

# Abraham Lincoln Council **Klondike Dragon Quest**



## **Tactical Operation (Leaders) Survival Guide January 26-28, 2024**

Practical problems involving basic Scouting skills or patrol teamwork will be encountered as you dive into your D&D journey. You may find yourself locked in combat with an Axe Beak, Dread Warrior, or a Giant Spider. Points will also be awarded based on teamwork, patrol spirit, and scout spirit. Watch out for the Gelatinous Cube which will engulf unexpected Scouts as they fight through D&D.

# ***D & D AT CAMP ILLINEK!!!***

The Abraham Lincoln Council will field Expeditionary Teams on a continent known as Faerûn and feature locations like the Sword Coast, the frigid north of Frozenfar, and cities such as Neverwinter, Waterdeep, and Baldur's Gate. The course is rugged, and the weather is brutal. Every scout skill will be tested to the limit. However, the potential rewards for each team are unlimited. Fight your way through the Dungeons at Camp Illinek while locked in heated combat with the monsters of D&D.

Each patrol is formed into a "Dog Sled Team" and is a separate expedition. The expedition follows a course outlined on a map-score sheet given to the Dungeon Master and his Patrol. The map guides the team over a field course, and through simulated "realms", solving problems and overcoming the hazards of the Forgotten Realms.

After your last station, with the chips collected on the trail, the team is on the final stretch. Report to the Command Office (Booth Lodge) to have your score sheets checked and recorded.

Saturday night after church services, chips earned during the day at each station will be used by patrols to bid on patrol items at the Saturday night auction. At least \$1000.00 worth of available camping gear

Every Scout will want to be in on the Dragon Quest journey. Look over the enclosed plan, talk it up, and get the patrols working now!! The D & D committee is working to make this the best Camporee that has ever happened in our council.



## A. Lincoln Council 2024 Winter Camporee

January 26-28, 2024  
Camp Illinek, Springfield IL

### *Theme: Dragon Quest*

Our weekend Camporee will include the Saturday journey into the realm of Dungeons & Dragons, Saturday breakfast and dinner, and the spectacular Saturday evening Patrol Auction, where each patrol will have an opportunity to bid on at least \$1,000 worth of patrol camping gear. ***We are encouraging all troops to camp out the entire weekend, from Friday night until Sunday morning.*** Troops or Patrols are encouraged to build shelters to live in during the Camporee. Camp Illinek will be open on Saturday, January 20th for this purpose. Troops can come back the next day (Sunday) or other days to finish shelters if they wish. *Try not to place shelters where station events will be held.* Previously cut wood for shelter building from last year will be available on a first come first serve basis or wood can be brought in by troops. Troops **may not cut** saplings along the road into camp for shelter material (Troops **must** check with the ranger before cutting any wood at camp).

**The cost of the Camporee will be \$25.00 per Scout and \$15.00 per Adult until January 11. After January 12, the cost per Scout will be \$30.00 and the adult fee will remain at \$15.00. The fee will include:**

A Cracker-barrel Friday Night (for SM & SPL)

Breakfast Saturday morning

Dinner Saturday night

A copy of this booklet for each youth patrol

A patch for each attendee

Auction items for the Saturday night auction

**Walk-ins on Friday night will not be provided meals but will still be charged \$30.00 per person.**

***Pre-registration of patrols is important so that we know how much food to purchase.***

Registration of the Scouts in each patrol (and adults) will be done in advance so we know how many will attend; changes can be made at the Camporee. All people will be charged the \$25.00 fee whether they camp or not.

*No refunds will be given to those who choose not to participate in the breakfast, dinner, or auction.*

***Breakfast and dinner will be provided on Saturday at Booth Lodge.***

The Rotary Lodge will be a warming station for the weekend. Hot cocoa will be provided by our OA Illinek Lodge throughout the Camporee (bring your cup). Lunch this year is part of the event. See SLP Guidance.

***Registration will take place at Booth Lodge both Friday night from 6:00-9:00 pm and Saturday morning from 7:00-8:45 am. A cracker-barrel and informational meeting will be held at Booth Lodge Friday at 8:30 pm for Scoutmasters and Senior Patrol Leaders.***

***Chips worth (A)500, (B)300, or (C)100 points will be awarded at each station.***

Saturday, at 8 pm, an auction will be held, and patrols will use the points they earned during the day to bid on camping gear. The more points earned, the more the patrol will have to spend bidding on gear. *Patrols will keep the gear they have purchased at the auction* – we hope that all patrols get to take home at least a couple of items if not more. Items will vary, from Coleman lanterns to bow saws and other patrol-oriented gear. This is always a win/win situation for all patrols (no patrol rankings will be listed – the better a patrol does, the more goods they can buy). To keep it fair, we ask that patrols **not** combine their points during bidding.

***The setting for this event is Dungeons & Dragons.***

All stations will be designated by the numbers shown on the map. Patrols of 4-8 Scouts are expected to participate. Patrols are expected to bring derby sleds/ land schooners.

***An equipment list for stations will not be provided.*** To determine what equipment will be needed at the Camporee, each patrol will need to read this booklet, check out each event, and make their determination as to what equipment they should bring along. **Good Luck!**

# Safety Procedures

- 1. Troop numbers MUST be marked in large letters on the outside of the shelter.**
- 2. Mandatory that troops check in when they arrive. No matter what time of night or early morning it is.**
- 3. When checking in there will be a large map of Camp Illinek on the wall. The troops will mark the location of their shelter on that map. They will not be considered checked in for the event until they verify the location of their shelter.**
- 4. At least one leader per Troop has a cell phone with them at all times, and that number is on the check-in form.**
- 5. Mandatory that troops check out when they leave camp. Patches will be handed out when you check out.**
- 6. These rules are meant to make sure that everyone remains safe during the event and that all the Scouts have fun.**

# HIGH-LEVEL SCHEDULE:

## Friday, January 26th:

5:30 PM Troops start to arrive.

8:30 PM SM/SPL Orientation (Booth Lodge)

## Saturday, January 27th:

8:30 AM Opening Flag and Morning Announcements

9:00 AM Morning Event Stations

Noon Lunch

1:00 PM Afternoon Event stations

5:15 PM Closing Flag and Evening Announcements

5:30 PM Dinner

7:00 PM Interfaith Worship Service

8:00 PM Auction

## Sunday, January 28th:

8:00 AM Morning Announcements and Clean-Up Duties

8:15 AM Check Out

# POINTS OF CONTACT:

Chief Dungeon Master: Mark Wilson [wilsonm850@comcast.net](mailto:wilsonm850@comcast.net)

Director Dragon Response Team: Howard Olson [holson53@comcast.net](mailto:holson53@comcast.net)

Dread Warrior: Pete Carteaux [Pete.Carteaux@scouting.org](mailto:Pete.Carteaux@scouting.org)



# REGISTRATION

Patches: Every registered Youth and Adult will receive a patch. That is if the dragons don't eat the delivery man.

Membership: For a Scout to attend the Dungeons & Dragons Camporee, they must be a registered Scout, Venturing Crew, Ship, or Explorer.

Rosters: Every unit needs to fill out a roster form attached. It should include the name of the Scouts and leaders attending and the contact number of each leader attending. Keeping track of your numbers is strongly advised while completing your quest.

Medical Forms: Like all Scouting events, the Dungeons & Dragons Camporee requires that each troop have Class A and B medical forms in their possession for all Scouts and Adults attending the event. Each unit is expected to bring a binder or folder containing these forms, in the unlikely event that medical care is required beyond first aid. The troops will hold onto the medical forms. REMEMBER, Dragon's breath Fire!

Campsites, each site is in a Dragon-free zone, however, be aware that multiple units will share each site, so be friendly and considerate neighbors! All stations will be designated by the numbers shown on the map.

**Each unit is asked to provide one or more adult volunteers to act as judges in program areas. The Volunteer Sheet should provide the info requested for each volunteer. Units providing volunteers will receive 100 bonus points toward their event scores.**

Registration: Registration will open for the Dungeons & Dragons Camporee on the Council website on the Event page.

# CHECK-OUT PROCEDURES

Check-out will begin at 10:00 am on Sunday, January 28th.

Your campsite **MUST** be inspected by a member of the Camporee Staff before you leave. Before the inspection, please complete the following:

- Ensure the campsite is litter free.
- Restore your campsite to be better than you found it.
- Pack up your gear and be ready to depart.
- Carry out all garbage to be disposed of at home.
- Request a site inspection of a Camporee Staff member.
- Complete, and be ready to submit, a Camporee Evaluation Form.
- Complete the check-out.

The check-out sheet will be signed when the inspection is completed. You will receive your Camporee

Patches with submission of the signed check-out form.

# CAMPOREE GENERAL RULES

- The Scout Oath and Law will govern the behavior of all participants!
- The Buddy System must be followed by all Scouts at all times.
- Leave No Trace applies as always.
- No one may leave the Camporee site early unless approved by the Scoutmaster. Please have everyone check out at Booth Lodge before leaving the Camporee area.
- As with any Scout event, there will be no illegal drugs, alcohol, fireworks, firearms, or other weapons.
- Sheath knives and fixed-blade scabbard knives are prohibited.
- Wood tools must be properly stored and used in the ax yard (see the Scout Handbook for proper Patrol campsite setup). Improper use of wood tools is prohibited.
- Campfires must be built in an established fire ring/pit or raised above the ground and must be properly extinguished when the campsite is unattended. Keep a filled water bucket handy.
- Report all accidents, injuries, or other emergencies to a member of Camporee Staff. Medical personnel will always be on-site during the Camporee.
- Lost and found items should be brought to the Admin Building.

# SCOUTMASTER GUIDANCE

The Camporee will not be called off because of the weather.

Check the map at the end of the booklet to see where camping is allowed. If you set up in a Program area you will be asked to move.

Friday evening check-in is from 5:30-8:30 PM at the Administration building. Please be prepared to show a binder with medical forms for your unit at check-in. Unit Leaders will keep possession of medical forms.

Early departure must be declared at registration.

Scoutmaster and SPL meetings: Friday 8:30 PM at the Booth Lodge. Event Judges will have a meeting at the Sailing Center at 9:00 PM.

**ALL** Vehicles must be parked in lots designated by the Camp Ranger. The Camporee Chairperson & Camp Ranger must approve exceptions to this policy **BEFORE** unit check-in (Troop Trailers will not be allowed in campsites).

**No vehicles can go to the campsite once the camporee starts.**

No sheath knives, fireworks, alcoholic beverages, or firearms; **ALL FIRES MUST BE CONTAINED WITHIN A FIRE RING WITH PROPER CLEARING** and fire buckets.

Anything beyond basic first aid must be reported to Camporee medical staff.

Dutch oven cooking must be contained within fire rings or off the ground.

**Each unit is asked to provide 1 or 2 adults to assist in the judging of the patrol competition.** The Camporee committee will judge campsites. While an adult from the Troop is not required to be there it is encouraged that one is in camp.

Patrols must have a patrol score sheet to participate in patrol competitions.

Judges running the events will strictly adhere to the rules contained in this guide. The Camporee Chairman will be the final authority on any disputes. The Camporee committee reserves the right to alter competition events depending on weather conditions. All score sheets must be turned in to the Camporee Chairman before supper Saturday evening.

Units are responsible for removing all the trash from the campsites and event areas.

Leave the camp better than we found it.

# SPL GUIDANCE

These are some reminders of the important items for the weekend. Each activity will begin at the time indicated in the schedule, please ensure that your unit is on time. A detailed schedule is located in this guide.

Scoutmaster and SPL meetings: Friday 8:30 PM at Booth Lodge.

Each unit is asked to provide 1 or 2 adults to assist in the judging of the patrol competition. Judge meeting Friday at 9:00 PM at the Sailing Center.

Practical jokes are not Scout-like and will not be tolerated.

Patrol Flags will be carried by all patrols at all times except during the judging period. They will not be required to be in camp for Campsite Inspection.



Campsite judging will begin in conjunction with the patrol competitions. Ensure that all vehicles are removed from your campsite. (The Camporee Chairman & Camp Ranger must approve exceptions to this policy before check-in) **Troops will be penalized in Campsite Competition for non-authorized vehicles in the troop campsite.**

If a Dutch oven is used for cooking, it may be done at your campsite. However, it must be elevated high enough, so you do not burn the grass beneath the fire or contained within a rock fire ring.

Lights are out Friday and Saturday at 10 PM. Due to the proximity of units, this policy will be strictly enforced.

Checkout: Make sure your campsite is clean following Leave No Trace principles.

**LUNCH ON THE TRAIL IS ONE OF THE REQUIREMENTS OF THE EVENT.** See problem # 6. The lunch is at the discretion of the Patrol and Troop leadership; No ***ground fires will be allowed.*** ***Low-impact (Leave No Trace) camping rules will apply.***

A signal (Klondike Cannon) will be sounded at noon. The sled will stop at this point and fix lunch. It will stay at that point until the next signal is fired at 1:00 pm. **ONE HOUR AND 15 MINUTES IS ALLOWED FOR LUNCH AND CLEAN UP.** Scouts are on their honor to remain in the same spot from the beginning to the end of the lunch period. The Patrol must thoroughly extinguish the fire and clean up any paper or other material used during lunch.

The following chart has been created to answer questions about what is “acceptable meat” for the cooking stations at the Klondike Derby. Note that this only applies to the meat cooked for a score. Teams may prepare and eat anything they like over and above the problem, and it will not be scored.

1. For scoring criteria, the following are accepted as “uncooked meat.” Remember that any meats used for score must be cooked at the station.

- a. All uncooked meats (beef, pork, ham, chicken, turkey, fish, wild game, etc.)
- b. Preformed hamburger patties, as long as they are uncooked.
- c. Sausage: uncooked links, rope, patties, loose, and “brown and serve.”
- d. Regular ham, spiral sliced, chunk, or sliced. Canned ham, SPAM® (all varieties).
- e. Bacon (uncooked) and Canadian bacon, any flavor, sliced, chunk, etc.
- f. Pepperoni, bologna, salami, etc. as stick, chunk, or sliced, as long as it will be cooked.
- g. Hot dogs, only if cooked and used as an ingredient within a meal, not as a sandwich or alone.
- h. Dried Beef, thin sandwich steaks (e.g., Steak-ums®), as long as they are cooked.
- i. Meat substitutes – e.g., “veggie” burgers, etc. in place of meat.
- j. Any meats, meat substitutes, or no-meat alternatives that are part of a special dietary need or practice – e.g., food allergy, religious, cultural, medical condition, vegetarian/vegan diets, special diets in general (medical or not), etc. Includes prohibitions against eating certain meats. (NOTE: This condition can be applied individually or collectively with all or any part of the team. It also applies to any foods cooked or served.)

2. Meats NOT accepted for scoring but may be eaten or cooked in addition to the above.

- a. Hot dogs as a sandwich or alone.
- b. “Lunch meats,” incl. ham, bologna, etc. that are not cooked. OK if cooked.
- c. Ready-to-eat meats like jerky, pork rinds, Slim Jims®, etc. that cannot be cooked.

3. Meals cooked in FOIL PACKS, MOUNTAIN PIE MAKERS, and the like are acceptable as long as they are fully prepared and cooked on-site and meet the requirements of the problem.

# Can you survive out in the wild without a tent?

Build a shelter and spend the night in it. 300 points will be given to the shelter building.

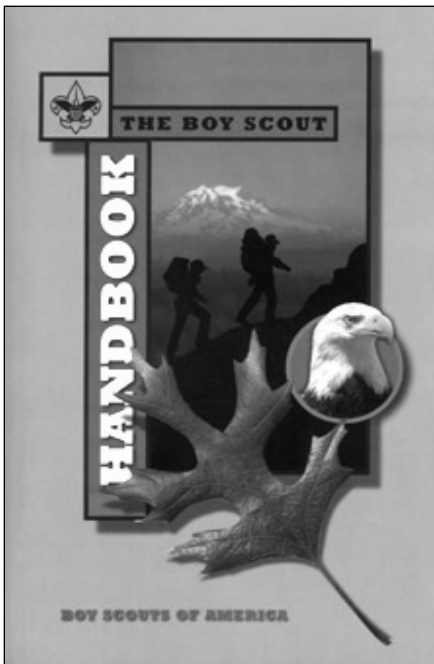


## Sofina!

**Patrols Beware!** Sofina, the Red Wizard of Thay, this fearsome necromancer is a force to be reckoned with. This scoundrel will take every chip you have if they get a chance. This cunning villain is known to “hold up” patrols as they pass. Patrols will be asked Scout-related questions. For each question missed, Sofina will steal 100 points. You can be jumped twice during the day. Sleds are then marked with a ribbon so they will not be jumped again.

**Special Brew!** *The Order of the Arrow* has concocted a special brew that helps fight off any wizard spells, and it tastes just like hot chocolate! Wander over to Rotary Lodge, number 13 on the map, and get your patrol set to fight off any persuasions.

Stop by and receive 200 points!



## Save the camp!

You have the cure that is desperately needed to fight through the Forgotten Realms at Camp Illinek. This potion can freeze or break if not handled properly.

Patrols will come to the event, which lasts throughout the day of competitions, prepared to carry two raw eggs. These will represent the potion. The egg must not freeze, crack or break. The egg will be judged at the end of the day's events when you reach the Admin Building.

|          |                                      |            |
|----------|--------------------------------------|------------|
| Scoring: | Ingenuity of packaging               | 100 point  |
|          | Satisfactory completion of the event | 100 points |
|          | Patrol/Scouting Spirit               | 100 points |

## Banner Judging (Patrol Flags)

Everywhere we go, people want to know who we are, so we tell them we are Scouts. If you are creating a new patrol for the camporee, why not show your creative side and create a new patrol flag? Concept: Patrols will carry their flag to all activities. They are to be presented after the last event. Flags that cannot be identified will not be judged. Scoring: Patrol Flag will be scored on the following:

100 Points Unit # /Patrol Name

100 points Attached to a flagpole.

100 points Originality



# #1 & 1A

## Enter the Realm

### Preparedness

Each patrol sled will have the following:

1. All of the equipment needed for the day
2. All equipment packed securely with proper knots and lashings
3. Troop number identification
4. Patrol flag on a pole of three feet or higher

All patrol members should be properly equipped and dressed for the weather and conditions, footwear, clothing & outer clothing. Each patrol member should know his measurements.

No patrol may leave the starting point without at least a minimum of equipment.

Scoring: 100 Points

### Sled Design & Construction

Patrols will be given up to 100 points for innovative sled design and construction.

Scoring: 100 points

Total 200 Points

### **NOTE:**

**Patrol Check-in will be from 7:30am-9:00am at both East Shower House *and* the Friendship Circle.**

**Patrols will be assigned a check-in point when they register, and a starting point near their check-in point. These will be printed on their Patrol Scorecards. If they show up at the wrong check-in point they will be sent to their correct one before they can start.**

**Breakfast will be served in Booth Lodge from 7:00am-8:45am.**

**Patrols may check in, leave their sledge near their starting point and go eat breakfast, or eat breakfast first before check-in.**

**There will be a shotgun start at 9:00 when all stations open.**

## #2

# Axe Beak Trap (Knot tying)

Axe Beaks are not bright; they can be trapped if the patrol can tie a series of knots to make a circle of rope to keep the Axe Beaks contained. Concept: Scouts will have five minutes to tie six knots to keep the Axe Beaks trapped inside the containment field.

Each scout will roll a D6 die to determine which knots the Scout needs to tie.

If necessary, hitches may be tied around staves, nearby trees, or someone's arm or leg. If the patrol does not have 6 scouts, a scout may tie more than one knot – roll the die again. The patrol will attempt to tie all 6 knots.

**Note: Scouts can help each other by talking only to other scouts. (Hands off)**

- 1. Square Knot (Tenderfoot 3a)
- 2. Two Half-Hitches (Tenderfoot 3b)
- 3. Taut-Line Hitch (Tenderfoot 3c)
- 4. Sheet Bend (Second-Class 2f)
- 5. Bowline (Second-Class 2g)
- 6. Clove Hitch (First-Class 3b)

Scoring: Points for the Axe Beak Trap are based on the following:

100 points for each knot tied correctly.

500 points for the Axe Beak not escaping.



## #3

# Skulking Around the Underdark (First aid)

One patrol member was attacked by an Intellect Devourer. The most terrifying aspect of facing an intellect devourer comes when a victim is incapacitated. If the intellect devourer's target fails an Intelligence contest, the monster can consume their brain, seizing control of their body, and learning everything they ever knew. He will be alright if his patrol mates can get him some help quick enough; Roll a D8 die and see what type of First Aid you must render to the victim

**Concept:** Provide basic first aid for one of your patrol members and then get them through the obstacle course. Scoring: Scoring is based on the following:

1. Hypothermia
2. Twisted ankle.
3. Fish hook
4. Broken Leg
5. Broken clavicle
6. Severe burn on arm
7. Impaled Object
8. Severe cut on lower leg

Scoring:

100 points for participation

300 points for each correctly treated injury; 100 points penalty for incorrect treatment

500 points for completing the course.



## #4

# Mimic (Archery)

Mimics are all around Camp Illinek. Scouts must show their Archery skills by shooting these shapeshifting monsters. Scouts will have the opportunity to shoot three arrows at multiple Mimic animals in a 3D archery setting. You can tell the Mimic animals by looking at their eyes. Scoring: Points for Mimic Animals are based on the following:

100 points if each Scout in the patrol participates.

100 points for each Mimic animal hit with an arrow that sticks in the target.

500 points if each Scout in the patrol hits one animal Mimics

Roll a D4 die for extra arrows.





## #5

### “Displacer Beast” (Tomahawk Throw)

The displacer beast is a panther-inspired monster that originated in the Feywild. There, they gained the ability to displace light to create nearby illusions of themselves that make them a challenge to strike with an attack. A roll of a D10 die will let your Patrol know how many times you must hit them with an Ax to stop them from sinking their teeth into them.

Based on the number shown on the die each Scout in the Patrol will throw one time until the Patrol gets the required number of hits. Scoring:

Points are based on the following:

100 points if each Scout in the patrol participates.

500 points if no misses to reach required number of throw.

200 points if it takes multiple throws to reach the required number of throws.

(Max # of throws is 10)



## #6

# “The Yawning Portal Inn” (Lunch)

As you play, your character will make friends and enemies, fight monsters, discover loot, and complete quests. But right now, all these battles have made you hungry! It is time to stop and cook your warriors a hot meal.

**COOKING** – Be able to do the following:

v Show that you have planned your meal by presenting to the Dungeon Master your menu, shopping list, and cost per Scout.

v Prepare and cook a lunch consisting of:

o **Lunch:** Meat (or non-meat alternative); one vegetable; dessert; bread or rolls or equivalent (need not be cooked); and hot tea or cocoa. The dessert need not be cooked.

v NOTES:

o The cooking problem doubles as a meal on the trail.

o Enough food must be cooked to serve everyone on your team.

o The choice of the menu is up to you, but it must be fully prepared and cooked ON-SITE.

o The list of acceptable meats can be found below. Note changes to criteria.

o You may serve anything beyond the requirements without penalty.

o Therapeutic Support persons may help individual Scouts.

o You may cook your meal on a camp stove.

o After cooking, properly dispose of your garbage, clean utensils, and leave a clean cooking area.

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1. For scoring criteria, the following are accepted as “uncooked meat.” Remember that any meats used for score must be cooked at the station.

a. All uncooked meats (beef, pork, ham, chicken, turkey, fish, wild game, etc.)

b. Preformed hamburger patties if they are uncooked.

c. Sausage: uncooked links, rope, patties, loose, and “brown and serve.”

d. Regular ham, spiral sliced, chunk, or sliced. Canned ham, SPAM® (all varieties).

e. Bacon (uncooked) and Canadian bacon, any flavor, sliced, chunk, etc.

f. Pepperoni, bologna, salami, etc. as stick, chunk, or sliced, if it will be cooked.

g. Hot dogs, only if cooked and used as an ingredient within a meal, not as a sandwich or alone.

h. Dried Beef, thin sandwich steaks (e.g., Steak-ums®), if they will be cooked.

i. Meat substitutes – e.g., “veggie” burgers, etc. in place of meat.

j. Any meats, meat substitutes, or no-meat alternatives that are part of a special dietary need or practice – e.g., food allergy, religious, cultural, medical condition, vegetarian/vegan diets, special diets in general (medical or not), etc. Includes prohibitions against eating certain meats. (NOTE: This condition can be applied individually or collectively with all or any part of the team. It also applies to any foods cooked or served.)

2. Meats NOT accepted for scoring but may be eaten or cooked in addition to the above.

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b. “Lunch meats,” incl. ham, bologna, etc. that are not cooked. OK if cooked.

c. Ready-to-eat meats like jerky, pork rinds, Slim Jims®, etc. that cannot be cooked.

3. Meals cooked in FOIL PACKS, MOUNTAIN PIE MAKERS, and the like are acceptable as long as they are fully prepared and cooked on-site and meet the requirements of the problem.

## Points:

100 points if all Patrol members participates.

100 points for Meal planning list

200 points if it is done without any adult help.

200 points if it is done in the time limit.

## #7

# Setting Up for a Long Rest (Pioneering Event)

Stake your claim to part of the Dungeons & Dragons world. Homebrew a world of your own and start a small village by raising your Patrol Flag to mark your territory.

### Equipment:

The Patrol furnishes all the equipment:  
2 poles plus patrol flagpole (3 poles in all)  
Ropes for lashing and staking out your flagpole.  
Stakes or Anchors may be used - Improvise.

### Procedure:

Each Patrol will be given **15 minutes** to complete the project.  
Lash your patrol flag and 2 other poles together to create a single tall pole with the patrol flag on top.  
No more than 2 poles lashed together at anyone lashing joint.  
Once assembled – attach 3 to 4 support ropes to the pole to help you tie to stakes or anchors.  
Raise the Pole and Stake or anchor the pole with 3 or 4 ropes.  
The Pole must be free-standing. – No holding ropes or poles while patrol does patrol yell.  
Patrol does the patrol yell when the patrol is done – not touching the flagpole or ropes.  
Flagpole must remain standing during patrol yell until Patrol Leader says “DONE.”

100 points if each Scout in the patrol participates.

100 points for each correct lashing

500 points for getting the pole raised, staked and Patrol flag on top.



## #8

# “Frozen at the Temple of Elemental Evil” (Ice Rescue)

(Timed event 15 minutes)

Your Patrol is stranded at Grayhawk during your battle between good and evil. Everyone escapes except one patrol member who is stuck on the ice with your sled. Roll the dice to see how far away they are. Roll an even number and they are 40' feet away. Roll an odd number and they are 25' away.

**Equipment:** Patrol provides: ten lengths of rope.  
Sled (containing all other patrol gear)  
Victim on the sled.

### Procedure:

Patrol leader organizes patrol:

Patrol chooses Scout to be on the sled.

Patrol positions sled and scout on the ice behind the rescue line, 40 feet or 25 feet away

The rescue cannot leave the sled or touch the ice for any reason.

The rest of the patrol lays rope (ten 6' lengths) out in front of them.

When ready the Judge says “Rescue” and time starts.

Patrol members pick up the lengths of rope and tie them together.

One member throws the line to the scout on the sled (reaching devices are allowed)

Loss of the rope or sufficient length (not enough to reach the sled) will end the event.

The rescuee must fasten the rope to the sled in some fashion.

The patrol/den then pulls the sled and scout to safety.

Time ends when the scout and sled are pulled off the “ice” (completely across the line).

Patrols will be penalized one nugget for each patrol member who crosses the “safety” line.

Patrol will lose one nugget each time the scout on the sled touches the ice.

If the rope is thrown 3 times from a 40-foot distance unsuccessfully, the judge will move the sled to the 25-foot distance (timing continues from the initial start time).

100 points if each Scout in the patrol participates.

500 points for 1<sup>st</sup> throw at 40'

300 points for 2<sup>nd</sup> throw at 40'

200 points for 1<sup>st</sup> throw at 25'

100 points for 2<sup>nd</sup> throw at 25'



## #9

# Giant Red Dragon (Fire building)

An encounter with a Giant Spider carries all the accouterments you'd assume, like crawling on walls, bites from its mandibles, and webbing to snag adventurers up for supper. To keep them at bay, feed them.

**Objective:** To work as a team to make a fire, fry an egg, and Patrol Leader eat it. The Cook (not the patrol leader) will have to flip the frying egg over to cook the top side of the egg and the Patrol Leader will have to eat the egg after it has been cooked (a spatula is recommended; salt and pepper are optional). The judge will determine when the egg is cooked sufficiently to eat. Roll a D4 die to determine what type of fire you have to build.

**Equipment** The Patrol/Den must supply:

Wood (tinder, kindling, etc.),

Firestarter

Spatula to flip the egg.

Clean frying pan

Cooking mitt or glove, which will be used to hold onto the frying pan.

The judge at the game station will supply the egg.

### RULES:

You may stage materials & equipment outside of the fire ring before the judge starts the event.

No stacking of wood or building the fire until the judge says, "Start".

The fire must be built and lit inside the designated fire ring area.

NO FLAMMABLE FLUIDS.

Matches may be used to ignite fire – (wax fire starters allowed).

Using cooking oil in the pan to keep the egg from sticking is highly recommended.

Cook the egg, flip it over with a spatula, and cook the other side.

The judge will determine when the egg is cooked sufficiently.

The Patrol Leader must eat the egg (or a designated alternate if PL is allergic)

Patrol/Den will also be responsible for putting the fire out.

The patrol must clean up **all debris** after the fire is extinguished (Leave No Trace).

100 points for participation

300 points for starting a fire.

500 points for successfully eating the egg.

Type of fire

1. A frame
2. Teepee
3. Log cabin
4. Lean to



## #10

# Sailing the Sea of Stars (Compass Event)

**Objective:** Magical powers have gone wild, and you need to get out of Ravica. Follow the Compass Points Course to find your way out. Work together as a Patrol team to run the Compass Points and record the correct compass points for each leg of the course. Don't be fooled by the tracks in the snow. Many people have tried, and many have failed.

### **RULES:**

1. You Have 15 Minutes Maximum to complete the event.
2. You must follow the course correctly to obtain the maximum reward.
3. You must involve your entire patrol in the activity.
4. Time Starts when the Patrol Leader says you are ready to start
5. Then you are given the course directions.
6. Patrol is responsible for recording the stations as you proceed on the course.
7. Time Ends when your Patrol Leader says you are done.

100 points for participation

500 points for completing the course correctly.

Roll D20 for exact location!

D1 - D19 = Bad Hint to Better Hints



## #11

# Overwhelmed by the fury of the Black Dragon (Wood Tools Event)

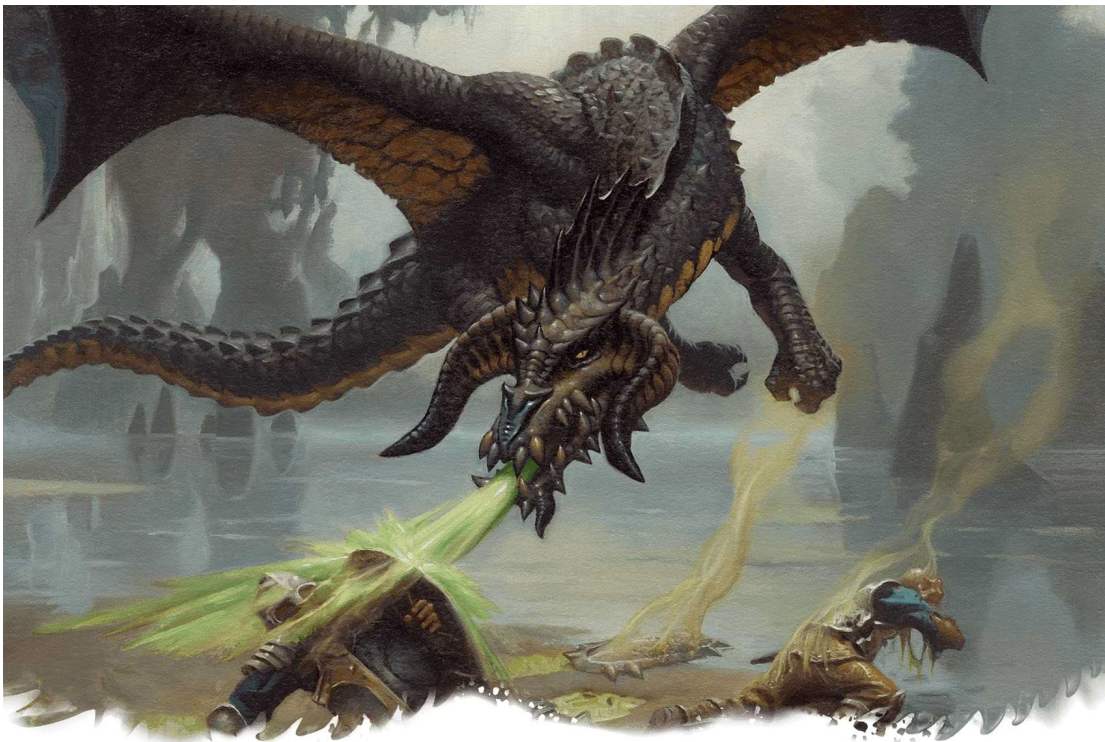
Rakor. His Acid Breath and Frightful Presence make him a formidable foe. Black dragons are typically found in the dingiest of places, such as swamps or flooded ruins and caves. The only way to stop him is to cut down the bridge.

Concept: Each patrol working as a team will need to destroy the bridge using two-man saws.  
Scoring: Points for dropping the bridge are based on the following.

100 points for Patrol participation

200 points if each member takes a turn on the saw.

500 points for dropping the bridge in less than 3 minutes.



**#12**

**Trail End – Deep Water**

At the end of the day, you pull into Deep Water (Booth Lodge) for the finish of the event. At this station, points for the Ranger Inspection below will be handed out.

## **Ranger Inspection**

Responsibility for the construction of a base camp shelter has been given to your troop. Sometime during the last two weeks, your troop could have come in and built a shelter to house participating members for the weekend. Tents will be acceptable for #4 below.

1. Quality of workmanship of your shelter will be checked. A check is made to see if your lashings are (If any) have been done properly, neatly, and are secure.
2. A sturdy design can withstand fierce winds and the weight of snow from a major snowstorm. Your shelter is checked to see how it has been designed, and how well it will stand up to the harsh weather.
3. A creative design can save time and materials and be an interesting and esthetic place to live. Your shelter is inspected for creativity and design innovation.
4. Having a campsite to call home can be important whether shelters are constructed or traditional tents are used. Points will be awarded to all that set up a campsite and are camping at least one night this weekend.
5. Pre-planning of events is important, especially in a harsh environment. Extra points will be awarded to each patrol who pre-registered for this Camporee.

300 points will be given for each shelter built.

Roll and increase your points.  
1% for D1 up to 20% for D20.

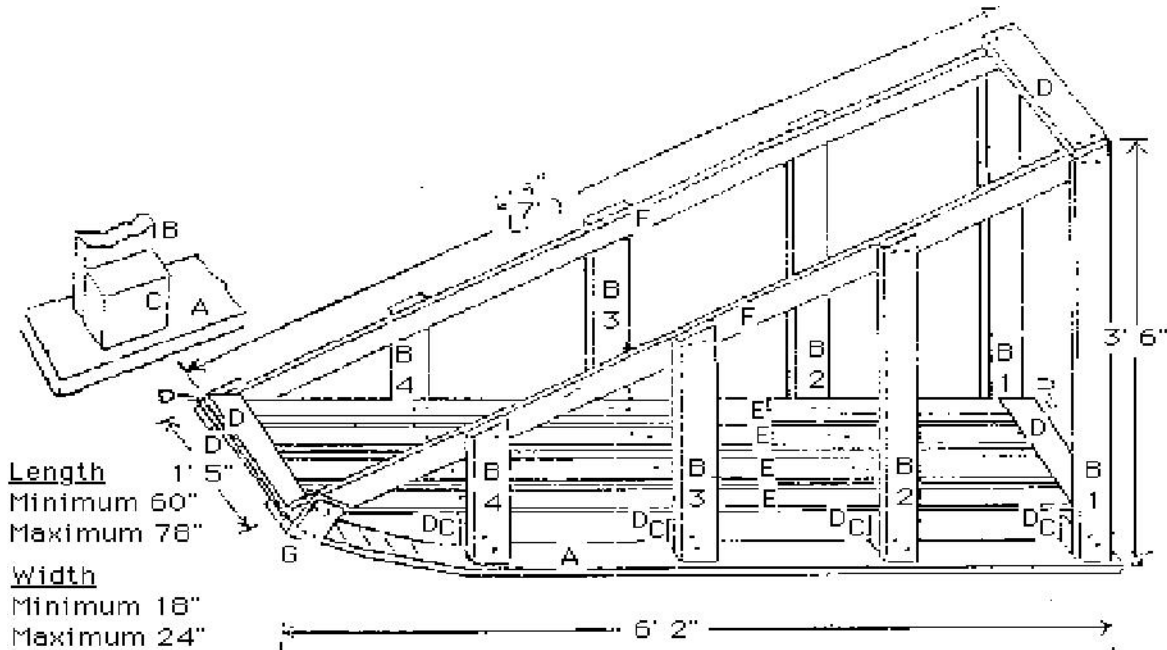


# Camporee Sled # 1

The following plan is for a sled that has a minimum and maximum dimension as shown. There is no an absolute requirement for these dimensions, but these are typical of those used in most areas.

The sled below is shown as a guide. Your design may be used if it conforms to the minimum and maximum dimensions. Make sure the sled is strong enough to bear the weight of your equipment and will hold together for a long trip. It is best to use screws rather than nails. Drill first to avoid splitting wood. Varnish the bottom of runners and wax before using. Wire netting or a canvas snow curtain may be added to prevent items from falling off the sled.

Secure a towing rope at the front and secure a brake rope at the rear.



| Item             | Label | Quantity | Dimensions     |
|------------------|-------|----------|----------------|
| Runners          | A     | 2        | 1" x 4" x 6'2" |
| Uprights         | B1    | 2        | 1" x 4" x 3'6" |
|                  | B2    | 2        | 1" x 4" x 2'8" |
|                  | B3    | 2        | 1" x 4" x 1'9" |
|                  | B4    | 2        | 1" x 4" x 10"  |
| Upright Supports | C     | 8        | 2" x 4" x 4"   |
| Cross Supports   | D     | 6        | 1" x 4" x 1'5" |
| Floor Strips     | E     | 4        | 1" x 4" x 6'   |
| Hand Rails       | F     | 2        | 1" x 2" x 7'   |
| Front Supports   | G     | 2        | 1" x 4" x 6"   |

# Camporee Sled # 2

Be creative with your sled design.

**Approximate Dimensions: HEIGHT = 40 inches, LENGTH = 6 feet, WIDTH = 18 inches.**

Paint your sled bright colors -- varnish the bottom of the runners -- then wax before use!

You can add a canvas snow curtain to keep equipment dry. Lace the sides with nylon rope to keep equipment from falling off the sled.

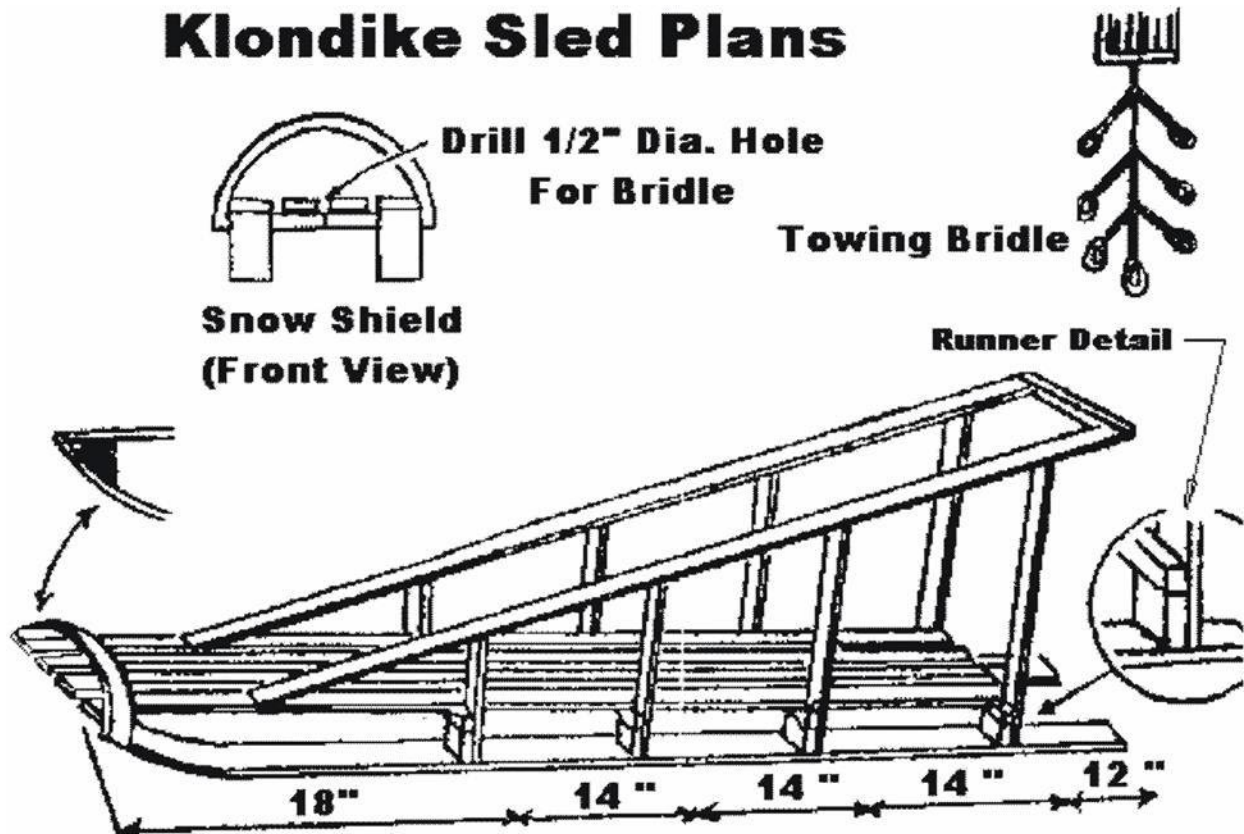
Use screws instead of nails and pre-drill pilot holes to prevent splitting. Use glue in addition to screws.

Mount a pole on your sled to fly your patrol flag!

Use hardwoods such as maple, oak, or ash to make your sled. Pine is too soft!

Be Creative!

## Klondike Sled Plans



- 2 pcs. 4" x 1/2" x 6'6" - for Runners (use skis!!)
- 6 pcs. 1" x 1" x 18" - Cross Supports
- 8 pcs. 1" x 2" x 6" - Upright Supports
- 4 pcs. 1/2" x 4" x 5' - Floor Cover
- 2 pcs. 1" x 2" x 12" - Front Upright
- 2 pcs. 1" x 2" x 26" - 2nd Upright
- 2 pcs. 1" x 2" x 38" - 3rd Upright
- 2 pcs. 1" x 2" x 40" - Rear Upright
- 2 pcs. 1/2" x 2" x 6' - Hand Rail - sand smooth!
- 1 pc. 1/2" x 2" x 30" - Front Curved Snow/Ankle Guard
- 1 pc. 2" x 2" x 18" - Tow Bar
- Rope for Towing Bridle - 1/2" Dia. minimum
- Wood Screws
- Wood Glue
- Paint & Varnish

# Winter Camping and Hypothermia

## WINTER CAMPING

By Hiker

This is what I pass out to my Scouts about a month before our winter Camporee. That gives us a couple of meetings or more to discuss cold-weather survival skills, and a chance to inform parents of the dangers of cold-weather camping when one is not fully prepared.

### PLANNING FOR WINTER CAMPING

Most of this information can be found in the *Boy Scout Handbook*. If you are going to be doing many outdoor activities, this book is an invaluable source of know-how and advice.

"One has to lie deep in the snow to learn how warm and protective it is. A den in the snow confines the body heat like a blanket or overcoat. It is a snug place, no matter how hard the wind may howl. One who holes up in the snow understands better the mysteries of the woods in the winter. He knows why the severe weather grouse squirm their way under soft snow and be quiet. He understands why deer bury themselves in drifts, laying a half-day or more with just their heads sticking out. He learns something of the comfort of the bear in hibernation."

William O. Douglas, 1950

### MISCONCEPTIONS ABOUT WINTER CAMPING

#### **Myth #1: Leather hiking boots will keep your feet warm. -- FALSE**

- The snug fit of most leather-hiking boots can limit the circulation of blood in the foot. Especially with thick socks on. Overboots cut generously enough to hold your foot and shoe are much more effective. The cloth stitching in leather boots can also wick moisture into the shoe. Nothing is worse than wet feet in cold winter.

#### **Myth #2: Waterproof clothing is ideal for cold-weather camping. -- FALSE**

- To keep warm, in the cold, your clothing must allow body moisture to escape. Moisture that is trapped too close to the body can wick heat away through evaporation. It is better to layer your clothing on in cold weather. Wool, Gore-Tex, and polypropylene garments work nicely in the cold. Always wear insulated underwear.

#### **Myth #3: Winter camping does not require much preparation. -- FALSE**

- Arctic conditions exist when the wind is blowing and the temperature drops below 20 degrees F. There are only seven states in the U.S. that do not experience arctic weather. Illinois is not one of them. It is very important to prepare and even over-prepare. I have never heard anyone complain about being too warm or having too many dry clothes on a winter campout.

#### **Myth #4: Mental attitude has little to do with winter camping. -- FALSE**

- A positive mental attitude is the most important ingredient in the success of cold-weather camping trips. The demands of winter will drain your energy and you will have to rely on yourself to keep your spirits high.

## **Myth #5: In cold weather, tasks can be done just as quickly as in warm weather. -- FALSE**

- Every effort in cold weather takes longer to complete. Be sure to bring some winter patience with you when you camp in the cold. :-)

## **CONSERVING BODY HEAT - THE PRIME OBJECTIVE**

There are three ways to lose body heat. Keeping them in mind will help you be much more aware of what you are or could be doing to keep your body warm.

**RADIATION** - The emission of body heat, especially from the skin areas exposed to the elements. A good set of gloves, hat, and scarf can help best in keeping bare skin to a minimum.

**CONDUCTION** - The absorption of cold by the body when sitting or laying on the cold ground, or handling cold objects such as metal cooking utensils and metal canteens. This is why a decent sleeping pad is required for cold-weather camping. The same goes for wearing gloves. A campstool is necessary on a winter camping trip. Try not to sit on the ground.

**CONVECTION** - The loss of body heat due to the wind blowing across unprotected body parts. This situation can also be reduced by keeping bare skin covered with hats, scarves, and gloves. It is important to keep exposure to a minimum, **ESPECIALLY** in a windy situation. Convection heat loss can reduce body heat the fastest. Wet clothing will accelerate this process, making staying dry even more important.

## **OTHER CONCERNS**

### **Tent Placement.**

Whenever possible, place your tent in a location that will catch the sunrise in the morning. This will aid in melting off any ice and evaporating any frost or dew that may have formed during the night. This will also warm your tent as you awaken in the morning. Cold air sinks. Try to place your campsite on slightly higher ground than the rest of your surroundings. Try to choose a protected site if it is snowing or the wind is blowing.

### **Water Consumption In Cold Weather.**

Dehydration can seriously impair the body's ability to produce heat. Drink fluids as often as possible during the day and keep a water bottle or canteen with you at night.

### **Cooking In Cold Weather.**

Cooking in cold weather will take about twice as long as normal. Always use a lid on any pots that you are cooking in. This will help to hold in the heat and decrease the overall heating time. Make sure you start hot cleaning water before you start cooking. The pots and utensils must still be cleaned. Try to keep your menu to good one-pot meals. Things like stews, chili, and hot beans stick to your ribs, lessen the cleaning time, and provide good sources of energy and fuel for your internal furnace. A good high-calorie snack before bedtime will also keep you warm all night. Stay away from an overabundance of sugar, cheese is a good high-calorie bedtime snack.

## **Sleeping Tip #1.**

*Do not* sleep with your mouth and nose in your sleeping bag. The moisture of your breath will condense in the bag and cause it to become wet and ineffective as an insulator.

## **Buddy System.**

Buddies can help each other pack for a trek, look after one another in the woods, and watch for symptoms of frostbite, hypothermia, and exhaustion.

## **Checklist.**

Make a checklist of everything you need before you start to pack. Then check each item off as you pack it. This way you will not forget anything.

## **Keeping Warm**

Keeping warm is the most important part of cold-weather camping. Use the C-O-L-D method to ensure staying warm.

### **- C - Clean**

Since insulation is only effective when heat is trapped by dead air spaces, keep your insulating layers clean and fluffy. Dirt, grime, and perspiration can mat down those air spaces and reduce the warmth of a garment.

### **- O - Overheating**

Avoid overheating by adjusting the layers of your clothing to meet the outside temperature and the exertions of your activities. Excessive sweating can dampen your garments and cause chills later on.

### **- L - Loose Layers**

A steady flow of warm blood is essential to keep all parts of your body heated. Wear several loosely fitting layers of clothing and footgear that will allow maximum insulation without impeding your circulation.

### **- D - Dry**

Damp clothing and skin can cause your body to cool quickly, possibly leading to frostbite and hypothermia. Keep dry by avoiding cotton clothes that absorb moisture. Always brush away the snow that is on your clothes before you enter a heated area. Keep the clothing around your neck loosened so that body heat and moisture can escape instead of soaking several layers of clothing.

## Clothing

### - Footwear.

As with other clothing, the layer system is also the answer for footwear. Start with a pair of silk, nylon, or thin wool socks next to your skin. Then layer on several pairs of heavier wool socks. When and if your feet become damp, change into another pair of dry socks at the first opportunity. Rubber overboots will protect the feet from water and will allow more comfortable shoes to be worn.

### - Mittens and Gloves.

Mittens allow your fingers to be in direct contact with each other. They will keep your hands warmer than regular gloves that cover each finger. Select mittens that are filled with foam insulation or pull on wool gloves and cover them with nylon over the mittens. Long cuffs will keep wind and snow from getting in.

### - Headgear.

The stocking hat is the warmest thing you can cover your head with in cold weather. Get one that is large enough to pull down over your ears. In addition, ski masks are great in the winter and can help in keeping your neck and face warm as well. Noses and ears can be very easily frostbitten, so a scarf can be an invaluable item to have.

### - Parka and/or Overcoat.

Your coat or parka is the most important piece of your winter clothing. It needs to be large enough to fit over extra clothing without cutting off blood flow and allowing ventilation to keep moisture away from your body. A large permanently attached hood will prevent heat loss around your head and neck.

### - Sleepwear.

Never should you sleep in the same clothes that you have worn all day. They are damp and will cause you to chill. This could cause frostbite and hypothermia. It is advised that you bring a thick pair of sweats and thermal underwear to sleep in. Keep the thermals and sweats for sleeping in only. Do not wear them during the day; this will keep them the driest. Also, be sure to have a couple of layers of wool or heavy thick cotton socks on as well. Always sleep with a stocking hat on your head. Your sleeping bag needs to be winter-rated. Typically rated down to 15 degrees and stuffed with 5 pounds of Holo-fill, Fiberfill, or another polyester ticking. It is also a very good idea to have some kind of sleeping mat to use in the winter. The mat can be a \$90 Thermal Rest or a piece of high-density rubber foam at least one inch thick. In cold weather camping, you never want to sleep on an air mattress or off the ground in a cot. The air under you will cool you off in no time and this would create a threatening situation. If you do not have a sleeping mat, bring spare wool or a natural fiber blanket to use as a ground pad under your sleeping bag. The sleeping mat is worth its weight in gold. Straw or the equivalent can also be used for ground insulation.

## Have fun!

Every year, tens of thousands of boys will go winter camping. Although the threat of danger is always present in a winter camp, planning, and knowledge can overcome this. The Scouts must come prepared. If a Scout feels that at this time winter camping is not for him, then he should not go. There is always next year and the year after and so on. Make sure you are ready, and most of all, SAFE.

# Winter Cooking

## Preparation

Make up a "**cleanup kit**" including scouring pads, and detergent. sponge. dish pan or large pot and bring food that requires a minimum of **cleanup**.

Gather a "**kitchen kit**" including potholders or leather gloves, a measuring cup, aluminum foil, Plastic bags, napkins, and paper towels, and matches in a waterproof container.

Review your menus and pack a "**spice kit**" of spices used in the preparation of the recipes as well as standard salt. pepper, cinnamon, chili pepper. sugar etc.

Cooking utensils for basic food preparation include a paring knife. large knife, measuring spoons, tongs, slotted spoon, pancake turner, ladle, can, and bottle openers make up a "**chef kit**."

Metal or plastic **thermal cups** and plastic bowls rather than metal plates will keep food warmer.

Plan food that requires **minimum preparation** at the campsite. Do most of your preparation at home. Foil dinners. precooked casseroles packaged in boilable plastic bags, and canned meats that can be heated on an open fire.

## Nutrition

You will need **extra calories**, particularly in the form of fats like butter. cheese and peanut butter. because of the extra energy expended to keep your body warm.

Drink lots of **extra liquids** and add foods to your menu like soups and stews, which help replace fluids, lost from sweat and expelled breath. Winter air is very dry and you can easily become dehydrated without realizing it.

Plan for **hot food** rather than sandwiches. Plenty of **hot liquids** like cocoa and soup can help warm you when your body temperature has been lowered through cold and damp clothing.

Include high-energy **snacks** like nuts, raisins, candy bars, fruit leather, and jerky to carry with you during the day and nibble, as you get hungry.

# COLD WEATHER MENU PLANNER

|  |  |  |
|--|--|--|
| <b>breakfast</b>   | <b>lunch</b>   | <b>supper</b>  |
| <b>drinks</b><br>cocoa/coffee<br>Russian tea<br>beef or chicken bouillon<br>hot lemonade/Tang  | <b>drinks</b><br>cocoa<br>Milk (keep from freezing)<br>lemonade/orange juice   | <b>drinks</b><br>cocoa/coffee<br>Russian tea<br>beef or chicken bouillon<br>hot lemonade/Tang  |
| <b>cereals</b><br>instant oatmeal<br>instant cream of wheat<br>cocoa wheat<br>cream of rice<br>malt o meal   | <b>soups/stews</b><br>instant tomato/vegetable<br>instant chicken/beef<br>instant lunch noodles<br>chili<br>stew<br>Ramen noodles  | <b>hot stuff</b><br>boil in-bag meals:<br>spaghetti<br>macaroni and cheese<br>taco meat<br>Tuna/ham noodle hot dish<br>Chow mien   |
| <b>hot stuff</b><br>toaster hashed browns<br>toaster French toast<br>cheese/sausage muffins<br>Precooked bacon/sausage<br>Canadian bacon/cheese in pitas | <b>sandwiches</b><br>grilled cheese/ham in foil<br>peanut butter on pitas<br>hoagies in foil<br>hot dogs and buns<br>sliced cheese and crackers<br>Honey on an English muffin<br>hot tuna and cheese pitas | <b>more hot stuff</b><br>beans and franks<br>hamburger and rice hot dish<br>foil meals:<br>hamburger, carrots, potatoes<br>ham, pineapple, potatoes<br>fish sticks, potato patties<br>pizza burgers<br>canned ham and baked potatoes |
| <b>extras</b><br>stewed fruit<br>raisins/prunes/apricots<br>brown sugar<br>butter<br>hot rolls/muffins   | <b>extras</b><br>raisins<br>chips<br>trail mix<br>beef jerky<br>fruit leather<br>peanuts<br>granola bars   | <b>extras</b><br>French bread in foil<br>instant mashed potatoes<br>hot rolls or muffins<br>pita or tortilla w/butter<br>cheese bread  |
| <b>snacks</b><br>hot dogs and buns<br>smores<br>popcorn<br>grilled cheese sandwich<br>pizza rolls  | <b>snacks</b><br>individual, fruit pies<br>baked apples<br>banana bread<br>fruit leather<br>soup and crackers  | <b>tips</b><br>bring hard candy for a hiking snack<br>wrap milk cartons in newspaper<br>add butter to soup for energy<br>pre-slice all meats and cheese<br>never bring fresh fruit   |



# Winter Survival Tips

**Know them before you go on a hike.  
They could save your life.**

You are hiking in the mountains with your troop. Suddenly, the skies darken and a blizzard dumps two feet of snow on your trail. You will have to spend the night in the woods.

Could you survive?

If you have come prepared and know how to handle yourself, you should have no problem. Here are some tips that will help:

Be prepared for all types of weather. Take enough warm clothing to get you through wet and icy storms.

Check weather forecasts before leaving on a hike. Do not be fooled by sunshine. Mountain weather can change in minutes.

Remember the C.O.L.D. rule: Keep your body and clothes Clean; avoid Overheating; dress in loose Layers of clothing that will trap body heat and keep clothes Dry.

Always take along a wool stocking cap. Eighty percent of the body's heat is lost through the head and neck area.

You have heard of frostbite, but how about immersion foot? This occurs when your feet get wet and the skin wrinkles and peels. The pain can keep you from walking.

Keep your feet dry by wearing a thin pair of polypropylene socks underneath heavy wool socks. The wool socks will wick moisture away from your feet. The thin socks will help prevent blisters.

Make sure you have room to wiggle your toes inside your boots. Boots that are too tight will cut off circulation and hasten frostbite. In addition, always bring extra pairs of socks, even on day hikes.

Carry an ample supply of waterproof matches and a candle. A candle is a great fire starter; it will burn for 10 minutes or longer.

If you become lost and cannot retrace your steps, stay put. Carry a whistle for signaling rescuers. Remember, the universal distress signal: three quick yells or blasts from a whistle.

Drink a lot of water, 8 to 12 glasses a day. However, do not eat snow to satisfy your thirst. Eating snow can lower your body's core temperature, triggering deadly hypothermia. Melt ice for drinking water. If you do not have a fire, gather snow or ice in a waterproof container; hold it between layers of clothing until the ice melts.

Remember the cat. Cattail plants can help you by providing two things, food, and warmth. The roots are good to eat. Look for the horn-shaped sprouts growing from the tangle of roots. Peel off the outer covering and eat the white inner part raw or boiled. The rootstocks themselves can be ground and made into flour. The fuzz on the top of the stalk makes a good downy insulation to stuff between two pieces of clothing.

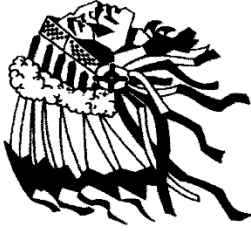
Finally, never panic. Help yourself by using what you know. Think, "shelter" first because staying warm and dry is the key to survival.

*(These tips came from the Air Force Survival School of the 3636 Combat Crew Training Wing at Fairchild Air Force Base, Washington. Before going on a winter hike, review the sections in "The Boy Scout Handbook" and "Field Book" on how to treat frostbite and hypothermia, and how to make snow shelters.)*

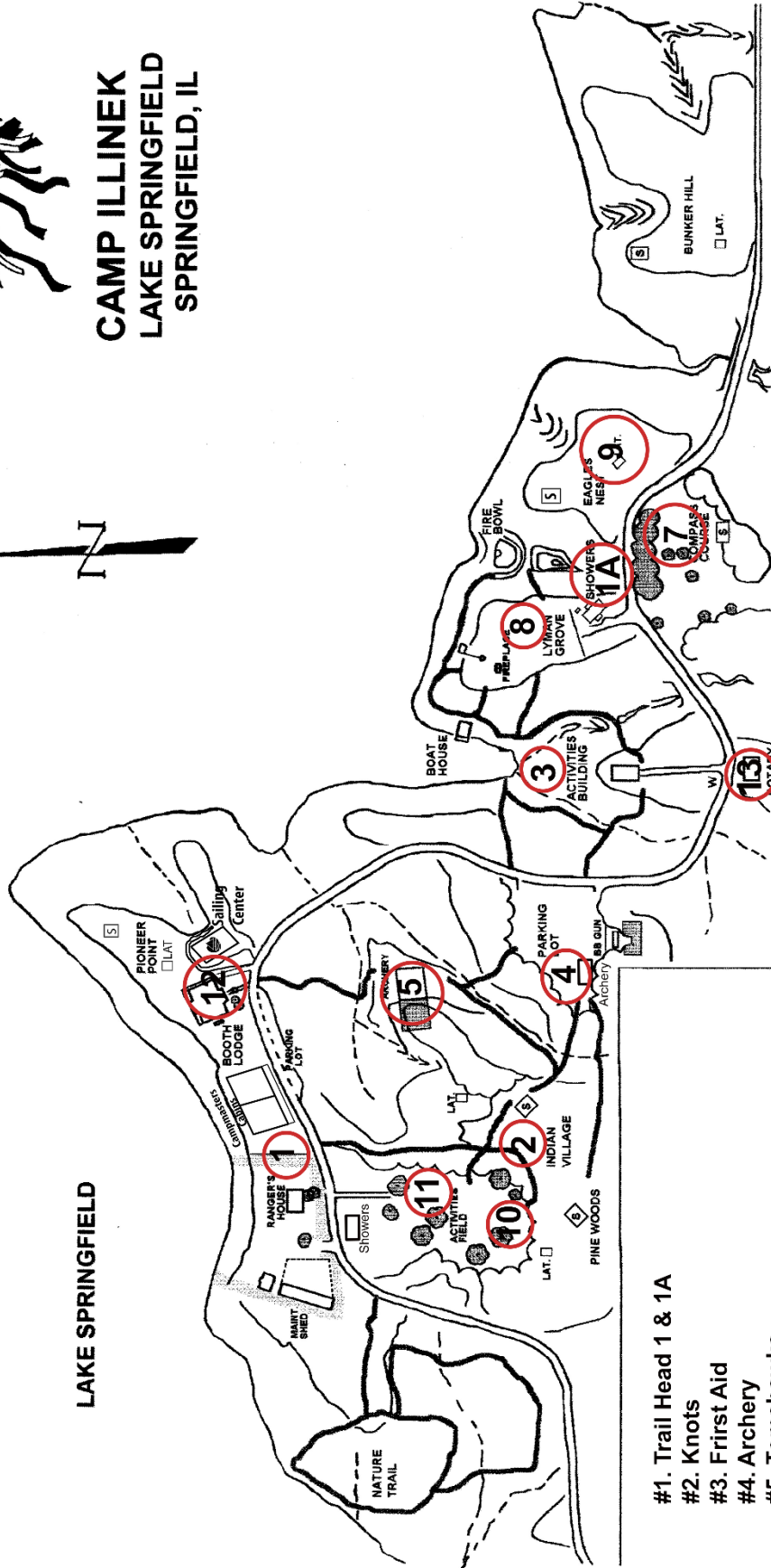
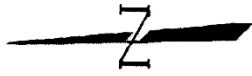




# ABRAHAM LINCOLN COUNCIL, BSA



**CAMP ILLINEK  
LAKE SPRINGFIELD  
SPRINGFIELD, IL**



Order of the Arrow

- #1. Trail Head 1 & 1A
- #2. Knots
- #3. First Aid
- #4. Archery
- #5. Tomahawks
- #6. Lunch!
- #7. Pioneering
- #8. Ice Rescue
- #9. Fire Building
- #10. Compass
- #11. Two-Man Saw
- #12. Trails End
- #13. Order of the Arrow (Hot Chocolate)

## Dragon Quest Camporee