GTBAC
Suncoast / Withlacoochee Districts Presents
February 3-5, 2023
Leader's Guide

KLONDIKE ADVENTURE

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Located in the Canadian Yukon territory, the Klondike is a region around the Klondike River. Inhabited by Tr'ondek and Hwech'in tribes of Canada's First Nations, this area became famous with the Klondike Gold Rush from 1896 – 1899. In those three years over 100,000 prospectors migrated to this region. Due to treacherous conditions only 30,000 – 40,000 made it to the Klondike Gold fields. With winter temperatures dropping to minus 58 degrees, the Canadian government stipulated prospectors bring one year worth of food on the trip in addition to their camping and mining supplies. In total, prospectors could expect to carry close to 1 ton of supplies. The weekends activities will ask our scouts to practice some of those skills prospectors would have needed to master while mining.

Schedule of Events

February 3	Sunset 6:10 pm
5:00-8:00 PM	Arrive/Check in/Setup Camp
7:00-8:00 PM	Supper by Troop (unit cooks its own meal)
8:30-9:15PM	Staff/SPL Meeting including cracker barrel
11:00 PM	Lights Out

February 4	Sunrise 7:14 AM
*Early AM Polar	Bear Plunge at Swimming Pool – **Exact time TBD**
7:30 AM	Reveille
8:00-9:00 AM	Breakfast by Troop
9:00 AM	Opening Assembly at flagpoles in front of dining hall
9:30-12:30 PM	Adventure Challenges
12:30-1:30 PM	Lunch by Troop (unit cooks its own meal)
1:30 - 4:30 PM	Adventure Challenges
5:15 – 5:30	Chili cookoff judging at Dining Hall
4:30-7:30 PM	Free time/Dinner by Troop (unit cooks its own meal)
8:00 – 9:00	Campfire / Awards Ceremony
**OA Ice Cream social immediately following campfire*	
11:00 PM	Lights out

February 5	Sunrise 7:13 AM
7:30 AM	Reveille
8:00 - 9:00 AM	Breakfast by Troop (unit cooks its own meal)
9:15 – 9:45	Scout's Own Service
9:45 – 11AM	Break camp / camp inspection before dismissal

Notes:

Key Dates

- 1/7/23 – Last Day early registration
- 1/18 – Last day to purchase t-shirts
- 1/27 – Registration closes

Staff

- Will bunk at the staff cabins located at the Staff Center, directly across from Trading post and may park their vehicles in the lot in front of the Staff Center.
- Meals for staff will be provided.
- Bathrooms at Staff center will remain open.

Units

- Check in to be completed before entering the campsite at the gate by the Ranger's Station. Please have medical forms and roster of scouts attending available.
- May drop a trailer at the camp site. All vehicles are to park at the designated campsite area based on location
    - Sites 2 – 4: in open area by pool
    - Sites 5 – 6: on the power lines
    - Sites 8 – 12: across the road from the site
- Restrooms located at the dining hall will be open during the day.
- Facilities at individual sites are operational.
- Existing fire rings must be used.
- Campsites must be inspected by staff prior to unit dismissal

Notes Continued:

- Patches are delivered once campsites are inspected and found in good condition.
- Good Condition means pavilion are swept/hosed, restrooms are swept, hosed, toilets flushed, sinks cleaned of debris, no trash or debris on ground, and **trash is bagged and brought to the dumpster by dining hall or range as you leave camp**.

Medical Staff/Emergency Contacts

- Medical staff is available at the dining hall during active hours and at Staff Center cabins after lights out
- Staff emergency contact information:
    - Medic: Rosi, 813-785-0565
    - Camp Director: Mandi Harmon, 352-585-0899
    - Program Director: Eugene Pebworth, 813-732-1116
    - Ranger Daniel: 352-585-1086
    - Staff Advisor: Emily Thomas 352-459-9375

Activity Location/Description

Activities will be held at specific stations around camp. Units will travel between stations and complete tasks. Units will compete against each other, and points awarded for first, second, and third place. The points from each activity are totaled at the end of the day and a first, second and third place announced at the campfire.

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Location	Skills
TBD	Klondike sled race
TBD	Fire Building/Hypothermia First Aid
TBD	3-Man Skis, Animal Identification
TBD	Emergency Shelter Building
TBD	Knots / Lashings Challenge
Swimming Pool	Polar Bear Plunge
Campfire/Awards	Council Ring

Activity Notes:

- For the sled race units will be provided with wood and rope. Challenge is to build a sled using materials provide and then pull the sled through a predesignated course.
    - Note: If a unit wishes to build their own sled and transport to the site they may. A sample diagram is attached to this guide.
- For the fire building skill wood will be provided. Units must provide hand axes, fire starters, and flint and steal (no liquids). Goal is to build a fire, ignite using flint and steal, and burn through a string. Scouts will also need to know what to do for a hypothermic victim.
- While on 3-man skis scouts will have to identify animals. Units are judged by time it takes to complete the course and how many animals are correctly identified.

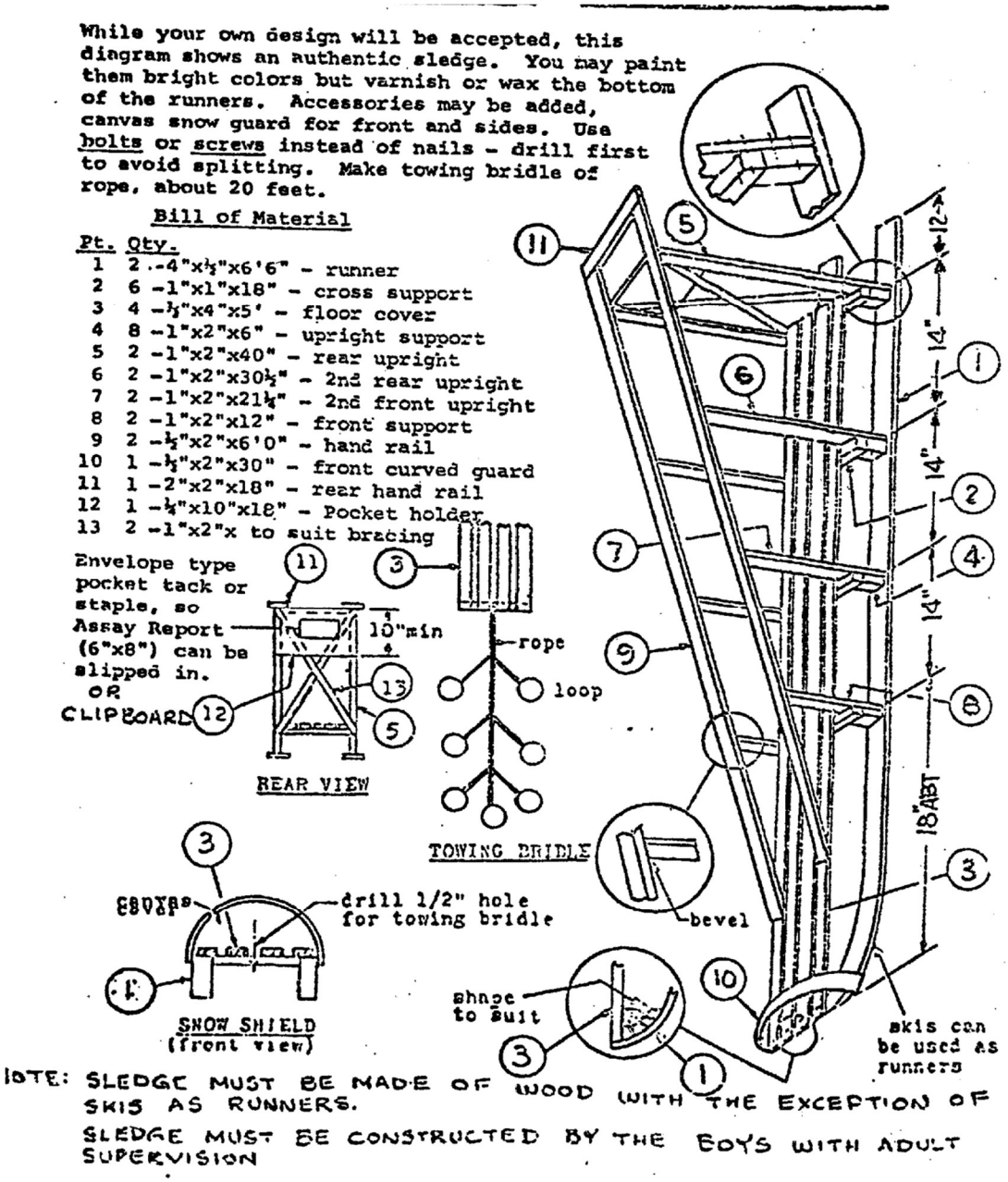
Activity Notes: Continued

- Emergency shelter building units are provided with a single trash bag as a "starter" material. Judging is based on time to compete and functionality of the shelter.
- Polar Bear Plunge is optional. Mimicking a traditional Polar Bear swim scouts have the opportunity to "plunge" into the camp pool then quickly dries off. This event will be held early in the morning before activities begin
- Chili cookoff is open to both leader and scouts. Chili must be cooked in a Dutch oven and brought to the dining hall aby 5:15 pm.
- Units are expected to have a skit and run-on prepared for the campfire. Both should be reviewed with staff at the PLC meeting on Friday night.

<u>If you choose to build your own sled</u>

- Must be at least 6 ft long, 3 ft high, and 18 inches wide
- Must be made from wood
- No wheels or axles
- Must be able to be pulled by scouts
- Must be able to carry cargo

Sample Sled Diagram



NOTE: SLEDGE MUST BE MADE OF WOOD WITH THE EXCEPTION OF SKIS AS RUNNERS.

SLEDGE MUST BE CONSTRUCTED BY THE BOYS WITH ADULT SUPERVISION