***WINT-OR-REE 2024***

***Station Guide***

***District - Rifle range.***

*Patrols will be given a schedule for what time they are to report to the range.*

***District- Radio Station***

*Come in sit down and communicate with people from all over the world.*

***Troop 314 G - Lashed Pancake Flip***

**Objective:** Lash two tripods, place a stave between them.  Make 10 pancakes and successfully flip them over the stave with a skillet/frying pan and catch the pancakes with a skillet/frying pan.

**Equipment/Material/Supplies** :

* 21 Scout staves
* 6- 6’lengths of rope for lashing
* 3 Frying pans, skillets (not cash iron)
* 3 Spatulas
* 3 propane stoves
* Propane
* Shake & Pour pancake mix
* Paper plates
* Garbage bags
* Water

**Rules**:

Each Patrol must lash two tripods with a tripod lashing and place a stave between them.  The horizontal stave must be at least 4 feet above the ground. Concurrently, make 10 pancakes and toss them over the horizontal stave and catch them, with a skillet/frying pan.  Pancakes must be between 4 and 8 inches in diameter.  Every patrol member must toss and catch at least one pancake and no patrol member can toss and catch more than 3 pancakes.

**Scoring:**

10 pts - 5 pts each for each correct tripod lashings.

10 pts –Patrol method, teamwork and innovation (Patrol leader, plan, execution)

10 pts – Safety (Leaving the stove unattended, not mischief with staves, rope or pancakes)

10 pts – Scout spirit (Scout Law in use)

10 pts – Patrol spirit (Patrol Flag, Patrol Cheer, Songs, etc.)

-1 pt for each flipped pancake that hits the ground

**Skills and what Patrols should bring:**

Skillet or frying pan (not cast iron) [Skillets will be available for Patrols that don’t have one]

Lashings and knots

Scout and Patrol spirit, Patrol Flag, Patrol Cheer

***Troop 501? - Memory station***

Patrols will have a set time to memorize a table full of “Scout STUFF”

***Troop 347 - Snow Ball Toss***

 Snow Ball Toss -- Each patrol member will have an opportunity to toss 6 snowballs (baseballs) into buckets spaced at various distances. 3 snowballs will be automatically provided. 3 additional snowballs will be awarded to each patrol member based off of the patrols ability to answer trivia questions related to scout skills as a team. The average score will be calculated after every patrol member has had a turn. Points will be calculated based off two categories; 1. snowball toss average and 2. quality of patrol cheer, teamwork answering trivia questions, and attitude amongst patrol members as each patrol member takes a turn throwing snowballs.

 ***Troop 407 -  GaGa Ball***

It’s a combination of dodge ball and handball played in an octagonal arena. Objective is for players to attempt to eliminate each other by batting a ball to hit opposing player below the knee. Last player standing is the winner.

***Troop 417 – Shelter Building***

The scouts will use materials we provide (i.e. tarp, rope) to build a shelter large enough for the patrol and their sled. The Scouts are assessed on time and the quality of the shelter, such as amount of protection, protection from wind, and sturdiness.

***TROOP 422 – Stretcher Assembly***

 Scouts will assemble a stretcher, the station will provide wooden poles and tarps

 One scout will lay on the stretcher and be carried by 4 scouts that are blindfolded. The scout being carried will have to guide the blindfolded scouts through an obstacle course.

***Troop 430 -  Ice Fishing***

* Patrols/Crews lash together fishing poles and then catch fish.
* Points are awarded for pole length, quality of lashings, and fish caught.

***Troop 561******Cooking - Nailed It!***

 Patrols are scored on their Outdoor Cooking ability to replicate our sample dish.  Since a Scout is Brave, they can also eat their creation after scoring!

***Troop 903 - Sled Race Obstacle Course***

Patrols will complete a sled race that requires speed, teamwork, and scout spirit.  There will be obstacles that can be navigated for extra points.  Scouts will be required to perform multiple roles in the team as they navigate the course.  Extra points will also be given to patrols that demonstrate teamwork and scout spirit.  Patrols can bring their own sled or use the ones provided by the district..

***Troop*** ***Scout Law Bucket***

Scouts will shoot baskets to spell out the 12 points of the Scout Law

***Troop 1429 - Team Ski Race & Knots***

The Patrol will face the challenge of walking, as a team, on two planks with rope handles. It is great fun and is typically chaotic for the first few steps. As the team gets their act together by communicating, agreeing on procedures, being prepared to accommodate one another, and thinking of the team rather than pure self-interest, then results improve. The Patrols will race against time and points will be rewarded based on their times. The Patrol will also have to tie up to 10 knots along the way.

* Square Knot
* Lark’s Head
* Two Half Hitches
* Taut Line Hitch
* Clove Hitch
* Sheet Bend
* Bowline
* Timber Hitch
* Figure 8 Knot
* Sheepshank

***Troop 1634 - Ice Portals***

Patrols begin on one side of the wall each member must pass through a portal once that portal is used it is no longer available to use.

***Troop 1780 - Camp Gadgets***

*Come learn how to make useful camp gadget. Take everyday items and turn them into useful item's to use around your campsite. From cups to campfires this will be a very useful station for you future camping needs.*

***Troop 1781G - ESCAPE ROOM***

Each patrol has to escape from the clutches of the Yeti. To complete the room successfully, it's essential to have a good set of Scout skills. Please note that each Patrol of scouts has a 20-minute limit to solve the escape room puzzle.

***Troop 1814*** *-* ***First Aid***

Plan for 2 different scenarios (each with multiple medical situations) and will alternate between patrols. As long as the Scouts review the first aid requirements for Tenderfoot, Second Class, and First Class (straight out of their Scout Book), they will be prepared to conquer all of these scenarios.  We will provide first aid material and our victim will have props for realism (blood, bones, etc.).  If the below scenarios are provided in the Leader's Book, there will be no surprise when the Scouts show up to our station.

In **addition to each scenario, we will ask other first aid questions such as**:

* 1. If you must call 911, what information should you have and provide to the 911 operator?
* 2. What are the five most common signals of a heart attack?
* 3. For a stroke victim, what does FAST stand for?
* 4. How do you remove a tick?
* 5. What is CPR for and how do you properly do it?

***Troop 1785 -******Fire Building***

Prerequisites:  At least one scout must have earned their Firem’n Chit and Totin’ Chip (Bring Proof)

Equipment Needed:  All the necessary materials to build their fire.  This will consist of the wood, tinder, fire starter, etc., and any unrestricted ignition source (except matches) including flint and steel, fire by friction – any Scout legal means of ignition)

For this event, your patrol will divide into patrol teams and compete in 2 separate events to earn a maximum of 50 points.   Overall, the Patrol will be judged for safety and properly following the safety procedures in the Firem’n Chit and Totin’ Chip.

Fire Building Team:

Scouts are to build a fire using one of the campfire lays displayed below in a fire ring.   Scouts must bring to the event all the materials to build their own fire without any tinder materials supplied by the judge.  Scouts will be provided 2 matches.  Scouts have 2 minutes to light the fire and the fire must sustain long enough to boil 1 cup of water in a tin can.  Time will start when the judge sees a flame. (Note: a burning match is a flame.)  If the scout brings flint and steel, the scout may use that as a fire igniter as well.

Wood Cutting and Splitting Team:

All materials including bow saws, axes, splitting mauls, sledgehammers, and wedges will be provided. The team will be judged on their ability to properly use a bow saw to cut the logs into a 2-inch symmetrical puck with clean cut lines. The team will also need to use the wood splitting tools to properly split the logs in for evenly size quarters of firewood. A mix of pine and oak logs will be provided.