

**Troops! Join Troop 626's
Mountain Man Klondike Challenge 2019
February 2, 2019
10:00 am – 4:00 PM**

Welcome to Troop 626's 2019 Mountain Man Klondike Challenge. The MMKC will be a test of both individual as well as team skills. The games are based on Arctic Winter Games, Mountain Man Skills and time-tested, Boy Scout Klondike Derby events. The event will feature 10 individual events for team competition. We will also have a Snow Snake contest (weather permitting). Patrols can compete in any or all of the events. Each event will be scored separately and winners for each event will be awarded. There will be an overall winner based on the patrol's performance in all of the 10 events combined. Each event will be based on a patrol of 4 members, patrols with more than 4 members can substitute contestants per event as needed. For this reason, we are asking that patrols be no less than 4 and no more than 7 members.

List of Events is as follows:

- Fire Starting
- Spear Throwing
- Fireman's Rescue
- Sled Push
- Knuckle Hop
- Caber Throw
- One Footed Kick
- Stretcher Carry
- Kneel Jump
- Electric Fence
- Snow Snake Slide (Weather Permitting)

This Event will be held on
Saturday February 2, 2019
Camp Reinberg, 1801 N. Quentin Rd, Palatine, IL
10:00 am – 4:00 PM

The cost will be \$8 per Scout (pre registration)
\$10 per Scout the day of event

Note: This is not a district organized event, and solely organized by Troop 626

Patrol Gear List

3 six-foot poles

1 5' x 8' Tarp (or larger)

50' Rope

Fire starter (Striker/Flint & Steel)

Scout Handbook

Rucksack to carry gear (must be made by scouts, not store bought)

4 cans of non-cream soup (for Klondike Stew) per patrol

At least 1 set of thick gloves

Events:

Fire Starting - Patrols will need to start a fire and boil a cup of water. Patrols must start the fire with flint and Steel (or Similar Means). All patrols will be issued the same fire-starting materials. The patrol with the fastest time will be declared the winners.

Spear Throwing - Patrols will get 8 throws at various targets to score, targets will have different point values. All patrol members must make at least 1 throw and no member may throw more than twice. The patrol with the highest score will be declared the winners.

Sled push - Patrols will maneuver a sled around a course with multiple stops, at each stop the patrol will load additional weight in the sled and continue forward. The patrol that completes the course the fastest OR goes the furthest on the course will be declared the winners.

Fireman's Carry - Patrols will race through a course, while carrying a patrol mate on their back. The patrol with the fastest course time will be declared the winners.

Caber Throw - Patrols will get 4 throws of the Caber. Each throw will be scored by distance divided by the age of the scout throwing. The 4 scores will be added together for a Patrol Score. The highest Patrol Score will be declared the winners.

Electric Fence - Patrols must get their members and gear over a suspended line without touching it. They will need to use the gear that they have with them to get over the fence. The Patrol with the fastest time will be declared the winners.

Stretcher Obstacle Course - Patrols make a stretcher out of 2 poles and tarp or jackets. They will need to transport one of the patrol members through an obstacle course without dropping him. The patrol will be timed from start to finish. The patrol with the fastest time will be declared the winners.

FOR THE FOLLOWING EVENTS, EACH PATROL WILL USE ONLY THEIR BEST SCORE TOWARDS THE OVERALL WINNER.

KNUCKLE HOP RULES -

1. **START:** A competitor starts face down on the floor in a push up position with straight legs, elbows bent at the sides of the body and not at an angle away from the body, resting on the knuckles of the hands that are clenched into a fist. The thumbs must be tucked into a fist (WEAR GLOVES)
2. **MOVEMENT:** a) The competitor lifts their body off the floor. Only the knuckles and toes can touch the floor. b) With a quick push off of the knuckles, and toes, the competitor hops forward landing again on both knuckles and toes simultaneously. c) The body must remain off the floor and is extended upward with each hop to the height of the elbows with the buttocks not to extend above the plane of the body.
3. **ATTEMPTS:** Each competitor is allowed one attempt only.
4. **SCORING:** The distance the competitor can hop before quitting or lowering his body to the floor is measured from the shoulders at the start to the position of the shoulders at the completion. The competitor who hops the longest distance will be declared the winner.

KNEEL JUMP RULES -

1. **START:** The competitor starts in a kneeling position; with her/his buttocks resting on her/his heels with toes pointed back, both knees behind the starting line. The knees should be as close together as possible.
2. **MOVEMENT:** a) The competitor may swing their arms. b) The jump involves thrusting the body and arms up and then forward. The legs are then extended as far forward as possible. The legs may move forward under or beside the body. c) The landing must be a natural landing, i.e. balanced, controlled and maintained until the official indicates that the feet can be moved. The competitor cannot slide forward after landing. d) The competitor must be wearing clothing that allows the judges an unobstructed view of his/her lower body.; with her/his buttocks resting on her/his heels with toes pointed back, both knees behind the starting line. The knees should be as close together as possible.
3. **ATTEMPTS:** Each competitor has three (3) attempts.
4. **SCORING:** The distance of a successful jump shall be measured from the starting line to the heel closest to the starting line. The competitor must remain balanced in

place for the measurement or the jump is disallowed. The competitor who jumps the greatest distance will be the winner.

ONE FOOT HIGH KICK RULES -

1. START: A Competitor may be standing at any distance from the target when he/she starts her/his approach to the jump.
2. MOVEMENT: The competitor may start with a running or standing approach. On the take-off both feet must be no more than shoulder width apart. The target must be clearly struck by one foot. The landing must be on the same foot with which the target was kicked. The competitor must maintain balance and control on the landing.
3. ATTEMPTS: Each Competitor will get Three attempts to kick the highest they can.
4. SCORING: The highest Kick will be declared the winner.

PATROL SCORING FOR OVERALL WINNER WILL BE:

- 5 POINTS FOR EACH FIRST PLACE FINISH
- 4 POINTS FOR EACH SECOND PLACE FINISH
- 3 POINTS FOR EACH THIRD PLACE FINISH
- 2 POINTS FOR EACH FOURTH PLACE FINISH
- 1 POINT FOR EACH FIFTH PLACE FINISH

The Patrol with the most points at the end of the day will be declared the Overall Winning Patrol.

Any Questions, Comments or Concerns?

Contact Steve De La Cruz

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