

SUNRISE DISTRICT KLONDIKE 2004 PROGRAM as of Dec 12, 2003 (changes to Jeopardy)

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[Link to 2004 schedule with rules and registration form](#)

[To event archives](#)

[PDF file of Jeopardy sample questions](#)

[PDF file about our February Junior Leader Orientation Workshop. A one day session of basic skills for Scouts.](#)

Mail problems or concerns with site to Ari@nccw.net

2004 Events

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1. Tallest Structure

Site: MacCahill Reception

Objective: To lash together a free-standing structure from 6 staves.

Procedure: The patrol will utilize 6 staves, approximately 5 feet in length, to lash together a free-standing structure. Points will be awarded according to height and proper lashings. One staff will have a flag attached to it. The height of the structure will be measured, after it stands for 1 minute without any aid, from the ground to the top of the staff with the flag. No guy lines or other support will be allowed. You will not be allowed to dig any of the poles into the ground. You may not carve or otherwise alter the staves. There is a 15 minute time limit.

Equipment Needed: rope

Equipment Provided: 6 staves (each approximately 5 feet long), 1 staff will have a flag attached.

Scoring: Lashing - 50 points (minus 10 points for each incorrect lashing)

Height - up to 50 points based on pre-set increments. (Height will be used to determine the event winner)

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2. First Aid

Site: Riverside

Objective: To assess, treat, and prepare accident victims for transport and professional treatment.

Equipment Provided: Some useful materials might be at the scene of the accident.

Equipment Needed: Patrol first aid kit (see page 290 of Scout handbook eleventh edition 1998).

Procedure: The patrol will be introduced to an accident scene. Their task will be to stabilize the victims and prepare them for transport and professional treatment. Scouts should make use of all available resources, as they would in a real life situation. All patrol members should have knowledge of and be able to demonstrate CPR. There is a 15 minute time limit.

Scoring: Points will be awarded in the following areas, 100 points maximum.

Rescuers introduce themselves and seek permission to treat.

Control of accident scene.

Obtaining professional assistance.

Contents of first aid kit.

Correctly identifying nature of injuries.

Treatment of injuries.

Time to finish all tasks will be used as the tiebreaker if needed.

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3. Mapping Transfer Kim's Game

Site: Big Maple

Objective: To transfer locations of various items and translate them into symbols from a diorama to a blank map.

Equipment needed: pencil

Equipment Provided: dioramas, blank map

Procedure: The patrol will be randomly split into groups of no more than 3 members. Each group will be led to a diorama that has five topographical, natural, and man-made features per Scout marked with numbers. Each group will have 2 minutes to study their diorama in silence where no writing will be permitted. Groups will then be given a blank map representing their diorama where they will work together for up to 8 minutes transferring the features they observed. The maps they create should be as accurate as possible with respect to location of items using map symbols correctly. The map symbols will be from the Scout Handbook.

Scoring: Up to 40 points will be awarded for accuracy of maps

Up to 60 points will be awarded for correct use of map symbols

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4. Bird ID matching call/picture/name

Site: Whispering Leaves

Objective: To identify birds common to Northeast Ohio as well as others

Procedure: The patrol will run relay-style to a judge who will play a bird call from either a cassette or CD then ask them to identify a bird matching its picture and its name. Patrol members will cycle through to the judge until they have seen 15 different birds. Time limit is 15 minutes.

Equipment Provided: Recorded Bird Sounds, Pictures of birds, Name cards of birds

Equipment Needed: Nothing

Scoring: Points are earned by correctly matching a picture to the sound and correctly matching a name to the sound.

The number of correct matches will determine the score as a percent of 30 possible matches.

Time to determine tie breaker for best scores.

Bird List:

Blue Jay, Cardinal, Gull, Red-Tailed Hawk, Great Horned Owl, Sparrow, Mourning Dove, Eagle, Wren, Turkey Vulture, Robin, Roadrunner, Mallard Duck, Canada Goose, Pileated Woodpecker, Chick-a-dee, Loon, Whippoorwill, Wild Turkey.

Possible References:

Nature's Helpers <http://www.prestogalaxy.com/html/birdssounds.html>

Bird Calls of New York State <http://www.math.sunysb.edu/~tony/birds/>

Greg Kunkel's page http://ourworld.compuserve.com/homepages/G_Kunkel/homepage.htm

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5. Caterpillar Race

Site: Twisted Trees

Objective: To have 5 boys navigate a pair of 1 by 6's as a team.

Procedure: 5 boys will be selected by the patrol leader. These boys will take positions on a pair of 1 by 6's, one foot on each board. There will be a set of rope handles for each boy to hold. The patrol will then proceed to walk with the 1 by 6's around a course

Equipment Provided: Caterpillar

Equipment Needed: Nothing

Scoring: 100 points force-ranked. There will be a 10 second penalty for every limb that makes contact with the ground.

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6. Survival Skills

Site: Trumbull

Objective: Learn preparation for expected and unexpected needs that may arise in a survival situation in cold weather.

Work as a team to solve problems under time pressure.

Equipment needed: Nothing

Equipment provided: A number of items that may or may not be useful to survive and deal with problems encountered in the scenario.

Procedure:

Patrols will have up to 15 minutes to complete the following 3 tasks:

1. The patrol will read a written scenario that describes the survival situation that they find themselves in. It will be a cold weather scenario. The patrol will need to assume they will need to survive on their own for at least several days time without outside help as well as deal with any problems that the scenario gives them, such as the need to signal rescuers, to treat injuries, and/or to minimize adverse effects of weather conditions.
2. Prior to the problem-solving phase of the event, patrols will have up to 5 minutes to pick a small number of items (the written scenario will indicate how many) from those made available to them.
3. Solve or deal with problems that the scenario gives them, using any of the items that they have chosen. Items may be used for multiple purposes. The patrol can also use any dead natural materials found in the area of the event and clothing they are wearing. They may not use any items, other than clothing, that they may have on their person or in their Klondike sled or travois.

Following the 15 minute timed period, the patrol will be asked to explain/describe any creative ways that items were used in solving a problem or are planned to be used for the survival of the patrol. Judges may ask questions as well. This debriefing will take at most 5 minutes.

Scoring: (100 points possible)

20 points: Teamwork

30 points: Selection of most useful items from those available ("experts" will determine the most correct selections for the purpose of survival and problem solution; this list and an accompanying explanation will be distributed at the awards ceremony but not during the competition). For example, if 6 items are to be chosen, each correct selection will be worth 5 points; if 10 items are to be chosen, each one will be worth 3 points. If patrols use other items in unanticipated ways that are

equivalently useful to the experts' solution, equivalent points will be awarded.

50 points: Solution of scenario problems. For example, if there are 2 problems, each will be worth 25 points. Judges will award partial credit for an incomplete or partially correct solution (to the extent that patrols' behavior can be anticipated, partial/incomplete solution points will be decided on ahead of time to maximize judging consistency).

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7. Scouting Jeopardy

Site: Long Needle

Objective: The patrol will have 10 minutes to answer questions. There will only be five categories per game. The Board will be set up in 5 columns with point values 2,4,6,8

Equipment needed: Nothing

Equipment provided: Everything

Procedure: The patrol leader will pick five categories out of a hat. Once the categories have been set the first patrol member will choose a category on the board and a point value. The Judge asks him the question. If he gets it right then he gets full points. If he gets it wrong, then no points. The next patrol member will get his turn, and so on. Each Scout in the patrol will receive one pass that he can use *before he chooses the question*. If his pass is used the next Scout will get to choose the next question, unless he uses his pass as well, then it will go to the next member. The patrol has 10 minutes to answer as many questions as possible.

The categories are:

1. General Requirements
2. Greater Cleveland General Information
3. Public Officials
4. Sunrise Information
5. BSA history
6. BSA General
7. Scout Advancement
8. Citizenship
9. Simming and Boating
10. Knots and Lashings

Scoring:

Points earned for correct questions.

Reference:

[NEW:PDF FILE OF SAMPLE QUESTIONS FOR EACH CATEGORY](#)

<http://www.cuyahoga.oh.us>

<http://www.state.oh.us/Government/State/OhioExecutiveBranch.htm>

<http://www.gccbsa.org/> look under "council info" for the history of the council

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8. Blueberry Pancakes

Site: Fire Ring off parking lot

Objective: Prepare a matchless fire using natural materials and prepare one 4-inch diameter Blueberry Pancake. Scores depend on which type of matchless fire is built or whether matches are used.

Equipment needed: Fuel, kindling and fire starting materials. Ground shield, cooking materials, and mess kit. Pancake Batter (Mix) with blueberries. Pancake syrup is optional. Patrols are also responsible for cleanup of their fire site and eating area. Patrol members should display their Totin-Chip and Firem-n Chit Cards.

Equipment provided: None

Procedure: Each patrol must start a fire and cook one Blueberry Pancake. Timing starts when the Patrol starts to lay the fire and ends when the pancake is served on a plate (or Sierra cup). Then the patrol leader must eat the pancake.

Types of Fires: Any method of matchless fire including but not limited to: Flint & Steel, Fire by Friction, Magnifying glass, Battery & Steel wool, Hot Spark. Those electing to use matches will be limited to 2 matches. A fire started with a lighter will receive no points. Fire building materials must be natural. Tinder must not be chemically treated nor commercially produced. Violation will cause elimination from this event.

Scoring:

<i>Type of Fire</i>	<i>points</i>	<i>Other Criteria</i>	<i>points</i>
1 match	10	4" blueberry pancake, properly prepared both sides cooked	10
2 matches	5	Pancake eaten by patrol leader	5
Battery and Steel wool	10	Force-ranked time	20-50
Hot spark	15	Flipped without a utensil (not turned)	5
Magnifying glass	20		
Flint and Steel	25		
Fire by Friction	30		

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9. Travois Race

Site: West Lodge by road

Objective: To construct a travois, then race around a course dragging a patrol member.

Equipment needed: 5 pieces of rope about 10 feet each with ends properly finished.

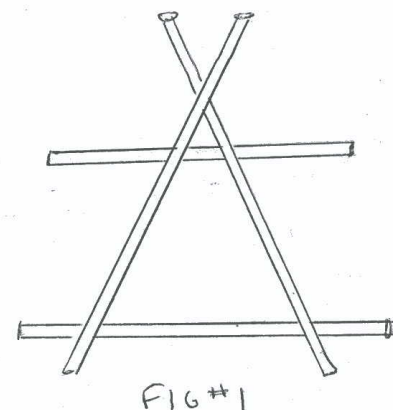
Items supplied: 4 poles not longer than 7 feet each.

Procedure: Patrols will lash the travois together using the poles provided. When completed one Scout will be chosen to

ride on the travois while 4 other patrol members drag the travois around the course. The same 4 Scouts must pull for the entire course, no substitutes. There are no prescribed lashing, but the design should look somewhat like fig. #1. However if the travois comes apart during the race it must be lashed over where it came apart before proceeding to the end of the course.

Time limit: 10 minutes

Scoring: Force ranked by time from 30 - 100 points for patrols finishing within the time limit. Patrol that do not finish within the time limit will receive 10 points for their participation. There is a penalty of 10 seconds for every time the rider touches the ground (except when re-lashing)



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10. Geography

Site: Commissary Porch

Objective: To place pictures of famous sites from American history in the state they are located

Equipment needed: Nothing

Equipment provided: maps, pictures, all else required

Procedure: Patrol members will run relay style to a judge. The Scout will pick a card with a picture, which may contain clues. The card will tell the Scout to name an historic site or a state. The Scout must place the card on a state on a map of the United States where it belongs and name the site or state as the picture instructs.

Patrol members cycle through until 20 locations have been attempted. Time limit - 15 minutes.

Scoring: Based on a percentage of correct matches to the card (site or state name and correct placement)

SITES/EVENTS

:Boston Tea Party	Boston, Mass	Declaration of Independence	Philadelphia, PA
Valley Forge	Valley Forge, PA	Constitutional Convention	Philadelphia, PA
Battle of Baltimore (Fort. McHenry/National Anthem)	Baltimore, MD	Louisiana Purchase	New Orleans, LA
Migration to the west	St. Louis, MO	Mexican War	mark 3 of 5 states made out of area taken
Territory where violent opposition to expansion of slavery into the west reached its peak in 1850's	Kansas	First shots of Civil War	Fort. Sumter, SC
"High water mark" of rebels	Gettysburg, PA	End of the Civil War	Appomattox Court House, VA
U.S. Joined East to West by rail	Promontory Point, Utah	Native Americans resist loss of sacred lands	Little Big Horn, WY
			MONTANA

They're coming to America	Ellis Island	Birth of National Park System Old Faithful	Yellowstone N. Pk Idaho, Montana, Wyoming
The 49th state purchased from Russia	Alaska	WW II finds U.S.	Arizona Memorial Pearl harbor, HI
Segregation is no longer the law of the land	United States Supreme Court, Washington, D.C.	Now man can destroy the world	Yucca Flats, Nevada
Founding of the United Nations in October 1945	San Francisco, CA		

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TRAIL LUNCH

Site: at event site assigned on scorecard

Objectives: To have a hot lunch.

Procedure: Each patrol will be assigned one of the event sites as a place to cook lunch. The patrol leader should sign in with the event judge between 11:45 and noon before cooking. The patrol will cook a hot meal using the best means available: stoves, wood, charcoal. During the lighting of stoves an adult should supervise. Patrols using fires must use a ground shield. Patrol must also prepare a hot drink. When the patrol has finished, the site must be cleaned up. Each patrol should plan on **two extra servings** for the judges. Events begin again at 1:15.

Equipment Needed: Food, fuel, a garbage bag for trash, and cooking gear.

Scoring: Hot meal, Hot drink, Clean up, Patrol Cheer each 25 points.

Patrols will receive a maximum of 10 points per section if any non-patrol member assists.

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SUNRISE DISTRICT KLONDIKE 2004

Summary of Events

The annual competition will have 10 events. Each of the events will be worth 100 points, with an additional 10 points bonus for each event available - 5 points for having a patrol flag and 5 points for spirit. This year there will be a senior and junior division established by average grade level of the patrol participating. Patrols in each division will be recognized for top event finishers as well as overall top scorers.

Event (linked to description)	Judges	Site	Materials needed
1 Tallest Structure	T143	MacCahill Reception	rope
2 First Aid	T403	Riverside	Patrol first aid kit (see page 290 of Scout handbook eleventh edition 1998).
3 Mapping Transfer	T22	Big Maple	pencil
4 Bird ID	T433	Whispering Leaves	Nothing
5 Caterpillar Race	T179	Twisted Trees	Nothing
6 Survival Skills	T620	Trumbull	Nothing
7 Jeopardy	T161	Long Needle	Nothing
8 Blueberry Pancakes	T461	Fire Ring	Fuel, kindling and fire starting materials. Ground shield, cooking materials, and mess kit. Pancake Batter (Mix) with blueberries. Pancake syrup is optional. Patrols are also responsible for cleanup of their fire site and eating area. Patrol members should display their Totin-Chip and Firem-n Chit Cards.
9 Travois Race	T367	West Lodge	5 pieces of rope about 10 feet each with ends properly finished.
10 Geography	T22	Commissary	Nothing
Lunch	event judges		Food, fuel, a garbage bag for trash, and cooking gear.

[Link to 2004 program](#)

[Click here for this schedule in pdf format](#)

[Open PDF file of roster for registration only](#)

[Click here to go to the 2004 Program](#)

[PDF file about our February Junior Leader Orientation Workshop. A one day session of basic skills for Scouts.](#)

SUNRISE DISTRICT KLONDIKE DERBY 2004 SCHEDULE OF EVENTS

Friday, January 30, 2004

5:30 P.M. Camp Macintosh opens for arrival and registration

9:15 P.M. Senior Patrol Leader (SPL) meeting at the Macintosh Dining Hall -

KNOW PATROL NAMES, HAVE LIST OF PATROL MEMBERS AND WHAT GRADE THEY ARE IN SCHOOL!!!

9:45 P.M. Cracker Barrel- Adult leaders, judges, and SPLs at the Macintosh Dining Hall for discussion of events and questions answered. Judges get event packets.

Saturday, January 31, 2004

8:50 A.M. Opening Ceremony - All patrols at the MacCahill Reception Center

9:00 Competition sites open and events begin

Noon. Competition sites close. Patrols check in for lunch competition at the event site they are assigned.

Lunch competition.

1:15 P.M. Competition sites reopen and events continue.

4:30 P.M. Competition sites close.

Score cards turned in at the McCahill ReceptionCenter by patrol leader.

4:45 P.M. Score cards are due.

Score sheets turned in between 4:45 P.M. and 5:00 P.M. will lose 50% of all points.

Score sheets turned in after 5:00 P.M. will lose ALL points.

Chapel services and Catholic Mass times will be announced on Friday night.

Order of the arrow elections may be run for any troop meeting the requirements. Request an election at the Friday night leaders' meeting.

8:00 P.M. Awards Presentation at the Cub World Shelter.

Event judges will present first, second, and third place for their events for Junior and Senior Divisions.

Immediately following the awards presentation there will be a critique session for Senior Patrol Leaders, Scoutmasters, and judges.

Sunday, February 1, 2004

9:00 A.M. Clean up cabins and campsites. Pack up.

10:30 A.M. All sites and cabins to be inspected by Campmaster in the usual fashion before a unit leaves camp.

Pick up patches before leaving at the Macintosh Reception Center

11:00 A.M. Klondike Derby 2004 is closed and all sites should be cleared.

GENERAL INFORMATION AND RULES

FEES

The cost of the Klondike Derby remains \$5.00 for every Boy Scout and Scouter. The attendance roster at the end of this program must be completed and handed in with money at check-in on Friday night. The fee will cover the cost of the patch, equipment for events, awards, and administration. Troop sites, cabin fees, as well as meals and other costs are not included.

SAFETY

A first aid station will be set up at the McCahill Reception Center. However, each patrol should have a first aid kit. Every troop should take care of small injuries like cuts and bruises. Stay off lakes and streams. Patrols that violate this rule will be disqualified from the competition and the troop may be asked to leave camp. Proper clothing is a must. All Scouts need to be wearing waterproof boots, gloves and hats. Troop leaders must assume responsibility for proper clothing of their Scouts. All adults at camp should be on the look out for boys who are not dressed properly. Patrols with boys who are not properly dressed will need to go back to their site and dress correctly before continuing with their competition. For more information on clothing refer to publications included in this packet.

COMPETITION

Events will proceed according to the published program or as changed Friday night at the Cracker Barrel. Judges are responsible for their competition sites and are the final arbiters of disputes. They will use the current Boy Scout Handbook as their guide. The patrol leader needs to check in with the event judge upon entering each competition site. The judge will tell the patrol when and where to compete.

Under no circumstance is a patrol to change their name after their SPL receives their score card Friday night. Patrols that do this risk not being identified in the standings.

Each patrol leader is responsible for keeping the score card. These cards will be given to each event judge upon signing in. After the event is completed the patrol leader must get his score card back from the event judge with the points or times marked and signed. These cards are to be brought to the McCAHILL RECEPTION CENTER for tallying when the last event site has been completed or when the competition time has expired. Patrol leaders must turn in the score card in by 4:45 P.M. Score cards turned in between 4:45-5:00 P.M. will lose 50% of all of their points. Score cards turned in after 5:00 P.M. will lose ALL points.

At each event patrols may be earn 5 bonus points for displaying their patrol flag and another 5 points for demonstrating spirit (patrol cheer, song, working together). No assistance of any kind is to be given to

the patrol or any of its members during the competition by any non-patrol member (including adults). Judges will disqualify any patrol receiving coaching of any sort.

The general rules to follow for the weekend are the Scout Oath and the Scout Law.

JUNIOR AND SENIOR DIVISIONS

At the Friday night SPL meeting, a list will be given with patrol names and members listed. In addition, the SPL will provide the Klondike chief with each Scout's grade in school. These grades will be averaged for each patrol. The half of the patrols with the higher average grade will be put into a Senior division and the younger half in the Junior Division. When overall and event winners are compiled at the end of the competition the top 3 from both divisions will be recognized.

PATROL SIZE

Patrols must have five to ten Scouts. Units with fewer than five Scouts have the option of combining with another small unit to field one patrol. This option must be exercised by the time of the Friday night SPL meeting. The registrar must be advised of the exercise of this option.

SLED

All patrols must have a klondike sled or a travois to compete. Sled design are available in numerous books and on the internet. Or be creative and see if you can come up with a good one yourself! Practical designs are encouraged since it is tiring to pull a heavy or poorly designed sled all day.

LUNCH

Patrols report to the judge for the event site they are assigned to on their score card around noon. Patrol leaders are to sign in with the judge before starting to cook. An adult should be present when the patrol is lighting a stove or lighting a fire. For further information, refer to the event listings.

AWARDS PRESENTATION

An awards presentation is planned for Saturday night at the Augustus Center. Judges should prepare totems for patrol flags for first, second, and third place patrols for their events for both Junior and Senior Divisions. Patrols should have their flags at the presentation.

SECOND YEAR WEBELOS PARTICIPATION

Second year webelos Scouts may participate as a part of a Boy Scout Patrol or as a webelos den. All webelos must be listed on the Unit Attendance Roster and must have their fees paid. Webelos groups may participate only as part of a troop and under the direction of the troop leadership. A webelos den which competes as a unit must be accompanied by adult leaders at all times. Scores of webelos dens will

not qualify for any overall Klondike award. First year webelos should not be at the klondike.

PREFACE TO THE COMPETITION

The Klondike program is designed to strengthen a troop existing patrols. One of the main ideas in Scouting is the patrol method. To change patrol configurations for the Klondike is counterproductive to the district program as well as to your own troop program. Sometimes patrols must be changed a little to ensure at least 5 members. My hope is that Troops will all try to encourage attendance at this year's competition so that no Scout will have to be in an unfamiliar patrol at the last minute. Thanks to all the judges for your hard work in creating a great program this year. If you have comments, write to me at:

Ari@nccw.net

Ari Klein

WINTER CAMPING

Enclosed in this publication are helpful guides toward successful winter camping. Winter camping equipment tips - Clothing and Suggested Personal Winter Gear. The following is a listing of helpful hints for winter.

Do not use a tent heater! They are not only dangerous, but not permitted by Scout camping regulations. Newspaper or cardboard if kept dry is an excellent insulator beneath your sleeping pad. Put it in a plastic bag or between layers of plastic. Believe it or not much of your heat loss when sleeping is from improper insulation from the ground.

Protect your water from freezing. Carry it close to your body or inside your coat on the trail, put it in a plastic bag in your sleeping bag with you at night if it is extremely cold.

Plan your menus to reflect the amount of activity and the weather. Lots of carbohydrates and liquids. Some foods do not travel well in the cold. Try cooking frozen eggs (or just cracking them).

Encourage the boys to try to stay dry. When they get wet anyway, make sure that they are prepared with a change of clothes after the competition is over and they are not as active.

Sun or ski glasses can protect your eyes from long exposure to the glare off snow, ice, and will prevent snow-blindness.

Look in the Scout Handbook and Fieldbook for more information. There are numerous publications that can be helpful as well. For a few dollars you will find the Okpik: Cold-Weather Camping book from the BSA a valuable tool.

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[Open PDF file of roster for registration only](#)

Sample Questions for Jeopardy

1. General Requirements

2 points: Name the ranks in order.

4 points: How many merit badges are needed to earn eagle?

6 points: How many merit badges are needed for star?

8 points: Which required merit badges have a three-month requirement?

Three: Family Life, Personal Management and Personal Fitness

2. Greater Cleveland General Information

2 Points: Name the Council Scout Camp. Beaumont

4 Points: Name the Council High Adventure Camp. Tinnerman

6 Points: What are the troop lodges named for? The twelve points of the Scout law.

8 Points: How many councils border Greater Cleveland? Three, Greater Western Reserve, Heart of Ohio and Great Trails

3. Public Officials

2 Points: name the Governor of Ohio. Bob Taft

4 Points: Name the County Prosecutor: Bill Mason

6 Points: Name the Secretary of State: Ken Blackwell

8 Points: Name the County Commissioners. Dimora, McCormack, Lawson Jones

4. Sunrise Information

2 Points: Which troop's leader is in charge of the Klondike Event? Troop 22

4 Points: What is the name of the Senior District Executive? Doug Hutchinson

6 Points: Who is the chairman of the district? Jim DeViney

8 Points: Where are the Roundtables Held? South Euclid, Lyndhurst Board Of Education

5. BSA History

2 Points: Who the founder of Scouting? Lord Robert Baden-Powell

4 Points: Who brought it to the United States? William Boyce

6 Points: Who wrote the first handbook? Ernest Thompson Seton

8 Points: What organization did Daniel Beard formed and merged into BSA?
Sons of Daniel Boone

6. BSA General

2 Points: Where is National Headquarters? Irving, Texas

4 Points: Where is the National Jamboree held? Fort A.P. Hill Virginia

6 Points: How many editions have there been of the Scout Handbook? 13

8 Points: Who is the honorary president of the BSA? President of the United States

7. Scout Advancement:

2 Points: Show Scout hand sign

4 Points: What is the Scout motto? Be Prepared

6 Points: What is written in the scroll on the Scout badge? Be Prepared

8 Points: What do the three points of the trefoil stand for? Duty to God and Country,
Duty to Others, Duty to self

8. Citizenship

2 Points: Who made the first US Flag? Betsy Ross

4 Points: Show how to fold US Flag. Flag will be provided

6 Points: Who wrote the National Anthem? Francis Scott Key

8 Points: How to raise a flag to half-staff? Raise it to the top of flagpole and slowly lower it.

9. Swimming and Boating

2 Points: How far must you swim to be non-swimmer? No swimming required

4 Points: What is the buddy System?

6 Points: What ability group must you be to be able to use a canoe at summer camp?
Swimmer

8 Points: What precautions must be taken for the safe swim defense? (SMALL BAD)
Supervision, Medical, safe Area, Lifeguard, Lookout Buddy System, Ability Groups,
Discipline

10. Knots and Lashing

2 Points: What is the knot that you must know to earn Scout? Square Knot

4 Points: What knot is used for start of square, sheer or tripod lashing? Clove hitch

6 Points: Why do we whip ends of the rope? To keep them from coming apart?

8 Points: What knot do you use to connect two ropes that are same width? Square knot

Junior Leader Training



WHAT: Day-long basic Jr.
Leadership Training

WHEN: February 21, 2004, 8:30
A.M. - 4:30 P.M.

WHERE: St. Paul's Church, NW corner of Coventry and Fairmount
Cleveland Heights

WHO: All Scouts who would benefit from basic training in leadership skills
(Scouters are encouraged to observe.)

COST: \$5.50 each to cover lunch and voluminous handouts

BRING: Paper, pen, Scout uniform, desire to improve leadership skills.

CONTACT: Tom Linton 440-543-6509

STAFF NEEDED We need responsible Scouts for training staff who have some teaching experience relatively good teaching skills, and will attend two 1/2 day organizational and training meetings Jan. 4 and Feb. 15, 2004.

