

SYCAMORE DISTRICT WINTERAMA Campout and KLONDIKE DERBY

January 20-22, 2017

Mary Ann Beebe Center

17501 Streit Road, Harvard, IL 60033

This year's **Winterama** and **Klondike Derby** will be held at the Mary Ann Beebe Center in Harvard, Illinois. The **Winterama Camporee** will start Friday **January 20** at 5PM and end Sunday at 12:00 noon. The **Klondike Derby** will be held on Saturday, **January 21 at 7:30am**.

PARTICIPANTS: BSA Requirements

Youth must be a registered Scout or Venturer to participate in the Klondike for insurance purposes. If you have prospective members as guests of your unit and they are not currently registered, you must have a completed Boy Scout or Venturing registration form at the Klondike.

Two Klondike Unit Leaders (adults) are required to be responsible for all youth accompanying a unit. All leaders are required to be trained in youth protection. One leader must be at least 21. **Each sled registered must have at least one adult leader with at all times.**

Visitors

Visitors are welcome and encouraged to attend. Members of your troop committee or parents of the scouts may attend many of the day's activities at no cost. **Invite your unit commissioner AND 5TH GRADE Webelos.** All visitors need to sign in and out at the Klondike Headquarters / Registration station.

ADVANCE REGISTRATION:

It is requested that each participating unit submit a registration form with an advance payment of their "Unit Fee." This will assist the Klondike Committee in its efforts to prepare for the program. It is mandatory that we have the patrol names, so advance paperwork can be completed prior to the morning of the Klondike. If returned on or before the January 15th 2017, the Unit Fee will be only \$35.00. If returned after the January Roundtable the Unit Fee will be \$45.00. There is a participation fee of \$8.00 that will be charged for each Scout, Venturer, Scouter, or non-scouter adult participant. Late registrants will be charged \$10.00 each. Klondike patches will be available at a later Roundtable.

These fees help cover the program expenses, camp fees, awards, patches and ribbons.

All registration is available online!

Visit blackhawkscouting.org/sycamore and click the link towards the top of the page!

If you have any questions concerning this Klondike, please do not hesitate to contact:
Mike Roe: Klondike Chair Person: **815-529-4572** mroe34@gmail.com

We hope to see all Troops and Crews there!!!!

EXTRA POINTS WILL BE GIVEN TO TROOPS /CREWS WITH STAFF WORKING THE EVENT!!!!

- Each patrol should bring a sled capable of transporting one Scout.
- **There is limited parking at the Mary Ann BeeBe Center.**

PARKING:

Note: there is LIMITED parking. As always it is suggested, if possible, PLEASE car pool. ONLY 1 CAR / TRAILER WILL BE ALLOWED ON SITE. ALL OTHERS WILL BE REMOTE PARKED.

WINTER CAMPOREE POLAR BEAR CAMPING

The Polar Bear camp is not considered part of the Klondike Derby event. For this reason a fee of \$60 per troop is added per site.

Troops may camp overnight starting Friday, February 6 at 5:00 PM.

Campers are responsible for all their own camping gear and appropriate cold-weather camping shelter.

Camp sites are available on a first come- first serve basis.

All camping shall be done in camp sites assigned by **Klondike** staff.

Please practice "leave no trace" camping techniques when staying on this property.

All campfires **must** be built using a raised or portable fireplace; fires cannot be built directly on the ground. Troops must provide their own firewood.

To qualify for the Polar Bear Award please read the requirements on the form found on the district website: www.sycamorebsa.org. Follow the "forms" link at the top of the webpage, and then select "camping forms" and then Polar Bear Award to download.

Special Polar Bear Camp Patches are available for Scouts and Leaders that fulfill the Polar Bear Camping requirements and submit the required form to council.

REGISTRATION/CHECK IN

It is mandatory that a roster be completed for each unit attending the Klondike Derby. This will be kept on file with the Klondike staff, so if you need a roster for your unit, be sure to make a copy. Each roster should include the name, address and emergency phone number of each person in attendance at the Klondike. **Please remember to bring your medical forms part a and c as they will be checked at registration**

Registration/check in will open at 7:30 am. The registration area is located in the outdoor center. It is requested that only **one adult leader and the Senior Patrol Leader or Crew Leader** from each troop or crew enter the registration area to check in. Each **Senior Patrol Leader or Crew Leader** will receive the following at check in:

Score Card – Each sled team will receive an official plastic-sealed Klondike Derby score card. The Patrol Leader of each sled is required to carry the score card with them to each

event area. The card is used to mark the team score in each event in order to determine the winner of the Klondike Derby.

Klondike Derby Map – On the back of each score card there will be a map identifying each city where the events are located. This will assist the team in their travel from one event area to another.

Final Instructions – Each unit will receive final instructions concerning opening ceremony, program participation, lunch, score card return, closing ceremonies and awards. Any additional questions concerning patrol participation should be asked at the check-in desk.

OPENING CEREMONY

The Klondike Derby will open at precisely 8:45 am. Any troop not registered prior to that time will have to wait until after the opening ceremony is completed to register. The opening ceremony will be held outside the recreation center in the field in front of the building. The troop winner of the 2016 Klondike Derby will conduct the opening ceremony.

KLONDIKE EVENTS

All event areas will open directly after the opening ceremony, approximately 9:00 am. After the opening ceremony patrols are released to proceed to their starting event. Each patrol has a different event order to follow. The plastic-sealed scorecard/map identifies, by number, the order of events to follow throughout the day. There are different routes established to distribute an even number of sleds to each event area in order to reduce waiting time at the events. Sleds arriving at the wrong event area will be directed to the correct area.

LUNCH

All program areas will shut down from 11:30 to 1:00pm for lunch. Each unit will set up one area for lunch for their units. All Scouts are required to meet for lunch at their meeting area. **NO GROUND FIRES ARE ALLOWED EXCEPT IN DESIGNATED FIRE RINGS OR GRILLS.**

This year there will be a scout and leader Cooking Contest entry can be brought to the registration outdoor center no later than 12:30 for judging. Prizes will be awarded for best dish.

KLONDIKE EVENTS

All event areas will re-open at 1:00 and remain open until 3:00 (or as soon as all mayors have indicated they have seen all patrols). The closing awards ceremony will start at approximately 3:30. Starting of the closing ceremony on time hinges on the cooperation of everyone getting their score cards in before 3:00.

EVENT SCORING

The Klondike score card must be carried by each patrol to all the program areas to participate and receive an event score. On the far right hand column there are a series of boxes numbered zero through five. The appropriate box will be punched by the adult running the program area, reflecting the points earned for each event. If a patrol fails to participate in an event, they will receive zero points. **Remember the points earned are not only for the individual activity but also for patrol spirit among the scouts. Please remind adults and parents accompanying each sled that their participation will only lower the score.**

PATROL GEAR LIST

Each sled must carry a number of items to participate in the Klondike Derby. The following items should be on the sled and will be part of the sled inspection that will take place:

Klondike scorecard
Klondike evaluation sheet
One blanket
Three 6 foot poles
Patrol first aid kit
Wood and Kindling
Aluminum foil
At least two quarts of water
Flint and steel
Patrol flag
Scouting Spirit
Rain gear for each patrol member
Pencil and pad of paper
6 ft. length of rope for each member
Compass –NO GPS units
NO two way personal radios
Trash bag
Hot cocoa
Cups- (for hot liquids) one per scout
Proper clothing (see list later in this packet)

EVENT CHECK-IN PROCEDURES

Every patrol reporting to the program area must present an event card identifying their route of travel. The order of events MUST be followed. Sleds arriving at the wrong event area will be directed to the correct area to continue.

SLED DESIGN

The sled design competition will be based on safety, utility, and aesthetic qualities:

Design Safety	Each sled should be designed free of sharp, protruding objects such as nails, bolts, wires, and pointed boards or sticks. The rope should be heavy enough to pull the sled and long enough to accommodate at least six scouts.
Sled Utility	Each sled must be designed large enough to carry one passenger and gear. <u>No wheels</u> are permitted on the sled.
Aesthetics	The judges are looking for creativity. Each sled design must incorporate a method of properly carrying the patrol gear, patrol flag, and one scout. The sled must display the troop/crew number.

CLOTHING

Participation in any winter event can be a lot of fun or a miserable experience. It all depends on how one prepares for the activity. Older scouts have learned that by wearing several layers of clothes they can enjoy the outdoors with very little effect from the elements. The key to winter weather comfort is keeping dry. Both moisture from perspiration and snow or rain can greatly affect your comfort. The following tips are provided to assist in preparing your scouts for the day's activities.

- Clothing** Several layers of clothing should be worn. At a minimum, this should include long underwear, heavy jeans, shirt and a sweatshirt. Snow or ski pants are great for keeping you dry.
- Coat** A warm winter weight coat is needed for the day, preferably with a hood. It is also advisable to have a scarf to wrap around the neck and face.
- Footwear** Heavy boots are needed to keep your feet warm and dry. It is suggested that two pair of socks be worn. Winter boots with the felt liner inserts provide the best protection against the cold and wet weather.

NO TENNIS SHOES!

- Hat** Everyone should have a hat that covers the entire head, including the ears. Over 70% of your body heat can be lost from your head.
- Gloves** Protection for the hands is critical. A good, warm pair of gloves is needed to keep your hands warm and dry.
- Rain Gear** Rain gear is needed just in case it starts to rain.

The sled participants will be judged for the way they are dressed – so they must be dressed for the weather conditions. They all must have hats, gloves, warm jackets, and no tennis shoes. They will lose points off their total Klondike score for not being dressed for the weather.

If a scout is found by one of the staff to not be dressed for the weather, that scout will be sent home. We cannot take the chance on someone getting sick due to insufficient clothing.

AWARDS

- Souvenir Patch** Every paid participant will receive a specially designed patch.
PATCHES WILL BE DISTRIBUTED AT THE EVENT.
- Event Winners** The top three (troop level) patrols in each event will receive an award from each mayor. The top Venture crew in each event will receive an award from each mayor. Prizes awarded for best Iron Skillet Meal.
- Sled Design** The three best sled designs in both natural and man-made materials will be awarded a design award from the mayor.
- Ribbons** Every participating unit will receive a ribbon for their flag.

Scout Spirit Award The Scout Spirit Award “Traveling Trophy” will be awarded to the troop that demonstrates the best Scout Spirit during the Klondike Derby.

Overall Winner The sled that is the Derby overall winner will receive an award from the Klondike chairmen. There will be awards given to the top 3 sleds at the troop level and the top sled at the Venture level.

WINTERAMA CHECK IN – FRIDAY 5PM

Klondike Schedule

7:30 AM	Registration opens
8:45 AM	Opening, instructions
9:10 AM	1
9:30 AM	2
9:50 AM	3
10:10 AM	4
10:30 AM	5
10:50 AM	6
11:10 AM	7
11:30 AM	Lunch; Iron Skillet Entry due by 12:30
1:00 PM	8
1:20 PM	9
1:40 PM	10
2:00 PM	11
2:20 PM	12
2:40 PM	13
3:00 PM	Special Event
3:30 PM	Awards
4:00 PM	Clean up
5:00 – 7:30PM	Dinner Break
8:00 PM	Evening Program for Winterama only
10:00 PM	Lights out
SUNDAY	
7:00am	Wakee,wakee
7:30 – 9am	Eggs and bakee
10:30 am	Winterama checkout with Sycamore Staff approval

ADVANCE REGISTRATION**

Registration deadline is the January 15th 2017 late unit registration fees will apply after that time.
Please register on-line.

It is vital that we receive Patrol Names in advance, during online registration. This will help eliminate waiting in line at check-in. Remember to bring a completed roster with you that morning. **Rosters will not be returned so be sure to have an extra one for your troop if necessary.** Information required on roster: Scout and Scouter's name, phone number (including area code), and emergency contact name. Please, remember to bring your medical forms as they will be checked at registration.

REGISTRATION FEES

*****THIS IS AN EXAMPLE ONLY OF WHAT YOU WILL SEE ONLINE**

Unit Fees:	Early Registration Fee	\$35.00	\$ _____
	<u>Late</u> Registration Fee	\$45.00	\$ _____

Scout/Venturer Fees:	Number of Youth: _____	x \$8.00 each	\$ _____
	Number of Adults: _____	x \$8.00 each	\$ _____

<u>Late</u> Scout/Venturer Fees:	Number of Youth: _____	x \$10.00 each	\$ _____
	Number of Adults: _____	x \$10.00 each	\$ _____

Camp site reservation: **(First come-first serve-limited quantity available)**

\$60.00/site \$ _____

\$250.00/cabin \$ _____

The online registration system will also ask for the name of each scout and adult with information needed for the rosters.

Patch Design Contest

Please remember there is also a Patch Design contest form that is downloadable on the District Website and on the actual Registration Page. The winner of the 2017 patch contest will be announced at the end of the Derby and the design will be used for the following year's event.