

# POLAR BEAR 2025



CAMP GORTON

JANUARY 11<sup>TH</sup>, 2025

*- sponsored by -*

**Scenic Trails District and  
Great Falls Council, Scouting America**

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# Event Information

**When** January 11, 2025 (Saturday 8:45AM to 5:00PM). All units should prepare for foul weather.

**What** Experience fun ways to practice and hone scouting skills, participate in team building events, and Leadership Development opportunities.

**Who** This event is open to Scouts BSA and Venturing Scouts

**Where** Camp Gorton  
4241 County Route 25  
Dundee, NY 14837

<b>Contact</b> Tommy Lieb – Event Co-Chair	585-967-9374	<a href="mailto:rtlieb@yahoo.com">rtlieb@yahoo.com</a>
Stephen Hevey – Event Co-Chair	607-725-0377	<a href="mailto:heveysj@gmail.com">heveysj@gmail.com</a>
Chris Theurich – Staff Advisor	607- 368-4138	<a href="mailto:chris.theurich@scouting.org">chris.theurich@scouting.org</a>

**Register** Online registration is located here: <https://scoutingevent.com/375-84966>

Transactions and reservations are not complete until payment is posted. Prior to arriving at the event, please finish the registration process by entering the names of all participants, both youth and adult, attending the event (this allows for faster check-in).

Register by January 3<sup>rd</sup> and each patrol gets 5 Polar Bucks per recipient. Register after January 3<sup>rd</sup> and receive 2 Polar Bucks per Participant.

**Cost** Regular Fee: \$20 per Scout or Adult Leader if paid by January 3, 2025  
Regular Fee: \$30 per Scout or Adult Leader if paid after January 3, 2025

**Refunds** 30 Days prior is a full refund. Anything between 2 weeks and 30 days is a 50% refund. Within 2 weeks of the event refund is at the discretion of the event coordinator or staff advisor. Usually only granted in cases of emergency. Unless otherwise stated.

# General Policies

## **Alcoholic Beverages & Drugs**

Alcohol and illegal drugs are prohibited. All prescription drugs are kept and supervised by an adult within the unit. (See the Prescription Medications section below.)

## **Smoking & Vaping**

Everyone is prohibited from using tobacco in any form while at camp. Smoking is prohibited anywhere in camp. This includes E-cigarettes and Vaping products.

## **Cell Phone Policy**

Each unit can develop their policy for appropriate cell phone use during the weekend. We do encourage Scouts and Scouters to take pictures and videos and share them with the event crew. Cell phone usage is prohibited in bathroom or sleeping locations.

## **Fires, Cooking, and Open Flames**

Fires will be authorized depending on the status of State and County fire prohibitions in effect for the event. The staff will update units on the current fire policy at check-in. All fires are permitted ONLY in the designated fire rings at each camp site or in above-the-ground fire barrels. Lanterns can be used in the campsites if elevated off the ground and must have a fire extinguisher for each lantern. All units should plan to cook using propane stoves or fully contained charcoal grills elevated off the ground or in established fire-rings. Dutch oven or charcoal cooking will be allowed if the charcoal is raised off the ground or contained in an established fire-ring or fire barrel. Do not dig into the ground to form fire pits. Units must post water buckets or a fire extinguisher in the fire area. Cutting of live trees, shrubs, or vegetation is prohibited. Wood is available in the woods and from requesting it from the event staff. Please do not grab the stacked wood, we will work with units. We prohibit bringing wood from off Camp Gorton property.

For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane, or liquid fueled devices in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning, and each unit must have a fire extinguisher for each lantern. Fires are only to be built in designated areas and must be extinguished so that they are cold to the touch when unattended.

## **Initiations, Hazing & Military Training**

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the BSA.

## **Liquid Fuels**

Adult leaders only may use stoves and lanterns requiring liquid fuel. Extra fuel must be turned over to the event staff for storage if the unit cannot store the liquid fuel appropriately.

## **Money & Valuables**

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Regardless, all items should be clearly marked, with the Scout's name and unit number. The Trading Post will be open on Saturday afternoon with select items for purchase.

## **Pets**

No pets are allowed in camp. Please ensure that anyone planning to visit your troop during the weekend is also aware of this rule. Service animals must wear identifying insignia.

## **Restricted Areas**

The following areas are off limits to all campers: The Ranger's home, County Route 25, and maintenance areas, the kitchen and food storage areas (except for authorized adult volunteers,) any program area where staff is not present. The lake is off limits, no one is allowed on the ice.

## **Trailers**

If your unit plans on bringing a trailer, please provide this information to the event chairs. Specific campsites have been designated for unit use when a unit has a trailer. The requesting unit is permitted to have one trailer in the designated area at the perimeter of their campsite until checkout.

## **Trash Disposal**

Participants should practice Leave No Trace principles to the maximum extent practicable. If you packed it in - you pack it out! Trash should be disposed of in the dumpsters located behind the dining hall. Trash that will not fit in the dumpsters becomes the responsibility of the unit to remove from camp. Do not pile trash next to the dumpsters.

## **Vehicles in Camp**

Since safety is our number one priority, vehicles are not permitted past the gateway at the parking lot unless authorized by the event staff for unit gear drop off. Any vehicle that is authorized to drive beyond the gateway must remain on the main road. Absolutely no vehicles are permitted on grass or in campsites. Likewise, no vehicles authorized in camp may block the stockade at the rear of the Dining Hall. Vehicle owners, and operators, who drive beyond the gateway of the parking lot do so at their own risk. Great Falls Council will not accept responsibility for any vehicle damage within camp.

No other motorized vehicles (golf carts, etc.) will be allowed in camp at any time except for use by designated camp staff. If the need arises for a vehicle to be in camp, approval MUST first be obtained from the Event Chair or the Camp Ranger (Joe Fountain). Special arrangements will be available for special needs visitors, Scouts and Scouters as requested.

## **Weapons, Knives, Fireworks, & Firearms**

Camp Gorton provides all necessary and appropriate equipment for our shooting programs. Personal firearms, ammunition, bows, and arrows are not permitted in camp. Also, no water guns are permitted at camp.

Pocket knives may be carried by adult leaders and any Scout who has earned their Totin' Chip. Fireworks & firearms of any kind are prohibited in camp.

# Schedule & Program

**Saturday, January 11, 2025**

7:00 am – 9:00 am	Breakfast Sandwiches available to those units with pre-orders
8:45 am – 9:30 am	Check-in / Registration at HQ
9:30 am	Opening ceremony on the Parade Field
9:45 am – 12:00 pm	Morning Stations (Stations close at 12:00 pm)
12:00 pm – 1:00 pm	Lunch in the Dining Hall or Unit Campsite. Units need to submit their scoring sheets to Staff in Dining Hall
1:00 pm – 2:15 pm	Units and Adult Leaders prepare & submit their dessert or chili for tasting & judging at Scoutcraft program area.
2:15 pm	Cook-off results announced at Scoutcraft program area.
2:30 pm – 3:45 pm	Afternoon Stations (Stations close at 3:45 pm)
4:00 pm	Prize Distribution in Dining Hall
4:20 pm	Clean-up of main camp areas (Dining Hall, Main Bathroom, parade field, Trading Post area)
4:50 pm	Colors on Parade Field
5:00 pm	Program Concludes

## Competitions

The day will be filled with FUN and competition. Scouts will compete as a Patrol (4 to 8 Scouts). Several activity stations will be set up throughout camp. Scouts will compete by participating in a variety of activities which will require them to demonstrate basic Scouting skills, teamwork, and problem solving while showing Scout Spirit! The list of stations and a map will be provided to each patrol.

## Challenges

The event list posted prior to the Polar Bear is fluid and subject to changes without notice based on leader availability, interest, and weather. Trek challenges will focus on various Scout Skills.

## Leaders

Volunteers are welcomed from all units and encouraged to contact an event chair to see how you can help. We need to be able to staff each event for this to be a success for everyone.

# Required Sled Cargo

Each Patrol Sled **MUST** hold these items:

(This is a Scored event)

- |   |   |
|---|---|
| <input type="checkbox"/> All-terrain sled (wheels/skies)                | <input type="checkbox"/> Ball of twine for lashing            |
| <input type="checkbox"/> Boy Scout Handbook                             | <input type="checkbox"/> Blanket                              |
| <input type="checkbox"/> Safety Glasses                                 | <input type="checkbox"/> Compass                              |
| <input type="checkbox"/> Axe or hatchet with Cover                      | <input type="checkbox"/> Cup or Water Bottle per each Scout   |
| <input type="checkbox"/> Leather Gloves for each Scout                  | <input type="checkbox"/> Roll of Duct Tape                    |
| <input type="checkbox"/> Tinder for fire starting                       | <input type="checkbox"/> First-Aid Kit                        |
| <input type="checkbox"/> Camp Shovel                                    | <input type="checkbox"/> Flashlight                           |
| <input type="checkbox"/> Bandages and First Aid supplies for challenges | <input type="checkbox"/> Flint & Steel or Hot Spark           |
| <input type="checkbox"/> 10 ft. x 10 ft. Tarp                           | <input type="checkbox"/> A Pencil & Paper for each Scout      |
| <input type="checkbox"/> 30 ft. of Rope (1/4" – 1/2" in width)          | <input type="checkbox"/> Pocket Knife for each Scout          |
| <input type="checkbox"/> Three Hiking Staves                            | <input type="checkbox"/> Rain Gear for each Scout             |
| <input type="checkbox"/> Patrol Flag                                    | <input type="checkbox"/> Matches for Fire Starting            |
| <input type="checkbox"/> Patrol Roster                                  | <input type="checkbox"/> Trash Bag                            |
| <input type="checkbox"/> Totin' Chip card per Scout                     | <input type="checkbox"/> Gallon Size Ziploc Bag for Paperwork |
| <input type="checkbox"/> One Copy of Leader's Guide                     | <input type="checkbox"/> Water Bottle per Scout               |
| <input type="checkbox"/> Smoosh Skis (see specs below)                  |   |

## Polar Bear Rules

Read the challenges. Each team is responsible to have everything they will need on this trek, listed on Require Sled Cargo above.

- Sleds are to be constructed by youth.
- **Sleds must have at least 2 wheels or skis** attached and be functional.
- All sleds must be propelled only by Scouts.
- No electrically powered devices are allowed.
- Patrols should be prepared to have sleds travel over rough terrain.
- All Sleds will be inspected prior to the start of the event for safety.
- Patrols consist of a minimum of 4 Scouts or maximum of 8 Scouts. Teams must finish with the same number of participants you start out with.
- Patrols must attempt all challenges.
- Patrols must follow the designated rotation.

- Patrols must have everything secured on their sled or carried by Scouts in their Patrol or Unit.

## Adult Leaders

All units must ensure that they always meet the BSA two-deep leadership requirement in camp. BSA policy requires at least two adult leaders be always in camp; one must be 21 years or older. See [Guide to Safe Scouting for clarification](#). Troops should be organized under the Patrol method, led by their Senior Patrol Leader or Crews under their President. All participants must be registered members of the BSA.

## Camping

Units interested in camping overnight will need to complete individual arrangements with the Camp prior to arriving.

## Check-In

Unit Check-in will be conducted from **8:45 am till 9:30 am** on Saturday at the Ambassador Lodge (Headquarters during summer camp).

## Closing and Cleanup

Cleanup will begin on Saturday at 4:20 pm. The event program will conclude at **5:00 pm**.

## Camp Rules

- The Boy Scout Oath and Law
- The Guide to Safe Scouting
- Leave No Trace (Pack out what you pack in)
- Buddy System and Youth Protection Compliance should be used at all times
- Fireworks, pets, firearms, or TV's are prohibited
- Running is only allowed on the Parade Field
- Leave all Wildlife alone and report any wildlife to the event staff that can come near any Scout or Leader
- Rocks and all items are to be left alone, do not throw rocks.
- Scouts are not permitted to roam through campsites during scheduled activities. All Scouts must be supervised throughout the event.
- Scouts are not permitted to go onto County Route 25, please use the tunnels to get to the hill side of camp. Anyone who goes on the road will need to go home.

## Meals

The Order of the Arrow Lodge will provide food for Saturday breakfast and Saturday Lunch. Units can purchase meals when they register their Scouts for the event online. Troops and Crew can decide to cook their own food.

## Staff

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in weekend events is expected to provide some form of contribution to the success of that event. Staff positions are available for direct program support as well as logistical support. Please inform the event chairman, or other contacts listed in this guide, of the names and contact information for those volunteers in your unit who may help contribute to the event's success.



## **Trading Post**

The Camp Gorton Trading Post will be OPEN Saturday afternoon for your convenience. In addition to outdoor program materials, our Trading Post offers a variety of snacks and drinks, and a limited amount of camping supplies, Scouting materials, and special Camp Gorton souvenirs. Remember that the proceeds from the Trading Post support your Scouting programs! Feel free to bring some extra spending money. MasterCard and Visa are accepted for transactions over \$5.

## **Uniform**

Units are encouraged to wear the official Field Uniform during Check-in/ out. At all other times participants may wear an Activity uniform. Please be certain to **dress appropriately for the weather**. Leaders must monitor their units to ensure that clothing is appropriate for a Scouting event and for the weather.

## **Visitors & Guests**

Visitors and guests who are registered members of the Boy Scouts of America are welcome. Anyone who is not a registered member cannot attend.

## **Water and Restroom Facilities**

Drinking water is available at frost free hydrants and in some buildings. The Primary Bathroom will be open for Scouts and Leader access. Please remember that there are separate restroom facilities for youth and adults and for both male and female Scouts and Scouters.

## **Gorton Polar Bear Prize Distribution Guidelines**

The unit with the most Polar Bucks will have first pick of the prizes, followed by the next most Polar Bucks and so on. In the event of a tie the staff may assign a quick extra challenge (slappy hands).

# Competitions

The day will be filled with FUN and competition. Scouts will compete as a Patrol (4 to 8 Scouts). Several activity stations will be set up throughout Camp Gorton. Scouts will compete by participating in a variety of activities which will require Scouts to demonstrate basic Scouting skills, teamwork, problem solving and most of all, show Scout Spirit! Scoring will be done by completion and time as teams may not complete all stations in the morning events. Station themes are Fire Building, Wilderness Survival, Rifle Shooting, Archery, First Aid, Pioneering, and other skills.

## Smoosh Ski Rules

- Each unit interested in competing in the Smoosh Ski race must have their own smoosh skis.
- Teams of 4 Scouts line up on two 6-foot 2x4s and race.
- The skis will be 2 x 4's that must be 6 feet long.
- The skis may have a rope in the front for the front scout to hold on to.
- The unit may create toe pockets on the boards by use of leather straps, webbing, etc. for foothold.
- Units MAY NOT mount boots or shoes to the boards.
- Racers must be evenly spaced.
- Each team must have between 3-4 racers.
- The bottom of the 2 x 4's must be natural wood – no paint, cleats, traction, wax, grooves, etc.
- Skis will be inspected before the race begins.

## Challenges

### Fire Survival

**Location: Scoutcraft Area**

You and your patrol have been caught in a sudden snowstorm. Build a fire as fast as you can before you and your patrol freeze in the frozen tundra. Patrols will supply their own materials for the fire. Only natural material will be allowed, no accelerants. There will be two strings stretched taut between two stakes. The lower string will indicate the maximum height the unlit fire lay can be built. The fire will need to burn the upper string into two. Scoring will be based on the amount of time it takes to build the fire and burn the upper string. Patrols will also be responsible for putting out the fires and handling the fire appropriately. Starting the fire with one match will earn extra Polar Bucks! Starting it with flint will earn even more!

**Suggested materials:** *dry wood, smaller sticks, kindling, matches or lighter, and dryer lint.*

### Crosscut Saw

**Location: Scoutcraft Area**

As a patrol you must cut three wooden tokens from a log using a Crosscut Saw, adhering to all safety guidelines. Participants must present their Totin' Chip.

**Suggested materials:** *Materials for this event will be provided.*

### Wounded Member First Aid and Transport

**Location: Parade Field**

While out on an adventure, your fellow scouts can succumb to injuries and accidents. Will you and your fellow scouts be able to get them out in time? Patrols will be presented with several different first aid scenarios. Patrols will have to make a proper assessment of the situation and describe or demonstrate how to properly treat each scenario. Finally, the scouts will have to transport one scout in the patrol a short distance using a stretcher they create. This event will be timed along with scoring based on how well the scouts identify and treat each scenario.

**Suggested materials:** *ace bandage, stretcher materials, first aid kit*

**Knot Relay****Location: Parade Field**

Securing your gear for transport is the most important step before embarking on your journey. Gear can be secured using a variety of knots. Patrols will be asked to tie the following knots: clove hitch, timber hitch, two half hitches, bowline, sheet bend, cow hitch, square knot, and a taut-line hitch. For this event, scouts will start single file and one scout will run to the ropes, tie their knot, and run back. After this the next scout will do the same in relay fashion until all eight knots have been tied. This event will be scored based on the number tied successfully and the time it takes to tie all eight knots.

**Suggested materials:** *Rope to tie knots, Scout Handbook.*

**Tundra Observations****Location: Outside the Tunnel by the Camp Sign**

Surviving in the frozen tundra requires awareness of your surroundings. Can you identify the trees around us? Patrols will be shown images of different tree leaves. Members of the patrols will identify each of the trees the leaves belong to. This will be scored based on the number of trees identified successfully and the amount of time it takes to properly identify each of the tree leaves.

**Suggested materials:** *Materials for this event will be provided.*

**Survival Preparations****Location: Seneca Campsite**

Surviving in the frozen tundra without shelter is not sustainable. Patrols must use their resources to build a shelter that all patrol members can stay in. Scouts must use the resources available around them to build a structure to protect them from the weather. They may use items that are on their sled, however they must have natural items. The attending volunteer will check the waterproofing of the shelter after it has been determined that all patrol members can fit in the shelter.

**Suggested materials:** *materials that can help with the waterproofing, however tents, tarps, and/or tent flies are not materials that can be used for this.*

**Radioactive Gold****Location: Parade Field**

To mine the gold, load the gold, and transport the gold will require teamwork and good communication. However, this time the gold is radioactive. Working as a team, members of the patrol will have to pick up and move a small piece of 4x4 wood. To do this, the patrol will have to pick up the gold using a rubber ring with string attached to it. With all the members working together, they can pull the ropes, stretch the ring and slide it over the gold allowing them to pick it up and move it. This event will be scored on the amount of time it takes to pick up the gold and move it.

**Suggested materials:** *Materials for this event will be provided.*

**Raise the Flag****Location: Area by Secondary Shower****House**

Patrols will be asked to use their lashing skills to lash a flagpole to raise their patrol or troop flag. Scouts will be expected to provide staves and ropes to use, although being able to tie the sheer lashings will be essential to raise your flag. Get a "patrolie" (selfie) picture afterwards to remember your accomplishment! This event will be scored on the time it takes to raise your flag, and how high you can raise it.

**Suggested materials:** *Scout staves, rope to lash, patrol or troop flag*

**On Thin Ice****Location: Trail by Andaste Campsite**

Patrols will be challenged to use their communication skills to maneuver through the thin ice without stepping on the holes. Scouts will be challenged to use their communication skills to maneuver through the course.

**Suggested materials:** *Materials for this event will be provided.*

**The Golden Hammer****Location: Behind Headquarters**

For this event, each patrol will have a block of wood with three nails already started in it. The first person to go will run to the block of wood, pick up the hammer, hit the nail one time, lay the hammer back down, run back to the patrol, and hand off the safety glasses to the next person. The next person will put the glasses on and proceed to follow the same steps as the person before them in relay fashion. This event will be scored based on the fastest patrol that successfully drives all their nails into the wood.

**Suggested materials:** *Safety Glasses.*

**Expert Marksman**

**Location: Rifle Range**

Patrols will be challenged to shoot .22 firearms at paper targets on the Rifle Range. Scouts will earn points based on groupings of their shots in a dime, quarter, or half dollar cluster. The Shooting Sports Committee staff will run this event, so please be sure to thank them for opening the range for us!

**Suggested materials:** *Materials for this event will be provided.*

**Robin Hood Adventure**

**Location: Archery**

Can you hit the target with accuracy? Patrols will be asked to shoot at targets on the archery range to test their accuracy. Polar Bucks will be earned based on scoring of points from successful pulls and accuracy.

**Suggested materials:** *Materials for this event will be provided.*

# Medical Information and Emergency Procedures

## Medicals

According to BSA Policy, all Scouts and leaders need to complete an Annual Health and Medical Record form (parts A&B only) for all Scouting activities. **IT IS THE RESPONSIBILITY OF THE UNIT** to obtain and maintain copies of these forms for members of their unit for all activities they conduct. Medical forms will be checked and turned in at check-in to the health officer. They will be returned to units when they leave. The official BSA form is located here: [http://www.Scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](http://www.Scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf).

## Medical Treatment & First Aid

A certified medical officer is available for the duration of the event. Any injuries or illnesses occurring at camp, no matter how minor, must be reported to the health lodge to be logged. In the event of a medical emergency, the health lodge and medical officer can be contacted at any time. Radio contact is available from all program areas, the dining hall, trading post, and camp office.

Adult leadership should be aware of Scouts medical needs and observant of their activities, realizing that camp activities may affect Scouts differently than routine home life. All injuries, including those treated by the unit leadership, must be reported to the health officer, and logged. In the event of serious injuries or illnesses, do not move the victim, and contact the health officer immediately.

## Prescription Medications

All prescription drugs are kept and dispensed by the unit. It is to be kept in a secured location out of the reach of the children. If medication requires refrigeration, it can be checked in with the health officer at check-in. Provide a list of medication, dosage (Medical part B) and to whom you are administering medication to when you check in with the health officer. By law, medications must be in a container with a typed label from the pharmacy.

## Emergency Procedures

Camp Gorton maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist - their life, your life, or someone else's life could depend on it. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency alone. Notify the nearest staff member. If an emergency arises, an alarm will sound from the program administration building (Ambassador Lodge). When this alarm is heard, all units and participants are required to assemble at the Parade Field.

## Youth Protection Policies

Leaders are asked to review the Guide to Safe Scouting and Youth Protection Barriers to Abuse before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action.

For more information on Scouting's Youth Protection Barriers to Abuse are here:

<https://www.scouting.org/health-and-safety/gss/gss01/>