

Scouts BSA Guide



Winterall 2023: Huntin' Squatch Leaders and Participant Guide

Winterall 2023 stocking caps are available for sale at the time of online registration. See the separate flier on the registration webpage – All orders must be paid in full by 01-15-23
Stocking caps will NOT be available for purchase at the event.

Winterall – Friday and Saturday February 3rd and 4th 2023 @ CBT

Scouts BSA Schedule:

Friday February 3rd:

- 5:30pm - 6:30pm – Scouts BSA Friday Night Check-In @ the Lodge
- 7:00pm – Mystery Ingredient game between Patrols @ Ansel Building
- 7:30pm – Ready Set Cook Competition (see **required items list below**)
- 9:00pm – End of Ready Set Cook Competition and Judging
- 9:10pm – PLC Meeting @ Ansel

Saturday February 4th:

- 7:30am – Scouts BSA check in reopens @ the Lodge.
- 8:00am – Opening Ceremony and ground rules at the Fire Bowl.
- 8:30am – Scouts BSA Events Begin
- 12:00 - 1:00pm – Lunch (All events are closed)
- 3:00pm – Events Close, Scorecard Turn in @ Ansel and Klondike Sled Race for Scouts BSA
- 4:00pm – Closing Ceremony

Required Items:

Patrols will be penalized on their scorecard if they do not come prepared with the following items:

- Compass (3 per patrol min. – the more the better for entire patrol)
- Matches
- Fire Starting Supplies (must fit inside quart ziplock bag)
- First Aid Kit
- 150' min. of Lashing Rope
- 50' min. Bear Bag Line/Weight
- Snow Snake
- 1 bag of Charcoal (chimney optional)
- Cooking Supplies and Ingredients for Ready-Set-Cook (you will get a mystery ingredient)
- Patrol Flag

Scouts BSA Events:

Friday Night:

Ready Set Cook: Patrols compete to cook their best dessert for judging. Patrols will have 90 minutes to light a charcoal fire (see Required Items) and prepare their dessert entry for the judges. A mystery ingredient will be provided by Winterall staff to each patrol based on a Scouting Trivia game. Judging of cooked desserts will be based on teamwork, presentation, taste and incorporation of the mystery ingredient. Patrols will plate and present to the judging panel. Fire barrels will be provided – bring your own fire table if desired.

Score Max 20 Points: Up to 10 points for cooking process (teamwork, health and safety, demonstration of skills) Up to 10 points based on judge's final rankings).

The Golden Spoon Trophy will be awarded to the 1st Place Patrol at the Closing Ceremony

Scoring for the 3 P's (5 points at each station)

Patrol Yell – 1 Point

Patrol Flag – 1 Point

Patrol Spirit / Teamwork – 3 points

Saturday:

Event Max Times will be Enforced

1. Ice Ball Throw: (15 min max) See how close you can land an ice ball to the target **OR** Snow Snake to see how far you can slide your snow snake.

Ice Ball Throw Score Max 15 Points: Up to 5 points for the 3 P's, Up to 5 points for all Ice Balls within 5' accuracy, 5 points for at least 1 direct contact

Snow Snake Score Max 15 Points: Up to 5 points for the 3 P's, Up to 5 Points for distance, 3 points for bringing your own Snow Snake, up to 2 points for creativity in design

2. Fire Building: (25 min max) Patrols compete to construct a fire in a designated burn barrel and bring 8oz of water to a boil. Patrols may use materials from home to build the fire (see Required Items).

Score Max 20 Points: Up to 5 points for the 3 P's, Up to 5 points based on speed of completion, Up to 5 Points for teamwork, 5 points for boiling water in under 15 minutes.

3. Smelly Squatch: (20 min max) Patrols will need to sort the supplied camping items and hang the smellables in the bear bag for time. Guess wrong and start over!
Score Max 20 Points: Up to 5 points for the 3 P's, Up to 10 points for teamwork, up to 5 points for speed and completion of challenge. 5 point PENALTY if missing required items of rope/weight
4. Pioneering Problem: (20 min max) Patrols to utilize their pioneering skills in a mystery event – come prepared to frap your way to a perfect score!
Score Max 20 Points: Up to 5 points for the 3 P's, Up to 10 points for teamwork, up to 5 points for speed and completion of challenge
5. Fishin' for Squatch: (15 min max) Patrols will recite and demonstrate ice rescue techniques to save a drowning sasquatch.
Score Max 20 Points: Up to 5 points for the 3 P's, Up to 10 points for teamwork, up to 5 points for knowledge and demonstration of skills for an ice rescue
6. Winterall Challenge: (20 min max) Be prepared with teamwork and Scoutcraft skills for the ultimate test of your abilities!
Score Max 30 points: Up to 5 points for the 3 P's, Up to 15 points for teamwork, Up to 5 points for speed and completion of challenge
7. Ice-Melt Runoff: (25 min max) Patrols use a supplied A-Frame to walk each Patrol Member over a set distance:
Score Max 20 Points: Up to 5 points for the 3 P's, Up to 10 points for team work, 5 points for completion
8. Snowball Defense: (15 min max) Patrols use a 3-man slingshot to scare away the Abominable Snowman and friends:
Score Max 15 Points: Up to 5 points for the 3 P's, Up to 5 points for team work, 5 points for hitting the targets
9. Orienteering Course: (30 min max) Patrols compete **INDIVIDUALLY** to complete a set orienteering course. Individual scores are AVERAGED for the overall Patrol score.
Score Max 15 Points: Up to 5 points for the 3 P's, Up to 10 points for averaged Patrol score
10. Klondike Jousting and Time Trials: (20 min max) Patrols will run their sleds on a closed course collecting 2 rings for a recorded time. Rings must be collected for the time to stop. Best time of 3 runs is used to select the top 5 Patrols for the Final Klondike Sledge Race!
No Score – Best Time Used for Final Race Placement

Awards:

All Score Cards must be turned in by 3:00pm at the Registration Desk @ Ansel in order to be tallied for awards.

Ready-Set-Cook Competition – 1st (Includes the Golden Spoon Trophy), 2nd, 3rd

Snow Snake Longest Throw Winner - 1st Scouts BSA

Scouts BSA Klondike Sledge Race - 1st, 2nd, 3rd

Adult Leaders - 'Scout' Toss Distance – 1st, 2nd, 3rd

Scouts BSA Top Finishers - 1st (Includes the Winterall Traveling Trophy), 2nd, 3rd

If you have any questions, or would like to volunteer and help make Winterall awesome, feel free to contact: Phil Jaynes or Colleen Vogtmann at OttawaWinterall@gmail.com.