



ATTENTION ALL CUBMASTERS!

MUNSEE DISTRICT IS HOLDING A WEBELOS/ARROW OF LIGHT KLONDIKE EVENT.

All 4th and 5th grade Scouts are invited to participate in this Webelos Klondike and Arrow of Light competition. The event will test their skills as a patrol in their ability to show up prepared for the weather conditions and on requirements from four Webelos/Arrow of Light Adventures:

*Event Conditions Preparedness * Scouting Adventure*

* Outdoorsman Adventures * Cast Iron Chef Adventure * First Responder Adventure *

Event information is as follows: Location: **The Loop Area, Watchung Reservation,**

Date: **Saturday, February 9, 2019** Inclement Weather Date: **Saturday, February 16, 2019**

The Event Schedule is as follows:

- Registration & turn in of canned food donations at the Headquarters building: 8:30 a.m.
- Webelos Klondike Skills Competition: 10:00 a.m. through 12:00 p.m.
- Lunch Time: 12:00 p.m. through 1:00 p.m. (Bring a lunch or plan to eat with a troop)
- Awards Ceremony: 1:00 p.m.
- Open time to visit Scout Scout Klondike Challenge Towns: 1:30 through 3:00 p.m.

This is a great opportunity for your Webelos and AOLS to work as a patrol and demonstrate their Scout skills. Patrols should be 4 to 7 Scouts, **and a sled is not required**. All skill requirements are defined on the "**Stations at the Webelos Klondike Event, February 9, 2019**" information sheet on the back of this page, and are readily accessible as noted on the sheet. So start preparing your Scouts now. All are Webelos or Arrow of Light skills/information. They will be expected to know these skills/information as new Scouts once they Bridge over so the event will give them a head start.

Please note the "**Event Conditions Preparedness**" station on the information sheet. Dressing properly for a day out in the elements is critical. That is why it is a graded station. The two key areas are layering and footwear. Layers can be added or taken off as the weather or activity level changes throughout the day, and the footwear should be waterproof and warm. And don't forget the hat! The stations will supply all necessary skills materials so Scouts only need to bring the items listed for this station and they should pack a lunch. **And of course they should bring their Scout Spirit. All stations give bonus points for Scout Spirit!!!!**

Please register your patrols on line. Cost of this event is \$5.00/Scout and will include an event patch. Your Scouts will build confidence and also have a great time. **And to reinforce that "A SCOUT IS KIND & HELPFUL", each Scout will bring 5 cans of food to be donated to local food banks.** Helping our less fortunate neighbors is what Scouting is all about. **Having Fun + Being Kind + Being Helpful = One Great Day.**

For more information contact Ed Novak, 908-265-2331, ed.novak65@gmail.com or Dan Turano, 908-688-6204, turanmkd@comcast.net

Please volunteer your Pack to help staff one of the four Adventure stations. An event staffer will be at each station to work with the volunteers. The more volunteers, the faster we can run patrols through.



Stations at the Webelos Klondike Event, February 9, 2019

1. **Event Conditions Preparedness** - Scouts present themselves at check in and are inspected for proper layering (3 points), headwear (3 points), gloves (2 points), footwear (3 points), rain gear (2 points), water (2 points), snack (1 point), Webelos book (2 points) and day pack (2 points) – each Scout can earn up to 20 points. The total points of all Scouts are divided by the total number of Scouts in the patrol to arrive at the patrol score. **Maximum 20 points total**
2. **First Responder Adventure (Webelos)** - **Maximum 20 points total**
 - a. Show what to do for these “hurry cases” (Partial #2)
 - i. Stroke – 5 points
 - ii. Poisoning – 5 points
 - b. Show how to treat for shock (#4) – 5 points
 - c. Show how to treat for blisters on the hand & foot (Partial #5) – 5 points
3. **Outdoorsman Adventure (Arrow of Light), Scouting Adventure (Arrow of Light)** - **Maximum 20 points total**
 - a. Tell the use of the following knots and then tie them
 - i. Square Knot – 5 points - (Scouting #5a)
 - ii. Two Half Hitch – 5 points - (Scouting #5a)
 - iii. Bowline – 5 points – (Camper #5 partial)
 - iv. Tautline Hitch – 5 points - (Scouting #5a)
 - b. All Scouts in patrol are assigned a number, and slips of paper with all four knots are put in a “hat”
 - c. Scout #1 will pull a knot to tie from the “hat” - 4 points if Scout #1 ties it, if not, 2 points if Scout #2 ties it, if not, 1 point if Scout #3 ties it, if not, no points for that knot
 - d. Next Scout in rotation (#2, #3 or #4) picks the next knot and the cycle continues
 - e. Maximum 16 points for knot tying & 4 points for knowing what the knot is used for
4. **Outdoorsman Adventure (Arrow of Light), Scouting Adventure (Arrow of Light)** - **Maximum 20 points total**
 - a. Discuss with your den what actions you should take in the case of the following extreme weather events which could require you to evacuate. (Camper #3)
 - i. Severe rainstorm causing flooding – 3 points
 - ii. Severe thunderstorm with lightning or tornadoes – 4 points
 - iii. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible - 3 points
 - b. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge (Scouting #6)
 - i. Recite the five points of the pocketknife pledge – 3 points
 - ii. Explain the pocketknife safety rules – 3 points
 - iii. Demonstrate how the Safety Circle works – 4 points
 - iv. Extra Credit – What is another common name that Scouts use for the Safety Circle - 2 points
5. **Cast Iron Chef Adventure (Webelos)** - **maximum 20 points total**
 - a. Build a fire and then put it out safely with minimal impact to the fire site – (#1)
 - i. Know and explain the three things you need to start a fire – 6 points
 1. Heat
 2. Oxygen
 3. Fuel
 - ii. Know and define the three types of materials that make up fuel – 6 points
 1. Tinder
 2. Kindling
 3. Fuel
 - iii. Build a fire lay - we will supply the materials – 4 points
 - iv. Light the fire – 4 points (1 match), 3 points (2 matches), 2 points (more than 2 matches)