Scout Level 3 Guide

This booklet belongs to:

Scout:	
	Unit:
Patrol Name	: <u> </u>
Patrol Leader Name:	
Adult Leader 1 Name	:
Adult Leader 2 Name	:
Patrol Scouts' Names:	
1	2
3	4
5	6

Location: The Un-Klondike! Yard

Physical Space: Show 50' x 50' blocked-off area or close enough.

** If you cannot find a space reach out to do your activity contact Jeff Pucel or John Unger. You can coordinate with them to help you record all your activities in 1 go.

Virtual space: Create a google folder, a web page, or a dropbox to share your turned in work with southernshoresdistrictbsa@gmail.com

Notes:

- 1. Patrol can operate entirely virtual, or distance and use walkie-talkies / cell phones
- 2. Panel of judges is selected to review the 4 to 8 activities
- 3. Victim can be someone in your household.
- 4. 2-deep leadership must be demonstrated

Consider working with Webelos II Scouts

Committee Chair: Mr. Jeff Pucel <pucelji@ameritech.net>

District Chiar: Mr. John Unger < rrdistrictcommissioner@gmail.com>

Advancement (Some items to consider)

Digital Technology

- **6. f.** Make a digital recording of your voice, transfer the file to a different device, and have your counselor play back the recording.
- **6.g.** Create a blog and use it as an online journal of your Scouting activities, including group discussions and meetings, campouts, and other events. Include at least five entries and two photographs or illustrations. Share your blog with your counselor. You need not post the blog to the Internet; however, if you choose to go live with your blog, you must first share it with your parents AND counselor AND get their approval.
- **6.h** Create a web page for your troop, patrol, school, or place of worship. Include at least three articles and two photographs or illustrations. Include at least one link to a website of interest to your audience. You need not post the page to the internet; however, if you decide to do so, you must first share the web page with your parents AND counselor AND get their approval.

Checkpoint Start-up

Scenario for all events: You are on an overnight polar bear campout with your patrol; you do some hiking, cooking, singing, you plan to spend the night sleeping under the stars, and have breakfast, lunch and supper while there.

Activity 1 – Scout Spirit – Checkpoint A

Scenario: You approach your checkpoint. You are a spirited patrol. Demonstrate your scout spirit including your patrol name, yell, and emblem.

Activity Information:

a. Make a snow snake decorated for your Un-Klondike!
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Patrol Activity Leader:

Activity 2 - First Aid - Checkpoint B

Scenario: After lunch you decide to go on a hike with your patrol, as you are walking you notice the following symptoms in another scout.

Activity Information:

- a. You see shivering, teeth making noise, dizziness.
- b. Identify the problem. Show the first aid required.

Patrol Activity Leader: _____

Activity 3 - Knots - Checkpoint C

Scenario: You are hiking with your patrol and come to a bridge that needs a fix up. You use knots skills to secure the bridge before crossing.

Activity Information:

a. Show how to make a tripod by lashing together 3 poles and showing knots.

Patrol Activity Leader:

Activity 4 – Communication – Checkpoint D

Scenario: Your activities involve communicating with each other.

Activity Information:

- a. Show how you communicated to complete the Un-Klondike!.
- b. Engage in safety protocols while doing activities.

Activity 5 Differently Abled - Checkpoint E

Scenario: We all have different abilities. Once you complete all your activities as a patrol, tell us about people who do not have the same skills as you do and how you can help them.

Activity Information:

- a. Tell how this experience taught you about people who have different abilities in performing tasks.
- b. Show how they perform the more difficult tasks.

Patrol Activity Leader: _	
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Activity 6 Map and Compass – Checkpoint F

Scenario: After breakfast you go for a hike with your patrol. One scout gives you directions.

Activity Information:

- a. Follow these directions:
 - a. Start by facing 0° due North
 - b. Sight 1st coordinate of 199° and walk 10 paces and stop
 - c. Sight 2nd coordinate of 56° and walk 10 paces and stop
 - d. Sight 3rd coordinate of 269° and walk 10 paces and stop
 - e. Sight 4th coordinate of 120° and walk 10 paces and stop
 - f. Sight 5th coordinate of 334° and walk 10 paces and stop
- b. Tell what shape you made while walking.

Patrol Activity Leader:	
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Activity 7 – Fire Building – Checkpoint G

Scenario: Your food is secured with a string. You must burn through a string to find your food. Must be supervised by an adult/parent over 21 years old. Show your Totin' Chip.

Activity Information:

- a. Use as few materials as possible for the fire.
- b. Set up a string 12 inches above the ground surface
- Using your fire building skills build a fire under the string to safely burn through the string.
- d. Safely burn through the suspended string

Patrol Activity Leader:	

Activity 8 - Cooking - Checkpoint H

Scenario: Make a fire or use one already done, and cook an item.

Activity Information:

a. Roast a marshmallow, or hotdog, or make hot chocolate, etc. to demonstrate outdoor cooking skills.

Patrol Activity Leader:	
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