

**WOOD DISTRICT  
SURVIVING THE ICE AGE  
WINTER WEEKEND  
SPL GUIDE**



**FEBRUARY 6-7, 2016  
CAMP MIKONDA**

Winter Weekend is a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year’s Winter Weekend extravaganza.

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. Coffee and hot cocoa will be provided during the Saturday morning and afternoon activities to any Scout or Scouter that has their own mug (no cups will be provided).

All events for Winter Weekend will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook or will be fun type challenge events that will need no prior instruction. Passports will be given to each patrol listing activities to visit. The score for each event will be recorded on the passport. Each patrol must turn in their passport to the Wood District Staff as they finish in order to be eligible for any awards.



# **SURVIVING THE ICE AGE SCHEDULE**

## **Friday:**

6:00 PM to 9:00 PM – Registration and Check-in.

9:30 PM – Scoutmaster/SPL Meeting and Crackerbarrel

11:00 PM – Taps/Lights Out

## **Saturday:**

8:00 AM – Flag Raising, Sled Inspection, Final Instructions.

8:15 AM – Morning Round-Up Event

8:30 AM to 11:45 AM Sessions

11:45 AM to 1:15 PM Common Lunch (Menu to be determined). If a troop has a Scout with dietary restrictions that cannot eat the provided lunch, please prepare them an appropriate substitute sack lunch.

1:20 PM – Afternoon Round-Up Event

1:35 PM to 3:50 PM Sessions

3:50 PM to 5:00 PM Conclusion of Broomball Tournament

3:50 PM to 5:00 PM Conclusion of Volleyball Tournament

5:00 PM – Flag Lowering

5:05 PM to 8:00 PM – Dinner/Clean-up

8:00 PM to 9:15 PM – Non-Denominational Service and Campfire Program

9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Crackerbarrel

11:00 PM – Taps/Lights Out

## **Sunday:**

8:30 AM to 10:00 AM – “Leave No Trace” Check-out.

# **SURVIVING THE ICE AGE EVENTS**

## **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 for the conditions. This is the first event and will be conducted by the Mounties of the Wood District Territory. It will be run like a highway weigh station. Patrols will line up in two single file lines and pass through three stops. The first will check for appropriate winter clothing, the second for required equipment, and the third will determine if the gear is secured. This will be a scored event.

## **Sled Races**

The race course distance will be somewhere between  $\frac{1}{4}$  and  $\frac{1}{2}$  mile long and established by district staff. The patrol will start with an empty sled to which they must add the provided weight. There will be two age divisions: 13 and under and 14 and older. Scoring will be based on time.

## **Snow Snakes**

A game where Scouts take a carved piece of wood, generally in the shape of a ski, and hurl it across the snow to see whose will slide the furthest. The piece of wood must six feet long. More detailed directions on making the snake and the history of snow snakes is available at the end of this document. There will be two snow snake areas, the distance competition area and the accuracy competition area. Practice throws are not allowed in the competition troughs. You will have to go elsewhere to practice.

1. All decisions by the judges are final
2. Each Scout's best of two throws in the competition trough will count towards the patrol score. Scoring will be based on the total average distance for a patrol. The longest average patrol throw will win the distance competition.
3. Each Scout will get two attempts on the accuracy competition trough. The Scout in the patrol that comes closest to the accuracy line but not touching or going past will be used to determine who wins the accuracy competition.

## **Snow Volleyball (Run by the SPL's)**

Two walls out of snow will separate each patrol so that they cannot see the ball until it comes back over the wall at them. A tarp may be used if enough snow is not available. Other than that it is just a normal game of volleyball. This will be run as a tournament. Each patrol will be given a time to show up at this event. Patrols more than ten minutes late will forfeit their match. Winners of each match will be paired up against each other after the afternoon sessions to determine the overall camporee winner.

## **Crosscut Saw Relay**

Saws will be provided by the Camporee staff. An eight inch (8") log will be resting on support along with a saw. On the starting signal, time begins. The first two Scouts will run to log and saw for 30 seconds. When finished, Scouts will return to starting line where they will be replaced by the next two Scouts who will repeat the process. Patrols will continue tag teaming until a log has been cut through twice. Scoring will be based on time.

## **Roundup**

The aim is to herd all team members, who are scattered along the entire perimeter of a large area (not grouped), into the designated ring. All patrol members will be blindfolded except for one who will stand at a distance and guide his patrol members into the ring. Half of the patrols will compete after sled check in and the other half will go right after lunch. If necessary, patrols may be combined to get a minimum number of members. Scores will be determined by taking the total time to complete the task and dividing by the number of patrol members.

## **Biathlon**

Target shooting combined with a snow shoe relay. Each patrol will have one set of snowshoes for use in a relay race. Each lap will be a total of 50 yards. Half way through a lap a scout will arrive at the target range where he will be provided with a marshmallow gun and marshmallows. Targets will be boxes with different sizes of holes. After the first Scout finishes a lap, he will remove the snowshoes and pass them on to the second Scout who puts them on and completes a



lap, etc. scores will be based on average time and target shooting score. Snowshoes will be made of 1" x 10" x 24" boards or similar size plywood with ropes fastened to the board to provide the bindings for a Scout's boots (see binding example). A demonstration example will be available beginning at the November Roundtable. Scoring will be based on an average of the total patrol time and average shooting score.

### **Broomball**

Broomball is played with an inflated ball between 18 and 20 inches in circumference and six players with brooms on the ice/snow court from each patrol. The rules are similar to hockey without icing or offsides. The rink will be approximately 200 feet long and 85 feet wide. The goal is 6 feet high and 8 feet wide. Penalties may be assessed for high brooming or checking. Typically a high broom is making contact with anything above the waist. A patrol must have at least six players. There will be a maximum of 8 players from each patrol on the court at a time including a goalie. If patrols are of unequal size, the number of players on the court from each patrol will equal the smaller patrol's number of players. Patrols may be asked to combine to meet minimum team numbers. When making substitutions, the player coming off the ice must hand his broom to the substitute before he enters the playing area. Substitutions may occur at any time and may be required by the referees at two minute intervals to ensure all members get a chance to play. Games will be 10 minutes long. Ties will be broken by shoot-out from half court with no goalie in the net. The shoot-out will alternate patrols with the first patrol that scores when the other does not being declared the winner. This will be run as a tournament. Each patrol will be given a time to show up at this event. Patrols more than ten minutes late will forfeit their match. Winners of each match will be paired up against each other after the afternoon sessions to determine the overall camporee winner.

### **Gully Crossing**

Each member of the patrol must cross a "gully" on a thick rope (provided by the District) which will be stretched between two trees. Extra points will be awarded if the patrol is able to transport its sled across the rope as well. No riders may be in the sled as it is being transported. Total average time along with sled transport points will be used for scoring.

### **Staking a Claim**

Each patrol will be given eight coordinates and distances to pace off. A different Scout must complete each leg of the course. Patrols with less than 8 members may use members a second time after all other members have participated. They will be required to complete the course to see how close they get to their actual "claim". Upon completing the course, one patrol member must retrieve the cement block from their sled. The Patrol must then stake their claim by placing their patrol flag in the cement block located where they think their claim is. There will be several different courses so don't just copy another patrol. Scores will be determined by the distance of the placement of the patrol's flag from the actual location of the "claim". Total time to complete the task will be used as a tie breaker.

### **Rope Toss, Log Lift Challenge**

This is a timed event. The patrols begin the challenge with a 50 foot length of rope, coiled and ready to throw. The rope is thrown over a cross spar. If the throw misses the mark, the Scout recoils the rope and throws again (after 3 unsuccessful attempts, another patrol mate may assist). If the throw is good, he uses the end of the rope he is holding to tie a *Clove Hitch* on the stake next to where he is standing. Next, the Scout moves to the end of the rope that was thrown over the crossing spar and uses it to tie a *Timber Hitch* around a short length of log (about 4"-6" in diameter and 4' long). The Scout then ties a *Half Hitch* around one end of the log.



To complete the challenge, he moves to the part of the rope between the stake and the upright structure and ties a *Sheep Shank* to shorten the rope enough to suspend the log above the ground. The Scout then claps his hands five times. The log must stay suspended for five claps of the hand at which time the clock is stopped and the time recorded. Everything will be reset and the next Scout in the patrol will attempt the challenge. This will continue until all Scouts within the patrol have completed the challenge. This is a timed event with the individual Scout times being added together and averaged for a total average time per scout (total patrol time / no. of scouts in patrol = average time per scout or "patrol time").

### **Additional Activities:**

#### **Winter Theater**

Every Troop is encouraged to have a skit at the campfire on Saturday night. Most importantly...EVERY skit must contain something about snow or the winter time! It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. **Skits will be included as part of the final score to determine the Wood District Surviving the Ice Age Patrol Camporee Champions.** Only one skit per troop will be allowed. All patrols competing from that troop will receive the score from their troop skit. An award will be given for the best and most original skit.

**Awards:**

- Surviving the Ice Age Snow Snake Champions
- Surviving the Ice Age Snow Volleyball Champions
- Surviving the Ice Age Crosscut Saw Relay Champions
- Surviving the Ice Age Biathlon Champions
- Surviving the Ice Age Roundup Champions
- Surviving the Ice Age Sled Race Champions (Two divisions: 13 and under and 14 and older)
- Surviving the Ice Age Broomball Champions
- Surviving the Ice Age Rope Toss, Log Lift Challenge
- Surviving the Ice Age Gully Crossing Champions
- Surviving the Ice Age Staking a Claim Champions
- Surviving the Ice Age Patrol Champion – Top combined events points
- Surviving the Ice Age Theater Award – Best winter themed skit
- Surviving the Ice Age Participation Plaque

**Essential Sled Items for Each Patrol:**

- Passport
- Ziploc bag for storing Passport
- 1 cement block
- Snow Snake
- Snow Shoes
- 1 bag of mini-marshmallows
- Scout Book
- Patrol first aid kit
- Blindfold for each member of patrol
- 50 foot rope (1)
- 1 log 4”-6” in diameter and 4’ long
- 8-12 foot ropes (4)
- Compass
- Energy snacks for morning and afternoon
- Mug or cup for each patrol member
- 5 gallon bucket with lid for storage
- Patrol flag mounted on a stick or stave
- Means of securing all equipment

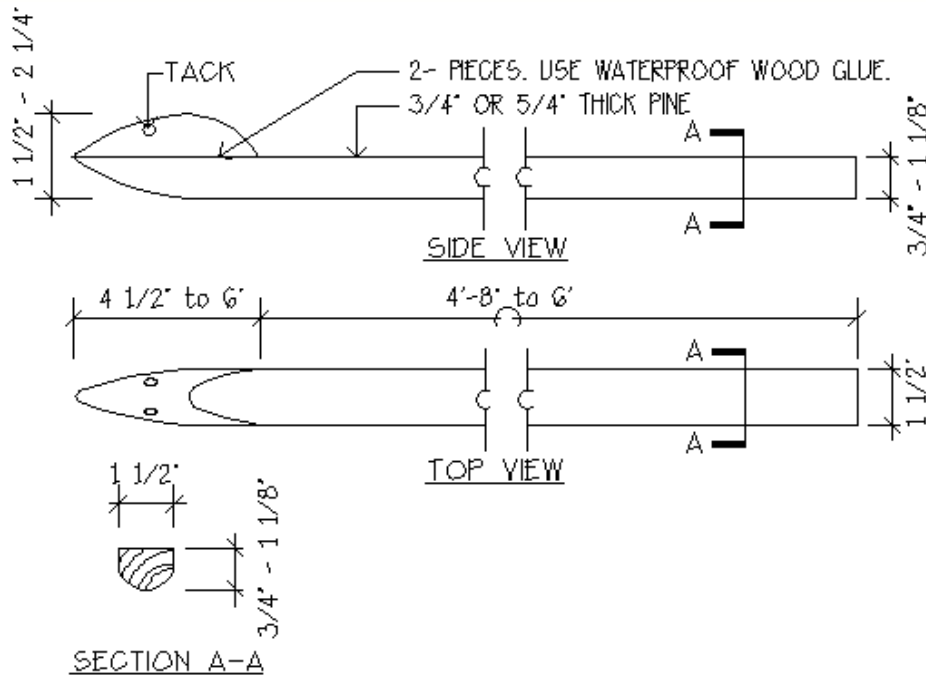
## Snow Snake Construction

**History:** Snow snakes were a Seneca Indian sport of strength and skill. The game was simple. Slide a long smooth stick along a trough in the snow the farthest. This required not just strength, but an accurate eye and great skill at placing the snake properly in the trough to enable it to travel the maximum distance.

Snow snakes were between 5 and 9 feet long and were made of hickory, maple or walnut wood. They were superbly designed for speed and, if skillfully handled, traveled with the velocity of a loosed arrow. To give the stick sufficient weight, its conical head was enlarged and beveled up in the shape of a snake's head.

The trough was made by dragging a smooth debarked log lengthwise through the snow several times until the trench was about 1500 feet long and at least 10 inches deep. Any number could play the game individually or as team members. In addition to active participants, each side also had snake "doctors" who cared for the sticks, rubbing them with "medicine" (beeswax or animal oils) to reduce their friction. Contests were judged by umpires who made certain the rules of the game were strictly observed.

**Materials Needed:** 3/4" to 5/4" thick hardwood or pine board 6' 6" long and 1 1/2" wide, wood glue, brad nails



**Construction:** The snake is six foot long and about 1 1/2 inches high at the 4 to 6 inch long head. There is a smooth notch for a finger at the end of the stick. The head of this stick is carved in the shape of a snake, with eyes and a mouth. The underside of the head should curve up like a ski. The eyes of the snake were often weighted. The rounded head allows the snake to pass easily over the snow. The bottom is rounded and the top behind the head is flat. Decorations and carvings should be done on the non-sliding surfaces. To construct, cut a 6" piece off one end of



the stick and attach to the top as shown above. Shape the head of the snake with a wood rasp and sand paper. Be careful not to make it top heavy! Paint and decorate the "snake". Carve or shape the snake with a wood rasp and sand paper. Be careful not to make the top too heavy. Paint and decorate the snake. Polyurethane, gloss alkyd or latex paints all work well. Use several coats of auto wax for a highly polished surface.

**The Game:** Scouts throw a six foot long hand crafted stick from a starting line into a hard packed snow or ice trough. Javelin thrown snakes and snakes not gliding in trough are disqualified. Practice throws are not allowed in the competition trough. You will have to go elsewhere to practice. Each Scout's best of TWO throws in the competition troughs will count towards the patrol score. If you chose not to make a snow snake, you may still compete with a Scout stave. But do not expect much of a score for distance, as they tend to "dig-in".

**Throwing a snow snake** effectively requires both strength and accuracy. The arm movement is a cross between a baseball side-arm pitch and a bowling delivery. With one finger on the tail of the snake and the other hand balancing the forward portion of the stick, the player leans toward the ground (see illustration) before taking a few steps toward the prepared track. With a flick of the arm and wrist, the player sends the stick down the track.



# WOOD DISTRICT SURVIVING THE ICE AGE WINTER WEEKEND REGISTRATION FORM

Troop Number and Town: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_

**Patrol Rosters:**

Patrol Name	Patrol Name	Patrol Name
Patrol Leader	Patrol Leader	Patrol Leader
Patrol Members	Patrol Members	Patrol Members
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8

**Adult Participants:**

1	4	7
2	5	8
3	6	9

**Registration Fees:**

Total Youth Participation \_\_\_\_\_ X \$10.00 = \_\_\_\_\_

Total Adult Participation \_\_\_\_\_ X \$10.00 = \_\_\_\_\_

Total Fees Due: \_\_\_\_\_