

2017 MOECOMDWS DISTRICT KLONDIKE



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January 27-29, 2017

Camp Butler

Peninsula, Ohio PROGRAM & REGISTRATION GUIDE

What's New This Year

This year's theme is based on the movie: Mad Max: Beyond Thunderdome. Consider showing this film to the less initiated boys of the franchise for the theme. The klondike will take place in the post-apocalyptic winter tundra in Bartertown, famously known for it's Thunderdome. As everyone knows the mantra of Thunderdome, "Two Patrols Enter, One Patrol Leaves".

To prepare, troops need to start to think of decorating their sled to be like the apocalyptic cars from the movie, tricked out with outlandish poles, flags, etc.

The scouts are encouraged to dress up like the outlandish characters from the series of films. Check out You-Tube for clips for ideas and suggestions for bonus guzzoline.

Patrols will earn currency, "guzzoline", which they will use to spend at the Saturday night auction in Bartertown. There will be real prizes for the patrols will bid on. Patrols can start to earn currency now by signing up and giving Troop 155 an estimate on how many scouters (adults and youth) will be attending. The first patrol will earn 100 gallons on guzzoline, the second will earn 95 gallons, third will get 90, etc. The patrols will earn guzzoline for their designs on sled and costumes.

Because of the nature of the Patrol Vs. Patrol in Thunderdome, there is a strict limitation that patrols need to be 6-8 scouts max. If there are more scouts in a patrol, break into multiples, this gives them more chances for earning guzzoline.

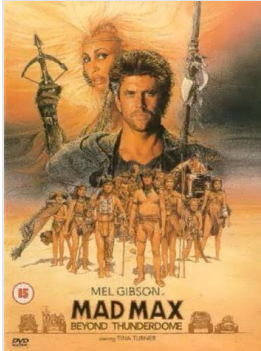
Scoutmasters: We want to set your scouts up for success, so we are going to come out and tell you exactly how your scouts are going to WIN this year's Klondike. Seriously, share this with your SPL and have them plan for this over the next month of meetings.

1. Know your ST21 knots.
2. Know how to lash.
3. Know how to use a compass.
4. Know how to build a fire.
5. Teamwork is a must.
6. Know how to cook.
7. Practice semaphore

Not too challenging, but we want everyone to have a fair and equal chance.

PLOT OF MAD MAX: BEYOND THUNDERDOME

Scoutmasters: To help your scouts prepare for the story, I encourage you to show this pg-13 movie to your scouts.



With the world climate altered to a parched nuclear summer, Max Rockatansky crosses the Australian desert in a camel-drawn wagon when he is attacked by a pilot named Jedediah and his son in a Transavia PL-12 Airtruk, (**Max Flees the Attack**)stealing his wagon and belongings. (**Light to Ignite**) Continuing on foot, Max follows their trail to the seedy community of Bartertown. (**Welcome to Bartertown**) While refused entry at first, Max is brought before the founder and ruler of Bartertown, the ruthless Auntie Entity. She offers to resupply his vehicle and equipment if he completes a task for

her.

Auntie explains that Bartertown depends on a crude methane refinery powered by pig feces, which is run by a dwarf called Master and his giant bodyguard Blaster. "Master Blaster" holds an uneasy truce with Auntie for control of Bartertown; however, Master has begun to challenge Auntie's leadership. (**Control for Bartertown**) Auntie instructs Max to provoke



a confrontation with Blaster in Thunderdome, a gladiatorial arena where conflicts are resolved by a duel to the death. Max enters the refinery to size up Master Blaster and befriends Pig Killer, a convict sentenced to work for slaughtering a pig to feed his family. Max finds his stolen vehicle in Master Blaster's possession, (**Methane Refinery Pit Crossing**) and helps disarm his booby-trapped engine to converse with him. Here he discovers that Blaster is exceptionally strong but extremely sensitive to high-pitched noises.

Max then faces Blaster in the Thunderdome and uses his weakness to gain the upper hand. He refuses to kill him after discovering he is developmentally disabled and has the functional



mentality of a child, telling Auntie it was not part of their deal, revealing her plot. Master, previously unaware of this covert deal to kill Blaster, is furious and vows to shut down the refinery and, by extension, Bartertown. An enraged Auntie has Blaster executed, Master imprisoned, and Max exiled, bound, masked, and sent on a horse in a random direction to the

wasteland. **(Break a Deal, Spin the Wheel)** As his horse perishes in a sinkhole, Max frees himself and presses on.



Near death, Max is found by a desert dweller named Savannah Nix, who hauls him back to her home, a primitive community of children and teenagers who live in an oasis. **(Resting In The Oasis)** The children, survivors of a crashed Boeing 747, were left by their parents who went to find civilization. **(Post Apocalyptic Playground)** They believe Max to be the flight captain, returned to fix the aeroplane and fly them to civilization. **(Balloons of Resistance)**. Max denies this and insists that they remain in the relative safety of the oasis, knowing that the only "civilization" within reach is Bartertown.

Some of the children, led by Savannah, leave anyway, determined to find the prophesied "Tomorrow-morrow Land." **(We Don't Need Another Hero)** Max stops them by force, but another tribe member known as Scrooloose, sets them free during the night and leaves with them. Their leader, Slake M'Thirst, asks Max to go after them, and he agrees, taking a few of the children with him to help **(Find the Children)**. They find Savannah's group in danger but are unable to save one of the children from a sinkhole. With no supplies left, they are forced to head for Bartertown.

The group sneak in via the underground, and, with Pig Killer's help, free Master and escape in a train-truck, destroying Bartertown's methane refinery in the process. **(Escape from Under Bartertown)** Aunty leads the inhabitants in pursuit, catching up to the train. Max's group slows them down while Scrooloose hijacks one of the pursuing vehicles, which happens to be Max's stolen vehicle. **(Guzzoline Fill-Up)** The group comes across Jedediah and his son, and Max coerces Jedediah into helping his group escape with their aeroplane. Max uses his vehicle to clear a path through



Aunty's men, allowing the aeroplane to take off and escape, leaving him at Aunty's mercy. Aunty spares his life, having come to respect him; she says sardonically, "Well — ain't we a pair, raggedy man? Goodbye, soldier," and departs to presumably make good on her vow to rebuild Bartertown.



Jedediah flies the children to the coast, where they discover the nuclear-devastated ruins of Sydney. Years later, the children have established a small society of themselves and other lost wanderers in the ruins. Savannah, now leader of the group, recites a nightly story of their journey and the man who saved them, as Max, still alive in the desert, wanders on to places unknown. **(Story Tellin')**

SCHEDULE

Friday, January 27th

5:00pm	Check-In	Training Lodge
8:00pm	SPL Meeting	Training Lodge
9:00pm	Max Flees the Attack: Klondike Race	Sports Field
10:00pm	SM and Adult Craker Barrel	Training Lodge
11:00pm	Lights Out	Camp Sites

Saturday, January 28th

7:00am	Réveille/Breakfast/CleanUP	Camp Sites
8:20am SHARP	Flags/Opening Ceremonies	Parade Field
8:40am	Thunderdome Events - AM Session	Cap Wide
12:00pm	Lunch	Camp Sites
1:00pm	Thunderdome Events - PM Session	Camp Wide
4:20pm	Free Time Events to earn more Guzzoline	Camp Wide
5:00pm	Dinner -Provided by Troop 155	Training Lodge
7:00pm	Vespers	TBD
8:00pm	Thunderdome Auction	Campfire Ring
10:00pm	SPL Meeting	Training Lodge
10:30pm	Scoutmaster & Adult Cracker barrel	Training Lodge
11:00pm	Lights out	Camp Sites

Sunday, January 29th

7:00am	Réveille	Camp Sites
8:30-10:00am	Check Out and Departure	SPL to Training Lodge

GENERAL INFORMATION

BSA Registration - Every unit member must be currently registered to attend. Unregistered participants are not covered by insurance and cannot stay on the grounds. It is the unit leader's responsibility to ensure registration of scouts in their troop. A minimum of two adult leaders per unit must be present at all times. Youth protection training is required for all adults in attendance. Please follow BSA's "Two deep" leadership policies.

First Aid - First Aid/medical service will be available at Atwater Lodge all weekend. Youth medication must be turned over to his or her troop leader. All injuries, illness, frostbite or hypothermia, regardless of extent must be reported to Klondike Staff immediately. Trained First Aid personnel will be on hand.

Check-in - Units may check in at any time between 5 PM and 8 PM on Friday, January 25 at the Atwater Lodge. A completed roster and any additional registration fees are required at check-in. The roster form is found at the end of this packet and can also be found online at

Campsites and Parking - Units will choose their campsites when they register. Klondike staff reserve the rights to move campsites if necessary. See the enclosed map to avoid planning to camp in a event site. Bring sleds to transport gear to your site!

No cars or trucks will be allowed past the gate. All vehicles must park in the lot. There will be NO DRIVING on CAMP ROADS

Security and Communications - Scout leaders are responsible for the security of their campsites at all times. Campsites should never be left unattended or unsupervised while Scouts are present. Visitors to a campsite should present themselves at the adult in charge immediately upon entering. Defacing or damaging building or camp equipment and cutting or hacking of live trees is prohibited. Guns, bows & arrows, sheath knives, flares, fireworks or alcohol are NOT allowed in camp. Violators will be removed from the Klondike and

the police will be notified. BSA policy on smoking and tobacco products should be adhered to at all times.

Cooking - Troops will be responsible for providing all meals except for Saturday night dinner. The Klondike staff will have hot chocolate available at all times in the training center. Proper safety must be followed. Fire pits must be used. It is the responsibility of each troop to dispose of ashes and grease properly. Proper firefighting equipment must be brought by each Troop and set out. Each unit should have a fire warden. No flames (gas lanterns, candles etc.) are allowed in tents.

Water - Try to bring some with you, but it may also be obtained at approved sources.

Lights - Only battery operated flashlights and lanterns are to be used by Scouts. No flames (gas lanterns, candles etc.) are allowed in tents.

Axes and saws may only be used in an axe yard. Anyone using a knife, saw or axe must have a Totin' Chip Card. Under no circumstances, may live trees or shrubs be cut.

Garbage - Must be put in the dumpsters when leaving (or take it home with you) your campsite and surrounding areas must be cleaner than when you arrived. Units will be expected to assist in keeping the camp restrooms clean.

Leader's Meeting

Each unit must send their SPL and Scoutmaster to the leader's meetings on Friday and Saturday nights. Event evaluation forms will be provided and must be turned in upon checkout.

Uniforms and Flags:

Clothing appropriate for the weather should be worn at all other times. Units should display Troop/Crew and American flags at their campsite entrance. Patrol flags are to be brought to Saturday's competition.

Religious Services:

All are encouraged to attend either Vespers Saturday evening. Units are also welcome to hold their own Scout's Service.

Awards and Recognition:

The scouts will earn Guzzoline (currency) at each activity, including for sled decorating and costumes for each scout and patrol. This currency will be spent at the Saturday night campfire. Afterall, what would Bartertown be without some bartering. Patches will be distributed upon checkout. Units are encouraged to perform a skit, cheer or song at the Campfire.

Visitors:

Visitors must check in and out at the Administration Office/Klondike headquarters by the Parking Lot.

Checkout:

Checkout no later than 10:30 AM Sunday, January 29th and Troops must check out at the Administration/Klondike when leaving camp.

Contacts:

Steve Reed	330 285-7990	flurryroad@gmail.com Program Director - Call him for program needs.
Jon Sterling	330 714-6704	Registration Captain - Call him for any administration needs.

EVENTS AND COMPETITION

The competition is designed to be run at typical Patrol levels (no more than 8 Scouts) in order to be fair to all Patrols. The Patrol Leader is responsible for his Patrols' actions and has to ensure that his Patrol is at the activities on time. Scouts are to travel and use the buddy system all weekend. **NO EXCEPTIONS.** Adults may act only as spectators and may not participate in competitive events. However their support and vocal enthusiasm are welcome.

Troop 155 Scouts will organize, run, and judge all events. Their decisions are final. In the case of a dispute, the Camp Master's decision will be final.

Team competitions will be held during the morning and afternoon using a patrol vs. patrol system. There will be a defined schedule for each patrol to adhere to. Each event is planned to run for 15 minutes and allow for 5 minutes of travel time. After completing an event, the team must move to the next station. Teams will be judged on speed, accuracy and Scout Spirit. The game schedule and maps will be given out Saturday morning at flag raising.

SLED PACKING LIST

Each Troop Patrol must have all of these items on their sleds for Saturday's Competition (to get maximum points)

Sled Inspection at 8:45 A.M.

1. Klondike Sled (see building instructions, or plastic sled)
2. Backpack/ duffel bag stocked with the following items:
3. Scout Spirit
4. 1 Spatula
5. 1 flat frying pan (like you would use for pancakes)
6. 1 compass per patrol member
7. Scout Handbook in a Ziploc bag
8. Pen /Pencil
9. Notebook (small)
10. Firewood (Tinder, Kindling, Fuel)
11. Patrol Flag
12. First Aid Kit (to include matches, emergency blanket, granola bars, twine, bottle of water and other necessary items... see Scout Handbook, Wilderness Survival or Camping merit badge books.)

Many of these materials will be used during Event competition. Therefore, if your Troop is sponsoring multiple patrols, please make sure that each patrol has access to the materials listed above. A separate backpack/duffle bag for each patrol will help meet this requirement.

SUGGESTED PACKING LIST

A good check off list is in the camping section of the Boy Scout Handbook or the Venture Handbook.

Clothing	Equipment
Warm coat (waterproof)	Backpack
Warmshirt-2	Handbook, notebook, pen
Sweater or Sweatshirt	Warm sleeping bag, extra blanket
Pants-2	Mess-kit (knife, fork, spoon, cup, plate, bowl)
Underwear-2	Scout Knife
Long johns	Dirty laundry bag (plastic bag)
Socks-4pr.	Flashlight, fresh batteries
PJs or extra long-johns	Ditty bag (toothpaste, brush, soap, toilet paper)
Boots (water & snow-proof)	Towel, washcloth
Gloves-2pr. (waterproof)	Compass
Warm	Wrist watch
Poncho, raincoat	Small personal first aid kit
Handkerchiefs	Large garbage bag and twist tie
Snow pants (waterproof)	Chap stick

Notes: Avoid wearing cotton if at all possible! Scouts, do not sleep in the same underwear or socks that you wore all day. Your body's natural perspiration will dampen these clothes and you will quickly become chilled in your sleeping bag. Change into spare socks, underwear, or PJ's to sleep.

Do not bring: electronic devices or games, sheath knives are not allowed.

Please pay attention for signs of hypothermia and/or frostbite. Immediately report any concerns to First Aid services at Atwater Lodge.

FIRST AID: PREVENTION FIRST

- Primary First Aid station will be Klondike Headquarters (Warming Shelter).
- 911 for any emergency situation!
- Weather Conditions for the Alaskan Luau are Anticipated to be **EXTREMELY COLD!**
- It will be imperative that all Scouts and Adults watch out for each other observing and providing for proper protection from the elements.
- Scouts and Adult Leaders - Make sure to check participants for proper clothing hypothermia & frostbite. If not properly clothed or if hypothermia/frostbite symptoms, scouts/adults will be sent immediately to Warming Shelter.
- For Safety Reasons Adult Leaders and Scouts will be observing all Winter Classic participants for proper cold weather attire, Anyone with inadequate or wet clothing, (including proper boots, hat, hand/skin protection) will be pulled from activities and sent to warming shelter or cabin.
- Please help to make this a safe weekend for all participants and protect both yourself and fellow scouts/adults from cold weather and outdoor injuries by observing each other. **PLEASE USE COMMON SENSE! STAYWARM!**

I. Hypothermia Warning Signs

1. Pale, Puffy faced
2. Drowsiness
3. Slurred Speech
4. Shivering

II. First Aid

1. Get medical attention First Aid Attendants in Harter Cabin or Warming Shelter
2. Move to warm area
3. Keep legs higher than head
4. Remove wet clothing or dry off
5. Wrap in dry blankets or additional clothing
6. Cover the head
7. If conscious, give warm fluids
8. Do not rub skin or extremities

III. Prevention

1. HEAT
2. Wear a HAT
3. EAT-- especially fruits and nuts, warm liquids, GORP, Carbs, proteins and fats.
4. Be AWARE of weather conditions and work areas
5. Work TOGETHER-- use the buddy system, keep an eye on each other
6. Wear layers -- excessive perspiration can conduct the cold
7. Keep your fluid levels up water and juice are best
8. Be aware of medical contraindications -- age, medications, respiratory problems

UNIT ROSTER

Please Turn In 2 Copies at Check-In

Troop/Crew # _____

ADULTS

Name	Position	Youth Protection #

SPL:

Patrol#1 Name:	Patrol#2 Name:	Patrol#3 Name:

Total Adults: _____ Total Youth: _____