

Arrowhead District
2026
Scout Beargrease Derby
Senior Patrol Leader Information

We are EXCITED for this year as it will be patrol method focused! The station leader will tell you your task and you have to figure out how to complete it using what is on your sled or found in nature. SPL leadership, delegation, teamwork and good overall communication will be needed.

We will award nuggets instead of points, and the most nuggets at the end of the day will win the Derby! This year's 1st place winner will have the privilege of designing next year's sticker. Your legacy will live on forever in this sticker. You will receive nuggets at the start, but watch out for bandits who will ask you trivia questions along the trail. All answers can be found in your Scout Handbook. Giving incorrect answers will cost you nuggets, correct ones won't. There will be opportunities to earn more nuggets along the trail. A nugget pouch will be provided. This year's event will be in two parts. Morning session will be for earning nuggets by learning/practicing Scout skills and team building. Then we will have lunch together. You bring the bag lunch and we bring out the hot soup. Afternoon session will put your skills to the test overcoming the obstacles of first aid, fire building, and lashing during a sled race. Stations will require materials supplied by your unit. No nuggets will be given out in the afternoon. Please have all documents - roster(s), health forms, etc - ready at check-in. SPL of the team should be the only one in the building to check in. The rest of the team should wait outside. All team members must be present before checking in.

Please read this section carefully so that you have the supplies you need to be successful. Don't forget to bring the required gear or it may cost you nuggets to buy the gear on site.

What To Bring- Required Supplies

- ☐ 1 Sled per team. (6-8 Scouts is the recommended team size)
- ☐ Adequate clothing for an outdoor winter event (see below)
- ☐ Completed Medical forms A & B - (one per participant) and any personal medical supplies (keep forms in waterproof bag).
- ☐ Team flag - 1 per sled.
- ☐ Bag Lunch for each scout - We will provide hot soup. There will not be enough time for you to cook lunch. Please plan accordingly with pre-made lunches for your unit.
- ☐ 1 can basic chicken soup or broth per participant. Please **NO** cream soups.
- ☐ Full Water Bottle- one per attendee kept in jacket to stay thawed.
- ☐ Scout book in a zippered (waterproof) bag - 1 per sled.
- ☐ 1 basic first aid/survival kit that must also have a splint and Ace Bandage inside for AM and PM activities. (These are used for mock situations)
- ☐ At least one compass per sled. (2 is one and 1 is none)
- ☐ Materials to build two fires that will burn for 15 minutes.
(**No Liquid fuels or store bought fire tinders allowed!**)
- ☐ Metal fire pan for under your fires
- ☐ Matches and/or lighter (extra nuggets may be awarded for successfully achieving ignition without matches or a lighter i.e. ferro rod or flint and steel)
- ☐ Snow Shovel 1 per sled.
- ☐ Five 10 ft. sections of cordage for lashing ($\frac{1}{4}$ in dia recommended)- one set per sled.
Don't waste it as it will be needed several times.
- ☐ Two 5 foot poles and one 3 ft pole (1 $\frac{1}{2}$ " - 2 inch diameter for a travois)

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What To Bring - Winter Gear

In winter conditions, dressing correctly can do more than keep you comfortable, it can keep you safe. Dress in layers so you can add or remove articles of clothing to regulate your temperature and be sure to include layers that wick away moisture, block wind and keep you warm. (Bring a day-pack for removed layers)

- ❖ **Wick** - Your innermost (base) layer should be made of material that draws moisture away from your body. **NO COTTON**
- ❖ **Warm** - Your middle layer or layers should trap the heat your body generates.
- ❖ **Wind/Rain** - Your outermost layer should block the wind, rain and snow.

Avoid cotton when possible, especially in your base layer (where it has the potential to hold moisture and make you feel colder).

Here is a recommended list of clothing articles to bring:

- o Long-sleeved shirt
- o Long pants
- o Sweater (fleece or wool)
- o Long underwear (polypropylene recommended)
- o Hiking boots, winter boots (wet snow, water or mud will be on trail)
- o Socks (wool or synthetic) extra pairs are encouraged
- o Warm parka or jacket & snow pants
- o Stocking cap/ hat (fleece or wool)
- o Mittens or gloves (fleece or wool and preferably with water-resistant shells)
- o Scarf
- o Rain gear (for layering or in case of warmer weather could also double as wind breaker)

Morning Session Stations

Take a look at this station list and think about what activities might be involved. Your unit should take some time to practice some of the listed skills prior to the event?

- 'Scout Down' (first aid for knee injuries)
- 'Where there's smoke there's...' (sustainable fire building)
- 'Ship Travois' (lashing a strong travois)
- 'Got any 3's? Go Fish' (catch the infamous snow pike); lashing skills needed)
- 'No Scout Left Behind' (obstacle course)

Afternoon Race

You will race your sled team against the clock after lunch. On board your sled you will need the following gear for the race obstacles:

- ☐ First Aid Kit/survival kit containing an Ace bandage and a splint
- ☐ Fire kit and supplies to make fire that will last 10-15 minutes (sustainable)
- ☐ Fire Pan and shovel
- ☐ Two 5 ft poles and the one 3 foot pole for a travois
- ☐ Lashing cordage

When the sled is in motion, all team members must be in contact with the sled. One Scout must be the musher on the back and the others pull the rope in front. This will be timed and the fastest time will have bragging rights. Race time may be used as a tie breaker for the event.

Two (2) Adult Unit leaders must be registered and on trail with each sled during the morning session. In the instance of an injury that requires leaving the team, one adult can be sent with a second, non-injured Scout, while still leaving an adult and team to complete the remainder of the race.

During the afternoon race, Adult Unit leaders will line the race course to cheer and encourage teams as they race by.