

Leader's Guide | The Amazing Race!

September 27-29, 2024

Greetings and welcome to the Leaders' Guide for The Amazing Race! This Camporee is proudly hosted by Troop 38 of the Midnight Sun Council. We are excited to host you on the grounds of Fort Wainwright, the northern home of the U.S. Army's 11th Airborne Division (Arctic) located on the east flank of Fairbanks, Alaska.



Here is the link to the Black Pug registration site if you have yet to put your troop's information in the system:

<https://www.scoutingevent.com/696-fallcamporee24>

*** Please note that we are collecting all adults' information by September 24 since we need to submit an access list to the Military Police at Fort Wainwright with a degree of prior notice.**

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Within the pages of this guide, you will find the exciting events that the boys and girls of Troop 38 have planned for your Scouts. This is the first time in many years that Scouts have had access to Fort Wainwright and we have worked hard to make it happen. We hope that the kids enjoy the "novelty" of camping on an Army installation and we will look forward to having a few special surprises for them. Thank you for joining us for The Amazing Race!

Sincerely,

Frances Burke, Matt Cooper, Jamie Banaszewski and the Scouts of Troop 38

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Rules & Regulations

Camporees are designated as Scouting America events. The primary focus is to help Scouts grow in their ability and to reinforce the skills they learn. Like any other Scouting America events, certain rules and regulations must be followed:

- **Camp Code:** The Scout Oath and Law is the camp code.
- **Roster:** We need a roster for each Troop and Patrol turned in at Check-in. Please list a Senior Patrol Leader name for the weekend, Patrols names, and members, Leader names with a primary phone number where they can be reached.
- **Fires:** We have a permit to use fire pits. Please bring your own fire pit or Solo Stove. There are no existing fire pits at the camp sites.
- **Lanterns:** Open flame lanterns of any kind are not permitted in tents. Battery lanterns are recommended for in-tent usage.

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- **Pressurized Fuel:** Pressurized fuel lanterns and stoves are allowed, but they must be operated by Scouts with pressurized fuel training and the adult supervision must be trained. All fuel must be properly stored, and away from tents.
- **Garbage:** All trash must be put into designated receptacles or disposed of properly off of the Camporee site by troops packing out own trash.
- **Alcohol/Tobacco:** Alcohol and drugs are not allowed. Tobacco product usage is not permitted in the presence of Scouts.
- **Sheath Knives:** Sheath knives are not permitted on Council property.
- **Transportation:** When transporting Scouts in vehicles, they must be in proper passenger seats and wearing seat belts at all times.
- **Safe Scouting:** The Guide to Safe Scouting will be the benchmark by which all Scouters will follow. Any questions will be directed to the District Executive.

Registration

Please register your units on Black Pug. Here is the link again:

<https://www.scoutingevent.com/696-fallcamporee24>

Your Camporee planners will be following up on email to ensure that Scoutmasters and other adults are clear on access rules for Fort Wainwright and to answer any questions. If you have emergent questions, please call or text Frances Burke at 202-664-4320.

Access to Fort Wainwright

We will submit a list of all adult leaders to the Military Police prior to this event so that they can facilitate quick pass collection when you arrive on Friday. Please be respectful of this process and get all adult names to us by September 24th.

If you have something derogatory on your record (and that would be odd if you are a Scout leader or active volunteer), you will likely not be allowed entry to the military installation during the background check process.

All adult visitors without an existing military/DoD civilian/dependent ID will need to get a pass at the Visitor's Center before heading to Glass Park. Scouts under the age of 18 are allowed to enter the installation with their adult sponsor (without an ID).

Please proceed to the Visitor's Center at the Gaffney Gate. This is the main gate to Fort Wainwright, located at the corner of Airport Road and Steese Highway. If you

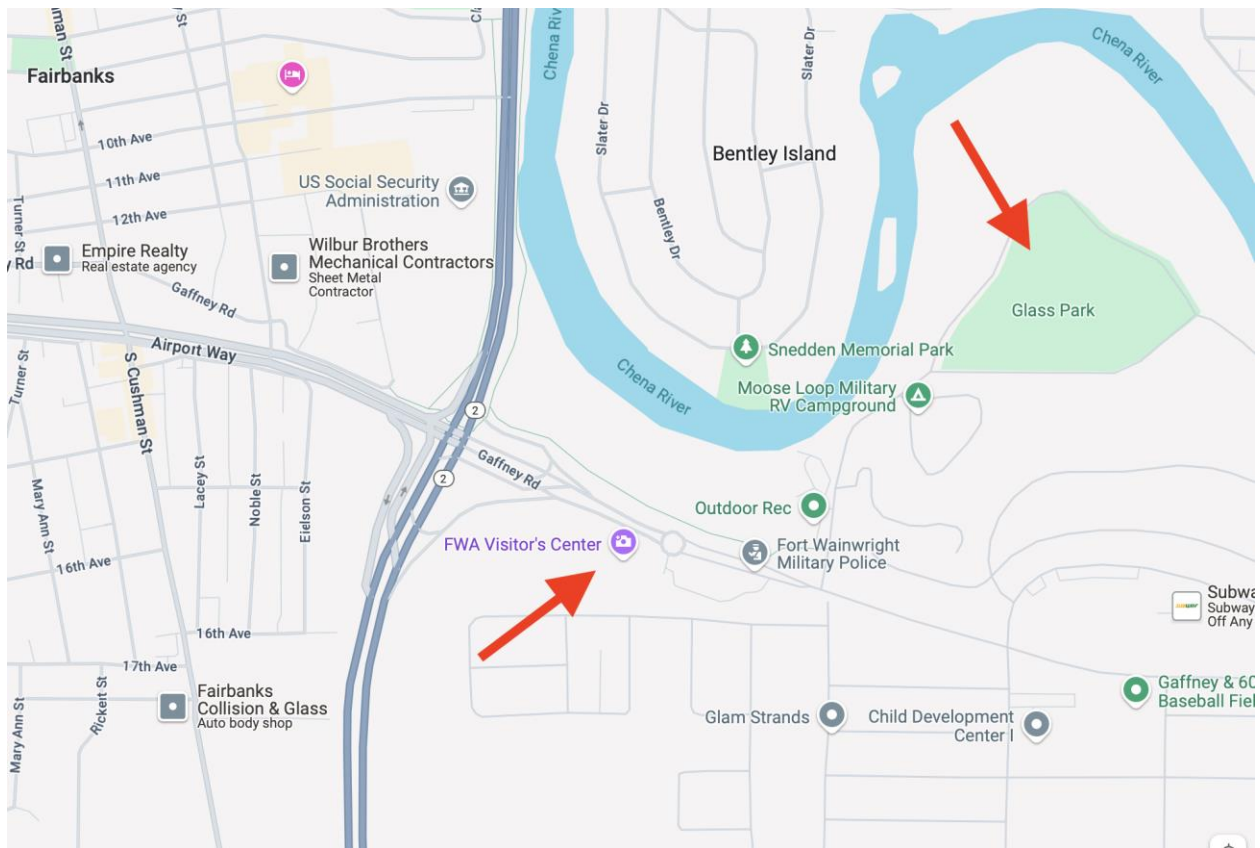
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have submitted your name to us in advance, you will be on the list and simply need to show an ID card to get your pass. This normally takes no longer than seven minutes.

If you live in the Fairbanks area, it is recommended to go a day or so earlier to get your pass (afternoons are less busy) so that you don't need to fuss with it on Friday evening.

We will send out reminders about this access process as we get closer to the date of the Camporee. If you are driving on post, please ensure that you have a copy of your registration, an up-to-date driver's license, and a copy of your (current) car insurance policy in case you are subject to a random check. **Do not bring firearms onto Fort Wainwright** (pocket knives are permissible).

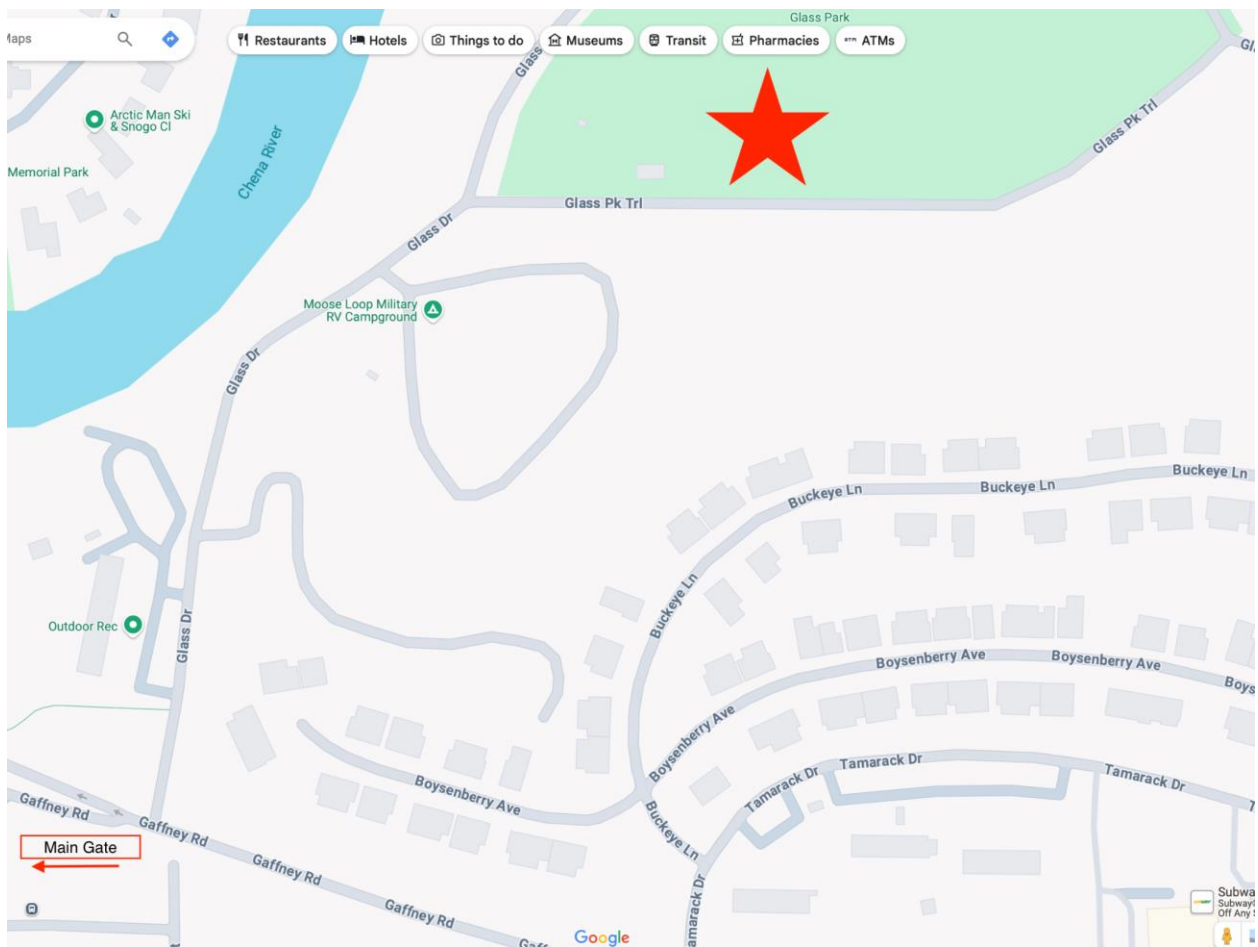


If you run into issues at the entrance, please call: Frances Burke at (202) 664-4320 or Jamie Banezewski at (907) 251-1051.

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Once you have received your pass, please proceed to Glass Park. Glass Park is extremely close to the Gaffney Gate so it will only take you a few minutes to get to the camp site. As you proceed east on Gaffney Road after you enter the main gate, you will need to turn around and proceed west in order to access Glass Drive.. We do not recommend U-Turns on Fort Wainwright. Pull off on a side street and turn around in order to go west on Gaffney Road. Right before you get back to the main gate (to exit) you will see Glass Drive on your right and a sign for Outdoor Recreation. Follow Glass Drive past the Moose Loop Military RV Campground until you get to the Glass Park Trail and the grassy areas. We will be camping here (see red star on map).



We encourage adult leaders and volunteers to carpool with Scouts. If you have parents who want to drive their children on post and then leave, they must be added to the access list in advance or they will not be allowed on the installation without a sponsor.

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Arrival and Parking

Troops will NOT be allowed to check in BEFORE 6pm. Once the camp is open AFTER 6pm, each Troop will be allowed to check in and will be directed to their campsite for the weekend. **Follow the map above and proceed to the first pavilion to sign in.** There will be signs to assist you.

Troops can park a troop trailer in their camp area provided that the grounds are not muddy. Vehicles must remain on/near the gravel road or in a designated parking area – do not drive across the grass.

An SPL/Scoutmaster Meeting will be on Friday night 9:30pm at the Pavilion. This is an important mandatory meeting. During the weekend we'll be using the Patrol method. We'll be passing more information at this meeting and answer any questions that may come up. The SPLs will receive your troops' "Patrol Passports" and important information about the Amazing Race stations.

First Aid

A medical officer will be stationed with us for most of the weekend and will be on call overnight to assist with any medical issues.

Meals

Each troop is responsible for providing all meals for their Scouts and adults. There is space at various picnic tables to set up propane stoves and other cooking stations. A reminder that you need to bring your own fire pits.

Camporee Staff will provide SPL and Scoutmasters a Cracker Barrel during the Friday night meeting.

Troops should plan to bring their own water. The water is currently turned off in Glass Park.

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Schedule

Friday, September 27th

6 to 9pm	Troop Arrival, Registration, Set Up
9:30pm	SPL/Scoutmaster Cracker Barrel (Pavillion)
11:00pm	Lights Out

Saturday, September 28th

6:30am	Reveille
7 to 8am	Breakfast at Campsites
8am	Late Registration Opens
8:30 to 9am	Flag Ceremony & Announcements
9am to noon	Amazing Race Scout Skill Rotations
Noon to 1pm	Lunch at Campsites
1pm to 3pm	The Amazing Race - Timed!
3pm to 5:00pm	Free Time and Special Guests
5:30pm to 6:30pm	Dinner at Campsites
7:30pm	Campfire Ceremony & Awards
11pm	Lights Out / Taps

Sunday, September 29th

6:30am	Reveille
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7 to 8am	Breakfast at Campsites
8 to 9am	Clean up and Departure

8. Rules of Engagement & Event Stations

Please keep the event stations a surprise for your Scouts! We want to include novelty and excitement into this Amazing Race!

After the flag ceremony and morning announcements, Scouts will report to their first Amazing Scout Skill Rotation Location. The morning will be divided into six Scout Skills sessions. You will be assigned a schedule for the day that will depict your patrol's path through the Amazing Morning Scout Skills Rotations. Each rotation will last 30 minutes. There will be Soldiers at many of the stations assisting with special skills.

Every Patrol will start at different locations in the rotation, but following your personal schedule, you will be able to complete everything. Patrols will be graded on their spirit, participation, teamwork, behavior becoming of a Boy Scout, along with the skills being demonstrated. Each Patrol will be expected to have a Patrol Flag and Patrol Yell. Scouts are expected to work as a team with all members participating. To participate in the events of the day, each patrol should have the following:

1. Full water bottle for every scout
2. Patrol First Aid Kit
3. Scout Handbook
4. Paper and Pencil
5. Compass
6. Matches/Tinder/Kindling
7. Alternate Fire Starting Method
(No Fire Starters or accelerants)
8. Fireman + Totin' Chits for each Scout
9. Scouts dressed appropriately for the weather
10. Patrol Flag
11. Patrol Yell

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The afternoon is when the Scouts will put their newly acquired and practiced skills to the test of time. The Amazing Race will begin after lunch at 1pm.. We will have staggered starts to reduce bottlenecks at each start location (which will be marked with a sign). Each patrol will need to have their supplies as well as their Amazing Race Passport to compete. Passports will be handed out at the Friday Night SPL/SM meeting.

There are eight stops along the Amazing Race Course. Patrols will demonstrate their skills to complete challenges at each stop. They will receive a unique passport stamp indicating completion of each challenge. Once they get the stamp, they will receive their clue to the destination of the next challenge. Patrols will start at different locations in the race, but they all will travel the same distance if they proceed to each destination in the correct order as instructed. Each route has been calibrated to be the same total distance. Upon completion of all the challenges the patrols will arrive at the finish line where their passport will receive the final stamp, get their finish time recorded, and be collected by the race officials.

In the event of any delays, station officials will mark the total time waiting to begin a challenge. This will be deducted from the patrols overall time. If Scouts are found to be demonstrating inappropriate or un-Scout like behavior, time will be added by race officials. Let the rules, Scout Oath, and Scout Law be your guide.

Amazing Race Officials will calculate total time for completing all challenges and winners will be announced during the evening campfire.

To prepare for the Amazing Race, you may want Scouts to think about their skills in the following:

1. Orienteering
2. Knot-Tying and Identification
3. Fire-Starting
4. Camp Cooking

Troop 38 has planned the following stations which each will be staffed by Troop 38 Scouts and an adult leader:

- **Obstacle Course**
- **Fire-Starting Race (without lighter or matches)**
- **Knot-Tying Race**

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- **Stretcher Race**
- **Orienteering / Map Reading**
- **Shelter-Building**
- **Three-Legged Race**
- **Cooking Challenge**
- **COPE / Team-Building**

After the Amazing Race is complete, we will have some special guests from Fort Wainwright visit the campsite. Please encourage your Scouts to be respectful and thankful for the Soldiers' time. They are enthusiastic about engaging with young Scouts and are taking time out of their weekends to support our mission.

9. Packing List

Clothing & Bedding

Scout Uniform
T-shirts*
Long and short pants
Socks
Underwear
Sweater or jacket
Swimwear
Rain gear
Hiking boots
Tennis shoes
Hat
Sleeping bag and pad
Pillow
Tent

Toiletries

Toothbrush
Toothpaste
Comb/brush
Deodorant
Sunscreen
Insect repellent

Patrol Gear

Flag
Patrol Leader's Handbook
Patrol First Aid Kit

Advancement Gear

Scout Handbook
Notebook
Pens and Pencils
Merit Badge Pamphlets

Additional Items

Pocket knife*
Water bottle
Spending Money
Personal First Aid Kit*
Fishing gear
Sunglasses
Compass
Camera
OA Sash
Book of Worship