

Scatacook Klondike 2010



Leader's Packet

January 15-16 2010

Brookfield Municipal Property, Brookfield, CT

Sponsored by Brookfield Boy Scouts

Troop 5, Troop 8, and Troop 135

2010 Scatacook KLONDIKE DERBY

Leader's Packet

January 15-16 2010

Brookfield Municipal Property, Brookfield, CT

Winter Outdoor Skills Competition! NEW for 2010

This is a Winter Camping and Outdoor Skills competition. Each patrol/crew must build and bring a Klondike sled. Patrols/Crews/Dens will load the sleds with their personal and patrol equipment and pull them through the competition course using a map to find each station. Patrols/teams will receive a score at each station.

Some events will be competitive, some will be instructional. Each station will test patrols on their team work, skills, Scouting knowledge and their problem solving ability.

REGISTRATION: Registration Deadline is 5:00 PM on Monday January 4th, 2010. No Exceptions. Online registration is available at www.scatacook.org.

FEES: Early Registration Discount: \$18/per Scout or \$10/Webelos before Wednesday at 5:00 PM, December 17th, 2009.

Regular Fee: \$20/per Scout or \$12/Webelos before Friday at 5:00 PM, January 4th, 2010.

Mail Fees and form to:

Connecticut Yankee Council
Scatacook District Klondike
P.O. Box 32
60 Wellington Road
Milford, CT 06460
Attn: Chris Guarniere, Scatacook Field Director

Webelos II's camping over on Friday must be paired with a sponsoring Troop and will pay full Scout fees.

Food Donation: We are requesting that each Patrol provide two cans of soup, either tomato or a beef based. This will be used to provide our many volunteers lunch the day of the event. Any cans leftover will be donated to a local food pantry.

Tour Permits: According to BSA Guidelines only out of district and out of council units need to fill out a tour permit at a district sponsored event.

CONDUCT: The Scout Oath and Law are the Code of Conduct.

DRESS: Plan accordingly for the weather. The Scouts need good outdoor winter clothing, such as long johns (thermal underwear), gloves, hats, warm coats, multiple pairs of socks, good waterproof boots, rain gear, etc. Be prepared for a long cold weekend – even if it isn't! Dress in layers, so that layers can be removed if you're hot or added if you're cold. Scouts will not be allowed to participate in sneakers or improperly covered cotton pants.

WATER: *Fresh drinking water is not available for those camping on Friday. Each unit should bring enough for their needs. Water will be available at the two warming stations during the event, but scouts should be prepared with enough water for the day.*

FIRES: Fires are permitted in portable fireplaces raised off the ground only. Ground fires are strictly prohibited. The use of camp stoves is encouraged.

LATRINES: Latrines will be located on site. Please encourage their use.

GARBAGE: Units must be prepared to properly dispose of all garbage.

MEALS: Units are responsible for their own meals. Charcoal will be provided this year. Patrols should prepare a foil packed meal to be heated on a charcoal fire. Ensure that they plan a balanced meal as outlined in the Boy Scout Handbook.

CAMP SITES: The Klondike staff will make final Campsite assignments on Friday, 15th of January 2010.

CHECK-IN: 5:00 P.M. until 8:00 P.M. *Two (2) complete youth and adult rosters of participants will be turned in at check in. This is for insurance and accountability purposes.*

QUIET TIME: 10:00 PM

CRACKER BARREL: Friday night 9:00 PM for adult leaders and Senior Patrol leader.

OPENING CEREMONY: 7:45 A.M. Saturday.

SHOTGUN START: In order to help prevent congestion at towns, Patrols will be provided with the town they should report to upon sled inspection.

CHECK OUT: After 4:30 PM on Saturday. Your campsite will be inspected by one of the Klondike Staff prior to leaving.

RECOGNITION: Patch for each registered scout and adult. Participation Ribbon for each registered unit. 1st, 2nd, 3rd place Trophy's will be awarded for the event – based on scores for the best patrol/crew/den.

Score cards will be punched for every patrol/crew/den at each town. This will be used to judge the Best Patrol/Crew/Den (Based on overall achievements).

VOLUNTEERS: Like Klondike's all over the USA, the Klondike Derby is a traditional camporee format. Each unit is asked to send one or two adults and youths to assist with one event station (Klondike Town) during the competition. Set-up, equipment, materials, and Program & scoring information will be provided by the event staff. All volunteers are very much appreciated!

QUESTIONS: Ray Pflomm, (203)775-8167, Email: rflum39@earthlink.net or Marty Schorr, (203)730-1350, Email: martysbsa@aol.com

PATCHES AND PARTICIPATION STREAMERS: Patches and Participation Streamers will be given to Scoutmasters upon check in.

Scatacook Klondike 2010

January 15 – 16, 2010

Please register ASAP –Early Registration Ends December 17, 2009

Type of Unit: Boy Scout Troop Venture Crew Webelos Den
Sponsoring Troop: _____

Unit # Town:

Unit Leader's Name: _____ Email: _____

Address: _____

Phone (Home): Work:

Is your unit camping at on Friday Night? YES NO

If YES, you will be assigned a camp site upon arrival

TOTAL NUMBER OF PATROLS:

Number of Scouts: + Adults = Total

Total Attendance _____ times fees*** of \$ _____ per person = Total \$ _____

*** Fee based on the date that this form is received at Council:

Early Registration – by December 17, 2009 Fee = \$15.00 per Scout and Leader / \$ 8.00 per Webelo

Normal Registration – by January 4th Fee = \$18.00 per Scout and Leader/ \$ 10.00 per Webelo

(Please note that any registrations received after January 4, 2010 will not be accepted)

Credit Card Number: _____ Credit Card Name (as printed): _____ Expiration: _____

Each unit must supply two adults and two senior scouts to serve on Staff the entire day of the Klondike.

Adult #1 _____ Home Phone _____

Adult #2 _____ Home Phone _____

Scout#1 _____ Home Phone _____

Scout#2 _____ Home Phone _____

Questions - Contacts

Event Chair(s): Ray Pflomm

Telephone: (203) 775-8167

e-mail: rflum39@earthlink.com

Marty Schorr

(203) 730-1350

martysbsa@aol.com

For Council Use Only – Date Received at Council:

REMEMBER, THIS IS BOY SCOUTS – Make yourself a copy of this form before mailing.

SCHEDULE OF EVENTS

FRIDAY 15, JANUARY 2010

5:00 - 8:00 P.M. ARRIVAL, CHECK-IN, SET-UP
8:00 – 9:00 P.M. CAMPFIRE
9:00 – 10:00 P.M. CRACKER BARREL
10:00 P.M. QUIET TIME

SATURDAY 16, January 2010

6:30 – 7:45 REVEILLE, BREAKFAST, CLEAN-UP
7:45 – ASSEMBLE FOR OPENING, FLAG RAISING
8:00 – PATROL REGISTRATION, SLED INSPECTION, SHOTGUN START
9:00 – WEBELEOS START
8:15 – 12:00 EVENTS
12:00 – 1:00 LUNCH IN TOWNS
1:00 – 3:00 EVENTS
4:00 – SLED RACE
4:30 - AWARDS
5:00 - CAMPERS CHECKOUT

The overall intent of the Klondike derby is to fulfill the eighth point of the Scout Law.

The purpose of the competitions is to allow the Boy Scouts to apply the Scouting skills and organizational principals to a variety of tasks. Each Patrol will report to Headquarters, – Washington DC (the Bandstand by the softball field) with their sled for inspection. After registration, inspection and safety check they will be given a laminated score card with the competition sites and a map. The score card will direct them as to which station to start at and the patrol must follow the stations in order or be penalized. The Inspection station will be scored, any items missing from the sled will hold the score down at inspection and at the competition site for required items. Patrols may return to their campsite for needed equipment so as not to lose points, each station will have needed equipment on hand so scouts may attempt the skill.

Scoring Rules

Event scoring will be on a 1 to 10 point basis per patrol, and will include elements for participation, leadership, and teamwork. A patrol will receive 1 point for showing up at a station with its sled even if the patrol does not participate in the event.

Each Patrol can earn up to 6 points for performance (including the 1 pt. for showing up), plus up to 6 more points for demonstrating leadership, Scout Spirit, and teamwork. Even though 12 points could be earned, the maximum score for any event is limited to 10 points.

Performance of an event will earn a Patrol between 1 and 6 points in the following way: if a Patrol's performance is "satisfactory" it can receive 1 to 2 points; if performance is "good" it can receive 3 to 4 points; or if the performance is "superior" it can receive 5 to 6 points.

If a Patrol Leader demonstrates leadership and uses the patrol method, the Patrol can receive an extra 1 to 3 points. Examples of this include the Patrol Leader controlling his group well, using the group and equipment resources well, delegating responsibility, etc.

If the Patrol demonstrates teamwork and Scout Spirit, the Patrol can receive an extra 1 to 3 points. Examples include Scouts working well together, helping one another and not arguing.

Adult Leader involvement with Patrols is prohibited, and will result in point **deductions** if the Adult Scouters assist the Scouts in any way **while in a station** and during an event before scoring is completed. No points will be taken off for Scouters talking with their Scouts before entering a station or after completion and scoring of an event. Scouters may ask questions of the Staff without penalty. Finally, Scouters will never be penalized for addressing health or safety issues with their Scouts at any time.

Adult Leader involvement, as described above, will result in point **deductions** of from 1 to 5 points.

Example of Scoring:

Patrol performance is "good"	4 points
Leadership Score	2
Scout Spirit & Teamwork Score	2
Minor Adult Involvement	-1
Total	7 Points

Another Example:

Superior Patrol Performance	5 points
Leadership Score	3
Scout Spirit & Teamwork Score	3
No Adult Involvement	0
Total	11 points >> Maximum 10 points

Station Staff **must be consistent** in their scoring. The Adult Staff's scoring decision is final and may not be changed once a Patrol leaves the station. If more than one score is punched for a station it will be scored as a zero.

EVENTS

1. Sled/Equipment/Safety Check.

Method: Each patrol/crew will have their sled prepared for an equipment check according to the list that follows under "Equipment." It is suggested that the tarp be used to secure most of the equipment in the sled/wagon. A box may also be used to hold the equipment.

Scoring: Point values for the equipment to be awarded for total points are on the Equipment list.

Equipment List/ Point Values

Scout Handbook – 7 Points

Patrol Flag on pole **(Required for event)** 10 points

Tarp, 9 foot by 9 foot or larger – 4 Points

First Aid Kit – 4 Points

Compass – 4 Points

Blanket (or second tarp) – 4 Points

Graham Crackers, chocolate bar, and marshmallows– 4 Points

Matches in waterproof container – 4 Points

Dry Tinder and native firewood (NO SPLIT LOGS or Fat Wood) – 4 Points

Scout Pocket Knife with Tot'n'Chit for each person carrying knife – 4 Points

Water in a container for each Patrol/Crew/Den Member – 4 Points

Trail mix or Snacks or Energy bars (enough for the patrol/crew/den) – 4 Points

4-18'-20' foot Ropes, 5' cord (ends whipped or taped) – 3 Points each (15 points total)

6 ft. Scout Stave 1 5/8" dia. (or equivalent) – 2 required@ 6 Points each (12 Points total)

Clipboard with patrol roster, pencil, and paper – 4 Points

Foil Packed meals (required for lunch) – 6 Points

Trash bag – 2 Points

* **BONUS** Participation in Friday night campfire (song or skit) 10 points

Total is 100 points if all are stowed (secured) on sled.

Possible 110 points with Patrol Flag.

Equipment Points:

1 Point for 51 to 60 Points.

2 Points for 61 to 70 Points.

3 Points for 71 to 80 Points.

4 Points for 81 to 90 Points.

5 Points for 91 to 100 Points.

6 Points for 101 to 110 Points.

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2. Turkey Shoot

Pie Plate targets and slingshots

3. Clear Cutting to Katadin

Two man log sawing

4. Wilderness Trail

Fire building/obstacle course. Patrol is to relay through an obstacle course with fixings' for a S'more (Patrol to supply Graham crackers, chocolate bar and Marshmallows) while other Patrol members start a fire big enough (sustainable enough) to melt a marshmallow to complete S'more at the end of obstacle course. S'more should be somewhat recognizable as such, and at least one member to have a bite. Patrols to bring all ingredients, fire building materials and stick for marshmallow. (Hint: enough material can fit in a number 10 can) Sample will be available to view.

5. Pikes Peak

Sled Balance. Patrol and sled need to balance on platform lying on large diameter log.

6. Mt. McKinley

Lashings. Patrols lash two 6' x 1 5/8" staves to tower to use as steps, then lash patrol flag to tower. Patrols need two staves, four lengths of 18'-20' rope, and 5' parachute cord or equivalent.

7. Yellowstone

Nature Identification. Scouts to identify specific signs of wildlife (animal tracks, trails, nests and trees by bark).

8. Everglades

Shelter Building. Patrol to build shelter big enough for two. May use supplies on sled and use or cut any dead material found in area, may build against anything fixed or living, may not cut or destroy anything living.

9. Death Valley

First Aid. One Patrol member will be given symptoms, Patrol to determine and treat injuries then carry victim to M.A.S.H. 2010 for Hot Cocoa.

10. Bonneville Salt Flats

Orienteering.

11. Smithsonian Institute

Multiple choice quiz on Boy Scout History (taken from the back of the Scout Handbook) and questions relating to the names of each of the sites at the Klondike.

After handing in score cards and quiz Scouts can participate in The Winter Olympic Games. Scoring will be by Troop, not Patrols.

Participation (skit or song) in Friday night campfire will be used as extra credit points in both the Klondike and Winter Olympics.

The main requirement for this Klondike is to have Fun!