



BOY SCOUTS  
OF AMERICA®

# Knox Trail Council 2017 Freeze Out



***CAMP RESOLUTE***  
***BOLTON, MA***  
***JANUARY 20-22, 2017***

# REBEL FIELD GUIDE



## Freeze Out 2017 – Event Staff

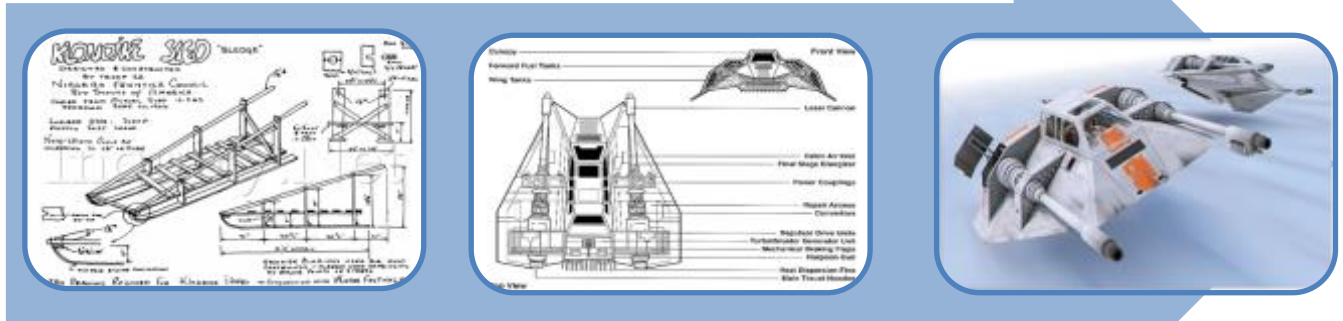
Don Matchinski	Freeze Out Co-Chair / Logistics
Dennis Mauro	Freeze Out Co-Chair
Dennis Rawley	Freeze Out Co-Chair / Maps/Artwork
Troop 303 Marlborough	Event Registration
Dale Blue	Facilities Manager
Stephen Lavoie	Council Support
Keith Zontini	EMT, First Aid
Troop 1 Northborough	First Aid Support
Arnold Oyola	Field Guide
Brad Roberts	Patrol Schedules
Troop 382 Westborough	Race Committee
Volunteers	Parking
<b><u>Other Duties:</u></b>	
Troop 303 Marlborough	Flag Ceremony Sat. Opening
Steve Symes	Scouts Own Service/ Worship Service
Troop 303 Marlborough	Flag Ceremony Sun. Closing

## Activity Stations & Station Leaders

A-Frame Glacier Walk	Troop 132 Concord
Chewbacca Bag	Troop 4 Shrewsbury/Northborough
Death Star Run	Troop 2 Marlborough
Gamorrean Hatchet Toss Station	Troop 1 Cochituate & Troop 1 Wayland
Hoth Hypothermia Burrito	Venture Crew 12 Framingham
Ice Rescue Station	Troop 101 Northborough
Jedi Force Staff Lashing	Troop 1 Northborough
Light Saber Wrap	Troop 303 Marlborough
Not Quite a Light Saber – Saw Station	Troop 382 Westborough
Reaching for the Star Fire Starting	Venture Crew 51 Marlborough
Rebel Litter (Stretcher) Build and Carry	Troop 18 Milford
Stormtrooper Fire Starting	Troop 100 Westborough

## Featured Freeze Out 2017 Event

Snowspeeder Sled Race Troop 382



Westborough

## **TECH UPGRADES**

### Support Stations and Station Leaders

#### **First Responder First Aid:**

Troop 1 Northborough

#### **Hot Cocoa Stations:**

Troop 1 Hopedale  
Troop 1 Wayland

#### **Hot Ramen Station:**

Troop 1 Hopedale

#### **Soup Station:**

Troop 92 Southborough



## Event Narrative

The KTC 2017 Freeze Out will ***continue the tradition of past Freeze Out events in that it will emphasize and focus on outdoor winter camping, cooking, winter games and survival skills.*** Camp Resolute provides a unique logistical layout for the events planned. Units are strongly encouraged to promote cold weather camping preparation into January troop meeting programs. In particular, meeting content should focus on gear, i.e. sleeping bags and layered appropriate clothing that allow extended time in the cold with flexibility and comfort. **The major events will focus on 11 events, hosted by 13 Troops or Crews with 1 extra, and an ending Sled Race Event.**

The major activities are:

- **A-Frame Build and Walk**
- **Bear Bag Raise**
- **Obstacle Course**
- **Hatchet Toss / Tomahawk Toss (2) Stations**
- **Hypothermia Wrap**
- **Ice Rescue**
- **Lashing and Skills (2) Stations**
- **Stretcher Build and Carry**
- **Double Ended Saw Bucking**
- **Fire Starting (2) Stations**
- **Sled Race / “Klondike Derby”**

The 2017 Freeze Out Staff encourages units that were late to register, and/or DO NOT have a station to run, or an event-wide duty to handle, that you AT LEAST participate in helping the other units. We will need many “Volunteers” for the race. PLEASE work hard to make sure all Scouts and Scouters have a good time.

### A Special Note:

Only registered troops participating in the Freeze Out 2017 will be allowed to camp at Resolute during the weekend of January 20 – 22, 2017. Units will be notified in advance where they will be camping, maps and schedules will be provided for all units. Swapping sites or relocation is not permitted unless coordinated through and with the Event Chairman.



-----**Anyone wearing Sneakers will be sent home**-----

## **Check in – Registration – Medical Forms**

Upon arrival, units are to register at the **Administration Building**. It is critical to get your packet for your troop. During registration you will need to provide the names of the patrols participating and cell phone numbers of your unit leader(s) or other important points of contact. We also ask that you have the **Vehicle Information Sheet** filled out and “on the dash board” for all the vehicles associated with your unit. The forms will be provided at Registration.

**Copies of BSA Medical Forms part A/B for all participants must be turned into registration staff, these will not be returned.**

On Friday Night check-in will be at the **Administration Building** (just past the gate on the right) 5 pm to 7 pm.

On Saturday, check-in will also be at the **Administration Building** 7:30 am to 9:15 am.

## **Check Out/Evaluation Turn in – Patches, etc.**

Patches and participation awards will be given to units on Sunday morning after Scout's Own Services (approximately 9:30 am) upon turning in the evaluation forms. Units leaving on Saturday night will have their packets forwarded to them after the event.

All foot traffic into Camp with gear will be taking the main road from the parking lot up to the designated camping sites. Parking will also be available and recommended at the Cub Scout Day Camp parking lot for units staying in Apache or Charmur. Backpack usage and/or wagons, sleds (weather and ground-condition relative) are encouraged. These will also be necessary for YOUR PORTAGE OF CAMP-SUPPLIED FIREWOOD from the firewood location back to your campsite.

### **ABSOLUTELY NO OUTSIDE FIREWOOD IS PERMITTED!**

This is due to the long horned Asian Beetle issue, and anyone found in violation of this will be embarrassed! The camp takes this issue VERY SERIOUSLY, so please do not put us into that situation. We have brought in dried wood FOR YOUR USE. There is also ample firewood on-site, in the surrounding woods. However, finished lumber like 2"x4" and pallet scraps are allowed for fires.

## **Event Costs and Registration**

Cost of \$65.00 per troop site fee and \$25 per Scout/Scouter which includes a hat and an event patch. Follow <http://www.ktc-bsa.org/event/freeze-out-3/> for online registration. No registrations are accepted after January 11, 2017.

## **Webelos II Cub Scouts**

Scout troops may invite Webelos Cub Scouts for the weekend. This is highly encouraged, to strengthen the relationship between your troop and the pack(s) in your town. A parent or guardian must accompany each Webelos Scout during the weekend. Register them with your Troop.

## Event Schedule

### Friday January 20 – Early Arrival

**5:00 – 7:00 pm** Troop Check-in / Set up Camp site / Retrieve firewood. We need wood at the warming hut, please have your unit drop off a bundle.

### Saturday January 21 – Main Event Day

**7:15 – 9:15 am** Troop Check-In and Campsite Set-Up / Retrieve firewood

**9:15 – 9:45 am** Opening Ceremony at the Parade Grounds **(Please be on time!)**  
Pick up “Secret Ingredient” for Scoutmaster’s Cook Off

**10:00 – 2:00 pm** Stations will open for competition (approx. 30 min + 5 min travel)  
(note: SEE PATROL CARDS FOR STARTING LOCATION)  
*(also note: Patrols will move in numerical rotations and are expected to bring lunch with them on their patrol sled/cart)*

**2:30 – 3:45 pm** Snowspeeder Sled Race – “Klondike Derby”

**4:15 – 5:00 pm** Campfire/Awards at the Amphitheatre Ring

**5:00 pm** Closing Ceremony

**7:30 – 9:00 pm** Cook-off / Cracker Barrel – CO Awards

**5:30 – 11:00 pm** Troop Time at campsite

**11:00 pm** Quiet Time & Lights Out

### Sunday January 22 – Pack-Up/Clean-Up

**6:30 – 8:30 am** Troops Wake Up, Breakfast, etc.

**9:00 – 9:30 am** Scouts Own Service/Worship Service at the Chapel

**9:30 – 12:00 pm** **Pack-Up Sites**, survey camp sites for trash, Inspect neighboring latrine, shuttle gear to parking lots with sleds, etc. Campsites **SHOULD BE CLEAN** prior to your departure. SPL or designee will hand in the Evaluation Form at the Administration building and then Patch Bundles will be distributed.



## Event/Station Scoring

Patrols will be judged and scored at each station for awards for that station. Only the top three patrols will receive awards for performance at each station.

**In addition to timed elements (if applicable), each patrol will be scored on the following:**

- **Scout Spirit** - Following all the principles of scouting. Treating everyone in the site with courtesy, respect, and helping your patrol and troop by doing your best, etc.
- **Teamwork and Leadership** - The patrol showing how to work as a patrol and the patrol leader showing his skill to lead his patrol, will do the best in this category.
- **Performance** - At each site the staff will assign points based on performance. Sometimes it will be a judgment call and other times it will be by accomplishing certain tasks.

The Event Station Staff will pick the **TOP THREE PATROLS** with the highest scores, times to complete the task (if applicable) or anything else the staff chooses regardless of the station descriptions. The award ribbons (or similar) will be presented to the winners at the Campfire Ceremony on Saturday night.

## Station Descriptions

### **Hot Cocoa and Soups:**

#### **Troop 1 Hopedale, Troop 1 Wayland & Troop 92 Southborough**

**Remember** – All participants must carry their own thermal cup or mug and spoon

Troop 1 of the great little town of Hopedale will be serving the richest hot chocolate in camp from 9:00 AM to 3:30 PM Saturday, and from 11:30 to 12:30 will be serving some of the finest Ramen Noodles to have ever been created, with choice of flavor packet.

Troop 1 Wayland will serve 'unforgettable' hot cocoa, and Troop 92 Southborough will serve a world famous soup.

### **A-Frame Glacier Walk: Troop 132 Concord**

**Supplies:** 3 pieces of rope. At least 10 feet long.

**Problem:** Your team was on patrol searching for Galactic Empire troops, when one of your team members broke his leg. You must assist him over the glacier, returning him safely to the Rebel Alliance base.

**Solution:** Your team must lash together an A-Frame from the material provided. A member of your team then mounts the frame, while the others "walk" him across the glacier. Results based on time (A-Frame must hold together through the entire walk).



# Chewbacca Bag: Troop 4 Shrewsbury/ Westborough

**Objective:** Hang a bear bag from two neighboring trees specified by the staff. Additionally, Scouts will participate in a Bear Bag Trivia Game with questions on what goes into a bear bag.

**Supplies:** All equipment will be provided by Troop 4 at the station.

**Procedure and Rules:** Using one of the two methods (patrol's choice) explained in the Scout Handbook, each patrol will raise and appropriately secure a 10 pound Bear Bag at least 10 feet off the ground.

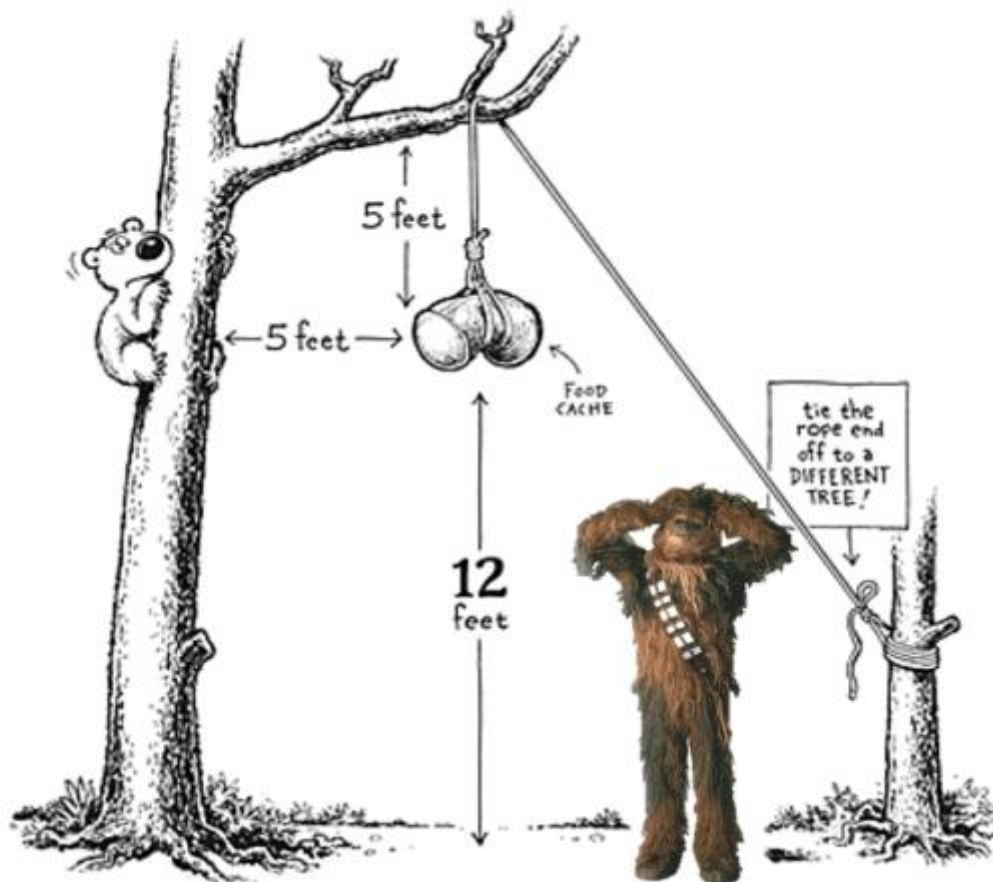
**Scoring:** Scoring will be based on:

- 1) Proper knots and overall quality of bear bag rigging
- 2) Scout spirit, Leadership & teamwork
- 3) Answers to bear bag trivia questions

1 point each  
1 extra points for answer to a bear bag question

## Bear Bag Facts:

When camping overnight during a backpacking trip, safe storage areas for food and other "smellables" that are out of reach of animals and away from your camping area are a must. Bear bags are large sacks in which you place all smellables. You then suspend the sacks using ropes, with the sack bottoms at least 10 feet off the ground and the sides at least 4 feet from the nearest climbable tree trunk.





## Death Star Run: Troop 2 Marlborough

Your Patrol will need to show its skills by flying through the trench without getting harmed by the turrets lining the trench and then destroy the Death Star by firing 2 Proton Torpedoes into an Exhaust Port. The patrol with the best time will be rewarded for saving the Rebellion.



**Objective:** Be the fastest Patrol to traverse the trench and fire your Proton Torpedoes into the exhaust port.

**Criteria:** Team work and leadership. This will be a timed event.

**Supplies:** All supplies will be provided by Troop 2.

**Guidelines:** 4 to 8 members of your patrol will be needed to carry the Torpedo launcher through the trench and shoot the torpedoes into the exhaust port.

### Scoring:

- 1) Elapsed time to traverse the trench and fire your 2 Proton Torpedoes into the exhaust port.
- 2) Time penalty (-5 seconds) if anyone steps into the effective range of the Turrets protecting the trench (i.e. don't step on the obstacles).
- 3) Time Penalty (-10 seconds) if anyone crashes into the walls of the trench (i.e. don't step outside the trench lines).
- 4) Time Reward for getting your Proton Torpedoes into the exhaust port
  - a) Small Exhaust Port: 10s improvement to your time per torpedo
  - b) Large Exhaust Port: 5s improvement to your time per torpedo
- 5) Scout Spirit
- 6) Leadership & teamwork

## Gamorrean Hatchet (Tomahawk) Toss Stations: Troop 1 Cochituate/ Wayland

The Scout must demonstrate how to handle a hatchet (tomahawk) safely and all Scouts are strongly encouraged to have earned the Totin' Chip.

**Supplies:** All equipment will be provided by Troop 1 at the station.

### Tomahawk Station Protocol:

The Patrol Leader will be given instructions by the Station Facilitators and is responsible for maintaining order within the Patrol Ranks. The Patrol Leader will communicate all Hatchet Toss Instruction to the Patrol Members.

- There is only one thrower allowed in the arena at a time.
- The thrower is only allowed one tomahawk in the arena.
- The thrower tosses one tomahawk at the target.
- Hit or miss, the thrower is the only one who retrieves the tomahawk.
- When completed, the thrower returns all tomahawks to the Leader - who in turn hands it to the next thrower.
- It does not matter on the size of the patrols that participate because we add the points and divide by the number of scouts to average them out.
- The thrower gets one practice throw and three throws to be counted as points.



## Hoth Hypothermia Burrito: Venture Crew 12 Framingham

**Objective:** This is an opportunity to show your knowledge of Hypothermia and how to treat it. You will be presented with a real-life situation where you will be asked to treat someone suffering from hypothermia, using the supplies that you should have in your backpack or troop sled. The planet Hoth is a very cold and unforgiving place, so we want to make sure that Scouts don't end up in the Hothpital.

**Supplies:** All equipment must be provided by the patrol visiting the station.



**Situation:** A member of your Patrol has been rescued after falling through the ice on a lake. He needs urgent treatment for hypothermia and your speed of response is critical. Everybody should be involved. This is not a Solo event. Remember, many Hans make light saber work. You will need to simulate the removal of the wet clothes and then use the items that you have available to save the victim.

**Scoring:** You will be scored on speed of response, efficiency of the "wrap", items that you have with you, team leadership and answers to a verbal quiz on hypothermia.

# Ice Rescue Station: Troop 101 Northborough

**Objective:** Be able to respond to an Ice Rescue given specific criteria that you will receive at the station. You will be scored on how well you respond.

**Situation:** One of your patrol members have fallen through the ice. It is up to the other patrol members to rescue him in a safe and timely manner. What you do and how you work as a patrol will all be a factor in scoring at this site. Safety is the key idea when ice rescue is involved.

**Supplies:** All supplies will be provided by Troop 101.

**Equipment:**

- 50 foot rope
- Plastic sled
- 10 ft reach pole
- Blanket
- Ice Rescue sign
- 2 stakes to mark the shore line
- Time limit 15 minutes for each patrol
- Run 3 scenarios in parallel because you will have multiple patrols at the station



<p style="text-align: center;"><b>Scenario 1</b></p> <ul style="list-style-type: none"> <li>● Choose one scout in the patrol to be the victim.</li> <li>● He is placed 20 ft from shore and sitting on the pond. He has not fallen thru the ice yet, but it has cracked, so he remains still.</li> <li>● A 50 ft rope is needed for the rescue. Scouts must throw the rope to the victim.</li> <li>● The victim must tie a bowline around himself. The bowline goes around the waist. <i>Make sure the bowline is in a safe position on the scout victim.</i></li> <li>● The remaining scouts in the patrol must pull the victim from the ice onto shore.</li> </ul>	<p style="text-align: center;"><b>Scenario 1 scoring</b></p> <ul style="list-style-type: none"> <li>● The rescue time is recorded.</li> <li>● 10 points are awarded if the patrol rescues the victim under 2 minutes.</li> <li>● 10 points are awarded for all patrol members participation in the event.</li> <li>● 10 points are awarded if the patrol provided the rope.</li> <li>● 10 points are awarded for a proper <b>bowline</b>.</li> <li>● 10 additional points are awarded if the scout ties a <b>one handed bowline</b>.</li> </ul>
<p style="text-align: center;"><b>Scenario 2</b></p> <ul style="list-style-type: none"> <li>● Choose one scout in the patrol to be the victim.</li> <li>● He is placed 10 ft from shore and sitting on the pond. He has fallen thru the ice and is sitting in water and hanging on the edge.</li> <li>● A tree branch (rescue pole) is provided.</li> <li>● The remaining scouts in the patrol must use the pole to pull the victim from the water.</li> <li>● They must administer first aid to the victim. Describe what condition the victim is in and how they would treat him. They need to describe at least 2 first aid situations and solutions.</li> </ul>	<p style="text-align: center;"><b>Scenario 2 scoring</b></p> <ul style="list-style-type: none"> <li>● The rescue time is recorded.</li> <li>● 10 points are awarded if the patrol rescues the victim under 2 minutes.</li> <li>● 10 points are awarded for all patrol members participation in the event.</li> <li>● 10 points are awarded if the patrol describes the possible first aid scenarios they would need to administer.</li> <li>● 10 points are awarded if the patrol describes the first aid required to treat the above scenarios.</li> <li>● 10 points are awarded if the patrol provided the blanket.</li> </ul>

Scenario 3	Scenario 3 scoring
<ul style="list-style-type: none"> <li>• Choose one scout in the patrol to be the victim.</li> <li>• He is placed 20 ft from shore and sitting on the pond. He has not fallen thru the ice yet, but it has cracked, so he remains still.</li> <li>• Using a rope, plastic sled and a log, the scouts must rescue the victim. <i>The log may be used for ballast on the sled to get it to the victim.</i></li> <li>• The victim must get into the sled.</li> <li>• The remaining scouts in the patrol must pull the victim from the ice onto shore.</li> </ul>	<ul style="list-style-type: none"> <li>• The rescue time is recorded.</li> <li>• 10 points are awarded if the patrol rescues the victim under 2 minutes.</li> <li>• 10 points are awarded if the patrol provides the sled.</li> <li>• 10 points are awarded for a proper <b>sheet bend</b>.</li> <li>• 10 additional points are awarded if the patrol uses a <b>double sheet bend</b>.</li> <li>• 10 points are awarded for all patrol members participation in the event.</li> </ul>

## Jedi Force Staff Lashing - Troop 1 Northborough

**Situation:** The rebellion is depending on you and your fellow Jedi Padawans to get out of a tight situation in a hurry! Your ship's reactor core was extinguished and needs to be restarted to enable a prompt escape from encroaching Empire troops. The only source of energy available to restart the core is reachable by extending your Jedi Force Staff over a bottomless void. Unfortunately, your staff was cut in half during your most recent encounter with a Sith Apprentice.

**Objective:** You will have a lit candle in a box at a distance and you need to get a piece of string at the end of a staff lit on fire. You will first need to lash the two dowel poles together into a staff with the piece of string at the end. Hold the Force Staff over the box with the candle in it. You have not completed the activity until the string is on fire.

**Equipment:** Two 4' long dowel poles (wooden), a box, rope, and a lit candle.  
(all materials will be provided, just bring your skills)

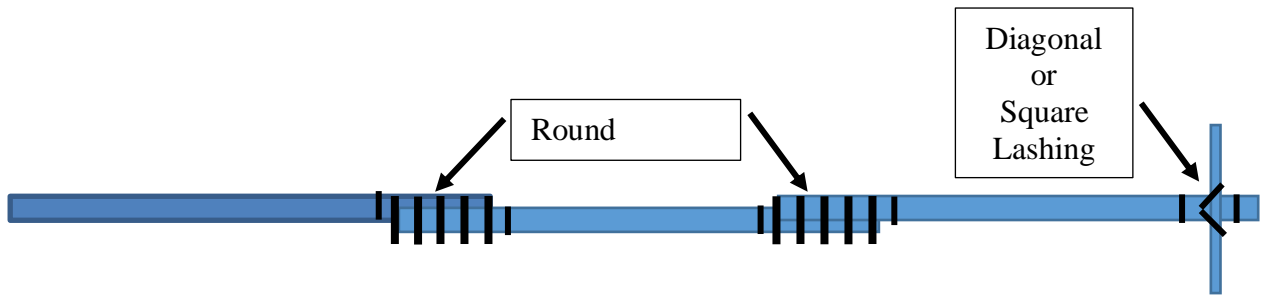
**Scoring:**

- 1) This will be a timed event. A portion of the score will be based on the time it takes to start the string on fire.
- 2) A portion will be based on the use of proper lashing techniques.
- 3) Scout spirit, Leadership & teamwork will also be considered.



# Light Saber Wrap: Troop 303 Marlborough

**Situation:** You'll need your "warp speed" Round and Diagonal and/or Square Lashing skills for this event. If you are the Patrol that fashions together a Kylo Ren Light Saber then you will come away the Victors as the Fastest Lashers of the Universe for this event. This will be a timed event, however we'll be looking to see how Scout Spirit and Patrol/Team work is demonstrated as well. We'll supply the logs and rope for this event so only bring your lashing skills.



**Objective:** Be the fastest Patrol to build a Kylo Ren Light Saber out of short poles and Rope that are supplied.

**Criteria:** Team Work, Leadership, This will be a timed event.

**Supplies:** Ropes and short sticks will be supplied at this event. You'll only need to bring your Lashing skills and ability to work quickly as a Patrol.

**Guidelines:** All members of the Patrol will need to be part of this competition. Round Lashings and Square or Diagonal Lashings will be used to hold small pole sections together.

**Extra Award:** If time allows an additional ribbon can be awarded to the Light Saber that can support the most weight.



# Not Quite a Light Saber

## Double Ended Saw Station: Troop 382 Westborough

### Cross cut or Buck Saw:

Bucking is the process of cutting a felled and de-limbed tree into logs. The station set up will promote the hands on demonstration of a saw specifically designed for use by two persons. This will be a timed competition for those Scouts wishing to enter ribbon competition.

### History:

Such a saw would typically be 4 to 12 feet long (approximately 1.2 to 3.6 meters), and sometimes up to 16 feet (4.9 meters), with a handle at each end. In some cases, such as when felling Giant Sequoias, saw blades could be brazed together end-to-end in order to create longer saws. There are two main types of saw. Felling saws were used to fell the trees, and bucking saws were used to cut felled trees into lumber. The two applications require slightly different designs: a felling saw has a thinner, less heavy blade, with an arched back, while a bucking saw has a wider, stiffer blade, with straight back giving it more strength. Either way, two-man saws were designed to cut in both directions. Careful tooth design was necessary to clear the sawdust during the cut. Cutting from underneath a suspended log, called "underbucking", will not be demonstrated.

### Safety:

The station will be cordoned off similar to a scout axe yard. Protocol dictates that as the teams approach, permission will be requested and granted by the saw yard master. This year, the plan is to work with logs large enough to accommodate two teams of two scouts each to be working at the same time. Two saw yard masters will coordinate the activity safely. The yard will be arranged and properly cordoned off to accommodate such logs safely.

### Equipment:

Station will provide saw, log, blade guide, stand, safety glasses, and instruction. Scouts will provide gloves and boots.

### Station Operation:

Scouts will receive instruction using a two-man saw and working together to alternate pulling the saw through the wood. If the kerf begins closing, which can cause the saw to bind, wedges could be inserted in order to keep it open. The top two teams with the fastest clean cut time will receive their ribbon award at the evening assembly. Scouts wishing to redo, repeat or change partners are welcome to do so but only after cycling back through the end of the line.



# Reaching for the Star

## Flint and Steel Fire Starting Activity: Crew 51 Marlborough

**Objective:** Start a fire big enough to burn the Death Star hovering in the air as fast as possible. The Death Star will hang 8 inches in the air.

**Criteria:** The time it takes to burn the Death Star will be your base score. Seconds will be deducted from your time for displays of Scout Spirit, Teamwork and Leadership.



### **Supplies (you bring the flint and steel, we'll provide the rest):**

- Flint and steel
- Death Star to burn
- Wood (sticks and twigs)
- 1 Sheet of printer paper
- Vaseline covered cotton ball (see rules for restrictions)

### **Guidelines:**

- The only acceptable fire starters are flint and steel.
- No accelerants are permitted in this activity.
- The fire must be built from the ground - no bases or foundations are allowed.
- No outside resources will be permitted.
- If the vaseline covered cotton ball is used, 20 seconds will be added to the time.
- The physical materials (sticks, twigs, kindling) cannot be built higher than 4 inches.

# Rebel Litter (Stretcher) Build and Carry: Troop 18 Milford

## Carry an Injured Rebel Soldier to Safety

You and your Rebel friends were riding on patrol on Planet Hoth. One of your group was throw off their Tauntaun named Larry when he was scared by a Wampa that came out from behind a frozen rock. The Wampa drags your Tauntaun into the veil of blinding snow and the other Tauntauns are scared and run off. The cold air is draining your body heat, but the idea of getting back to Echo Base in time to watch the Star Wars Christmas Special is keeping you warm for now. The only way to get back is to put your injured comrade on a makeshift stretcher and work together to navigate your way home in time without dropping him.

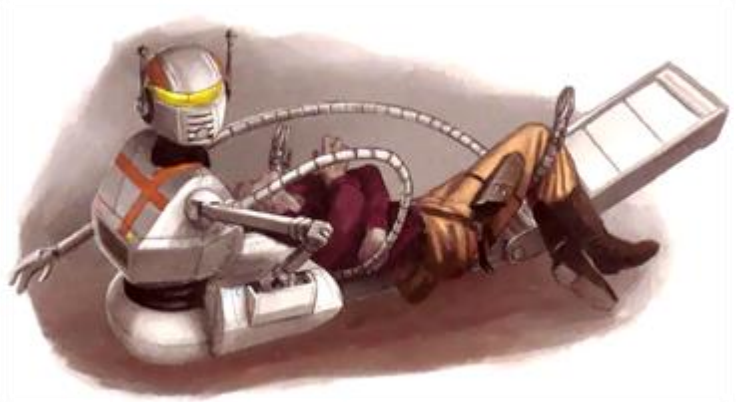


## Objective:

Pick a member of your patrol to be the injured Rebel Soldier. Working as a team successfully build a "Friction" type stretcher to carry them through the course to safety.

## Scoring will be based on:

1. Teamwork / Communication in building the Stretcher
2. Quality of Stretcher
3. Ability to work as a team to carry the injured person
4. Speed measured in time of completing the litter carry.



## Supplies:

Provided by Troop 18 including two poles and a tarp material

## Procedure and Rules:

Work as a team to successfully build a stretcher using the supplies provided and carry the injured person through the designated course to the safe zone. The Patrol will need to build the stretcher in the designated area and then approach the course. All Patrol members must participate and cross the finish line. The designated injured person must be carried on the stretcher for the whole course. Time measured will be from the starting line of the course, to when the last Patrol member crosses the finish line.



# Stormtrooper Fire Starting Station: Troop 100 Westborough

## Objective:

- Completely melt snow in a soup can suspended above a fire (ice cubes if no snow available at time of event)

## Criteria:

- Teamwork
- Event will be timed, maximum allowable 15 minutes per attempt
- Leave No Trace
- Leadership

## Supplies:

- Soup cans, matches, and tinder will be provided – no outside tinder is permitted

## Guidelines:

- **No accelerants will be permitted**
- Participants **will not** be allowed to build up the surface on which the fire is constructed
- Matches and/or a flint may be used to start fire
- One match can be used without penalty, 10 seconds will be added for each additional match used.

Time starts when indicated by leaders and stops when snow is completely melted



## Snowspeeder Sled Racing – Camp Resolute

A signature event of the Knox Trail Freeze Out, the Sled Race features your patrols racing to see who can complete the course fastest. A trial of strength, endurance, and speed, it is an ordeal for champions. If you and your patrol are able to navigate your sled through the track, while carrying one of your own within, you may find yourselves as the proud victors of the race. Will you emerge victorious and supreme or be left in the snow? The Winning Patrol will have the honor (and bragging rights) of the FASTEST Patrol in KTC for 2017. Who is worthy of such an honor? Will you step up for the challenge?

On behalf of the KTC “Echo Base Racing Committee”, we would like to welcome you to the Ice planet Hoth. We hope that your stay in the frigid snowscapes is memorable in every way imaginable. We further wish each and every rebel recruit, pilot or ground troop that may the Force be with you to enlighten and strengthen you. For our veteran rebels, we also welcome you back once again to this event. All of you combined are what makes our event so successful and the most prestigious “sled” race in the world (or this side of Boston). We look forward to another successful event because of your continued support and cooperation!!



### **Klondike Sled Race Rules (The Planet Hoth Edition):**

- You must have a minimum of 4 scouts in the event, with a maximum of 8 scouts.
  - Everyone that starts the race must finish it, which means that the official time will stop when the last scout on the team crosses the finish line.
  - Must have at least one scout pushing from behind and steering the sled in the front.
  - Must have one scout in the sled, **that scout MUST wear a helmet** (a ski helmet is preferred, but a hockey or skate board helmet would work).
  - MUST HAVE A PATROL FLAG (of some type) attached/lashed to the sled. (If you don't have one, don't go crazy, make one from scrap materials and a stick).
  - Fastest Team wins. You will run the course against the clock. Teams race/start one at a time. Patrol with the fastest time – will be the champion of 2017 Klondike Derby, KTC.
  - Borrowing a sled or helmet from another Troop to compete in the race is permissible.
- 
- In case of no-snow: Klondike Derby Sled race will be run on wheels – (please modify your sled with wheels or use a wagon as a substitute – your choice).



## Cook-off

There will be several awards given. We are looking for a dish that can be prepared in the woods. It must contain “secret food item” that can be boiled, baked, ground, shredded, you get the idea, and tastes good. We will have 3 ribbons: 1 for an appetizer, 1 for an entrée, and 1 for a dessert. Troops may bring more than one dish to be judged.

### **The rules are simple:**

Secret food item must be used in the recipe. There are no limits to the other ingredients in the dish, such as spices and/or accompaniments. We would however like to keep the spirit of patrol cooking alive. So, we suggest using foodstuffs typically brought on a Troop camping trip. There are no limits to preparation methods either. Dishes will be judged on appearance, flavor, and ingenuity of cooking style (Dutch oven, open flame, boiled, etc.).

The awards for this event will be awarded at the cracker barrel.



## Logistical Information

**Parking** – We will be parking cars in the main parking lot, the public beach parking lot, and at the Cub Day Camp parking lot. **It is critical that you follow the directions and instructions of the members of the Parking Volunteers to get everyone parked safely and efficiently.** Equipment drops from SUV's and troop trailers will be accommodated. Troop Trailers will be parked between the main Camp gate and the driveway to the Directors cabin, then along the hillside adjacent to the Maintenance Building. There will be volunteers directing traffic on Saturday. It will then be your troop's responsibility to portage your gear to your site, via the main road into camp. Units camping in Apache, Charmur, Kiowa N/S or Cherokee may choose to park at the Cub Day Camp lot. Parking will be first come first served and troop “stacks” of vehicles will most likely be the solution.

***We also ask that you fill out the vehicle contact sheet and leave it on your dashboard***

**Water** – Potable water is available at the **Program Service Center** via the outside water spigot mounted near the corner of the building. Water will be available all weekend but, it is recommend that all units bring 1 (5) gallon container that is leak-proof and labeled and can be stored in the warming hut just in case.

**Campsites** – All campsites are assigned, and arranged according to the number of participants, and proximity to the troop's station location. Every effort was made to accommodate this, and not have units criss-crossing the map with station gear in preparation mode, as well as trying to keep your unit's campsite not too far away from your station. (Please see the map, provided with the entry packet).

**Lean-To's** – These may be used for sleeping and/or gear storage and/or troop kitchens. It is up to the troop to decide. Obviously, no fires are allowed inside.

**Fire Rings** – Must be used for fires. Cooking can be accomplished using Troop approved stoves. All other fires must be contained in established on-site fire rings. Elevated fire rings and fire pots brought from home are also allowed, but not in Lean-to's. Units are urged to share a fire pit/ring with a neighboring unit if none are available in site.

**Rubbish - All trash must be carried to the dumpster behind the Ranger's office.** This is a carry-in and carry-out event. Grey water may be dumped in the latrines, and food scraps filtered out and packed-out. Please do not launch food scraps into the woods. It makes animals dependent on humans! Please also have bins for trash and recyclables in your campsite.

**Warming Hut** – In the event that there is bitter-cold weather, and/or you have a scout in your unit needing to get inside to a heated space, Shaughnessy Lodge will be staffed all weekend with the first aid personnel and/or other FO staff. In the event of extreme weather, the Rifle Range will also be available.

**Emergency Plan** – In the event that there is a camp-wide emergency, requiring an assembly of all present and an evacuation, we will meet by troop in the Parade Field and then proceed in an orderly fashion down the road and out to the parking lots.

## **First Aid**

All First Aid personnel will be directed Keith Zontini. They will be staffed at **Shaughnessy Lodge** on Friday night, all day Saturday and Saturday night. An EMT and/or First Responder will be available at all times during the event, and throughout Saturday night.

The closest Hospital is UMass Hospital in Marlborough, and in the event of a serious injury the Explorer Post staff will calling for units from that location, for transport to the hospital. If need be, the EP staff knows how to get there, in the event that they need to in lieu of an ambulance.

## **Scouts own Service/ Chapel**

A Scout is reverent. Reminder to scout leaders that we are having the service, at the outdoor chapel and encourage them to ask the scouts from their crews and troops to attend.

If the troops have a chaplain, the scout leader should ask the chaplain to get to the outdoor chapel, 15 minutes before service starts (8:45 am) so we can get them involved in the Scouts own service. The more scouts we involve in the service, the more meaningful it is to them and other Scouts. Lord Baden Powell understood this.

Start time is Sunday at 9:00 am, and the service will be prompt, two sides of a sheet of paper and go no more than 30 minutes. A discussion on God and Country will be included in the service as well.

## **Leave No Trace**

**Leave No Trace** advocates 7 principles. For the Knox Trail Council's Winter Freeze-Out these principles are to be applied as follows:

1. **Plan Ahead and Prepare:**

Register early. Attendance limited to first 400 registered Scouts/Scouters

Provide training on proper clothing and equipment for winter camping.

Use your Scout meetings to get your Scouts ready for the event.

Plan to arrive before 8:30 on Saturday so that the program can get underway as planned. We have a full day of fun planned, but it needs to get underway as scheduled.

2. **Travel and Camp on Durable Surfaces:**

Camp in designated areas only.

No tents in the lean-to's

**Pond is off limits for the weekend**

3. **Dispose of Waste Properly:**

Pack it in, pack it out. Inspect your campsite for trash. Pack out all trash, leftover food, and litter. Please take it all home with you.

Dispose of gray water in the latrine. Do not launch food scraps into the woods.

4. **Leave what you find**

Do not build fire rings

5. **Minimize Campfire Impacts:**

Campfires can have lasting impacts. Consider using a stove for cooking, and a lantern for light.

Use established fire rings or fire pans. Do not make new fire rings, or build a fire where there is not an existing fire ring.

Keep fires small.

6. **Respect Wildlife**

Avoid all wildlife during the sensitive winter months.

7. **Be Considerate of Others**

Please no radios and/or I-Pod Speakers, etc.

Avoid loud voices and noises

Observe quiet hours.

## Evaluation Form

We need your help to improve future Freeze-Outs. Please turn in the evaluation form at the end of the guide before you leave. **No patch-bundles will be given out without an Evaluation Form turned in.** A few weeks after the event we will be holding an event review meeting (place and time TBD). We will be looking at all the evaluation sheets and making recommendations for next year's event. Another evaluation form will be in the registration packet.

## Troop Preparation for Event

Troops need to develop patrols for the event that may or may not mirror the existing troop patrols. No more than eight scouts per patrol is suggested. Units with a small contingent of scouts can team up with other small contingent units to make a patrol of up to eight scouts. We need to know your needs as soon as possible to work the match making, if applicable. Troops should outfit each patrol with a sled/wagon to utilize throughout the event. **Troops need to communicate that teamwork is a vital aspect of the patrols execution of the events.** Troops and patrols need to be outfitted for the skills we will be working on. Below are the activities and skills troops/patrols need to be prepared to support.

### Expected Skills and Equipment Needed:

- Fire building
- Knots, knowledge on tying basic Scout knots (and lashings specifically)
- ***Troops will need to be prepared for event activities with the following list of gear and materials:***
- Unit Flag / U.S. Flag for camp site and event station
- Troop Identification Sign or Plaque for gateway mounting (optional)
- Water – potable for camp site general use (see map and this guide for locations)
- Winter First Aid kit
- Klondike Sled (s) per patrol (if no snow, adapt with wheels or use wagons)
- Toboggan /Long sleds for carting gear to /from camp site to parking lot
- Dutch Ovens or equivalents (campfire cooking and tending tools) (Optional)
- Supply of firewood (from camp storage) for each unit's fire building and tarps for covering wood.

Troops will be setting up campsites with tents, and using the lean-to's.

Troops should plan on bringing ample supply of charcoal for Dutch oven cooking. Also go to <http://www.inquiry.net> for additional information on outdoor games and camping. Go to a search engine and search for Klondike Derby or Klondike Sled. If you have the time to make sleds, great, we do not want the sled to be the barrier for a troop to attend the Freeze Out and will be flexible on whatever you can bring. We are having this event for Scouts to have fun.

## Event Gear for Each Troop during Event

### Required basic equipment

- Klondike Derby Sled (modified with wheels for no snow or units can use a wagon as a substitute). Plus Ski or hockey or skate board helmet for scout riding sled.
- Lunch for each scout (Saturday)
- Container sized for your gear (bin with lid or duffle bag)
- Bungee cord or rope to secure container on the sled/wagon
- Plastic Snow Shovel
- Camp Shovel
- First Aid Kit
- Matches
- Fire bucket (large empty metal or plastic coffee can to act as fire bucket)
- Emergency Shelter building materials. (Rope, Tarp, Stakes, and any other materials you need for what you plan to construct).
- Blanket
- 1 (5) Gallon of Water in a leak-proof labeled container to be stored overnight in the warming hut.
- Kindling, Tinder for Fire Starting event (from camp-supplied wood)
- Watch. At least one scout in each patrol should have a watch to keep track of time during the competition events and maintain a schedule throughout the day, so you visit all the events on time.
- FRS Radios – These will be invaluable for communication at Camp
- **(Optional)** Patrol Flags (Don't go crazy, make one from scrap materials and a stick)  
Affix your patrol flag to your sled/wagon, or make signs for the front and side(s)



## Recommendations for Scouts' Personal Gear

**Note: If a Scout is wearing inappropriate clothing, i.e. Sneakers they will be sent home.**

### **Suggestions on Winter Sleeping Bags**

If you want to purchase a sleeping bag/mat for winter use this is what is recommended:



- 1) One close cell mat or a self-inflating mat. Some people prefer one of each or two close cell mats. Do not use a large air mattress, or you will be sleeping on a cell of ice-cold air!
- 2) Space Blanket (used on the bottom of the tent or on top of the mats).
- 3) Sleeping bag arrangement good to 0 Degrees minimum.
  - a. A 0-Degree bag, mummy style. The synthetic fill costs less than down fill.
  - b. A 20-Degree bag, mummy style, inside a 35 to 40 degree summer/fall bag.

A fleece blanket used in both combinations adds 5 to 10 degrees of warmth. A fleece liner improves the rating another few degrees and protects the inner layer of your sleeping bag from skin oils, sweat etc.

A Target like plastic bag or equivalent is also smart, to put your boots in overnight, and place it at the bottom of your sleeping bag. You will wake up to putting on boots kept warm all night by your body, and the bag will keep the dirt and grime out of your sleeping bag. *Frozen boots are a real-bummer to put on, first thing in the morning!*

The other option is to rent a sleeping bag from EMS or REI. (check local stores for availability). Most sleeping bags come in regular (~ 84 inches) or long (~90 inch) length. For short boys the extra length can be folded under the boy.

There are very few bags sized for kids, but if you shop around you can find some. Some common brand names for sleeping bags are: Coleman, Slumberjack, North Face, Kelty, Sierra Designs, etc. Some places to buy bags locally are: The Scout Shop, EMS, REI, Natick Outdoor Store, and New England Backpackers – Worcester. Mail order (websites): Campmor, Cabela's, Bass Pro Shops, etc. <https://scoutnet.scouting.org/BSASupply/>.

## **Personal Gear List for Winter Camping (2 day trip)**

Back Pack	Boots, 2 pairs- insulated and waterproof (wear 1 pair and have an extra)
Insulated mug	Liner socks – 2 pairs
Bowl and utensils	Wool socks – 2 pairs
Canteen/ water bottle	Thermal underwear, 2 pairs top & bottom (polypropylene)- <b>no cotton</b>
Personal 1 <sup>st</sup> Aid kit	Shirt – 1 warm no cotton
Lip balm	Pants – 1 pair wool or fleece, no cotton
Pocketknife	Nylon or waterproof pants to wear over other pants
Matches	Wool sweater or fleece jacket
Toilet paper, toothbrush, toothpaste, soap	Winter jacket with hood
Towel, washcloth	Mittens or gloves – 2 to 3 pairs
Flashlight and/or headlamp	Poncho or rain coat if winter coat is not waterproof
Plastic trash bags (2)	Hand warmers – for use in mittens and sleeping bags at night (1 dozen)
Ground pad	
Sleeping bag – 0 degrees or lower (can combine 2 bags and inserts, etc.)	
Ski mask or winter hat	

## **Parking Information**

Unit: \_\_\_\_\_

Driver: \_\_\_\_\_

Campsite: \_\_\_\_\_

Cell Phone Number: \_\_\_\_\_

## **Parking Information**

Unit: \_\_\_\_\_

Driver: \_\_\_\_\_

Campsite: \_\_\_\_\_

Cell Phone Number: \_\_\_\_\_

## **Parking Information**

Unit: \_\_\_\_\_

Driver: \_\_\_\_\_

Campsite: \_\_\_\_\_

Cell Phone Number: \_\_\_\_\_

# 2017 Winter Freeze Out Evaluation Form

1. Have your Scouts enjoyed themselves? **Best** 10 9 8 7 6 5 4 3 2 1 **Poor**

2. Where would you like to have the 2018 Freeze Out? (circle one)

**Camp Nobscot**

**Camp Resolute**

**New Location**

3. Our Troop thought the Event Stations were: (circle one)

**Fun and we liked them**

**Not fun at all**

**Stations need improvement**

**Comments:** \_\_\_\_\_

\_\_\_\_\_

**New Station Ideas:** \_\_\_\_\_

4. We need more volunteers to help run future Camporees. Would you or someone in your Troop be interested in Chairing or Co-Chairing an event?

**Volunteer's Name:** \_\_\_\_\_

5. What would you do to make the Freeze Out a better experience for Scouts

**Comments:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Troop:** \_\_\_\_\_

**Town:** \_\_\_\_\_

**Camp Site squared away:** \_\_\_\_\_

**Please turn in this form at the Registration desk before you depart.**