Klondike Adventure 2021

Friday:

 6:00pm Registration for Campers

 (Medical Check and turn in of Medical Forms)

 8:00pm Registration Closes

 9:00pm Staff Training

Saturday: 6:00-10:00AM Campers have Breakfast Time (Unit Time)

 9:00AM Registration for Day Attendees

 10:00AM Patrol Leaders Meeting at Headquarters (Troop Lodge)

 10:30AM Opening Ceremony and Flag Raising

 10:45AM Winter Camping Tips-Troop Lodge

11:15AM Lunch (Each Patrol will have a staff judge as guest for the meal)

12:45PM Competition Begins- Patrols need to be at their Starting Location promptly at start time. Be PROMPT and consult your maps

5:30pm Competition Ends. Retreat of Colors

6:00pm Supper in Campsites

8:00pm Campfire Program at Amphitheatre each troop should have a skit prepared and turned in at PLC meeting

8:45pm Free Time around camp-Trade patches or stories trading post open

10:00pm Taps, Lights out Quiet around camp

Sunday 6:30 AM Reveille

 7:00AM Flag Raising followed by Breakfast

 8:30AM Scouts Own Service at Family Point

9:00AM Break Camp; Campsites must be inspected by Staff member prior to leaving.

10:30AM Closing Ceremony and Awards for Weekend

12:00pm Every Unit Checked out of Camp

Klondike Adventure

Pine Ridge Scout Camp

March 5-7, 2021

**Summary Scoresheet**

Troop#\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Patrol Leader\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Number of Youth in Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Summary of Competition:

1. Klondike Stations
	1. Station 1= Snow Spies Points\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	2. Station 2= Emergency Igloo Points\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	3. Station 3= Bear Facts Points\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	4. Station 4= Lost Explorer Points\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	5. Station 5= Emergency Ration Points\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	6. Station 6= Icy Isotope Points\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Total for Stations Points\_\_\_\_\_\_\_\_\_\_\_(Max 300pts)**
2. Campsite Inspection Points\_\_\_\_\_\_\_\_\_\_\_(Max 200pts)
	1. Bonus Points for Gateway @Camp Points\_\_\_\_\_ (Max100pts)
	2. Bonus Points for Camp Gadget Points\_\_\_\_\_\_\_\_\_ (Max 100pts)
3. Patrol Scout Spirit (Conduct and Teamwork)Points\_\_\_(Max200pts)

TOTAL POINTS FOR KLONDIKE ADVENTURE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Overall ranking out of \_\_\_\_\_\_\_\_\_number of Patrols\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Award Given \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

KLONDIKE ADVENTURE INSTRUCTIONS

In 1971, the Klondike Adventure was a “new experience in Scouting fun”. The original event consisted of an orienteering trail of 27 compass points throughout Giant City State Park with six activity stations. The event featured a winter camping demonstration and a rappelling demonstration at the park. Though we cannot replicate the actual event completely the six activity stations that you will participate in are the exact same events that Scouts did fifty years ago! Even the font used in this Leaders Guide is the same as the old typewriter.

Each Patrol will be judged from the time they arrive to the end of the “deepfreeze”. There are three major judging areas:

1. Klondike Stations (50 pts. each) 300 pts Max
2. Campsite Inspection 200 pts Max
	1. Gateway Bonus pts 100 pts Max
	2. Camp Gadget Bonus pts 100 pts Max
3. Patrol Scout Spirit 200 pts Max

 900 pts Max

The judging criteria for the Klondike Stations and Campsite inspections are listed on the sheets in the packet. Special Klondike Judging teams observing the Patrols in action from the moment they check in will award the Patrol Scout Spirit points. A sheet of criteria for this last area has also been enclosed, but basically is an analysis of the way each patrol lives up to the Scout Oath and Law.

 The awards for this Klondike will be set up as a First, Second, or Third place award. The winner will be determined by the most points earned then so on and so forth until we get to third place. In the event of a tie between two units, a Scout Knowledge Relay will decide the winner. \*\*\*ALL INFORMATION FOUND IN THE SCOUT HANDBOOK IS FAIR GAME\*\*\*\*

**KLONDIKE CAMPING REGULATIONS**

1. Tents must be pitched in designated areas only
2. Fires must be built in established fire pits
3. All refuse must be disposed of properly and in accordance with Leave No Trace guidelines
4. All Vehicles must be parked in the parking lot
5. Absolutely NO live trees may be cut or damaged
6. Absolutely NO ditching of tents
7. No open flames in tents
8. Camp Fires will NOT be left unattended in camp

**HEALTH AND SAFETY**

The buddy system should be used at all times. Pets, fireworks, alcoholic beverages, non-prescription drugs, and firearms are not permitted in camp. Scouts or adults are not to be transported in the

cargo section of pickups. All buildings are smoke free. Smokers, please smoke in a safe manner away from Scouts. It is unacceptable for anyone under the age of 21 to use tobacco products of any type

at camp. Minor injuries should be handled by the unit or the First Aid Station at Ryll Lodge.

**KLONDIKE MEALS**

 Meals for Klondike will be prepared and cooked by each Troops adults according to current guidelines from the Greater St. Louis Area Council regarding the Covid-19 safety plan. If there is a change prior to the event allowing for Patrol Cooking a notice will be sent to all Troop leadership. We encourage Unit leaders to remain around camp and enjoy the fellowship of other scouters, share some coffee and help prepare a lunch for your scouts. Meal Times are as follows:

* Saturday Breakfast: 06:00am to 10:00am
* Saturday Lunch: 11:15am to 12:30pm
* Saturday Dinner: 6:00pm to 7:45pm
* Sunday Breakfast: 07:30am to 08:15am

\*\*Saturday’s Breakfast time and unit time is to allow for preparation of gateways, camp gadgets, and allow for day only units for check in\*\*

**EVENT 1: SNOW SPIES**

 A Russian spy has captured the blueprints for a nuclear submarine base disguised as an iceberg. He has been temporarily blinded by the snowstorm but has in his possession a deadly freeze ray. Your mission, should you decide to accept it is to recapture the document without being frozen. His rescue team is closing in fast…..so hurry!! Should you or any of your patrol be captured or killed the Deepfreeze Coalition will disavow any knowledge of your actions. Good Luck

P.S. Remember your Stalking Skills

Troop # \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ No. of Youth\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Time taken capturing document: 15 pts

1 min-15pts; 2 min- 14pts; 3 min- 13pts; 4 min-12pts; 5 min-11pts;

6-7 min-10pts;8-9 min-9pts; 10-15 min-8pts;16-18 min- 5pts;

19-21 min-4 pts; 22-24 min- 3pts; 25-27 min-2pts; 28 min- 1 pt

Number of Scouts “Froze” 15 pts

Minus one point for each scout “frozen”

Skills 5 pts

Stalking and Ingenuity

Teamwork 15 pts

Leadership, Cooperation, and Coordination

TOTAL POINTS AVAILABLE 50 POINTS

**EVENT 2: EMERGENCY IGLOO**

You are caught in a blizzard! You must erect an “emergency igloo” to save yourselves from the fury of the storm. One hundred mile an hour winds have blinded you and your team, your sense of sight is useless. YOU MUST HURRY! The temperature is plunging ever lower as the onslaught of ice and snow prepares to claim another victim.

P.S. Canvas has just been introduced as the latest innovation in igloo building.

Troop# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ No. of Youth \_\_\_\_\_\_\_\_\_\_\_\_\_

Neatness 15 pts

Seams straight, stands straight, poles straight

Time 15 pts

1-2 min—15 pts; 3-4 min—14pts; 5-6 min- 13 pts; 7-8 min- 12 pts

9-10 min- 11 pts; 11-12 min- 10 pts; 13-14 min- 9 pts; 15-16 min- 8pts

17-18 min- 7 pts; 19-20 min- 6pts; 21 min-5pts; 22 min 4 pts;

23 min- 3pts; 24 min-2 pts; 25 min-1 pt

Teamwork 10 pts

Leadership and cooperation

Correct Knots 10 pts

TOTAL POINTS AVAILABLE 50 POINTS

**EVENT 3: THE BEAR FACTS**

 There is an angry Polar Bear hot on your trail! Reports from our on-the-spot reporter indicate an alteration involving sleeping quarters led to your present situation, which has, by the way, deteriorated as you are faced with a large and treacherous crack in the glacier your attempting to escape across. Luckily, there are some poles nearby which will reach across the chasm. DO SOMETHING!

P.S. Be sure to dismantle the bridge, so the bear cannot follow.

Troop# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ No. of Youth \_\_\_\_\_\_\_\_\_\_\_\_\_

Time 10 pts

2-3 min-10 pts; 4-6 min- 9 pts; 7-9 min- 8pts; 10-12 min- 7 pts

13-15 min- 6 pts; 16-18 min- 5 pts; 19-21 min- 4 pts; 22-24 min- 3pts

25 min- 2pts; 26 min- 1pt

Lashings 25 pts

Correct choice of type, Correct tying (wraps and fraps)

Teamwork 10 pts

Leadership and Cooperation

Neatness 5 pts

Were the knots neat and did they leave pole on right side

TOTAL POINTS AVAILABLE 50 POINTS

**EVENT 4: THE LOST EXPLORER**

 You have a lost team member in the snow! The scout will need first aid. You must find the scout quickly or they may die from exposure. The blizzard is coming fast and the scout has a broken leg from an avalanche.

P.S. Remember Hippocrates.

Troop# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ No. of Youth \_\_\_\_\_\_\_\_\_\_\_\_\_

Treatment 20 pts

1. Analysis of the scouts condition (up to 5)
2. Proper treatment of cut (5)
3. Proper Treatment of Broken Leg (5)
4. Proper Treatment of Frostbite (5)

Transportation 10 pts

Time 10 pts

1-3 min-10pts; 4-6 min-9pts; 7-9 min- 8pts; 10-12 min- 7 pts

13-15 min- 6 pts; 16-18 min- 5 pts; 19-21 min- 4 pts; 22-24 min- 3pts

25 min- 2pts; 26 min- 1pt

Teamwork 10 pts

Leadership and Cooperation

TOTAL POINTS AVAILABLE 50 POINTS

**EVENT 5: EMERGENCY RATIONS**

 Your expedition now gets their first rest of the day… A well deserved rest. You have had a long, hard journey through the arctic wasteland. To your amazement, you find that several of the scouts, dogsleds, and supplies did not make it through the arctic blizzards or glacial territory. The Scouts have not eaten in days. Only emergency rations are available, and you only have two matches to start the fire. You must get warm liquid to your team quickly!

P.S. Remember Teamwork and Smokey the Polar Bear

Troop# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ No. of Youth \_\_\_\_\_\_\_\_\_\_\_\_\_

Did Patrol use only one match 5 pts

2 matches-3 points; more than two matches 1 pt

Time 15 pts

1-2 min—15 pts; 3-4 min—14pts; 5-6 min- 13 pts; 7-8 min- 12 pts

9-10 min- 11 pts; 11-12 min- 10 pts; 13-14 min- 9 pts; 15-16 min- 8pts

17-18 min- 7 pts; 19-20 min- 6pts; 21 min-5pts; 22 min 4 pts;

23 min- 3pts; 24 min-2 pts; 25 min-1 pt

Fire 15 pts

Preparation of fire and materials (up to 7 pts)

Laying and lighting of fire (up to 8 pts)

Teamwork 10 pts

Leadership and Cooperation

Getting Hot Chocolate Cooked 5 pts

TOTAL POINTS AVAILABLE 50 POINTS

**EVENT 6: ICY ISOTOPE**

 Your expedition has stumbled onto some radioactive isotopes which are contaminating the Klondike Research Center. You must take the isotopes to a lead container in order to save the researcher and continue on your journey. Hurry, your Geiger counter has pegged out!

P.S. Remember Teamwork

Troop# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ No. of Youth \_\_\_\_\_\_\_\_\_\_\_\_\_

Teamwork 20 pts

Leadership, Cooperation, and Following instructions

Patrol Leadership 15 pts

One central Patrol Leader clear directions, clear vision

Time 15 pts

1 pt off per minute up to 8 minutes

1 pt off per 3 min up to 21 minutes

TOTAL POINTS AVAILABLE 50 POINTS