescue- Troop event

-How good are you at emergency response? Test your skills of orienteering, first aid and victim removal.

- Objective: Given compass headings and estimated paces, find the injured scout, identify the (3) injuries and/or illness, treat them and remove them to the finish

- Criteria: Find all waypoints, find the patient, identify and treat the illness/injury, carry them out

- Time starts when they step off toward the first waypoint and ends when they deliver the pt to the finish.