



CLAIM THE FLAME

SCOUTDOOR WINTER GAMES 2022





~ SCOUTER'S GUIDE ~

SCOUTS.CA





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**HI, I'M S'MORE,
THE CHALLENGE MASCOT AND I'LL
BE CHECKING IN WEEKLY TO SEE
HOW YOU ARE ALL DOING ON
YOUR CHALLENGE ACTIVITIES!**

CLAIM THE FLAME

The Scoutdoor Winter Games are set to begin, are you ready?

Welcome to the Claim the Flame Challenge! Over the next 4 weeks Beavers, Cubs, Scouts, Venturers and Rovers from across Canada will be participating in this great winter skills building marathon. They'll need teamwork, creativity, and ingenuity to tackle each week's challenge. Advancing their winter skills as they go, groups will not only be working towards their Level 1, 2 or 3 OAS badge requirements but the coveted Challenge crest and the right to 'Claim the Flame'!

What better time to get out and Scout in Canada than the wintertime! Outdoor Adventure Skills (OAS) are a key component of the Canadian Path, and this Challenge will build those winter skills and put them to the test each week.

The Outdoor Adventure Skills pathway is divided into nine levels with a badge awarded for each stage. The Claim the Flame Challenge will focus on Winter Skills development for levels 1–3 and into level 4 for the Senior Sections. At the end of the Challenge, if one Challenge Activity is completed each week, youth will be well on their way to achieving Winter Skills OAS Level 1, with a number of competencies from Level 2, 3 and 4 also potentially earned.

Claim the Flame is Youth Led!

This challenge is a bit different from the previous two Challenges. Each week there will be **two Challenge options** for youth to select from. It's a little like 'Choose your own Adventure'. There is also no secrecy from week to week. We encourage Scouters to share all the weekly options with their youth up-front, so they can map out their weekly Challenges as a team, get excited about the activities that are coming up and be part of the PLAN-DO-REVIEW process.

Share the Challenge options with your youth ahead of time. Get them excited about what's ahead and start the Plan-Do-Review process.

We'll still kick off each week with a video; that's where you'll see more of S'More (sorry, we couldn't resist) and our youth Scoutdoor Games hosts. It's also a great place to see what other groups have done and to get great ideas for your weekly Challenges.

The Challenge is designed in such a way that it builds on winter skills from week to week. But since we know the weather can be a bit unpredictable and a lot of the activities are outdoors, it's not necessary to do all the weekly challenges in order. But we encourage you to do so if you can!

Want to be part of the Opening Ceremony? Find out how your Section can join the fun.

We're looking for enthusiastic Groups and Sections to show us their best Olympic-inspired cheers, chants, skits and songs. Maybe create your own Group or Section flag for this up-coming challenge! Want to be part of our virtual coast to coast torch relay? Check out the submission details for more information—and don't worry, we're not super picky, just as long as everyone is having fun!

THE SCOUTER'S GUIDE—YOUR GAME PLAN!

This guide is your game plan for all the Challenge activities. Plan ahead, prepare your section's supply list and be ready to have a blast and Claim the Flame!

OPENING CEREMONY—VIRTUAL EVENT

Like the Olympics, the Claim the Flame Challenge will kick off with an amazing **virtual Opening Ceremony**, planned for **Saturday January 22—7:00PM ET**. Be sure to tune into the live event to see the Parade of Flags, the coast-to-coast virtual Torch-Relay, and a possible guest appearance from our new Chief Scout!

START

January 31, 2022

The Claim the Flame Challenge begins on Monday January 31, with the final week wrapping up on Sunday February 27.
Four weeks of winter fun!

WEEKLY KICK-OFF VIDEOS

Like the previous two Challenges, each Monday a new video will kick-off that week's Challenge. S'More, along with our Claim the Flame Scoutdoor Games Youth Hosts will bring you updates on the week's events and get you revved up for the weekly Challenge Activity.

SUBMIT YOUR CHALLENGE

You know the drill on this one. Use the online form to submit your Section's weekly challenge. This is how you win prizes and bragging rights.

WEEKLY OPTIONS

For this Challenge, there are two options each week that youth can pick from. All options are rooted in the Outdoor Adventure Skills requirements and will serve to build those skills week over week. At the end of the four-week Challenge, youth should be well on their way to achieving Level 1 of the Winter Outdoor Adventure Skills.



PROGRAM SUPPORT

SCOUTER SESSIONS CLAIM THE FLAME CHALLENGE OFFERINGS

Check out the Claim the Flame Challenge page for the full calendar and the links to register for Scouter Sessions!

Claim the Flame Challenge Info Sessions

3 INFO WEEKS: Pick a night and time that work for you!

2 Sessions each week, 2 time slots

10:00PM ET:

Mon Dec 13, Tues Jan 4,
Mon Jan 10

8:00PM ET:

Wed Dec 15, Wed Jan 5,
Wed Jan 12

4 Weeks of Program Support Sessions

8 VIRTUAL SESSIONS PER WEEK (East and West timeslots)

Session every Sunday, Monday, Wednesday & Thursday nights starting January 16 and wrapping up the week of February 6.

Scouter's Trail Cards available beforehand and all Sessions will be available on DHLC.

TWO TRACKS

The Challenge is designed on two tracks; one for Beavers and Cubs and the other for Scouts, Venturers and Rovers.

Beaver and Cub Track

This track is designed with the younger sections in mind and to provide them with an introduction to the winter OAS requirements. There are two fun options each week that Beavers/Cubs can pick from. Completion of the four-week challenge (one option per week) will have Beavers and Cubs well on their way to earning Level 1 Winter OAS, and potentially a number of competencies from Level 2.

Scout, Venturer and Rover Track

This track is designed with the older sections in mind and also has two options each week.

- **Option 1:** For groups looking to get outside and build their winter OAS skills, this option generally provides a weekly activity that youth can do or organize each week. The activity option is a bit more advanced and should provide senior sections with a new and challenging winter skill. Youth will be able to achieve many of the requirements within Levels 1–3 in their Winter OAS Skills, with the exception of overnight camping (which is not part of the challenge).
- **Option 2:** The tasks in Option 2 are cumulative, more advanced and build on winter outdoor skills along with other OAS Skills like Scoutcraft and Camping.

A Klondike Derby is a favourite winter Scouting activity and is generally a larger-scale event that often requires a lot of planning and organization. This Option allows youth to prepare for a larger event that may already be in the planning stages in their community or to create their own mini-Derby in week 4 for the Challenge. Selecting Option 2 each week will earn many of the Scouts, Venturers and Rovers Winter Skills within Levels 2–3–4.

- **Activity Finder:** Many of the activities and challenges link to the Activity Finder and all have a direct connection to the Winter Outdoor Adventure Skills requirements.

REMEMBER

All the activities can be done either at home with parents, online or in-person, depending on your local pandemic restrictions. As with all Scouts Canada activities, we believe safety comes first. Before beginning your Challenge quest, plan a youth-led or Scouter-guided safety moment and always explain the safe conduct of the activity and tools used. Throughout each activity, we have provided sample safety tips to start the conversation.

This Challenge is a 'choose your own adventure' style format; youth will decide which option they want to undertake as a group and how they want to approach each activity. Scouters will facilitate and support their youth-led ideas.

AT-A-GLANCE BEAVERS & CUBS TRACK

WEEK 1 SPORTS



WINTER

Create a winter relay or winter triathlon event—be creative think snowball targets, toboggan races, log balancing, etc.

OPTION 1

WEEK 2 BUILDING & CREATIVITY



MAKE

A neck warmer, sit-upon or assemble a winter survival kit, winter fire starter or buddy burner.

OPTION 1

WEEK 3 FOOD



FOOD

Create an epic Trail Snack, try a Foil Fiesta meal, or paper bag eggs and bacon.

OPTION 1

WEEK 4 EXPLORATION & LEARNING



EXPLORE

Get exploring with a 1 km winter hike or snowshoe trek. Or build and navigate a winter obstacle course.

OPTION 1



SUMMER

Try a summer sport in the winter, think frisbee curling, sno-golf, sno-soccer, sno-volleyball, snowman bowling, etc.

OPTION 2



BUILD

Something out of snow—think snow sculptor, snow lanterns, tin can lantern, shelter, fort, quinzhee, etc.

OPTION 2



WATER

Collect potable water for drinking, then make hot chocolate, snow painting, or ice bubbles experiment.

OPTION 2



LEARN

Try some winter STEM projects—make taffy or ice cream. Learn to build juice box ice blocks or a snow volcano, ice spheres or Ice bubbles.

OPTION 2

AT-A-GLANCE

SCOUTS, VENTURERS AND ROVERS TRACK

WEEK 1 SPORTS



ARCTIC ATHLETE

Try a new way to move about in winter, e.g. Cross-country skiing, snow shoeing, snow boarding.

OPTION 1

WEEK 2 BUILDING & CREATIVITY



MAKE

Build a winter campfire, a winter survival kit, or an item of winter gear, winter first aid kit.

OPTION 1

WEEK 3 FOOD



ICY EATS

Make a meal using a Dutch oven, cardboard box oven or a buddy burner. Maybe even try a Swedish fire log.

OPTION 1

WEEK 4 EXPLORATION & LEARNING



ICY EXPEDITION

Winter activity—this could be a trek or a camp, set up a winter camp site, practice ice safety or winter first aid.

OPTION 1



MINI- DERBY

Build a qamutik (a traditional Inuit dog sled) How can it be adapted to be pulled by people?

OPTION 2



MINI- DERBY

Now that you have your qamutik—ensure your gear is safe and secure. Then practice moving your sled, maybe set up an obstacle course to test it out.

OPTION 2



MINI- DERBY

Start practicing some of the derby stations like survival rope throw, knots, log-saw, orienteering, search and rescue or fire building.

OPTION 2



MINI- DERBY

Hold your mini-Derby! Set up the course and stations and see which team has the quickest time.

OPTION 2

WEEK 1

LET THE GAMES BEGIN!



Let the Games Begin! As we kick-off this week's adventure we'll be looking at the Beavers and Cubs; they're an energetic group, often unpredictable, and full of creativity, so it will be interesting to see how the Options play out this week. Will it be more 'Winter' or more 'Summer'? As for our older sections, they're a seasoned bunch with skills to prove. It should be an interesting challenge. Will they go for the winter sport or tackle the mini-derby option? We'll have to wait and see.

MEETING LENGTH: 20 MINS–1 HOUR 30 MINS

BEAVERS AND CUBS



Option 1: Winter

Winter Relay/Triathlon: Create a **winter relay** or **triathlon** for your Section to compete in! What sports or challenges will you include? Get creative and think outside the box—try throwing snowballs at a target, doing a log balance, or kicking a soccer ball while sitting on a sled! Get into the Winter Olympic spirit and **recreate an Olympic sport** at home!



Option 2: SUMMER

Try out a sport that we would typically think of in Summer and **flip it on its head** and do it in winter. Why not try volleyball in the snow, build snowmen and use them as your pins for bowling, or build a mini golf course out of snow. Think outside the box about how a summer sport could be adapted for winter.



SCOUTS, VENTURERS AND ROVERS



Option 1: ARCTIC ATHLETE

Try a new way to move about in winter, e.g., cross-country skiing, snow shoeing, snowboarding, sledding, skating etc. Another great way to enjoy what winter has to offer is by trying out new winter activities! Are there any winter sports that you've always wanted to try?

You might be able to do some at your meeting place, like broomball or practicing winter survival by building

temporary shelters. While some may need more specialized equipment, facilities, or training, like ice fishing, curling or downhill skiing. In small teams, decide on a new activity to try and make arrangements to try it out!

Human beings have innovated many ways to try to move around in the winter. Snowshoes are one of the most commonly used Indigenous designs that have been used for centuries to help move around more easily on snow and tundra landscapes.



Option 2: MINI-KLONDIKE DERBY

Learn from the Inuit design of a *qamutik* (a traditional Inuit Dog Sled) How could we create a similar structure so that people can pull it? If you have no ice or snow, how can you adapt your qamutik to move on road, grass, etc.? A Klondike sled is adapted so that rather than using dogs to pull and a driver to direct, it is pushed from behind and has several people pulling from the front.

How does the driver of the sled communicate with the "dogs"? Develop your commands so that your "dogs" (Scouts) know what to do and when to do it.

A traditional qamutik (Inuktitut: ᑭᐱᓂᓂᓂ) is an Inuit sled designed for travel on the snow and ice of the arctic. It does not include the use of any nails or pins, and instead pieces are drilled and lashed together.

SAFETY

- What can be done to make these activities as safe as possible? What are some of the risks that you can see happening? How can those risks be reduced?
- Remember when doing sports where a head injury is likely, always use a helmet.

RESOURCES

History of Snowshoes

Mushing

Make your own Snowshoes

Dog Sledding

Build a Qamutik

Head Safe Program

WEEK 2

GO FOR COLD



Welcome back to Week Two of the Claim the Flame Challenge. It was an exciting last week, but it looks like there's even more fun in store for this week's Challenge. As you know weather is always a factor, so it may come into play this week as the Beavers and Cubs look to either Make or Build something. And don't count out the older sections, they're always eager to ramp up the skill-factor so we could see some awesome obstacles courses or some great winter gear!

MEETING LENGTH: 20 MINS–1 HOUR 30 MINS

BEAVERS AND CUBS



Option 1: MAKE

Make something to help you on your quest to winter glory (or at least something you can use on your next winter adventure). Try your hand at making a piece of winter gear like a neck warmer or sit upon, or make a piece of gear that will keep you safe, like a winter survival kit or fire starters.



Option 2: BUILD

Build something out of snow—become the Michelangelo of winter as you create beautiful snow sculptures, explore Sweden and make a Swedish snölykta (snow lantern), turn recycling into art and make tin can lanterns, or build yourself a cool new hangout as you build a snow fort, winter shelter or quinzhee.

SCOUTS, VENTURERS AND ROVERS



Option 1: MAKE THE BEST OF WINTER

Lead a winter campfire for your Group or Section and bring the Scouting spirit to life on a cold winter night. Or get ready for your next adventure and build a winter survival kit, practice winter first aid, or make an item of winter gear!



Option 2: MINI-KLONDIKE DERBY

After building your sled last week, you need to make sure that all your gear is safely and securely attached to your sled. What equipment do you need to make sure that can be done properly?

Practice moving your sled around. Practice your commands so that when moving fast everyone knows what to do. Set up a small obstacle course and practice moving your sled through these obstacles. Once you get the hang of the basics, try harder obstacles so that your team is prepared for the derby in week 4.

SAFETY

Be careful when using equipment or materials that you may not be familiar with. It is easy to burn your hand or cut your finger. Campfire safety isn't just for the summer!

RESOURCES

How to build a *snölykta*

DIY Tin Can Lanterns

WEEK 3

POLAR PICNIC



It's hard to believe we're already into Week Three. It's been hard to keep up with all the amazing adventures. We've got a great line up this week. As you know Beavers, Cubs and food always make for an interesting time. Paper bag bacon and eggs is a favourite—so it will be interesting to see which groups tackle the Food Challenge versus the Water Challenge. For the older sections, we'll see how many take on the Food Challenge. The Swedish Fire log is always a fan favourite, but can be a bit tricky to pull off. For those on the mini-Derby path, this week will be all about stations and practice. Timing is everything and this will be an important week to master those skills!

MEETING LENGTH: 20 MINS–1 HOUR 30 MINS

BEAVERS AND CUBS

Option 1: FOOD

What's the perfect snack or meal for a winter adventure? Try a culinary challenge as you prepare a winter-friendly snack or meal! Make an epic trail snack, try a foil fiesta meal, or try cooking a classic meal, like French toast or bacon and eggs over a campfire!

Option 2: WATER

Don't forget that even in winter, drinking water is important on all adventures! It can be a lot trickier to collect water in winter and keep it from freezing before you can use it. Collect potable water for drinking, then use it for a project! Make up a nice pot of hot chocolate—what goodies are you putting in yours? Try your hand at icicle making, make your own freezie or ice pops, or get creative with snow painting.

SCOUTS, VENTURERS AND ROVERS

Option 1: ICY EATS

Feeling hungry? You're probably a great camp cook already, but what about learning a new way to make an old favourite, or trying a new meal? Feeling fancy? Make a meal using a Dutch oven—it works similarly to a real oven, so try making something you've never made on a camp stove! Feeling creative? Make a cardboard box oven or a buddy burner and see what recipe you can cook using it. If you want to try a more natural approach, learn how to make a Swedish fire log and use it as a stove!

Option 2: MINI-KLONDIKE DERBY

A Klondike Derby is generally made up of a number of stations (or 'towns') that you travel to using the sled—pushing and pulling the sled as a team. Explore the type of stations you may want to include in your mini-Derby and start practicing those skills. As a general guide, you'll want to do 2–3 stations for an evening Derby, 4–5 stations if you have an afternoon (or morning) and 8–10 stations if you're planning a full day event with lunch.

SAFETY

Walking around on ice and snow can be tricky, make sure to walk like a penguin so that we don't have any broken bones! Check out our "Culinary safety tip" for cooking safety ideas.

MINI-KLONDIKE DERBY STATION IDEAS

KNOTS

Patrols have five minutes to produce ten specified knots.

GEOCACHING

Same as Orienteering but using GPS instead of a map and compass.

FIRE BUILDING

QUINZHEE BUILDING

RIVER CROSSING

Each patrol must get their sled over a river without getting the sled wet. Can be a fake river.

LOG SAW

Provide the Scouts two-man saws and improvised sawbucks. They must saw through a six-inch log against the clock. They can keep the chunk they saw off.

ORIENTEERING

Set out a quick course where the teams need to collect a letter to a phrase at each point on the map.

SNOWBLIND

All patrol members but one, are blinded (blindfolded) in a snowstorm. But the Scout who can see is injured. They must direct his fellow Scouts in raising a tent as a team within a specified period of time.

SURVIVAL ROPE THROW

Tie and throw rescue rope to "victim" on cardboard ice floe or simulated ice break-through.

PIONEERING

This is a timed lashing project, such as tripod, to be built by each patrol, must hold all members of the team. The necessary materials are at hand. A sample project stands nearby.

ICE FISHING

Catch some snappers. Set a bunch of mousetraps about five yards beyond a "shoreline" which Scouts may not cross. Equip them with "fishing rods" (bamboo poles), "line" (twine) and "bait" (nuts and washers). Patrols must cast and "catch" two "Snappers" in five minutes.

SEARCH & RESCUE

Patrol leaders are given the hiking plan of a missing solo hiker. This plan can be as simple or detailed as you like. Customize it to the terrain. Teams follow the hiking plan to find a partially buried dummy that is too severely injured to move. Scouts must diagnose the dummy's medical problems (pin a list of symptoms to the dummy's shirt) and then bring the dummy out to safety.

**MORE
STATION
IDEAS**

WEEK 4 SKILLZ 'N' CHILLZ



Well folks, it's the final week of the Claim the Flame Challenge and it all comes down to this week. The Beavers and Cubs will be putting all their skills to the test with either a great outdoor adventure or some exciting winter STEM experiments. For the older sections they're going to be testing all their new skills with a winter trek or campfire. And for those that have been doing the mini-Klondike, well, this week is the week! The race is on in a true test of all the winter skills and Scoutcraft they've learned over the challenge. It's going to be one wild week!

MEETING LENGTH: 20 MINS-ALL DAY

BEAVERS AND CUBS

Option 1: EXPLORE



Get outside and explore by enjoying a short winter hike! While you're exploring, add a scats, tracks, and animal signs scavenger hunt. How many animal tracks can you identify on your path? Take your exploration to the next level by doing adding a snowshoe trek, outdoor skating, or building a winter obstacle course that you need to navigate to your adventure. Bundle up!

Option 2: LEARN



Learning is extra fun with these exciting winter STEM (Science, Technology, Engineering, Math) experiments! Enjoy delicious experiments by making terrific taffy or your own ice cream! Learn as you build with juice box ice blocks or take it to the next level with a snow volcano. Or, why not add some décor to the outdoors by experimenting with sub-zero ornaments, ice spheres or ice bubbles? Endless fun with winter STEM!

SAFETY

Ensure that all the youth are dressed for the weather and signs of hypothermia are dealt with right away.

SCOUTS, VENTURERS AND ROVERS

Option 1: ICY EXPEDITION



Now that you've learned some new winter skills (or practiced some old ones), try something more challenging. Plan a winter activity for your Group or Section. This could be a longer winter trek or a camp. Don't have time to plan and execute a full event? Try learning more skills for winter—practice setting up a winter camp site or learn how to stay safe on the ice.

Option 2: IT'S MINI-DERBY DAY!



The object of the Derby is to travel as a small team (no more than 8 youth) around a predetermined course—stopping at stations along the way and completing the task at each station. The winner is the team that does all the stations correctly and finishes the course in the quickest time. All teams need to ensure that their gear and equipment is safely secured to their sled. If you only have one small team in your Section, team up with a nearby Section and compete against each other! You might even want to invite all the Sections in nearby groups or your local Girl Guides to join the fun.

Klondike Derby Kit List

SCOUT WEEK

Falls annually the week of February 22

The Claim the Flame Challenge wraps up the week of February 21, which is also Scout Week. It's a great opportunity to wind down the challenge and celebrate all the group's success!

Scout Week, also known as Guide Week, Scout-Guide Week or Founders' Week is celebrated by Scouts and Guides around the world this week and was picked because both Lord and Lady Baden Powell had their Birthday on February 22. Lord Robert Baden Powell founded the Boy Scouts in 1907 in the United Kingdom. Very quickly this great, fun activity spread around the world and now there are more than 54 million Scouts worldwide with Scouting organizations in over 200 countries and territories, many of them open to young people of all genders.

This week is a celebration of Scouting and is a great time to do something special with your Group or Section. Many groups have a formal dinner, a joint event with the Girl Guides or campfires. This is a time to celebrate the accomplishments of the Groups and is a great time to give out awards to the youth and the Scouters.

Formal dinners could be a potluck dinner, or range anywhere from a prime rib dinner to spaghetti. Skits, and songs could be performed, awards may be given out and some Groups have everyone renew their promise. This is also a great time to thank sponsors and parents.

Many groups take this week to do service projects or other things to help their communities.

The emphasis for this week should focus on the worldwide movement of Scouting and everything that we have accomplished as an organization and as a global movement. It is a great way to celebrate the power of our youth and the commitment of our volunteers that has enabled our impact for a better world to ripple out to every corner of our world.





It starts with Scouts.

CLAIM THE FLAME

MEETING:

Canadian Path Navigator LEVEL:

Wash/Sanitize hands—Clean any equipment being used.

Welcome (5 min)

- Gathering game
- Welcome everyone to the meeting and wait a couple minutes for everyone to arrive.

Opening (10 min)

Game:

Wash/Sanitize hands—Clean any equipment being used.

Dates to be aware of:

Plan (15 min)

Have a body break! Stand up, do some stretches or dance moves and shake it out before jumping into the activity.

Do (20 min) Split into small teams of between 6–8 youth. Work in these teams for the whole activity.

What's Next?

Wash/Sanitize hands—Clean any equipment being used.

Review and Closing (15 min)

Weekly Update to Parents

CLAIM THE FLAME FAQ

When does the Claim the Flame Challenge start?

The Challenge kicks-off **January 31!** Use the Beaver/Cub Track or the Scouts/Venturers/Rover Track to share the weekly Challenge options with the youth and get them excited about this next coast-to-coast Challenge. Details within this Scouter's Guide will help you to plan and facilitate the weekly challenges, ensuring the most winter fun.

The last week of the Challenge is February 21, with the last day to submit your challenge online February 27.

Unlike the previous two Challenges, this Challenge is not a secret week to week. We want youth to be excited about skills they're learning today and about what's coming next. This "choose your own adventure" style Challenge let's youth chart the path for adventure.

Our Group is still Scouting virtually, we won't be able to do it.

All activities can be done at home with parents or with your Group. You will have to be a little more creative, but we will reward virtual Scouters as well with awesome prizes.

How do we get the crest? And is there more than one crest?

The crest is a memento of the Challenge and a wonderful reminder of the fun and exciting experience from participating in the Challenge. The Crest will be available on ScoutShop at the beginning of the

Challenge. The Claim the Flame Challenge crest is a single crest and not a composite crest. That said, there is an elusive 'reverse' crest that can be won as well. More details on the Incentive page.

What if we cannot do the activity as described?

You can change it to suit the needs of your youth and their abilities. We have tried to leave the activities open-ended so that you can easily adapt to them. Each week's options offer a lot of flexibility, and you can make them as fun and creative as you like.

How do I run this for my Section?

Each Monday, from Jan 31–Feb 21, a video will be released by Scouts Canada on our social media channels and Scouts.ca. Each video will feature S'More (our Challenge mascot) and our Claim the Flame Scoutdoor Games Youth Hosts. Share the video with your Section to help plan your adventure, and don't forget to have fun! After you have completed your week's activity—we will ask you to fill in a short (and we do mean short) form to confirm participation, earn crests and compete for bragging rights and prizes!

We won't be able to participate one of the weeks, or we don't want to do the activities in order. Will that impact the rest of the challenge?

The Claim the Flame Challenge is designed in such a way that it builds on winter skills from week to week. But

since we know weather can be a bit unpredictable and a lot of the activities are outdoors, it's not necessary to do all the weekly challenges in order. But we encourage you to do so if you can!

Can we do other activities after this is finished?

Yes, you can take it as far as your youth are interested.

I don't have Wi-Fi where I meet, how can I play the videos?

You can download them to a device, you can send them ahead of the meeting, you can ask the youth to tune into YouTube each week at home before they arrive at the meeting, or you can play it as the opening to your virtual meeting.

You will be able to find all the tools, videos, and creative assets you'll need once they are posted in advance of January 31, on our [Trello board](#).

Are there prizes?

Yes, there are going to be weekly prizes awarded to groups. Check out our Incentives page (pg. 17).

My youth don't want to do the activity set for my Section; can I do a different Section's challenge?

Yes, absolutely!

CLAIM THE FLAME CHALLENGE INCENTIVES

The Challenge crest

This is one hot crest. Complete all the Challenge Activities and earn this beauty to add to your campfire blanket!

Leaderboard

Track the Claim the Flame Adventure on the Leaderboard each week. Which Option did your Section pick to do that week? Which activity option is more popular each week? Follow the adventure on the Leaderboard to find out.

Each Monday, the Claim the Flame Leaderboard will be updated based on the previous week's submissions; charting the adventure path youth choose each week.

We'll also break down the options by Regions, just for fun. Do west coast Scouts pick the same options as east coast Scouts? What about the Central Scouts—are they somewhere in the middle? (ha, ha!)

Weekly Scoutdoor Champ—voting and weekly prizes!

At the conclusion of each week, one Section within each category (Beavers, Cubs, Sr. Sections and Virtual) will be randomly selected to showcase that week's activity.

Scouts and Scouters will use the link on the Leaderboard to vote for which one of the four Sections will win the weekly prize and be that week's "Scoutdoor Champ"! Links to vote will also be on the Scouts Canada Facebook page.

Voting is only open for two days (Mondays and Tuesdays each week) and the winner will be announced on Wednesdays. For example, Week 1's winner will be announced the Wednesday of Week 2.

We'll have prizes for Scouters and youth and will be shipped to the Scouter contact for the winning Section.

A picture of each Section (from activity submissions) will be added to the Leaderboard on the Monday following the completed week.

Weekly random submission winner!

Maybe you forgot to take pictures of the great adventure that week, or your section really isn't on social media that

Grand Prize—TBD each week

Sections will submit their online activity forms after completing each week's Claim the Flame challenge. Each submission will be added to the Grand Prize draw at the conclusion of Claim the Flame challenge.

Sections must submit a minimum of 3 online submission forms (3 out of a possible 4 weeks), to be entered into the final draw.

On March 10, a winner from all qualified entries will be randomly selected as the Grand Prize winner. The winning Section/Group will win TBD.

What are the weekly prizes?

Well, besides bragging rights and overall fame and glory for that week, weekly prizes will include great Scout Shop swag, like multi-tools, branded knife lockbacks, plush toys, toques, glow in the dark water bottles and more!

Wait! What about the reverse crest? (And what heck is a reverse crest?)

The Claim Flame crest is pretty hot! So, we decided to make a 'cool' crest too! Instead of red, orange and yellow, the reverse crest is shades of cool blue. The goal of the Claim the Flame challenge is to participate, share, learn and have fun! We'll be watching social media and looking out for those Sections who are demonstrating fun and creativity as they take on each challenge. The more innovative and resourceful, the better!

Make sure you use **#ClaimTheFlame** and tag **@ScoutsCanada** so we don't miss your posts on social media. There are only 75 Reverse Crests available, so don't forget to share your photos for a chance to be the weekly winner!



much. Don't despair! Each week, we'll select a random group based on submissions to win a prize! But naturally you have to submit in order to win. And best yet, the prizes are in stock (yes, you read that right) and will be shipped out that week! Hooray!

Picture of the Week—by region

Each week, a photo will be randomly selected from the activity submissions to spotlight the fun adventures youth are having as they take on each challenge. No prizes are awarded for Pictures of the Week, only fame.

WINTER SKILLS COMPETENCIES

APPENDIX 1



WINTER SKILLS COMPETENCIES

- ☐ **1.1** I have built something out of snow.
- ☐ **1.2** I have prepared a good snack for a winter outing.
- ☐ **1.3** I always carry a water bottle when going on a winter outing.
- ☐ **1.4** I can keep my water bottle from freezing on a winter outing.
- ☐ **1.5** I have participated in a winter sports day (Beaverree, Cuboree, winter challenge).
- ☐ **1.6** I know how to dress when I go outside in winter.
- ☐ **1.7** I know to stay dry or change to dry clothes when I am outside in winter.
- ☐ **1.8** I know about the buddy system and why it is used when participating in outdoor activities.
- ☐ **1.9** I know to follow the instructions of the activity leader when at an outdoor event.
- ☐ **1.10** I have hiked at least 1 km in winter.
- ☐ **1.11** I know that I should not touch cold metal with bare skin, especially my lips or tongue.



WINTER SKILLS COMPETENCIES

- ☐ **2.1** I have gone sledding or tobogganing.
- ☐ **2.2** I have packed a proper lunch for a winter outing.
- ☐ **2.3** I have participated in two winter sports days (Beaverree, Cuboree, winter challenge).
- ☐ **2.4** I know how to pack extra clothes for winter outings.
- ☐ **2.5** I know how to keep my feet dry while I am outside in the winter.
- ☐ **2.6** When I come inside, I know how to put away my outdoor clothing so that it will dry quickly.
- ☐ **2.7** I can help less experienced Scouts to get dressed to go outside.
- ☐ **2.8** I have attended one overnight winter camp or sleepover.
- ☐ **2.9** I have completed two winter hikes of at least 1 km.
- ☐ **2.10** I know to avoid ice or open water without an adult present.
- ☐ **2.11** I have made a piece of simple winter gear or clothing (wristlet or neck warmer).



WINTER SKILLS COMPETENCIES

- ☐ **3.1** I have participated in a winter sport (alpine skiing, cross-country skiing, snowshoeing, snowboarding, skating, hockey, tobogganing, sledding, curling).
- ☐ **3.2** I can light a small fire.
- ☐ **3.3** I have helped plan a menu for a winter camp.
- ☐ **3.4** I have cooked a lunch over an open fire.
- ☐ **3.5** I understand the layering principle when dressing for winter activities and apply it to all activities.
- ☐ **3.6** With a small group, I have built an emergency shelter in winter.
- ☐ **3.7** I know how to find shelter from the wind on a cold day.
- ☐ **3.8** I can pack a day pack for a winter outing.
- ☐ **3.9** I know how to watch my fellow Scouts for signs of exposure to the cold.
- ☐ **3.10** I have spent one night at winter camp in a cabin or heated tent (in addition to requirements for previous stages).
- ☐ **3.11** I can identify the North Star and three other features in the winter night sky.
- ☐ **3.12** I have completed a winter hike of at least 3 km.
- ☐ **3.13** I have made a winter survival kit that I take with me on all winter activities.
- ☐ **3.14** In addition to previous stages, I have made a piece of winter gear or clothing.



WINTER SKILLS COMPETENCIES

- ☐ **4.1** I have participated in a winter sport (different from the sport done in earlier stages).
- ☐ **4.2** I have helped purchase food for a winter outing.
- ☐ **4.3** I have helped cook meals at winter camp.
- ☐ **4.4** I have attended a winter campfire.
- ☐ **4.5** I have put up a tent in winter to sleep in.
- ☐ **4.6** I can properly set up my sleeping area to stay warm through the night at winter camp.
- ☐ **4.7** I have used a toboggan or sled to transport equipment.
- ☐ **4.8** I have taught a winter skill to a less experienced Scout.
- ☐ **4.9** I have spent two consecutive nights at winter camp (in addition to requirements for previous stages).
- ☐ **4.10** I have traveled in snow using snowshoes or nordic skis.
- ☐ **4.11** I have participated in two 3 km hikes.
- ☐ **4.12** I know how to help someone who has fallen through the ice.
- ☐ **4.13** I know how to prevent and treat hypothermia and frostbite.
- ☐ **4.14** I know how to avoid and treat snow blindness.

TOOLBOX TALKS

10 STEPS TO SAFETY

ON YOUR ADVENTURE

What is a Toolbox Talk?

Taking “Five Minutes” at the beginning of an adventure activity provides one of the most effective opportunities for planting a character-building thought in the young Scout’s mind and memory.

Section: Any

Safety Requirements: Dependent on location, time of year and local requirements

Participants: Any

Location: Any

Time Scheduled: 5–10 minutes, any time—best before an activity when the youth are concentrating

Topic: Make specific to the location, adventure, time of year or recent incident

1

STEP 1: Split the group into patrols such that it increases the probability of all youth having the ability to participate, increases efficiency and further reinforces team learning and partnership with a dedicated mentor (assigned Scouter).

2

STEP 2: Lighthearted warm-up. Perhaps ask someone to share a joke or a fun thing that’s happened recently.

3

STEP 3: Review the activity e.g. hike, canoeing, snowshoe, park clean-up, swimming.

ASK: “What activity have we got planned for today (this morning/evening etc...)?”

4

STEP 4: Discuss the specific risks involved with the activity planned.

ASK: “What risks are involved?”

5

STEP 5: Discuss specific actions/tasks or roles/responsibilities required for the activity e.g. lead hiker, first-aid, lifeguard, sweeper, emergency lead etc.

ASK: “What are the key tasks involved?”, “What steps/actions are we going to take?”, “Are there specific roles required?”

6

STEP 6: Discuss specific skills if appropriate for the activity e.g. cross-country skiing, winter hiking, climbing, etc.

ASK: “Have we got the skills—who does—how are we going to leverage them?”

7

STEP 7: Review the Emergency Response Plan (ERP). Location of first aiders / kits, satellite phone, ambulance, emergency numbers.

ASK: “What do we do if something goes wrong (go over the ERP if required)”, “Who do we call if there’s an emergency?”, “What do we do if the other patrol is in trouble.”

8

STEP 8: Ask the youth/Scouters to share previous experiences.

ASK: “Anybody got an experience where they’ve been hurt or nearly hurt doing an activity like this before?”, “What did you learn?”

9

STEP 9: Close with final remarks and questions.

ASK: “Anyone have questions, or final remarks?”

10

STEP 10: Conduct the activity.



**USE #CLAIMTHEFLAME
AND TAG @SCOUTSCANADA**

SCOUTS.CA



It starts with Scouts.