

Abraham Lincoln Council Klondike Minecraft



Tactical Operation (Leaders) Survival Guide January 24-25, 2026

Practical problems involving basic Scouting skills or patrol teamwork will be encountered as you dive into your Minecraft journey. Where you must gather resources, craft items, build shelters, manage hunger and health to survive against enemies and the environment. Points will also be awarded based on teamwork, patrol spirit, and scout spirit.

MINECRAFT AT CAMP ILLINEK

The Abraham Lincoln Council will field Expeditionary Teams to the world of Minecraft. The world of Minecraft is vast, so why not take it beyond its blocky borders? 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 worlds of Minecraft at Camp Illinek while locked in heated combat, survive the night, and create anything you can imagine!

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 Minecraft 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 Overworld.

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.

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

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



A. Lincoln Council 2026 Winter Camporee

January 24-25, 2026

Camp Illinek, Springfield, IL

Theme: Minecraft

Our weekend Camporee will include the Saturday journey into the realm of Minecraft, Saturday breakfast and dinner, and the spectacular Saturday 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 17th, for this purpose. Troops can come back the next day (Sunday) or on 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 will be available on a first-come, first-served basis, or wood can be brought in by troops. **Troops may not cut saplings at 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 9. After January 9, the cost per Scout will be \$30.00, and the adult fee will remain \$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 with 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).

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 on 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 Minecraft.

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:

7:00 – 8:00 AM Breakfast
8:30 AM Station Set-up
9:00 AM Morning Event Stations
Noon Lunch
1:00 PM Afternoon Event Stations
5:15 PM Auction
7:00 PM Dinner

Sunday, January 28th:

8:00 AM Morning Announcements and Clean-Up Duties
9:00 AM Check Out

POINTS OF CONTACT:

Chief Minecrafter: Mark Wilson wilsonm850@comcast.net

Director of Minecraft Response Team: Howard Olson holson53@comcast.net

The Ender Dragon: Pete Carteaux Pete.Carteaux@scouting.org



REGISTRATION

Patches: Every registered Youth and Adult will receive a patch. That is, if they don't get lost in the Minecraft realm.

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

Rosters: Every unit needs to fill out the roster form attached. It should include the names 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 Minecraft 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, Creeper is out there.

Campsites, each site is in a Minecraft 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 information requested for each volunteer. Units providing volunteers will receive 100 bonus points toward their event scores.

Registration: Registration will open for the Minecraft Camporee on the Council website on the Event page.

CHECK-OUT PROCEDURES

Check-out will begin at 9:00 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 upon 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 always be followed by all Scouts.
- 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 inclement 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 are allowed to enter the campsite once the camporee begins.

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 the auction on Saturday.

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 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 always be carried by all patrols 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 the 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 contain it 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.

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.

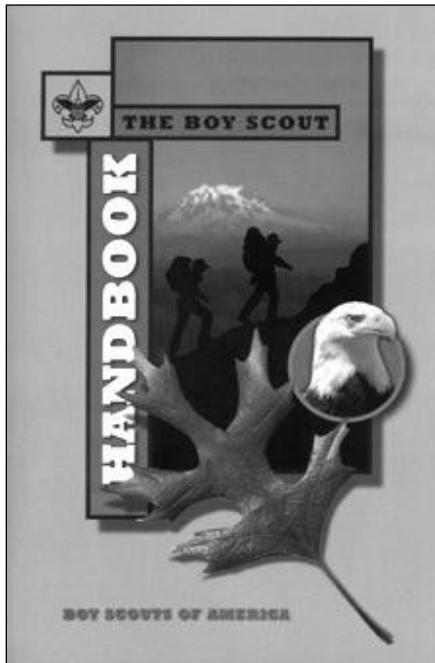


Elder Guardian!

Patrols Beware! The Elder Guardian 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, the Guardian 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 defend against Minecraft monsters so you can survive and progress, 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 Elder Guardians

Stop by and receive 200 points!



Save the camp!

You have the cure that is desperately needed to fight through the Overworld 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 points
	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

#1A & 1B **Enter MINECRAFT**

Preparedness

Each patrol sled will have the following:

1. All of the equipment needed for the day
2. All equipment is 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.

“Ender Dragon” (Knot tying)

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

If the patrol does not have 6 scouts, a scout may tie more than one knot
The patrol will attempt to tie all 6 knots.

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

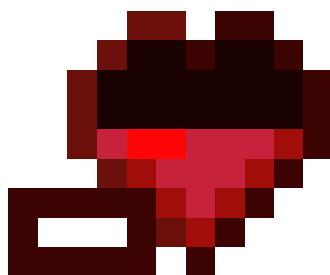
- 1. Square Knot (Tenderfoot 3a)
- 2. Two Half-Hitches (Tenderfoot 3b)
- 3. Taut-Line Hitch (Tenderfoot 3c)
- 4. Sheet Bend (Second-Class 2f)
- 5. Bowline (Second-Class 2g)
- 6. Clove Hitch (First-Class 3b)

The Patrol furnishes all the equipment:

Scoring: Points are based on the following:

100 points for each knot tied correctly.

500 points for the Ender Dragon not escaping.



#3

"Endermite" (First aid)

An Endermite attacked one patrol member. He will be alright if his patrol mates can get him some help quickly enough. Pick two cards and see what type of First Aid you must render to the victim.

Concept: Provide basic first aid for one of your patrol members. Scoring: Scoring is based on the following:

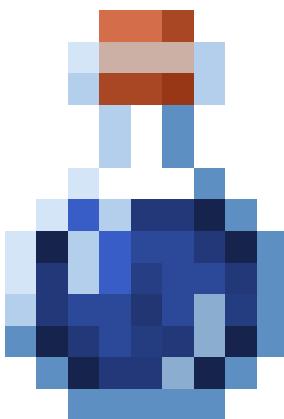
1. Hypothermia
2. Twisted ankle.
3. Fishhook
4. Broken Leg
5. Broken clavicle
6. Severe burn on the arm
7. Impaled Object
8. Severe cut on the lower leg

The Patrol furnishes all the equipment:

Scoring:

100 points for participation

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



“Ravager” (Rifle Range Event)

Ravager Jockeys are about to attack by biting your Patrol members. They can be briefly stunned by being blocked with a shield. Hitting the targets turns on your shields. Scoring: Points for Slingshots are based on the following:

Each Patrol gets 10 shots.

100 points if each Scout in the patrol participates

50 points for each Ravager Jockey hit. Each Jockey can only be hit once.

500 points if Patrol Leader hits the Evoker. The Patrol leader only gets one shot.

The camp provides all the equipment



“Pillagers” (Tomahawk Throw)

Pillagers are hostile mobs armed with crossbows found in wandering patrols, in pillager outposts, or as participants in raid events. They attack by firing arrows at the player. You can stop them by using your tomahawks to scare them off.

The camp provides all the equipment

Scoring:

Points are based on the following:

100 points if each Scout in the patrol participates.

50 points for each Pillager hit.

(Max # of throws is 10)



"Striders" (Pioneering Event)

Striders are passive mobs native to the Nether. They can walk on lava and be saddled and ridden by the player. A warped fungus on a stick is needed to control a strider. Set your Patrol flag on the top of the sticks to let the Striders know where you are.

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 and 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 the Patrol flag on top.



#7

“Spider Jockeys” (The Clothesline)

Spider jockeys spawned in narrow enclosures can cause your Patrol to be trapped, due to the spider scaling the walls. You must act quickly to escape.

Equipment

The camp provides all the equipment

The Problem and the Objectives

The challenge of this activity is to have the entire patrol cross over the line, without touching it, one at a time, but with the assistance of other members of the patrol.

They do so according to the following rules:

- The first person can cross at any point they choose, but each person after them can only cross the line at a point higher than this position.
- Each time a person crosses the line, the clothespin is moved higher, limiting the remaining space available for the rest of the patrol.
- Anyone touching the line while crossing can try again, but the clothespin is still moved higher following their first attempt.

100 points if each Scout in the patrol participates. Six Scouts total need to cross
100 points for each Patrol Member who successfully crosses the rope without touching it.



#8

“Blaze” **(Fire building)**

A Blaze launches fireballs or sets itself on fire when attacking. To keep them at bay, feed them.

Objective: To work as a team to make a fire, fry an egg, and have the Patrol Leader eat it. The Cook (not the patrol leader) will have to flip the fried 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. Pick a card to determine what type of fire you must build.

Equipment: The Patrol/Den must supply:

Wood (tinder, kindling, etc.),

Firestarter

Spatula to flip the egg.

Clean frying pan

A cooking mitt or glove 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



"Evading the Wardens" (Compass Event)

Objective: Wardens are completely blind and rely on vibrations, smell, and touch to detect players and mobs, and can therefore be evaded via sneaking and diversions. Work together as a Patrol team to run the Compass Points and evade the Wardens. 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.

The Patrol provides all the equipment

100 points for participation

500 points for completing the course correctly.



#10

“Escape the Creeper” (Wood Tools Event)

A creeper is a common hostile mob that silently approaches players and then explodes, which can destroy blocks and kill unarmored players. The only way to get away 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.

The camp provides all the equipment

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.



#11 "Guardians" Teamwork (A timed event)

Guardians spawn naturally in ocean monuments. They require water, flowing or stationary, to spawn. Your Patrol must move the Guardians out of the water to stop them from spawning without touching them and place them in a dry nest.

Equipment:

The camp provides all the equipment

The Problem and the Objectives

The group must move the Guardian from the water to the nest while adhering to the following rules:

- No one may touch the Guardian.
- The Guardian may not touch the ground outside of the nest.
- Only the rope other than the rope or webbing provided while in transit, the Guardian must start again in the center of the water.
- You have ten (10) minutes to complete the task.

100 points for Patrol participation

200 points if the task is completed in over 10 minutes.

500 points for successfully moving the Guardian into the nest bridge in less than 10 minutes.



#12

"Ender Dragon" Bridge Out

The Ender Dragon is a giant flying hostile boss mob found when first entering the End. She guards access to the end gateways that provide entry to the outer end islands, in addition to the exit portal that allows return to the Overworld. Can your patrol find another way across? Loosely attached to the upright is a spar that will reach from the upright to either bank of the stream with a few extra inches to spare. The whole Patrol can start on one side of the stream and whoever is chosen to go across will place the spar in the middle of the four Scouts who are holding the guy ropes. Can the Patrol tie the ropes correctly and then cross a gully one boy at a time in less than 20 minutes?

Equipment:

The camp provides all the equipment and a detailed sheet on how to accomplish this task.

Method

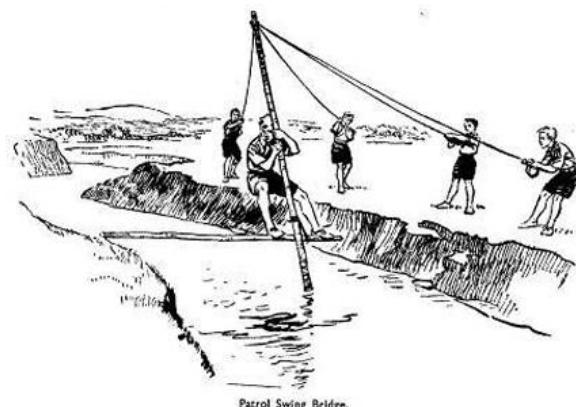
Loosely attached to the upright is a spar that will reach from the upright to either bank of the stream with a few extra inches to spare. The Scout who is crossing will first run out along the spar and grasp the central pole. Once this is done, use your feet as levers to move the spar away from the bank you just left and swing it around to rest on the far bank. Meanwhile, the four Scouts holding the guy ropes will be working both independently and together to keep the central spar upright or slightly leaning toward the opposite bank. When the tip of the spar reaches the far bank, you will need to rush towards it. One of the Scouts will throw his guy line over to you; the line will still be attached to the top of the upright spar. You will then swing the horizontal spar back to him, allowing him to cross as you did.

20 minutes will be the maximum time allowed

100 points for Patrol participation

200 points for using correct knots

500 points for successfully moving the entire Patrol across the gully.



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 aesthetic 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 who 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 that pre-registered for this Camporee.

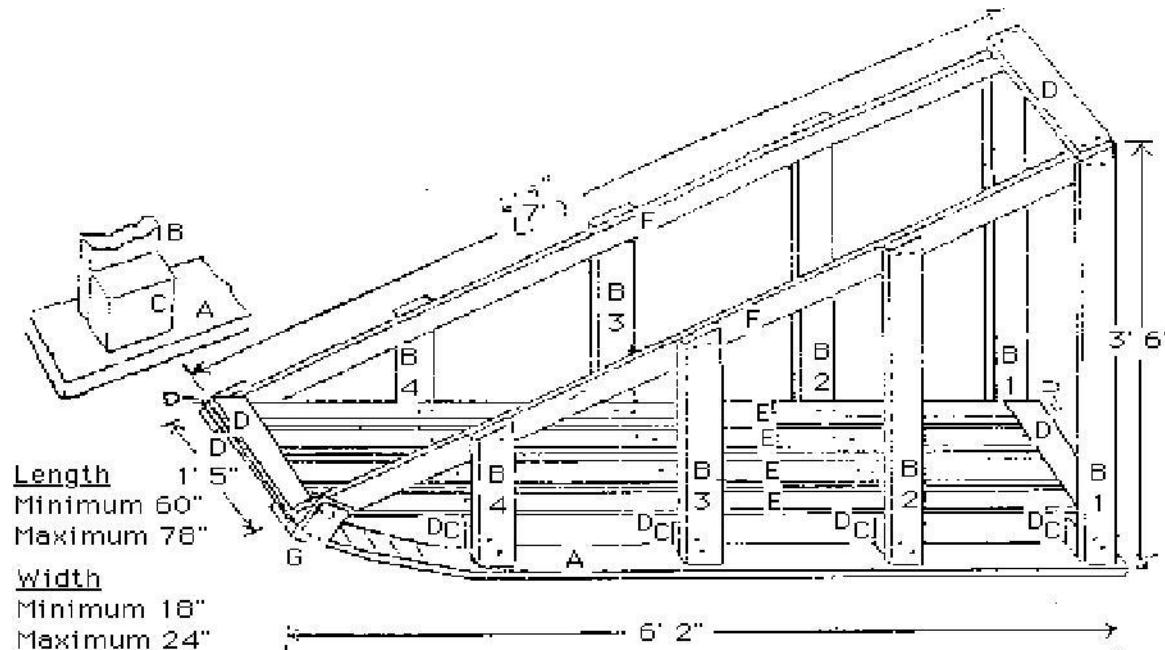
300 points will be given for each shelter built.

Camporee Sled #1

The following plan is for a sled that has a minimum and maximum dimension as shown. There is no 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 B2 B3 B4	2 2 2 2	1" x 4" x 3'6" 1" x 4" x 2'8" 1" x 4" x 1'9" 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.

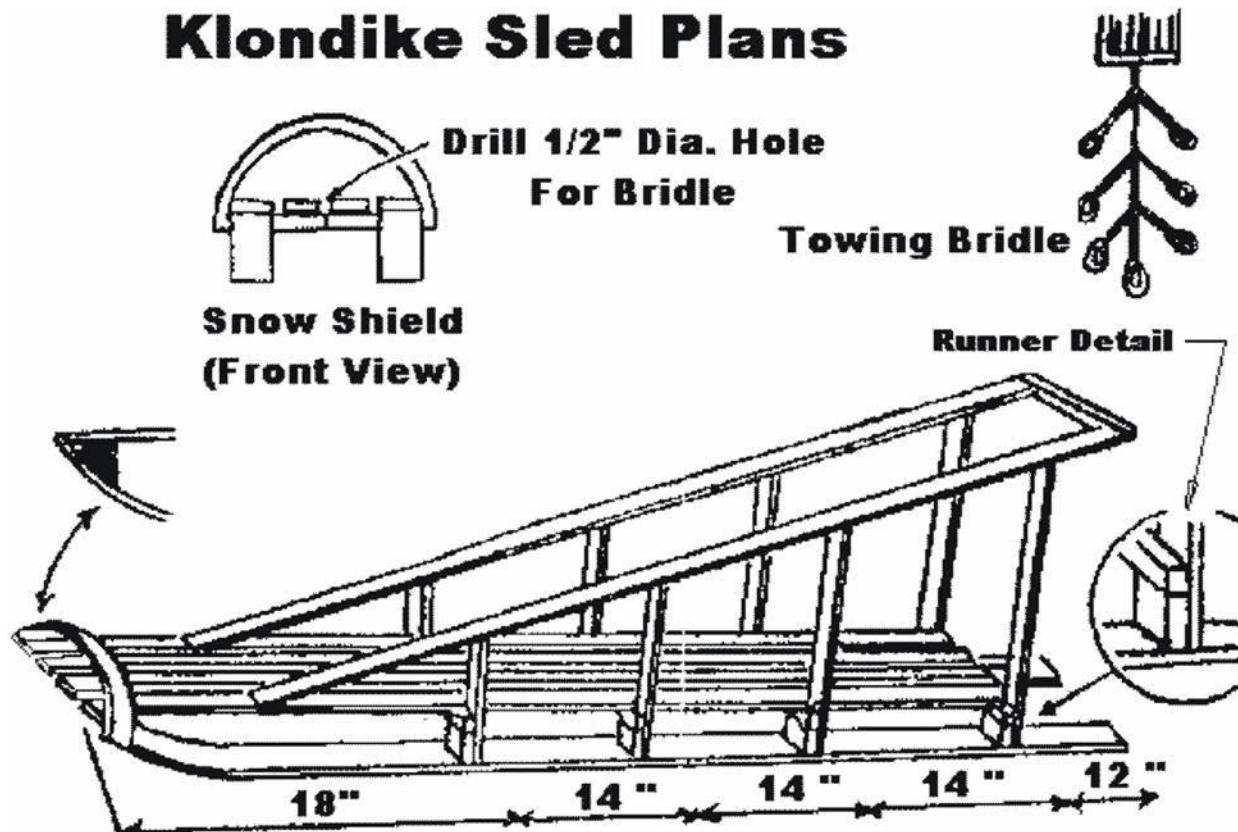
Use screws instead of nails and pre-drill pilot holes to prevent splitting. Use glue in addition to screws.

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 quiet. He understands why deer bury themselves in drifts, lying for 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 lying 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 pot that you are cooking in. This will help to hold in the heat and decrease the overall heating time. Make sure you start the hot 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 insulation 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 footwear 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 wear on your head 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.

You should never 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 Holofill, Fiberfill, or another polyester ticking. It is also a very good idea to have a 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 a 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 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. dishpan 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, 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 includes 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 **minimal 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 on as you get hungry.

COLD WEATHER MENU PLANNER

breakfast	lunch	supper
drinks cocoa/coffee Russian tea beef or chicken bouillon hot lemonade/Tang	drinks cocoa Milk (keep from freezing) lemonade/orange juice	drinks cocoa/coffee Russian tea beef or chicken bouillon hot lemonade/Tang
cereals instant oatmeal instant cream of wheat cocoa wheat cream of rice malt o meal	soups/stews instant tomato/vegetable instant chicken/beef instant lunch noodles chili stew Ramen noodles	hot stuff boil in-bag meals: spaghetti macaroni and cheese taco meat Tuna/ham noodle hot dish Chow mien
hot stuff toaster hashed browns toaster French toast cheese/sausage muffins Precooked bacon/sausage Canadian bacon/cheese in pitas	sandwiches grilled cheese/ham in foil peanut butter on pitas hoagies in foil hot dogs and buns sliced cheese and crackers Honey on an English muffin hot tuna and cheese pitas	more hot stuff beans and franks hamburger and rice hot dish foil meals: hamburger, carrots, potatoes ham, pineapple, potatoes fish sticks, potato patties pizza burgers canned ham and baked potatoes
extras stewed fruit raisins/prunes/apricots brown sugar <u>butter</u> <u>hot</u> rolls/muffins	extras raisins chips trail mix beef jerky fruit leather peanuts granola bars	extras French bread in foil instant mashed potatoes hot rolls or muffins pita or tortilla w/butter cheese bread
	snacks hot dogs and buns smores popcorn grilled cheese sandwich pizza rolls	tips individual fruit pies baked apples banana bread fruit leather soup and crackers bring hard candy for a hiking snack wrap milk cartons in newspaper add butter to soup for energy pre-slice all meats and cheese 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 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



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