

Friction Bridge 2009 Klondike

Event:

Each Patrol will build a friction Bridge using only supplied poles. See diagram for ideas on how to construct the bridge.

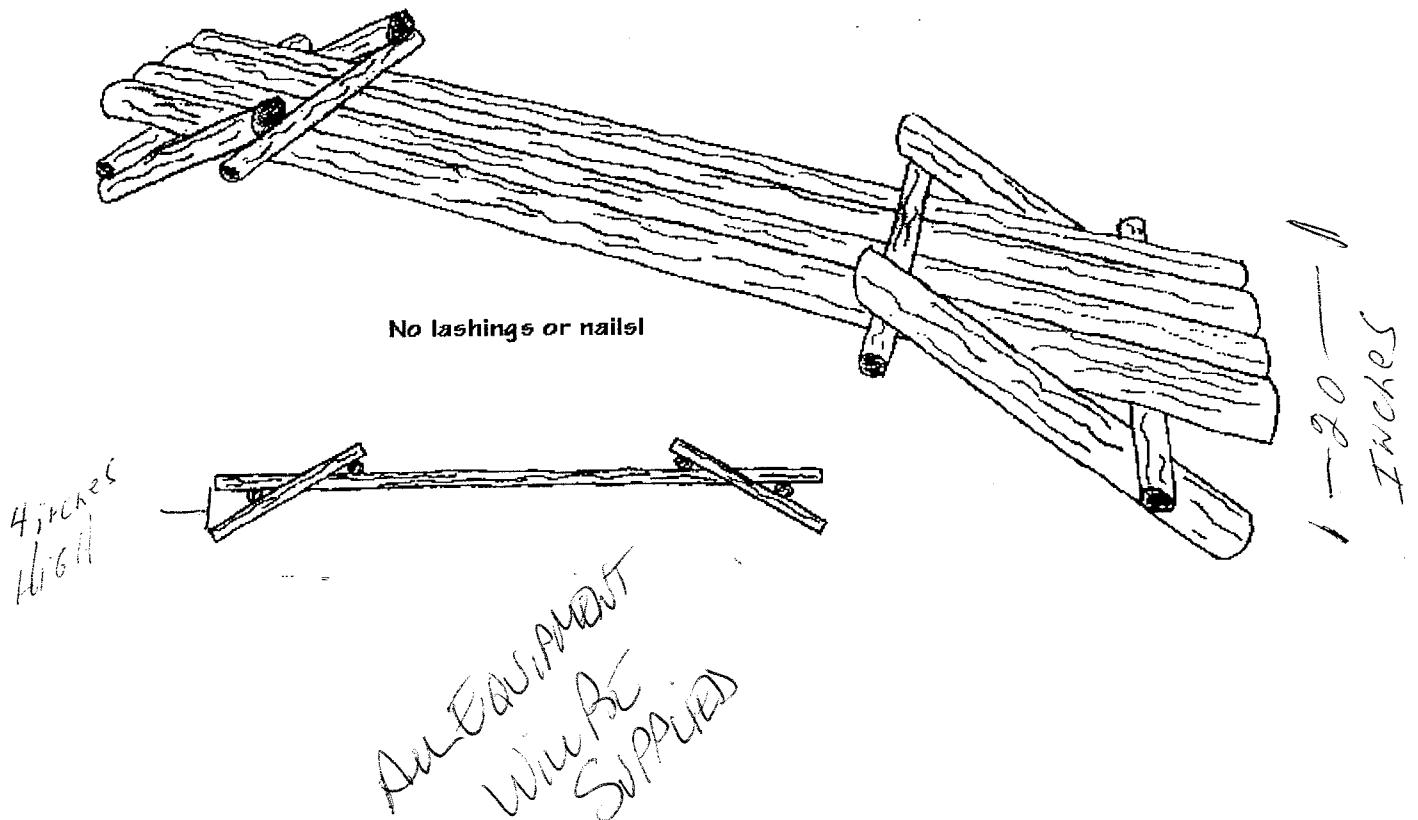
Rules:

Bridge must be 20 inches wide.

Bridge must be 4 inches off the ground

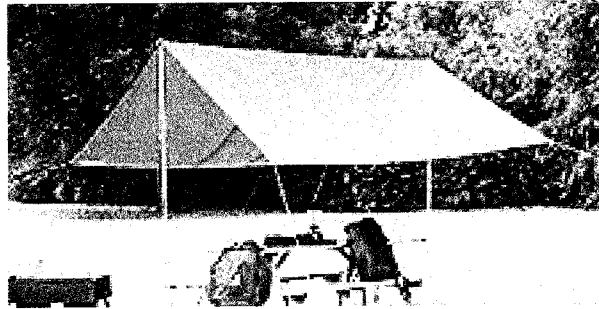
Bridge must hold 4 patrol members for 30 seconds after the bridge is completed.

Scoring is based on fastest time to construct bridge holding 4 team members.



Sail Rigging (Dining Fly Set up)

T-42



Challenge

To work as a patrol to rig a sail (i.e. set up a dining fly) in the shortest amount of time possible while still having a free-standing and serviceable dining fly. The activity will provide a tarp for the fly, two uprights, six guy-lines and six stakes. The corner guy-lines must use 2-half hitches to attach to the fly, the end guy-lines must use a bowline to attach to the upright. All six stakes must be attached to the guy-lines with a taut-line hitch.

Goals

- T21 knot tying practice
- Teamwork

Scoring

This will be a timed event with the shortest time winning. All scouts will start at their sled. The clock will start when the start signal is given and end when all the scouts have met the minimum requirements for successful completion, which are:

- The dining fly must be free-standing (i.e. no human assistance from any scouts)
- The dining fly must be high enough to accommodate the tallest member of the patrol standing beneath.
- All other patrol members must retire back to their sled

Time premiums of 5 seconds each will be awarded (and deducted from the overall time) as follows:

- spirited patrol yell
- each knot correctly tied (potentially 12 premiums awarded)

Patrols that are fast and accurate could end up with negative times! In this case the most negative time (shortest) is the winner.

All EQUIPMENT
will be supplied

SET-UP
&
TAKE DOWN!

Row, Row, Row Your Boat - Troop 63, Oswego

Objective:

Complete a 65 foot course while walking BACKWARDS on boards, using 3 "rowers" and 1 "helmsman." All materials needed to complete this station will be provided by Troop 63.

Scoring:

Patrol Yell: Up to 10 points

Patrol Flag: Up to 10 points

Top 3 course times:

1st place = 80 points

2nd place = 75 points

3rd place = 70 points

Complete course within 15 minutes = 65 points

Maximum points = 100

Allows same scoring function for Boy Scouts and Cub Scouts since each will be competing within their own category.

NOTE: Each team may take up to 5 minutes to practice before starting course. Each team must complete the course within 15 minutes to score. If Scouts fall from the board during the race, they are to get back onto the boards where they fell and complete the race (clock continues to run). Helmsman cannot touch other Scouts or the boards. His only purpose is to guide the "boat" and coordinate the efforts of the "rowers."

ALL EQUIPMENT
WILL BE
SUPPLIED

**Klondike
Walk the Plank
Troop 71**

The group has three boards. They put one board down and all walk on it without falling off carrying the other two. They put the next two boards down in succession and walk across them to retrieve the pirate's treasure chest filled with gold.

Once they have the treasure chest filled with gold, they must then return to the starting point using the same three boards to walk on. In doing so, they must retrieve all the boards along with the treasure chest.

Every time someone steps off the board, one second of time will be added to their time.

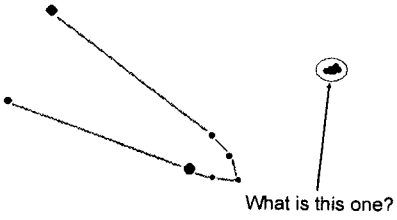
*All Equipment
Will Be Supplied*

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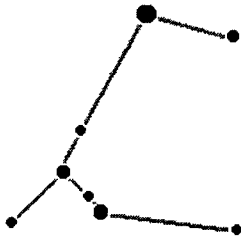
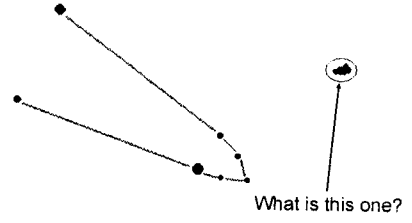
**2009 Klondike
CONSTELLATION IDENTIFICATION
Rules**

- 1. 20 constellations to be identified**
 - **16 constellations from study guide worth 2 points for study guide name, 1 point for common name**
 - **4 other constellations worth 2 points each**
- 2. Use of any study aids during session will result in remainder of the answers being worth only 1 point each.**
- 3. Tie breaker questions will come from the Astronomy merit badge pamphlet or current astronomy advancements.**
- 4. Webelos Tie Breakers: based on Astronomy Pin or current astronomy advancements.**

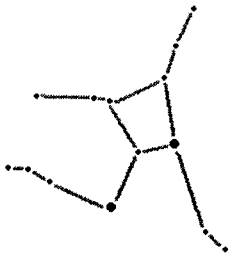
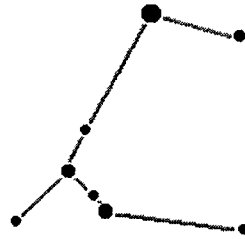
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Will Be Supplied*



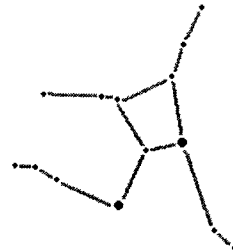
Pleiades

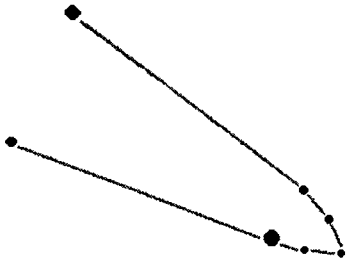


Canis Major

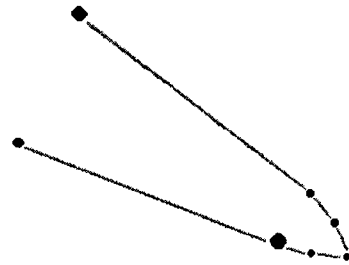


Hercules

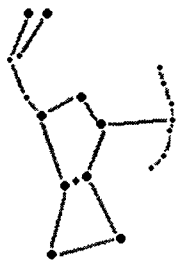




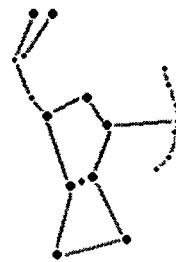
Taurus

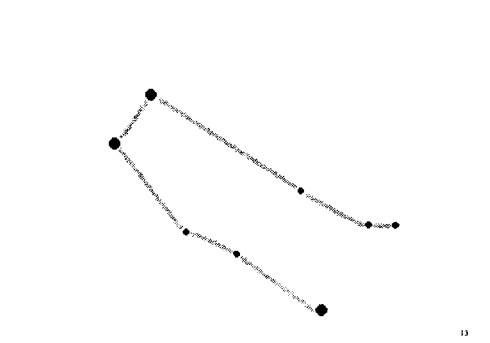


Libra

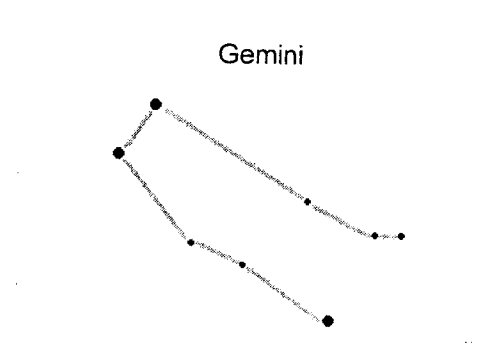


Orion

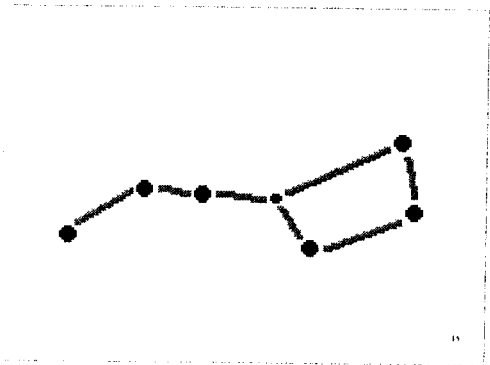




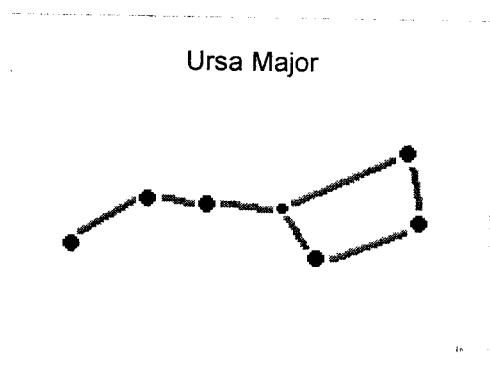
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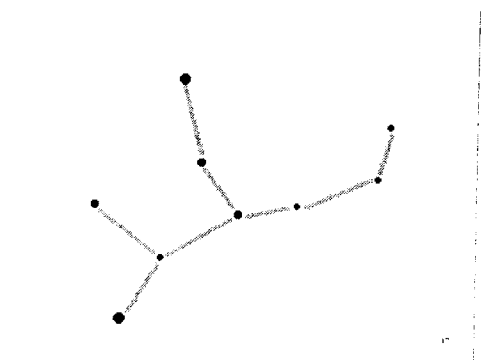
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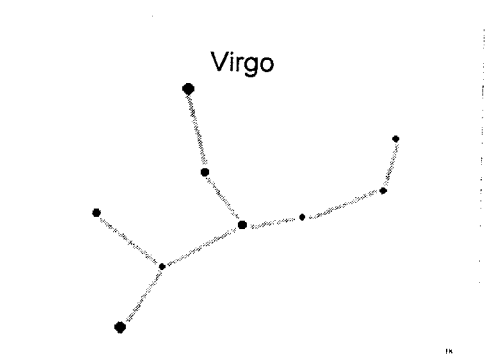
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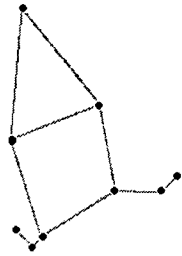
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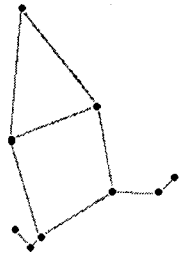


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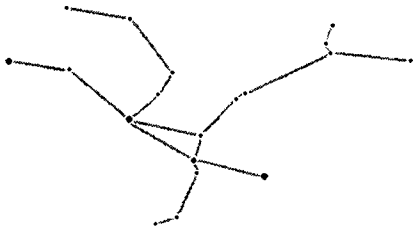


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Cepheus

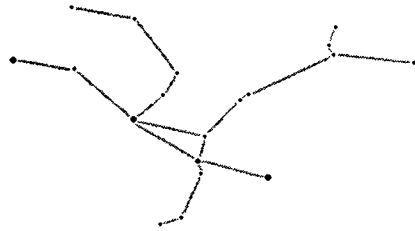


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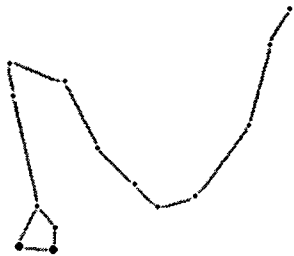


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Andromeda

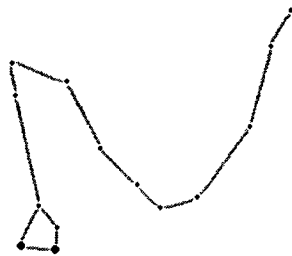


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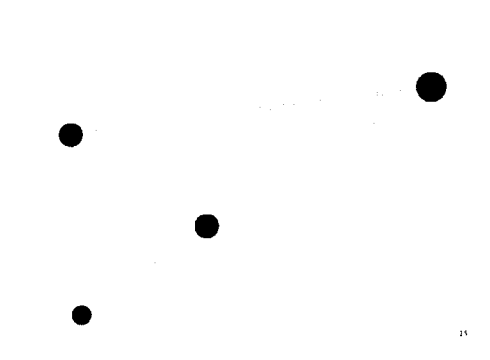


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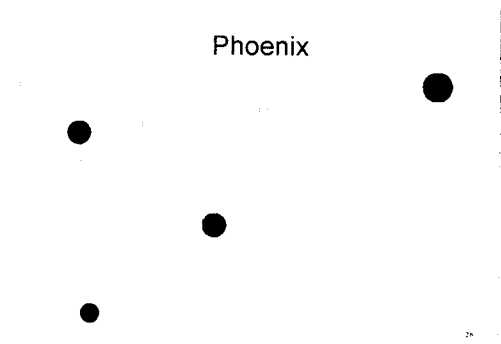
Draco



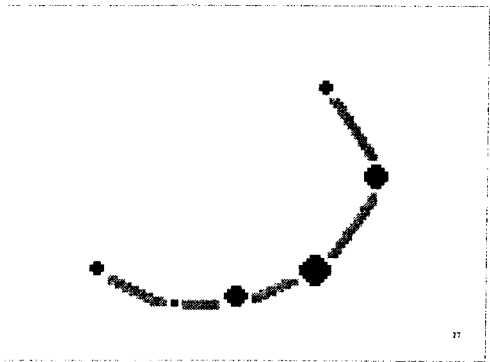
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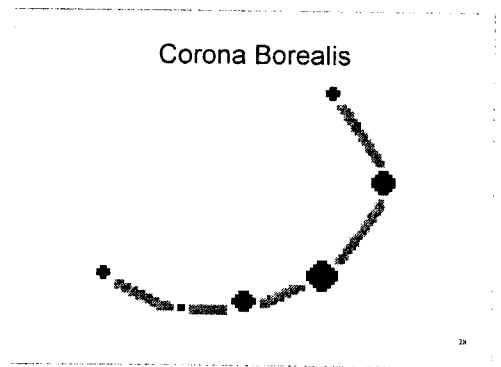
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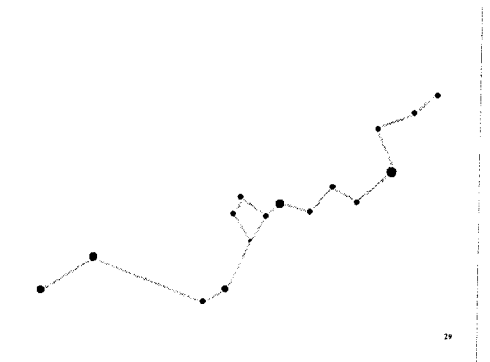
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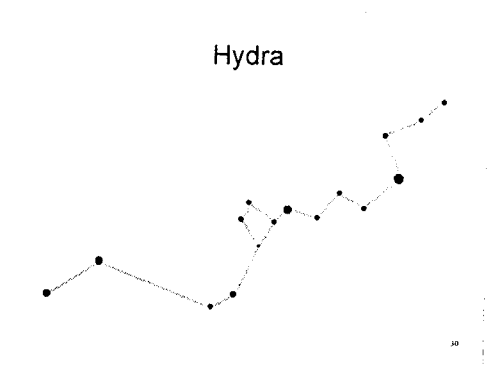
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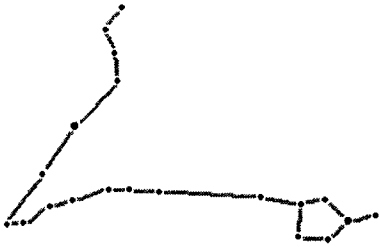


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Boötes



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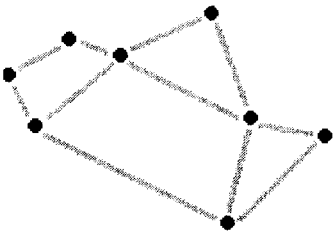


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Pisces

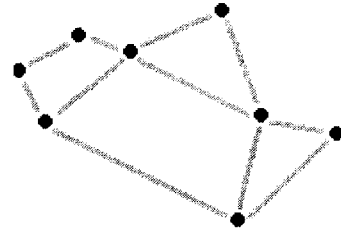


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Sagittarius



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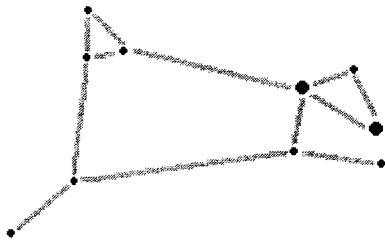


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Ursa Minor

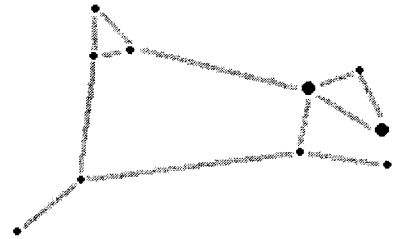


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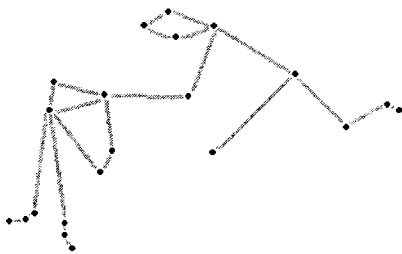


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Aries

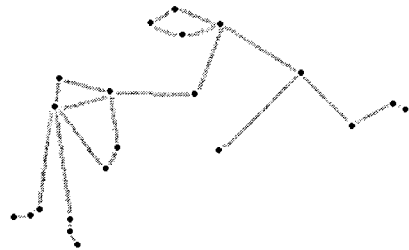


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Aquarius



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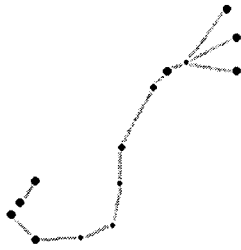


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Cancer

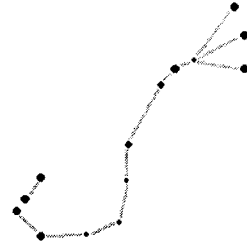


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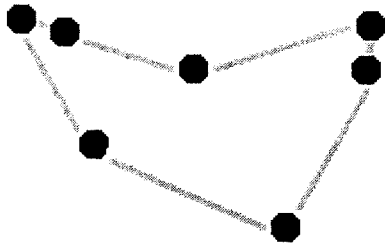


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Scorpio

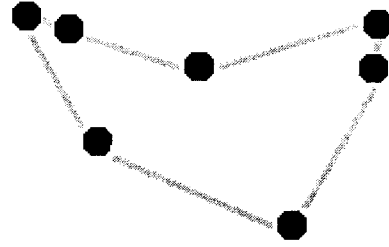


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Capricorn



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T-40

Klondike Derby Troop 40 Yorkville

Broadside Cannon Blast

OBJECT: to have the patrol (no more than 6 scouts) to tie as many as 10 selected knots in a 2 minute time span. (Knots are shown on following pages). After the 2 minute time span the patrol then get's awarded cannon ball's. (depending on how many knot's are tied will determine the amount of cannon ball's), then you put the cannon ball's into a cannon, (Hand pumped compressed no more than 50 psi) and then you fire the cannon ball's out of the cannon at a pirate's ship. There will be points awarded for; aim at the ship, treasure chest, through a port hole, and in a crow's nest. Which ever patrol scores the most points after all of their cannon ball's are shot will win.

HOW TO GET AWARDED CANNON BALL'S:

Every patrol will start with 3 cannon balls

You can get more cannon balls by;

1 to 3 knot's tied = 1 more cannon ball

4 to 6 knot's tied = 3 more cannon ball's

7 to 9 knot's tied = 5 more cannon ball's

10 knot's tied = 7 more cannon ball's

No more than 10 cannon balls will be awarded to any patrol;

X
SLIP
KNOT

HOW TO GET AWARDED POINTS:

Hit the ship = 1 point

Hit the treasure chest or the crows nest = 2 points

Through the port hole = 3 points

In the treasure chest = 4 points

In the crows nest = 5 points

Every thing in this event will be provided.

Remember that team work is everything, be prepared and organized.

*If you have more than 6 scouts in your patrol the one's that do not tie knots must fire the cannon? This way everyone is involved.

GOOD LUCK TO ALL

ALL EQUIPMENT
WILL BE
SUPPLIED

WEBELOS SCORE CARD

Webelos will have 6 knots to learn; and 3 minutes time

Square Knot	Sheet Bend
Clove Hitch	Bow-line
Taut-line	Figure 8

Webelos will start with 4 cannon balls;

1 to 2 knots tied = 1 more cannon ball

3 knots tied = 3 more cannon balls

4 to 5 knots tied = 5 more cannon balls

6 knots tied = 6 more cannon balls

No more than 10 cannon balls awarded to any patrol

Point system is the same as boy scouts

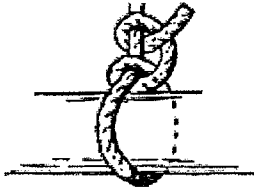
Team work is everything, be prepared and organized

Figure Eight Knot



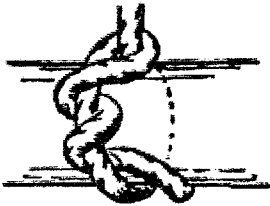
Often used in such places as the end of a string when tying a package with a slipknot or in the end of a rope forming a lariat loop.

Two Half Hitches



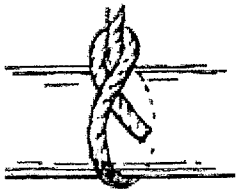
This is a reliable and useful knot for attaching a rope to a pole or boat mooring. As its name suggests, it is two half hitches, one after the other. To finish, push them together and snug them by pulling on the standing part.

Timber Hitch



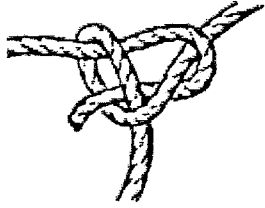
This is an important hitch, especially for dragging a heavy object like a log. It will hold firmly so long as there is a steady pull; slacking and jerking may loosen it. The timber hitch is also useful in pioneering when two timbers are "srpung" together. When it is used for dragging, a simple hitch should be added near the front end of the object to guide it.

Half Hitch



The half hitch is the start of a number of other hitches and is useful all by itself as a temporary attaching knot. It will hold against a steady pull on the standing part, especially if a stopper knot like the stevedore's knot or other figure eight knot is put in the end.

Bowline



The bowline has been called the king of knots. It will never slip or jam if properly made and, thus, is excellent for tying around a person in a rescue. Begin by formatting an overhand loop in the standing part. Then take the free end up through the eye, around the standing part and back where it came from.

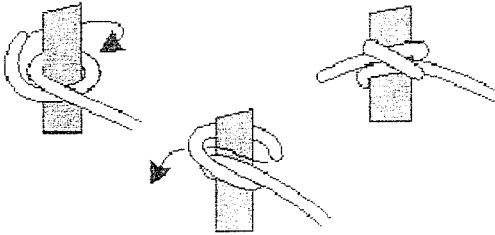
Sheet Bend



The sheet bend is the most important knot for joining two rope ends, especially if the ropes are of different sizes. Sailors named it in the days of sailing ships when they would "bend" (tie) the "sheets"(ropes attached to the clew of the sail). Begin with a bight in the larger rope. Then weave the end of the smaller rope through the eye, around the bight, and back under itself. Snug it carefully before applying any strain to the knot.

CLOVE HITCH

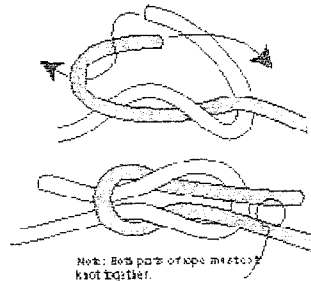
Make a turn around a post with the standing part on the top. Take a second turn around in the same direction and feed the free end through the eye of the second turn. Pull tight.



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SQUARE KNOT

Tie two overhand knots. Remember: left over right and twist, then right over left and twist.

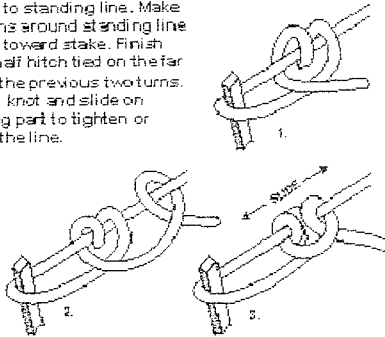


Note: Both pairs of rope meet on knot together.

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TAUTLINE HITCH

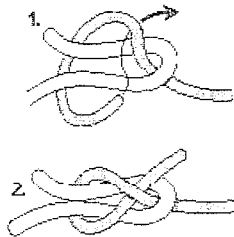
Secure one end of rope. Pass other end around stake and run parallel to standing line. Make two turns around standing line turning toward stake. Finish with a half hitch tied on the far side of the previous two turns. Tighten knot and slide on standing part to tighten or loosen the line.



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SHEET BEND

Make a loop with the heavier line. Pass second line up through loop, around both heavy lines then back under itself.

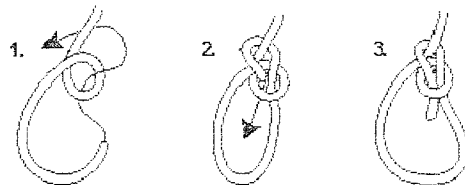


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BOWLINE

Form an eye in the rope with the standing part underneath. Run the free end up through the eye then take a turn around the standing part.

Feed the free end back down into the eye and hold there while pulling standing part to tighten down knot.



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Klondike First Aid

Troop 31

We will have two events: Rescue and Wrap and Fish Hook Removal. Troop 31 will supply all materials.

Fish hook removal:

One of your mates has been careless with a fishhook. You will need to remove a fish hook from his finger.

- Choosing the correct tool – 2 pts
- Doing it correctly - 3 points

Rescue and Wrap:

You need to save one of your patrol mates that has fallen out of the pirate ship. This victim has also been bit by a shark.

This is a **timed event** with a possibility for extra credit.

- Choosing the correct knot 2 pts
- Correctly dressing the wound 2 pts
- Surprise Extra credit 1 pt
- Surprise Extra credit 2 1 pt

*All Equipment
Will BE SUPPLIED*