

# 2019 Area 3 Klondike Derby



January 18-20, 2019  
Henson Scout Reservation

## Leader's Guide

# Del-Mar-Va Council, Area 3, invites you to:

## *The Battle of the Three Armies*

### **What is a Klondike Derby?**

Many years ago, men raced across the Alaskan frozen wilderness by means of dogs and sleds. Scouting has taken this idea and created the Klondike Derby. Each patrol builds a sled, collects materials and equipment, and prepares to embark on the Klondike adventure and participate as a team in the derby.

### **General Information**

#### **Contact:**

Michael Redington

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Email: [michael.r.redington@gmail.com](mailto:michael.r.redington@gmail.com)

Register via <http://www.delmarvacouncil.org/event/2019-area-3-klondike-derby-at-henson-scout-reservation/2438409>

#### **Location:**

Henson Scout Reservation, Rhodesdale, Maryland

#### **Date:**

January 18-20, 2019

#### **Cost:**

\$10.00 per Adult

\$10.00 per Scout/Venturer/Explorer

#### **Late Fee:**

After 1/11/2019 a fee of \$5.00 will apply to all Adult Registrants.

After 1/11/2019 a fee of \$5.00 will apply to all Scout/Venturer/Explorer Registrants.

#### **Cancellation Policy:**

All refund requests should be directed to Del-Mar-Va Council Outdoor Programs, 1910 Baden Powell Way, Dover DE 19904 or by email to [camping@dmvc.org](mailto:camping@dmvc.org). Refunds for registered individuals not attending the event may be given if the Outdoor Programs office is notified in writing at least 14 days prior to the start date of the event. There will be no refund for cancellations within two weeks of the event except for medical reasons. Partial refunds for cancellations due to medical reasons will require a doctor's note.

#### **Leaders:**

Per BSA regulations, two leaders, one of whom must be at least 21 years of age, must accompany each unit. All adults who camp must be trained and current in Youth Protection Training. Please provide at least one adult to help with the activity stations.

## **Klondike Derby Check-In Procedures**

Units may begin checking in at 4:00 PM Friday.

Upon arrival, one adult and the SPL from each unit should report to headquarters (The Campmaster's Lodge, next to the Trading Post).

Leaders should be prepared with the following:

- Proof of Insurance (if not from the Del-Mar-Va Council)
- Troop Rosters (2 copies)
- Unit Health Forms (Unit Leader must keep copies for staff use if needed)
- Payment (if any) that is due

There will be ample camping space available at Henson Scout Reservation. All campsites will be assigned by Klondike Derby staff. Troops should camp in their assigned area.

After your unit has set up your campsite, vehicles must be returned to the Main Parking Lot. A trailer and tow vehicle may remain in the campsite.

All vehicles should remain on roads, as there is a possibility of becoming stuck. In the event that a vehicle becomes stuck, a towing service will have to be called. Camp staff will **NOT** tow a vehicle. Please be alert to Scouts and Scouters when driving on the camp roads.

## **Klondike Derby Check-Out Procedures**

Units may begin checking out at 8:00 AM Sunday.

Vehicles may return to camp for camp breakdown. Please be alert to Scouts and Scouters when driving on the camp roads.

At checkout, the SPL and adult leader will need to report to Campmaster Quarters and a staff member will accompany you to your site for final inspection. Please do not leave without checking out with the Campmaster.

### **Important:**

Each troop furnishes its own tents, food, wood, water, and equipment. It is recommended that the troop have wood or charcoal for cooking. A propane camp stove also works well.

Also note that lunch on Saturday will be low-impact, as it will be cooked at outpost campsites. All cooking supplies will need to be carried on the sled and **NO** open fires may be used.

Remember, all policies of the Boy Scouts of America will be followed.

Each scout is asked to please bring a canned good to help with the food drive for Crew 175, who are volunteering to run the event.

## General Derby Notes

Each unit is asked to have the adult leader(s) assist with the events as the teams compete in the activities. We will explain the events and activities to the leaders during the Friday evening Cracker Barrel. This year's competition will be very different than previous years. Troops will compete with other troops as armies in three separate areas around camp. Each troop will compete against each other, but each army is competing against the other two armies. This has been designed to encourage teamwork, helping others, and meeting other Scouts. The events are all judged or timed and a total score is tallied for each unit. Prizes will be awarded at Saturday evening's campfire.

Please notify the Klondike Staff in advance of any of your Scouts have special medical needs. We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.

Every scout and leader must be registered with the Boy Scouts of America.

Visitors will be allowed to visit the Derby on Saturday and stay for the campfire. If they wish to stay either night, they will need to register and pay.

### General Guidelines:

- Each troop is responsible for the Scouts in their troop.
- Each patrol is asked to bring their patrol flag and carry it on their sled during the competition.
- Please leave **NO** fires unattended. There will be **NO** fires during the day on Saturday, since everyone is expected to be out at the event sites.
- Take nothing but pictures, leave nothing but footprints.
- It is highly recommended that the Scout Handbook and Field Book be used as references during the Derby.
- The Scout Oath and Law will govern all participants. Derby regulations are necessary to ensure that every Scout and leader has an enjoyable experience and a safe one as well.

This list is not intended to be complete, but is important and must be agreed upon by the adult and boy leaders of the troop to ensure the safety of all present and to protect the camp for all to enjoy.

## 2019 Klondike Derby Schedule

### Friday

4:00 PM CHECK-IN BEGINS (Campmaster's Lodge)

9:00 PM Cracker Barrel / Leader Meeting (Nanticoke Lodge)

\*One adult leader and the SPL from each troop should attend

### Saturday

8:00 am – Opening Ceremony (Flag Pole)

8:30 am-3:30 pm – Events and Competitions (Assigned Sites)

3:30 pm-4:30 pm – Tug-o-War & Capture the Flag (Activities Field)

4:30 pm-6:00 pm – Dinner (Campsites)

7:00 pm-8:30 pm – Campfire Program and Awards (Campfire Area)

9:00 pm – Leader Meeting / Cracker Barrel (Nanticoke Lodge)

\*One adult and the SPL from each troop should attend

### Sunday

8:30 am – Chapel Service (Campfire Area)

9:00 am – Camp Site Inspections and Check out Begins (Campmaster Lodge)

# Important Klondike Team Information

## Team / Patrol Specification

Each team should have 4 to 8 Scouts. All members of the team must be properly clothed for inclement weather, as appropriate.

## Sled Specifications

The sled should display the patrol flag with the troop number. The flag should be removable and on a staff. The sled must be Scout constructed. Sleds may be sleds with runners, or with wheels affixed (both types are allowed). The Patrol Leader is expected to be in complete control of his team at all times. At no point in the Derby should the safety of others around or in front of the sled be compromised. Leaders should not help pull the sled, since this is a patrol-building competition. Any coaching or practice should be done prior to the event. Cheering and encouragement is encouraged.

Sleds should include the following equipment and supplies:

- Leather gloves for each member
- First aid supplies
  - Triangle bandage or neckerchief
  - Two poles and a blanket (stretcher)
- Hand Saw
- Axe
- Pocketknife
- Boy Scout Handbook
- Boy Scout Field Guide
- Drinking water for each team member
- Compass
- Pen or pencil and paper
- Lunch supplies (don't forget food safety)
- Rope, twine, or paracord
- Two tents
- Patrol flag
- Trash bags

## Lunch on Saturday

Lunch on Saturday will be prepared at the outpost campsites. This means that **NO** open fires will be used for food prep. One additional food portion should be prepared for the Iron Chef judging that will take place in the field. The lunch portion of the day is still part of the timed overall race back to the starting point.

## Event Notes

- All armies will start at a centralized location and leave at the same time. Armies will follow the orienteering markers from point to point and collect materials along the way. Each waypoint will include the next heading and there will be obstacles along the way to be conquered.
- Once the army's campsite has been located, tents will be pitched, flags will be raised, and activities will begin.
- Activities include:
  - Shelter
  - Weapons and tactical
  - Supply line
  - M.A.S.H.
  - Duty to God and Country
- Once all troops have completed all activities, the army can break camp and head back to the starting point by the same path that they arrived. All areas should be fully cleaned and all constructed devices must be fully disassembled and approved by the event supervisors before the army can move on.

## Events & Competitions

Things to consider in 2019:

- Knots
- Structural lashings
- Low-impact cooking
- Wood cutting
- Orienteering
- Wilderness first aid
- Personal fitness
- Camp shelters
- Duty to God
- Misc. war weapons ☺

The exact scope of events, activities, including locations (with map), and rules will be provided at the leader meeting Friday night. Adult leaders are asked to **NOT** aid troops with the events, since it is one purpose of the day to have the troops help each other. Adult leader help may result in a point penalty for each occurrence.

## Judges

Please plan ahead so that each Scout will understand and know that the judge's word is final. Army supervisors will reiterate event and activity rules as troops cycle through the events and activities. Each army will have a group of event supervisors, but unit leaders are asked to aid in site management and discipline.

## Awards

Awards will be presented for first, second, and third place for the overall competition. Staff members will distribute event prizes at the campfire on Saturday night.

## Other Event Notes

- Each troop or patrol should prepare a song or skit to perform at the Saturday night campfire.
- Skits/songs should be in the best traditions of Scouting (I.e. They should follow the Scout Oath and Law).
- Members of the Nentego Lodge 20 will be in charge of Saturday night's Campfire Program.
- Instructions for your Troops OA Members will be given at Friday night's Leader Meeting.
- Participation Patches for your Troop / Patrols will be issued at time of Check Out on Sunday morning.

## Patrol Leaders

This section has some basic hints and suggestions for Patrol Leaders.

1. Remember this is a competitive event. Your troop scoring will be based on the requirements of each event (I.e. Total score at the rifle range, time at fire building, etc.).
2. Do not assume anything. Follow the directions at the events and activities. Remember, some events are designed to allow you to utilize unique methods, other than conventional methods, to complete them.
3. Use your imagination with the events. Impress the judges; they love to see a group come up with a different way to complete an event.
4. Do **NOT** argue with a judge. If you think that you have been treated unfairly, immediately bring this to the attention of your unit leader. Do **NOT** wait until Sunday morning to bring this up. The Derby staff is there to help you during the derby, but we need to communicate.
5. We cannot emphasize enough... **DO NOT START THE DERBY WITHOUT YOUR SLED ITEMS!!!**
6. Be respectful of other patrols. It is **NOT** very Scout-like to laugh at a unit or individual for failing at an event. Bullying, taunting, and/or teasing will not be permitted. You are a team and will win or lose together.
7. Above all else **HAVE FUN!!!**

# OFFICIAL TROOP ROSTER

Troop: \_\_\_\_\_ Adult Leader: \_\_\_\_\_

Council: \_\_\_\_\_ District: \_\_\_\_\_

Name	Age	Rank

**Make additional copies, if necessary, to include entire unit.**