

2021 Klondike Leader Guide (February 20, 2021)

Prepare to “zoom” into a new klondike scouting adventure. This year’s event will be a fully virtual event with all patrol activities held online in zoom breakout rooms. Patrols will “rack-up” points to compete with other Harvest District patrols, to determine the ultimate virtual winner. Join as we embark on a new version of klondike that will test scout skills and knowledge. Patrols will choose the 8:30-10:00 time slot **or** 10:20-12:00 time slot. If participation reaches capacity for the morning sessions, another session could be added (TBA). Maximum patrol size is 8. Please split larger patrols. Please take time to have your scouts practice for the events! Have your scouts prepare their “virtual” campsite at home with their blanket shelters, sleeping bags, etc.

Schedule of Events: ***(8:30-10:00)***

8:30-8:50- Breakout #1

8:50-9:10- Breakout #2

9:10-9:30- Breakout #3

9:30-9:50- Breakout #4

(10:30- 12:00)

10:30-10:50- Breakout #1

10:50-11:10- Breakout #2

11:10-11:30- Breakout #3

11:30-11:50- Breakout #4

Awards will be tabulated following the event and shared via email.

Event Rooms: (These events will be taking place during both sessions)

Station #1: Hydration: How fast can you compete to stack your cups? Guarantee your own hydration and survival by stacking your hydration tools. Followed up with a survival scavenger hunt in the wild indoors.

Cup Stacking

This is the cup stacking challenge. The challenge is to take 36 nested plastic (solo like) cups and stack them into a pyramid, and then take them down and nest them back into a single column of cups. Each patrol member will be timed. You will have 1.5 minutes to complete the task. To be fair to patrols of different sizes, this will be completed 8 times. Each patrol member gets one turn. If there are less than 8 members, scouts can take an additional turn. Examples: If 6 scouts: each takes one turn and 2 scouts can go a second time. If 3 scouts: each takes one turn and then all take a second turn and then 2 scouts can go a third time. Note that there will be 2 volunteers timing, so 2 scouts will perform the task at the same time.

Scoring Guidelines (15 minutes)

Complete task in 1 minute 30 seconds or less	1 point
Bonus: complete in less than 1 minute	1 bonus point
Bonus: complete in less than 30 seconds	2 bonus points
Bonus: complete without dropping any cups on floor	1 bonus point
Scout Spirit/Cheer without prompting	1 point
Teamwork/Leadership	0 - 3 points

Scavenger Hunt

This is a timed task. You will have 3 minutes to find items presented on the screen. At the end of the search time, your score will be based on how many individual items the patrol in total can find. That means only one member needs to have a specific item. BONUS: Multiples of the same item can count only if all patrol members bring the item back! Please let parents know the scouts will be looking for items in their house for this event.

Scoring Guidelines (5 minutes)

Each item on list found by at least one patrol member	1 point for each item
Bonus: If all patrol members find an item, score additional point for that item (1 bonus point per patrol)	1 bonus point
Scout Spirit/Cheer without prompting	1 point
Teamwork/Leadership	0 - 3 points

Station #2: Scout Handbook survival trivia. How fast can you find the information you need to survive. We know you are no Alex Trebek, but can you find the questions to the answers with your Handbook?

Volunteer Needs: QUESTION AND ANSWER SHEET

Scoring Guidelines: (20 minutes)

Scout Spirit/Cheer without prompting	1 point
Correct Answer	1 point
Teamwork/Leadership	0 - 3 points

Procedure: Volunteer outlines the Trivia process; duration 1 minute:

- 1) Questions are read to the Patrol in order
- 2) Patrol discusses and selects answer
- 3) Patrol Leader responds with the Patrol answer, if no answer patrol leader says, "pass" to move to the next question.
- 4) Correct answers get a point; correct answer read to Patrol
- 5) Next question is read, same questions used on all Patrols
- 6) Adult Leader takes 1 minute to sum and provide score
- 7) Number of correct answers is the Patrol score plus Teamwork factor.

Approximately 3 to 5 questions can be answered per minute requiring about 70 questions.

Station #3: Think Fast: In this room tying the knot fast and accurately will get you on-top of the game. Bonus game: How fast can you produce a pair of scissors, a rock, and a piece of paper?

Scoring Guidelines (15 minutes)

All members of the patrol ties the given knot (scored per knot)	3 points
1/2 of the patrol ties the given knot (scored per knot)	2 points
1 person in the patrol ties the given knot (scored per knot)	1 point
Scout Spirit/Cheer without prompting	1 point
Teamwork/Leadership	0 - 3 points
Rock, Paper, Scissors (1 member of the patrol vs. room leader)- 5 minutes	1 point for each victory

**Square knot, clove hitch, two half-hitches, bowline, taut line hitch

Station #4: Test your memory and problem-solving skills in Room #4. Test your ability to identify the injury of a fellow patrol member and test your memory skills with a “Kim’s Game”.

Treat the Injury (15 minutes)

Patrol successfully discusses and identifies the injury to their “victim”.	1 point
Patrol successfully explains and/or demonstrates how they will treat the victim’s injury. (Patrol leader will be the spokesperson)	3 points
Scout Spirit/Cheer without prompting	1 point
Teamwork/Leadership	0 - 3 points

Kim’s Game (2 games)- 5 minutes

Patrol successfully identifies items they saw on the picture (check off items as patrol discusses what they saw)	1/2 point per object remembered
Teamwork/Leadership	0 - 3 points