

**The Klondike – An Unexpected Journey**  
**Volunteer Park – Sherman, Ct.**  
**Camping – Friday, January 25, 2013**  
**Event – Saturday, January 26, 2013**

**Stations with possible scoring criteria**

**1: Warming station / hypothermia check / sled check-in.** *Join the Hobbits at Bag End for a little warmth and comfort. Just look for the round green door.* This is sled inspection. The scout's equipment is checked for completeness. They are advised on the signs of hypothermia and sent on their Unexpected Journey. (10 Points max for proper preparation and food donation) **KLONDIKE COMMITTEE**

**2: Fire building skill challenge.** *As you journey through the haunted forest of Mirkwood, do your best to build a fire using native elements to keep dangers at bay.* Scouts use native tinder (they must supply their own) and up to 3 matches to build a sustainable fire, though 1 match is preferred. They should be able to roast at least 2 marshmallows over the fire for it to be considered sustainable. (Earn 2 points to build the fire structure, 2 points for flame, 1 point for each unused match and 2 points for roasted marshmallows i.e. some degree of cooked, whether burnt, slightly browned or golden delicious.) **TROOP 135**

**3: Orienteering Station.** *Follow your map and compass as you attempt to navigate the halls of Khazad-dum, the ancestral home of the mountain Dwarves and the birthright of Thoren Oakenshield.* The scouts must use a compass to navigate a short orienteering course to find the secret word. (Earn 8 points for navigating all points; 2 points for the correct secret word.) **TROOP 70**

**4: Lashing Station.** *You are losing hope after travelling for so long under the dense canopy of Fangorn forest. Use lashings to build a structure to get above the ever encroaching boughs.* Scouts demonstrate their lashing skills by building a ladder or similar structure to climb an obstacle (suggestions anyone?). (10 points based on teamwork and lashing skills) **TROOP 42**

**5: First Aid Skills Station.** *Travel to Rivendell to the Last Homely House. Seek solace in the house of Elrond, where you can heal your wounds.* Scouts demonstrate basic first aid skills for cuts, burns, broken bones, and hypothermia. They can demonstrate emergency carry skills by constructing a litter from a tarp and scout staves. (2 points wound care, 2 points burn care, 2 points broken bones / immobilization, 2 points hypothermia knowledge, 2 points for the carry litter.) **TROOP 270**

**6: Shelter Building Station.** *As you sit on the doorstep to Smaug's lair, you must construct a shelter to protect yourselves from his fiery wrath.* Scouts construct a simple emergency shelter using their Staves and tarps, snow (if available), or other local supplies (branches, twigs etc). The shelter must be large enough for 1 scout to enter it and lay down. A shelter could be a simple lean-to or as complex as a snow cave. This station should be near the tree line as boys may want tie off to the trees or scrounge fallen branches. (Earn 5 points for a structured shelter and 5 points if scout can lay in it.) – **TROOP 137**

**7: Scout spirit.** *You arrive in Lothlorien, home of Galadriel and her forest elves. To gain safe passage through her realm, you have to pass the test of teamwork, using a tarp to launch a beach ball over the net and catch it on the other side.* Patrols divide into 2 teams. 1 team of scouts uses a tarp to toss a beach ball over a rope line (5 points). The other team needs to catch it in their tarp (5 points) to complete the station successfully. – **TROOP 48**

**8: Scout Trivia Station.** *You find yourself deep under the Misty mountains where you encounter Gollum. He challenges your team to a little game of riddles. If you win, you gain your freedom. If he wins, let's just say he thinks you're looking tasty.* Scouts answer 3 trivia questions on scout history and 2 riddles. (Each correct answer earns them 2 points.) **TROOP 9**

**9: Knots Station.** *After escaping Gollum, you find yourself trapped by Shelob, the spider. Demonstrate your skills with knots to free yourselves from her vile clutches.* Scouts demonstrate 5 knots (square, clove hitch, 2 half hitches, timber hitch, and bowline) to successfully complete the station (2 points for each correct knot.) **TROOP 370**

**10: Teamwork.** *You find yourself floating down the river to the long lake. As you enter the safe harbor, you find your raft is slowly disintegrating around you. Turn the tarp over while remaining out of the frightful waters (4 scouts minimum) so that you don't sink like stones.* Representatives of the patrol must stand on their tarp and turn it over while remaining on the tarp. Don't touch the water around you or you are out. (Earn 10 points for successfully turning the tarp over; 2 point deduction for each scout that disqualifies for touching the surrounding ground.) **TROOP 33**

**Completion!** *Once you have completed the course, journey to the Gleaming White City of Gondor, the seat of the King. Present the record of your many trials to claim your prize!* Scouts return to the warming station tent to turn in their score cards and get something warm to drink. (Finish)