

Cranberry Harbors

The Great ALASKAN Klondike 2017

Description:

When is a Klondike no longer a Klondike... When it's no longer FUN!!!

We have a new paradigm. 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, and 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.

Station Lists

1. **BB Gun**

- a. Here the scouts will show off their skills at shooting targets. Each scout will have 5 shots and as they rotate onto the range, they will be judged by their overall score. After all, it's all about FUN.

2. **Turkey Shoot**

- a. Scouts will use a sling shot and shoot at cast iron frying pans with dog food nuggets. The sled with the most hits wins.

3. **Fire Building**

- a. Scouts love fire building, so we are keeping it. Scouts will still demonstrate their skill in building a fire, and in doing so, keep fire safety a key factor. Their goal to burn a string at 12 inches and at 18 inches. When they start to ignite their fire the timer starts. The top three sleds are the ones who can burn the strings in the fastest time.

4. **Monster Skis**

- a. As before, the scouts will work as a team to move in unison, the skis from one location, turn and move back, that's it. Oh, but wait, coordination is key, but speed is what gets you into the top three.

5. **Balance "Teeter" Beam**

- a. Like the "see-saw", but with a twist. All the scouts will start on one end, and their objective is to move towards the other end, until the beam is "Balanced". The quicker you get level, the top three you will be.

6. **Nature**

- a. The scouts will be shown several items, and they will have to name them. The number they get correct in the quickest time, will land them on mother nature's top elements.

7. **Orienteering**

- a. Here is a favorite one. The station is laid out with locations. The scouts will use their compass skills to navigate to each location. They start out with a Letter and a direction (in compass degrees). They will have to figure out where to go next and get another letter. The sled who completes the station in the fastest time moves into the top spots, but they must have the letters in the correct order.

8. **Stretcher Carry Obstacle Course**

- a. 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 must keep in mind, time is of the essence.

9. **Chillkoot Pass**

- a. Here the sled will "race" from point A to point B down the hill, around Dead Man's Tree and back up the hill. Everything that is listed on the "sled required items" list must be on the sled. Once they start, the timer will go, and when they get to point B, the timer will stop. So speed is a factor, so be mind-full of your design.

10. **Knot Tying**

- a. Scouts will tie 4 knots from one tree to another. They cannot use the same knot twice. The knots they will use can be one of the following:
 - i. Square
 - ii. Bowline
 - iii. Sheet bend
 - iv. Two half hitches
 - v. Taut line
 - vi. Clove hitch

They will be timed to see how quickly they can tie the knots, and then all tie a square knot. The top three who don't get all tangled up, are the knot champions.