

Abraham Lincoln Council
Pocket Monster Derby
For Webelos and AOL's
Gotta Scout 'Em All!



(Leaders)
Trainer Survival Guide
January 22-24, 2027

Practical challenges involving basic Scouting skills and patrol teamwork await as each Trainer Team journeys across the course. Points will be awarded for skill, teamwork, patrol spirit, and Scout spirit. After completing each station challenge, teams will travel to the next Gym. Points earned during the day may be used by patrols to bid on patrol items at the Saturday night Poké Mart Auction.

RARE POCKET MONSTER SPOTTED AT CAMP BUNN!

The Abraham Lincoln Council will send Trainer Teams to investigate reports of rare Pocket Monster at Camp Bunn. The route is rugged and the winter weather demanding, so every Scout skill will be tested. Teams will cross snow-covered passes and frozen trails while pursuing discoveries at locations such as Pallet Pass, Viridian Village, Pewter Peak, and Cerulean Crossing.

Each patrol becomes a “Trainer Team” and begins a separate expedition. Every team follows a route shown on the map-score sheet given to its Patrol Leader. The map guides Trainers across the field course and through simulated Pocket Monster Gyms, solving problems and overcoming winter hazards along the way.

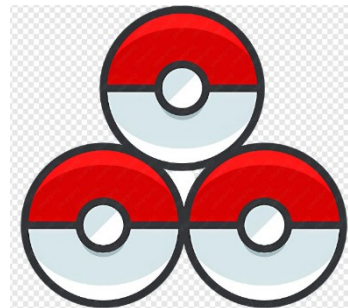
Each Gym presents a practical problem involving basic Scouting skills or patrol teamwork. Based on how well the Trainer Team completes each challenge, judges will award points and mark the team’s score sheet. Teams will also earn points for teamwork, patrol spirit, and Scout spirit before rotating to the next Gym until all challenges are complete.

After the last Gym, the team enters the final stretch. Report to the Pocket Monster League Headquarters station to have score sheets checked and recorded.

Every Scout will want to join this Pocket Monster winter adventure. Review the enclosed plan, rally your Trainer Teams, and begin preparing now!

A. Lincoln Council 2027 / Klondike Derby
January 22 - 24, 2027
Camp Bunn

Theme: Gotta Trek 'Em All!



HIGH-LEVEL SCHEDULE:

The cost of the Klondike Derby will be \$15 per scout and \$5 per adult until January 15. After January 15, the cost will be \$20, the Day of the event is \$30.00. Place all adults who will be eating in an adult patrol and list the adult patrol on the final registration form (at \$5.00 each). The \$15 price will include:

Klondike Derby Water Bottle

Trophies for 1st, 2nd, and 3rd place. Based on points earned during the day.

Saturday, January 25th:

7:00 – 8:00 AM Grab-n-Go Breakfast
8:30 AM Judges Meeting at the Pavilion
9:00 AM Morning Event Stations
Noon Lunch at the Pavilion
1:30 PM Afternoon Event Stations
4:30 PM Events Close

Optional:

Sunday, January 26th:

8:00 AM Morning Announcements and Clean-Up Duties
8:15 AM Check Out

POINTS OF CONTACT:

Chief Trainer: Mark Wilson wilsonm850@comcast.net

Gym Leader : Howard Olson holson53@comcast.net

Battlemon: Jerry Daniels Jerry.Daniels@scouting.org

REGISTRATION

Patches: Every registered Youth and Adult will receive a patch.

Membership: For a Scout to attend the Klondike Derby, they must be a registered Scout.

Medical Forms: Like all Scouting events, the Klondike Derby requires that each troop has 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. The troops will hold onto the medical forms.

Campsites, 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.

Registration: Registration will open for the Klondike Derby on the Council website Event page.

CAMPOREE GENERAL RULES

- The Scout Oath and Law will govern the behavior of all participants!
- The Buddy System must be always 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 the admin Building 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 safely 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.

#1 & 2 Fairy Pocket Monster

They are the cutest, fluffiest, and among the deadliest. You don't want their eggs to hatch!

Patrols will come to the event, which lasts throughout the day of competitions, prepared to carry two Fairy Pocket Monster eggs. The eggs must not freeze, crack, or break. The eggs will be judged at the end of the day's events when you reach #15

Scoring:	Ingenuity of packaging	100 points
	Satisfactory completion of the event	100 points
	Patrol/Scouting Spirit	100 points.

Total 300 Points



NOTE:

Eggs will be handed out at check-in at both the Health Lodge *and* the Commissary.

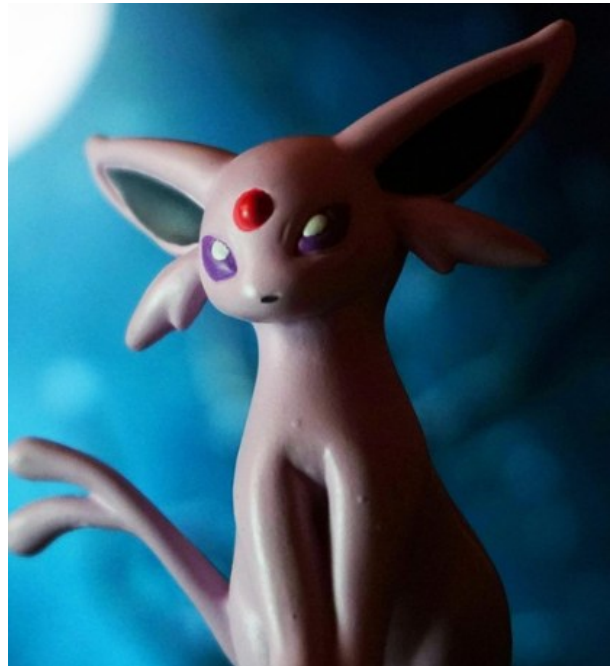
Patrol eggs must be turned in at #15 (Admin Building) between 4:00pm and 5:00pm when done with Klondike stations.

Points will be awarded at that time.

#3 Viridian Village

It's time to use your Fire-type Pocket Monster; Gym Leader Kiawe is ready to help. Use Fire-types properly or risk being burned. There is too much snow to find wood; you must bring your own wood.

Using tinder, kindling, and fuel wood, properly build a teepee fire lay. If circumstances permit, and there is no local restriction on fires, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site.



- Scoring:
- A) 500 points – Complete the entire problem correctly
 - B) 300 points – Complete one half of the problem correctly
 - C) 100 points – Complete one quarter of the problem correctly

Total 500 Points

#4 Pallet Pass



Knots: Scouts must be prepared to tie knots.

Fishing Knots: Explored during elective fishing adventures (such as the Improved Clinch or Palomar knot) to tie hooks to lines.

Use a digital device or **knot-tying app** to learn and tie a new knot.

Show how to tie a **square knot**, **two half hitches**, **bowline**, and a **taut-line hitch**, and explain what each is used for.

1. Ropes tied in the allotted time.
2. Show patrol spirit and organization.

Scoring: A) 500 points – Complete the entire problem correctly
 B) 300 points – Complete one half of the problem correctly
 C) 100 points – Complete one quarter of the problem correctly

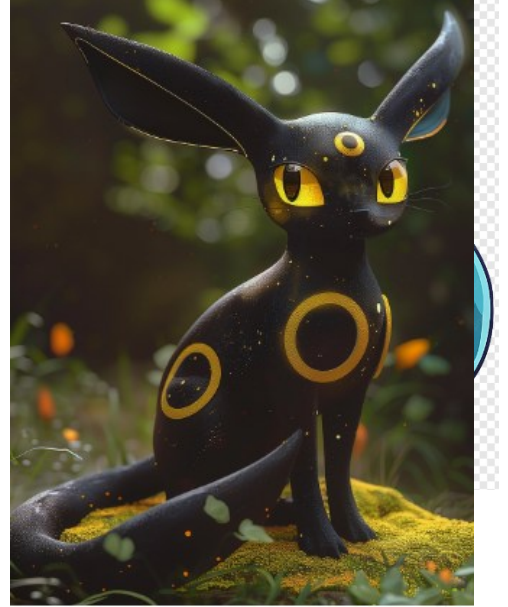
Total 500 Points

#6 Gazyss

During the day, one of your patrol members is injured and must be bandaged before he can continue. Nurse Joy and her assistant Chansey can restore your scout back to full health with their special brew. You must use a cravat to tie a head bandage on him.

You decide that it would be best to keep the group together instead of splitting them up. Over the ridge, you can see the smoke from the Cripple Trail House used by the Illinek Lodge natives. Your patrol heads in that direction and stops over for some hot cocoa and a friendly chat with the locals.

They are impressed with your team spirit and consideration for your sick comrade, and since they have been living in solitude for many months and are pleased to have your company, they reward you with some points for your patrol.



- Scoring:
- A) 100 points – Complete the entire problem correctly
 - B) 100 points – Complete one half of the problem correctly



Total 200 Points

#7 Sun Wukongikachu

Use Sun Wukong's Thunderbolt to beat a Ignisaurus. Each patrol member gets 5 shots to hit a target with a slingshot. Points for hitting the target and for correctly answering questions about gun safety. Extra Points...Patrol leader gets one shot at a special target. Hit the target for 100 extra points.

1. Two of the targets hit
2. Patrol Leader hits target
3. Show patrol spirit and organization

Scoring:

- A) 300 points – Each Patrol member hits two of the targets
- B) 100 points – Correctly answering gun safety questions
- C) 100 points – Patrol Leader hits his target



#9 Fortune Feline

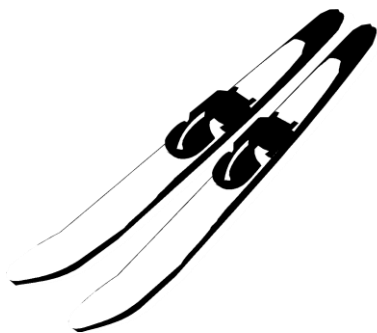
World's Longest Skis – Your Patrol needs to get down the mountain. Pixiehound lets you use his long skis with the Quick Feet ability. The problem is there is only one set of skis for your whole group. Only with teamwork and good coordination will you make it. The Patrol must navigate a short course with a turn.

1. Complete the course in the allotted time.
2. Leadership
3. Show patrol spirit and organization.

Scoring:

- A) 500 points – Complete the entire problem correctly
- B) 300 points – Complete one half of the problem correctly
- C) 100 points – Complete one quarter of the problem correctly

Total 500



#10 Natsume

You are caught in a blinding snowstorm, and you know there is a hidden cache of emergency supplies nearby. Akueria lets you use her Psychic Terrain ability to follow the path.

In groups of three, using the supplied GPS, and coordinates, find the marker for the supplies.

Only Scouts who finish within 10 steps of their marker score points.

Scoring: A) 500 points – Complete the entire problem correctly
 B) 300 points – Complete one half of the problem correctly
 C) 100 points – Complete one quarter of the problem correctly



#11 Officer Jade

First Aid: Your patrol is out having fun with your dog sleds. The snow is several inches deep and although the temperature is in the 30's, the warm sun is melting the top layer of snow. About two miles outside of town, you run across an accident. You use your regenerator ability shared by Pomohydra to give First Aid.

A sled has overturned and rolled down an embankment, injuring two people.
They call out for help as you approach.

1. **Demonstrate first aid** for each of the following events: **blister, sprained ankle, sunburn, dehydration and heat-related illness.**
2. **Demonstrate how to treat the following:** cuts and scratches, burns and scalds, bites and stings of insects and animals, and a nosebleed.

They can give you hints about their condition.

Materials list (patrols to provide)

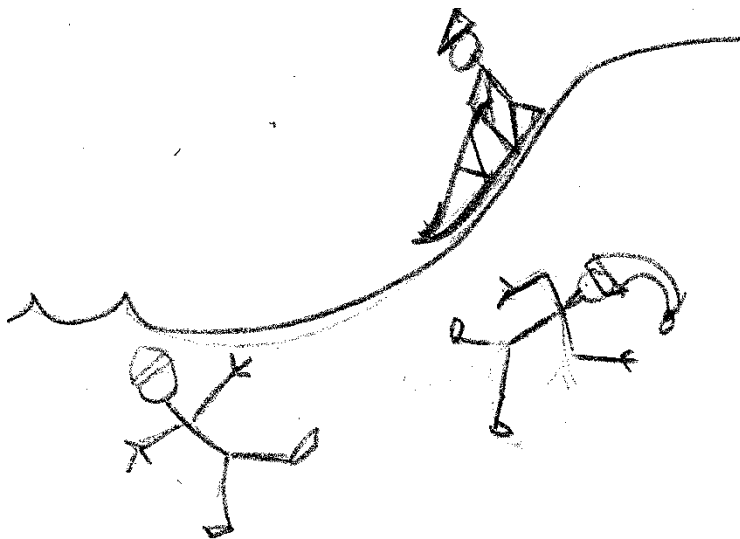
Their own First Aid Supplies

Scoring System:

50 points	Patrol has required materials.
100 points	Patrol leader exhibits leadership
100 points	Teamwork/Patrol Spirit displayed.
200 points	Correctly demonstrates first aid
50 points	Examination, reassurance, EMS



Total 500 Points



#14 Cerulean Crossing

Panning for Gold:

Patrol uses a tarp to cooperatively toss a "nugget" over a horizontal rope 3 m above the ground. The nugget (tennis ball) will have to be caught in a bucket by other members of the Patrol. Each Patrol will get five chances. Ask Lithipod to use his Battery ability to raise the power of your teammates' special moves.

- Scoring:
- A) 40 points for each nugget that is caught.
 - B) 100 points Show patrol spirit and teamwork

Total 300 Points



#15 Dragon Master

At the end of the day, you pull into the Isle of Man (Admin Building) for the finish of the Iditarod. At this station, points for the Ranger Inspection below will be handed out.

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 wintry weather survival skills, and a chance to inform parents of the dangers of wintry weather camping when one is not fully prepared.

Computer re-typed and reformatted by Chuck Bramlet, ASM Troop 323, Thunderbird District, Grand Canyon Council, Phoenix, Az.

PLANNING FOR WINTER CAMPING

Most of this information can be found in the *Boy Scout Handbook*. If you are going to do 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, 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

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, 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 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 **minimum preparation** at the campsite. Do most of your preparation at home. Foil dinners. precooked casseroles packaged in boilable plastic bags, 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 food 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

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 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 butter hot 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 individual. fruit pies baked apples. banana bread fruit leather soup and crackers		tips Bring hard candy for hiking snacks. wrap milk cartons in newspaper. add butter to soup for energy. pre-slice all meat 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.)

