



## **Troop 22 Invitational Gold Rush**

February 17<sup>th</sup>, 2018  
Camp Norse, Kingston MA

### **Schedule of Events**

**Friday, Feb 16, 2018** – We have booked the entire camp for this event. There are limited cabins available at Camp. Please ask if there are open spaces still available.

**Saturday, Feb 17, 2018** - Troops should plan to arrive at the camp Dining Hall between 8:00 AM and 9:00 AM. Upon arrival, all Teams should go directly to the Check-In area. The Team leader will register and the entire Team must be present at Check-in.

<b>6:30 AM</b>	Staff Check-in and set up
<b>8:00 AM</b>	Team Check-In and inspection at the Dyea Base Town
<b>9:00 AM</b>	Opening Ceremony in parade field
<b>9:15 AM</b>	Stations open and the Gold Rush begins!
<b>11:30 AM</b>	Each team will stop at The Scales to cook their lunch
<b>1:00 PM</b>	Second half of the Gold Rush begins
<b>3:30 PM</b>	Event Stations close Teams finish in Fairbanks
<b>4:30 PM</b>	Closing Ceremony and Auction
<b>5:30 PM</b>	Leave for home, see you next year!!!

Please stay until the end of the Gold Rush. Each team will receive their awards and patches at the closing ceremony.

At the conclusion of Closing Ceremonies, units staying the night should report to their site and begin dinner preparations. All troops are invited to return to the Dining Hall for a warm place to have dinner and join in a campfire and cracker-barrel later that night!

**Sunday, Feb 18, 2018** - Overnight troops pack up and depart.

### **What is the Gold Rush?**

This is the 11<sup>th</sup> year Troop 22 Whitman is running its invitational Gold Rush. The Gold Rush is a team competition. Each Patrol or "Team" will need to pack the proper equipment for a long trip and many challenges on the way. This is a boy-run event and the scouts will run the stations along the trail. Each year the theme and events are different and pose a real challenge along the trail. Our theme this year is a Poker Run through the North Country.

The teams must design and build a sled on the trail this year. They should note that all gear **MUST** be carried the entire day, including cooking gear, food and fuel. Consider Leave No Trace and backpacking skills when planning your day.

At arrival in the base town, each Team will receive their Trail Card and will be inspected by the Mounties for proper dress and gear. They will produce and explain their first aid gear and take a Team picture. They also have access to the trail information and may take notes on direction, topographic features, etc. The Team must create a detailed map of the Yukon and deliver it to Fairbanks for full payment.

There are multiple trails through the Yukon and each team will have its own path where the Towns must be visited in the correct order. When the Teams leave the base town, they will proceed to their next Town indicated on their Trail Card. Directions to the towns are given in GPS coordinates and compass bearings, the team can use whichever method is best for them. At each town the Team must complete certain activities; they will receive payment based on their skill, spirit and teamwork, and have their Trail Card marked.

Throughout the day there will be opportunities to earn a playing card. These may be exchanged at certain towns. At Fairbanks they will use the cards to build the best poker hand they can and turn in those cards for a bonus payout.

Upon finishing the course, each team reports to the town of Fairbanks to have its Trail Card registered and their Gold and gold counted. The day ends with an auction for goods where you can spend that gold you earned on the way. There will be personal and patrol equipment, gift certificates and other items you may bid on. We will close with an awards ceremony where we will hand out individual team awards and patches for the event.

Each year the trail changes and much of the course events are new. It is a challenging course and involves specific tests for: teamwork, fire-building, cooking, lashing, woodcraft, rope-work, and orienteering. But the key is critical thinking and problem solving skills.

We hope you will join us!

Troop 22

## **What to Bring**

These are the recommended items to bring with you. You may be able to "rent" equipment at the towns and camps.

### **Team**

Wood and rope to build your sled  
Patrol Flag  
50' rope for pulling and lifting  
20+ - 6' ropes for lashing  
3 6' poles or staves  
Compass  
Analog watch  
Empty soup can  
First aid kit  
Cooking gear and food for lunch  
Fire-starting gear (no accelerants or fat wood)  
Axe  
Hatchet  
Pencil & paper  
GPS device

### **Personal**

Cold weather clothing  
Hat  
Mittens/gloves  
Rain gear  
Canteen  
Cup  
Personal First aid kit  
Knife  
Mess kit  
Utensils  
Scout handbook  
Pen

## **What to Wear**

One of the most important parts of the Gold Rush is to keep warm and dry. Each Scout must know what to wear. Winter weather is very changeable, requiring preparedness for almost any condition; a nice day can turn into a raging blizzard.

Your best protection is your common sense: dress in layers. Avoid working up a sweat, and keep yourself comfortable by removing or adding layers of clothing. No cotton clothing! Waterproof boots are essential. Wear socks of wool or other material that wicks away perspiration.

A wool stocking cap or similar head gear with ear coverings is necessary both during the day and at night in the sleeping bag to retain warmth. Scarves are recommended to protect the face from the cold and biting wind.

Scouts should wear wool mittens covered with a water repellent shell. Gloves may be worn, but they are not as warm as mittens.

Scouts are more vulnerable to the cold at meals, because they do not move around as much. Throughout the day, check each scout to see if all his clothing is dry. If not, change into dry clothes before eating. There will be a central heated building for those who need to change or warm up.

## **Event Information**

Every year we change the events along the trail and this year you will find very few are the same as before. The following are some of the events planned at the towns you will go through on the way.

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|------------------------------|--|
| <b>Sled Build</b>            | You must design and build your sled for the day on the trail. You may lash or use any other fastening method to build the device. Power tools are not allowed.   |
| <b>Git Me Dinner</b>         | Use a potato cannon to shoot the targets for the top score. The only problem is that you're not the only guys with a cannon out there, and the critters won't wait around for you.   |
| <b>Lightning Lint Relay</b>  | Can you spark up the piles of lint? Can you do it faster than your competition? Show how you can run a fire-starting relay race.   |
| <b>Retrieve the Message</b>  | There is a message in the water, getting it out of the river is hard enough now can you decode what it says?   |
| <b>Backpacker Lunch</b>      | Using Leave No Trace standards, prepare a hot and hearty backpack-style meal for the team along the trail. You have an hour and a half to prepare and eat a good, hot meal. Don't forget this is leave no trace so we shouldn't be able to tell you were ever there! |
| <b>Hawkeye's Knife Throw</b> | Can you toss a knife into the bulls-eye? Think you're better than the other teams? Give it a try!  |
| <b>Log Saw</b>               | See how fast you can cut a log with a 2 man bucksaw. Speed is good but accuracy pays even better.  |
| <b>Chess Game</b>            | Take part in a human-sized chess game at lunch.  |
| <b>Pocket Rope</b>           | "What does it have in its pocketsesss?"  |
| <b>Our Day in the Yukon</b>  | Are you good at making a map? Take your bearings during the day, measure the distance, note the landmarks and turn in a detailed trail map at the end of the day for a big payout!   |



## Troop 22 Invitational Gold Rush Registration Form

February 17<sup>th</sup>, 2018  
Camp Norse, Kingston, MA

Unit # \_\_\_\_\_ Town \_\_\_\_\_

Unit Leader \_\_\_\_\_

Address \_\_\_\_\_

City/Town \_\_\_\_\_ MA \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

Number of Scouts \_\_\_\_\_ @ \$5.00 = \_\_\_\_\_

Number of Teams \_\_\_\_\_

Number of Adults \_\_\_\_\_

Additional patches \_\_\_\_\_ @ \$5.00 = \_\_\_\_\_

The \$5.00 event fee for scouts covers the patch, auction, and supplies for the day.

If you have questions please email [michwa@comcast.net](mailto:michwa@comcast.net) for more information.

Mail checks payable to **Troop 22 Whitman** and mail to:

Mike Warner  
15 Old Colony Way  
Whitman, MA 02382

**Registration Deadline: December 31, 2017**