

## 2014 Klondike “Primitive living”

### EVENT Guidelines, Goals & Ideas

The youth participating should have no idea what the actual events will actually be. If asked, you are welcome to tell them that in the past there has been an emphasis on a basic scouting skills such as fire building, lashing, knots, problem solving, and team work. Anything from scout rank through first class is a possibility as well as a twist of something additional to learn.

There will be 15 - 20 maybe more stations located in a circuit. If you are camping Friday or Saturday night your station should be your camp site. Each patrol will be assigned a starting station location. Some patrols will travel clockwise, the others counter-clockwise. To eliminate some patrols from doing a greater distance, patrols that stay overnight Friday night will be assigned station close to their camp site and do not need to attend the starting ceremony if it is at the school. The starting ceremony maybe in the woods at the POWWOW location so all can attend.

This years stations some stations are a little more complex and may take 45 minutes. We will doubling up on these longer stations (ie more than one of the same station). Other stations should to keep the scouts busy for around 15-20 minutes or so and for them to go to the next station when they are done at their current one. (We will not be signaling when to switch to the next stations.) If you end up with more than 3 – 4 patrols at your station, please encourage a patrol to move on. If a patrol is struggling to do the event at your booth and they have been there 25 minutes or so for the shorter stations, please thank them for trying and then suggest (strongly if need be) that they move on to the next station. Likewise if they are enjoying that task and can't get enough fun at your station after a reasonable amount of time, have them move on.

Each station is run by one or more troops. The station idea is just that, an idea. The troop running the station takes the idea and makes it their own by doing whatever they want to make it a successful activity. **BUT - Please keep to the camporee theme.** In planning these stations the troops running them will have to find a way to equalize the fact that some patrols will have 4 scouts and others as many as 8. These stations should emphasize a basic scouting skill or be of a problem solving nature or require team work or sometimes a station is just for fun and some for education. Also think about how weather will affect your event, snow/no snow, rain, sleet, hot/cold.

For many of these event activities, it will be possible to determine the overall winners from all the competing patrols. We have a good supply of stop watches for you to use to time the booth activity and determine the fastest/winner etc. A few of these booths will not be able to determine an overall winner by time or another measure. You could use scout spirit, they act as a team, or are the best behaved scouts, etc.

Overall Camporee philosophy: The event activities should be fun, challenging, maintain the camporee theme and engage all of the patrol's scouts for the entire time they are there. The scouts should be kept busy doing something at the station and not waiting around.

You can use your older scouts to help you determine and run your event. These older scouts should register as a leader and will receive a patch and do not need to pay the fee.

Get the older scouts engaged, make them responsible for something for your event.

When a patrol arrives, speak with the Patrol leader, in the beginning (morning) confirm that they are starting at the right station. Each patrol should arrive with a 3x5 index card for you to keep and record their scores on. Each station will write out and present their ribbons at the closing ceremony. Give the same instructions to all the patrols but pass all the instructions to the patrol leaders for them to pass along to their patrol.

**Scoring:** At the closing ceremonies each station will pass out ribbons for the top 3 place finishers (top 5 will be scored). Due to scoring changes this year (points awarded for camping) the overall Klondike top 3 patrols will be acknowledged at a later date since some maybe camping Saturday night.

As soon as the very last patrol has completed their event at your station, the **station needs to send one person to the registration area with the top five winning patrols for your event.** The closing ceremony will follow the competition and games which will give us time to do the tallying. If your station is not near the registration area, and **you don't think you can make it in time then please call in your 5 winning patrols to scoring and send the ribbons with one person so they can be passed out at the closing ceremony.** This is very important so that the overall winners possibly can be determined for the closing ceremony. **Send a second person with the ribbons to the closing so that the winners can be announced and awarded their ribbons. Please fill out the ribbons.**

**Equipment** – It is assumed that all stations will be supplying the all the materials needed to run their stations unless they contact Eric Kuegler with a list of materials needed. If anyone wants reimbursement for supplies purchased, please 1.) let Eric know the approximate cost so that they can be put into the budget and 2.) pass along all receipts for any items purchased to Eric. Eric has a large supply of stop watches.

**Fires** – Staff running stations may bring off the ground fire containers, fire wood and a fire extinguisher (no wood with nails or screws please). Fires are Not Allowed on any of the school grounds and Fire Wood collection should be avoided except for the scouts who will be gathering there supplies for lunch and competitions. All fire debris must be taken out with you or burn it all–Leave No Trace!. Fires should be made 50' from any trail.

**Hot water** – Staff running event stations are encouraged to bring water, stove & a pot and set it up at the booth you are running. Hot Cocoa will be supplied. All scouts should have their own cup and spoon. **Pickup up your Box of Hot Cocoa at registration** more can be picked up if needed.

**Stations and assignments**

First Aid:

Campout manager:

Parking at school (Morning, arrival):

Parking along high plain road (Morning, arrival):

Photographers: All please send pictures and send email to erk@kueglers.org

The **youth should NOT know** what they will actually be

item	Station	Troop*	Description*	Camp Fri	Camp Sat	Walk Thru
1		T97	Colonial fire starting (flint and steel) (each scout to do, (probably more than 1 station)			
2		T76A	Tomahawk			
3		taken	Registration			
4		437	Colonial tinder box and char cloth. (each scout to do, (probably more than 1 station)			
5			What is tinder? Fires wood and tinder preparation and gathering			
6			Types of fires			
7			Primitive fire starting (bow drill)			
8			Indian history culture.			
9			Native plants and animals (what you could use or eat)			
10			Primitive trapping and hunting (real and simulated)			
11			Primitive clothing, Primitive shelter			
12			Primitive cooking			
13			Primitive shelter			
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\* Items without a troop number are open

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