

# Cub Scout 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 – Saturday February 4<sup>th</sup> 2023 @ CBT**

Remember: All Cub Scouts must be accompanied by at least 1 Adult Leader per Pack

### **Cub Scout Schedule:**

#### **Saturday February 4<sup>th</sup>:**

9:00am – Registration Opens @ the Lodge

9:45am - Opening Ceremony and Ground Rules at the Fire Bowl.

10:00am - Events Begin

12:00pm - 1:00pm - Lunch (All events are closed)

3:00pm – Events Close and Klondike Sled Race for Scouts BSA

4:00pm – Closing Ceremony

### **Required Items:**

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

- Compass (1 min.)
- Matches
- Fire Starting Supplies (must fit inside quart ziplock bag)
- First Aid Kit
- Pack/Den Flag

## **Cub Scout Events:**

### Event Common Components (ECC):

Winter Preparedness – 1 Point

Den Yell – 2 Points

Den Flag – 1 Point

Den Spirit / Team Work – 1 point

All Cub Scout Activities are intended to be 20 minutes and allow 10 minutes for travel to the next event.

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. Obstacle Course: Relay event with the best average time of 3 runs will be used for completion.  
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for performance
3. Ice Fishing for Snappers: Dens will cast lines and see what they can catch.  
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for focus, Up to 5 points for performance
4. Fire Starters and Fire Building: Dens will be educated in fire starter construction and creation and then build a fire and keep it burning for 5 minutes without Adult help. Dens may use supplies from home (See Required Items)  
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for focus, Up to 5 points for building a fire that lasts 5 minutes unassisted
5. Magnet Crane: Dens use teamwork to transport precious cargo to designated locations in a timed event, then blindfold parents and instruct them to do the same.  
Score Max 15 Points: Up to 5 points for ECC , Up to 5 points for teamwork and communication, Up to 5 points for completion of challenge
6. Frozen Flapjacks: Dens get to pour, cook, and then flip their pancakes to teammates trying to catch them – with catapults!  
Score Max 10 Points: Up to 5 points for ECC, Up to 5 points for cooking the perfect pancake, Up to 5 points for accuracy in flipping and catching
7. Orienteering: Dens to cover basics of compass reading and test their collective skills in a course.  
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for timed completion

8. Sasquatch Dinner Bell Shootin': Team Shootin' Competition to hit the targets before the time runs out. Earn a PREMIUM launch on a 3-man slingshot for every bell run!  
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for # bells rung, Up to 5 points for a Squatch/animal hit with the premium launches
  
9. Klondike Jousting: Dens will run their sleds through a course while collecting rings for points. The time for the best of 3 runs will be recorded with a prize at the closing fire for the winning Den.  
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for timed completion of 3 separate runs

**Awards:**

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

Snow Snake Longest Throw Winner - 1<sup>st</sup> Place

Mystery Lost Item – 1<sup>st</sup> Place

Klondike Time Trials – 1<sup>st</sup> Place

Sasquatch 3-Man Slingshot - Top Shot

Cub Scout Top Finishers - 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Places

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**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](mailto:OttawaWinterall@gmail.com).**