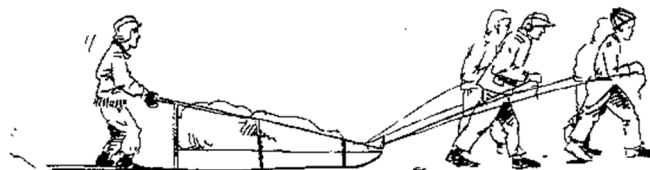




GNFC – Red Jacket District
Klondike Derby
February 22, 23 and 24
Camp Scouthaven



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

Ed Janowski, Troop 1776

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Charles Jaxel RJ DD

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Hosted by Troop 1776 of Orchard Park, NY



Host Unit	Troop 1776
Co-Chairs	Ed Janowski – Scout Master, Eugene Kasperick – Assistant Scout Master
Registration	Camp Masters
Cracker Barrel	Troop 1776
First Aid	TBD
Events Coordinator	Ed Janowski
Staff Advisors	Charles Jaxel, District Director

Thank you to ALL who have unselfishly contributed their resources, talents and time!

SCHEDULE

Friday, February 22nd

- 5:00 PM Check-in – Camp **Master**/Lakeside Lodge
- 9:00 PM SPL Meeting – **Lakeside Lodge**
- 9:30 PM Leaders Meeting –**Lakeside Lodge**
- 11:00 PM Taps / Lights Out

Saturday, February 23rd

- 7:00 AM Reveille / Breakfast
- 8:00 AM Walk-in Registration at the **Lakeside 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 – Units provide their own lunch, 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
- 5:15 PM Campfire & Awards Program at the **Pine Bowl**
- 6:00 PM Dinner and Cleanup at your own site
- 7:30 PM Religious Services – Location TBD
- 8:30 PM Awards /Movie
- 10:00 PM Taps / Lights Out

Sunday, January 24th

- 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

2. BB Gun

Be the closest to the target!

3. Stretcher race

Multiple heats.

- a. Patrol Supplied – timed race

4. 2 Man Saw

Compete to saw through a log first!

- a. Logs
- b. Saws

5. Egg Drop

Build the egg contraption that will protect your egg when it is dropped. Scouts can even use materials on their person.

- a. Eggs supplied by Camp
- b. Cardboard – Patrol Gear
- c. String – Patrol Gear
- d. Tape – Patrol Gear

6. Boil Water

Scouts be given 1L of water and be timed to boil. Paperless fire.

- a. Water - Camp
- b. Firewood on sled or around site – Patrol Gear
- c. Pot to hang from Tripod – Patrol Gear

7. First Aid Rally Game

How did you do at the First Aid Rally? Show off your skills again.

- a. First Aid Challenge – By Camp

8. River Cross

Use anything you can find to get your patrol across the River

- a. Tires for snowballs or softballs to be thrown through

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. Pot to boil water – Hang from a tripod
- d. Rope for lashings
- e. Compass for compass course
- f. Patrol flag
- g. Egg Drop Cardboard/Tape
- h. Blanket and poles for a stretcher

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:	District:	
Adult Leadership:		Youth Prot. #	Youth Leadership:
SM			JASM
ASM			SPL
ASM			ASPL
MC			
MC			
Patrol Name:		Patrol Name:	
PL		PL	
APL		APL	
Patrol Name:		Patrol Name:	
PL		PL	
APL		APL	

TOTAL ADULTS: _____ TOTAL YOUTH: _____