

Malcom  
Earzo Leator

THUNDERBIRD - KEYSTONE  
DISTRICT'S  
WINTER ADVENTURE 2002  
JANUARY 26, 2002

Tony Mortellaro  
481-8525





# THUNDERBIRD – KEYSTONE DISTRICT

## WINTER ADVENTURE 2002

This year the Klondike will be a joint effort by Thunderbird and Keystone Districts. It is being run like a one day camporee.

The goals of today's events are as follows:

- 1 To teach the boys to be prepared, by having the proper gear.
- 2 Each troop shall provide a judge. They will learn fair sportsmanship by helping judge each event. This will give them the opportunity to work with other troops.
- 3 The Winter Adventure is a one-day event and will be held at Beaumont Scout Reservation, Shippey Area, on January 26, 2002. If you would like to spend Friday night, Saturday night, or both, you will need to make reservations the normal way, through the Greater St. Louis Area Council at 361-0600.
- 4 A total of 25 points will be given for building a fire successfully with flint and steel. Additional 20 points will be given if you can boil water in a paper cup.
- 5 15 points for using proper first aid techniques as decreed in the Boy Scout Handbook.
- 6 Accumulated points will be awarded prizes for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places.
- 7 One award will be given for Most Creative Patrol Flag.

# Schedule Of Events

January 26, 2002

Beaumont Scout Reservation  
Shippey Area

7:30 – 8:30 am	Registration at the Shippey Area HQ. Bring registration forms, and have your judge's name. Have them go to judge's meeting.
8:30 – 9:00 am	Inspection of troop gear
9:00 – 12:00 noon	Plane Hunt
12:00 – 12:45 pm	Lunch
12:45 - 3:30pm	Program restarts. Scout Skills
3:30 - 4:00pm	Score Announcements
4:00 pm	Depart for home

## **Inventory Of Gear Needed**

Boy Scout Handbook

Patrol Flag

6 – 6 foot Lengths of rope

Compass

4 – Spars that are 3 foot to 4 foot in length

Wrist watch

8 foot x 8 foot tarp

Flint and Steel

Kindling for starting fires

Water

First Aid Kit

## Missing Plane Hunt

9:00 to 12:00 Noon

You are on a mission to search for a missing airplane.

When you find the airplane and cargo, you will need to build a signal fire. While fire is burning, you must put up your patrol flag by lashing 3 spars together and tethering them to ground, and then put your fire out. You will then return with the missing cargo. Cargo will contain a secret document and a bar of gold.

Along the way back, your judge will break his leg. You must now tend to him. Make a stretcher out of your tarp and spars. Then carry him to headquarters safely. This will take time.

This will promptly be over at 11:45 am. If not complete, please make sure your fire is out and return to headquarters.

12:00 – 12:45pm

Lunch is to be brought by your troop.

## Scout Skills

12:45 – 3:30 pm

Snow Shoe Race

Kaper Throw

Ultimate Frisbee

Extra Point --

\* Camp gadget made out of inventory of gear.

SCORE	SCORE SHEET	
		TROOP NUMBER _____
	100	points if complete for inspection of gear.
	15	points deducted for every item not brought.
	50	points for finding airplane
	5	points for trying to build fire
	20	points for building fire successfully
	20	points for boiling water in a paper cup
	15	points for putting up patrol flag and securing properly
	30	points bonus for putting fire out successfully
	15	points for finding documents and bar of gold
	25	points for making stretcher to carry injured
	15	points for using proper first aid techniques
	15	points if documents and bar of gold is in good condition
	20	points for using inventory of gear for your camp gadget
	15	points for Snow Shoe Race winner
	15	points for Ultimate Frisbee winner
	15	points for the furthest Kaper Thrown

## Score Sheet

100 points if complete for inspection of gear.

15 points deducted for every item not brought.

50 points for finding airplane

5 points for trying to build fire

20 points for building fire successfully

20 points for boiling water in a paper cup

15 points for putting up patrol flag and securing properly

30 points bonus for putting fire out successfully

15 points for finding documents and bar of gold

25 points for making stretcher to carry injured

15 points for using proper first aid techniques

15 points if documents and bar of gold is in good condition

20 points for using inventory of gear for your camp gadget

15 points for Snow Shoe Race winner

15 points for Ultimate Frisbee winner

15 points for the furthest Kaper Thrown

## Score Sheet

100 points if complete for inspection of gear.

15 points deducted for every item not brought.

50 points for finding airplane

5 points for trying to build fire

20 points for building fire successfully

20 points for boiling water in a paper cup

15 points for putting up patrol flag and securing properly

30 points bonus for putting fire out successfully

15 points for finding documents and bar of gold

25 points for making stretcher to carry injured

15 points for using proper first aid techniques

15 points if documents and bar of gold is in good condition

20 points for using inventory of gear for your camp gadget

15 points for Snow Shoe Race winner

15 points for Ultimate Frisbee winner

15 points for the furthest Kaper Thrown

# THUNDERBIRD – KEYSTONE DISTRICT

## WINTER ADVENTURE 2002

BEAUMONT SCOUT RESERVATION  
SHIPPEY AREA

JANUARY 26, 2002

You are encouraged to register 7:30 – 8:30 am at the pavilion located in the Shippey camping area at Beaumont.

Troop \_\_\_\_\_ would like to register \_\_\_\_\_ patrols.

We would also like to register:

\_\_\_\_\_ Scouts @ \$2.00 each:      \$ \_\_\_\_\_

\_\_\_\_\_ Leaders @ \$2.00 each:      \$ \_\_\_\_\_

\_\_\_\_\_ Total

Since this is our first Winter Adventure, patches will be ordered based on our actual attendance. We hope for the patches to be available at the March Roundtable.

Reminder: This is a one – day event. You are encouraged to camp Friday and/or Saturday night, but you must make your own reservations through the Camping Department.