

2019 Klondike Derby – Leader Guide & Program Guide

KLONDIKE PURPOSE, OBJECTIVES AND THE PATROL METHOD The purpose of the Klondike Derby is for Scouts to test their outdoor scouting, teamwork and leadership skills while utilizing the patrol method. The Patrol Method should be employed at all times throughout the event. Each patrol will be required to plan appropriately and to bring the required gear for the event. This year will require patrols have a prefabricated base of a sled prior to starting the Klondike. The day of the competition, the Scouts will be required to finish the sled by lashing the railing and handles. Enclosed is a link which provides an example of sleds we are looking for. Some deviation is allowed, but all components must be lashed onto the prefabricated base. Please watch the YouTube video “Troop 45 Klondike Sled Build” at the following link <https://youtu.be/1euwUPcP-co>

IMPORTANT INFORMATION Cold Weather Clothing The most important task of each Scout participating in the Klondike Derby is to keep warm and dry. Each Scout must be prepared by knowing what to wear in winter weather. The best protection in winter weather is common sense. Scouts should be instructed to dress in layers. Required Clothing

- Head - Wool knit hat, balaclava (Scout should have limited exposed skin on head, face, ears, neck).
- Torso - Layers recommended with a base layer and with a wind breaking, water resistant layer. Please encourage you Scout to wear more than a hoodie.
- Lower Extremities - Snow pants (we do not recommend blue jeans or other denim or cotton exterior layer)
- Feet - Calf height socks (no ankle socks permitted) o Wool socks recommended o Boots (prefer water resistant or waterproof, steel-toe boots, open toe, and athletic shoes are not permitted)
- Hands - Gloves (fingerless gloves not permitted)

Each Scout will be visually inspected for proper clothing on the parade field prior to the beginning of the derby. Scouts deemed inadequately dressed for the weather will not be allowed on the Klondike Trail and the patrol will forfeit their reward for not being prepared. If the scout who is unprepared managed to obtain appropriate attire, they will be allowed to join their patrol on the Klondike.

It is suggested that leaders do a visual inspection of their scouts to make sure that they have the appropriate attire prior to arriving at Camp Rodney. Our priority is to keep the Scouts safe!

Schedule of Events

Friday (1/18) - 9:00 p.m.; Cracker Barrel (SPL'S & SM's), Patrol Registration / Patrol Packets Distributed at Registration Table / Camp Dining Hall

Saturday (1/19):

7:30 – 07:45 a.m. Announcements, Patrol Inspections: Gear, Clothing, Supplies

07:45 - 8:00 a.m. – Opening Flag Ceremony

8:15 a.m. **Klondike Derby Begins**

8:15 - 9:00: Sled Build @ Parade Field

9:00 – 12:15: Town Activity challenges, Morning Session

12:15 – 1:15 pm – Lunch (Parade Field) Soup Kitchen - Each patrol is required to bring a can of **CHICKEN NOODLE** soup or **RAMEN**. We will heat up the soup and boil water for the RAMEN. Soup will be collected at check in so it can be ready at lunch time. Leftover cans will be donated to local food bank.

1:15 – 5:00 pm: – Town Activity challenges, Afternoon Session

5:00 pm – **Gold Nugget Tallying at the Gold Exchange (Dining Hall) (Patrol Leaders accompanied by one other patrol member other than the Assist. Patrol Leader. The Assist. Patrol Leader should accompany the patrol back to their unit's camp site).**

5:30 pm – 7.30 pm – Troop Time / Dinner Evening Program in the Dining Hall

7:00 pm - 7:30 pm - Chapel Service (provided by DMVC Catholic Committee on Scouting)

8:00 pm – 10:00 pm – Campfire: Skits/ Songs by Troop, Klondike Awards, Closing

- Troops (**not patrols**) are asked to perform a skit or a song lasting no greater than 5 minutes.

Sunday (1/20): 10:00 a.m. – Check out

NO ADULT is to be with a patrol on the trail or to coach, help or otherwise assist any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Marshall for special needs Scouts only). All leaders and spectators will remain in the areas designated for them by the marshall of that city.

GROUND RULES The ground rules for conduct and behavior at the Klondike Derby are the SCOUT OATH and the SCOUT LAW!!

Towns-NOTE ALL PATROLS WILL START AT STATION 1. THESE ARE THE STATIONS AND THE ORDER WILL BE RANDOM DEPENDING ON THE TRAIL PROVIDED. ALL PATROLS WILL COMPLETE 10 STATIONS. STATIONS WILL VARY!

STATIONS

Station # 1 Sled Building (Sponsor – Klondike Committee)

First station for all participating patrols. Patrols will build on to their prefabricated sleds (This was mentioned in the Leader's Guide that was available 10/15/2018). They are to attach handles and side rails utilizing lashings only. Patrols will be given 45 minutes to complete their station. Scouts will be judged on lashings and time to build sled.

- 30-45 minutes to build - 2 nuggets
- 15-29 minutes to build - 3 nuggets
- <14 minutes to build - 5 nuggets

Lashings must begin and end with a clove hitch. ALL LASHINGS SHOULD HAVE A MINIMUM OF 3 WRAPPINGS AND 3 FRAPPINGS.

- All lashings correct - 5 nuggets

Station # 2 Iron Chef (Sponsor - T131)

SCOUTS MUST PROVIDE COOKING GEAR. The scouts can utilize coals from the site itself or they can use a backpacking stove that they must provide. The following will be provided with the following ingredients (eggs, bacon, and sausage). The patrol can utilize one secret ingredient in their dish. Utilizing THEIR OWN COOKING GEAR, they must prepare the meal that will be judged by the town marshal. The town marshal will score the patrol by taste, sanitation, food preparation, cooking, teamwork, and presentation. Patrols will be given 45 minutes to complete their station. Upon leaving the station, scouts must obtain orienteering directions for next site.

Station # 3 Shelter building (Sponsor -)

SCOUTS MUST HAVE A TARP as part of their patrol gear. Utilizing the tarp and parts (railing, handles, and rope) of their sled, the patrol must build a shelter to house them. Suggested styles of shelter, A-Frame or Lean-to. After the shelter is complete the patrol must rebuild their sled. Town Marshall will judge the stability of the shelter, the time it took to build and dismantle shelter and rebuilding their sled. The patrol will have 45 minutes to complete station. Upon leaving the station, scouts must obtain orienteering directions for next site.

Station # 4 Tomahawk Throw (Sponsor -)

Scouts do not need equipment. Council will provide 3 sheets of Plywood. Discs of wood will be placed onto plywood. A bull's eye will be painted onto the disc of wood. The scouts are to stand 10-12 feet away (clearly marked). Each patrol member is given 3 throws. If a scout is able to land the axe onto the disc, they will be given a point. A bull's eye will be worth 2 points. Scoring is based on an 8 member patrol. If the patrol does not have 8 members, the patrol leader may select members to throw twice. If a patrol has more than 10 members, the patrol leader must select 8 members to throw.

- Scoring
 - 0-12 points = 2 nuggets
 - 13-24 points = 4 nuggets
 - 25-36 points = 6 nuggets
 - 37-48 points = 10 nuggets

Station # 5 Fire Building and Lashing (Sponsor -)

The patrol will divide itself into 2 teams. The first team is to build a tripod that can hold a small pot of water over an open fire. (The patrol should have a small mess kit pot). The other team is responsible for starting a fire. The team goal is to boil 1- 8oz cup of water. It is encouraged that the scouts start the fire without matches (More points will be given if this can be accomplished). Scouts should have flint and steel, dryer lint is permitted and as well as matches (matches should be the last resort). The patrol will be given 45 minutes to complete the task.

- Scoring
 - 4 nuggets = Able to boil water
 - 3 nuggets = Able to start the fire without matches
 - 3 nuggets = Able to build the tripod.

The scouts will also collect one bead for following orienteering instructions and arriving at the station without assistance.

Station # 6 - Rifle Range (Sponsor – Camp Masters)

(3 scouts per team in rotation):

Task: **Only person speaking on the range is the RSO. 4-5 stations set up on the range.

- Five teams shoot at same time, one shooter per team.
- Shooter shoots at a blank white target with off-center spot on a frame in front of target frame. (Shooter cannot see the actual target.)
- Second scout spots with binoculars and silently hand signals which way to shift the next shot (up/down in inches and left/right in inches)
- Third scout gets the message (hand signals) and write the corrections on a pad for the shooter.
- There will be 10 shots, with the shooter waiting for instructions from the RSO for each shot.
- After each shot the RSO will wait until all teams have shot and then instruct the teams to prepare for the next shot.

Scoring: Based on the number of shots inside target circles. Circle 1 = 1 point, Circle 2 = 2 points. Bull's Eye = 3 points. Gold nuggets will be awarded based on team score.

Station # 7 - Team ski race (Sponsor – T2)

The team face the challenge of walking, as a team, on two planks with rope handles. It is great fun and is typically chaotic for the first few steps. As the team get their act together by communicating, agreeing procedures, being prepared to accommodate one another and thinking of the team rather than pure self-interest, then results improve. The patrols will race against time and nuggets will be rewarded based on their times. TOWN MARSHALL will determine the length of the course and times for nugget distribution.

Station # 8 - Wall Crawl (Sponsor -)

Patrols must work together, against time, to make a human ladder to get all members over a 6 foot high plywood wall. 100% members over - 10 nuggets

- 75% members over - 8 nuggets
- 50% members over - 5 nuggets
- 25% members over - 3 nuggets

Council will be responsible for the construction of the wall.

Station # 9 - Lumberjack Challenge (Sponsor – T29)

Patrols will be divided into 2-man teams and will compete for the best time that it takes to saw through an 8-inch log.

- Nugget distribution will be determined by town marshal.

Station # 10 – Triangle of Life (Sponsor – T33)

The patrol is divided between three islands (spaced 10 to 20 feet apart). Each island has a bucket and rope. One island has 3 water jugs, the second island has 3 cans of soup (example) and the third island has 3 signal mirrors (or walkie talkies).

The patrol has to transfer the items, so each island has water, food and a rescue device (mirror or walkie-talkie).

The patrol cannot throw the buckets, water, mirror/walkie-talkie or food. The patrol cannot leave the islands. Islands cannot have more than 3 items (2 water jugs, 1 can of soup, 1 walkie talkie is a no go). Any rules broken results in a restart. Time is still ticking.

It's a timed event. The faster the time the more points. (We have the time bracket and points). 10 points. With 3 bonus points for patrol spirit, leadership and team work.

The patrol needs a good leader, good communication and team work.

Station # 11 - First aid and Transport (Sponsor -)

Patrols will treat and transport a member (approximately 20 yards) of their patrol with a lower extremity injury.

- Correctly treat injury - 5 nuggets
- Safely transport injured victim - 5 nuggets

Station # 12 – Knots (Sponsor – T123)

The patrol will have 10 minutes to produce 10 random knots.

1. Square Knot - 1 nugget
2. Overhand Knot - 1 nugget
3. Two Half Hitches - 1 nugget
4. Taut Line Hitch - 1 nugget
5. Clove Hitch - 1 nugget
6. Sheet Bend - 1 nugget
7. Bowline - 1 nugget
8. Timber Hitch - 1 nugget
9. Figure 8 Knot - 1 nugget
10. Sheepshank - 1 nugget

Station #13 - Dead Horse Carry (Sponsor – T660)

- Patrol must supply tarp.
- Klondike Committee will provide weighted objects.

Your pack horse has died, and you need to get it off the trail. Scouts have to work together as a patrol to lift and carry a ungainly weight wrapped in a tarp.

- Eskimo Division 100-150 lbs.
- Prospector Division 150 -200 lbs.

Upon leaving the station, scouts must obtain orienteering directions for next site.

Station #14 – Orientation: Capture the Flag (Sponsor – T125)

Using strategy and teamwork skills, Patrols will be required to navigate to, and capture the flags of the opposing patrols.

Each patrol will be assigned a team color and each Scout will receive two colored streamers corresponding to their assigned team color. The colored streamers are to be worn around each wrist. Each Patrol will receive two copies of an orienteering map which depicts the playing field and the location of the “jail.” The playing field is divided into 4 color-coded patrol zones and one “free” or neutral zone. Situated in each zone are two flag locations which are shown on the O-map.

The goal of the competition is to capture as many flags from the opposing patrols zone using the O-map to navigate to the flag locations. Each captured flag must be returned to the score keeper table located at the jail. (Note: There will be two flags located in a “free” or neutral zone. The free zone will be denoted on the o-map).

Scouts may go anywhere on the field of play, however, if they are outside of their team zone and are tagged by an opposing team member, they must go directly to jail (the opposing team member must escort the tagged Scout to jail). To get out of jail, Scouts must solve an orienteering puzzle. Once the puzzle is solved, the Scout and all members of his patrol are released from jail. (All jailed Scouts that are members of the same patrol may work together to solve the puzzle).

Prior to the start of the competition patrols will be given 5 minutes to review the map and strategize a game plan.

The game will be played for 25 minutes. At the end of 25 minutes, all Scouts must return to the score keepers table.

Scoring: Patrols will receive one gold nugget for each flag captured for a total of 10 possible nuggets awarded. An additional 0 to 1 nugget for Leadership, 0 to 1 nugget for Teamwork and 0 to 1 nugget for Scout Spirit may be also awarded to the patrol.

2019 Klondike Derby (Information)

Scoring - Patrols may earn up to 13 nuggets at each activity station.

- 0-10 nuggets for skills ability displayed while completing the activity
- 0-1 nugget for teamwork
- 0-1 nugget for spirit
- 0-1 nugget for leadership

Marshalls will keep a record of the nuggets awarded to each patrol on the Individual Town Score sheet.

There will be two patrol divisions:

- Eskimo - This consists of **two or more** scouts in the patrol with the rank of First Class and above.
- Prospector - This consist of a patrol that has **only one scout** with the rank of First Class with the remaining members under the rank of Second Class. This patrol may have a Troop or Patrol Guide that is the rank of Star or above

Mounties

There will be Mounties throughout the course. The Mounties are to serve as guides for the patrols on the course. If a patrol needs assistance, they must pay the Mounties 1 nugget for their service. Services include help with a skill or directions. The patrols may choose to not utilize them if not needed.

Equipment List

- Patrol Roster
- Patrol Flag
- Watch (1)
- Compass (1)
- Pocket Knife (1)
- Fire Starting Kit - NO CHEMICALS
- Tinder, Kindling and Firewood
- Cooking Gear - Backpacking stove or dutch oven
 - See Iron Chef
- Tarp(s)
- Trash bag
- Water bottles (1 per each member of the patrol, minimum of 16 oz)
- First Aid Kit (1 for patrol)
- Mess Kit (1 per each member of the patrol)
- Rain gear per patrol member
- Blanket
- One pair of dry socks for each member
- Flashlight
- Bagged lunch for each scout
- Snacks for patrol - energy bars, trail mix.

Patrol Roster

PATROL NAME: _____

TROOP: _____

PATROL LEADER: _____ RANK: _____

APL: _____ RANK: _____

1. _____ RANK: _____

2. _____ RANK: _____

3. _____ RANK: _____

4. _____ RANK: _____

5. _____ RANK: _____

6. _____ RANK: _____

STAFF ONLY:

PATROL #: _____

DIVISION: (CIRCLE ONE) ESKIMO PROSPECTOR