



2022 “Into the West” Klondike Derby – Leader Guide & Program

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 always employed throughout the event.

Each Patrol will be required to plan appropriately and to bring the required gear for the event.

A required gear list is in the appendix of this guide. Each Patrol Leader is responsible for ensuring that their Patrol members are dressed appropriately for the event. All items on the

Sleds are optional. If the Patrol is using a sled, it must conform to the below requirements.

Sled Requirements: Please plan to bring your completed sled to the opening ceremony for inspection.

- 1 Axle Maximum (wheel-less Sleds are permitted)
- 12” outside diameter wheels (max size) smaller wheels may be used
- Sled may be lashed or held together with hardware
- No minimum or maximum limit on length or width (be creative) or use existing Troop/Crew sled
- Decorations/adornments are welcomed
- Individual rope/section for each scout (to minimize more than one scout touching the same part of the sled as much as possible)

COLD WEATHER CLOTHING REQUIRED

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.

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 until appropriate attire is obtained, and the Patrol will forfeit their reward for not being prepared.

***Leaders are required to complete 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!**

Patrol Size – Minimum 4 scouts – Maximum 8 scouts

- Each Patrol should have a **Flag, Name, and Call** these will be factored into the Scout Spirit scoring

Scoring – Patrols may earn up to 15 Points and up to 5 Nuggets at each town/station. Points will be used to determine the winner of the Klondike competition. Nuggets will be used to pay for bounty at the end of the event.

- 0-10 Points for skills and abilities displayed while completing the activity
- 0-2 Points AND Nuggets for Scout Spirit
- 0-3 Points AND Nuggets for Teamwork & Leadership
- In the event of a tie there will be a fire-starting competition between the Patrols that are tied. Each team will be given a fire-starting packet (provided by the committee) and the first Patrol to get their fire started and burn through an elevated twine will be declared the winner.

Town Marshals will keep a record of the points awarded to each Patrol on the towns score sheet. The Mounties will be collecting this information throughout the day to speed up the score tallying at the end of the competition.

There will be two divisions of competition:

- **Yeti Patrols** – a Patrol with **two or more Scouts** in the Patrol who have achieved the rank of First Class or above.
- **Prospector Patrols** – a Patrol with **one Scout or less** who has achieved the rank of First Class with the remaining members at the rank of Second Class or below. This Patrol may have a Troop or Patrol Guide that is the rank of Star or above (this Guide is there to “guide” only not to actively participate in the town activities).

Mounties will be throughout the course to assist Patrols who are in need as well as helping to collect score sheets.

Important Information

NO ADULT is 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 town Marshal, if necessary, for Scouts with special needs only). All leaders and spectators will remain in the areas designated for them by the Marshal of that town.

COVID Planning

In the current environment it is important that we all take appropriate measures to reduce the spread of COVID. While nobody wants to miss Klondike, to make it as safe as possible we need everyone to work together to follow precautions. Please refer to the [DMVC Unit Program Resource Guide](#) for guidance. This guide will give you advice on dining options, camping, transportation, etc...

Please make sure to go through the Pre-Event Medical Screening (available on page 14 in the Resource Guide and as the last page in this document) with every Scout and Leader attending the event prior to heading to camp and again each morning within camp. We would encourage parents to utilize the checklist with their Scout prior to leaving home as well.

Stations and activities have been modified to allow us to practice appropriate social distancing and crowd size control. Whenever social distancing is not possible individuals must wear a mask.

2022 Schedule of Events

Friday (1/14)

- Starting at 6pm: Unit Check-in @ Bridge House (weekend check-in)
***please no more than 2 adults and 2 Scouts**
 - Cabin Key Pick-up
 - Tent Site Assignments
- 9pm: Event Brief (Scoutmasters and Senior Patrol Leaders)
 - Camp Master Safety Briefing
 - Patrol Registration / Patrol Packets Distributed at Registration Table in Camp Dining Hall

Saturday (1/15)

- 6:00-6:45am: Breakfast at campsite with your Troop/Crew
- 7:00am: Announcements, Patrol Inspections: Gear, Clothing, Supplies
***On Parade Field, each Troop/Crew will have a designated area to keep proper distancing**
- 7:45am: Opening Flag Ceremony
- 8:15am-12:50pm: **Klondike Derby begins** (morning session)
 - 35 min slots for each station (please do not leave stations early. Proper timing avoids crowding)
- 12:50pm-1:35pm: **Lunch Break** (lunch can be taken anywhere in camp, but we suggest each Patrol packs their lunch on their sleds)
- 1:45-4:35pm: **Klondike Derby Activities Continue** (afternoon session)
- 5:00-5:30pm: **Event Winner and Award Recognition** on the parade field so we can maintain proper distancing
- 6pm: **Troop/Crew Time**: this time will be used for dinner and any other Troop activities each Troop might have planned if they are staying
- 7:00-9:00pm: **Camp Trading Post & Klondike Gold Exchange Store**: will both be open in Lenape Hall. Patrol Leaders and a buddy trade in your Nuggets for goodies at the Klondike Gold Exchange Store while the rest of the Patrol goes next door to check out the Rodney Camp Trading Post for all your camping and Rodney gear needs.

Sunday (1/16)

- 10:00am: **Check Out** (Campmasters **MUST** check **ALL** Troops/Crew out of their sites)

Ground Rules – The ground rules for conduct and behavior at the Klondike Derby are the SCOUT OATH and the SCOUT LAW!

Stations

***NOTE** – All Patrols will leave the Parade Field @ 8:15AM to travel to their 1st station. This is not a timed event. The following are the stations; the order will be random depending on the trail provided. All Patrols will complete on their assigned trail. **STATIONS AND ROUTE WILL VARY!**

Station #1 Orienteering/Capture the Flag (sponsors – Marty Graney & [seeking additional help](#))

Location: Parade Field

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 to identify them as members of their team. 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 as possible 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.

Scoring: Patrols will receive one Point for each flag captured for a total of 10 possible Points awarded.

Station #2 Making Hot Cocoa (sponsors – [seeking 2 sponsors](#))

Location: Boat Yard Beach Area

The Patrol is to build a fire and correctly lash a tripod using the poles in their Patrol equipment that can hold a pot of water over an open fire. The goal is to boil 64oz of water (to make hot cocoa for the Patrol members and town marshal). 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, fire piston or other fire-starting method; dryer lint is permitted and as well as matches (matches should be the last resort). The Patrol will be given no more than 80 minutes to complete the task, put out the fire and clear the fire ring.

Station #3 Team Ski Race & Knots (sponsors – [seeking 2 sponsors](#))

Location: Nature Lodge Field

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 points will be rewarded based on their times. The Patrol will also have to tie up to 10 knots along the way. A time penalty will be added for each missed knot.

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|---------------------|------------------|
| 1. Square Knot | 6. Sheet Bend |
| 2. Lark's Head | 7. Bowline |
| 3. Two Half Hitches | 8. Timber Hitch |
| 4. Taut Line Hitch | 9. Figure 8 Knot |
| 5. Clove Hitch | 10. Sheepshank |

Station #4 First Aid & Transport (sponsors – [seeking 2 sponsors](#))

Location: Family Cabin Field

Patrols will treat and transport (approximately 20 yards) a member of the Patrol with a set of injuries.

Station #5 Creative Tenting & Matchless Fire Making (sponsors – Troop 131 & [seeking 1 additional sponsor](#))

Location: Chapel

SCOUTS MUST HAVE A TARP as part of their Patrol gear. Utilizing a tarp, natural surroundings, sled and sled contents, the Patrol will build a shelter to house the entire Patrol. Scoring will be based on four criteria.

- HOW WELL is the shelter made? Is it safe? 3 Points
- Can the whole group FIT in the shelter? 2 Points
- Durability and RAIN PROOF 3 Points

Scouts will also be encouraged to make a small fire. Matches, lighters and dryer lint will NOT be permitted for this activity. If a sustainable fire is achieved... 2 Points

Station #6a Rifle Shooting (sponsor – Mann Campmaster Crew)

(3 Scouts shooting per Patrol for up to 18 shooters on the range at a time)

Description coming soon.

Station #6b Tomahawk & Axe Throwing (sponsor - TBD)

(All remaining Scouts per rotation)

Scouts will be throwing Tomahawks and Axes at target cards.

Station #7 Dead Horse Carry (sponsor - [seeking a sponsor](#))

Location: Bull Mountain Trail

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 an ungainly weight wrapped in a tarp to a specified location. Patrol must supply the tarp. We will supply the dead horse.

- Horse Weight
 - Prospector Division 100-150 lbs.
 - Yeti Division 150 -200 lbs.

Station #8 Iron Chef (sponsor – Cecil District Commissioners & [seeking additional help](#))

Location: Scoutcraft Area Pavilion

SCOUTS MUST PROVIDE COOKING GEAR. The Scouts can utilize coals provided by the town Marshal or they can use a backpacking stove (if they have one in their Patrol equipment). The following ingredients will be provided (1 egg, 1 bacon strip, and 1 sausage). The Patrol can utilize one special ingredient they bring to make their dish unique. Utilizing **THEIR OWN COOKING GEAR**, they must prepare a 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 no more than 35 minutes to complete and present their meal and clean their cooking area.

Station #9 Blind Bear Grab (sponsor – Troop 2)

Location: Admin Building Yard

The objective of this blindfolded activity is for the Patrol to retrieve a food bag before the bears beat them to it. This challenge focuses on communication, cooperation and teamwork.

Station #10 Lumberjack Challenge (sponsor – [seeking a sponsor](#))

Location: Scoutcraft Area Lower Site

Big old logs are so bulky to carry around. Use our tools to cut them to a more manageable size.

Participant Clothing List

Participant Clothing: Each participant **MUST** wear clothing suitable and appropriate for cold weather conditions

- Head- Winter Hat (preferably wool or fleece), Balaclava or Neck Warmer (is recommended)
- Layers recommended with a base layer and with a wind breaking, water resistant layer.
- Base Layer (against the skin) – Warmth & Moisture Control
 - Synthetic Long Underwear
- Middle Layer - Insulation
 - Wool or Fleece Pants
 - Sweater or Jacket (Wool, Fleece or Down)
- Outer Layer – Weather Protection
 - Waterproof/Windproof Winter Jacket
 - Waterproof Snowpants or Rainpants
- Gloves or Mittens (mittens are warmer than gloves)
 - Additional Liner Gloves recommended
- Wool Socks (a second pair in reserve is recommended)
- Warm Winter Boots

Prohibited Clothing:

- Inappropriate Shoes for the Weather
 - Open Toed shoes, including Flip Flops (yes, we've had scouts arrive in flip flops)
 - Crocs or other sandals
 - Steel Toe Boots (the steel conducts the cold into the boot)
 - Athletic Shoes
- Sweatpants / Pajama Pants (as an outer layer)
- Ankle Socks (when worn as the only socks)
- Fingerless gloves (when not supplemented by other full gloves or mittens)



Patrol Equipment List

The following list of equipment is the base minimum that will be needed for each Patrol

- Patrol Roster, paper and pencils
- Patrol Flag
- Watch
- Compass
- Pocket Knife
- Fire Starting Kit (no chemicals other than wax or petroleum jelly)
 - Tinder, Kindling, and Firewood
 - At least one non-match fire starting device
 - Matches (for use as last resort)
- Cooking Gear
 - Backpacking Stove or Dutch Oven (see Iron Chef)
 - Cooking Tools/Utensils
 - 8 Cup (or larger) Pot
 - Individual Cup, Bowl and Spoon for each Scout
- Blanket (one per Patrol)
- 3 Poles 2"x6' (example Scout Stave)
- Rope (at least 50 feet)
- Tarp(s)
- Trash bag
- First Aid kit
- Flashlight
- Water (at least 2 liters per Scout)
- Bagged Lunch per Scout
- Snacks – energy bars, trail mix etc

Preparation Resources

The following list of sites provide resources that Troops/Patrols/Scouts may find useful as they prepare for this event.

- [Northern Tier Winter Instructional Videos](#)
- [Basic Knots](#)
- [Lashings](#)
- [Fire Building](#)
- [Navigation and Measurements](#)