

You Are Called



Annual Guild Gathering

Camp Sequassen

January 14, 2017



GUILD GATHERING KLONDIKE 2017

January 14 – 2017 Camp Sequassen

It has been another profitable year for the Clave. Your skills remain in high demand and the reputations of the Guilds remain inviolate. Nowhere else can those who rule, and those who wish to rule, find the special skills you possess.

You should be proud.

It is time to gather for another year, celebrate our victories and compete for the honor of being first among us.

The field will include challenges of strength, guile, and survival.

Only the best will win. Only the best will see profit for another year.

Assemble your team and prepare to defend your honor.

PROGRAM NOTES

BSA Requirements

Youth must be a registered Scout or Venturer to participate in the Guild Gathering Klondike for insurance purposes. Because of the events this year, Webelos may be invited to participate with your troop.

Two Unit Leaders (adults) are required to be responsible for all youth accompanying a unit. All leaders are required to be trained in youth protection. One leader must be at least 21.

Visitors

Visitors are welcome and encouraged to attend (not Templars).

Members of your troop committee or parents of the scouts may attend many of the day's activities at no cost. Invite your unit commissioner.

All visitors need to sign in and out at Registration near the Volleyball court at the Dining Hall. After start of the events, check-in will move to Cohen Lodge.



Guild Gathering – Background

Your Team will be assigned a Guild, including a symbol and some basic background information. It will be expected that your team will work to best represent your Guild, including costuming and props. There will be a prize for that team that best represents their Guild.

Your skills will be tested over a series of challenges. Once you pass through registration, you will be provided a map of the challenge areas and the sequence in which your Guild must visit the sites. You must maneuver through these areas in NUMERIC ORDER and in the sequence provided you.

There is scoring involved. Judges in challenge areas can explain the point system. Those who score best overall will be awarded First Prize, Second, Third and Fourth.

The challenges will test all you know. In addition to overall awards, the top four performing Guilds of each challenge center will also be awarded and recognized for their skills.

Awards will be made at closing ceremonies.

Sleds:

Klondike style sleds or sledges must be built or put back in shape (don't forget to wax the runners). If your Guild does not have a sled, build one (many plans available on the web). Toboggans and store bought sleds will not be allowed. Incidentally, don't let the idea of sleds scare you. It is not essential to have snow for this event – many of our best competitions have been held without snow.

Sled Requirements (Required and Inspected at Check-in)

1. The sleds must be a minimum of 4 feet long and 18 inches wide
2. Each sled must display the team's troop number and patrol or team flag
3. **No** commercially built sleds may be used. Real skis may be used for runners
4. The sleds must be strong enough to complete the course with all gear stored on board

5. If there is no snow, plan to attach wheels to your sled!

Guild Teams/Patrols:

Your Guild must work together as a team to navigate the course and complete events. The ideal patrol is six scouts. In no case should a patrol have more than eight (8) scouts on a single sled. Scouts will be required to register as patrols and provide a list of the names of those participating.

How you will let us know you are coming:

We are using on-line registration for the event: GSM.CTYANKEE.ORG

Costs:

Scouts (early bird BEFORE 12/15)	\$ 10
Scouts (12/15 or later)	\$ 13
Scouters – no charge. Must buy patch separately	

Registration Package: Contact Lynn Crisci at lynncrisci5@gmail.com in advance for your Guild name and registration package including the equipment list. **You will not be confirmed** until your on-line registration and payment is processed

Camping: All camp buildings and the lean-to sites in southern Sequassen are reserved for this event. Tent sites are also available. Fees are charged for buildings and lean-tos. Registration does not include the cost of camping

To reserve a site or building, contact Lynn Crisci lynncrisci5@gmail.com

Other activities your Guild can do to prepare for this event:

- **Build, Repair or Update a Klondike Sled** – Since “teams” should be no more than (8) Scouts, it’s important that you have enough sleds. Make sure your sled has wheels in case of snow shortage.
- **Form “Teams” and Select the Team Name** – The “team” consists of 4 to 8 Scouts that will do the work of pulling the sled. The “team driver” is the patrol leader. You will be assigned the Guild you represent. Your team name should reflect your Guild.
- **Collect Personal Health and Medical Records for all Youth and Adults** – Health Forms can be downloaded at <http://www.ctyankee.org/Resources/Forms/Annual> Health & Medical Forms
- **Gather the Required Equipment Needed** – Each team will earn points for bringing the correct items. The required equipment list is enclosed.
- **Practice Your Scout Skills** –The events give a clue as to the skills that will be required to win.

Check-In & Registration:

Check-in the morning of the event starts at 8:15AM at Registration (Porch – Dining Hall – Volleyball side). No Guild will be allowed into the event until it has cleared Registration. You will be handed an envelope that includes your map, your score sheet and the list of challenges you must visit. You will also receive patches for each registered participant. Stations **MUST** be visited in the correct rotation in order for the Guild to participate. All Guilds must visit all stations.

Challenges:

At each Challenge your Guild visits, they will be welcomed by a member of the Clave. A practical problem involving stealth or survival skills will be encountered at each stop. Depending on how well your Guild works out this problem, it will be awarded a number of points and have its score sheet marked before progressing to the next Challenge.

The Clave are your judges and will award points based on how your Guild demonstrates skills, teamwork and leadership. These are the characteristics required for success.

Schedule:

7:00	Staff breakfast at Cohen
7:30	Challenge set up
8:15	Registration Opens
8:45	Flags/Opening
9:00	Morning Activities
11:30-12:30	Lunch Break
12:30	Afternoon Activities
3:00	Guild Gathering Final Challenge (All Camp Race)
3:45	Flags/Awards

Note to Adults & Junior Assistant Scoutmasters:

As in years past we are looking for additional volunteers to serve the Clave. All staff members should plan to arrive on the day of the event no later than 7:30 to get final instructions, prepare activity areas and build

warming fires. All staff members are encouraged to set a good example by dressing warm and showing proper Scout spirit. Lunch will be provided staff at Cohen Lodge.

To be a staff member, contact

Stephen Gagne, Klondike Senior Patrol Leader sgagne820@gmail.com

Lynn Crisci (203) 605-4277 lynncrisci5@gmail.com or

Camping & Activities:

Units are always encouraged to camp over the weekend. All lean-to sites in South Sequassen are being held for the event. There will be additional activities including a movie on Saturday night for any units who choose to stay.

Friday Night:

You are invited to a Cracker Barrel on the porch of Cohen starting at 7PM.

We will be running a movie – **A-Team**. All are welcome.

Saturday Night:

We will be showing a second movie: **Jason Bourne Identity**. Bring your own snacks.

And the Rest:

First Aid Station:

Located in Cohen Lodge. This area is manned throughout the event. There is also a warming area for your "EMERGENCY" use – NOT to be used for other purposes.

Weather:

The Guild Gathering is about endurance and preparedness! This includes being prepared for the elements – regardless! Make sure your Guild(s) is ready for rain, snow or sunshine. This event will move forward unless the Clave declares a location-wide emergency shutdown – which has not happened to date.

Proper Winter Clothing:

Each boy will be inspected BY YOU (Scoutmaster or adult leader present) before he takes off on the trail. The unit leader will be required to file a form indicating that his unit is ready for the trail. If any boy is not adequately dressed, he will not be allowed on the trail. An adult leader will be required to remain with any Scout not allowed on the trail. This ruling will be rigidly enforced. Please save the hard feelings and see that your Troop is prepared.

Clothing - proper and warm for existing conditions. Dress in layers of clothing.

b) Footwear - proper for existing conditions, no tennies. Wear wool socks over a pair of cotton or even better wicking ones. Do not wear low cut shoes (no tennis shoes) unless covered by a pair of galoshes.

c) Headgear - to cover head and ears (scarves recommended). Wear a head protector which has ear covering. An added scarf will protect the face from the cold and biting wind.

d) Hand gear - to protect a vulnerable part of the body. Hands should be protected with wool mittens covered with a water repellent shell. Gloves may be worn, but are not as warm as **mittens**.

Lunch:

Teams are required to take an hour break for lunch; 11:30-12:30. Teams will stop on the trail at whatever Challenge is closest and eat, change socks, etc.

- A warming fire is encouraged where fire rings exist.
- Lunch must have a hot beverage and at least one hot entrée.
- Lunch is not judged, so tail-gating is acceptable

Trading Post:

The trading post will be open for the event and will have supplies and additional patches available for purchase.



APPENDIX

- 1. Events**
- 2. Equipment needed**
- 3. ALL SEEING challenge calls**
- 4. Registration forms**



Challenge course events

- 1. Registration**
- 2. Fire in the Wilderness**
- 3. Cartography**
- 4. Dinner Catching**
- 5. Scaling the Parapet**
- 6. All Seeing Eye**

7. Sound the Alarm

8. Hide in Plain Sight

challenge 1:



registration

Your Guild will be checked. We are Clave. We must know who is representing your Guild in order to properly present you to future clients. Preparedness for the day's challenges is considered. You will be provided an equipment list. You should show have all those items on your sled.

While you are expected to defend your honor, bringing your weapons to this Gathering is strictly prohibited. We have had problems with that in past, so please screen your members.

Scoring Consideration

Preparedness – Demonstrate that you are worthy of representing the Clave!

Items Needed:

- Two (2) copies of Roster of team members (one copy stays on sled, one is turned in)
- Health records for each member of the team in Ziplock bag (stays on sled)
- Registration fees (if not previously paid)
- Teams of up to 8 Scouts
- One small garbage bag for litter on the trail.
- Proper winter clothing
- Each scout carrying a water bottle or other hydration implement
- Totin Chits and Firemens Chits for all Scouts
- Show all required **equipment** loaded/available on the sled

Equipment needed

Upon registration, you will be sent your list of supplies.



CHALLENGE 2 :



FIRE In The Wilderness

In the wilderness fire is more than a way to warm. It is a signal and a way to lure in your target. There is no more important skill than your ability to start a real fire.

This challenge tests your ability to start a fire using natural materials and make it burn long enough to boil 2 cup of water (16oz). Homemade fire starters are allowed, but no commercial fire starters may be used.

Scouts must provide all material used for this event.

Scoring Consideration

Preparation – Proper materials were available to start the fire

Safety – Care should be taken to assure no injuries are likely during all activities at this station

Speed – A reasonable fire to support boiling water was started quickly and the water boiled

Teamwork, Scout Spirit and Fun – everyone participated in collecting materials and preparing the fire. They cooperated well.

Clean up ALL debris

Materials Needed:

- Wood & kindling
- Pot (hold 2 cups)
- Device to hold pot over fire
- Fire starter (magnified glass, flint/steel, fire bow, fire striker). Lighters, matches, stoves and any alcohol/chemical/flammable products are prohibited.



CHALLENGE 3: Cartography

Many times you will be asked to locate your target using map and compass. While there are many electronic devices used today, these have their risks and limitations. Preserving the old ways, with nothing more than a set of bearings, your compass and your skills remains an important skill to our craft.

Scoring Consideration

Timing – You will be timed. You must navigate the entire course quickly.

Accuracy – You must bring back the right letters and present them in the right sequence.

Teamwork, Scout Spirit – All members of your team should be observed participating and assisting in this exercise



challenge 4: Dinner Catching

Hatchets and knives are more than tools for us. They are used to 'catch' dinner, either literally or in earning our contracts. These tools have the advantage of silence and stealth, but without accuracy, they can be more liability than help.

Scoring Consideration

Skill – Each team member will throw at a target – once for hatchets and once for knives. Individual scores will be averaged for a team score

Teamwork, Scout Spirit and Fun – each patrol member must participate in this event and provide assistance and support to both the team and others

Challenge 5:



Scaling the Parapet

We often find that walls or other obstacles stand between us and our target. Your ability to construct a ladder to scale that obstacle from materials you find will determine your ultimate success

Scoring Consideration

Preparation – The two sides for a ladder will be provided, but the staves and rope needed to construct your steps must come with you

Speed – Lashing the ladder quickly can be the difference between detection (and capture) and the success of your mission

Quality – The ladder must be able to support the weight of one of your team who will climb 10 feet to touch a bell. Only this will mean success.

Teamwork, Scout Spirit and Fun – the patrol worked together to quickly prepare the required shelters.



Challenge 6: All Seeing Eye

When we work as teams, we may find ourselves directing the actions of our fellows by voice command. We use code so that those around us don't detect our purpose. This immediate understanding is essential to any coordinated action in either dark or crowd situations.

To test your ability as a team to understand code commands and move in a coordinated way, we have devised a test.

All team members but one will be blind-folded. The chosen leader of your group must be able to navigate you and your sled through a course simply through the use of voice commands.

Scoring Consideration

Quality – Teams must successfully navigate the course using only vocal commands. Deviating from the course or knocking over a marker results in a 5-point penalty

Skill – Leader must demonstrate full knowledge of code commands. Team must respond appropriately.

Speed – This is a timed event, so completing the course quickly is important.

Teamwork, Scout Spirit and Fun – the team worked together to complete the task in an enjoyable way

Challenge 8: Sound the Alarm

Often we find ourselves sleeping in rough country. We take care to hide our resting places, but we need advance warning of intruders. The Challenge is to construct a type of snare that will make a noise or otherwise sound an alarm. You will be expected to use the materials available at the station to do this. You will supply your own rope or twine.

Scoring Consideration

Speed – You often need to devise several of these devices around a resting place. You should be able to efficiently build and set this device within the time provided

Quality – The device, once sprung, must create an alert that will let you know strangers approach without damaging the intruders! Extra credit is provided if the sound can be passed off as natural sound.

Teamwork, Scout Spirit and Fun – the patrol worked together to quickly prepare the device.

Extra Credit – Extra credit will be given if you can device two different devices that accomplish the same purpose.

Challenge 8: Hide in Plain Sight

When in the woods overnight, preparing a good shelter can be the difference between life and death. You must be able to build different shelters based on available materials and the weather conditions. Further, you must be able to make the shelters as camouflaged as possible – either from line of sight, smell, or both.

Scoring Consideration

Preparation – Come with materials you believe you will need to construct a shelter than can cover (4) individuals

Quality – The shelter must be strong enough to resist the weather conditions

Stealth – The shelter must provide camouflage for the current weather situation. If there is snow, it should blend into the background. If the forest floor is visible, be prepared to make it near invisible from 20 paces.

Teamwork, Scout Spirit and Fun – the patrol worked together to quickly prepare the required shelter.

Strength And Endurance

The Final Race

Final Event

These are the final sled races of the day

RULES & CONSIDERATIONS

- No lifting the sled off the ground
- Only one scout behind, all other scouts in the front pulling on ropes
- Only registered patrol members
- The whole sled and patrol members have to cross over the line
- No part of the patrol can be over the starting line at the start
- No one can be riding on the sled
- Safety for all participants is critical. Reckless behavior will cause elimination
- Heats will be divided based on registered sleds
- Judges' decisions will be final
- ABOVE ALL HAVE FUN SAFELY

Equipment list
Sent separately upon
registration

All Seeing Eye – Code Commands

You must use these codes to be scored for this event.

Some terms are archaic, but they are easily explained in a group of people by pointing. Strangers will know you come from somewhere else. Your use of some foreign terms will be accepted.

Hike- Start moving.

Haw- Turn left ("Haw, like southpaw").

Gee- Turn right ("Gee, that's right"). Pronounced "jee".

Good- Keep doing what you're doing.

Easy- Slow down, but keep moving. Don't let the rope go slack.

Pick it up- Go faster.

Gee over- Move to the right side of the trail.

Haw over- Move to the left side of the trail.

On By- Keep going straight, passing other teams.

Whoa- Stop.

It is important to remember that the leader is not the boss, but the leader of the team. The leader cannot just decide that they want to go fast and expect the team to do so. Rather, the team must decide together how fast they want to go. Once the decision is made, the leader is responsible for coordinating the team to carry out what they have all decided to do.

Teams should consider how they will work together to control descents, hill climb and maneuvering side hills.

Team/Unit Registration: Copy as needed

(Bring this page completed with you to the Klondike on
Saturday, 1/14/16)

Troop or Crew # _____

You must bring (2) two copies of this sheet for each team. One will accompany the team through the stations. The other will stay with the Inspectors at Registration.

Team Name:

Scout Name	Rank
1	
2	
3	
4	
5	
6	
7	
8	
Adult	
Adult	

- Scouts - \$10 – Registration after December 15, 2016 is \$13
- Adults – No charge unless you want a patch. Patches will be available at Cohen Lodge or the trading post.