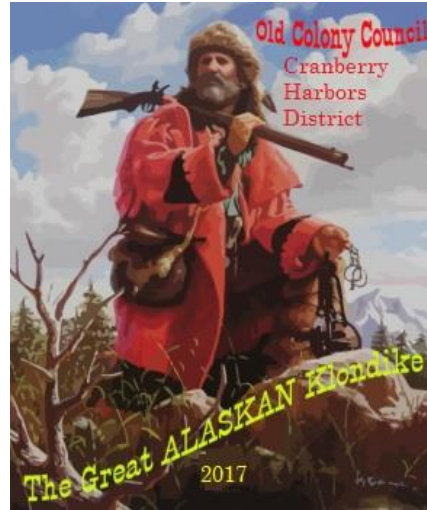


Cranberry Harbors 2017 Boy Scout Klondike



Boy Scout Leaders: We need you to step up to help run this event. We need to change things up to make it fun and challenging. Some stations can require harder grading for the Leadership Patrols. The stations should be run by adults to consistently score the event. Email me at davidwwin@comcast.net.

We will continue to have stations, but we are moving away from the traditional way of presenting them and scoring them. Going forward, all stations will be timed or meet specific scoring requirements. There will be a First, Second and Third place awarded for each station. There will be an overall placement amongst the top three from each station.

These are Ideas for Stations, not final decisions, we are hoping to fill many of these.

1. **22 Rifle:** Here the scouts will prove they know the safety requirements of the rifles to the Range Officer. Each scout will have 5 shots as they rotate onto the range, and will be judged by their overall score.
2. **Archery:** The scouts will prove they know the safety requirements to the Range Officer. Each Scout shoots 5 arrows for an overall average score.
3. **Turkey Shoot:** Each Scout will use a sling shot and shoot at cast iron frying pans with dog food nuggets. The sled with the most average hits wins.
4. **Fire Building:** Scouts will demonstrate their skill in building a fire, and in doing so keep fire safety a key factor. Their goal to build their stack to 12" burn a string at 12 inches and at 18 inches. When they start their fire building the timer starts. The top three sleds are the ones who can burn the strings in the fastest time. Flint and Steel expected with a small penalty of added time for use of matches.
5. **Two Man Saw:** where every Scout has to participate on a two-man saw to rotate thru cutting a "cookie" from the end of a log.
6. **Panning for Gold:** Each Patrol uses a tarp to work together to throw a "Nugget" over a rope 10' in the air.
7. **Knots:** each patrol will be required to lash a specific camp gadget. It could be it a flag pole 15' tall or a triangle litter to carry a Scout...
8. **Stretcher Carry Obstacle Course:** Just as it sounds, the team will carry a "dummy" on a stretcher thru an obstacle course. They will work together to keep the "dummy" on the stretcher, whilst wading their way through the course. If they can get their "dummy" to the end, they will win, but without injury to the dummy.
9. **Chillkoot Pass:** Here the sled will "race" from point A to point B. Everything will be lashed on the sled except the "cargo". Once they start, the timer will go, and when they get to point B, the timer will stop. So speed is a factor, but be careful you do not drop your cargo or time will be added.
10. **Daniel Boone Killed a B'ar.** Scouts throw a rope over a specific branch on one or two trees and raise the Bear Bag and secure it.
11. **Ice Rescue.** Scouts work thru a scenario to safely reach a Scout who has "fallen thru the ice".
12. **Attack on Fort Russell.** Scale a fort wall 6' tall and get the entire Patrol, sled and gear over it.