

KLONDIKE

INFORMATION PACKAGE
National Shinshu Takato Youth Outdoor
Learning Center, Nagano
22 Feb - 24 Feb 2019



CAMP DIRECTOR: Kim McCann (mccannkp@yahoo.com)

PROGRAM DIRECTOR: Michael Coutu (michael.coutu@yahoo.com)

Note: This guide is subject to change without notice. If you note any errors then thank your skills and teachers for finding them where we missed them.

Welcome to the Klondike of 2019! We hope to make this fun, so please read and adhere to the rules to make it as safe and enjoyable as possible!!!

This year's Klondike will be held at the Japanese youth Outdoor Learning Center operated by the Government of Japan. There will be several "Japanese Cultural" rules we are not normally accustomed to, but it's a great opportunity for our youth and adults to learn! More information is available in this packet. Remember we are guests and should treat the facility as such and respect the privacy and property of others.

Safety is paramount! Please make sure you stay bundled up against the cold. Wear a jacket, if you get wet you need to dry off as soon as possible. Check your socks frequently to avoid the dampness that could bring on frostbite. Drink plenty of water!

Scoutmasters – you and the adults in your unit attending are responsible for checking all the youth ahead of time to make sure they are adequately prepared with the right gear and dress. Please do not let any youth come who do not have cold weather gear. I.e. shorts are not allowed for this event. Proper clothing includes a cold weather hat, gloves, etc. are essential.

BSA Requirements

Youth must be a registered Scout or Venturer to participate in Klondike. Unregistered youth, including siblings, will not be able to attend. Every unit must also have appropriate leadership, which is at least two adults that are registered and Youth Protection trained (recommend all adults, including parents that are not volunteers, take youth protection). One adult must also have completed the BSA Hazardous Weather Training (can be taken online – this expires periodically so please check again). Leaders, it is your responsibility to ensure your troop has at least two adults on site who will be responsible for all your Scouts at all times. The camp leadership also expects each unit to provide at least one adult, which can be part of the two-deep mentioned above, to help run the various activities. If you have female scouts or adults you must provide this information so we may bunk you in a female only cabin. If you have any female scouts you must also have female leaders.

Troop requirements

- Register the unit using the event registration form available at <http://www.fareastcouncil.org/Districts/Asia-east-district>
- Provide information on known allergies or significant medical issues by 24 January to the Program Director. Failure to respond will mean a scout may not be able to participate.
- Ensure your unit has current Scout and adult medical forms and brings a copy of them to the event (parts A and B). The unit leader should hold on to them for the event and will be used in an emergency.
- Complete required permission slips
- Conduct appropriate troop training on winter clothing and related injuries
- Ensure every participant (youth and adults) are properly equipped for weather.
- NOTE: Troops should bring items required and as listed on the event page.

Items being provided at the event

- Cabins/Huts with limited heat. Most have sleeping bunks, pillow, sheets and comforter.
- Each building should have a bathroom with sinks and toilets, electricity, and hot water pots for making things like instant soup, hot chocolate, tea, etc.
- Program items for events, as identified in the event description in this package but you need to bring what is on the list of items for your unit.
- Optional sleeping outside in the snow for those title the "Frozen Chosen" is possible. You must come prepared. A special event patch is provided for those who brave the cold.

Visitors

Members of your troop committee or parents of the scouts may attend, but need to be registered as part of the unit by the due date. We cannot accommodate siblings or other youth not registered as Scouts or Venturers. Female leaders, Scouts or Ventures are welcome but please register correctly so that we can properly plan these details.

General Information:

Each "Race Team" will compete with their fellow racers in a defined course. This is different from past years in that everyone will be required to race together and **NOT** in a round-robin style. A course map will be outlined for each leg of the race with a scoring shown.

At each event, the patrol will encounter a challenge. They must complete this leg to move on to the next course. Some legs will require the scouts to know and use basic scouting skills and others will require a level of luck or strength. The Patrol's performance will determine how they are awarded points for the event. All patrols will travel together from leg to leg.

The final station will consist of a race with points being awarded for each team.

High Adventure (optional):

For Scouts 14 and up, of at least a First-Class rank and having previously attended a Klondike, we may be hosting a Backcountry Snowshoeing Adventure. This is contingent on at least a patrol of boys being interested and properly trained adults able to run this. Leaders please mark when signing up those who are interested in participating.

Arrival and Checkout Procedures

Because we are using a Japanese facility, this is different than a typical BSA event. In addition to our Klondike group, there will also be at least 4 other Japanese youth groups using the same location during our weekend. Please ensure your Scouts understand they must be considerate of other guests. Keeping noise down, keeping their boots free from snow inside, not making a mess and being considerate of others is expected.

Arrival: All units should try to time their arrival between 6-9:00pm, Friday night. Once the unit arrives, the adult leader and the SPL will report to the check-in area, we will give you maps and a packet. Please be prepared to provide the following:

- Registration roster with any last-minute adjustments
- A copy of Annual Health and Medical Record (A&B) for each participant (adult & youth)
- The unit will receive updated information and maps of the site and cabin assignments.
- Each bedding should utilize the sheets and at no time should the comforter, mattress come in contact directly with the scout. A sheet should be between both. Failure to comply may cause the facility to charge you extra for cleaning fees.
- At 9pm starts the facility-wide quiet time. All scouts should be in their bunking quarters.

Check-out: The facilities we are using have specific checkout procedures and it is imperative everyone follows their requirements. More information is provided further in this packet.

- Units must be completely cleared and ready for cabin inspection by 9:00am on Sunday
- Units planning on departing on Saturday night must indicate this on the registration form.
- Specific check-out procedures will be provided to those units as needed. You may not leave before being cleared.

Other Information

Meals: Units will be responsible for their own Friday night meal. It is suggested units either require participants to bring meals that can be eaten on the road, or plan on stopping to eat

while in route (time is critical a quick meal of 15-20 minutes is best). All Saturday meals and Sunday breakfast are being provided by the facility. The location has a full kitchen staff and very nice dining area, with all meals served “buffet” style allowing participants to choose items. If you have unique dietary requirements (medically based) please plan on bringing your own food to supplement what is provided.

Snacks: There is no cooking allowed in the cabins. Each cabin has a hot water dispenser that can be used for hot chocolate, Cup of Soup, tea, etc. Prepackaged snacks are also allowed in the cabins. However, the rooms must be in pristine condition when you leave. Unit leaders must use due care to ensure food and drinks are not spilled on the linen, comforters, and any tatami mats, etc. Units are financially responsible for all damage caused.

Trash: The facility requires users to remove their own trash. Bring enough garbage bags and pack out your own waste. We will practice leave no trace outside as well.

Fires: Fires are restricted to Saturday night camp fire if we have the right conditions. No other fires are authorized.

Medical: Medical help will be available for minor problems that may occur; however it is imperative everyone in attendance provided a BSA Health and Medical Form in case something significant occurs. For major incidents, the facility will contact local emergency response personnel and the local hospital will be used as required for treatment. Note it may take as much as 45 minutes for an ambulance to arrive. Injuries, regardless of how insignificant, must be immediately reported to the camp director and District Executive.

Uniforms: All Scouts and Scout Leaders will wear Full Field Uniform “Class A” at flag ceremonies, meals, and closing campfire. Bring cold weather gear as appropriate since temperatures are expected to be -14 degrees.

Parking: Available parking is limited. Units must identify how they plan on getting to the event on their registration form. Carpooling or bus transportation recommended. All vehicles need to back in to the parking spots to facilitate exiting should there be a large snowfall. If you are driving, please bring snow tire chains and shovels.

Stations/Events: Adults, and older youth not participating in the high adventure, should be prepared to assist with events as needed. Station assignments will be assigned on a first come first served basis. Please contact Program Director for preferences and details.

Liaisons: **We need at least 2 adults to serve as event liaisons for the entire weekend.** You must be able to communicate in Japanese and English and do not have any key responsibilities in your unit, i.e. Scoutmaster, and will be primarily working with locals to coordinate the day. We encourage everyone, bilingual or not, to be good ambassadors and help make a good impression with our hosts and others using the facilities. You might want to remind youth (in the car going up and throughout the weekend about being model scouts).

Trail to Klondike
Schedule of Events (Subject to Change):

Friday

- 1300 – 1800 Staff Check-in and Set-up
- 1800 – 2200 Units Check in. Troop leaders need to supply patrol final rosters and patrol names at this time.
- 2100 Leaders Meeting - location TBD
- 2130 Everyone in their cabins, quiet time (9pm)
- 2200 Facility lights out

Saturday

- 0630 Reveille
- 0700 – 0730 Opening Ceremony (subject to change)
- 0730 – 0900 Breakfast/ Clean up (subject to change)
- 0900 – 0950 Trail Leg 1
- 0950 – 1040 Trail Leg 2
- 1040 – 1130 Trail Leg 3
- 1130 – 1300 Lunch
- 1300 – 1350 Trail Leg 4
- 1350 – 1440 Trail Leg 5
- 1440 – 1530 Trail Leg 6
- 1530 – 1545 Trail Leg 7
- 1545 – 1630 Klondike Race
- 1630 – 1700 Return to Cabins
- 1700 – 1900 Dinner/ Clean up
- 1900 – 2000 Campfire / Awards
- 2030 Leaders Meeting – Location TBD

Sunday

- 0600 Reveille
 - 0600 – 0720 Clean-up of personal items and cabins
 - 0720 – 0845 Breakfast/ Continued Clean up
- Note: all personal items must be out of cabins before 0900.
- 0900 – 0930 Cabin Inspection by facility personnel
 - 0930 – 1015 Scouts own Service and Departure

Be Prepared:

Fourteen years before the BSA got it's start, in 1910, a gold rush to the Klondike in the northern frozen tundra started. Most took the route through Dyea and Skagway in Southeast Alaska. Following either the Chilkoot or the White Pass trails to the Yukon River and proceed down to the Klondike. Each of them was required to bring a year's supply of food by the authorities in order to prevent starvation. In all, their equipment weighed close to a ton, which had to be carried. Many dogs, animals and men died along the way due to the bitter cold and not being prepared. They had to sail to get there, know basic medical treatments, cook their own food and make their own shelters. They had to survive to tell the tale. 100,000 people set out for the Klondike, only about 40,000 made it. Some came too late to have any reward of gold but others made large amounts of money selling fresh chickens and eggs. One of the first ships back reportedly had enough gold to make them a billionaire by today's standards.



Clothing: One of the most important requirements is to know how to keep warm and dry. Each scout must know what to wear. Winter weather is very unpredictable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard (not expected but being prepared is our motto). Dress to be dry, don't do any activity fast enough to sweat, remove layers or add layers to accomplish this. Cold weather camping requires adequate clothing and waterproof boots to protect the camper and yet be versatile enough to prevent sweating during activity and keep a person warm during idle periods. Layered clothing meets this requirement. A second and third change of inner clothing will be required for your scout's personal safety and comfort. A wool stocking cap or similar head covering is necessary both during the day and at night to retain warmth. **Note for Scout Leaders:** Please realize that youth do not "feel the cold" as adults do, if they are uncomfortable, they will bundle up. However, please remind them or insist that they do everything they can to stay warm. Once your body temp drops down it is very difficult to raise it back up.

Sled: Klondike style sleds or sledges must be built or put back in shape (don't forget to wax the runners). If a patrol does not have a sled, build one (many plans available on the web). Toboggans and store bought sleds will not be allowed to participate. Incidentally, don't let the idea of sleds scare you. It is not essential to have snow for this event -- many of our best Klondike camps have been held without snow (Okinawa does there's on the beach). However, if there is no snow, sleds with regular skids will be at a disadvantage (perhaps attaching wheels quickly might be an advantage).

Klondike Rules, Events and Scorekeeping

1. Clothing Inspection:

- Each participant will be inspected BY YOU (Scoutmaster or adult leader present) before hitting the trail. Hopefully you have your SPL prepare them in a troop meeting.
- Participants not adequately dressed will not be allowed to participate and must stay indoors with others and an adult leader. Please ensure everyone is prepared.
 - o Clothing - proper and warm for existing conditions. Dress in layers of clothing.
 - o Footwear - proper for existing conditions. Wear wool socks and avoid cotton. Do not wear low cut shoes (no tennis shoes) unless covered by a pair of galoshes/gators. This year we will be traveling in deep snow.
 - o Headgear - to cover head and ears (scarves recommended). Wear a head protector which has ear covering. An added scarf will protect the face from the cold and biting wind.
 - o Handgear - to protect vulnerable hands. Hands should be protected with wool mittens covered with a water repellent shell. Gloves are OK, but mittens are best.

2. First Aid:

- All trained medical personnel that plan on being at the event should identify themselves to the camp director or district executive prior to the event.
- Located at the Registration Station and moved near the events throughout the day.
- A warming area back at the base camp is available for "EMERGENCIES". This area will take about 30 minutes to walk to as we move further away. The whole idea of the Klondike is to train boys for OUTDOOR WINTER ACTIVITY. Hot water will be available to help treat potential hypothermia issues.

3. Weather:

- The Klondike location sits at 4,000 feet elevation and temperatures are typically between 15-32 degrees F (-14 to freezing deg. C). Temperatures will drop dramatically at night.
- The facility's website at <http://takato.niye.go.jp> has current temperature and frequent weather updates in Japanese, but graphics make it understandable.
- Traditionally the Klondike is a test of how well Scouts are prepared. Therefore, unless there are dangerous conditions -- the RACE WILL GO ON!

4. Registration

- The registration form is on the website, Asia East Page at www.fareastcouncil.org.
- **Participants names and registration form are due by 31 January 2019.** We are using a Japanese facility, making changes is very difficult.
- Give registration forms to the district executive at tawny.browning@scouting.org
- All registration fees are due by with the registrations.
- Cost per person is \$45.00 and covers lodging, food, and program items.

Refund Policy

Camp fees are non-refundable. Some exceptions may apply. All requests must be in writing and submitted before the last day of camp. No refund requests will be accepted after the completion of camp. Failing to plan (no transportation, lack of adult support, etc.), leaving early, being sent home or forced to stay home for disciplinary action, or changing your mind does not constitute a reason for a refund. ***The final decision authority rests with the Far East Council.***

5. Patrols

- This year's Klondike will be a traditional Scout patrol-based event. Let the patrol succeed or fail on the strength of its members. Scout Leaders, DO NOT HELP the boys during the event. Patrol members must work together to navigate the course and complete the tasks.
- The ideal patrol size is six (6) to eight (8) scouts. Patrols with more than six scouts may have to "sit out" members at some events on a rotational basis. The Patrol Leader will track the order of who does not participate at each event. Please prepare your PL for this.

- The decision of who will be part of an event task will be made prior to 9am.
6. Patrol/Troop Equipment (from your QM, items are on the sled or carried by you all day)
- Klondike sleds and Safety Helmet (not needed if you are not riding in the sled)
 - Compass – 1 good working compass or two broken ones and a prayer
 - Patrol Flag! (Extra Credit for making a flag specifically for this Klondike)
 - 6 ft. length of knot tying rope per scout (rope should be strong enough to pull the sled)
 - Poles/Staves (4) and 10' of rope/lashing twine to build a tripod
 - Fire Starters: matches, flint & steel, and the like (lighters not allowed)
 - Patrol First Aid Kit, triangular bandages and Splints
 - One Blanket (strong enough to support an adult)
 - Scout Handbook (recommend putting this and other paper items in a ziplock)
 - Clip Board, Pencil and Paper
 - At least 2 gallons of drinking water in a jug.
 - Tarp at least 6' x 6'. (used for emergency shelters)
 - One 2 qt. pot to make 6 – 9 cups of hot chocolate over an open fire.
 - Hot Chocolate (and/or other hot drink mix)
 - Complete set of winter clothing for each member of the patrol. Clothing not being worn or carried by the individual must be on the sled.
 - Patrol Name and Yell and plenty of scout spirit.
 - Trash Bags
 - No need to bring a tent (Unless you are registered as part of the “chosen frozen”)
 - No need for kitchen equipment. Just make sure you have your patrol gear list from above.

Additional Equipment Needed:

Personal: Recommended

- Sleeping Bag, Ground insulation pad (rooms may get cool at night)
- Pocket Knife
- Compass
- Canteen/Cup
- Flashlight and head light
- Scout Handbook (put in a ziplock for safekeeping)
- Adequate layers of clothing
- Change of clothes (Socks, pants and shirt, etc.)
- Adequate footgear, headgear, and hand gear.
- Shoes CANNOT be worn inside cold cabins, bring slippers or something similar

Room Info and Check Out Procedures:

All cabins are unlocked. Valuables should be left in the car or on your person. When you leave your room you must put all blankets, comforters back the way you found them, neatly folded and following the directions in each room, each year we have to fix many of these not done correctly. Sheets, pillow cases should be bundled in groups for easy counting and brought to a common area for return. Floors must be swept or vacuumed and all trash and garbage removed. Shoes may NEVER be worn inside. Each cabin will be inspected by a staff member and the patrol before allowed to depart the area. Under no circumstances except for a medical emergency are any males allowed in the female-only cabin(s).

KLONDIKE EVENT SPECIFICATIONS

Here's How To Earn "GOLD" at the Klondike: (Note: the order is not set and will change)

Station	Description	Materials needed (provided in blue)
1	Your supplies were lost in an avalanche, signal relay a message to your team to send new supplies. The fastest team wins.	Paper, pens, method to signal x 4 per patrol.
2	Seal Slide – You need to mimic the Alaskan Seals and slide along a flat course to avoid getting eaten by the Yeti.	Garbage bags 4 per patrol.
3	Trekking the Chilkoot pass. Scouts must climb up then pull their sled up the pass using their personal rope tied together. The first unit to reach the top with their sled pulled up after wins.	Bring your knowledge of knots and lots of energy.
4	Snowshoe relay. You need to bring 6 items to help save a fellow Klondiker but you must travel by snowshoes.	Snowshoes, snow, a relay baton or token.
5	Fire Building (Snow and Ice). A storm is approaching and you are freezing. You must stay warm. The first unit which boils enough water for their patrol to drink wins.	Fire starter materials, pot from patrol kit, water, hot cocoa, cups, firewood, tinder, kindling.
6	Patrols will come across an injured Ol' Timer. They must assess the situation, treat, build a travois and transport the injured man to a designated area where a doctor can help him recover.	Staves, Blanket, Tarp, First Aid Kit.
7	Tug of War. A neighboring tribe is trying to take your stash of gold. Your group must pull harder to keep them from taking it.	Rope
8	Sled Race – Your patrol needs to pick up the pace to stake a claim before all the spots are taken. Navigate your sled through a course as quickly as you can but don't run over or hit another sled.	Sled, and patrol.
9		
Extra Credit	Entire patrol dressed in Class A – full uniform	
Extra Credit	Have a patrol cheer	
Extra Credit	Patrol Flag- Prepare and present flag designed for this Klondike.	
Score Adjust	Patrol's scores may be adjusted if an older scout (i.e. 14+ is present and this is not his first Klondike)	
Score Adjust	Sled inspection will take place at some point in the day. Each sled must have all the items as mentioned in this guide.	

Final Notes:

- AT NO TIME ARE YOU TO LEAVE THE CAMP without notifying the Camp Director.
- All units will enforce two-deep leadership, and ensure youth are in groups of two or three.
- By law, all adults at Scouting activities are considered “mandatory” reporters and all incidents of misconduct must be immediately reported directly to the District Executive.
- Fires are NOT PERMITTED. We will confirm if a closing fire is possible at the site.

Check Out Confirmation Points

Unit Name: _____

Date/Time: _____

Please be prepared for check out by 9am

To be checked by the inspection person when you leave.

<u>Details</u>		<u>Sign</u>
Entry way	Equipment in the entry way, wash room sink, under stairs	
	There is no trash on the floor or tatami rooms	
	Entry way broom is in the umbrella stand	
Sleeping Area	Check the folding method, please refer to the photos and illustrations in each room. Make sure they are properly folded or you may be asked to fold them again.	
	No garbage on top of the bed or bed pad	
	The amount of bedding materials are accurate	
	Bedding material is in the original location	
	Futon, wool blankets folded and properly placed	
	Bedding is in the location on the photo in the cabin	
OTHER	Did you mop or vacuum under beds to remove dust	
	Return in a ball all cord used to bind the bedding	
	Table/bench is put away as per the photo	
	Windows/sliding doors are locked and closed	
	Check for open windows	
	Curtain are open, tassels (belts) are used to hold	
	Lights are off (bed, common, toilet, sink, leader, entry)	
	Sink slippers are neatly aligned and in pairs ready for use	
	Everything is removed from the refrigerator	
	Refrigerator is on and running	
	Heaters switch are turned off	
	Confirmed you have not left any items behind (check again). (esp. wall plugs, ear phones, etc.)	
Describe any areas needing repair:		