

Cub Scout 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 – Saturday February 1st 2025 @ CBT

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

Cub Scout Schedule:

Saturday February 3rd:

9:00am – Registration Opens @ the T-Lodge

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

10:00am - Events Begin

12:30pm - 1:30pm - Lunch (All Cub events are closed)

3:00pm – Events Close and Klondike Sled Race for Cub Scouts followed by 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:

- 1 Can of soup per Scout for donation (chicken or beef broth based)
- Compass (1 min.)
- Matches
- Fire Starting Supplies (must fit inside quart ziplock bag)
- First Aid Kit
- Pack/Den Flag
- Horsey on a Stick with Name (see event documents for instructions to construct)

Cub Scout Events:

Event Common Components (ECC):

Winter Preparedness – 1 Point

Den Yell – 1 Points

Den Flag and Stick Horse – 2 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. Dens are expected to travel to/from events together with their stick horse being rode out front in the lead.

1. There's a Snake in my Boot **OR** Horseshoe Throw: 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. Obstacle Course: Team coordination of walking together on skis for a set distance.
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for performance
3. Fishin' Hole: 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. Camp 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. Hoots and a Boot: Dens use teamwork to move a lone boot to designated locations in a timed event, then blindfold the 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. Buck-a-roo Pancakes: 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. Cowboy Compass Course: Dens to cover basics of compass reading and work to find the buried GOLD.
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for timed completion

8. Wild West Crossing: The ground is covered in lava! The Den is isolated on a platform and needs to cross the lava field using the supplies on hand. Only working together will they all survive...
Score Max 15 Points: Up to 5 points for ECC, Up to 5 points for focus, Up to 5 points for team work completing the course
9. Bronco Sled 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 for points. The top 5 Dens will be selected for the Final Cub Scouts Klondike Sledge Race!
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
10. **Bonus Event** – Pig Suey Relay! Dens will run a relay race in a timed event carrying a weighted stuffed pig.
Score Max 10 Bonus Points: Up to 10 points for an average time of <20 seconds per Cub Scout

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.

Snow Snake/Horse Shoe Toss Winner - 1st Place

Bronco Sled Jousting – 1st, 2nd, 3rd Place

Pig Suey Relay – 1st, 2nd, 3rd Place

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

Cub Scout Klondike Sledge Race – 1st, 2nd, 3rd Place

Cub Scout Den Top Finishers - 1st, 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.