2021 Scouts BSA Klondike Guidebook



Mid-America Council of the
Boy Scouts of America
February 5 – 7, 2021 Little Sioux Scout Ranch

Schedule of Events

Friday, February 5th

5:30 p.m. – 8:30 p.m. Check-in at Headquarters (Located at Welcome Center)

9:00 p.m. -9:30 p.m. SPL/Scoutmaster Cracker Barrel – Administration Building

10:00 p.m. Taps, camp is quiet

Saturday, February 6th

7:30 a.m. Reveille

7:45 a.m. – 8:45 a.m. Breakfast in campsites

9:00 a.m. Assembly, Opening Flags (North side of Pavilion)

9:15 a.m. Final Instructions for Event and Activities Judges Meeting

Administration Building – SPL and Scoutmaster

9:30 a.m. – 12:00 p.m. Patrol Competitions/Events –

Klondike Sled or similar transportation device to haul required

gear. (See list on later page)

12:00 p.m. – 1:00 p.m. Lunch provided in Pavilion

1:00 p.m. – 4:00 p.m. Catapult building, practice & fine tuning

Adult Leaders Chili/Soup/Stew Cooking Preparations

4 p.m. Catapult Competition

5:45 p.m. – 6:00 p.m. Flag lowering

6:00 p.m. – 7:30 p.m. Dinner – Soup, Chili, Stew Competition/Pot-Luck in Pavilion

8:00 p.m. Campfire and Awards

10:00 p.m. Cracker Barrel for everyone in Pavilion

10:30 p.m. Taps, camp is quiet

Sunday, February 7th

8:00 a.m. Reveille

8:00 a.m. – 9:00 a.m. Breakfast in Campsites

9:15 a.m. – 9:45 a.m. Scouts Duty to God Service at Chapel

9:00 a.m. – 11 a.m. Break down camp and return home

Registrations:

REGISTER your unit by January 25th. Register online via the calendar on the MAC website. All final registrations/payments must be submitted by January 25th so we can plan accordingly. Registration fees are \$15 per scout and \$10 per adult attending (after January 25th, additions will be assessed an increase of \$5.00 per person. Registration will close after February 2nd.

Camporee Uniform

The Class A and B uniform should be worn the whole weekend. The full Class A Uniform is encouraged for the Opening and Closing Ceremonies.

Location

Little Sioux Scout Ranch, 329778 Larpenteur Road, Little Sioux, IA 51545

Check-in

Friday evening 5:30pm – 8:30pm or Saturday 7:30am – 8:30am. The Adult Leader in charge and the Senior Patrol Leader checks in at the Camporee Headquarters (Administration Building). Please have your 2021 Winter Klondike completed unit roster and health form for each youth and adult attending with you at check-in. Units are encouraged to arrive to the event Friday night.

Dutch Oven Competition

There will be a Dutch Oven Competition Saturday morning as part of our events. All ingredients will be supplied. Each unit/patrol will need to bring their own oven, everything else will be provided. This will then be our dessert for lunch.

Troop Adults Help!

We will need an adult leader from each troop to help run and score a station. Supplies will be provided. There will be a meeting on Saturday AM at 9:15 a.m. for Event and Activities help.

Parking

Parking will be permitted at the designated parking area ONLY. One vehicle and the unit trailer will be allowed to stay in your designated camping area. NO EXCEPTIONS. *Please make sure all locks are locked and there are no "hanging" locks*.

Fires

You will be allowed to have ground fires, in designated fire rings. Please do not move rings. See Ranger Robert for firewood.

Garbage

There will be a dumpster available for units to use near the dining hall.

Latrines

Please ensure campers are respecting the latrines, port-a pots, or whatever restroom facilities we have available for the weekend.

Campfire and Awards

Each Troop will be asked to perform at least 1 Skit/Song/Run-on for the Campfire on Saturday night. All Skits/Songs and Run-ons should be according to the Scout Law and Oath. All Camporee participants must use the Scout Oath and Law as a guide for behavior at the Campfire. A staff member will be around Saturday after dinner to collect your idea. The staff reserves the right to "filter" any segments that don't follow the Scout Oath and Scout Law.

Please remind your Scouts when they do a skit/song/run-on/etc. to make sure they:

- 1. Speak Clear
- 2. Speak Loud
- 3. Project voice into the audience
- 4. All campfire performers should be facing the audience BEHIND the fire.

General Event Rules

☐ Leave No Tr	ace Camping is in effect for the Camporee
☐ Please do not	dig into the ground at all
☐ Please wash	your dishes at your campsite using the 3-pot method
☐ Please make	sure there is adult supervision in your campsite at all times
☐ Please drive	5mph anywhere around the grounds

First Aid

A First Aid Crew will be able to assist any first aid needs at the First Aid Station at the Klondike HQ located in the Welcome Center.

Saturday Evening Meal

This will be an <u>ADULT LEADER COMPETITION</u>. Adult leaders will use the afternoon to prepare their dish while the scouts are assembling, preparing and tuning their Catapults. Saturday evening meal will be a soup/stew/chili competition. Each unit needs to prepare & provide sufficient quantity of their main dish to feed your own unit, at a minimum. This will then become a pot-luck dinner. Camporee Committee will provide crackers and drinks. Units will be responsible for providing their own bowls, spoons, drinking device and a service spoon for the submitted dish.

Sunday Checkout

Before units are permitted to leave, they must be checked out by a staff member. To get checked out, the Senior Patrol Leader can come to Klondike Headquarters to get the unit's health forms and event scoresheets.

Lost and Found

The Klondike Headquarters is the official location of the Klondike Lost and Found. Any lost or found issues after the Klondike will be brought to the Council office. If not claimed within 30 days, items will be donated to Goodwill.

Photo Release

I understand that by attending this program, sponsored by the Mid-America Council, Boy Scouts of America, I consent to the use of photographs, film, videotapes, electronic representations and/or sound recordings made of me during that time by the Boy Scouts of America, at their discretion, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

Essential Sled Items for Each Patrol:

- Passport/Scoresheet (we will provide)
- Ziploc bag for storing Passport/scoresheet
- 1 ten to twelve-foot section of rope per patrol member (minimum of 6)
- Matches
- Supplies for making a small fire
- Scout Book
- Dutch Oven
- Writing utensil for each member of patrol
- Patrol first aid kit
- Snacks for morning and afternoon if needed
- Mug or cup for each patrol member
- 5-gallon bucket with lid
- 3 gallons of water
- Small saucepan
- 4 wooden sticks or dowels 12-18 inches each
- 2 wire clothes hangers
- 1 pair plyer

Catapult / Ballista Competition Guidelines

☐ The catapult or ballista must be constructed of wooden poles and lashed together with rope.
☐ Scoring will be based on distance, accuracy, quality of construction, appearance, Scout Spirit and
the name for the catapult/ballista.
☐ Each patrol's catapult/ballista must be built on Saturday afternoon. No pre-made pieces permitted
☐ Must be strong enough wood (no dowels) and no rotting wood
☐ Wood, poles, staves, and materials must be brought to the Klondike – no cutting of timber on
Camp grounds.
☐ All supplies for the ballista / catapult are provided by each patrol
☐ Test runs can only be done at the "Catapult Field"
☐ Ballistas/catapults must be safe to use. No PVC Pipe or slings allowed.
☐ The "Projectiles" will be water balloons filled with tempera paint and will be provided.
☐ The launch holder can be made from any non-breakable material such as plastic milk jugs cut in
half or similar.
☐ Breakable materials or materials with sharp edges such as glass are not allowed.
\Box The launcher must be lashed onto a pole – no duct tape.
☐ Catapult/Ballistas must be designed and constructed by Scouts.
☐ There will be spies insuring Scouts are designing and constructing the catapults – points will be
deducted for any adult interaction!

The staff reserves the right to disqualify any patrol who doesn't follow the rules.

IMPORTANT SAFETY for Catapult Launching:

The excitement of watching the balloons sail out and hit its mark is the fun of building a catapult. However, what goes up will also come down and the throwing arm is no exception. Once the balloon is launched all eyes will follow the balloon and unfortunately not the decent of the arm. One person MUST act as safety control and control the decent of the throwing arm. This means that they must stand just in front of the catapult and keep their hand on the short end of the throwing arm. The same person can check the path of the throwing arm before they call "fire" to ensure everyone is clear.

Example designs of catapult / ballista can be found on the web.

NOTE: Each patrol must retrieve broken balloons once the field is cleared after their 3 launches.

Score Sheet

	Troop #Patrol Nar	me	
1.	Campsite Organization	4.0	
	A. Schedule of events posted	10	
	B. First Aid kit present/visible	10	
	C. Water at fire/if applicable	20	
	D. Dining area present	10	
	E. Original ground cover not removed	10	
	F. Site Clean	20	
	G. Tents & flys erected properly	20	
	H. Clothing/Equipment neatly stored	20	
	Unit flag displayed	20	
	J. American flag displayed	20	
	K. Camp gadgets made and used	30	
	TOTAL POINTS	190	
•	Caaling Aves		
2.	Cooking Area	40	
	A. Duty roster posted	10	
	B. Menu posted	10	
	C. Proper dish washing area	20	
	D. Area neat and clean	10	
	E. Food property stored	20	
	F. Trash bags available/in use	20	
	G. Water stored to prevent leaking	10	
	H. Meal preparation area neat & clean	20	
	TOTAL POINTS	120	
3	Dutch Oven Competition		
J.	A. No more than 8 ingredients chosen	50	
	(Choose one below)	30	
	B. A+, Great, none better, 5 Star	50	
	C. A-, Excellent, 4 Star	40	
	D. B, Very Good, 3 Star	30	
	E. C, Average Boy Scout Food, 2 Star	20	
	F. D, Just passing, could eat if had to	10	
	G. F, Made an effort, missed the mark	0	
	TOTAL POINTS	J	
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4. Catapult Construction

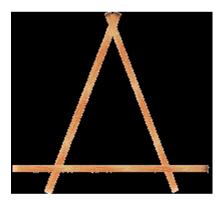
	A. Followed written plansB. Lashed properly & neatly doneC. Teamwork/Patrol Method usedTOTAL POINTS	10 20 30 60	
5.	Catapult Throw A. 3 practice shots taken B. Scout pick up balloon remnants C. Shot 1 distance D. Shot 2 distance E. Shot 3 distance TOTAL POINTS	30 30	
6.	Saturday Evening Meal A. The dish was prepared by leaders B. Cleanliness was observed in preparation of the food C. The area was cleaned up after meal D. The meal was creative E. A written recipe was followed TOTAL POINTS	40 20 20 40 30 150	

GRAND TOTAL SCORESHEET

<u> Troop #</u>	Patrol Name
Campsite Organiz Cooking Area	ation
Dutch Öven Comp	petition
Catapult Construc	tion
Catapult Throw	
Saturday Evening	Meal
Food Quiz	
AM Patrol Event #	· ———
AM Patrol Event #	-
AM Patrol Event #	
GRAND TOTAL	

EXAMPLE OF HOW TO BUILD A CATAPULT

Step 1 - Build front face triangle Lay out the 2.4m spars as shown in the diagram and lash the spars together with a square lashing where they cross.

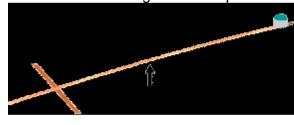


Step 2 - Attach the back supports Lash the back brace spars to the front face triangle as shown in the diagram. Note: The two side spars should be lashed to the inside of the triangle about 2/3 of the way up from the bottom. The bottom spar should be attached on the outside.



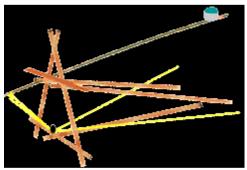
Step 3 - Build the throwing arm

- □ Lash the throwing arm cross piece to the bottom side of the throwing arm about 1m (3.5ft) back from the thickest end. If the throwing arm has a curve in it make sure the apex of the curve is up (see diagram).
- □ Attach the throwing tin to the tip of the throwing arm.



Step 4 - Assemble the catapult

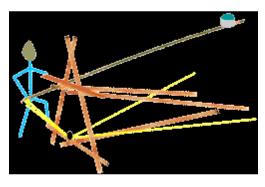
- 1. Set the completed throwing arm into the catapult as shown.
- 2. Attach the pulley(s) to the end of the lower back support.
- 3. Attach the middle of the launching rope with a clove hitch to the large end of the throwing arm.
- 4. Run the two ends of the launching rope through the pulley(s) and lay them back beside the two back supports.



Step 5 - Safety considerations

The excitement of watching the water baggie sail out and hit its mark is the fun of building a catapult. However, what goes up will also come down and the throwing arm is no exception. Once the balloon is launched all eyes will follow the balloon and unfortunately not the decent of the arm. One person

MUST act as safety control and control the decent of the arm. (see the diagram). This means that they must stand just in front of the catapult and keep their hand on the short end of the throwing arm. The same person can check the path of the throwing arm before they call "fire" to ensure everyone is clear.



Step 6 - Operation

Depending on their strength and size, you can assign several on each rope. When the water baggie is in the tin and everyone is clear of the arm, the safety control person should yell "fire" and both ropes pulled. If the throwing arm is heavy then the

safety control person may want to assist the throw by pushing down on the throwing arm extension. (Remember to control the descent of the arm after the water baggie has been thrown.)

Building a Catapult (Example)

The catapult that is described here will throw a sandwich Zipbloc baggie filled with water several hundred feet. Obviously if you reduce the dimensions of the components the distances you can throw will change accordingly.

Remember that the catapult must be safe. No bungee or elastic parts allowed. You may use any catapult design you may find either in this Camporee guide or on the web, just as long it meets the Catapult Guidelines.

Examples:

DESIGN 1

Equipment List Quantity	Item	Comments	
3	2.4m (8ft) spars (front face)	All spars must be good quality. DO NOT use dowelling.	
3	4.5m (15ft) spars (back brace)		
1	4.5m (15ft) spar (throwing arm)	Best results will come from a good but relatively thin spar.	
1	1m (3.5ft) spar (throwing arm cross piece)	Must be strong	
15m (50ft)	.6cm (1/4in) or thicker rope	Launching rope	
7 X 3.5m (12ft)	.6cm (1/4in) rope	These are for lashing. I prefer braided nylon or better still, braided polyester.	
1	double pulley or 2 single pulleys		
1	throwing tin		