

# INFORMATION SHEET

## FOR MERCER AREA DISTRICT'S



### AT OCKANICKON SCOUT RESERVATION

#### Friday - Sunday, February 24 – 26, 2017

For updated information, check [www.mad-bsa.org/klondike2017](http://www.mad-bsa.org/klondike2017).

[Klondike Registration Link](#)

**Leaders - do not bring scouts to this event that are unprepared and do not have the proper layered winter clothing and winter camping gear.**

**Summary:** The Klondike Derby is a challenging winter camping event in which patrols participate in competitive activity stations. All participants will camp for two nights in tents in a wooded site and provide for and prepare all meals except for dinner on Saturday. The purpose of this event is to reinforce winter camping skills, scout skills and the patrol method. The outdoor competition takes place on Saturday during the day, with patrols pulling a sled from station to station. Points will be awarded based on the patrol's abilities and teamwork. Due to the challenging nature of winter camping and the competition, this is a Boy Scout event only. This event takes place snow, rain or shine and will only be cancelled if severe winter weather is being forecasted for the area.

**Preparation:** The Klondike Derby is a fun and memorable event for the Scouts, provided they stay warm and dry. Unit leaders are responsible to instruct all participants beforehand as to the proper clothing to wear and gear to bring when winter camping. Be prepared for the worst case scenario, which would be a cold, driving rain all weekend long. Dressing in layers and a good pair of winter boots is mandatory at this event - see the attached "Dressing in Layers for Winter Camping". **Scouts in sneakers, cotton jeans or cotton hooded sweatshirts should not be allowed to attend.** Campers should bring several pairs of non-cotton socks and an extra set of dry non-cotton layers. Unit leaders must limit participation to only those youth that are properly instructed and outfitted for the weather. New and unprepared scouts will not be allowed to stay in a cabin under any circumstances. For the competition, patrols should practice lashing, knots, rope climbing, semaphore (see attached chart), map and compass skills and advanced first aid.

There are always several items turned into lost and found at this event. In order to help return lost items to their owner, all personal items, water bottles, hats, gloves, knives, mess kits, etc, **should be permanently marked with the scout's name and troop number.**

**Participation Items:** In order to participate, patrols must have a Klondike sled and use it to carry their items from station to station. If there is no snow on the ground, patrols are allowed to attach wheels to the sled in order to prevent damage to the runners. See attached list of items required for each sled. **Each participant should bring one can of soup for the Klondike stew (no cream soups please).**

**Location:** Ockanickon Scout Reservation (OSR) is located in Pipersville, PA. All camping and activities will take place outdoors in this scout camp. Participating troops will not be allowed to use the cabins in camp and should not reserve these cabins with the Council office for the weekend of this event. For directions to the camp go to <http://www.ockanickon.org/about/maps-directions/>.

**Parking:**

When driving on any camp road, please proceed slowly and carefully.

Participants should park in the main parking lot.

Each troop will be issued a campsite pass to drive one vehicle at a time to drive to their campsite to drop off equipment on Friday night (conditions permitting). When dropping off equipment, pull this vehicle off to the side and do not block the camp road. Each troop will be issued one vehicle pass which must be displayed on the dashboard. Only vehicles with this pass will be allowed to drive to the campsites. Once this vehicle has returned from dropping off equipment, the driver may then give this pass to the next troop leader so that the next vehicle may be driven to the campsite.

**NO VEHICLES ARE ALLOWED TO STAY AT THE CAMPSITES. YOU MUST RETURN TO THE PARKING LOT AS SOON AS YOUR GEAR IS DROPPED OFF. NO EXCEPTIONS.**

**Check-in:** Scout Troops may arrive no earlier than 6:00 pm on Friday. Check-in will be in the dining hall. Only the Scoutmaster and the Senior Patrol Leader, or the leaders acting in their capacity, can check in their unit. Other leaders and scouts not checking in should stay remain at their vehicles. Leaders should have their tour permit available, roster and final registration numbers at check-in.

**Campsite:** Troops will be camping in the established wooded campsites. Access to the campsites is via unpaved roads and dirt paths. Only one vehicle will be allowed at a campsite at a time and must not block the road when parked. The campsites are large enough to accommodate dining flies and shelters. Each campsite must be identified with a Troop banner, sign or gateway. Propane is allowed. Liquid fuels are not allowed. Anticipate frozen or snow covered ground - sturdy stakes and snow shovels are suggested. Troops may request a particular campsite ahead of time. Based on troop size, some campsites will be shared.

**Use of the Cabins at OSR:** Participants will not be allowed use of the cabins for any reason. All participants at this event will be sleeping outdoors in a tent. Troop leaders must not make any reservations at Council for use of these cabins during the Klondike weekend. Participants camping near a cabin may not enter it and must not tamper with that cabin's door lock.

**Water:** It is very important to stay hydrated when winter camping. Encourage all your scouts to bring their water bottles and drink from them all day long. As your body dehydrates your blood thickens and it becomes harder to push through constricted blood vessels. Less circulation means colder hands and feet. Hot soup, tea and cocoa are not the best for hydration, but are better than nothing and will warm you up.

**Sanitation:** Secure all food and/or trash around your campsite.

Trash must be packed out. Directions will be given at the leaders meeting.

**Sick Bay:** During the day on Saturday, the "Sick Bay" will be located in the Dining Hall. Scouts suffering from cold or wet extremities or any other non-life-threatening ailment will be treated there. If a scout cannot recover at Sick Bay, a troop leader will be asked to call his parents so he may be picked up and taken home. In the case of a life-threatening emergency, leaders should immediately

use their cell phone to dial 911 and then send a runner to headquarters to report the emergency to a staff member. In the case of minor injuries, scouts should be instructed to use their own first aid kits or go back to their campsite and use their troop's first aid kit. Scouts should report all injuries to their Troop adult leader in charge.

**Prohibited Items:** The following items are strictly prohibited: real or toy firearms; sling shots; B-B guns; bows and arrows; "paintball" guns; crossbows; real or toy throwing or stabbing weapons (except for pocket knives) or items which could be used as such; explosives; sheath knives; fireworks; model rockets; alcoholic beverages; narcotics; hazardous materials. Scouts will not be allowed to bring electronic entertainment devices such as: gameboys, CD players, MP3 players, radios and tape players.

**Campfires:** Participants are required to use the existing fire rings located in their campsites if you are having a fire (please follow Leave No Trace rules for fires). Do not dump the campfire ashes on the ground - put them in a garbage bag to be thrown away with the rest of the trash. Make sure your ashes are dead, out and cold before doing this.

**Honor Troop Awards:** Campsite inspection and participation in all activities, such as the leaders meeting, patrol competition, sled race and flag & religious ceremonies, will count for points towards Honor Troop. A maximum of 100 points may be awarded for the campsite inspection. Campsites will be inspected for their overall appearance, cleanliness, neatness, use of the patrol method, health (med forms and first aid kit), sanitation, fire safety and scout spirit (entranceway using pioneering skills, troop and American flag). Providing volunteers will also count for points towards this award. A maximum of 150 points can be awarded towards Honor Troop. Any troop that earns at least 120 points will qualify for Honor Troop and will receive a ribbon. The troop with the most points will be named the Top Honor Troop and will receive a special ribbon and a prize.

**Patrol Competition:** Patrols will participate with their Klondike sleds in activity stations throughout the day. Points will be awarded to the patrol at each station based on their success at completing the activity and teamwork. Troop Adult Leaders and other adults can volunteer to run an activity station or may observe this competition, but otherwise must not interfere in any way. Each patrol will receive a score sheet, which will be marked with their score and initialed by the station volunteer. Remember, every point counts! The Patrol Leader must hand in his patrol's score sheet by the time given in the schedule. Late submittals will have one point deducted for every minute it is late. The patrols with the top six scores will each receive a prize.

**Sled Race:** Patrols may participate in the Klondike sled race at the time provided on the schedule. If there is no snow on the ground, there will be separate races for sleds on runners and on wheels. Races will be run in heats, with the winners from each competing in the final race.

**Camp-Wide Feast:** Saturday evening will continue the tradition of the camp-wide feast, the entire camporee taking part in a pork & beef roast, with all the trimmings! Eating utensils and drinks will be provided at the feast. Each Troop should send a runner to the Feast area at the time indicated on the official schedule. This runner will then be sent back to their unit once the feast is ready to be served.

**Dutch Oven Dessert Cook Off:** Each patrol may participate in the Dutch Oven Dessert Cook Off. Patrols may use any dessert recipe they wish, but it must be prepared and cooked in camp in a Dutch oven. One portion of the desert must be brought to the headquarters for judging on Saturday as per the time on the schedule. Each entry must be marked with what your dessert is called, your Troop number and patrol name. The Dutch oven desserts will be judged based on taste, appearance and presentation. Participants may not be present during the judging.

**Campfire and Awards Ceremony:** Each patrol must be prepared to perform a song, skit or cheer at the campfire ceremony on Saturday night. This ceremony will take place at the campfire circle. Prizes for the top six patrols in the activity station competition will be presented at this ceremony. Prizes for the Top Honor Troop, Dutch Oven Cookoff and the Sled Race will also be presented. Ribbons will be awarded for all the Honor Troops and the Top Honor Troop.

**Check-Out:** Troops may stay no later than 10:00 am on Sunday. All campsites will be inspected prior to check out. Each Troop must send a representative to the headquarters tent when they are ready for inspection. Once inspected, units will be checked out and given their patches. There is no closing ceremony on Sunday morning.

**Refund & Returned Check Policy:**

Sorry, no refunds after February 9, 2017

**Fees:** \$23.00 per registered and adult paid by February 9<sup>th</sup>. Registration goes up to \$27.00 per person after February 9<sup>th</sup>. [Registration Link is here.](#)

## Driving Direction to Ockanickon Scout Reservation

### *Directions*

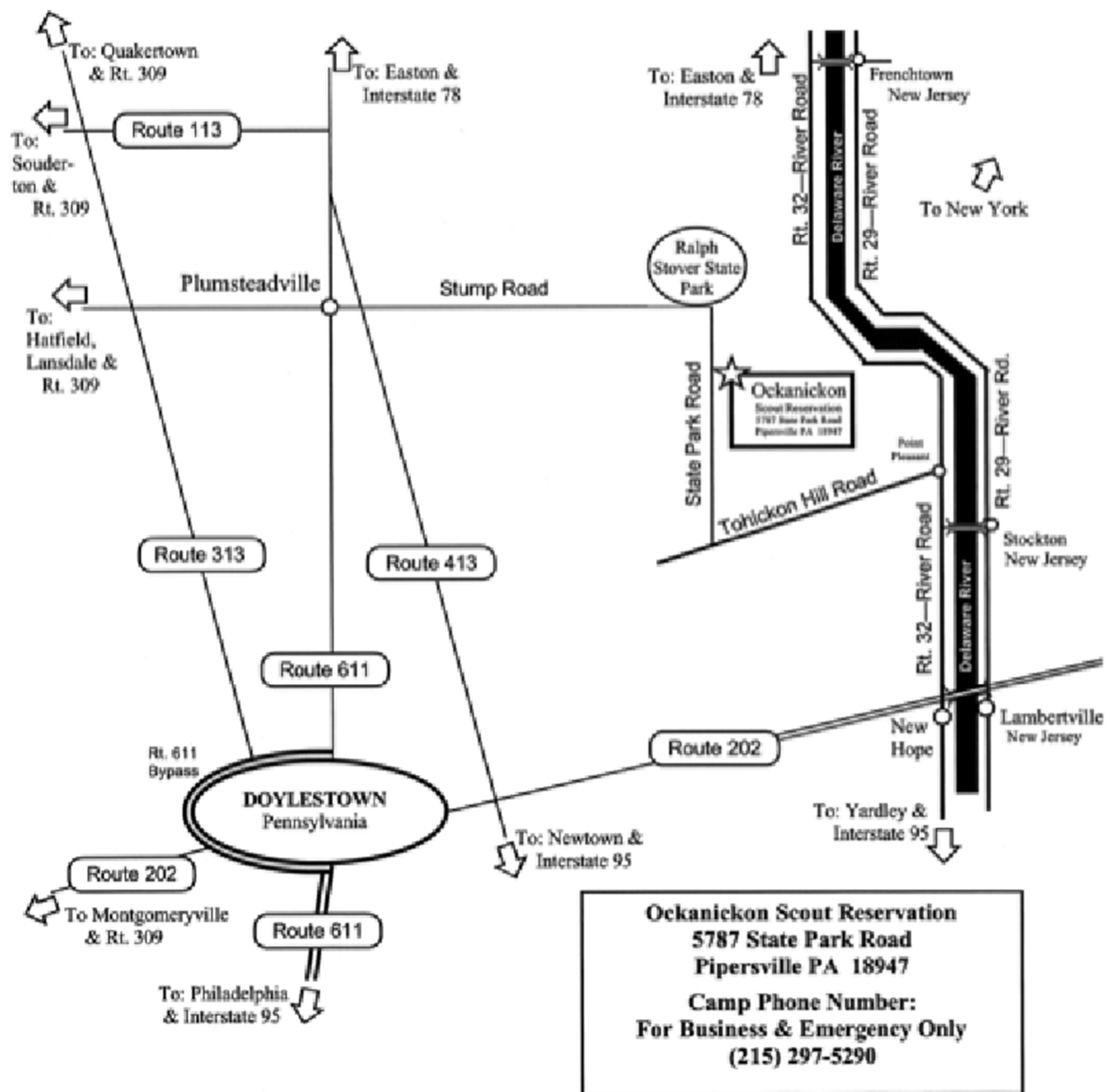
Address: Ockanickon Scout Reservation  
5787 State Park Rd  
Pipersville, PA 18947

**Google Map of location**

<https://www.google.com/maps/place/5787+State+Park+Rd,+Pipersville,+PA+18947/>

# Directions to Ockanickon Scout Reservation

NOTE: This map not to scale. Please refer to a road map before starting out for the first time

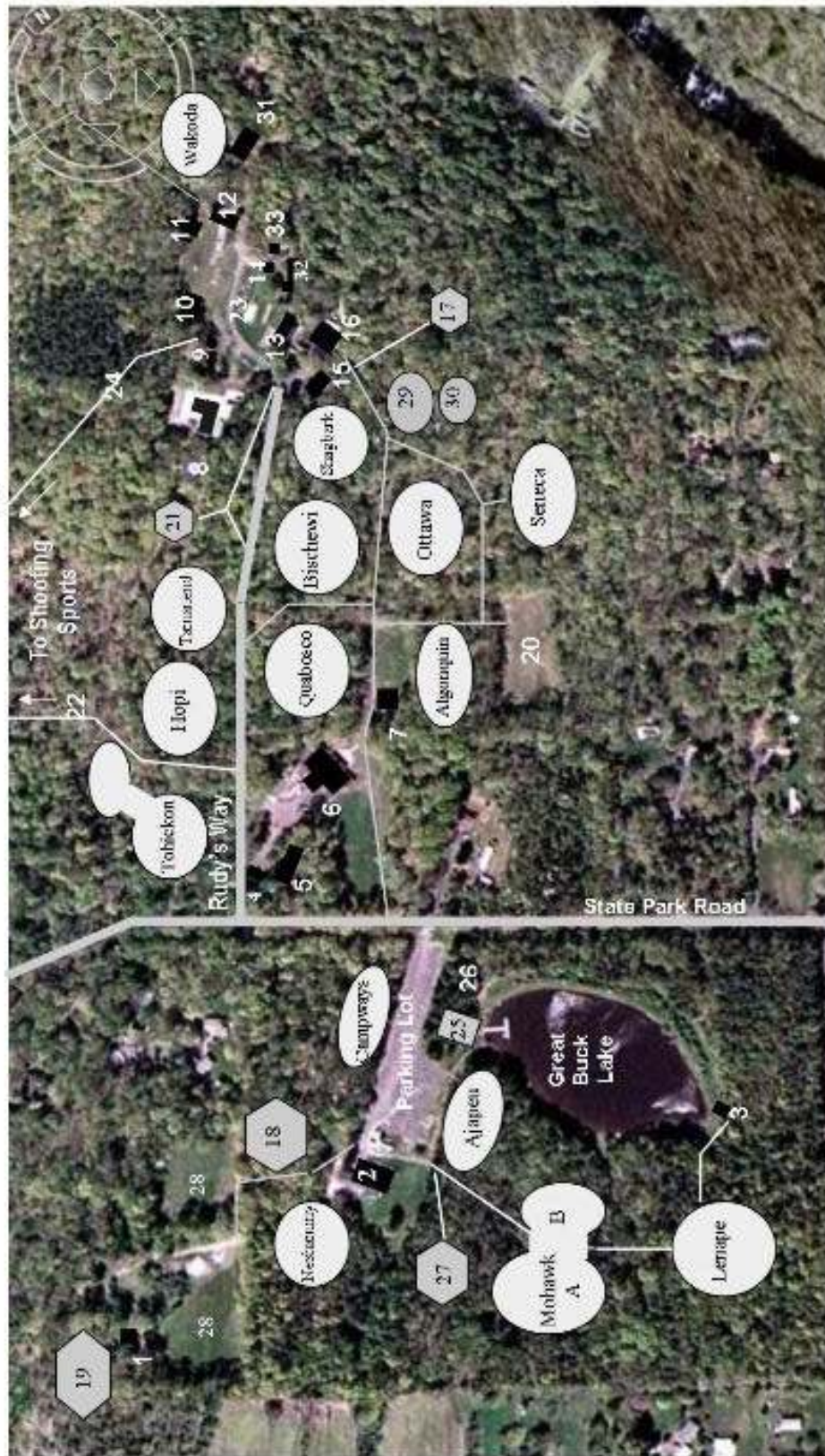


*Ockanickon is situated right next to **Ralph Stover State Park** in Central Bucks County, Pennsylvania. The State Park is marked on most road maps and we highly recommend that you consult a map before starting off for camp for the first time.*

For more information go to: [www.ockanickon.org](http://www.ockanickon.org)



# Ockanickon Scout Reservation Map



## Locations

### Buildings

- 1 C.O.P.E. Shack
- 2- Science Center
- 3- Bird Blind
- 4- Photo Lab
- 5- Maintenance
- 6- Foster Dining Hall
- 7- Camp Office
- 8- Pool
- 9- Gazebo
- 10- Health Lodge

- 11 Stone Lodge (Ecology Dept.)
- 12- Memorial Longhouse (Eagle Dept.)
- 13- Totem Lodge
- 14- Storage Barn
- 15- Trading Post
- 16- Palmer Lodge (Woodburning Handicraft)
- 17- Stone Lodge (Ecology Dept.)
- 18- Memorial Longhouse (Eagle Dept.)
- 19- C.O.P.E. Area
- 20- Dan Beard Field
- 21- Chapel
- 22- Great Buck Trail
- 23- Volleyball Court
- 24- Hochemischkay Trail
- 25- Boat Yard/Lakefront
- 26- Pine Grove
- 27- Dan Beard Overnight Site
- 28- Steam Field
- 29- Cornucopia
- 30- CITVille
- 31- Grubby
- 32- Cabins
- 33- Staff Lounge

### Other Areas

- 17- Campfire Circle
- 18- Scoutcraft Area
- 19- C.O.P.E. Area
- 20- Dan Beard Field
- 21- Chapel
- 22- Great Buck Trail
- 23- Volleyball Court
- 24- Hochemischkay Trail
- 25- Boat Yard/Lakefront
- 26- Pine Grove
- 27- Dan Beard Overnight Site
- 28- Steam Field
- 29- Cornucopia
- 30- CITVille
- 31- Grubby
- 32- Cabins
- 33- Staff Lounge

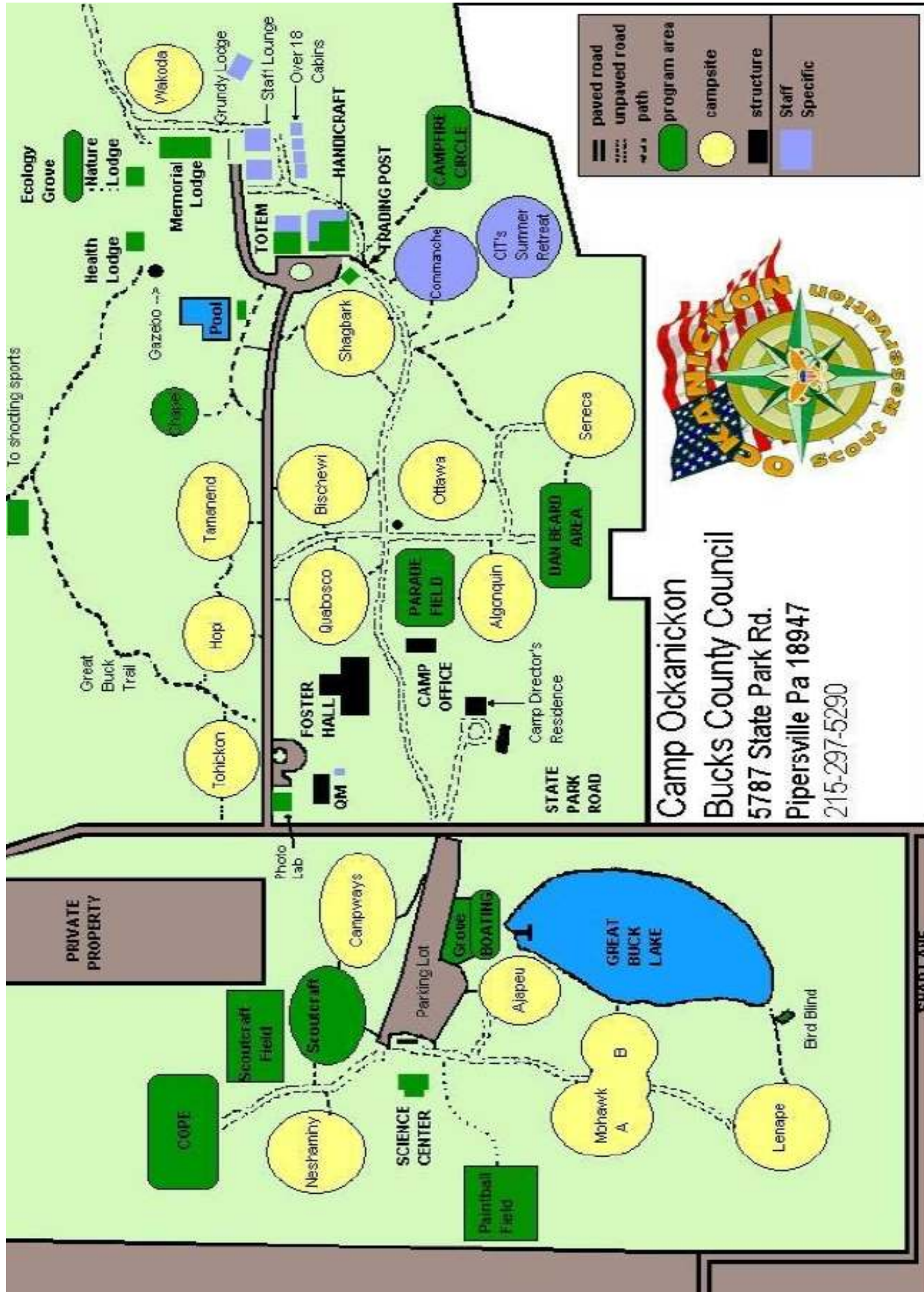
### Summer Staff Areas

- 29 Cornucopia
- 30- CITVille
- 31- Grubby
- 32- Cabins
- 33- Staff Lounge

### Key

- Campsite
- Staff Site
- Building
- ◡ Other Areas
- Trails





**2017 PRELIMINARY SCHEDULE**  
*(AN OFFICIAL SCHEDULE WILL BE ISSUED AT CHECK IN)*

**FRIDAY, February 24th**

6:00 – 10:00 PM    Registration & Camp Set up  
10:00 PM            Leader's Meeting (SM, SPL & Station POC's) @ the Dining Hall  
11:00 PM            Taps – Quiet in camp

**SATURDAY, February 25th**

7:00 AM            Reveille & Breakfast  
8:30 AM            Patrols Assemble with their sleds at Parade field  
8:45 AM            Flag Ceremony and Announcements (In Parade Field)  
9:00 – 11:30 AM    Klondike Derby Start  
11:30 – 12:30 PM   Lunch - all stations are closed  
12:30 – 3:30 PM    Patrols will continue their tasks on the Klondike Trail until completion  
4:00 PM            Scorecards due in at Headquarters (1 point off for every minute late)  
4:00 PM            Assemble for Klondike Sled Race at Parade field  
4:15 – 5:00 PM    The Great Klondike Race  
5:00 PM            Feast Preparation Complete - Wait for notice from runner before attending!  
5:30 PM            Golden Skillet Submissions due at Headquarters  
7:00 PM            Scout's Own Service in the Dining Hall  
7:30 PM            Catholic Mass in the Dining Hall  
8:00 PM            Campfire Ceremony & Awards - proceed directly to the campfire circle  
11:00 PM            Taps – Quiet in Camp

**SUNDAY, February 26st**

7:00 AM            Reveille & Breakfast  
8:00 – 9:00 AM    Break Camp & Prepare for checkout  
8:30 – 10:00 AM   Site Inspection, Check Out and patch distribution



## **STATIONS** (may change)

### **1. "LET'S MAKE CAMP" ... TRIPOD, FIRE, BOIL SNOW, TENT SETUP**

Patrols need to build a tripod using their lashing skills and hang a pot off of it. They then need to light a fire underneath the pot and boil water from snow placed in it. Patrols also need to properly set up a 2-3 man tent. Points are awarded for the Tripod, fire, boiling water, tent setup and teamwork.

### **2. "OUCH!%#?" ... KNOW YOUR FIRST AID**

One member of a Patrol will become a "victim" and the rest will have to demonstrate proper first aid. Points are awarded based following correct first aid steps and procedures and teamwork.

### **3. "WAVE YOUR FLAG" ... GET THE MESSAGE?**

The patrol will separate into two groups. One group will send a message in semaphore and the other group has to receive that message. Points are awarded based on accuracy, teamwork, leadership and time.

### **4. "CHECK POINT CHARLIE" ... SLED INVENTORY ... ITEMS MIA COST 5 POINTS!**

The patrol sled will be inventoried and points will be awarded for items that match the list as provided in this information sheet.

### **5. "Panning for Gold"**

A rope is hung 10 foot above the ground between two trees. Using a tarp, a nugget (tennis ball) will be panned (tossed) over the rope. Each successful, consecutive, pan will be worth 5 points with a 100 point maximum.

### **6. "COMPASS COURSE"... GET THE POINT?**

Five markers will be laid out on a compass course. Each patrol must measure the bearing from marker to marker. Points are awarded based on accuracy.

### **7. "LUMBER JACK DELIGHT" ... LASH, SAW AND HANG ON TO THAT WOOD**

Patrols must build a sawbuck from lashing two pieces of wood together. Each scout must then saw a piece off of a log using the sawbuck using a bow saw. Points are awarded based on planning, teamwork, efficiency and completion.

### **8. "COMMISSIONER'S CHALLENGE"**

Patrols must demonstrate mental fitness by answering questions related to the subject of Scouting or the USA. Points are awarded based on accuracy.

### **9. "HOW HIGH, HOW FAR?" ... NO RULERS ALLOWED!!!**

Patrols must estimate height and distance of an object or structure without using a standard measuring device, such as a tape ruler. Points are awarded based on accuracy.

### **10. "THE AMAZING ROPE RACE" ... FOLLOW THE LEADER IF YOU CAN**

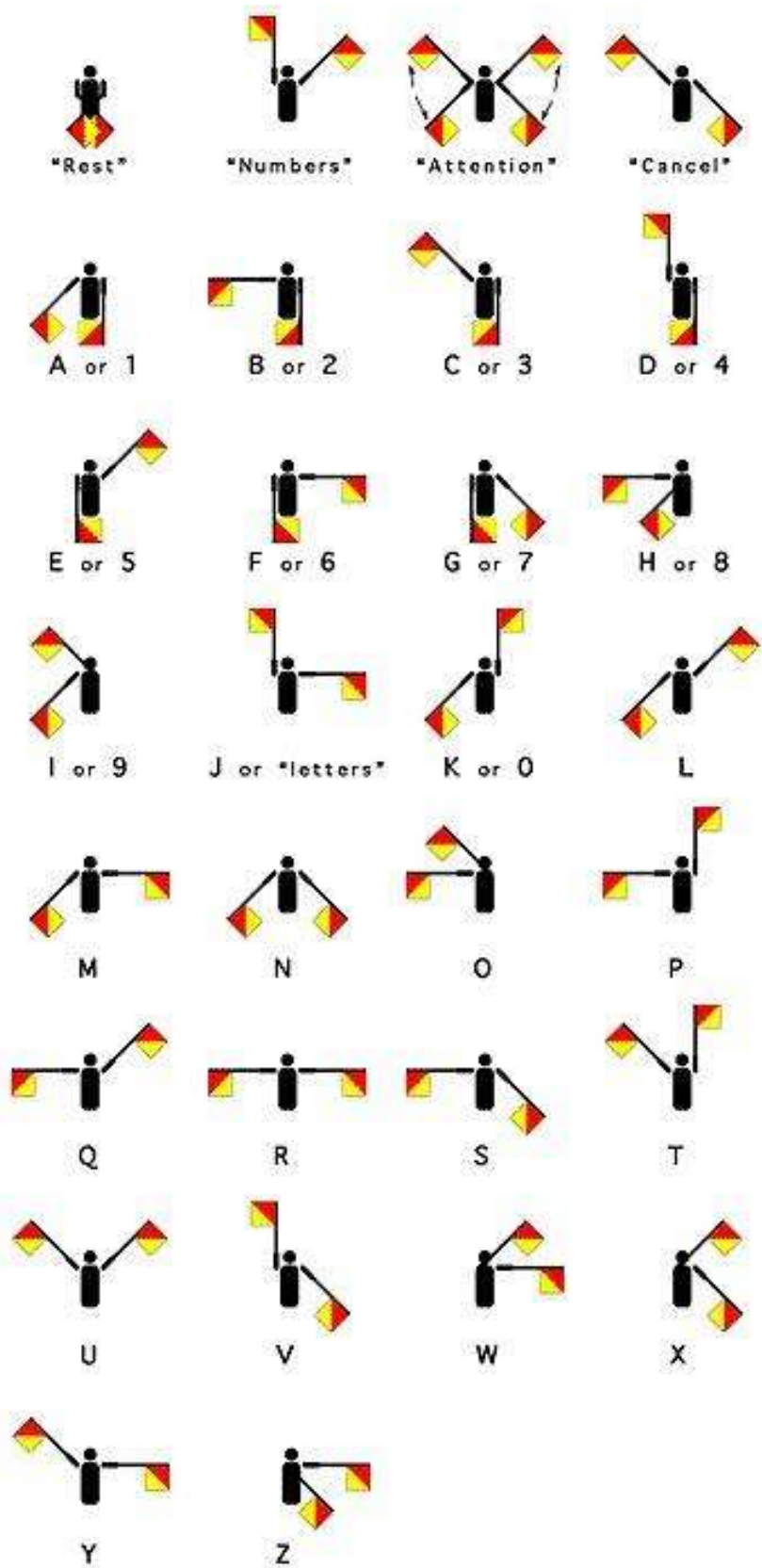
The patrol must negotiate a maze made from a knotted rope strung through a copse of trees while blindfolded. Points are awarded based on planning, teamwork, efficiency and completion.

# ***2017 Klondike Derby***

## **Items Required for Each Sled**

1. Patrol Flag
2. Patrol Duty Roster
3. Compass
4. One Complete Two-Man Tent w/ ground cloth
5. Klondike Score Card
6. First Aid Kit (to include cravats, splints, bandages, etc.)
7. Hand Axe w/ sheath
8. Bow saw with sheath
9. At least one watch per patrol
10. 40 feet of lashing rope
11. Pocket Knife (min. of 2 per patrol)
12. 1 Small Mess Kit Cooking Pot (Hanging Handle)
13. Roll of Toilet Paper (kept dry)
14. 2 Dry Yule Logs (3-4' long, 5-8" diam.) for Sat. Night Campfire
15. 1 small box of matches w/ striker (kept dry)
16. 1 blanket
17. Patrol Lunch or Emergency Food
18. Back Packer Shovel
19. Scout Handbook (any version is acceptable)
20. Klondike Sled

## Semaphore Chart



# **DRESSING IN LAYERS FOR WINTER CAMPING**

**Why dress in layers?** *Because it keeps your skin dry and allows you to adjust your insulation depending on how cold it is AND your activity level. Both overdressing and physical activity will make you sweat - even in the winter. Layering prevents overdressing and helps get rid of moisture near your skin which makes you lose heat. Cotton is the worst thing you can wear when winter camping - it does not insulate when wet and will steal heat from your body as the moisture evaporates. It is a good idea to try out your layered clothes in cold weather before you go winter camping.*

**Wearing layers means not wearing a winter coat!** *A bulky winter coat is fine when you're not camping because you wear it for a short time and then take it off when you go indoors. However, it does not work well when dressing in layers. It provides too much insulation when you are active outdoors and has no layers that can be removed when you become overheated - it's either on, zipped open, or off. Also most winter coats are not water resistant and will get wet in the snow or rain.*

**The Wicking Under Layer** The innermost layer must wick perspiration from the skin and transport it to an adjacent outer layer - otherwise your body heat is lost to the evaporation of this perspiration. The wicking layer must be very thin and in direct contact with the skin. Look for underwear tops and bottoms, face masks, sock liners, and glove liners made from: Capilene, Coolmax, Dryskin, Powerdry, Tremastat and Thremax.

**DO NOT WEAR COTTON UNDERWEAR, TEE SHIRTS or COTTON SOCKS!!!!**

**Insulating Layer(s)** The middle, insulating layer traps the air and restricts its circulation. It is this trapped air that keeps you warm. That's why you need to wear loose fitting layers - they trap more air. Wear enough layers so that you are comfortable and adjust your layers as needed. Look for pants, shirts, sweaters, jackets, vests, sock, hats, mittens made from wool, piles and fleeces such as Berber Pile, Borg Pile, Synchilla and Polartec; and fiber fills such as Holofil, Lamelite, Lite Loft, Miroloft, Polarguard, Primaloft, Quallofil, Thermoloft, Thermolite and Thinsulate. For your feet, one layer of wool socks with silk liner works best. Synthetic wool also works well - look for brands like SmartWool with built-in liners.

**DO NOT WEAR COTTON JEANS OR HOODIES. THEY DON'T INSULATE WHEN WET!!!**

**Outer Layer/ Shell** The outer layer protects you from the wind, rain and snow. For the upper body, a parka with a hood as well as wrist and waist closures is best. Pants with waist and ankle closures work well to protect the lower body. Both of these garments should be sufficiently oversized so they'll fit over all of the insulating layers when they're worn. Breathable, windproof shell garments are often constructed of Ripstop, Supplex, Taslan and Versatech. Water/Windproof and breathable shells are typically made from Gore-Tex, Avalite, Entrant, Extreme, Hely-Tech, and Ultrex.

**DO NOT WEAR A BULKY WINTER COAT OR A RUBBERIZED RAINCOAT!!!**

**Boots** - It is very important to wear the right boots when winter camping. Wear insulated winter snow boots with one-piece injected rubber outsoles of such brands as Columbia, Sorel, Kamik, Asolo and Merrell. Boots should be loose fitting with enough room for thick socks - tight boots restrict circulation and will make your feet colder. Scouts should be encouraged to try on their old boots from last year to see if they still fit.

**DO NOT WEAR SNEAKERS OR GORTEX HIKING BOOTS!!!**