

YETI ADVENTURE



KLONDIKE DERBY 2019

LEADERS' GUIDE

**EASTERN KLONDIKE
CAMP AUGUSTINE
JANUARY 12, 2019**

**WESTERN KLONDIKE
CAMP WHISPERING CEDARS
JANUARY 18-19, 2019**

<https://www.overlandtrailsCouncil.org/klondike>

REGISTRATION

ONLINE REGISTRATION

All registrations must be done through the Overland Trails Council's website:
<https://www.overlandtrailsCouncil.org/klondike>

KEY DATES—EASTERN (CAMP AUGUSTINE)

Early Bird Registration Ends	December 21, 2018
Regular Registration Ends (Late Fee Begins)	January 4, 2019
Registration Ends	January 9, 2019
Event Date	January 12, 2019

KEY DATES—WESTERN (CAMP WHISPERING CEDARS)

Early Bird Registration Ends	December 28, 2018
Regular Registration Ends (Late Fee Begins)	January 11, 2019
Registration Ends	January 16, 2019
Event Begins	January 19, 2019

FEES

	<u>Youth</u>	<u>Adult</u>
Early Bird	\$15	\$5
Regular	\$25	\$15
Late	\$35	\$25

CAMPING AND CABINS

Eastern Klondike (Camp Augustine)—Camping is optional Friday night as well as Saturday night. Many troops camp one or both nights. Campsites cost \$10 per night and cabins cost \$30 per night. Cabins are first-come-first-served. Camping and cabins can be purchased as event options on the "Classes" tab during registration.

Western Klondike (Camp Whispering Cedars) —Camping is included with the event both Friday and Saturday night for no additional charge. Camping Saturday night is on your own.

WEBELOS

Webelos are encouraged to attend for the day; but if they spend the night, they must follow all appropriate guidelines with adult leadership. Webelos are encouraged to attend and participate as a Webelos Den or join in with a Patrol of Scouts from a Troop.

ADULT LEADERS (continued)

In accordance with Youth Protection Policies, each unit **MUST** provide a minimum of two-deep leadership for the event. If your unit cannot provide two-deep leadership, please contact the event staff advisor, Gentry Neilson, at (308) 382-3717 or gentry.neilson@scouting.org to be placed with another unit.

REGISTRATION

REFUND POLICY

- Paid registration fees may be refunded for any reason under the following conditions:
 - Cancel within 5 days of making a registration and the entire amount is returned.
 - After 5 days of making the registration, but not within 7 days of the event, 50% of the registration cost will be refunded.
 - Once within 7 days of the event there will be no refund.
- Paid registration fees may be refunded in full for the following reasons:
 - Accident rendering the participant incapable of participating
 - Illness rendering the participant incapable of participating
 - Death of a close family member (parent, sibling, or grandparent)
- Fees may be transferred from one participant to another before the start of the event.
- Fees may be transferred to another session within the same event and same year, but fees may not be transferred to another event or another year.
- Deposits are non-refundable.
- If the event is cancelled by the Council, refunds will be automatically issued.
- All refund requests must be made within ten (10) days of the end of the event.
- All refund requests must be made in writing on the form provided on the Council website (or if this is printed, on the back of this document).

PACKING LIST

PARTICIPANT

- Long underwear (synthetic)
- Fleece or wool pants
- Waterproof rain pants or snow pants
- Wool or synthetic socks
- Insulated & waterproof boots
- Long-sleeve shirt (synthetic)
- Wool or fleece sweater
- Winter coat
- Winter gloves
- Stocking cap
- Extra pair of gloves (recommended)

PATROL

- Access to a Boy Scout Handbook
- Pot
- Something to hang pot over fire (metal hanger?)
- Cast iron skillet 8" or larger
- Spatula
- Measuring cup
- Tinder
- Insulated leather gloves
- Dish soap
- Compass
- Firewood (untreated)
- Kindling (untreated)
- Sparking device (no matches/lighters)
- First aid kit
- Metal feed pan
- Sling
- Notebook
- Pencil
- 6 poles at least 6' long
- 3 rope at least 10' long
- 12 ropes at least 3' long (lashing)
- 2 Warm blankets
- 2 gallons water
- Bandages
- 1 6' x 8' tarp

PROHIBITED ITEMS

- Shooting equipment
- Fireworks
- Alcohol
- Valuables
- Pornography
- Illicit drugs
- Excessive jewelry
- Knives w/blades over 3.5"
- Inappropriate clothing
- Laser pointers
- Aerosol cans

PROGRAM—GENERAL

Yeti Adventure

This year's Klondike Derby is titled Yeti Adventure.

The activities will be named and centered on a theme of a group of adventurers in search of and/or being chased by Yeti. Yeti is a mythical creature also called the "Abominable Snowman" that is fabled to be found in the Himalayan Mountains. What "Sasquatch" or "Big Foot" is to North America, Yeti is to Asia.

Through a series of demonstrations of Scouting skills, teamwork and games, your patrol will be tested to see if you can survive and live to tell the story of your encounter with Yeti!

Practice all your winter survival skills and come ready with your sled to have a great time.

PROGRAM—EASTERN KLONDIKE (CAMP AUGUSTINE)

SCHEDULE

Friday (Optional)

8:30—9:30 Perry Schafer Campfire and Cracker Barrel

Saturday

9:00—9:45	Dining Hall	Check-In
9:45—10:00	Parade Grounds	Opening flag ceremony and informational meeting
10:00—2:50	All over camp	Round-Robin Events
11:30—1:30	Dining Hall	Lunch (go to lunch at the time designated on your patrol's individual schedule)
2:50—3:00	Parade Grounds	Gather for race and closing
3:00—3:30	Parade Grounds	Great Sled Race
3:30—4:00	Parade Grounds	Awards and departure

FRIDAY NIGHT PROGRAM (OPTIONAL)

The program on Friday night is optional for troops choosing to spend the night before the event.

Campfire and Cracker Barrel — All participants bring something to share for cracker barrel and bring a camp chair. Patrols are encouraged to be ready to perform a skit, song or story.

SATURDAY JUDGED EVENTS

The contest is to test Scouts on their abilities and team work. Adults are not allowed to participate or coach their Scouts during the event.

Pancake Toss — You need quick energy to track Yeti

Patrol will mix pancake batter, pour enough batter for one (1) pancake into the pan, flip the pancake over a rope without the use of utensils, finish cooking, and then eat pancake. This will be repeated four (4) times by four (4) different participants. Items needed: 1 cast iron skillet, 8-inches or larger, 1 spatula, 1 measuring cup, water, insulated gloves, and access to a Boy Scout Handbook.

Quick Warm Up After a Long Day of Tracking Yeti — You need to build a fire and boil some water (to make a hot drink) to warm yourself up

Patrol will build a fire without the use of matches, lighters, etc., large enough to boil two (2) cups of water until it boils over the top of the pot. While a few kids are building the fire, the rest of the patrol will lash together a tripod and hang a pot of water to boil. Items needed: metal feed pan, tinder, kindling and firewood, dish soap (just a few drops), measuring cup, pot, water, flint & steel, insulated gloves, 3 sturdy poles,

PROGRAM—EASTERN KLONDIKE (CAMP AUGUSTINE) *(continued)*

SATURDAY JUDGED EVENTS *(continued)*

lashing rope, something to hang the pot over the fire, access to a Boy Scout Handbook.

Log Drag Relay—The Patrol will drag logs to the area they will build a wall to keep Yeti out.

Patrol will drag a heavy log around a course one Scout at a time. Each Scout will tie a timber hitch around the log, drag the log around a course, untie the knot, and hand the rope to the next Scout, who will repeat the task. The log must be drug around the course five (5) times. Items needed: 1 rope at least 10-feet long and access to a Boy Scout Handbook.

Injured Scout Aid— A Scout has had a scrape with Yeti. That Scout has a puncture wound from a bite on the left lower leg, a scratch from a claw to his torso, and a dislocated right shoulder.

Patrol must treat a Scout for all of the above injuries (including shock). Then build a stretcher and carry that scout several hundred feet and back without further injury. Items needed: 2 warm blankets, 2 sturdy poles, sling, bandages, First Aid Kit, and access to a Boy Scout Handbook.

Compass Navigation—The Patrol believes they have sighted Yeti and must navigate around him to get to a more favorable position then measure him up for size.

Using a compass, the Patrol must take bearings to a point then successfully navigate around the danger zone and arrive at the other side. Once the patrol reaches the other side, figure out how tall Yeti is using a compass. Items needed: 1 compass, 1 notepad, 1 pencil, and access to a Boy Scout Handbook.

Two Man Saw—The Patrol most cut logs to build a wall of protection.

The Patrol will cut logs. They will be timed. Every member of the patrol will participate by completely cutting through a log at least twice. The fastest times will be recorded. Items needed: Nothing from the sled.

Yeti Puzzles—The Patrol must outthink Yeti and demonstrate great teamwork to defeat the mighty Yeti.

The patrol will attempt to solve two puzzles using intellect and teamwork. Items needed: 1 6' x 8' tarp.

Yeti Shoot—The patrol will demonstrate their accuracy at shooting the Yeti.

The patrol will utilize slingshots and pellets to shoot at targets from various distances. The further the distance, the more points awarded. Items needed: None.

PROGRAM—EASTERN KLONDIKE (CAMP AUGUSTINE) (continued)

Snow Ski Chase—The patrol will demonstrate teamwork and dexterity as they try to evade Yeti on team snow skis.

The entire patrol will participate in this event. Items needed: Nothing from the sled.

Escape Ladder— The patrol will build a three step ladder. They will use the ladder to climb to safety from Yeti.

The entire patrol will build 2 ladders with 3 rungs. Then each member of the patrol will climb one ladder to a higher elevation and descend on the other. If a ladder fails, it must be rebuilt until it works. Items needed: 4 sturdy poles, 6 shorter poles for rungs, rope for at least 12 lashings (at least 3' long).

CHECK-IN PROCEDURES

1. If camping on Friday night, check-in at the Visitors' Center anytime between 5:00 PM and 9:00 PM to get your camping assignment and information about Friday night activities.
2. If not camping on Friday night, you must arrive and check-in as a troop at 9:00 AM.
3. The Patrol Leader and one (1) adult leader will proceed to the Visitors' Center to check-in and get your packet. The packet will include each patrol's itinerary for the day. The itineraries are carefully laid out to minimize congestion at each station. You will also turn in your health forms at this time.
4. After checking in, you will take your patrol(s) and sled to the flag poles for the opening flag ceremony.

CHECK-OUT PROCEDURES

1. After the end of the event, stop by the Visitors' Center to pick up your health forms and any other recognitions or materials.
2. If you are camping either before or after the event, please clean up your campsite or cabin and leave it better than you found it. Trash must be taken to the large dumpster near the Dining Hall.
3. Have a safe trip home!

PROGRAM—WESTERN KLONDIKE (CAMP WHISPERING CEDARS)

SCHEDULE

Friday

5:00 pm—9:00 pm Check in

Saturday

8:15 am Check-In
9:00 am—11:00 am Round-Robin Events
11:00 am—1:00 pm Lunch
1:00 pm-4:00 pm Round-Robin Events

EVENT OPTIONS

This list is a potential list. Many of these will be used, but coordinators may choose to utilize optional events not listed based on availability of resources. This event is to test Scouts on their abilities and team work. Adults are not allowed to participate or coach their Scouts during the event.

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PROGRAM—WESTERN KLONDIKE (CAMP WHISPERING CEDARS) *(continued)*

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PROGRAM—WESTERN KLONDIKE (CAMP WHISPERING CEDARS) (continued)

EVENT OPTIONS (continued)

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The entire patrol will build 2 ladders with 3 rungs. Then each member of the patrol will climb one ladder to a higher elevation and descend on the other. If a ladder fails, it must be rebuilt until it works. Items needed: 4 sturdy poles, 6 shorter poles for rungs, rope for at least 12 lashings (at least 3' long).

CHECK-IN PROCEDURES

1. Arrive anytime between 5:00 PM and 6:00 PM.
2. The Patrol Leader and one (1) adult leader will check-in with the activity leadership and get your packet. You will also turn in your health forms at this time.
3. After checking in, the troop will proceed to its designated camping area.

CHECK-OUT PROCEDURES

1. Please leave your campsite better than you found it.
2. Check out with the activity leadership to pick up your health forms and any other materials.
3. Have a safe trip home!

POLICIES

HEALTH FORMS

- Every participant must provide a copy of their annual health and medical form as well as a copy of their insurance card. These will be returned at the end of the session.
- Parts A & B of the Annual Health and Medical Record must be completely filled out with all appropriate signatures.
- A copy of the participant's health insurance card must be attached to the Annual Health and Medical Record.
- A fillable copy of the Annual Health and Medical Record can be found at:
http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

LUNCH

- Lunch on Saturday is provided at the Eastern Klondike (Camp Augustine)
- Lunch on Saturday is not provided at Western Klondike (Camp Whispering Cedars)

DAMAGE TO COUNCIL EQUIPMENT

- Any damage to council-owned equipment through abuse will be the responsibility of the troop.
- Replacement costs will be assessed to the troop based on the cost of the damaged item. Troops will be responsible for damaged equipment before leaving camp.

FIRES & FIREWOOD—CAMP AUGUSTINE

- Wood will be provided in each campsite as well as troops can gather downed wood.
- Due to concerns over spreading destructive insects such as the Emerald Ash Borer, we do not recommend that troops bring in their own firewood.
- Any unattended fire (even smoldering) will result in the troop losing their fire privileges. Please take this opportunity to remind your Scouts about fire safety.

PETS

No pets are allowed on camp property except for service animals or animals which are for a program/demonstration with the approval of the Ranger.

TOBACCO USE

As we set an example for our scouts, tobacco use is only allowed in the designated area behind the Visitor Center or in personal vehicles. For the health of all scouts and scouters, please respect the rights of all others and refrain from tobacco use in your campsite or other non-approved areas. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

POLICIES (continued)

PRIVACY

By participating in Overland Trails Council activities, you agree to allow Overland Trails Council to use your image in camp and council promotional materials.

ANTI-DISCRIMINATION

In the operation of the activity, no child, as defined by program regulations, will be discriminated against because of race, sex, sexual orientation, color, age, creed, ethnicity, national origins, or handicap.

DIRECTIONS

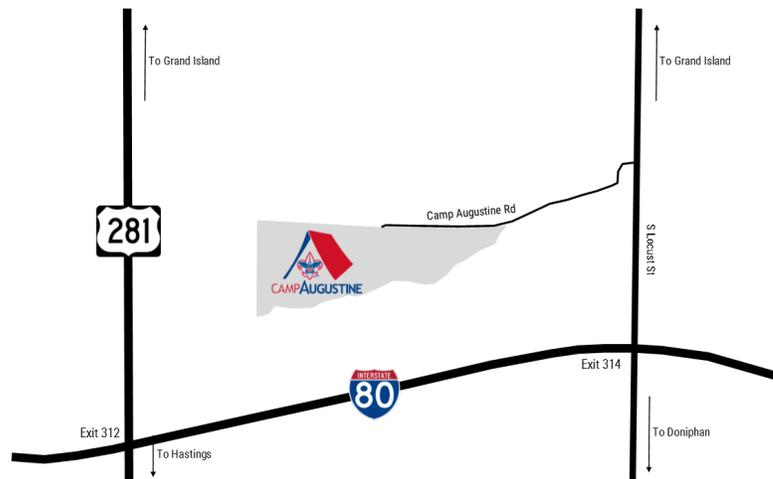
DIRECTIONS TO CAMP AUGUSTINE

From I-80 Exit 314

Camp Augustine is located approximately a half mile north of Interstate 80 at exit 314. If you are traveling via interstate, head north towards Grand Island once you exit. You will cross two river channel bridges. Immediately after the second bridge, you will turn left onto Camp Augustine Road. Follow this road 1 mile into camp.

From Grand Island

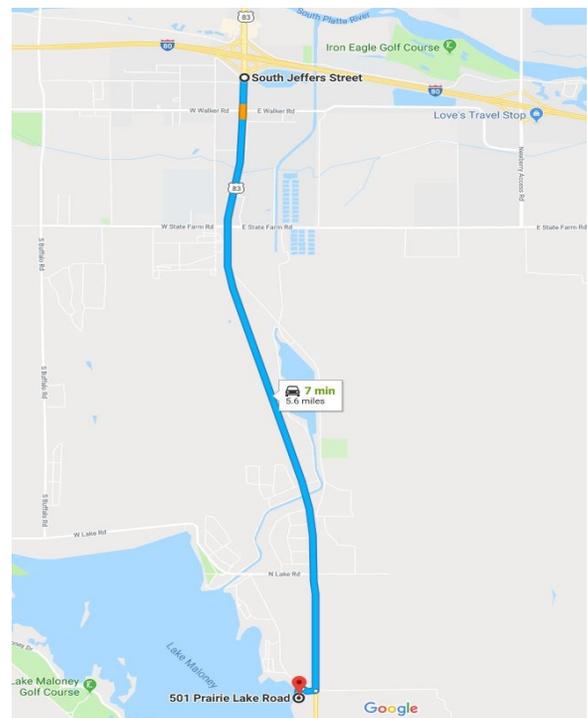
Take South Locust Street south towards I-80. Camp Augustine is approximately 3 miles south of the S. Locust and Hwy 34 intersection. Just prior to Camp Augustine Road you will see a



DIRECTIONS TO CAMP WHISPERING CEDARS

From I-80 Exit 177

South on US-83 about 5.5 miles. Turn right on E Maloney Road. Take first left onto Prairie Lake Road.



CONTACTS

EASTERN KLONDIKE CONTACTS

Event Chair

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Staff Advisor

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