

Keystone Capital's Winter Klondike 2024

Arctic Alien Invasion

Hidden Valley Scout Reservation

February 9-10-11, 2024



Leaders' and Participant Guide

General Information

Important Pre-Klondike Zoom Meeting February 4th, 2024: All volunteers, Scoutmasters, senior patrol leaders and other sled leaders, please plan to join us for our Klondike Leaders' Meeting for final discussion of all camping and Klondike issues and questions:

Topic: Keystone Capital District Scoutmaster/SPL/Staff Meeting

Time: **Feb 4, 2024 7:00 PM**

Join Meeting: <https://tinyurl.com/klondike24>

Arrival and check-in:

- **Troops arriving Friday evening:** arrive on Friday, February 9th between 6:00-8:00 pm. Proceed to parking area for participant name check-in, participants should wait near their vehicles. Scoutmaster should proceed to Administration building with Troop Roster.
- **Arrival on Saturday, February 10th will be between 7:00-8:00 am.** Please take note of this early arrival time, as it relates to the time you will want your troop to meet in your town. Scoutmaster will check in at the Dining Hall upon arrival with Roster.
- **Unit Check-in documentation by Scoutmaster (or other unit leader):**
 - Main leader will be required to submit a Unit Roster for all attending persons. Roster: <https://newbirthoffreedom.org/wp-content/uploads/2017/04/Unit-Roster-Fillable-Form.pdf>
- **Medical Record:** Scoutmaster or Unit Leader should have on hand each participant's Health & Medical Record Form Part A & B. Forms to be kept with Scoutmaster / Leader at cabin/campsite. Forms are available at <https://www.Scouting.org/health-and-safety/ahmr/>
- **Special note on allergies:** if a participant requires the use of an epinephrine injector (EPI Pen), it is his/her responsibility to keep one injector on their person at all times. Other issues with allergies that become beyond the unit's treatment should be directed to staff at the Dining Hall. Medical staff at the Klondike will be contacted as needed. Lunch is being provided

and will be available during the specific lunchtime slot assigned for the Patrol or activity stations.

- **Final fees** and adjustments are due at check-in for all Scouts and Scouters attending.
- **Vehicles:** All vehicles should be parked in the main parking areas. For Troops camping, the vehicle towing unit trailer can remain in the campsite, all other vehicles must return to main parking areas.
- **Volunteers:** There are a number of stations that need volunteers to run during the day. All adults should pitch in and help volunteer at the Klondike to make it a success for our Scouts. Please click this link and **sign up to help**, especially at the stations which run from 9:00-4:00, with a lunch break. There are also other adult tasks that need support throughout the event. **Special registration fee** for adults volunteering during event. Signup link: <https://www.signupgenius.com/go/10C084DA4A928A7F85-20241#/>
- **Registration:** Scouts and adults can either register themselves individually, and/or the troop can register all Scouts and adults. Registration link to Tentaroo: <https://nbf.tentaroo.com/admin2/login>

Fees: \$11 per Scout, \$6 per adult, and just \$3 per adult who volunteers at the event! Includes event patch, lunch served in the WARM Dining Hall, and snacks at movie time. Prices will increase to the late fee three weeks before the event on January 14th, no reductions or refunds at two weeks before the event after January 21st, and registration closes one week before the event on January 28th.

Registration also includes the selection of lunch choice of sub (turkey & cheese, ham & cheese or cheese only).

For single Scouts or small groups if your troop isn't going, we can connect you with other singles or small groups, especially if you happen to have the use of a sled. Contact Roger Chatell for further information (Roger.Chatell@Scouting.org 717-620-4515).

Schedule:

Friday, February 9, 2024

- 6:00-8:00 Check-in– everyone. Scoutmaster Admin. Bldg.
9:00 SPL & Scoutmaster Meeting & Cracker Barrel – Dining Hall

Saturday, February 10, 2024

- 7:00 Reveille
7:00-8:15 Troop's breakfast
7:00-8:00 Saturday Check-in for Troop's not checked in or camping – Dining Hall
8:15-8:30 Patrols assemble with sled & all gear at Main Parade Field
8:30 Announcements, final details, distribution of final paperwork
8:45 Flag Rising – Main Parade Field – Need Troop to conduct rising
9:00-4:00 Program Areas
11:30-1:00 **Lunch** & Free Time – Dining Hall, per schedule
4:15-4:45 Sled Races – Davis Sports Field, Single Elimination
4:45 Awards: Klondike – 1st, 2nd & 3rd & Sled Race Champion, Davis Field
5:00 Flag Lowering – Need Troop to conduct lowering.(See Mr. Reeder)
5:10-7:00 Troop Dinner - on your own
7:00 Catholic Mass, location Dining Hall
7:00 Scouts Own Service, location Wagner
8:15 Movie – Dining Hall w/popcorn and light snacks.
11:00 Taps – lights out

Trading Post: Saturday 11:30 - 1:00

Sunday, February 11, 2024

- 7:00 Reveille
8:00-?? Breakfast
9:00-?? Checkout

Patrol Sled Equipment Required on each Sled: Patrol Equipment Required on Each Troop's Sled is an important part of accomplishing your days mission. The following is considered the bare minimum for accomplishing duties to a successful level. Patrols should review the actual station information to assess any other equipment they would consider adding – a Scout is Prepared.

1. Scout Handbook, minimum 1
2. Patrol Flag and pole
3. Compass, min. 1
4. First Aid Kit
5. Paper/notebook and Pencil/Pen
6. Folding Knife(s), min. 1
7. Metal pot – **2 quart**
8. Flint & Steel
9. Tarp – 10' x 10' or larger (nominal size)
10. Water (1 gallon minimum)
11. 4 x 25' ropes
12. Tinder
13. Splints
14. Pine Cone
15. Fir Cone
16. Totin' Chip (required for using ax/hatchet and pocket knife)
17. Bandages
18. Safety Glasses – 2 or more
19. Knife / Fork / Spoon, min. 1 set
20. Mess Kit, 1
21. +/- 4 poles, 6 feet or longer
22. Personal water bottle, 1 per Scout

Patrols and sleds: Sled teams are best sized approaching 8 Scouts. If your troop plans to have more than 8 on a team, please consider adding another sled to your plans. This will strengthen your Scouts' learning and leadership experience, as well as temper the size of stations and dining hall capacity.

Adults: Adults and leaders should not be with their unit's Patrols during the event day. Scouts are being challenged for their learned Scout skills & training, team

spirit and leadership capabilities. Note: Adults/parents of Scouts with special needs that need to be with their son/daughter are exempt from this limitation.

Station information: There are 12 stations listed below. One station may or may not be included on the day of the Klondike. Patrols should plan for all 12 stations. Stations are NOT listed in order.

Reverse Engineering Knots: Scouts will need to use knots to raise a tube of Alien matter off the ground to a certain height. Scouts will be judged on time, accuracy and distance of tube of the ground.

Greys Anatomy: The Aliens did not come in peace and attacked some of the advancement team. Scouts will provide first aid to those injured. Injuries may include burns, broken bones, frostbite, hypothermia, cuts or other wounds – a Scout is prepared.

Nothing to see here: The government has sent your patrol to spy on an alien camp. You are allowed to only glance momentarily objects and items and then record and write down as many as possible that they can remember. Good time for a photographic memory.

Invisible Camp: The aliens have blocked the sun and the earth is completely dark. You must set up camp while not being able to see.

Crash Landing Fire Building: The aliens are afraid of fire. Scouts must see how fast they can build a fire to ward off an attack.

Flying Saucer Toss: Scouts will take turns tossing flying saucers and trying to get them in targets.

Unidentified Object Obstacle Course: The aliens are looking for intelligent life forms. They have built an obstacle course to pick who they are taking back with them. Scouts will be challenged in an obstacle course and be judged on time of completion.

Radioactive Ball Toss: The alien ship is run by a nuclear reactor. Your team must practice, seeing who can throw the radioactive core the farthest.

Alien Object Retrieval: The US Government has developed a device to stop the alien invasion, but you cannot risk setting of the perimeter sensor to obtain it. You must build a tool to retrieve the device.

Space Flight Navigation: The team must crack the navigation code to find the Alien crash site. Scouts will be given bearings and a compass and must figure out the code in a set amount of time.

Asteroid Hatchet Throwing: Since the spaceship is powered by a radioactive core, Scouts must use hatchets to disable it. Scouts will be scored on accuracy.

Orbital GaGa Pit: Scouts will compete to see who can avoid being hit by one of the aliens' vaporizing balls.

Alien Escape: Scouts have made it on to the Alien Ship. To escape they must make it through the network of cables running the craft. But be careful, all the cables are connected to the main bridge and the aliens can tell if you touch one.

Reach for the stars: Scouts must show their engineering ability and Scout spirit to our visitors. They will be required to lash together a ladder and be able to recite the Scout Law.

Lunch: Lunch is provided in the Dining Hall. During registration each participant should have selected their choice of pretzel roll sandwich (turkey & cheese, ham & cheese or cheese only). The lunches will also include chips, a fruit, pudding or applesauce cup and your choice of something like a cookie packet or granola bar or similar extra treat. Hot chocolate, lemonade (or fruit punch) and water will also be available plus coffee for adults (available all Saturday). Condiments and spoons will be provided, no mess kits needed. Allergy note: cookie packet and treats for lunch items will not be nut or peanut based products but some items might have been manufactured in a facility that processes nut/peanut products. For Scouts with severe nut allergies or issues with sub rolls or cheese/dairy issues, please supply your own acceptable lunch and snacks for this event.

Headquarters/Emergency Muster Location: All activities will be coordinated at Dining Hall during the event besides the check-in process.

AED unit located in Wagner Training Center.

Hot Hut: Dining Hall for use during cold weather when participants need heated shelter.

First Aid: It is expected that any injuries should first be treated and evaluated by their own SPL or senior Scouts throughout the Klondike or their own troop adult leadership. Injuries beyond the capabilities of the troop's adults should be referred to Dining Hall for additional assistance. Each unit should have their own first aid kit on their sled(s). **AED unit** located in Wagner Training Center.

Health officer – times and locations:

Friday 10 pm to Saturday 7 am: Thunderbird

Saturday 7 am – 10 pm: Dining Hall

Saturday 10 pm – Sunday 7 am: Thunderbird

Bathrooms: Bathrooms in dining hall are available and shower/bathroom facilities down and across from the Trading Post will be open for use throughout the weekend. Latrines can be used in any campsite except in Lions & Reese (none exist at these campsites).

Personal water bottle: everyone should be using their own personal water bottle, NO sharing. Please start the morning events with a full water bottle. Stay hydrated.

Scout snacks during the day: Scout should plan to carry their own addition snacks during the program times. Remember to properly dispose of garbage & waste.

Garbage: All Patrols are responsible for their own garbage. Troops are responsible for garbage cleanup in cabins and campsites. Haul out or utilize dumpster near dining hall (back behind / around loading dock side of building).

Buddy System: Please remind all Scouts that the buddy system should be used at all times. Scouts should never travel alone.

Parking: All vehicles should be parked in the main parking areas. For Troops camping, the vehicle towing unit trailer can remain in the cabin, all other vehicles must return to main parking areas.

Flag raising and retirement will be at the Parade Field below the dining hall at 8:45 am and 5:00 pm (approx.), respectively. Sign up for flag duty at check-in.

Map of Hidden Valley: [HVSR Map\(UPDATED\) \(newbirthoffreedom.org\)](https://www.newbirthoffreedom.org/HVSR-Map(UPDATED))

We encourage everyone to embrace the theme. Feel free to decorate your sleds with theme decorations.



UNIT ROSTER

Unit Type: _____ COUNCIL: _____ DISTRICT: _____

CAMP/EVENT ATTENDING: _____ DATE/WEEK #: _____

	FULL NAME (PLEASE PRINT)	✓ SCOUT	✓ ADULT	IF ADULT	
				CELL PHONE #	NBOFC CLEARANCE CODE (PA RESIDENTS ONLY)
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	Reverse Knot Engineering	<i>Scout Pavilion</i>
	Greys Anatomy	<i>Commissioner Corner</i>
	Invisible Camp	<i>Lions</i>
	Crash Landing Fire Building	<i>David</i>
	Flying Saucer Toss	<i>Davis Field</i>
	Unidentified Object Obstacle Course	<i>Davis Field</i>
	Radioactive Ball Toss	<i>Davis Field</i>
	Take Me to Your Ladder	<i>Dan Beard Pavilion</i>
	Alien Object Retrieval	<i>Reese</i>
	Nothing to See Here	<i>Kelley</i>
	Space Flight Navigation	<i>Susquehanock</i>
	Alien Escape	<i>Nature Lodge Area</i>
	Asteroid Hatchet Throwing	<i>Across from Nature Lodge</i>
	Orbital Gaga Ball	<i>GaGa Ball Pit</i>
	Medical Officer	
	Headquarters	
	Check In	
	Sled Race	



