



**The Sioux Council Presents:**

**Inaugural  
Cub Scout Iditarod  
& Chili Cook-Off  
at  
Lake Shetek Lutheran Ministries**

Welcome to the Inaugural Cub Scout Iditarod! Teams will push/pull their sleds through 9 Winter Backcountry themed challenges, completing each task that will teach scouts new skills, and test those they have learned during their scouting experiences.

We will also have some observation stations to help continue the growth of their Scouting experience such as the Flag Retirement Station which will be facilitated by long-time Scouters. These Scouters will also be helping parents and other leaders by serving as 'Safety Officers' for the event.

Registration for the Iditarod Event is done through the Council Website:

<https://www.sioux council.org/ iditarod>

***WALK INS ARE NOT ALLOWED AT THE EVENT.***

*CHECK-IN ONLY for Sled Teams.*

## **PLEASE READ THE GUIDELINES!**

- *Shooting Ranges are closed for this event*
- *Please read provided links for station preparation*
- *You are in charge of Your Sled!*
- *Sled Construction Guidance: [Click Here](#)*

If you are seeking volunteer opportunities to help out at one of the stations, please contact Katie Chapman: [katie@shetek.org](mailto:katie@shetek.org)

*Thank You in advance for your help and support. We look forward to seeing you all!*

## **2023 Iditarod Guidelines**

- Units responsible for providing a complete roster, and screening scouts prior to check-in for symptoms of illness.
- Unit is responsible for [Health Form Part A](#) (to be turned in as Unit at time of registration.)
- Group sizes no larger than 25.
- All participants must be pre-registered, no walk-ins.
- Indoor spaces (except bathrooms) off limits except during lunch.
- Bathrooms will be open and cleaned throughout the day
- No cooking/food prep.
- **BYOL – Bring Your Own Lunch**.
- Scouts/units responsible for providing their own lunch
- Check in begins at 7:00am, please be prepared for your unit check-in.
- Please Arrive with a COMPLETED ITEMS LIST IN YOUR SLED.
- ***Read these Guidelines Again..... You know you skipped some of it.***

### **Required Items on each Sled:**

- Scout Neckerchief (1 per scout)
- (3) 6-foot poles
- Compass (1 for every 2 scouts)
- A Tent/Tarp 12x16 or larger
- (3) 25 Foot Rope Sections
- 2-foot lengths of Rope Per Scout
- Swiss Army style folding knife or Scissors
- Spool of string/twine
- Twin Blanket
- Second Small Tarp (4x8)
- foam camping pads
- Pencils and note pad for each scout
- Matches
- Trash Bag
- First Aid Kit

### **Schedule (subject to change)**

***8:00am- 9:00 am Sled Check-in/Registration /Station Assignments***

***9:45am - Opening Ceremony***

***10:00am - Stations Open (Proceed to your units assigned station)***

***10am-Noon - First 4-5 Stations***

***Noon – 1pm – Lunch/Chili Cook-off Judging***

***1pm – 3pm - Last 4-5 Stations***

***3pm – 3:30pm Sled Race (continued if needed)***

***3:30 – 4:00pm Awards/Recognitions and Closing Ceremony***

## Stations

***Sled Teams are Assigned Starting Point at the time of Check-In!  
Sled Teams GO IN NUMERICAL ORDER of KEY and MAP @ CHECK-IN***

### **1) Shelter Building (Leave No Trace Principles)**

Search the woods and use items on your sled to create a shelter big enough for all your team members or create shelter with materials included in your pack list. Remember 3 Principles of Shelter:



1. Insulate (from ground)
2. Wind Protection (from weather and heat loss)
3. Precipitation (Keep Dry) <https://Int.org/why/7-principles/>

Bonus Points for naming the 7 Principles of Leave No Trace (judge will gently shake the structure to make sure it is stable and won't EASILY fall apart.) Extra Points for the fewest items from sled used. <https://Int.org/why/7-principles/>

### **2) Fire Safety/Fire Construction**

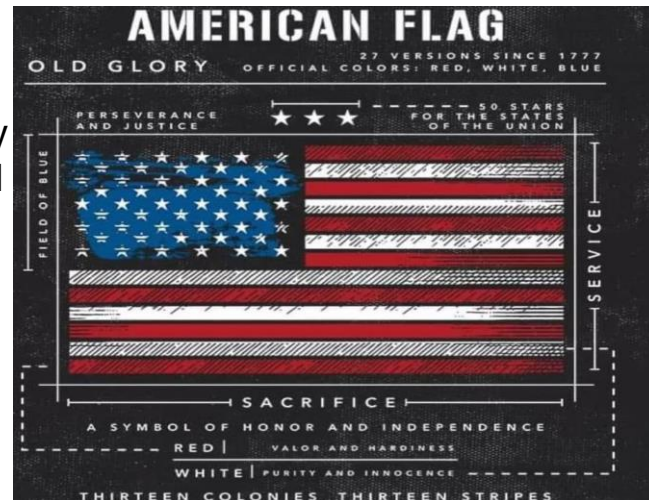
Scouts will be presented with a frame with 2 strings. The bottom string is 12 inches from the ground; the second is 18 inches from the ground. The Scouts must build a fire from NATURAL materials from surrounding area. It cannot be any higher than the bottom string. After a WEBLEOS or ADULT lights the fire, it will need to burn the top string. WEBELOS uses flint/steel (It is BSA policy that only Webelos and Adults may light a fire, so these additional points will not be obtainable if there is not a Webelo on the team.)



### 3) Sled Race (Location given at check-in.)

### 4) Flag Retirement Ceremony (Demonstration Site)

This Station is led by long time Scouters. They will be sharing and demonstrating the steps taken to properly retire "Old Glory". Scouts and Leaders are encouraged to help and ask questions.



### 5) Critter Proofing your Supplies (Knot Tying)

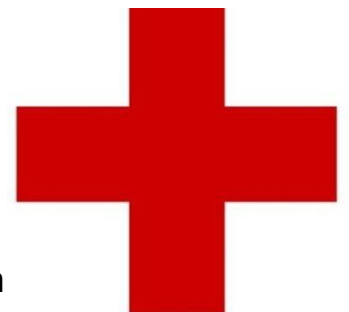
Demonstrate knots: Overhand, Square, bowline, clove hitch, double half hitch and slip knot  
Each Scout will take turns throwing a 25-foot rope over a branch, securing a weighted bag with a square knot on one end, tie a bowline around the other end and lift the bag off the ground.

### 6) First Aid (Demonstration)

What are the two most important things to do to stop a cut from bleeding?

How do you assist a choking victim who cannot breathe?

Scouts will locate one of its team members in the woods. This team member was attacked by a wild animal!! Sled teams will stop bleeding, need to place the victim's arm in a sling, and create a stretcher to carry the victim out of the woods to safety.



### 7) Navigating the Winter Backcountry

Scouts will be taught use of map and compass and pace counting. Scouts will then have the choice to try the challenge course which has 4-5-way points and a CODE to be deciphered.



***Go to Orange Start/Finish Flag!***

## 8) 'Tracks and Tales'



Buddies will take turns walking/jumping in Snow or Mud over a course while others has to guess the Pace Combination. We take these lessons to animal tracks to guess THEIR adventures. (This may be substituted for a Wiffle Poof Log tracking.)

## 9) *Crossing the Glacier Crevasse: Teamwork/Trust/Communication*

Scouts must cross a glacier with a 'Team Ski'. Crossing alone or falling off 'Team Ski' results in the Team having start again.

- Do a Team Count
- Odds Call, Evens Listen
- Traverse from Flag A to B
- Evens Call, Odds Listen
- Traverse B to A
- Points per Blindfolded Scout

