

# **Valley and Southern District 2019 Klondike Derby**

## **Webelos Activities Leaders Guide**



# **Valley and Southern District 2019 Klondike Derby January 26, 2019 Webelos Activities**

Again, this year we are inviting the Webelos Scouts to come and participate in the Klondike Derby. The Webelos den will compete in 5 activities.

The den will be required to verify that they have with them at check in: a Tour Plan; Medical Record form for all the boys and adults; and permission slips for each of the boys. It is requested that each boy bring a change of clothes and shoes. The den will be required to have two (2) leaders with them at all times and we ask that the parents not help with the activities.

The den will be required to have a troop or several parents provide a hot lunch for the den.

Above all, the leaders are to make sure that the Webelos scouts are dressed for the weather and have a hat and gloves with them.

Please NO tennis shoes.

# **Valley and Southern District 2019 Klondike Derby January 26, 2019 Webelos Activities Schedule**

## **SATURDAY JANUARY 26, 2019**

8:45 am	FLAGS
9:15 – 9:45 am	CHECK-IN
10:00 am	FIRST STATION
11:00 am	SECOND STATION
12:00 - 1:00 pm	LUNCH
1:00 pm	THIRD STATION
2:00 pm	FORTH STATION
3:00 pm	FIFTH STATION
4:00 pm	DERBY OVER
4:15 pm	TURN IN SCORE CARDS

## **Activities (Compete)**

Knot Tying

Fire Building / Cooking

Team Building

Shelter Building

Treasure Hunt

# **Valley and Southern District 2019 Klondike Derby January 26, 2019 Webelos Activities EQUIPMENT LIST**

## **DEN**

The Leaders Guide

100 feet of twine

1-9 X 12 ft plastic drop cloth

Matches

Homemade fire starter (optional)

Saw with a guard or Folding Saw (optional)

First Aid Kit

Snacks - No junk food

Hot Dog fork (one per person)

## **SCOUTS**

Pocketknife

Whittling chit card

Water

# Valley and Southern District 2019 Klondike Derby January 26, 2019 Webelos Registration

Open to all Stonewall Jackson Council Valley and Southern District Packs. Other Packs wishing to attend should contact Jene Phillips at (540) 943-8363 / (540)415-0334 or jenephillips@hotmail.com

Pack # \_\_\_\_\_ of \_\_\_\_\_ District wishes to register for the 2018 Klondike Derby

#Webelos in Den \_\_\_\_\_

Leader \_\_\_\_\_

Leader \_\_\_\_\_

We will be visiting TROOP # \_\_\_\_\_ of \_\_\_\_\_ District

Lunch will be provided by the Troop or Pack (circle one)

Total number of Attendees \_\_\_\_\_

Cost per Attendee \$ 3.00

Amount Due at Registration \$ \_\_\_\_\_

## PLEASE REGISTER BY JANUARY 21, 2019

YOU NEED TO ARRIVE: Saturday, January 26 between 9:00 am - 9:30 am  
(Registration closes at 9:55 am)

YOU NEED TO LEAVE: Saturday afternoon (NO overnight camping)

Registration Submitted by:

\_\_\_\_\_ Date: \_\_\_\_\_ Phone # \_\_\_\_\_  
(NAME/TITLE)

E-Mail address: \_\_\_\_\_

Mail or bring this form to  
Stonewall Jackson Area Council  
Boys Scouts of America  
801 Hopeman Parkway  
Waynesboro, VA. 22980

# Valley and Southern District 2019 Klondike Derby Webelos Activities

## PERMISSION SLIP

As the parent or legal guardian of \_\_\_\_\_

I hereby give my permission for him to participate in the Webelos Klondike Derby January 26, 2019 at Camp Shenandoah. I understand that my son will be involved in several activities all day and will be home Saturday night.

I give permission to the leaders of the event to render First Aid, should the need arise. In the event of an emergency, I also give permission to the physician, selected by the adult leader in charge, to hospitalize, secure proper anesthesia, order injection, or secure other medical treatment, as needed. I further agree to hold the above named unit and its leaders blameless for any accidents that might occur during this outing except for clear acts of negligence or non-adherence to BSA policies and guidelines.

MEDICAL PROBLEMS:

\_\_\_\_\_

MEDICATIONS:

\_\_\_\_\_

FOOD ALLERGIES:

\_\_\_\_\_

In case of emergency I can be reached by phone at \_\_\_\_\_ or

\_\_\_\_\_

If I cannot be reached, please contact \_\_\_\_\_

at \_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_\_  
(Parent or Guardian)

## Scoring Webelos Dens

The Webelos scout can work towards his advancement by completing several tasks at the event stations.

Each station can help the den leader if needed.

The dens score for each station will be a star.  
(Provided with your station paperwork)

Overall score for each den will be calculated by the event staff at the end of the event.

You will be given two score sheets, one to keep track of the dens score. The second score sheet is for keeping track of the individual Webelos score, for advancement.

## **FIRE BUILDING/COOKING:**

At this station the Webelos will be shown how to set up a fire ring.

They will also be shown the steps to build a fire lay, and how to light it.

They will also be shown how to put out a campfire.

The Webelos scout with his buddy will build and light a campfire, then put it out.

After fire building, the den will cook hotdogs over a campfire.

Each person can use a stick or hotdog fork to cook their hotdog over the campfire.

There will be no buns or condiments for the hotdogs.

Everyone needs to eat what they have cooked.

The den leaders need to be aware of any food allergies in the den.

The hotdog ingredient list will be available in case of food allergies.

## **TREASURE HUNT:**

The metal detector can be signed out at the Camp Office.

The treasure site is the area marked off next to the Rangers house.

Each den will have a zip lock bag to put the collected treasure in.

Please fill out the card inside the bag.

You will need to sign the metal detector back in when you have completed this station.

The treasure is to be returned, with the card (filled out), to the office.

## **SHELTER BUILDING:**

The Cubs are to work together to construct a debris shelter.

The shelter is to be big enough for two or three Cubs to lie inside.

The Cubs build the shelter. The leaders can help when needed.

If needed, you can use a tarp as the basis for the shelter. Then cover it with leaves and sticks.

## **Knots:**

The cubs will be shown how to tie several knots.

They will then participate in a game to see who can tie the knots they were shown.

The knots they need to tie are.

BOW

SQUARE

**OPTIONAL**

FIGURE EIGHT

OVER HAND

2 HALF HITCHES

TAUT-LINE HITCH

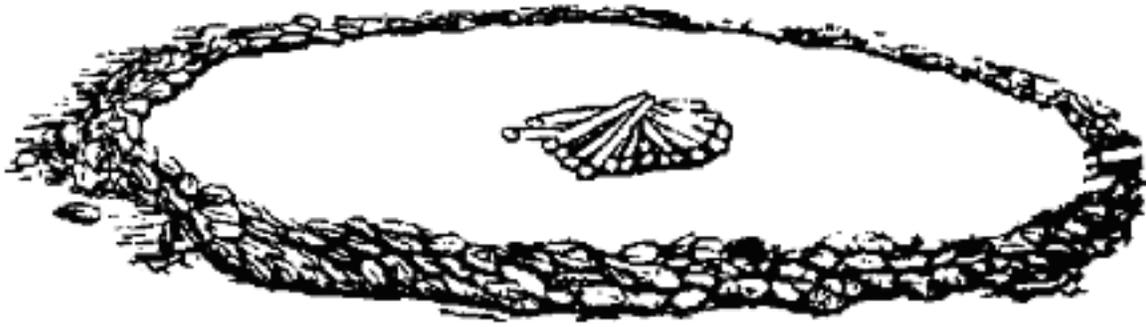
## **Team Building:** Atomic Waste Move

3 boys are to use the rope rig and pick up the container of atomic waste.

They then move it and place it into its storage area (blue tarp).

IF THEY DROP THE CONTAINER, LET IT TOUCH THE GROUND, OR THEY

STEP ON THE TARPS, THEY MUST START OVER.

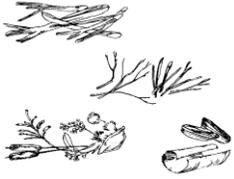


## **CAMPFIRE SAFETY**

1. Before building campfire, clear a circle 10 feet across of everything that will burn.
2. Build your fire in the center. There will be less chance of the fire getting away.
3. Don't build the fire against a tree or between the roots.
4. Do not build a fire below the boughs of a tree as they will be dried by the heat and might catch fire.
5. Keep the fire away from dead logs and stumps.
6. Do not use wet or large humid rocks as they might explode when they are heated.
7. Don't use firewood that spits sparks.
8. Never leave a fire unattended.
9. Keep a bucket of water or sand handy for emergency use.
10. When you are through with the fire, put it out.

# BUILDING A CAMPFIRE

Patience is the key ingredient for successfully building a fire. You will also need *tinder*, *kindling*, and *fuelwood*



## TENDER

Tender catches fire easily and burns fast. Dry pine needles, grasses, shredded bark, and the fluff from some seed pods all make good tender. So do wood shavings cut with a pocketknife from a dead stick. Gather enough tender to fill your hat once.

## KINDLING

Dead twigs that are no thicker than a pencil are called kindling. Find enough to fill your hat twice.



## FUEL

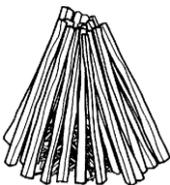
Fuelwood can be as thin as your finger or as thick as your wrist. Use sticks you find on the ground and gather them from a wide area rather than removing all the downed wood from one spot.



## LAY THE FIRE

There are many ways to arrange tinder, kindling, and fuel so that the heat of a single match can grow into the flames of a campfire. A *tepee fire lay* is a good all-around method:

1. Place a big loose handful of tinder in the middle of your fire site.
2. Mound plenty of small kindling over the tender.
3. Arrange small and medium - sized sticks of fuelwood around the kindling as if they were poles of a tepee. Leave an opening in the "tepee" on the side the wind is blowing against so that air can reach the middle of the fire.
4. Ease a burning match under the tinder. The flame should rise through the tinder and crackle up into the kindling and the fuelwood above.





## Lean - to Fire Lay

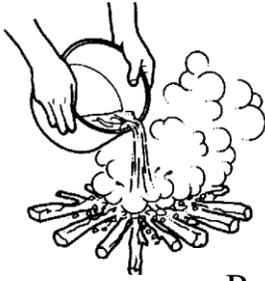
1. Push a small stick at a 45° angle into the fire lay, the upper end of the stick pointing into the wind.
2. Place tinder beneath the stick, light it, and lean kindling against both sides of the stick.
3. When the kindling is burning well, lean sticks of fuel against it. Air blowing into the lean - to will keep the flames growing.
4. You can use a small log instead of the stick at a 45° angle.



## Crisscross Fire Lay

1. Place a big, loose handful of tinder in the middle of your fire site. Lay small sticks around the tender
2. Place a layer of small sticks across the first sticks.
3. Place another layer of sticks laying across the first layer
4. Continue for 2 to 4 layers. Then light the tender.

## PUTTING OUT A CAMPFIRE



Pour

### PUTTING OUT A CAMPFIRE

Extinguish every fire when you no longer need it. Make sure it is **cold out** -cold enough so that you can run your hands through the ashes.



Pour water on the embers. Stir the wet ashes with a stick and wet them again. Repeat until you can touch every part of the fire site with your bare hands.



If water is scarce, work mineral soil into the embers. That is, soil with nothing in it that will burn. Then stir and stir again until the last ember is out. Rub burned sticks against the ground until all sparks are out. Then give everything the **COLD-OUT** test.

### CLEANING A FIRE SITE

Clean a permanent fire site by picking out any bits of paper, foil, and unburned food. Pack them home with the rest of your trash.

If you ma

If you made a new fire site, erase all evidence it was ever there. Scatter any rocks, turning their blackened sides toward the ground. Spread cold ashes over a wide area and toss away extra firewood. Replace any ground cover when you're finished, the site should look just as it did

# One-Man Shelter

A one-man shelter you can easily make using a poncho or tarp requires a tree and three poles. One pole should be about 14 feet long and the other two about 9 feet long. To make this shelter (Figure 5-7)--

- Secure the 14-foot pole to the tree at about waist height.
- Lay the two 3-meter poles on the ground on either side of and in the same direction as the 4.5-meter pole.
- Lay the folded canopy over the 14 foot pole so that about the same amount of material hangs on both sides.
- Tuck the excess material under the 9-foot poles, and spread it on the ground inside to serve as a floor.
- Stake down or put a spreader between the two 9-foot poles at the shelter's entrance so they will not slide inward.
- Use any excess material to cover the entrance.

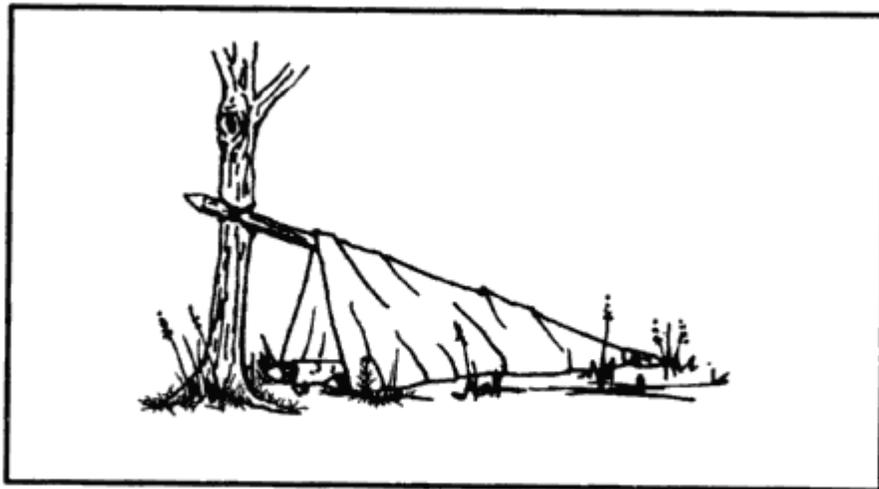


Figure 5-7. One-man shelter.

The parachute cloth makes this shelter wind resistant, and the shelter is small enough that it is easily warmed. A candle, used carefully, can keep the inside temperature comfortable. This shelter is unsatisfactory, however, when snow is falling as even a light snowfall will cave it in.

# Natural Shelters

Do not overlook natural formations that provide shelter. Examples are caves, rocky crevices, clumps of bushes, small depressions, large rocks on leeward sides of hills, large trees with low-hanging limbs, and fallen trees with thick branches. However, when selecting a natural formation--

- Stay away from low ground such as ravines, narrow valleys, or creek beds. Low areas collect the heavy cold air at night and are therefore colder than the surrounding high ground. Thick, brushy, low ground also harbors more insects.
- Check for poisonous snakes, ticks, mites, scorpions, and stinging ants.
- Look for loose rocks, dead limbs, coconuts, or other natural growth than could fall on your shelter.

# Debris Hut

For warmth and ease of construction, this shelter is one of the best. When shelter is essential to survival, build this shelter. To make a debris hut (Figure 5-11)--

- Build it by making a tripod with two short stakes and a long ridgepole or by placing one end of a long ridgepole on top of a sturdy base.
- Secure the ridgepole (pole running the length of the shelter) using the tripod method or by anchoring it to a tree at about waist height.
- Prop large sticks along both sides of the ridgepole to create a wedge-shaped ribbing effect. Ensure the ribbing is wide enough to accommodate your body and steep enough to shed moisture.
- Place finer sticks and brush crosswise on the ribbing. These form a latticework that will keep the insulating material (grass, pine needles, leaves) from falling through the ribbing into the sleeping area.
- Add light, dry, if possible, soft debris over the ribbing until the insulating material is at least 1 meter thick--the thicker the better.
- Place a 30-centimeter layer of insulating material inside the shelter.
- At the entrance, pile insulating material that you can drag to you once inside the shelter to close the entrance or build a door.
- As a final step in constructing this shelter, add shingling material or branches on top of the debris layer to prevent the insulating material from blowing away in a storm.

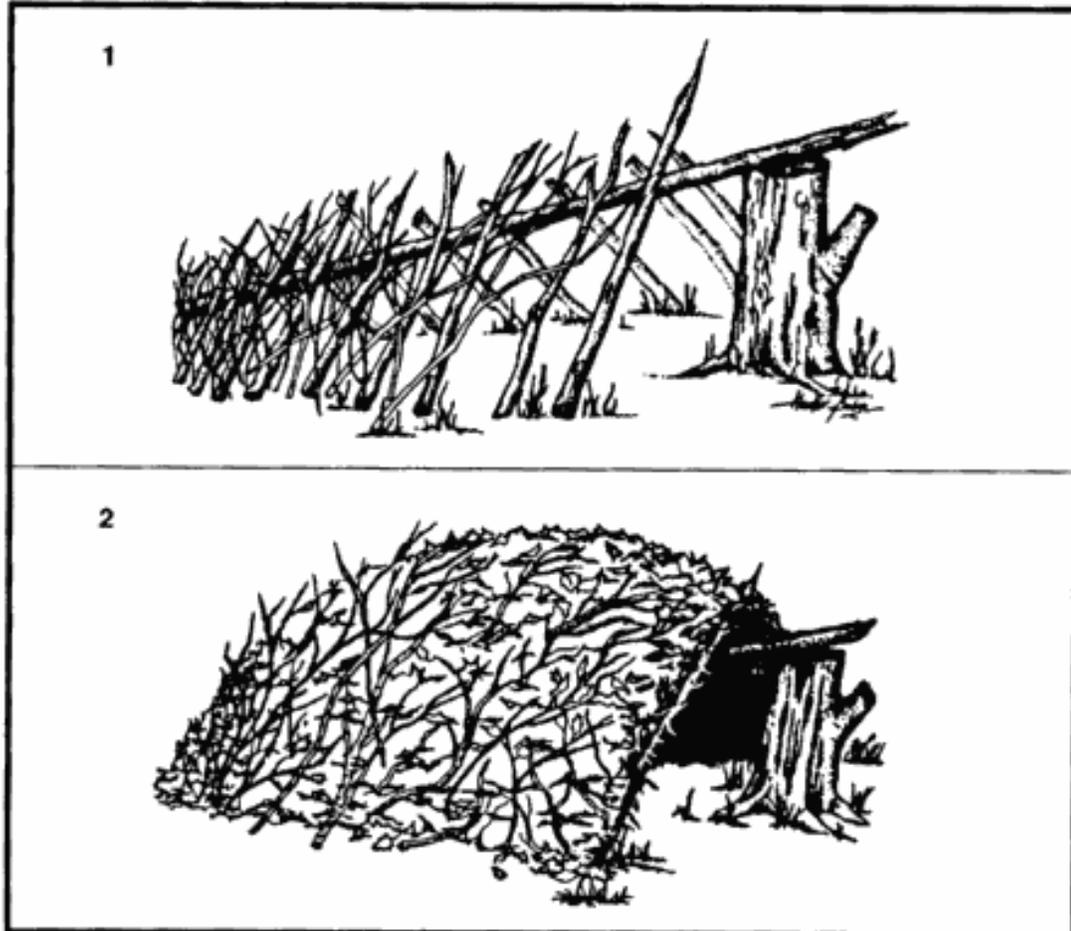
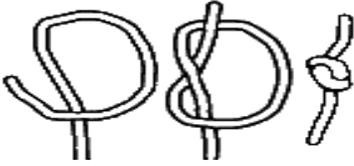


Figure 5-11. Debris hut.

## The Overhand Knot



The Overhand Knot or Half Knot

This is the simplest knot. Therefore probably the most used

## The Figure Eight Knot

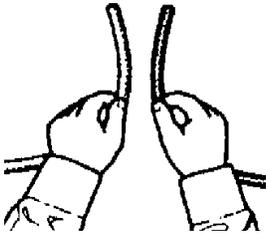
**To Tie:** Make an underhand loop. Bring the end around and *over* the standing part. Pass the end *under* and then up *through* the loop. Draw up tight.



## SQUARE KNOT

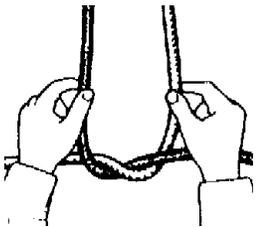
To tie a square knot, hold one rope end in each hand. Pass the right end over and under the rope in your left hand and pull it snug. Next pass the rope now in your left hand over and under the one now in your right, and pull it snug.

it can join to

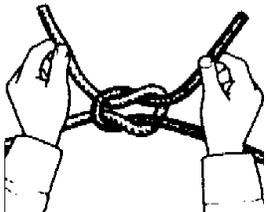
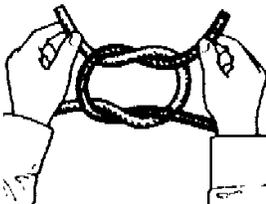
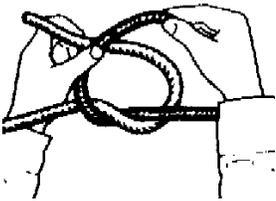


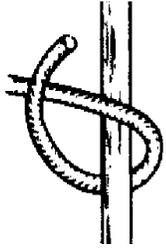
Remember,

**Right over left. Left over right.**



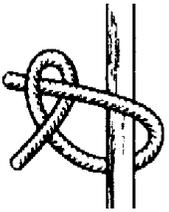
The square knot is also known as a joining knot because it can join together two ropes and because it is the first knot Scouts learn when they join the BSA. It has many uses-from securing bundles, packages, and the sails of ships to tying the ends of bandages.





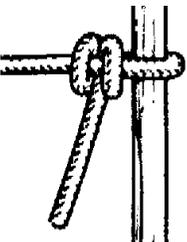
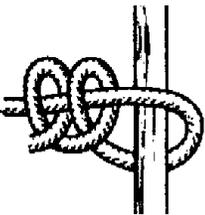
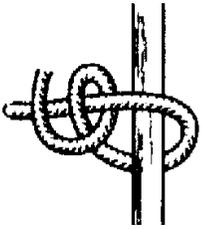
## TWO HALF HITCHES

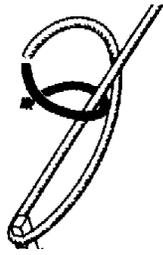
Use two half hitches to tie a rope around a post.



Pass the end of the rope around the post. Bring the end *over* and under the body of the rope (known as the *standing part*), then back through the loop thus formed. That makes a *half hitch*. Take the end around the standing part a second time and tie another half hitch.

Pull it snug.



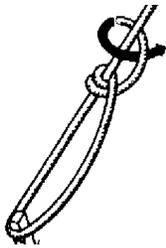


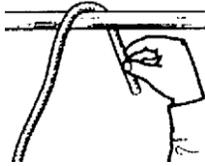
## TAUT-LINE HITCH

The taut-line hitch is tied on a line that is tight, or taut. Use it to tighten or loosen a tent guyline by pushing the hitch up or down.

### Here's how:

Pass the line around a tent stake. Bring the end under and over the standing part and twice through the loop you have formed. Again bring the rope end under, over and through 1 loop, but this time farther up the standing part. Work any slack out of the knot, then slide the hitch to adjust the tension on the line.

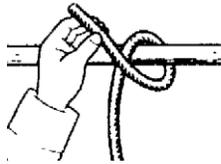




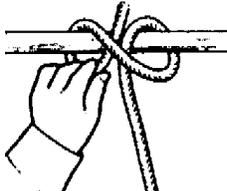
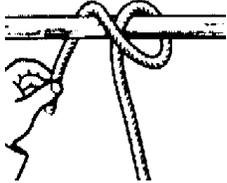
## CLOVE HITCH

*Clove* comes from the word *cleave*, meaning "to hold fast."

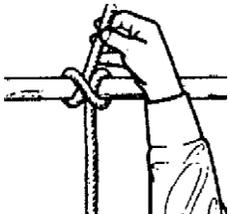
The *clove hitch* can be used to start most lashings:



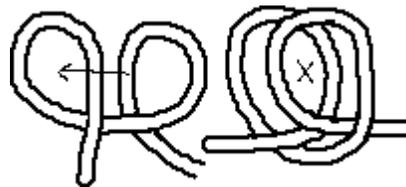
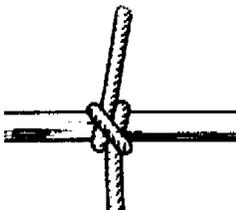
Bring the rope end over and under a pole. Take it around a second time, crossing over the first wrap to form the shape of an X. Bring the rope end around a third time and tuck it under itself at the center of the X. Pull the end of the rope to tighten the hitch.



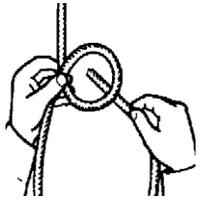
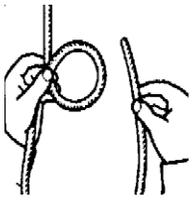
An alternative way of tying a clove hitch makes it easy to lay the knot over the end of a pole. It is also a good knot for attaching a rope or cord to your *bear bag* - a bag of food hung from a tree out of the reach of animals.



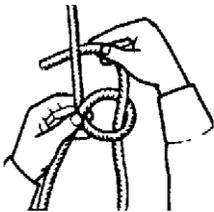
Make a loop near the end of the rope. Make an identical loop next to the first. Without turning over either loop, lay the first loop on top of the second. Place the pair of loops over the end of a pole or over the neck of the bear bag and tighten.



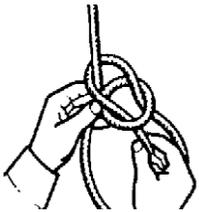
Alternative way of tying a clove hitch on a post



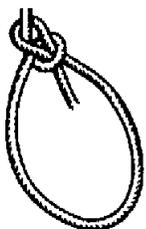
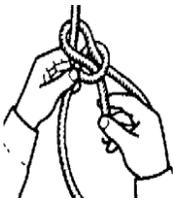
**A**



**B**



**C**

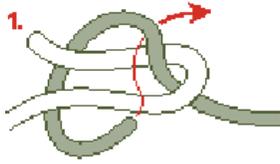


## **BOWLINE KNOT**

Make a small overhand loop in the standing part of a rope. Bring the rope end up through the loop, around behind the standing part, and back down into the loop. Tighten the bowline by pulling the standing part away from the loop.

Remember: The rabbit comes out of its hole A  
Runs around the tree B Goes back into its hole C

## SHEET BEND



The *sheet bend* is a very good knot for tying together two ropes of the same or different diameters. It is a close relative of the bowline, and is untied in the same way.

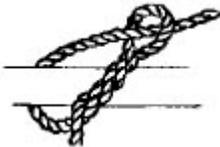
Put a *bend* in the end of the thicker rope and hold it with one hand. Pass the end of the other rope through the bend, and then take that end round behind the bend. Bring the end across the front of the bend and tuck it under its own standing part.

Tighten the knot by pulling the standing part of the smaller line.

## DOUBLED SHEETBEND



## TIMBER HITCH



It is used mainly to tow or hoist cylindrical objects. It is used with one or more Half Hitches made with the standing part - for towing a spar or hoisting a timber on end

**To tie:** pass a rope around the object and take a turn with the end around the standing part. Then, as shown, twist or turn the end back on itself. Three turns back are sufficient and they should follow the lay of the rope.

