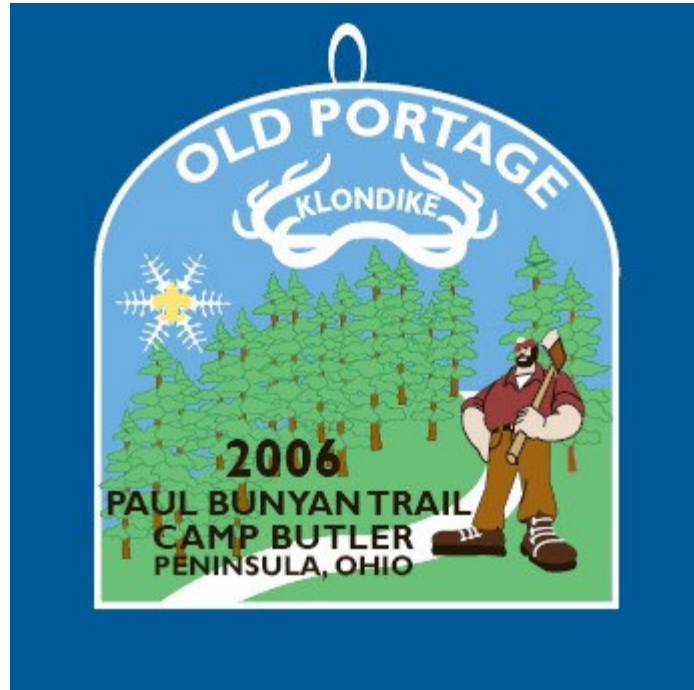


**OLD PORTAGE DISTRICT
PRESENTS**



PAUL BUNYAN TRAIL

**2006 WINTER KLONDIKE
CAMP BUTLER
JANUARY 20-22, 2006**

**SENIOR PATROL LEADERS
AND
UNIT LEADERS GUIDEBOOK**

Overview

The Klondike Derby is a winter camping and Outdoor Skills competition. Each competing patrol needs a Klondike sled that uses scout power to pull it instead of dogs. Patrols will load the sleds with their patrol equipment and pull them through the competition course stopping at each competition station. Some events will be competitive and some will be instructional. Each event will test and time patrols on their teamwork, scout spirit, winter camping skills, Scouting knowledge and problem solving ability. The ideal patrol size is 6 to 8 scouts each. Multiple patrols/sleds per troop are permitted (and encouraged).

Theme

“Paul Bunyan Trail”

This year’s Klondike is based on the best known folk hero of the Northwoods, the giant lumberjack, Paul Bunyan. A product of rugged humor, wit and spontaneous exaggeration, his 'legend' was created in the bunkhouses of ordinary logging camps, by ordinary working men, while they gathered around the glowing woodstoves on cold winter evenings. It was from there that stories about Paul and Babe spread throughout the pine shanties of Michigan, Wisconsin, and Minnesota. The lumberjacks heard and then retold the fables, often weaving in local or personal embellishments as they passed the tales on.

Old-time loggers recall the excitement of Paul's birth when it took five giant storks, working in relays, to deliver Paul to his parents. And what a baby Paul was; his lungs were so strong that he could empty a whole pond full of frogs with one holler when he was hungry. It took a whole herd of cows to keep his milk bottle filled and he could eat forty bowls of porridge just to whet his appetite.

Paul cut his teeth on a peavy pole and grew so fast that one week after being born, he had to wear his father's clothes. A lumber wagon, drawn by a team of oxen, was Paul's baby carriage and by the time Paul was one year old, his clothing was so large he had to use the wagon wheels for buttons. Only the great outdoors was big enough to accommodate Paul, and it was natural that he should become the World's Greatest Lumberjack.

As a bonus, some Klondike events have been geared to requirements of BSA’s Paul Bunyan Woodsman Award. While the Klondike staff won’t be signing off any requirements or holding a formal session on the award, there is plenty of time to earn the award through your unit.

Paul Bunyan Woodsman Award Requirements

Study the *Boy Scout Handbook* and the *Camping* merit badge pamphlet, and demonstrate to your Scoutmaster or other qualified person the following:

1. Show that you have earned the Totin' Chip.
2. Help a Scout or patrol earn the Totin' Chip and demonstrate to him (them) the value of proper woods-tools use on a troop camping trip.
3. With official approval and supervision do ONE of the following:
 - a. Clear trails or fire lanes for 2 hours.
 - b. Trim a downed tree, cut into 4-foot lengths and stack; make a brush (*pile*) with branches.
 - c. Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

Program Explanation

When the Lumberjacks traveled to the 'Klondike' region of the Northwoods, many found they were unprepared. All the supplies had to be carried over long distances. Many people froze to death since they were not well prepared. Each sled team in our Klondike Derby will be issued a map of all of the 'logging towns' for a variety of stations. At each station the team will have a problem to solve. Each problem will have a point value. The winner is the patrol/sled team that has the most points. Each station will challenge the team to use Scout skills and teamwork to solve the problem.

At each station, there will be one adult 'Town Mayor' in charge; they will be handing out points. They will be judging everything, including team spirit, or lack of it, and if the sled team listen to and follows instructions.

New for 2006

There are going to be "Lumber Foremen" wandering around on the trail. They will "hold up" (stop) each sled team and ask them a scouting question. If the team answers it correctly they will be given bonus points. If they don't answer it correctly the "Lumber Foreman" will give them nothing. Either way they will be given a "permit" (a piece of ribbon to tie on their sled) to identify the team as already been "held up".

Information for Patrol Leaders — Please share with your patrol

- You are Scouts and are bound by the first point of the Scout Law to be trustworthy.
- You may not accept or offer help to any other patrol during the day on any problem or information concerning the Klondike Derby Course. Of course, in a true emergency, you will give any help that is needed and notify staff immediately.
- As patrol leader you need to make sure that your sled is properly equipped; there will be deductions for missing items!
- Patrols must compete as a patrol with all members present at each station. The patrol may not be split into two or more parts to compete at more than one station at the same time.
- Each Patrol Leader will be given a map (or a list of events) and a score sheet at the Patrol Leader's Meeting. Loss of the score sheet will result in disqualification.
- The first station will be assigned. Patrols may attempt the remainder of the stations in any order they wish. They are not required to try all stations. There is no time limit at most stations.
- Your patrol flag and equipment must be securely fastened to your sled.
- The total event will not be timed. Pace yourself, as the course covers a vast area. When you are at a station work swiftly and efficiently.
- The decision of each judge is final. There is no system of appeals.
- As you arrive at each town, patrols should demonstrate their scout spirit by giving their patrol yell. It will cost the boys points if they don't yell.

Information for Adult Leaders — Please share with your other leaders

- Adult Leaders and visitors are welcome to observe the operation of the Klondike Derby, but we do ask that they not accompany Scout Patrols throughout the day. No coaching of Boy Scout Patrols, or delivering of items to any Patrol, will be permitted once the Derby starts. One of the objects of this event is to encourage the scouts to use their own resources and make their own decisions.

Equipment requirements

Or...what is a SLED!

For the purposes of fairness during the events when you reach the Ravine Crossing each patrol will need to have the items listed below. You must have a Sled! There is not a sled design requirement. Sleds must be at least 4 feet in length, and wide enough to sit a passenger. In addition the sled must be capable of transporting an injured individual in the seated position without assistance (i.e. some type of attached backrest). It must conform to a Klondike sled look (Toboggans and store bought metal runner or inflatable sleds are not allowed).

For sled designs go to: <http://www.inquiry.net/outdoor/winter/gear/sleds/>.

Equipment list

Or...what your sled needs to have on it!

- | | |
|---|---|
| √ Patrol Flag | √ 1 fifty-foot length of rope (3/8” diameter preferred) |
| √ 1 Set Splints | √ 1 Gallon Drinking Water |
| √ 2 - five to six foot long staves (or equivalent) | √ Ravine Crossing Material |
| √ Blanket | √ Compass |
| √ First Aid Kit <i>including at least 4 Cravats</i> | √ Scout Handbook (Might put it in a Zip-Lock?) |
| √ Firebuilding Material (tinder, kindling, fuel)* | √ Empty 1 Gallon Zip-Lock style Bag |
| √ Matches | √ Your Sled |
| √ 8-10 Eight-foot Lengths of rope (whipped) | √ Paper & Pen (or Pencil) |
| | √ Watch |
| | √ #10 Can |
| | √ Bonus Items ** |

**Materials for starting a fire: flint & steel, matches, twigs, wood etc...All materials used to build the fire must be natural and items normally found in the forest. Accelerants such as wax; steel wool etc...cannot be used. Fire building materials must be placed in accordance to proper fire building methods. You cannot place the starter materials on top of the wood. All material must be 4 inches under the string and no taller than 8 inches.*

***Bonus items can include: Donuts for your first station ‘Town Mayor’; Totin’ Chit Cards for each patrol member; primitive fire starting methods; etc.*

Other Events/Awards

- Flapjack eating contest – A ‘hands free’ event. Time and Location TBD.
- Best Snowman – Creativity is awarded. Accessorizing is encouraged. Mother Nature permitting. Judging time TBD.
- The Red Lantern Relay – Two laps of this triangular shaped course will take place at the butler athletic field. Each leg will be run by a patrol member relay style. This means that each patrol will need 6 members to run, if your patrol has less than 6 runners available someone will need to run multiple legs.

A glow stick will be used for the “baton” between runners. Points will be awarded all patrols participating.

General Information

In Case of Emergency! - First Aid is available in your Campsite, and District Headquarters (Conference Center).

District Headquarters is located in the Conference Center, the Staff is occupying the Administration building and Dorm.

The Award Ceremony will take place in the Butler Council Ring. Units will form at the flag pole and will walk down as a group.

Leader Coffee - Coffee is available for ADULT leaders in the District Headquarters (Conference Center) all weekend. Please bring your own cup (no sucking out of the spigot permitted).

Safety Considerations

- As always the lakes are closed. Ice notwithstanding stay off the lakes!
- Insure that all your Scouts are outfitted correctly for the weather. Sneakers, un-waterproofed hiking boots, etc. are unacceptable. January is no time to be experimenting with footwear.
- Adequate sleeping gear is a must. Recall what it is like to sleep on the snow! Your sleeping equipment, both what is above you as well as what is below you is you.
- Keep your (and of course your Scouts) equipment as dry as possible. This is probably the single most important challenge of the weekend.
- This weekend is designed to challenge the winter tent camper. Scouts learn best how to handle the tasks of camping and staying warm when confronted with the rigors of tent camping.
- This event will go on regardless of the weather conditions. Be Prepared.
- *There will be NO vehicles permitted beyond the parking lots for any purpose.*
- To the maximum extent possible units should arrive at camp with the minimum number of vehicles.
- When you arrive on Friday, please keep your unit in the camping area. As we have events for Friday and Saturday set up.

The Agenda!

Friday January 20

6:00pm - 8:30pm - Check-in at the Butler Conference Center. Campsite selection is on a first come-first served basis, however there is a designated camping area that will be enforced. Please confine your unit to the smallest possible area.

The following information is needed to complete Check-in:

1. Two copies of the troop roster.
2. Check or Money for any remaining fees. Fees are \$8/person (\$3 for Saturday only Webelos).
3. The approximate location of your campsite.

All Scouts on the roster must be registered at the Council Office by Close of Business on Friday January 20, 2006. Two-deep leadership must be maintained throughout the weekend.

8:30pm (promptly) - Senior Patrol Leaders Meeting. This meeting will cover most questions they have relating to the rest of the weekend. (Please no Adult Leaders at this meeting. Help your Junior Leaders out, supervise campsites during this time.)

9:15pm - Unit Leaders Meeting. This is a short meeting to cover any last minute information, and issues from check-in. Bring your coffee cup.

10:00 pm – Red Lantern Relay. Assemble at the Butler Athletic Field Shelter.

Saturday January 21

9:00am - Assemble at the Camp Butler Flag pole. Flag Raising & Opening

9:15am - Event begins with a shotgun start.

11:45am - Event stations will close. You should eat at your campsite.

11:45am to 1:15pm - Lunch Break

1:15pm - Event stations will reopen for stragglers.

3:30pm - Event stations will close.

4:00pm – ‘Dog’ Sled Race. Location TBD

5:00pm to 7:45pm - Dinner Break.

5:00pm - SPL Meeting in the Butler Conference Center

8:00pm - Award Ceremony at the Butler Council Ring

10:00pm - Scouts return to campsite, SPL take charge!

10:00pm - Adult Leader Crackerbarrel at the Butler Conference Center

11:00pm - Get to bed!

Sunday January 22

Units may check-out any time after 8:30am

Saturday Event Stations

While a complete and exact breakdown of event scoring in this booklet would be nice. It isn't here. We are providing guidance here for your preparation, and will provide more detailed scoring procedures at the Friday Night Senior Patrol Leaders Meeting at Camp.

During the Senior Patrol Leader meeting on Friday Night the locations for all events will be provided. The first event will be assigned. Your patrol may work the remainder of the events in any sequence. When you have completed all the events return to the Camp Bulter Conference Center with your results.

Below is the basic list of event themes to assist in your perpetration.

- First Aid
- Ravine Crossing
- Fire Building
- Lashing
- Knots
- Tree and Leaf ID
- Map Symbols
- Animal Tracks
- Constellations
- Wildlife ID
- Whipping and Splicing
- Knife, Axe, or Saw (Totin' Chip)
- Orienteering Course
- Saturday's Gold Rush Sled Race

The Old Portage District Camping Flag

The Old Portage Camping Flag will be awarded to an Old Portage unit during the award ceremony Saturday Evening. Below is the criteria that will be employed in choosing the Award Winner:

Average place in the final standings - At the conclusion of the events all results from each of your patrol(s) will be averaged together for a unit score.

Webelos

Second year Webelos may participate as follows:

1. Webelos may come out for the day on Saturday and go around to the events with their adult leaders. The event operators will show the Webelos what is to be done at that event and then the Webelos may demonstrate their knowledge at that activity.

Or

2. Webelos may camp for the weekend with a Boy Scout Troop under the following conditions: (1) Must camp one-on-one with an adult partner (their parent); (2) Must be the guest of a Boy Scout Troop and (3) May be integrated with existing Boy Scout patrols or Webelos may go from station to station and see the activities first hand and be instructed and permitted to demonstrate their knowledge at that activity. (No Webelos only patrols will be permitted to compete).

Scoutmasters, please call your Webelos den leader and extend an invitation. Remember, these are your future Boy Scouts.

Check-Out Procedure

Senior Patrol Leaders: After your unit has cleaned its campsite, fire pit and returned unused wood inside the tree line. Return any items such as picnic tables, or other equipment you may have moved to its original location. Deposit trash in the dumpster or haul home.

Unit Leader: Following the completion of the SPL's project, stop at the Administration Building and get your units patches, and other items from the weekend. Remember that patches will be issued to Units who pre-register first. Insure your units get their patches at the Klondike! PRE-REGISTER!

Units camping in Camp Manatoc may pick up their units items Saturday night following the award ceremony.

After you have checked out we consider that your unit has departed. Do not leave any Scouts at camp awaiting a ride.

Other items

The Camping Area is identified here.



All units should set up in this area. ●

Please keep your unit together. There will be a staff member in the area to assist you in site selection. Please do not set up inside or claim the program shelter in campsite 1. Additional camping areas will be defined if needed.

Thank you for attending the 2006 Old Portage District Klondike!

