



February 1st, 2025
Rapid City Bike Path
Rapid City, South Dakota 57701

WINTER RUN

Event Information

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This packet contains information on your unit's registration to attend the 2025 Winter Run. To secure your spot, each unit must complete an online registration and pay all necessary fees before registration closes.

No registrations will be taken at the event.

WINTER RUN

All registrations will be accomplished using the Black Hills Area Council's Registration System through the URL:

<https://scoutingevent.com/695-WinterRun2025>

Key Dates & Event Pricing:

January 22nd, 2025

Scouts, BSA & WEBELOS

Adult Leaders / Event Leaders

Registration Closes

\$15

\$5

Important Winter Run Information

Winter Run

What is a Winter Run?

The Winter Run is a one-day competitive event which uses sledges (sleds) to complete a multiple station course and sledge race, pitting each team's skills and teamwork against the clock. The main purpose of the derby is to have a grand outdoor winter adventure full of fun and surprises. It is a way a way for Scouts to test their basic Scouting skills

ONLY IN THE CASE OF EXTREME WEATHER WILL THE RUN BE POSTPONED OR CANCELLED.

What is an Expedition Team?

Each WEBELOS & Arrow of Light Den / Scouts BSA Troop / Venturing Crew / Sea Scout Ship / Explorer Post is encouraged to enter as many teams as they can support. The minimum team size is 4 Scouts; smaller teams will be combined so that all may participate. Maximum team size is 8 Scouts. Each team will have a sledge judge that must remain with the sledge at all times during the event

THE COMPETITION PART OF THIS EVENT IS FOR SCOUTS ONLY.

Any Unit that would like to participate but does not have enough youth to complete the minimum allowed on a team to run will be sent to the Chimney Shelter at Canyon Lake and will be combined with other Scouts to form team.

Scouts should not bring cell phones or other electronic devices to the Winter Run.

What do you need to know about the Stations?

Each expedition will visit several stations.

Each of the stations will have a minimum of 2 judges. The expedition team will have a task to complete and will be scored on proper technique, teamwork & Scout spirit.

- The station judge's word on all matters is final.
- The Patrol Leader for each team is the only member of the team that may communicate with the station judges.
- Adults cannot assist the team. Station Judges will deduct points as a penalty if an adult is seen interfering / assisting the sledge team.
- Stations will be focused around rope/knots, first aid and will be the luck of a dice roll.

EACH SCOUT MUST HAVE A BACKPACK

1. A Bagged Lunch, Water Bottle & Snacks for the day
2. A stocking hat or hat with ear protection. (Baseball cap style hats will be allowed if the temperature is above freezing)
3. Gloves or mittens with hand warmers
4. Proper footwear for conditions. Absolutely no sneakers/crocs allowed during the day's activities.
5. Dress in layers as appropriate
6. Rain Gear (must be a jacket or poncho)
7. Totin-Chit, Firem'n Chit*

(Venturing Crews / Sea Scout Ships / Explorer Post Divisions are encouraged to earn their Firem' Chit)

*** WEBELOS Exception for stations where these are required.**

INSPECTION & CHECK-IN PROCEDURES

Each expedition team will begin with a sledge inspection and check-in at The Canyon Lake Chimney Shelter beginning no earlier than 1 hour prior to sledge schedule departure time on to the course.

All sledges will be checked to ensure all equipment is present. The team members will also be checked for proper dress for the day's activities and the current / expected weather conditions.

Sledges MUST have wheels installed to begin the race. Wheels can be removed during the race as necessary.

IF THE INSPECTION JUDGES FEEL A SCOUT IS NOT DRESSED PROPERLY FOR THE CONDITIONS THE SCOUT WILL NOT BE ALLOWED TO COMPETE. IN THIS CASE IF A TEAM DROPS BELOW THE MINIMUM AMOUNT OF MEMBERS TO MAKE A COMPLETE TEAM THE REMAINING TEAM MEMBERS WILL REMAIN AT THE CHIMNEY SHELTER TO BE COMBINED WITH OTHER SCOUTS TO MAKE A COMPLETE TEAM.

CHECK-IN & REGISTRATION

The Chimney Shelter

- Patrols will start at the Chimney Shelter for the sledge check-in & registration.
- Only the Patrol Leader is allowed to enter and register their patrol.
- Each Patrol Leader / Sledge Leader will be issued a score sheet with their departure time and any last minute instructions, an official map.
- After check-in, each patrol will proceed to wait for their schedule departure time. At the appointed time, the team will be given the go ahead to begin their Winter Run.
NO TEAMS WILL START BEFORE THEIR SCHEDULED DEPARTURE TIME.
- There will be chances to earn extra points along the racecourse by fulfilling certain criteria as they are presented by station judges.

EVENT SCORING / CHECK-IN

Upon the completion of the last station of the day for your team, the patrol leader and a buddy must report back to the final station judge with their score sheet. All scores will be tabulated, checked and recorded.

Only the Patrol Leader / Sledge Leader will be allowed in the scoring area with their assigned Sledge Judge. Once the Patrol Leader submits the score sheet he/she can return to the gathering area with his/her buddy.

EQUIPMENT SUGGESTED TO BE CARRIED ON THE SLEDGE FOR EACH TEAM

1. Notebook or clipboard and a method to keep the score sheet dry, clean & neat.
2. Rain Gear (each member should have this in their personal back pack)
3. One 6 foot length of 1/4 inch diameter rope for each team member
4. Walking Stick (Stave) for each team member. Stave needs to be 6 foot long (OPTIONAL)
5. Two unopened packaged hand warmers for each team member
6. Patrol Flag
7. One Scout BSA / WEBELOS / Venturing Handbook per sledge. The one appropriate for your teams level in Scouting.
8. First Aid Kit (must contain equipment recommended from the Handbook the team has on the sled)
9. Trash bag for rubbish
10. Bike Helmets / Hard Hats (Helmet/Hard Hat must be used should any of your team wishes to ride on the sledge)
11. Appropriate tools to install/remove sledge wheels as necessary

Sledge must display your patrol flag. Patrol flag with Troop Number will receive additional points.

EACH UNIT WILL SUPPLY 1 JUDGE PER SLEDGE ENTERED AND WILL PROVIDE A MINIMUM OF TWO ADULT LEADERS TO HELP MAN THE STATIONS IN ORDER TO HAVE A SUCCESSFUL DAY.

WINTER RUN

OFFICIAL WINTER RUN REGULATIONS

The following regulations are in place to ensure a safe and enjoyable event. Please follow directions and respect other individuals competing in the events.

1. All walking sticks are for walking and to be used as tools when and where needed. They may be stored on sledges until they are needed, or a Scout may use them to assist in walking the course throughout the day. Teams or Scouts caught swinging sticks will be penalized 25 points and a warning will be issued. In the event a second warning is issued the team will be dismissed from the event.
2. Each Sledge Team is required to have a minimum of two adults serve on the Winter Run staff in some capacity (Sledge Judge, Station Judge, or Traffic Control). Your unit may supply more than 2.
3. Each Patrol / Team must have between four and eight members to compete. Smaller groups will be combined and larger groups will be split up.
4. Each Scout / Team member must be dressed appropriately for the day's weather conditions
5. Each team / unit must submit a roster for each team signed in by the Patrol Leader / Sledge Leader at the time of Check-In
6. NO TEAM will be allowed to begin any earlier than scheduled departure time. After Check-In at Canyon Lake Chimney Shelter sledges will gather and await their departure time. The Winter Run Chair will announce to each respective team when they are cleared to begin the race!
7. Adults are not allowed to physically help, aid verbally, or assist in any way with the team / sledge during the day's events. Adults that are seen assisting in anyway, the Sledge belonging to the offending Unit will be penalized points.
8. Any injured / ill Scout or Scouter must present themselves to their sledge judge as soon as possible where they will be instructed to see the closest medical staff.
9. If a Scout is dismissed because of behavior or lack of proper clothing they will not get a refund.

10. There will be no fires along this race course or at any point during the event.

WINTER RUN SLEDGE REGULATIONS

Length = not less than 6 feet
Height = not less than 3 feet
Width = not less than 18 inches
Weight = not less than 50 lbs

- Must be capable to have wheels installed
- Sledge can only be pushed and dragged around by ski's

On the event registration page there is a Sledge Plan with materials list and diagram if your unit does not currently have a Sledge.

HOW WILL MY DEPARTURE TIME BE DETERMINED?

Your departure time will be decided based on the order of each unit's COMPLETED registration. I.e. if your unit is the first one to register completely, your unit is the first sledge(s) to depart. Each departure time will be in 10-minute increments. Time will start for each team based on this time, and will end when the team presents themselves to the final station judge who will note the end time for inclusion in the team's overall event score.

SCHEDULE OF EVENTS

SATURDAY

8:00am – Registration begins (remember, no earlier than 1 hour prior to team's scheduled departure time)

9:00am - Sledges cleared to begin the race AT THEIR SCHEDULED TIME

9am- 4pm – Winter Run Underway

Scouts: *Lunch on their own. SCOUTS ARE TO BRING THEIR OWN BAGGED LUNCH, WATER BOTTLE & SNACKS FOR THE DAY.* Lunch is

to be consumed at a time proposed by Patrol Leader and agreed upon by all team members.

4:00pm - Score sheets must all be turned in to Fair Grounds end station for final scoring.

4:00- 5:30pm - Units prepare items for the presentation of results and awards.

5:30pm – Clean up and dismissal

Attendance

All youth and adults registered with Scouting America are permitted to attend this event. **Every unit must have two-deep adult leadership and abide by the policies established in the Guide to Safe Scouting.**

Winter Run Fee

The Winter Run fee is \$15.00 for youth, \$5.00 for adults/event staff. The fee includes program and support materials, registration materials, insurance, and recognition items during the event. The fee is payable in the following manner:

To secure youth and adult spots, each unit must complete an online registration. Fees can be paid by credit card or debit card online.

Alternatively, fees may be paid for with check or cash at the Scout Service Center. **No individual registrations will be accepted.** All registrations must be processed through the council online registration system at:

scoutingevent.com/695-WinterRun2025

WINTER RUN STATIONS & THE CHALLENGES

Scouts will maneuver their sled through Rapid City along the bike path. Each station will take place along the bike path on the specified route. Scouts will be presented with an activity at each that will test their Scouting skills. Challenges will include First Aid, rope use/knots, camping and emergency preparedness.

1. Station 1

- **Located at:** Pavilion on the corner of Jackson Blvd and Park Drive

2. Station 2

- **Located at:** Jamie Johnson Baseball Fields

3. Station 3

- **Located at:** Old Storybook Island

4. Station 4

- **Located at:** Sioux Park Shelter

5. Station 5

- **Located at:** Founders Park

6. Station 6

- **Located at:** Mount Rushmore Road Crossing

7. Station 7

- **Located at:** Roosevelt Swim Center

8. End Station

- **Located at:** Creative Arts Building at the Building Rapid City Central States Fairgrounds

WINTER RUN

Event Payment Policy

All event fees and registration costs MUST be paid in full PRIOR to the event. Payments taken after the event are considered late and late registration pricing will apply. In addition, a 10% service fee (or \$10, whichever is greater) will be applied to the unpaid balance for each month the registration is not paid in full.

Health Forms

All participants (youth, adults, & staff) are required to bring Parts A & B of the official BSA health form. Health forms will be checked at check-in. Participants that come without completed health forms will not be allowed to participate.

Youth Protection Training

ALL adults and staff attending this event will be required to have youth protection training. No adults or staff will be permitted to participate if their youth protection training is not up to date. The council will check training statuses when registration closes on Jan 30, 2025.

Registration fees will not be refunded if an adult or staff member is not able to go due to expired youth protection training.

2025 Winter Run Committee

The 2025 Winter Run Committee will host and provide overall guidance and leadership to the 2025 Winter Run. Veteran Scouts and Scouters from around the council make up the 2025 Winter Run Committee and bring to the Winter Run not only extensive Scouting experience, but also years of experience in staging and administering events.

Activity Refund Policy

Program supplies are purchased in advance based upon projected adult/youth attendance. Last minute cancellations create an overstock of supplies that often times cannot be returned. To ensure all refund requests receive uniform treatment, the following refund policy has been established.

- No-shows at activities, those sent home because of misbehavior, and Scouts leaving an activity for non-emergency reasons forfeit all fees and no refunds will be authorized. This applies to individuals and/or Units.
- All cancellations must be in writing and received by the Council office at least five (5) calendar days prior to an activity's start date. Please return request addressed to the Attention of the "Refund Committee".
- If requesting a refund for medical reasons, a doctor's note with contact information must be submitted.
- If requesting a refund for an immediate death in the family, either an obituary or funeral program must be submitted.
- The Unit leader or person in charge of the unit activity must handle all refund requests.
- No requests for refunds will be honored after the event.
- Refunds will be distributed to the individual or unit that made payment on the registration. Refunds will be given in the form of a check made payable to the unit.

NOTE: Activity personnel cannot authorize refunds. All refunds require the approval of the Refund Committee which includes the Scout Executive.

WINTER RUN SLEDGE CHECK-IN LIST

- Each sledge from your unit must have this form
- Please turn In this form to the Registrar at CANYON LAKE CHIMNEY SHELTER

DIVISION - Please Check Only One Box			
WEBELOS		Venturing	
Scouts, BSA		Sea Scouts	
		Explorers	

Patrol / Team Name: _____

Patrol / Team Leader: _____

Total # Scouts On This Sledge: _____

Unit # and City / Town: _____

Leaders Email: _____

	ITEMS	Mayor Initial
1.	Notebook or Clipboard & method to keep score sheet clean, dry and neat	
2.	Rain gear for each team member (must be a jacket or poncho)	
3.	One (6ft) length of 1/4 diameter rope for each team member	
4.	Hard hat or bicycle helmet for each team member	
5.	Walking stick (Stave) for each team member. Each 6' long	
6.	Each Scout dressed in layers as appropriate for weather conditions	
7.	2 unopened packages of hand warmers for each team member	
8.	Patrol / Team Flag	
9.	One WEBELOS or SCOUTS BSA or VENTURING HANDBOOK per Sledge (determined by the Division the Sledge is entering)	
10.	Flint & Steel	
11.	First Aid Kit (must contain recommended equipment per the Handbook your Sledge is carrying)	
12.	Trash bag for rubbish	
13.	At least ONE scout from each team must have a complete set of 10/6 essentials (as determined by the Division the sledge is entering)	
14.	Lunch, snacks and water bottle for each scout	
	Nuggets Scored: (maximum of 14) (Subtract 1 point for every missing item) ** Subtract 10 nuggets for missing First Aid Kit	
TOTAL POINTS		

WINTER RUN

WINTER RUN SLEDGE REGISTRATION FORM

- Each sledge from your unit must have this form
- Please turn In this form to the Registrar at CANYON LAKE CHIMNEY SHELTER

DIVISION - Please Check Only One Box			
WEBELOS	<input type="checkbox"/>	Venturing	<input type="checkbox"/>
Scouts, BSA	<input type="checkbox"/>	Sea Scouts	<input type="checkbox"/>
	<input type="checkbox"/>	Explorers	<input type="checkbox"/>

Patrol / Team Name: _____

Patrol / Team Leader: _____

Total # Scouts On This Sledge: _____

Unit # _____ City / Town: _____

Leaders Email: _____

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
Average Age	

Assigned Sledge Judge(s) (Event Chair / Registrar use only; assigned randomly at team check-in)

Sledge Judge Name: _____ Unit: _____

8 Scouts will be allowed on 1 Sledge, More than 8 need to be split onto 2 separate Sledges. - NO EXCEPTIONS

- Sledge Judges will be determined at random during check-in.

EACH SLEDGE NEEDS 2 COPIES OF THIS FORM
One Stays with the Sledge, One Gets Turned In During Sledge Check-In