

2019 Klondike Gold Rush!



When: February 8 & 9

Where: Morsches Park – Columbia City

Cost: \$10 pre-register - Includes Camping, Lunch, Pocket Patch and Awards
\$12 @ Event - includes Camping, Pocket Patch & Awards, **DOES NOT INCLUDE LUNCH**

Schedule:

Friday:

5:00 to 7:00 - Check In/Registration @ Pavilion

Camp Site Set Up

8 PM PLC/Scoutmaster Meeting @ Pavilion

Saturday:

8:00 to 8:45 AM - Check In/Registration @ Pavilion

9 AM Flags/Opening Ceremonies

Morning Round of Activities

12:00 – 1:00 Lunch

Afternoon Round of Activities

Closing Ceremony - Sometime in the afternoon, maybe around 4, maybe earlier, definitely after everyone has completed the activities, yes definitely.

This is a Winter Camping Event where some Troops may choose not to spend the night. Scoutmasters must judge the readiness of their Scouts to spend the night in extreme conditions. Camping will happen regardless of the temperature and the snow. A Scout is Prepared. (Barring a weather emergency called by the county)

So what will the competition and activities be? Well we are not telling right now. But, you can expect things like; a Sled Inspection, Emergency Shelter Building, Sled Race, Snow Snake, Fire Building, Ice/Winter Rescue, Patrol Spirit, Overnight Camping Points, Compass Course, Nature, maybe less, maybe more.

Things that should be in your sled? Tinder & Kindling for making a fire, Scout Handbook, Plastic garbage bag, a toothpick, container for boiling water, 10 feet of rope per scout, 10 x 12 trap or large enough to secure load to sled, Notebook and pencil, compass, additional cold weather gear, roll of duct tape, First Aid Kit, Flint and steel fire starter, 16.9 ounces of water, small shovel, something to bribe Stinky Pete and sled inspection with.

Contact: Rich Hays – 574.529.0329 – itsrich@pack3726.com

Events claimed by Troops: (Leaders, please contact me regarding the event your unit will be running. Please plan on leading one event for every patrol your unit brings)

- Steve Corbin - Stinky Pete (we cheat them fair and square) Scout trivia and knowledge
- Bill Curl - Blind Sled Race
- Doug Dickmeyer - Ice Bowling
- Jr Noel - Fire Building
- Jr Noel - Sled Inspection

Other possible choices (Leaders can choose any event or develop their own):

- Emergency Shelter Building
- Kim's Game
- Compass
- Ice Rescue
- Knots
- Lashing
- Plant ID
- First Aid
- Survival Game/Quiz/Event
- Tree ID
- **Bear Bag** - Place all food from the sled into a bag and suspend from tree so bears can not steal it during the night. For maximum points food must be at least 4 m above ground, 3 m away from tree, 2 m below any branches, and rope must be against tree trunk until at least 3 m above ground. John M. Rinaldo, SM, Troop 522, East Schodack, NY
- **Blindfolded Stretcher Carry** - Four blindfolded Scouts carry a fifth Scout (not blindfolded) on a stretcher around a course following directions given by the Scout on the stretcher.
- **Dead Horse Carry** - Your pack horse has died and you need to get it off the trail. Scouts have to work together as a patrol to lift and carry a ungainly weight wrapped in a tarp.
- **First Aid and Survival Kit Inspection** - Each sled should have a patrol first aid kit. Each Scout should have an BP Kit (emergency/first aid kit) in their knapsack. At the station, the patrol kit and several individuals' kits are examined and Scouts asked to comment on the use of various items.
- **First Aid and Survival Quiz** - Some basic questions on first aid and survival skills. Quiz may distributed at the beginning of the day or at lunchtime, to be submitted later, or be the last event of the day, indoors.
- **Gully Crossing** - Each member of the patrol to cross a gully on a thick rope stretched between two trees. If time allows, extra points if the patrol is able to transport its sled across the rope as well. A Scouter must test the installed ropes with their full weight before Scouts cross. Height of ropes must be such that the feet of a Scout hanging by both hands and about to fall will be close to the snow. Snow beneath the ropes must be free of sticks, stumps, rocks, etc. Event with 4 ropes in operation needs 7-8 Scouters, with one or two to control traffic. A Scouter should coach and monitor each Scout traversing on a rope.
- **Height and Distance Estimation** - Patrol estimates the height of a tree or rock face, and a horizontal distance. No climbing is allowed.
- **Knife, Axe, and Saw Usage** - Each Scout demonstrates safe use in simple firewood collection tasks. They may use a two-person saw to cut a large log.
- **Map Symbols** - Patrol identifies a dozen or so standard map symbols. This event may require a patrol to identify features around them and point them out on a topographic map, or vice versa.
- **Panning for Gold** - Patrol uses a tarp co-operatively to toss a "nugget" over a horizontal rope 3 m above the ground. The nugget should be a tennis ball or a larger ball, coloured yellow. It must not be a hard object in case it falls on a Scout's head. The event can be scored by counting the number of consecutive times the nugget gets over the rope.
- **Rope Square** - The patrol, blindfolded, forms a horizontal square with a rope 20 m long. This involves folding the rope in half, then in quarters, and then laying it out in a square.
- **Side Hill Manoeuvre** - Patrol timed in moving its sled without damage over a steep uphill and downhill course. Going up requires co-operation to push sled and use rope around tree to hold sled in place between

pushes; going down, use of subsidiary rope around trees for controlled descent of sled. If the course become icy, change the route.

- **Shelter Building**
- Using simple materials such as a tarp, rope, and spars, Scouts must build a shelter large enough for the patrol. The Scouts are assessed on time and the quality of the shelter, such as amount of protection, protection from wind, and sturdiness.
- **Sled Balance** - Assemble two to three wood skids into a rigid platform and lay it over a large diameter log. The Patrol has to get on the platform with their sled and balance the platform so that neither side touches the ground. Points can be given for establishing balance and for how long they keep it balanced. John Casanave, Assistant Scoutmaster, Troop 117, Penns Woods Council, Pennsylvania
- **Smooashboard Race** - Patrol members' right feet are tied to one long 2x4; left feet to another. Patrol is timed in walking a course on flat ground.
- **Snowshoe Race** - A relay race while wearing regular snowshoes. The average time per scout is used so patrols of different sizes can fairly compete. Four pairs of snowshoes are sufficient to allow two patrols to compete against each other at one time. While one scout races, the next one gets ready. John M. Rinaldo, SM, Troop 522, East Schodack, NY
- **Spider Hole** - A vertical spider web with a Scout-sized hole approximately 1 m off the ground is constructed between two trees with baler twine. Patrol passes all its members through the hole without destroying the web. Snow beneath webs must be free of sticks, stumps, and rocks.
- **Track Identification** - Patrols must identify which animals made various tracks in the snow.
- **Valley of the Snakes** - All members of the patrol must stand on a small block of wood or tree stump so that no one is touching the ground.
- **Whiteout Walk** - A rope is strung between trees along a zigzag route. Scouts are blindfolded, spun around, and have their hands placed on a rope. They are timed as they follow the trail. The backstory is that there is whiteout weather conditions and they must follow a previously established trail.