

Whispering Pines
Klondike Derby

Gold Rush

January 5-7, 2018

Boy Scouts of America



Camp Stambaugh

Leaders Guide

Volunteer Opportunities

We are looking for troops to run stations for Klondike. If your troop or patrol would be interested in running a station, email Jonathan Boyd (championmarchingband@gmail.com) with your station of interest and if you have run a similar station in the past. All station materials will be at the assigned locations for the event (excluding gear patrol/troops need to bring with them). Station leaders will need to check in Saturday morning at the registration table in the Dining Hall before reporting to the station. Station leaders are expected to be at the station from 8:15-12:00, and then from 1:00 to 4:50.

Text Alerts

Text the phrase @2018wpk to the number 81010 to sign up for important updates prior to and throughout the 2018 Klondike. This will allow the camp staff to contact units prior to camp and while at camp about changes to the schedule, incumbent weather, and other information.

Registration Information

Units register on-line at the GTC website. Once you register you can also reserve your campsite or cabin. Campsites are included in the cost of the event; cabins are available on a first come first serve basis at an additional cost. Your unit will be responsible for all meals. General Registration will cost: \$10 per Scout and \$10 per Adult and will end December 15. All Scouts and Adults who are attending the Klondike for any period of time should be registered for the event. This includes those who are just camping for the weekend. No new registrations will be taken after December 15.

Grand River District Klondike Derby 2018 Boy Scout Staff

Event Chair

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Staff Advisor

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Klondike History

In 1896, gold was discovered in Canada's Yukon Territory. People raced to the Klondike region of this territory, starting what became known as the Klondike Gold Rush. Many challenges faced these adventurers including: cold winter conditions, treacherous environments, and survival with only the gear they carried. For those who successfully conquered the challenges, rewards were great.

A Scout Klondike Derby is based on the real life struggles encountered by the men and dogs crossing the frozen Klondike in search of wealth in the gold fields. Scouts will have the opportunity to conquer some of the same challenges that these adventures faced, in hopes of finding their own treasure.

Each patrol will have a sled that will be loaded with material and equipment needed to overcome the challenges at the stations. Successful completion of a station task will award a patrol gold.

General Rules and Info for Klondike

Outdoor Ethics

The Outdoor Code, Leave No Trace Principles, and 11th point of the Scout Law should serve as your guide for camping ethics. Scouts not adhering to these principles could cost their patrol gold as a cleanup 'fee'. Dumpsters are located by the dining hall.

Water

Water will be available from the frost-free fountains located around camp and at the dining hall. Even though it is going to be cold it is very important that scouts stay hydrated. Tennis shoes and shorts are not appropriate winter gear for this event.

Medical Forms & Health Officer

As stated in the Guide to Safe Scouting, leaders should have the Annual Health and Medical Form for each unit member participating in the Klondike **(You only need parts A & B for this event)**. The form can be downloaded from the Great Trail Council Website. The Health Office will be located inside of the dining hall; the health officer will be on staff 24 hours a day throughout the weekend. Unit leaders will be responsible for the forms while at camp.

Sign in/Check in

Units will sign in upon arrival. Please have a list of all scouts and adults arriving with the main group, this will make check in go much quicker. If scouts must leave early/arrive late they will have to sign in/out at the main office.

Youth Protection

In order to comply with Youth Protection "Two Deep" guidelines, all members of your troop must have Youth Protection. One of the adults must be a registered BSA leader.

Alcoholic Beverages and Drugs

Possession and/or use of alcoholic beverages or drugs are prohibited. You will be asked to leave the Klondike if found with either and may be prosecuted.

Smoking

There will be a designated smoking area behind the dining hall. Please refrain from smoking elsewhere in camp and please dispose of any waste properly. No one should be smoking in the presence of Scouts at any time.

Dining Hall/Hot Beverages

The Dining Hall will be open 24 hours as the heating shelter. Anyone who needs to be warmed up, the dining hall is there for your convince. Hot water and coffee as well as a limited amount of tea bags and hot chocolate powder will be available during the event for all who are attending. You are welcome to bring your own hot chocolate mix or tea bags to use with the hot water.

Parking, Driving & Trailers in Camp

Because of the large attendance at Klondike, we ask all who are attending to please park as close as they can in the parking lot. No one will be allowed to drive in camp once scouts are in camp. Either plan on packing in and out using your sled and legs and using camp carts, or arrange to drive in before scouts are in camp. If you are dropping your trailer prior to Klondike, please make arrangements with Ranger Nathan by calling (330) 974-8476.

Weather Conditions

The Klondike will proceed - snow, rain, or shine. If for some reason the event needs to be canceled, registered units only will receive a notification by the remind system or phone call. Remember to sign up for the reminder text messages.

Clothing

Dress for the weather. Class A uniforms are not required at any point during the event. All clothing must be scouting appropriate. Improper dress could result in serious health & safety problems. Proper clothing consists of the following:

- Winter Coat
- Boots
- Appropriate layering
- Hat and gloves
- Rain / Foul Weather Gear (recommended)
- Heavy socks / Extra Socks (recommended)
- Scarf / Snow Pants (optional)
- Trash bags for really wet and muddy clothes (optional)
- No Shorts or improper footwear

Klondike 2018 Event Information

SPL Meeting

SPL's are expected to attend the SPL meeting, which will be held at 9 pm Friday evening in the dining hall. An adult leader may also attend, but the SPL must attend.

Sign in/Check In

Scoutmasters; please have a full typed roster of all your scouts and adults ready at check in. While at check in, event staff will be conducting sled inspections. Please have all material that you will be carrying for Saturday's events on the sled. You will receive gold for this inspection. Bring auction donations at this time as well.

Auction

The auction will be held Saturday evening following vespers. Each patrol is expected to donate one item to the auction. Gold will be rewarded for the auction donation. All units are then invited to spend their gold on the items during the auction.

Vespers

Saturday night in the Dining Hall before the auction. All are welcome to attend.

Check Out

Once your unit is ready to check out, please walk up to the office to sign out of camp and to notify the staff that you are in need of a site inspection. Once your site is inspected, you will receive your correct number of patches. Once you receive your patches you will be cleared to leave camp.

Klondike Events

Station 1: “Mining Accident” (First Aid) *Location: Parade Field by Flags*

The second tallest member of your expedition was not paying attention and had a boulder land on their leg. They are in no shape to walk and need to receive medical attention. If you are able to save them, their rich uncle will reward you with gold. To save them, the injury must be tended to with the proper first aid and they must be transported around the perimeter of the large parade field. Furthermore your patrol will earn bonus gold by minimizing the injury by making a stretcher to carry them on. The stretcher must not be a ‘store bought’ stretcher but can be made from store bought components (tarp, rope, etc.). The stretcher must also be assembled during the time of this event.

Station 2: “You May Actually Like it Here” (Pioneering) *Location: Old Chapel*

Nobody is going to pretend that the Klondike was a beach where people relaxed, but why be denied some of the basic comforts of home while you are in a campsite. Build some of these comforts, the more you build the less you mind the harsh conditions and the more gold you can accumulate. Having a place to hang your mining gear will keep things organized. Build a freestanding tool rack that can keep a pickax and shovel upright. Having a small table can let you prep food and provide a small place to maintain equipment. Build a freestanding table that stands at least 18in above the ground and has a surface of 12inx12in. Finally you want a place to sit down next to the fire after a long hard day. Build a freestanding chair that can support 120lbs. Each will be worth gold, patrols may choose to attempt any or all of these builds. The tool rack will be worth the least and the chair will be worth the most. Bonus will be given if the chair has back support. The table surface and seating surface may be plywood and may be set upon the frame unsecured. The rest should be sticks or wooden dowels held together only by lashings of twine or rope. More gold will be awarded for sturdy construction (lashings that are well done). The wood may be brought on the sled or taken from the surrounding woods.

Station 3: “Keeping Warm and Full” (Fire building and Cooking) *Location: Outside Dining Hall*

In the Klondike resources were scarce. People searching for gold needed to be able to light a fire reliably without matches. Patrols able to light the fire with either ‘flint and steel’, ‘fire by friction’, or a metal match are able to save their resources and search for gold longer, awarding more gold (The most bonus will be for friction, then flint and steel, while a metal match will offer very little bonus.). Matches may be used but at the sacrifice of the extra gold. Homemade fire starters are allowed but should only be of a size useful for starting the fire, not fully being the fire themselves (no ‘campfire bombs’). Of course fire is good for more than warmth. Patrols able to cook will be able to stay out and find more gold. Cooking a pancake (5in diameter or bigger) and warming water for hot chocolate will give you fuel to continue mining. You may use any materials from the sled or nature to help create the fire needed (while respecting Leave no Trace). Patrols will need to bring a packet of hot chocolate mix and enough pancake mix (that only requires water) for their cooking as well as any utensils and cooking equipment that is needed. More gold will be rewarded for ‘golden brown’ pancakes, while less will be rewarded for burnt or undercooked ones. Similarly ‘cold chocolate’ or ‘warm chocolate’ will reward less gold than hot chocolate.

Station 4: "Ignite the Dynamite" (Marksmanship) *Location: Archery Range*

Your expedition found a cavern that must be filled with gold, but the entrance is too small to get in. You brought dynamite but nobody brought a fuse. You however have your hunting rifle and plan to shoot the dynamite from a safe distance. Your patrol's best 2 marksmen will each have a chance to shoot dynamite targets with a paintball gun to ignite them and get to the gold. There will be targets at different distances (the farther away the more gold it will fetch) and each shooter will have a limited number of shots to use.

Station 5: "Footsteps of a Dead Man" (Orienteering) *Location: New Chapel*

Not everyone can survive in the harsh environment of the Klondike. You stumble across the remains of a prospector who has hidden his gold and written a map of how to find it. Heeding the advice of a financial advisor he diversified his stock by hiding parts of his treasure in three different locations (He was not a business man). Your expedition will follow one, two, or all three maps in an attempt to find the treasure. The more difficult the directions the more gold is buried at the end.

Station 6: "Panning for Gold" (Teamwork) *Location: Parade Field Middle*

Your patrol must sneak your gold into a walled city in order to avoid it being confiscated by the guards. Patrols use a tarp co-operatively to toss a "nugget" over a horizontal rope 3m above the ground. The nugget will be a tennis ball. The guards come by every 15 mins, so you will only have that long to sneak your gold in. Patrols may attempt this multiple times and take their best score. The more nuggets that get transferred, the more gold the patrol will receive. Patrols will need to supply 2 tarps each for this event.

Station 7: Bear Bag *Location: Old Elm Campsite*

The last thing you want is to have to fend off bears while out searching for gold. Secure your resources away from the bears. For maximum gold food must be at least 4m above ground, 3m away from the tree, and 2m below any branches. In addition show that your patrol can outmaneuver a bear should you come across one. A special escaping a bear training course will be set up for your patrol to train with.

Camp Wide Sled Race

At the conclusion of the final station for the day all patrols will report to the parade field by the flags to participate in a sled race. The patrols that come in first, second, and third will all receive bonus gold.

Scoring- We will go over detailed scoring of each station at the leaders meeting on Friday. This is when you will receive your scorecards, and we will go over any questions you may have! Station leaders will also have a score sheet for their station.

Leading Stations

Volunteers are needed from the units to run stations. Please use the sign-up genius page to sign up for which station you would like to run by visiting:

<http://www.signupgenius.com/go/60b0d4caaab23a6fe3-klondike>

Unit Sign Up to run stations is on a first-come first-served basis. Without the help of many, we will not be able to make this Klondike a success. Please contact Jonathan if you have questions.

Directions on running your station will be sent to the leader who signed up the unit no later than December 15, 2017.

**We look forward to making this an amazing event!
Help provide our Scouts an experience they will not soon forget!**

Updated 10/19/17