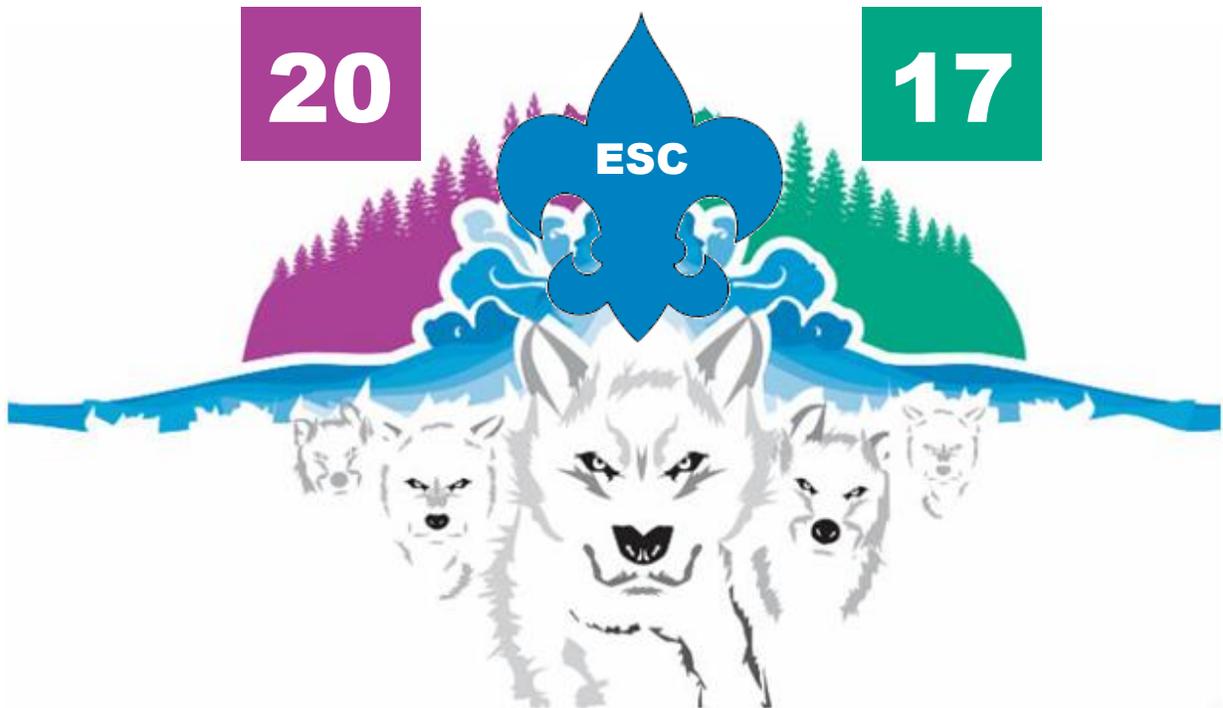


WOOD DISTRICT WINTER GAMES LEADERS GUIDE

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BE PREPARED. ALWAYS.

**February 3-5, 2017
Camp Miakonda**

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 the order of 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.

All participating units must sponsor one event and provide the necessary adult supervision and materials necessary to run the event.

Webelos Scouts are invited to participate in the Winter Weekend events. Two adults should accompany their Webelos patrol around the course and provide guidance as necessary. The adults may aid but not compete in any event. Other parents are encouraged to also go out on the course but maintain a reasonable distance from their patrol and not to interfere with any patrol or event. All Webelos electing to stay overnight must be associated with a Troop. Sleds are required to compete in the events.



Winter Games 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.

8:30 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.

1:30 PM to 3:50 PM Sessions

3:50 PM to 5:00 PM Conclusion of Snowball 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.

Winter Games Events

Event #1: 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.

Event #2: Four Challenge Sled Race

Patrols will pull their sleds around a course with four stops. At each stop they will be given a challenge they must complete as a patrol. Total time and scores received at each stop will determine the event winner.

Snow Blind Challenge: All of the members of a patrol, except the patrol leader, are blinded by the glare of the sun off of the snow and now it is up to the patrol leader to verbally guide his patrol safely through a maze of obstacles.

Estimating Heights Challenge: The patrol will estimate the heights of 4 objects from a distance.

First Aid Challenge: A winter first aid challenge will be given to the patrol. The patrol will provide the victim and administer appropriate treatments. Patrols will need stretcher materials, an extra blanket, splints, and triangular bandages

Ice Rescue Challenge: Requires a safety line and knowing how to tie a bowline. May require shorter pieces of rope tied together with a sheet bend knot to make a safety line long enough. One Scout will be placed on the “safe” side of a sheet of thin ice. This Scout must then work with their patrol to safely get them and the sled across.

Event #3: Snow Shoeing and Dynamite Relay Race

This is a relay event requiring all around patrol effort to get the needed "dynamite" to the miners. Utilizing snowshoes as described below, the first two patrol members will need to navigate the course to the first waypoint carrying between them a box of dynamite (box could be placed on their Klondike sled). There the second two patrol members will be waiting. Once the box of dynamite is passed to the second team, they will then race again in the snowshoes to the location of the third team. The box of dynamite will be provided. Two snowshoes must be provided by each patrol which will be passed on to each team during the relay. The event is completed when the last patrol member in the snowshoes crosses the finish line. Each patrol must send all members through the course. If a patrol has an odd number, one Scout will have to race twice. The final time will be an average of the number of relay legs completed. Snowshoes will be made of $1/2'' \times 10'' \times 24''$ 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.



Event #4: 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 be at least as long as the Scout is tall and NO WAX of any kind can be applied to the underside of the wood. More detailed directions on making the snake, and the history of snow snakes, is available at the end of this guide.

Event #5: Geocaching

Using a GPS receiver patrols will be required to navigate to a series of 10 waypoints located at given coordinates around the camp. The maximum time allowed will be 30 minutes. Each waypoint station will have an associated number and letter designation which should be recorded by the patrol scribe on a journal card provided. A different Scout must complete each leg of the course. Patrols with less than 10 members may use members a second time after all other members have participated. There will be several different courses to help eliminate following other patrols. Upon completing the course, the journal card will be turned over to the judges for scoring. Scores will be determined by the number of correct waypoints identified. Total time to complete the task will be used as a tie breaker.

Event #6: Bear Bag

Patrols place all “food items” provided into a bag and suspend from tree so bears cannot steal it during the night as illustrated in the diagram. Darkness is close so this is a timed event. For maximum points food must be at least 10 feet above ground, 8 feet away from tree, and 4 feet

below any branches. The patrols should begin the challenge with a small rock placed in a bandanna. The bandanna is then tied to the end of a 50 foot length of parachord. The rock is thrown over a limb at least 14 feet above the ground and 8 feet from the side of the tree. For safety reasons, all patrol members must be kept well behind the rock thrower. 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 and provided carabineers to secure and hoist the bear bag. When the patrol secures the bear bag in its final position, the time will be stopped.

Event #7: Sled Balance

A rigid wooden platform (4' x 8') will be centered over a 6" x 6" post. The Patrol has to get on the platform one member at a time along with their sled and balance the platform so that neither side touches the ground. If the platform touches the ground 3 times before all patrol members and their sled are on, all patrol members and the sled will have to get off and start over. Points will be given for establishing balance with the entire patrol and the sled on the platform.

Event #8: Snowball/One-Pitch Softball Rules

This is a troop challenge event. A minimum of 9 scouts are needed to participate. Troops may be combined to meet the minimum number. Participation points will be awarded.

- Games are a maximum of 30 minute or 7 innings, whichever comes first
- A coin flip will determine the home team (visitors bat first).
- You will pitch to your own team and the pitcher must be in the batting order. When it is the pitcher's turn to bat, the batting team must provide a substitute pitcher.
- The pitcher can pitch from anywhere behind the 25 feet fair line.
- One pitch only. The pitch must be hit fair or the batter is out.
- When going from offense to defense you will have 25 seconds before the ump says pitch. 12 run mercy rule after 5 innings.
- No bunting. If a swinging bunt happens and ball doesn't pass the fair 25 foot fair line the batter is out.
- No lead offs. The runner must stay on base until the ball is hit. Leading off will result in the runner being called out.
- For safety reasons, no sliding into base. Sliding into base will result in the runner being called out.
- If a batted ball hits any part of the pitcher, the batter is out. If a batted ball hits a base runner, the base runner is out.
- Defense team must have a catcher.
- Ball is live until ump calls time out.
- Pitcher is not part of defensive team. The ball is dead if pitcher touches ball.
- If game is tied after 30 minutes or 7 innings the tie breaker will apply. For the tie breaker, the last out goes to 2nd base. Continue the batting order. If the runner from 2nd base scores before an out is made, the team on offense wins. If an out is made before the runner from 2nd base scores, the team on defense wins.

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! 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. An award will be given for the best and most original skit. 20 participation points will be awarded to each patrol of a participating troop towards the overall patrol winner.

Troop Snow Sculpture Contest

Troops create a snow sculpture of a totem creature within 25 feet of their cabin door. The sculpture may not exceed 8 feet in height and must be completed by flag lowering. 20 participation points will be awarded to each patrol of a participating troop towards the overall patrol winner. District staff will determine overall winner for award.

Awards:

- Four Challenge Sled Race Champions
- Snow Snake Champions
- Snow Shoeing and Dynamite Relay Race Champions (Back-up for Snow Snake)
- Geocaching Champions
- Bear Bag Champions
- Sled Balance Champions
- Ice Chunk Crossing Champions
- Snowball Champions
- Snow Sculpture Champions
- Winter Games Patrol Champion – Top combined events points
- Winter Games Theater Award – Best winter themed skit
- Winter Games Participation Plaque
- Others to be determined depending upon the events held

Essential Sled Items for Each Patrol:

- Passport
- Ziploc bag for storing Passport
- Paper and Pencil
- 1 blindfold for each patrol member
- Scout Book
- Snow Snake
- GPS receiver
- Patrol first aid kit
- 1 pair of snow shoes
- Energy snacks for morning and afternoon
- Mug or cup for each patrol member
- 5 gallon bucket with lid

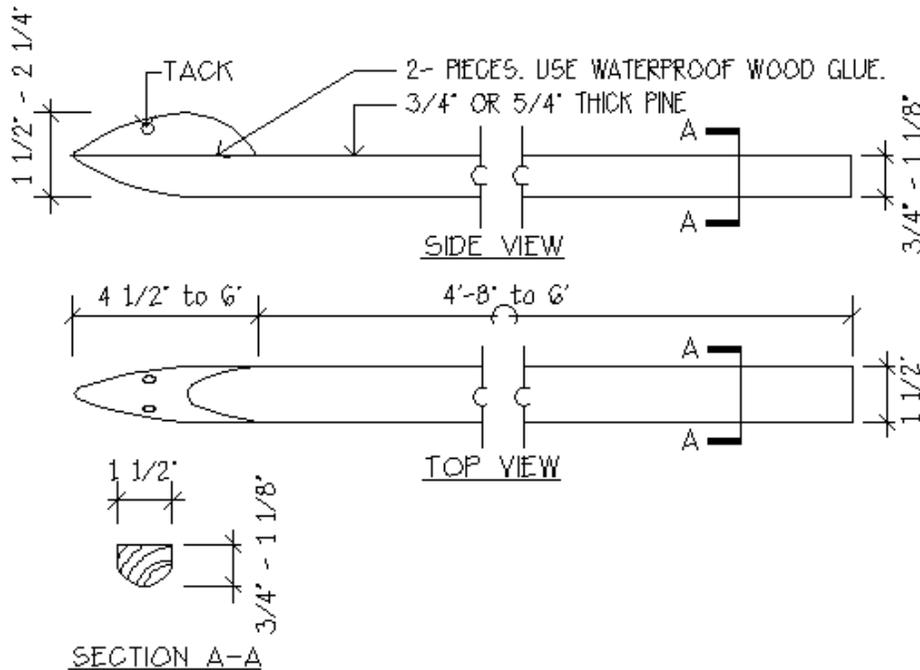
Snow Snake Construction

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 Trough is made by dragging a smoothbarked 10 inch diameter log lengthwise through the snow packing it firmly and removing any protruding objects. The track should be 100 to 150 yards long. Setup wooden stakes at 100' intervals along one side of trough and label distances from start line. Use a 100' vinyl measuring tape to measure between stakes. If sub freezing conditions exist then the trough can be hand sprayed with water an hour before competition.

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 Winter Games Camporee 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: _____