Springerall: Breaking out of ICE-O-LATION 2021 Leaders and Participant Guide

Springerall 2021 is almost here! Due to the changing local COVID-19 restrictions the Three Fires Council safety precautions will be followed at the date of the event. We're planning for multiple contingencies that will allow each event to be safe and fun! Help us stay prepared for participation levels by signing up.

If you want to purchase a special Springerall 2021 baseball cap all orders must be received and paid for no later than 04-06-21. Springerall 2021 baseball hats will NOT be available for purchase at the event.

This Springerall will be bringing back some of our classic challenges along with new events. This guide contains information to help you prepare your unit, including an event list, materials to bring, and an event schedule.

Spingerall - Saturday April 17th 2021

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.

New for 2021 and COVID Precautions:

- Attendance limitations may need to be put in place to allow for group separation.
- Cohorts of 50 will be formed of participants, and must stay separate from other groups throughout the event.
- Additional precautions and rules will be announced the week prior to Springerall based on local guidelines.
- Camping will be offered Friday and Saturday Night for Scout BSA and Venturing units. Camping protocols will be announced one week prior. **COVID guidelines are fluid. Be Prepared for the situation of one individual per tent, if the guidelines require it.**

- Patrols and Dens will stay together and not mix groups during the event.
- Cub Scouts and Scouts BSA will have designated eating areas inside the Lodge.
- Mudder-Run Relay Race details will be made the time of the event due to potential changes.
- All events are subject to change without notice in order to accommodate group size limitations and sanitization.

Scouts BSA/Venture Schedule:

Friday April 16th:

5:30-6:30pm – Scouts BSA Friday Night Check-In

7:00pm - Mystery Ingredient game between patrols

7:30pm - Ready Set Cook Competition (bring your own charcoal and cooking implements!!!)

9:00pm – End of Ready Set Cook Competition and judging

Saturday April 17th:

7:30am – Scouts BSA check in reopens for participants that did not camp Friday night.

8:00am – Opening Ceremony and Ground Rules at the Flag Poles. All Patrols must meet at designated locations to allow for proper distancing.

8:30am – Events Begin

12:00-1:00pm – Lunch per Patrol. **Sanitization after eating will be completed by 1 member per patrol.**

3:00pm – Events Close and Mudder-Run Relay Race

3:30pm – Closing Ceremony

4:00pm – Final Clean Up

Scouts BSA/Venture Events:

Scoring for the 5 P's -

Spring **P**reparedness – 1 point
Patrol Yell – 1 Point
Patrol Flag – 1 Point
Patrol Spirit / Team Work – 2 point

Saturday:

1. Bulb Throw: (10 min max) See how close you can land a colored flower bulb to the target. (15 Points Max: Up to 5 points for the 5 P's, Up to 5 points for all bulbs within 5' accuracy, 5 points for at least 1 direct contact)
2. Fire Building: (25 min max) Patrols compete to construct a fire on a bed of snow or water and bring 8oz of water to a boil. Patrols may use materials from home to build the fire, provided they all fit in a 1-quart Ziploc bag, and are Scout appropriate fire building materials. (20 Points Max: Up to 5 points for the 5 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. Bumblebee Challenge: (20 min max) Patrols use teamwork to place "bees" onto flowers based on their luck. (20 Points Max: Up to 5 points for the 5 P's, Up to 10 points for teamwork and communication, Up to 5 points for completion of challenge)
4. Pioneering Problem: (20 min max) Patrols to lash a minimum of 3 staves to a tree to support the entire Patrol and provided Springerall Sled off the ground for 30 seconds. (20 Points Max: Up to 5 points for the P's, Up to 10 points for teamwork, up to 5 points for speed and completion of challenge)
5. Stretcher Relay: (15 min max) Reinforce knowledge of transporting an injured person to safety through an obstacle course (20 Points Max: Up to 5 points for the 5 P's, Up to 10 points for teamwork, up to 5 points for speed and completion of challenge)
6. Ultimate Team Building Obstacle Course: (25 min max) Patrols will work together to accomplish the goal. (30 points max: Up to 5 points for the 5 P's, Up to 10 points for teamwork, Up to 10 points for communication, and up to 5 points for creative problem solving.
7. Ice-Melt Runoff: (25 min max) Patrols use a lashed A-Frame to get each Patrol Member over a set distance: (20 Points max: Up to 5 points for the 5 P's, Up to 10 points for team work, 5 points for completion)
8. Emergency Preparedness: (25 min max) Patrols randomly draw an Emergency Scenario for their collective solution: (20 Points Max: Up to 5 points for the 5 P's, Up to 10 points for team work, 5 points for completion)
9. Orienteering Course: (30 min max) Patrols work together to complete a set orienteering course (20 Points max: Up to 5 points for the 5 P's, Up to 10 points for team work, 5 points for completion)
10. Resources Challenge - BONUS POINTS: Patrols will work together using their resources for a challenge INSIDE of the orienteering course. (15 Points max: Up to 10 points for team work, 5 points for completion)

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Cub Scout Schedule:

Saturday April 17th:

9:00am – Registration Opens

9:45am - Opening Ceremony and Ground Rules at the Flag Poles. All Patrols must meet at designated locations to allow for proper distancing.

10:00am - Events Begin

12:00pm – 1:00pm Lunch. **Sanitization after eating will be completed by 1 member per patrol.**

3:00pm – Events Close and Springerall Derby for Scouts BSA

3:30pm – Closing Ceremony

4:00pm – Final Clean Up

Cub Scout Events:

Event Common Components (ECC):
Spring 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. Bulb Throw: See how close you can land a colored flower bulb to the target. (15 Points Max: Up to 5 points for ECC, Up to 5 points for all bulbs within 5' accuracy, 5 points for at least 1 direct contact)
2. Obstacle Course: Relay event with the best average time of 3 runs will be used for completion. (15 points Max: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for performance)
3. Eye Spy: Dens collectively try to find 10 problems with a campsite and provide the solutions to made changes. (15 Points Max: 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 that an adult will light. Dens may use materials from home provided they all fit in a 1-quart Ziploc bag, and are Scout appropriate fire building materials. (15 Points Max: Up to 5 points for ECC, Up to 5 points for focus, Up to 5 points for building a fire that lasts 2 minutes unassisted)
5. Bucket Challenge with a Twist: Dens use teamwork to transport precious cargo to designated locations in a timed event then instruct parents to do the same while blindfolded. (15 Points Max: 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! (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. (15 Points Max: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for timed completion)
8. Winter Wrist Rockets: Team Shooting Competition to hit the targets before the time runs out. (15 Points Max: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for timed completion)
9. Easter Egg Relay: Answer Bobcat Trivia in order to earn advantages for use while playing the timed relay race. (15 Points Max: Up to 5 points for ECC, Up to 5 points for teamwork, Up to 5 points for timed completion)
10. Council Cub Mobile Race: Cub Dens can pull a council soapbox car through a races course. (No Points)

Awards:

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

Bulb Throw Patrol Accuracy Winner - 1st

Scouts BSA Springerall Race - 1st, 2nd, 3rd

Cub Scout Top Finishers - 1st, 2nd, 3rd

Scouts BSA Top Finishers - 1st (Includes taking home the traveling trophy), 2nd, 3rd

What to Bring:

EVERYONE: Facemasks, proper weather gear (**Improperly dressed Scouts will be sent home**) Fire building materials (No lighters), Hand Sanitizer, Patrol/Den Flag, and Scout spirit!

Scouts BSA/Venture: Compass, first aid kit, knowledge of basic Scout skills, 150 feet of lashing rope, and a 6 x 8' tarp.

A note on Patrols: Patrols should be of mixed age/rank Scouts, and it is recommended that the patrol size be 5-8 Scouts. All events have been designed with these parameters in mind.