Yankee Doodle District Spring Camporee

Information Guide

March 7, 2021

Rotary Scout Reservation

SCOUTMASTERS/ UNIT LEADERS:

Troop 502 and Yankee Doodle District will be hosting the Yankee Doodle District Spring Camporee at Rotary Scout Reservation May 7-9.

Our theme this year will be “Goldrush” or Klondike Derby in the Spring. The events we had planned for the Klondike Derby will be conducted on Saturday, May 8, during the Camporee. So put those wheels on your Klondike Sled and be ready to sweat instead of freeze.

Participation is open to Scouts BSA Troops, Webelos and Arrow of Light Cub Scout Dens—with parents and qualified leaders-- and Venturing Crews.

COSTS:

The cost of the event will be $10 per Scout and Scouter. This will cover the cost of a patch, camporee expenses, and the use cost for Rotary Scout Reservation. Troops are asked to pay in advance when registering for the event. Patches will be ordered once the number of Scouts and Scouters participating is determined and will be provided to troops at a later date.

REGISTRATION:

Troops are asked to register each Scout and Scouter online prior to the event. We are also asking that you register the number of sleds and Scouts per sled— which will take part in the event. In order to allocate campsite space, and to determine when patrols will conduct the events on Saturday, we are asking all troops to register no later than 1 May, 2021.

This will allow us to ensure each Troop has adequate camping space. This will also allow the camporee organizers to set up a schedule for patrol participation in the Spring Klondike derby.

COVID19 PANDEMIC REQUIREMENTS

The parents of all Scouts participating in the Camporee must provide a form attesting to their Scouts health as of Friday, May 7. Those forms must be turned into camporee staff on Friday evening. Forms can be found on the Camporee Resources page.

Troops are asked to check the temperature of each Scout and Scouter on Saturday morning, May 8 to ensure they are not running an excessive temperature. Leaders are also asked to check and see how each Scout is feeling. Scouts with excessive temperatures or who are feeling unwell should leave the camporee.

Scouts must observe Social Distancing requirements when moving about the camp, except when moving the sled.

Scouts are expected to wear a mask when moving about the camp.

Scouts will not sleep two to a tent unless they are siblings within two years of age of each other. Troops should plan on having a tent for each Scout.

Handwashing rules must be observed while cooking.

There will be no large gatherings of Scouts for a morning kick-off ceremony or campfire during the event. For the same reason there will be no religious services on Saturday evening.

Be prepared to wear facemasks, and take the temperatures of your Scouts each day.

Scouts who cannot observe these requirements will be asked to leave the camporee.

CAMPING

Unlike most camporees, we will be following dispersed camping rules during this camporee.

Units will be located at campsites across Rotary Scout Reservation at either existing summer camp sites or at locations determined by the Camp Ranger.

We expect that two troops will share each campsite, but they are asked to respect the other troops space. Scouts will be asked to avoid other campsites during the camporee to minimize the potential for COVID-19 spread. Scouts will be asked to socially distance themselves from others during the event.

Campsites will be assigned based on registration numbers.

Troops will be allowed to move trailers to a location near their campsites if that is feasible and the state of the road network allows.

Troops are encouraged to plan on camping light in order to avoid using a trailer if possible.

Vehicles cannot be left in campsites. They must be in the parking lot. A vehicle can tow a trailer and then must depart the location.

Troops must plan on carrying water to campsites. Water will be available behind the Camp Office.

All fires must be elevated above the ground! Fires can be built in existing fireplaces or in elevated fire places and ashes carried out.

Trash must be carried out of each campsite.

Latrines will be open, but troops and scouts must bring toilet paper and hand sanitizer,

MEDICAL/ EMERGENCY:

The Camp office will be manned during the Klondike. Camp and medical emergencies will be reported to that location. A cell phone number will be provided which can be called for emergencies/ etc. Medical personnel will be at the office.

All troops must have medical forms for all Scouts.

GOLDRUSH EVENTS:

The events on Saturday will be built around Klondike Derby tasks. There will be a morning session and an afternoon session. The morning session will begin at 9 a.m. and run until noon. The Afternoon session will begin at 1:30 and finish at 4:30. Each patrol will be given a specific starting location starting location for either the morning or afternoon session. They will conduct the events in a specific order. The goal is to ensure that we space out groups of Scouts.

Assigning starting times and locations is why we need to know how many Scouts are in each patrol and how many patrols each troop will enter.

The Goldrush will consist of five event stations:

1. Bear Bag
2. Marksmanship
3. Tomahawk Throw
4. Fire Building
5. Sled Obstacle Course

Two other events will take place at each station: First Air and knot tying.

Scouts will be asked a First Aid question at each station and also asked to tie a knot at each station

Patrols may participate in either of two divisions. The **BEAR** division will be limited to patrols where no Scout is higher than First Class rank. The **HAWK** division patrols may have Scouts of any rank. **Webelos** and **Arrow of Light** dens may participate and will compete against each other. When registering indicate in what category the patrol will compete.

TRASH REMOVAL: Please be prepared to carry out what you carry in!

Firewood: Patrols may bring wood for the fire building event or can use dead and down wood found in the vicinity.

Scoring: Scoring will be based on the time it takes to execute the task or the scores each individual patrol member gets at a task. Times and scores will be averaged so that an eight Scout Patrol can compete with a four Scout Patrol. Patrols which work well together should have the best times.

Patrols will be given their score sheets for each event at each station. The patrol leader must turn in all scorecards at the completion of the event. Lost scorecards will mean lost points.

There will be overall winners in the Hawks and Bears categories and winners and second place finishers recorded at each station.

KNOT TYING: At each station the patrol will also be give a basic Scout knot to tie. Patrols will earn 1 to 10 points at each station based on how many members of the patrol correctly tie the assigned knot.
All the scouts must simultaneously tie the assigned knot with rope they brought with them.
Scouts may not help each other on the knots. Knots may be tied around a pole or tree it that is their purpose.

FIRST AID: At each station the patrol will be given a basic first aid question to answer. The patrol will earn from one to 10 points based on the completeness of the answer.

REQUIRED PATROL EQUIPMENT
Sled with a harness.
Compass
Small Shovel
First Aid Kit and other safety materials
Rope, assorted lengths and thickness, at least one coil 50’ long.
Scout Staves (6 foot)
A 5-foot piece of rope per Scout for knot tying clothes/gloves/hats/extra socks
Metal Fire Pan with provision to keep it off the ground.
A 2 quart Pot.
Matches and homemade fire starters (no liquid starters).
Water, at least one quart for each Patrol member.
Waterproof bag to use as bear bag

OTHER EQUIPMENT

Patrols may bring whatever additional supplies they feel would be beneficial in helping them solve the problems. This can include a weight to help toss the bear bag rope or caribiners to clip on the bear bag and includes dry firewood and tinder.
No liquid fire starters or battery fire starters or lighters are allowed.

#1 BEAR BAG

TASK: The Patrol is camping on the trail deep in the Yukon wilderness. Before retiring for the night, the Patrol must secure their food and other “sellable” so wild animals will not consume them during the night.

To do this the Patrol must hang a bear bag from a tree. The bag must be at least twelve feet
off the ground and at least six feet from surrounding trees, including trees from which the bag is hung. The rope must also be positioned so a passing bear will not run into it.

Grading: The score is based on the time it takes to hang the bear bag at the appropriate height and distance from other trees. Time starts when the patrol leader indicates they are ready to begin. The patrol that is well prepared should have the fastest time.

#2 BB GUN MARKSMANSHIP

TASK: Your patrol was in such a hurry to stake a claim that they forgot to buy enough provisions. Not you need to hunt for dinner. Your patrol needs to demonstrate its collective marksmanship on the BB gun range. Each Scout will be required to fire 15 shots safely.Can they hit the bullseye.

Grading : The combined scores will be averaged based on the number of Scouts in the patrol.

#3 TOMAHAWK THROW

Task: Your patrol has been challenged to a test of skill to see who gets the prime gold mining location. Each member of the patrol must throw the tomahawk three times. Take your time and make sure the tomahawk stays on target.

Grading: Scores will be based on the highest number of target sticks averaged out by the number of scouts in the patrol.

4 FIRE BUILDING

TASK: It is getting dark and there are critters about. You need to build a fire to keep the bears and cougars at bay.

This is a timed event. Patrols will be scored on their ability to build and start a fire and to bring two quarts of water to a boil. Tinder, kindling and fuel may come from the Patrol sled or from natural dead and down material.

Extra points will be awarded to Patrols that use some or only natural materials.
The use of liquid fuels or lighters, battery powered starters, or commercially made fire starters are not allowed. Homemade fire-starters are allowed.

Fires may only be constructed on a raised platform such as a trashcan lid or metal tray.
NO GROUND FIRES! FIRE PANS MUST BE ELEVATED!!

Time starts when the patrol strikes a match. Patrol members can take as much time as they like to lay their fire and collect wood.
To do well, a Patrol will need to well organize with each member having a job to do and carry.
A well-led Patrol will practice and know their assignments ahead of time. As with all Klondike Derby events, idle Patrol members without assigned duties will probably hurt the Patrol's ability to score well.

Grading: Based on time from start of building fire to time the snow is melted and boiling.
Mandatory deduction of 5 points will be imposed if any fuel is tripped from living vegetation.
Additional Points

80 Extra points: Patrol uses only naturally occurring dead and down fuel. No fuel from the sled.
50 Extra points if the Patrol starts their fire with flint and steel.
30 Extra points if at least half of the fuel used is naturally occurring dead and down.
20 Extra points if only one match is used to start fire.

.#5 SLED HILL SLALOM

TASK: Gold has been found in them thar hills and your patrol needs to move out in order to get there before anybody else. You've got to move your sled quickly up and down a hill, without losing control of the sled.

The Patrol score at this station will depend half on how quickly the Patrol completes the course. You must negotiate the course while ensuring that all patrol members are safe. The Judges will be looking for the safety of the patrol members at all times. Patrols which work together and plan their task will do better.

Grading: Grading will be based on the time it takes to complete the task and the number of patrol members involved.

#6 FIRST AID:

At each Station the patrol will be asked a basic first aid question. The patrols will receive a score of 1 to 10 points based on the completeness of the answer. The sum of the 5 scores will be the First Aid Score.

#7 KNOT TYING

Each Patrol will be asked to demonstrate one knot (assigned by the Mayor) at each location.
All the scouts are to simultaneously tie the assigned knot with rope They brought with them. Scouts may not help each other on the knots. The score will be the fraction of the patrol that correctly completed the knot times 10, for a maximum of 10 points at each event. The sum of the 5 scores will be the knot score.

Additional Event:

An orientation course will be established to allow Scouts who need to earn requirement 4a for First Class (Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/ or width of designated items (tree, tower, canyon, ditch, etc.).

The camporee organizers will lay out a course and provide a map of the points along with the information about each point scouts will need to provide to indicate they have completed the course.