



## **Troop 22 Invitational Gold Rush**

February 11<sup>th</sup>, 2012

Camp Massasoit

### **Schedule of Events**

**Friday, Feb 10, 2012** - Troop that are staying over, must make arrangements with Camp Massasoit.

**Saturday, Feb. 11, 2012** - Troops should plan to arrive at camp between 8:00 AM and 8:15 AM. Upon arrival, all Teams should go directly to the Check-In area. The entire Team must be present at Check-in.

<b>8:00 - 9:00 AM</b>	Check-In is located at the Skagway Base Town. Inspection
<b>9:15 AM</b>	Opening Ceremony
<b>9:30 AM</b>	Stations open and the race begins!
<b>11:00 AM - 1:00 PM</b>	Each team will stop at the food station to cook their lunch
<b>4:00 PM</b>	Event Stations close Teams finish in Fairbanks
<b>4:30 PM</b>	Closing Ceremony Auction Leave for home, see you next year!!!

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

At the conclusion of Closing Ceremonies, units staying the night are to report to their site and begin dinner preparations. All troops are invited to share a Pot Luck supper and the Golden Skillet competition!

**Sunday, Feb 12, 2012** - Overnight troops pack up and depart.

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

This is the fifth year Troop 22 Whitman runs its invitational Gold Rush. The scouts lead the event and run the stations along the way. Each year the theme and events are different and pose a real challenge along the trail. This year you will take Breakheart Pass!

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.

At Arrival at Base Town, each Team will receive their map and Trail Card and they 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 complete map and may take notes on direction, topographic features, etc. They will receive their "Serum". The contents of this box are extremely fragile and must be protected. The Team must safely deliver the entire case to Fairbanks for full payment.

When the Teams leave the Base Town, they will proceed to their next Town or Camp indicated on their Trail Card. Directions are given in bearing and distance. 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. Each stop also may offer additional challenges and can add to the Team's funds.

There are Camps along the trail. Each Camp hosts a Company store where the Team can buy supplies, snacks, etc with their gold. Also at each camp is a Bonus event the Team may decide to try while there to earn additional money.

Towns must be visited in the correct order and have their Trail Card signed. All patrols must visit all towns, but do not have to participate in all activities at all stops.

Upon finishing the course, each patrol reports to the Base Town to have its Trail Card registered and their gold counted. Finally 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.

Thanks for joining 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.

### **Patrol**

Sled materials and tools  
Patrol flag  
20+ - 10' ropes for lashing  
100' rope for pulling  
6 - 6' Staves or equivalent  
Full Axe and sharpening tools  
Fire wood  
Friction fire-starting gear  
First aid kit (splint material, cravat, etc)  
Compass  
Pencil & paper  
Clipboard & cover  
Food for lunch  
Cooking gear for lunch  
3 gallons of water in containers  
Blanket

### **Personal**

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

**Do we bring a sled?** Webelos may elect to bring a sled.

Scouts and Venturers will build one on the trail. We recommend packs to carry the rest of the team's gear and food.

## **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. Prior to any meal, check each scout to see if all his clothing is dry. If not, change into dry clothes before eating.

## **Event Information**

Every year we change the events along the trail. The following are some of the events planned at the towns you will go through on the way. There are additional "Camps" with stores and some special events for bonus gold.

<b>Plan your Course</b>	Your route is available here. You will go through woods, across streams, up hills and into valleys, mark up your map and get your directions straight.
<b>Sled Build</b>	You need something to carry the serum with you and a sled is just the thing to do it. This year you must design the sled, bring the parts and tools and build it on site!
<b>Distance Determination</b>	Tell the height and distance of an object far away without using a tape measure.
<b>Blow up the Dam</b>	Figure out a way to light the fuse that leads to the powder keg. It's a four-way race!
<b>Axeman's Tree Fall</b>	It's Axe-time! Bring down a tree in the right spot.
<b>Fire starting</b>	No matches, fire by friction to get a roaring fire started.
<b>Gourmet Lunch</b>	Show your skills as the best trail cooks on the run. Special Dutch Oven cooking competition also takes place during lunch.
<b>Breakheart Pass</b>	The pass is wide and you will need to assemble a bridge to cross the chasm. Come with a plan and the materials to build your bridge.
<b>Log Saw</b>	See how fast you can cut a log with a 2 man bucksaw.
<b>Lumberman's Log Lift</b>	Ever seen a pioneering crane? Think you can run one?
<b>Archery Shoot</b>	Ready, Aim, Fire!
<b>Tell Us About Your Travels</b>	During the day you have to create a map of the course with distance and bearings, to help blaze the trail for the future.

Be prepared for Claim Jumpers, Horse Traders, and special events along the way!!!