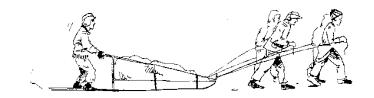


GNFC – Red Jacket District Klondike Derby February 28, 29 and March 1 SSR Camp Scouthaven



For information or to volunteer your talents for this event, please contact any of the following:

Ed Janowski, SM, T-1776

Warren Walter RJ District Executive

Jjano10622@aol.com

warren.walter@bsa.com

Jillian Knight ASM, T-1776

Andy Loeb, RJ District Commissioner

Jillian m knight@yahoo.com

asloeb@cs.com

Steve Young ASM, T-1776

David Rice RJ District Chair

youngstephend@gmail.com

kidneydave2728@gmail.com

Hosted by Troop 1776 of Orchard Park, NY



Host Unit Troop 1776

Co-Chairs Ed Janowski – Scout Master

Registration Mike Stewart - Camp Master

Cracker Barrel Troop 1776

First Aid TBD

Events Coordinator Ed Janowski

Staff Advisors

SCHEDULE

Friday, February 28th

6:00 PM Check-in – Camp Master/ Office

9:00 PM SPL Meeting – Safari Lodge

9:30 PM Leaders Meeting –Safari Lodge

11:00 PM Taps / Lights Out

Saturday, February 29th

7:00 AM	Reveille / Break fast
8:00 AM	Walk-in Registration at the Safari Lodge
8:30 AM	Opening Ceremony – Parade Field (w/ Colors) by Dining Hall
9:00 AM	Morning session begins at your assign event #
11:45 AM	Lunch – <u>Units provide their own lunch</u> , at their own site
1:00 PM	Afternoon Program Begins at your next event #
3:00 PM	End of events
3:30 PM	Patrol Score Cards are to be turned in at Dining Hall
3:35 PM	Klondike Sled Race - Scouts will partake in the traditional sled races of the Klondike Camp.
5:00 PM	Closing Flag Ceremony at the Parade field by Dining Hall and awards.
6:00 PM	Dinner and Cleanup at your own site
7:30 PM	Religious Services – Location TBD
10:00 PM	Taps / Lights Out

Sunday, March 1st

7:00 AM Reveille / Breakfast

8:30 AM Checkout (by Camp Masters Staff)

General Rules and Regulations

- 1. **ARRIVAL @ CAMP**: Each unit needs to stop at the registration table in the **Camp Masters** office when they first arrive at camp and present a roster of attendees. For safety reasons, the staff needs to know who is in camp. For those setting up tents, we need to make sure you don't set up in one of the program areas.
- 2. **COLORS:** Each unit should place their flag in a suitable manner located at the entrance to their site. Each unit should bring their flags to the Opening Ceremonies.
- 3. **REGISTRATION:** Preregistration is preferred. The participation fee for this Klondike is \$15 per person (youth or adult). Walk-in registrations will be permitted on Friday evening and Saturday morning. Patches will be distributed after the event.
- 4. **BSA REGISTRATION:** For insurance purposes, a youth must be registered as a Boy Scout, Explorer, Webelos Scout or Venture Scout to attend. A completed registration form including parental information and signatures must be present at sign-in for all prospective Scouts who are not yet registered.
- **5. MEALS:** Units are responsible for all meals. Please make sure that you budget enough time to cook, serve and clean up your area.
- **6. ADULT LEADERS:** In accordance with BSA guidelines, each unit will provide "two deep leadership" on the grounds at all times.
- 7. **FIRST AID:** Each unit leader is responsible for the health and safety of their scouts. All injury cases must be reported to the Camp Masters at the Camp Headquarters.
- 8. **UNIFORM:** Participants should dress in official Boy Scout uniforms for religious services. At other times, wearing the uniform will be at the discretion of the Unit Leader. Due to the weather, appropriate winter clothing should be worn during all the events.
- 9. **HELMETS ARE REQUIRED for sledding at GNFC camps**, based on the BSA's policy statement on winter sports safety. Any correctly-sized bicycle, skating, personal motor sports or water sports type helmets are acceptable.
- 10. **"A SCOUT IS COURTEOUS":** There is never an excuse for inappropriate behavior by a Scout. Adult leaders are responsible for the conduct of their units at all times
- 11. **CAMP AREA:** To satisfy safety, insurance, and leadership requirements, Scouts and Scouters must notify the Event Chairman prior to leaving the event area. Unauthorized departures will be reviewed by Council Headquarters. Vehicles and trailers must be off the access road, either in the parking lot or at your cabin, from 9:00 pm Friday evening until 8:00 am Sunday morning.
- 12. **PARKING:** Parking is in the main parking lot. One vehicle (w/trailer) will be permitted at each cabin site, if the site has a driveway. The main road must be kept clear for snow removal and emergency vehicles.

13. **LATRINES:** Latrines will be available at each campsite and a general use latrine is located behind the dining hall. Each troop must provide its own latrine supplies. Courtesy is called for when using the latrine at another Troop's site. Each Troop will be responsible for cleaning its site latrine prior to check-out.

14. **RESTRICTIONS:**

- Scouts will use flashlights only. No candles or lanterns in tents.
- Axes are not to be used in the camp.
- No firearms, bows & arrows or sheath knives are permitted in camp.
- Alcohol and/or drugs are not allowed in any form in the camp. Violators will be expelled from the event and reported to the proper authorities. Additional Council action will be taken.
- The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A Scout leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a Scout takes the necessary medication at the appropriate time, but BSA does not mandate nor necessarily encourage the Scout leader to do so.
- No one will be allowed on the fishing pier and along the waterfront. Violators will be expelled from the
 event.
- No one is allowed in the lake or on the ice if the lake is frozen.
- **15. USE OF HAY**: Hay bales are not available onsite. Units should bring their own ground insulation materials, preferably hay, and must clean it up prior to checkout. Good scouts always practice "leave no trace" camping!

Klondike Events:

(Scouters and Older Scouts are needed to run these events. Contact the people on the cover page to help during the day.)

1. Knot Tying

Scouts will be quizzed on various knots

a. Rope - Patrol Gear

2. 22 Gun

Be the closest to the target!

3. First aid trivia

a. Questions – By Camp

4. 2 Man Saw

Compete to saw through a log first!

- a. Logs By Camp
- b. Saws By Camp

5. Bake a Treat for the Yeti

Build a cardboard oven before the Klondike

- a. Cardboard oven Patrol Gear
- b. Charcoal By Camp
- c. Baking supplies Patrol Gear

6. Fire Building

Scouts be timed to see who can burn through a string the quickest. Paperless fire. No lighters are allowed.

- a. String Camp
- b. Firewood on sled or around site Patrol Gear

7. Cold weather survival trivia

a. Questions – By Camp

8. Three-legged race

This is a relay style race.

a. Timed event. All scouts in each patrol must participate.

9. Lashing

Show off your lashing skills.

- a. Poles Patrol Gear
- b. Rope Patrol Gear

Troop Competition:

Dogsled if snow...

Patrols must have a minimum of 6 and a maximum of 8 members. Troops with less than 6 in a patrol will be combined with other patrols. Patrols will be assigned a station for the start of the event and will proceed to successive stations every ½ hour .

At all events, patrols will be judged on teamwork and scout spirit in addition to event points (points can be given or taken away).

THE GREAT KLONDIKE SLED RACE - following the practice of our great brothers to the North (thanks Polaris District), we will have a sled derby in the form of a tournament at the end of the day. This will be a head-to-head contest until we have the winner. A trophy will be presented to the winning patrol.

Events are subject to change based on availability of materials and volunteers to score events.





Equipment

The following is a list of suggested patrol gear for use in the derby events:

- a. Sled with a gear box. If your unit doesn't have a sled you may borrow one from another unit not attending.
- b. Fire building supplies (materials will **not** be provided) matches, tinder, kindling, etc. No fire starters that utilize propellants (paraffin, etc.) will be permitted. You may use wood, etc. which is already dead and down. Paperless fire.
- c. Poles for lashings
- d. Rope for lashings
- e. Patrol flag
- f. Cardboard Oven
- g. Food to be cooked in the cardboard oven

The following is a list of suggested personal gear:

- a. Day pack with extra socks, gloves (or mittens), hat. Layer your clothing.
- b. Snacks and water bottle (full)
- c. Compass
- d. Pocketknife (& Totin' Chip card)
- e. Mess kit....
- f. Paper & pencil

Build your own Sled

If your patrol doesn't have a sled, go to the following internet links to find plans/designs for making your own sled. There is no design that is perfect for everyone. Choose one of the plans listed below or create your own. You must be able to carry 1 scout and your gear box; these are the only design regulations for this event.

http://media.scouting.org/boyslife/workshop/sledplans.pdf

www.scoutingmagazine.org/about/download/klondike.pdf

Or just search 'klondike sled' online and you will find many more ideas.

Unit Roster (Due at Check-in at Dining Hall)

Unit: TROOP Number: Di			strict:			
Adult Leadership:			uth ot. #	Youth Leadership:		
SM				JASM		
ASM				SPL		
ASM				ASPL		
MC						
MC						
Patrol Name:		•	Patrol Name:			
PL			PL			
APL			APL			
Patrol Name:				Patrol Name:		
PL						
APL			APL			

TOTAL ADULTS: _____ TOTAL YOUTH: _____