

Scouts BSA Guide



Leaders and Participant Guide 2025

Winterall 2025 stocking caps are ONLY 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 01-13-25
Stocking caps will NOT be available for purchase at the event.

Winterall – Friday January 31st and Saturday February 1st @ CBT

Scouts BSA Schedule:

Friday January 31st:

- 5:30pm - 6:30pm – Scouts BSA Friday Night Check-In @ the T-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 3rd:

- 7:30am – Scouts BSA check in reopens @ the T-Lodge.
- 8:00am – Opening Ceremony and ground rules at the Fire Bowl.
- 8:30am – Scouts BSA Events Begin
- 11:30 – 12:30pm – Scouts BSA Lunch (All events are closed)
- 3:00pm – Events Close, Scorecard Turn in @ T-Lodge and Klondike Sled Race for Scouts BSA
- 4:00pm – Closing Ceremony @ Fire Bowl following the Klondike Race

Required Items:

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

- Klondike Sledge (spares available at CBT – must be requested in advance)
- 1 Can of Soup per Scout for donation (chicken or beef broth based)
- 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
- 10 x 12' tarp
- 150' min. of Lashing Rope
- 50' min. Bear Bag Line/Weight
- Snow Snake
- Horsey on a Stick with Name (see event documents for instructions to construct)
- 1 bag of Charcoal (chimney optional)
- Cooking Supplies and Ingredients for Ready-Set-Cook (you will get a mystery ingredient)
- Patrol Flag

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

Patrol Yell – 1 Point

Patrol Flag and Horsey on a Stick – 2 Point

Patrol Spirit / Teamwork – 2 points

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

Saturday:

Event max times will be enforced. Patrols are expected to travel to/from events together while their stick horse is being ridden out front in the lead. Events cannot be started without the full patrol present.

1. There's a Snake in my Boot **OR** Horseshoe Throw: (15 min max) See how far you can slide your snow snake or accurate your horseshoe throws can be.

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

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

2. Campfire 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. Claim Jumper Camp: (20 min max) Patrols will use supplies and basic knots to quickly build a cowboy camp out on the range. Spars, Ropes, Tarps, and Natural Materials to be incorporated!
Score Max 20 Points: Up to 5 points for the 3 P's, Up to 5 points for teamwork, up to 10 points for creativity of design and speed and completion of challenge
4. Steeple Chase Relay: (15 min max) Patrols will work as a team to run a relay race course of barriers with their Horsey on a Stick. Hi Yo Silver - Away!
Score Max 20 Points: Up to 5 points for the 3 P's, Up to 5 points for relay hand-offs, up to 10 points for jumping the barriers without knocking off the bars
5. 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
6. Western Creek Crossing: (25 min max) Patrols use a supplied A-Frame to walk each Patrol Member with their Horsey on a Stick 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 in the time limit
7. Chuck Wagon Knot Off: (15 min max) Patrols will use knots to 'hitch' a wagon, secure gear and move it to the unload point across terrain.
Score Max 15 Points: Up to 5 points for the 3 P's, Up to 5 points for team work, 5 points for not losing items
8. Cowboy Compass 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
9. Road Apple Rally: (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
10. **Bonus Event** – Lasso a Steer! All scouts can compete in trying to lasso the ornery steer! Each person gets a max of 5 attempts. The average number of successes per scout per Patrol will be recorded. If a scout gets 5 successes out of 5, they will keep roping until they miss. The highest number of successful sequential roping gets recorded for an award competition.
Score Max 10 Bonus Points: 10 points for at least 1 scout getting >5 in a row of roping success

Adult Competition

Dynamite Flip: There are few things more fun than flipping dynamite sticks into mine shafts (so we've been told). Come test the accuracy of your hand with 5 tosses! The highest individual point totals will be awarded with no points given to score cards.

Awards:

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

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

Snow Snake/Horse Shoe Toss Winner - 1st Place

Steeple Chase Relay – 1st Place

Lasso Competition – 1st, 2nd, 3rd Place

Adult Leaders Dynamite Flip – 1st, 2nd, 3rd Place (combined with Cub Scouts)

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

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

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