

Camp Tiak

Winter Camp Guide



Klondike Derby

PINE BURR AREA COUNCIL BOY SCOUTS OF AMERICA

Welcome to Camp Tiak. Enclosed in this year's Camp Leaders' Guide is a comprehensive program that should be fun and enjoyable for everyone who attends. We have new programs for both scouts and leaders who attend camp that will benefit them not only through winter camp, but through the troops "scouting year" as a whole.

There have been several changes to the camp leader's books of the past, so it's important that you read everything in this leaders' guide to gain all the benefits we have for you and your troop. We, the members of the Pine Burr Area Council Winter Camp Staff hope that you have a great camping experience this winter and that Camp Tiak will be the camping experience that you will talk about all year.

Yours in Scouting

Camp Director

Program Director



Pine Burr Area Council Boy Scouts of America

Mission Statement

The mission of the Pine Burr Area Council and the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath

**On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.**

Scout Law

**A Scout is trustworthy, loyal,
helpful, friendly, courteous, kind,
obedient, cheerful, thrifty, brave,
clean, and reverent.**



PREPARING FOR CAMP:

BE PREPARED

The motto of the Boy Scouts of America; “Be Prepared”, will benefit every member of your troop planning on attending Camp Tiak Winter Camp.

CAMPSITE CAPACITIES

Apache	28	Mohican	26	Cheyenne	20
Navaho	20	Choctaw	28	Osage	20
Cherokee	24	Seminole	28	Crow	20
Shawnee	20	Delaware	20	Sioux	44
Iroquois	28				

PAYMENT SCHEDULE

2018 Camp Tiak Winter Camp payment schedule is as follows, fees are “Per Person”:

Camp fee (Pine Burr Area Council Scouts)	\$125.00
Leader fee (Pine Burr Area Council Leaders)	\$40.00*

*No Charge for first two leaders. Additional leaders may attend free based on the following ratio:

16 Scouts = 3 adults	24 Scouts = 4 adults	32+ Scouts = 5 adults
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SAFETY AND REGISTRATION:

HEALTH AND SAFETY

All Scouts and leaders attending camp must have a physical examination before arriving at camp. Mississippi State law requires Health and Physical Record be updated annually for those scouts and leaders under the age of 40. This form is available through the Council Office or at the Council and/or national Council websites. Please insure that you have the current physical form. Contact your District Executive or our Council Service Center if you have questions. Upon arrival at camp, each camper will have a medical recheck and each scout and leader will have a physical form on file with the health officer during his/her stay at camp. Physical forms will be returned to the Scoutmaster when the troop completes its check out. Physical forms not collected by the scoutmaster during check out will be destroyed after 72 hours. Physical forms can only be given to the troop Scoutmasters because of the confidential information they contain.

EMERGENCIES AT CAMP TIAK

Camp Tiak will have a qualified health individual on the camp property 24 hours a day during the camping season. The health lodge in accordance with state and local guidelines will store and administer all prescription medications as directed by the scout's personal physician and parents. In the unlikely event of serious illness or injury to a scout or adult leader, he/she will be taken to the closest hospital for treatment. The Pine Burr Area Council and/or Camp Tiak will not pay for prescription medication or emergency room costs in the event of a hospital visit by a scout or leader.

FIRE SAFETY

Camp Tiak has a fire emergency notification system. Under no circumstances shall flames of any kind be used in any tent. If a Scout or leader plans to use their own tent for lodging, they must have the tent labeled "No flames in Tents". This can be stenciled on the tent or placed on a card in front of the tent. Flashlights and battery-powered lanterns, which do not pose an asphyxiation threat, are permissible. In the event of a fire in a campsite, scouts and/or leaders do not fight fires under any circumstances.

TRANSPORTATION AND PARKING

Each Troop is responsible for the safe transportation of its members to and from camp Tiak. Make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer – whether it is covered or uncovered – is against the Policies of the Boy Scouts of America.

Parking is provided at the entrance of camp for leaders and visitors. The main parking area is next to the Administration Building. Vehicles are not to be parked in the campsites at any time during camp. Units are encouraged to leave a trailer in the campsite in order to store both troop and personal gear. To keep traffic in camp to a minimum, only camp vehicles will be allowed in camp during the week. Troop vehicles will be permitted into camp during check-in and check out for the purpose of unloading and loading troop and personal camping equipment. While driving in camp, please be aware of the speed limit of 5 miles per hour.

DANGEROUS WILDLIFE

Camp Tiak is a wilderness setting. While visiting the out-of-doors, remember that we are guests here and that there are several different kinds of wildlife that call Camp Tiak home. Venomous and non-venomous snakes, spiders, ticks, deer, and the national bird of Camp Tiak, mosquitoes, are just a few of the different kind of wildlife you will see at Camp Tiak. Bites from any of these animals can be painful and in some cases very serious, leaders should brief scouts on the importance of the use of insect repellents and check scouts for bites at least daily.

CAMPFIRES

Campfires are the place where your scout spirit can come alive. We will open camp with a Campfire so you can meet the Staff and enjoy songs and skits. We will close the camp with another campfire so you can showcase your showmanship skills learned during camp.



GENERAL INFORMATION:

CHECK IN PROCEDURES

This section will help you, the Scoutmaster, when arriving at Camp Tiak. **Check in will start at 1:30 pm Friday and end at 10:00 am Saturday;** scoutmasters should be ready to complete the check in procedures upon arrival. Check in will be completed at the administration building which is located next to the main parking lot. Troop leaders should have a final count of the members attending camp, merit badge schedules, medical forms, and a written explanation of any scout who needs or requires any special medical needs. Medical re-checks will be conducted by trained medical personnel prior to any scout being allowed to participate in any camp program.

RAIN PLANS

As long as your youth have a dry change of clothing, your activities need not be confined indoors in bad weather. Some program areas are closed for safety reasons. Check with the appropriate department to be sure.

Ideas for a rainy day: woodcarving, soap carving, “bone-up” on advancement, games with paper and pencil, wet weather fire building, etc.

The camp program goes on, rain or shine!

EVENING PROGRAM

The evening activity periods are from 7:00 pm to 8:30 pm. This is a good time for informal unit activities and sports programs. You may wish to challenge another unit to a ball game. The trading post is open for snacks. Most evenings a camp program is scheduled.

BUDDY SYSTEM

For safety the buddy system is used at all times throughout camp. This is very important and will be watched closely by staff. Leaders are asked to be sure each Scout understands the operation of the Buddy System and plan accordingly.



FRIDAY, FRIDAY, FRIDAY

Friday Check-In Schedule

1:30 pm Check-In begins

5:40 pm Colors

6:00 pm Supper

7:45 pm Campfire



ARRIVAL

Check-in time **begins at 1:30 pm Friday**. We ask that all units arrive in camp no later than **10:00 am Saturday morning** order to complete the check-in process. Please keep in mind that no camp services (including first aid, etc.) will be available until 1:30 pm. Troops arriving early must be self-sufficient and cannot begin transporting gear to their site. Remember that no private vehicles except vehicles pulling unit trailers or equipment vehicles are allowed on camp roads.

TRAILERS

Upon arrival at Camp, troops with an equipment trailer will be allowed to tow them into their campsite. No vehicles are to remain in the campsite. It is recommended that all other gear is to be “packed in” by the youth in the unit.

PARKING

Parking is available in **Big Parking Lot**. **NO** private vehicles are allowed on camp roads.

HOW TO CHECK-IN

Beginning at 1:30 pm, your staff guide will meet you at the Admin Building, to lead your unit through our check-in process.

Please have the following items ready:

- A complete and accurate Merit Badge Schedule for your Troop.
- A complete and accurate attendance list (your roster will be used for your financial check-in).
- Prescription medication, 1 copy of each medical form (keep the originals at home) and any needed medication cards (if not already mailed in).

FLAG CEREMONIES

The camp will assemble for flag ceremonies in the morning and evenings. Scouts and leaders are expected to attend evening flag ceremonies in full Field uniforms. Troops are encouraged to assist with flag ceremonies and blessing of the meals.

VESPERS & CHAPLAIN

Vespers is a short fellowship service held on Sunday evening. Vesper Service will be held at the Pine Eagle Chapel and everyone is encouraged to attend. Members of the camp staff or scouts attending Camp Tiak will conduct vespers, with assistance of the visiting clergy.

LEADER'S MEETING

In an effort to keep everyone informed and up-to-date with the on-going changes that occur during Winter Camp, we will hold a Leaders meeting every morning after breakfast in the dining hall.

LEADERSHIP IN CAMP

All units are required to have two adult leaders in camp at all times. This is a National Council standard/requirement. All leaders must be registered members of the Boy Scouts and meet the membership qualifications of the BSA. The Troop Scoutmaster must be at least 21 years of age, Assistant Scoutmasters must be at least 18 years of age or older.

Troops that cannot meet the requirement of two-deep leadership will be placed into campsites with another troop to meet this requirement. In the event you are unable to have two adult leaders in camp, Scoutmasters should contact the Camp Director so that arrangements can be made to camp your troop with another troop with the same challenge.

TRADING POST

Camp Tiak operates a modern and efficient Trading Post. Our Trading Post stocks many items that are related to Scout merit badges. In addition to crafts, the Trading Post also stocks concession items. Some of the items stocked are camp caps, writing paper, craft items, pocket knives, postcards, hot pocket, cold drinks, ice cream, snow cones, candy, folding chairs, batteries, Camp Tiak T-Shirts and camp patches.

Most scouts will spend on the average of \$35 - \$50 in the trading post. This will generally pay for merit badge materials and a few snacks throughout the week. Please budget accordingly. Camp Tiak has no ATM, so please be sure your scouts bring enough cash and/or debit/credit card.

VISITORS

Visitors will have the opportunity to eat dinner with their sons in the dining hall. Cost for the evening meal is \$5.00 for adults and \$3.50 for children under the age of 12. Dinner tickets can be purchased at the Trading Post. Parents should plan on arriving at 3:30 pm.

Scoutmasters will need to provide to the Camp Director no later than the morning meeting a head count of additional people who will be at the dinner meal so that enough food can be prepared.

PHONE

There is no phone service in camp. Please call your Scout Leaders cell phone or you can leave a message on the Camp Rangers phone at 601-928-4878.

FACILITIES FOR THE PHYSICALLY CHALLENGED

Sioux campsite is a barrier free site at Camp Tiak. It will accommodate up to 40 physically challenged scouts and adult leaders. It is conveniently located near the dining facility. Troops with special-need scouts are given priority in reserving this site.

CAMPSITES

Camp Tiak has thirteen troop campsites. Each troop site has a latrine and facilities for hand washing and showers.

FOOD SERVICE

All meals will be served in the air condition dining facility. Meals are provided in a modified cafeteria style fashion. A well-balanced menu has been designed to please both scouts and adult leaders. Troops eat together. Each troop will provide a table waiter for each table assigned to them. Table waiters will set up each table for each meal and then clean up those tables after each meal. Troops will have the opportunity to prepare meals in their campsites if they wish.



CHECK-OUT

On Wednesday morning each troop will be required to check-out prior to leaving Camp Tiak. These steps will assist you in making sure everything has been completed prior to departing camp. Each troop "Camp Tiak Troop Guide" will assist the unit in completing the check-out procedures. Those procedures are:

Campsite. A complete inspection of the campsite will be conducted to ensure that the camp equipment is returned in as good condition as when the troop arrived.

Trash. All trash will be bagged using the trash bags provided and placed in the dumpsters behind the Dining Hall.

Administration Building. The Scoutmaster and Senior Patrol Leader must come to the administration building to collect medical forms, Camp Tiak Winter Camp Special Patches, and turn in camp evaluation forms.

Departing Camp Tiak. Troops should be packed and ready to depart Camp Tiak by 10:30 am on Wednesday morning.



WHAT TO BRING TO CAMP:

TENTAGE WILL NOT BE PROVIDED. ALL TROOPS NEED TO BRING THEIR OWN TENTS.

TIPS

Other than some basic items, different people and troops will bring different items with them. A good exercise is to think about your perfect week at camp and bring items that you see in your mental picture. If you want to spend the week fishing don't forget to bring your fishing rod and tackle box. To help you keep from forgetting those important items, we have a list to help you with your packing.

WHAT NOT TO BRING TO CAMP

Personal Firearms or other firearms, ammunition, bows and arrows are not allowed in camp. Only those supplied by the Shooting Sports area are to be used. Sheath knives of any kind are not allowed at any time in any camp operated by the Boy Scouts of America. In addition, no pets or fireworks of any kind are allowed at Camp Tiak. Camp Tiak and/or the Pine Burr Area Council will not be responsible for the loss of these items.

WHAT CAMP TIAK PROVIDES

Flagpole
Campsite shower
Tent platforms

Latrine and water supply
1 picnic table per campsite
Bulletin Board

INDIVIDUAL EQUIPMENT CHECKLIST

3 – 5 pairs of socks
Swim trunks
Extra underwear and T-shirts
Bath towel and soap
Comb or brush
Jeans or long pants
Flashlight and extra batteries
Insect repellent
Boy Scout Handbook
Spending money
Canteen or water bottle
Appropriate Merit Badge Books

Sweater or light jacket
Raincoat or poncho
Hiking and/or tennis shoes
Tooth brush and tooth paste
Sleeping bag or sheets,
blankets and pillow
Long-sleeved sweat shirt
Hat or cap
Individual program needs
Sunscreen
Stationary, pen or pencil
Bible or personal religious
literature

WINTER CAMP DAILY SCHEDULE

Friday Night Schedule		Schedule	Saturday	Sunday	Monday	Tuesday
		6:00 am	Reveille	Reveille	Reveille	Reveille
			Death March and Polar Bear Plunge	Death March and Polar Bear Plunge	Death March and Polar Bear Plunge	Death March and Polar Bear Plunge
		7:15 am	Flag Raising	Flag Raising	Flag Raising	Flag Raising
		7:30 am	Breakfast	Breakfast	Breakfast	Breakfast
		8:30 am	MB Instruction	MB Instruction	MB Instruction	MB Instruction
		9:30 am	MB Instruction	MB Instruction	MB Instruction	MB Instruction
		1:00 pm	Check-in	10:30 am	MB Instruction	MB Instruction
Medical Re-check	12:00 noon		Lunch		Lunch	Lunch
???	Camp Wide Mobilization Activity	1:00 pm	MB Instruction	MB Instruction	MB Instruction	<u>Klondike Derby</u>
		2:00 pm	MB Instruction	MB Instruction	MB Instruction	
		3:00 pm	MB Instruction	MB Instruction	MB Instruction	
		4:00 pm	MB Instruction	MB Instruction	MB Instruction	
5:30 pm	Flag Lowering	5:45 pm	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering
5:45 pm	Supper	6:00 pm	Supper	Supper	Supper	Supper
6:45 pm	Campfire	7:00 pm	Gaga Ball / Volleyball	Chapel ----- Edible Olympics will follow Chapel	Mountain Boarding and Biking	Campfire
8:00 pm		8:00 pm				
10:00 pm		Taps		Taps		

MERIT BADGE PROGRAM:

Camp Tiak offers a wide selection of merit badges. Most merit badges can be completed at camp; however, because of time requirements, special projects, or other considerations, some merit badges require prerequisites or special skill levels.

EAGLE FLIGHT

Citizenship in the World: Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

Citizenship in the Nation: As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens

Communications: his clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.

Family Life: The family is the basic unit of society and is important to both individuals and communities. The world is rapidly changing, making today's society much more complex than ever before. As Scouts earn this merit badge, they will realize why it is important to know more about family life and how to strengthen their families

Personal Management: Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

First Aid: This is an Eagle required merit badge. It covers a great deal of written materials and there are skills to master. Familiarly with knots is extremely important. It is recommended that CPR instruction be completed prior to camp.

Personal Fitness: Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

AQUATICS

Polar Bear Swim: Must complete two (2) Polar Bear Plunges. Plunge will consist of scout/scouter going from the non-swimmer dock to shore.

OUTDOOR SKILLS

The Outdoor Skills area is where core Scouting skills are developed. This area is also home to many advancement and special activity opportunities for all ages.

Backpacking: Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Wilderness Survival: In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

ECOLOGY

Archeology: Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

Forestry: In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Astronomy: In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

HEALTH

Medicine: The practice of medicine has a rich history that spans several centuries. Since the first use of plants and other items as simple medicines and balms, many men and women have contributed to the advancement of the "healing arts."

Dentistry: Teeth do a lot more than just peek out from under that winning smile. They have all sorts of duties, and having healthy teeth will help a person to eat, speak, and look great

MISCELLANEOUS

Electronics: Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

Surveying: While earning this merit badge, Scouts will discover how land is measured and how it is described so that others can know where boundary lines are. They will have a chance to use some fine measuring instruments, apply advanced mathematics, operate computing equipment, and create a survey map.

American Labor: The labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions.

Collections: Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

HIGH ADVENTURE

C.O.P.E.: The goals of project C.O.P.E. are to build leadership, self-esteem, decision-making, trust, and teamwork. Progressing as a group, through a series of increasingly physical and mentally challenging elements that require cooperation and teamwork to complete the experience is the goal of all scouts who "Choose to COPE".

MERIT BADGE SCHEDULE – WINTER 2018							
Program Area	A 8:30 AM	B 9:30 AM	C 10:30 AM	D 1:00 AM	E 2:00 PM	F 3:00 PM	G 4:00 PM
Eagle Flight	Citizenship in the World			Citizenship in the Nation			
		Personal Management				Communications	
	Family Life			Family Life			
		Personal Fitness			Personal Fitness		
			First Aid			First Aid	
Aquatics	Polar Bear – Saturday, Sunday, Monday and Tuesday at 0600 at the Waterfront						
Health	Medicine			Medicine			
		Dentistry			Dentistry		
Miscellaneous	Electronics						
			Surveying			Surveying	
				American Labor			American Labor
Outdoor Skills		Collections			Collections		
	Wilderness Survival			Wilderness Survival			
			Backpacking				Backpacking
Ecology	Archaeology			Archaeology			
		Forestry			Forestry		
C.O.P.E.	Astronomy – time and place to be announced						

SPECIAL EVENTS

Edible Olympics: (Troop Event) Comprised of five (5) mystery events. Could be an egg toss, bobbing for raisins in flour, or having to whistle after eating a packet of crackers. Who know yet?

Adult Apple Peeling Contest: The rules are simple.
The longest unbroken apple peel wins.

Scoutmaster's Merit Badge:

Complete either one (1) polar bear plunge or Death March.

Visit one (1) Eagle Flight Class.

Visit one (1)

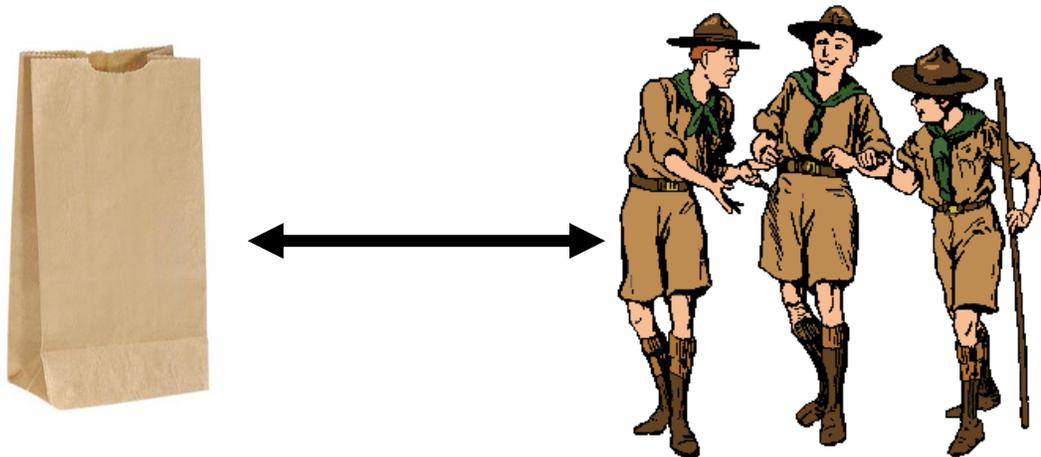
Visit one (1)

Visit one (1)

Miscellaneous: Complete in Adult Apple Peeling Contest
HAVE A NAP

Drink several cups of coffee every once in awhile

Death March: Must complete two (2) Staff Lead Death Marches.



Klondike Derby Events

STATION I

ORIENTEERING COURSE

Location: Canyon Pass
Problem: A fallen tree has blocked the trail through Canyon Pass.
Solution: Using a map and compass, navigate through the woods to find the control points.
Scoring: Order of finish – penalties will be assessed for missed controls.

STATION II

LOG SAW

Problem: The temperature is dropping. To survive you must build a campfire, but you need cut wood.
Solution: Patrol members must use a bow saw to cut a log into three (3) approximately sixteen-inch (16”) lengths, and then use an axe to split each of the three (3) chunks in half to produce to six (6) pieces of firewood. Logs will be provided. Bow saw and axe should come from Patrol Sled.
Scoring: This is a timed event.

STATION III:

FIRE BUILDING

Location: White Pond Creek – near an isolated timber forest many miles from any town.
Problem: With temperatures dropping fast, one of your team has fallen into a creek. You must quickly build a fire to warm him before hypothermia sets in.
Solution: Build a fire using materials you have on your sled. You will use either flint & steel or a hot spark kit to start fire. No liquid fuel or other accelerant, fire starter sticks or other such material, or paper may be used. “Char cloth” is OK. Rules may be adjusted on site depending on weather conditions.
Scoring: Time taken to burn a string 18” high off the ground. Bonus pts: bring your hot spark or flint and steel kit.

STATION IV:

A-FRAME WALK

Location: Plumb Glacier – a narrow pass over a treacherous glacier.
Problem: One of your team has broken his leg. You must assist him over the glacier.
Solution: Your team must lash together an A-frame from the material provided. A member of your team then mounts the frame while others “walk” him across the glacier.
Scoring: Based on time. (The A-Frame must hold together through the entire “walk”.)

STATION V

CROSSING THE YUKON RIVER GORGE

Problem: Your patrol is being stalked by a Polar Bear. To escape the Polar Bear, you must cross the river gorge. The weather is warm and the ice is thin.
Solution: Patrol members must tie a rope using a bowline knot around their waist before starting to cross the gorge. The patrol members must step through the center of each of the tires. Once the first patrol member reaches the end, the remaining patrol members must tie the safety rope around their waist before beginning the course. After the second patrol member has reached the end of the course, the rope is coiled and thrown back to the remaining members of your patrol.
Scoring: This is a timed event. Three seconds will be added to your score each time a patrol member’s foot touches one of the tires. This is an 8-member patrol event. Patrols with less than 8 members will have scouts repeat.

STATION VI **TOMAHAWK THROW**

Problem: Yukon Jack has challenged your patrol to a tomahawk throwing contest. Your reputations as skilled outdoorsmen are at stake

Solution: Make the high score.

Scoring: Points awarded based on accuracy. Tomahawk must stick in target.

STATION VII **LOG PULL**

Location: Finnegan's Point

Problem: A fallen tree has blocked the trail at Finnegan's Point.

Solution: Your patrol must tie a rope to a log using appropriate Boy Scout Knots (timber hitch and half hitch) and pull the log a predetermined distance – then remove and coil the rope.

Scoring: This is a timed event.

STATION VIII **TENT SET UP**

Problem: Caught in a blinding snowstorm, each patrol must work as a team to set up their tent (provided) as quickly as possible for immediate shelter.

Solution: Scouts must use teamwork and communication to get this done fast.

Scoring: This is a timed event.

STATION IX **FIRST AID**

Location: Lake Sauk

Problem: One of your patrol members has fallen into Lake Sauk. You have pulled him out of the water, but what do you do next?

Solution: Treat for hypothermia, and then answer a series of questions related to the prevention and treatment of cold weather injuries.

Scoring: This is a scored event.

STATION X **GRAND KLONDIKE RACE**

Location: Rattlesnake Trail / Thirty-Three Kilo Road

Problem: Race around the pond in the shortest time

Solution: Using your Klondike sled, race around the lake along the Rattlesnake, Thirty-Three Kilo and White Pond Creek Trails. One Patrol member must ride inside the Klondike sled at all times. If wheels are not used the patrol members must carry the sled.

Scoring: This is a timed event.

TWILIGHT ACTIVITIES

Many opportunities are available for troops in the evening hours prior to Taps. As in years past, there will of course be the regular volley ball games, vesper services, and open program areas for scouts to participate in making the evening full of fun and enjoyment. A complete finalized schedule will be available to leaders upon check in to Camp Tiak.

Instructional HELP and Supervision:

We can always use help with the instruction of the many skills taught at camp. If you have any special abilities you're willing to share, please let us know on Friday. In the past, we've had sessions and demonstrations from leaders in emergency preparedness and others.

We can also use a hand during the instructional sessions – we may use you as a coach, a volunteer, or a helping hand to keep things running smoothly. If you have some spare time and a special interest, talk to the appropriate area director when you check-in. We always need assistance.



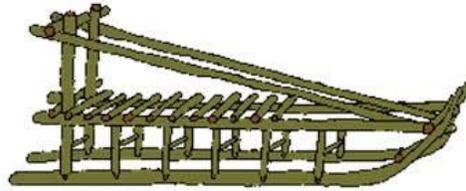
**Please remember the goals for Camp
(listed in order of importance)**

- 1. Having fun!**
2. Developing leadership skills
3. Working on rank advancement
4. Earning merit badges

REMEMBER:

**Happy Scouts make for happy leaders.
Make sure you give your Scouts a
block off for free time!**

KLONDIKE DERBY MATERIAL LIST AND SLED PLANS



FOR THE RUNNER ASSEMBLIES

RUNNERS	hardwood $\frac{1}{2}$ "-thick x $3\frac{1}{2}$ "-wide x 89"-long	2
RUNNER BLOCKS	hardwood $1\frac{1}{2}$ " x $3\frac{1}{2}$ " x $3\frac{1}{2}$ "	8

FOR THE FLOOR

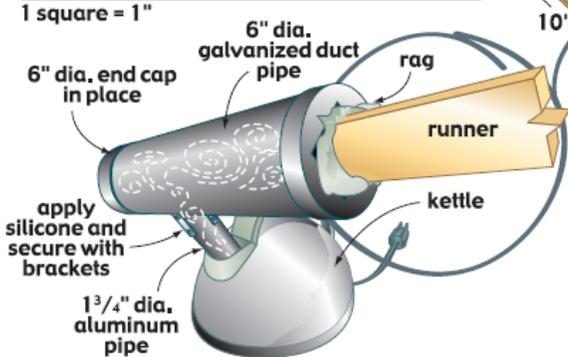
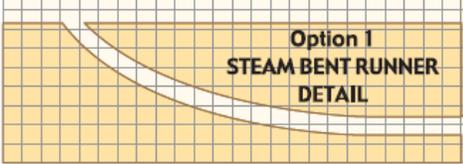
FLOOR BOARDS	softwood $\frac{3}{4}$ " x $3\frac{1}{4}$ " x 73"	5
MAIN FLOOR SUPPORTS	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x 18"	4
FRONT FLOOR SUPPORT	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x $19\frac{1}{2}$ "*	1

FOR THE RAIL ASSEMBLY

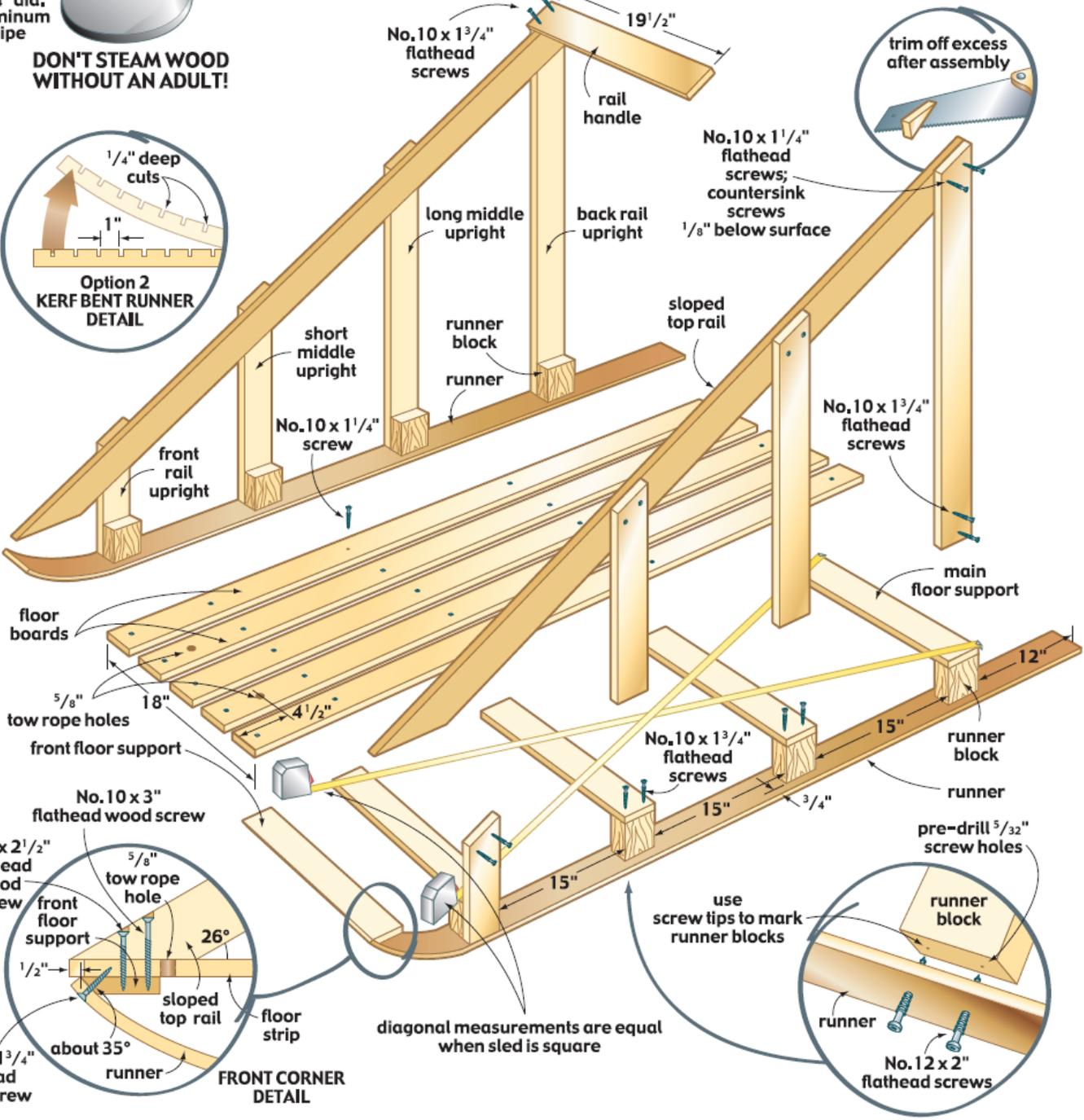
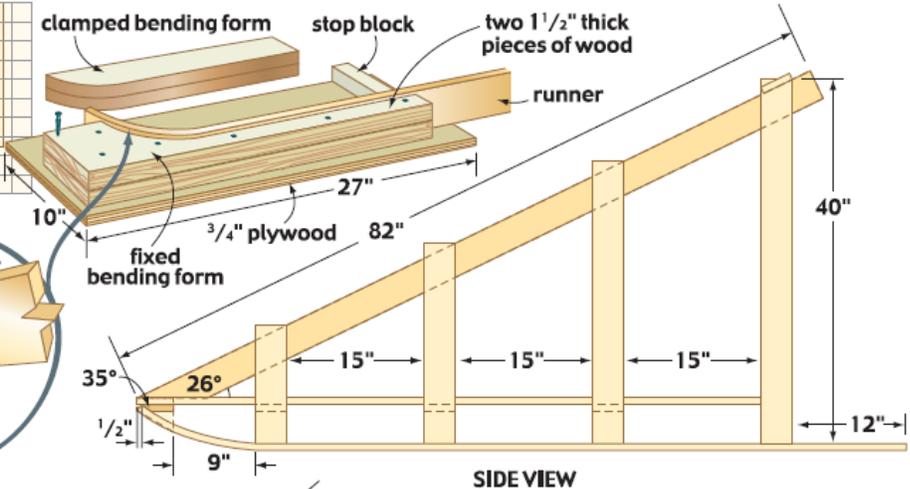
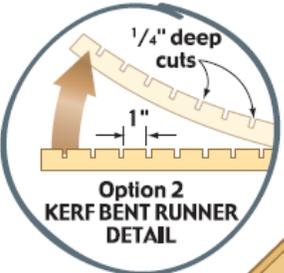
SLOPED TOP RAILS	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x 82"	2
RAIL HANDLE	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x $19\frac{1}{2}$ "	1
FRONT RAIL UPRIGHT	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x 14"	2
SHORT MIDDLE UPRIGHT	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x 22"	2
LONG MIDDLE UPRIGHT	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x 31"	2
BACK RAIL UPRIGHT	softwood $\frac{3}{4}$ " x $3\frac{1}{2}$ " x 40"	2

*Trim front edge to fit curve of your runners, about 35 degrees.

RUNNER TIP DETAIL



DON'T STEAM WOOD WITHOUT AN ADULT!



Additional Sled Ideas



Adding wheels to the sled will make it easier to complete the course. Without wheels the patrol will have to carry the sled.



Merit Badge Registration Form



Please complete the following form by filling in the appropriate merit badge. Please note that classes are filled on a first come first serve basis.

Campsite _____ Troop _____ Week in Camp _____

Scouts Name	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							



Final Financial Form



This form should be completed after final head counts and session selections are made.
This form should not be submitted without accompanying payment.

Week in Camp _____ Council _____ Unit _____

Summary of fees

Camp Fees

Scouts at Camp with Unit _____ Scouts X \$125.00 = \$ _____

Leader's Fees (No charge for first two leaders)

Additional Leader(s) _____ X \$40.00 per leader = \$ _____

Additional leaders may attend free based on the following ratio:

16 Scouts = 3 adults

24 Scouts = 4 adults

32+ Scouts = 5 adults

Total Fees \$ _____

Summary of Credit

Total Credit = _____

Remaining Balance _____

Balance Due

Subtract the Total Credits from the Total Fees box and enter the results in box.

TOTAL DUE \$

Unit Leader's Signature _____ Date _____

