

Southern Shores Field Service Council presents the:

Additional fee of \$8 per person will be added for cabin rental. Must contact site lead for cabin reservations. Due to limited space, cabin rental is not guaranteed and will be based on when Troop registers and contacts site lead for cabin rentals.

All other payments will be made online.

Check-in is from 6:00 pm to 9:00 pm at the camp office. Trailers may arrive starting at 5 pm for units that pre-registered with patrol rosters.

Contact Information

Rota-Kiwan: Brian Wertz – 269-290-4246
brianwertz@hotmail.com

Camp Munhacker: Michael Gergel – 734-323-8764
mcgergel@hotmail.com



Rota-Kiwan
February 12-14, 2016



Camp Munhacker
February 26-28, 2016
Hosted by Troop 395

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Registration Requirements

The following information will be required at check-in for EACH scout (Youth & Adult):

- Medical health form
- Photo release form (available at <http://www.scouting.org/filestore/marketing/doc/talent.doc>)



- An item from this collection for donation:
 - Paper Towels • Bath Soap
 - Kleenex • Dish Soap
 - Toilet Paper
 - Laundry Detergent • Napkins
 - Bleach

The following information will be required at Online Pre-Registration for EACH patrol (Youth & Adult):

- Patrol Roster

Registration will be online at

RK - <https://scoutingevent.com?RKKlondike16>

Munhacker - <https://scoutingevent.com?MunKlondike16>

Registration will be open during the following period:

December 1, 2015 – February 5, 2016 for Rota Kiwan

December 1, 2015 – February 19, 2016 for Munhacker

Regular registration rate will be \$20 per attendee.

Early Bird Registration begins December 1 and ends January 17, 2016 for Rota-Kiwan and January 21st for Munhacker. Early Bird registration is \$15 per attendee. Register early to qualify for savings!

Background Information

Volunteering

All Units are expected to send at least two (2) adults to a training session on date to be decided or one person from each unit to an online meeting (date TBA). This will be a combined training for both Rota-Kiwan and Camp Munhacker attendees. The purpose of this training is to train the volunteers to staff the activities.

Youth with the following qualifications may participate as staff for the event. Please contact the appropriate site chairperson to sign up:

Activity Lead or Camp SPL:

- Scouts with Life rank AND Order of the Arrow membership
- Scouts with Eagle rank
- Venture Scouts with a Gold Award or recommendation of Crew Adviser

Activity Assistant:

- Scouts with Star rank AND Order of the Arrow membership
- Scouts with Life rank
- Venture scouts with recommendation of Crew Adviser

Kitchen Assistant:

- Scouts with Life rank AND the Cooking merit badge
- Venture Scouts with culinary training or recommendation of Crew Adviser

In a Klondike Derby, Scout patrols acting as huskies pull specially designed homemade sleds around a field course marked by stations named for towns or cities, such as Dawson or Fairbanks. At each town the Scouts tackle exercises in problem-solving, as well as contests and other activities in which the patrols or teams earn "gold nuggets" (Points) and credits toward Scouting patches and awards. Boy Scouts have been participating in Klondike Derby's since 1949.

A little history.

Just before the turn of the last century, gold prospectors traveled the sub-zero reaches of Alaska by means of dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which they learned from the native Eskimos. Scouting has incorporated this theme in the Klondike Derby.

The point of a Klondike Derby, is to make Scouts use their heads, to put their Scouting skills to work in the field, to demonstrate teamwork and Scout spirit, and to have fun outdoors on winter days.

Schedule

Friday:

5:00 P.M. Trailer Arrival

6:00-9:00 P.M. Registration and Camp Setup

9:45 P.M. Staff, SM, SPL Cracker Barrel (Dining Hall)

Saturday:

6:45-7:40 A.M. 1st Breakfast Shift (Dining Hall)

7:45-8:30 A.M. 2nd Breakfast Shift (Dining Hall)

8:30-9:00 A.M. Flag

9:00-12:00 A.M. Activity Rotations

12:00-1:00 P.M. Lunch

1:00 P.M. Activity Rotations Continue

4:00 P.M. Klondike Sled Race

6:00 P.M. Dinner (in camps)

7:30 P.M. Scout's Own (Fire Bowl)

8:00 P.M. Campfire, Golden Spoon, and Awards

10:00 P.M. Staff and SM Roundtable

Sunday:

8:00-9:00 A.M. Staff and SPL Breakfast (Dining Hall)

9:30-11:30 A.M. Check out and Departure

Awards

Troop Awards

- 1st - 3rd Place Overall
- 1st - 3rd Klondike Race
- The coveted Golden Spoon

Patrols expected to provide

Several 20-30 ft ropes

1 flag

Bow and string or Flint
and steel

40 ft Rope

50 ft safety line

**Patrol must provide
water to make the
Pancake batter**

A first aid kit containing
at least the items listed
on page 18.

**All troops will need to bring their own
firewood. Camp Munhackle is no longer providing
free firewood. Scavenging for firewood at both
camps is allowed, but may be in short supply.**

**The ranger or Camp master may have milk crates of
split wood for \$5.00 each crate at Munhackle.**

A camp Trading post may be open during event, ran by
the Ranger or a council employee.

Meals

Klondike Race

The sled must be *made by the Scouts* using any materials or design. All sleds must ride on flat ski type runners. **No wheels, except for in the absence of snow.** All sleds shall be judged for safety, sturdiness, and quality prior to being allowed to race by the leadership of each Troop. This should help to avoid a sled being deemed unsafe by judges at the time of the race. Scouts must control their sled during the race, remaining aware of other sleds.

One Scout must ride inside of the sled and 6-8 Scouts must push or pull the sled to the finish line. Maximum Scouts on a team including rider is 8. You do not have to finish with the same scout in the sled just so long as one scout is in the sled at all times. Time stops when the last member of your patrol crosses the finish line.



All scouts participating in the race must camp with their patrol and must wear a coat, gloves, and hat during race.

****Scouts may remove all other equipment used for daytime events.****

THIS IS A TIMED EVENT

Saturday Breakfast

Saturday breakfast in the dining hall will be done in at least two shifts due to seating capacity and expected attendance. Units will receive their dining shift at the Friday night Cracker Barrel. If more than two shifts are needed, the activity schedule will be compressed.

First shift will have time to return to camp and prepare their sleds for the day.

Second shift is expected to show up to breakfast with a prepared sled.

Lunch

Units are responsible for their own lunch, at camp or along the trail.

Dinner

Units are responsible for their own dinner in camps

Campfire

This is the Golden Spoon cooking competition meal. **Youth Participation is NOT optional.** Scoring is on Page 6. Youth patrols will be expected to be at the fire bowl with a prepared dessert to share with the judges and scouts.

**Remember to bring your mess kits.
A hot beverage will be provided!**

Breakfast

Sunday breakfast units are responsible for their own breakfast in camps. (SPLs will be joining staff in the dining hall.)

Golden Spoon Scoring

Category	Point value	Notes
Recipe	5	Turned in at registration
Creativity	5	Does yours stand out?
Proper Quantity	5	10 full servings plus 1 with the judges
Palatability	5	Does it taste good?
Visual Appeal	5	Does it look appealing?
Richness/Flavor	5	Is it bland?
Presentation	5	Spark our interest
Total	35	

PATROL SIZE

This year's Klondike will be a traditional Boy Scout patrol-based event. Let the patrol succeed or fail on the strength of its members. Boy Scout leaders DO NOT accompany their boys. Patrol members must work together to navigate the course and complete the events. The ideal patrol size is six (6) to eight (8) scouts. Patrols with more than 8 scouts will have to "sit out" members at each event on a rotational basis. The Patrol Leader will have to track the order of who does not participate at each event. The decision of who sits out must be made before the event task is given to the patrol.

Just Out of Reach

One of your leaders has fallen very ill and the medicine he needs is just out of reach and on the other side of large cavern. You and your patrol must use your pioneering skills to retrieve the bag with the much needed medicine without allowing it to break.

Materials provided:

The "medicine" and the bag that holds it

Patrols should have everything else they need already on their sleds.

Snow Snake

Each Patrol will get four throws of their snow snake down a course. Points are awarded based on cumulative distance of those four throws. The further you throw, the better the score.

Extra points will be given for arriving with their own snow snake.

Snakes will also be available for rental at station – with a rental fee (points, not cash).



Camping Policies

First Aid Station

The competition has been raging for days and injuries are mounting up, so your patrol has been ordered to serve at the First Aid Station. Each patrol must treat for victims.

1. Victim has a head wound (bleeding and unconscious)
2. Victim has a compound fracture of the lower leg.
3. Victim has a broken collar bone and sprained ankle.
4. Victim is in shock and is suffering from hypothermia

Patrols should have a first aid kit containing at least the following items for this event:

- 6 triangle bandages
- 2 splint boards
- 1 blanket
- 4 bandages
- Supplies to build an emergency stretcher



“The Boy Scout movement is distinctly an asset to our country for the development of efficiency, virility, and good citizenship. It is essential that its leaders be men of strong, wholesome character; of unmistakable devotion to our country, its customs and ideals.”

Theodore Roosevelt

Traditionally the purpose of the Klondike Derbies over the years has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Therefore, unless weather reaches dangerous conditions -- the **DERBY WILL GO ON!** (The decision about camping overnight will be determined by the Health and Safety Officer at the site)

Things Not Allowed In Camp

1. No alcoholic beverages may be brought on the camp property
2. **There is NO smoking in camp. This includes parking lot and cars in the parking lot!**
3. Only foot traffic allowed in camp.
4. Cutting or disfiguring of standing trees or shrubs is prohibited.
5. Do not interfere with other groups' program or equipment.
6. Do not put garbage, trash, or wash water in the latrines.
7. No pets are to be brought to camp.

Tent Camping

1. Camp only in recognized campsites as assigned.
2. Do not ditch around tents or remove or rake ground cover.
3. Do not dig any holes
4. Do not bring straw or conifers to camp
5. **NO FLAMES ALLOWED IN TENTS.**
6. **DO NOT LEAVE FIRES UNATTENDED.**
7. **Clean latrines, washstands and police site before check-out with Camp master.**

Cabins

1. The approved capacity posted in each cabin may not be exceeded for sleeping. Overflow may be housed in tents outside. Beds & mattresses are not to be removed from cabins. Do not move bunk!
2. No auxiliary heaters may be brought into buildings
3. Mattresses are to be left on beds
4. Only one camper per bed.
5. Adult leaders must occupy the same sleeping quarter the youth occupy
6. When ready to check-out: Pack all gear in trailers or cars and then call for a Camp master to check you out.
7. **Units staying in cabins will be expected to volunteer for duty projects throughout the weekend.**

Adult Participation

In order for the event to be successful Adult participation is requested.

Adults can sign up to help run activities, or general camporee functions, with their Sub-Camp Commissioners. Troops will earn 2 points per adult, per shift. There is a maximum of 20 points per Troop unless additional help is required by Camp Staff. There are two shifts to choose from; morning and afternoon.

Adults who follow Patrols and disrupt the Patrol Method (Coach/Help) will cause Patrols to be docked 10 points.

Remember that Scouting is mostly a self-learning opportunity. "Scouting is a safe place to fail."

Snow Baseball

Set up a baseball diamond with a mound of snow representing home plate and first, second and third bases. Place an empty water bottle on the top of each mound.



The "pitcher" stands in the middle of the diamond and hurls snowballs first at home plate, then around the bases.

Patrol Members take turns and the best score wins!

Whoever knocks down the targets with the fewest pitches wins.

"Be Prepared... the meaning of the motto is that a scout must prepare himself by previous thinking out and practicing how to act on any accident or emergency so that he is never taken by surprise."

Lord Baden-Powell

Tug Of War

Try a tug of war with a twist — the losing team crashes through a wall of snow.

Two patrols pitted up against one another with hands on opposite ends of a rope and start pulling.



Points awarded for competing and working together.

Ice Rescue Challenge

One scout will be placed on the "safe" side of a sheet of thin ice. This scout must then work with their patrol to safely get them and the sled across.

Materials provided:

2 10 foot ropes to define boundaries
1 Score card w/ pencil

Patrol to provide:

50' safety line



Method:

Up to 10 additional points may be awarded for teamwork, methodology, and overall safety.

Activities

Raising the Colors

After a fierce storm you notice that the Flag pole was hit and will not hold the flag anymore.

You must construct a new flagpole quickly and re-fly a flag of your choice.

Attach at least 3 poles together using lashings. Points awarded for proper use of lashings.

Attach pulley to the top of the poles, thread flag rope through, and attach flag.

THIS IS A TIMED EVENT



Materials provided:

4- eight foot poles
1-pulley, 2 flag clips
1-50ft flag pole rope

2 stakes already in ground

Patrol to provide:

Several- 20-30 ft ropes
1-flag

Signal Fire

It is night and you can't signal the rest of your troop to your location so you must build a signal fire to show your location. The fire must be 18 inches high.

(To be sure it is high enough construct a line wire 12" high and a string 18" high between two stakes)

They must burn the string to ensure the fire is high enough to be seen.



No matches, lighter, or commercially made fire starters can be used. Patrols may bring a tinder can.

Bow and string -Bonus 20 points

Magnifying glass – Bonus 10 points

Flint and steel- Bonus 5 points

Steel wool and a battery – Bonus 5 points

THIS IS A TIMED EVENT

Blindfolded Target Touch

Scouts using 6-foot poles try for a bull's-eye on archery-like targets suspended from trees

Simply the more targets hit the more points for your Patrol.

All materials provided.

Pancake Relay

Your patrol has been fighting the elements all day and your men are hungry. You have been ordered to get them hot food.

Your patrol must deliver 4 cooked pancakes, one at a time. Once all cooked, you must carry it on a spatula to the men

through the obstacle course. Then once the pancake is delivered, another Scout takes the next pancake on the same spatula until four pancakes have been delivered without dropping any.

If a Scout drops the pancake he must return to the kitchen for a clean new pancake.

Materials provided:

Stove

Several spatulas

Frying pan or griddle

Pancake batter

Patrol must provide water to prepare the pancake batter!

THIS IS A TIMED EVENT



Your unit is being followed by other scouts and in order to confuse them, and so they don't know how many are in your patrol, you must travel by four-man skis so the others cannot guess how many are in your patrol.

Four skiers at a time must travel a distance of 75 ft up and down hill. Until all members must participate.

The four-man team with the fastest time will be awarded extra points.



THIS IS A TIMED EVENT

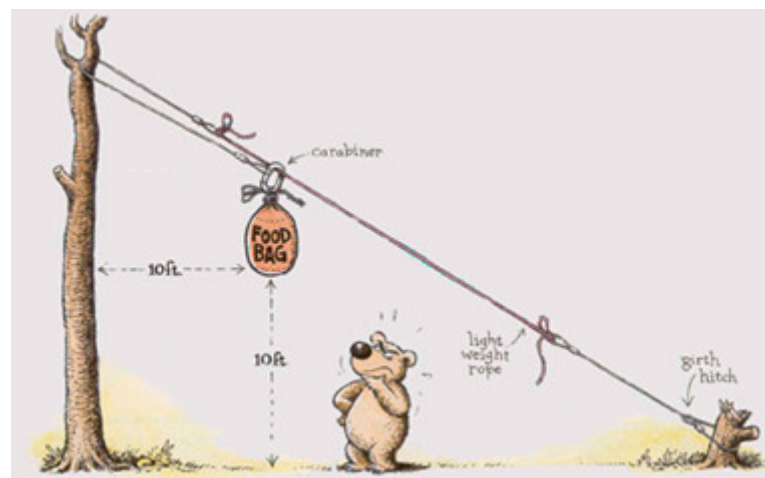
“The sport in Scouting is to find the good in every boy and develop it.”

Lord Baden-Powell

Bear Bag

You are setting up camp for the night and bears have been sighted nearby.

In bear country it is imperative that you keep your food out of the reach of bears and other adventurous creatures.



Throw a rope over a limb at least 15ft off the ground and hang the bag high enough that no one can reach it. (12ft)

Secure your rope to tree with a taut line hitch.

Materials provided:

Large weighted Bag

Patrol to provide:

40 ft Rope

THIS IS A TIMED EVENT

Catapults



Using an old fashion catapult you have four chances to launch a cannonball and hit the enemy's ammo dump. Scoring based upon who's closest to the target. Bonus points will be awarded for each hit.

This event's scoring will be based on how many shots make it into the targets.

Materials provided:

2 Pre-built Catapults
Several large tubs
4 Balls

Emergency Shelters

A severe blizzard has hit and you have to get your patrol under cover. **Build a shelter large enough to hold your entire patrol as fast as you can with materials you brought with you or can find.**

Units may not use live trees or brush! Downed trees and limbs may be in short supply, Be prepared!



All shelters must be fully disassembled before leaving the event.

Judging will be based on several factors, including but not limited to; creativity, ability to hold your whole patrol, and protect them from the elements.

THIS IS A TIMED EVENT

Messenger

Your patrol has been assigned the task of getting an important report to headquarters as fast as possible. Set up a team of your four fastest snow shoe runners. You must switch shoes from one Scout to another and pass the message from one to another.

Materials provided:

4 sets of snow shoes
1 Message container

How Many/Hide Your Numbers

