

Klondike 2023

February 24 - 26th

Sasquatch

Welcome to Klondike 2023!

We hope you will find that Klondike improves year over year and 2023 is no exception. This year's Klondike theme is Sasquatch

As always, you will need to participate in each game to earn points to win prizes. Also, like last year, you will need to provide most of the supplies that you need for the games as well as carry them all from event to event on a sled if we have snow, or a wagon if there is no snow. You need to bring the sled/wagon as well.

We can not stress enough how important it is that you bring everything from [the list](#).

Please read the list and this guide...all of it...up, down, left-right, and backward...and share it with your troop. Give them all a copy and verify that they each read it.

As always, points will be awarded for the overall spirit which includes yells and cheers. Belt those suckers out when asked or when leaving a station or whenever you need to rally your patrol!

Scout Book use is generally encouraged but a time limit may be enforced on some games so don't think you can just learn your skills on the fly.

Remember, this event (just like Camp-o-ree and the Dutch Oven Cook-off AKA 'Cast Iron Chef') is planned and put on by your local OA Chapter (Wintun chapter of the Amangi Nacha lodge). Everything from the patch design to the games to the ordering of the porta-potties is handled by this group of scouts and their adult advisors.

If you (or a youth you know of) have been inducted into the OA but haven't been in a while (or maybe ever), don't be embarrassed...no shame...just contact one of us to find out how easy it is to come back. Anyone with an arrow sash is happy to point you in the right direction.

By the way...sometimes we have cookies, nacho's, ice cream sundaes or even pizza at the meetings :-)

Games

Here are the descriptions for each game. Adults will run these and the supply list is for them...not the scouts...but it's important that scouts know what they are in for. If we do not have enough adults to run all games, staff will decide which will be cut. If you have any questions, please let us know.

1. Team Ski

The patrol chooses a team who must 'team ski' across the avalanche field with all of their gear. Each patrol must bring the items on the supply list and carry **ALL** of them except their wooden poles through the entire course.

a. Instructions

- i. Your search for BigFoot continues and you think that poachers are following your patrols' footsteps. Each step you take towards finding the mysterious unfound creature is one more step you are leading the poachers to find them as well. Your patrol develops a method that you think might work, you all come across some 2x4s and tie some ropes through them to make giant skis to help cover your foot prints. Together as a team of three per ski you must transport all of your gear listed on the [Klondike Gear List](#) except for the 6' Poles in any means possible. Your patrol has thirty minutes to cross through the snowy field before the poachers have caught up to you and your chance of preserving BigFoot's species comes to an end. During those thirty minutes your patrol can travel through the field as many times as possible within the thirty minutes attempting to get your best time and confuse the poachers as much as possible.

b. Scoring

- i. 25 points participation
- ii. Record the score for best time on the score sheet
 1. 5 min - 50 points
 2. 5-10 min - 25 points
 3. 10-15 min - 15 points
 4. 15-20 min - 10 points
 5. 20-30 min - 5 points
 6. Item Not Carried - (-5points/per)
- iii. Record scores for Scout Spirit and Patrol Method (0 - 10 points each)

c. Station Supplies

- i. "Ski's"
 - ii. Course markers
 - iii. Stop Watch
- d. Prep

- i. Place a marker into the snow at the start/finish line and at the far point where the scouts make their turn

2. Rope Rescue

The team must throw a rope to rescue their team member who is stuck out in the lake.

a. Instructions

- i. In search of BigFoot, one of your patrol members wandered off trail across a frozen lake and the ice split. They are now stuck in the freezing waters and every second they are in there impedes with their survival rate. Together the rest of your patrol must figure a way to rescue your patrol mate without risking the chance of you falling in as well. Make a line out of your paracord, find a way to pull the scout back to shore, but beware, the mysterious bigfoot may be watching to ensure your patrol uses the correct knots. Your Patrol will have thirty minutes to construct your rescue method and rescue the victim before BigFoot has wandered too far and your expedition comes to an end. During that thirty minutes though your patrol can perform as many rescues as you wish to perform the quickest rescue you can.

b. Scoring

- i. 25 points participation
- ii. Scout Spirit and Patrol Method (0 - 10 points each)
- iii. Total points up for the score sheet. (Best Time Only)
 1. 20 points < 5 min
 2. 15 points 5 - 8 min
 3. 10 points 8 - 10 min
 4. 5 points > 10 min

c. Station Supplies

- i. Inner Tube, Tarp
- ii. Timer

d. Prep

- i. Mark 'shoreline' where the rescuers stand
- ii. Mark a point where the victims will start

3. Measure up

The patrol must estimate the height of a tree and step off an unknown distance. Please don't tell any patrols the "right" answers as those things tend to spread through the troop.

a. Instructions

- i. Your patrol thinks they just spotted BigFoot but spooked them and can't seem to find a single trace of them. To ensure you keep your distance in the future your patrol decides on two marks to determine a distance at which your patrol will maintain in your continued search, your first mission is to determine the footage between the two markings to maximize stealth. Your patrol searches in circles but can't find any footprints so one of your patrol members decides it might be a good idea to scale a tree to search from above, although your patrol has a slight fear of heights so you must determine the tree to determine if it would be feasible to assist in your search. Your patrol will have twenty minutes to determine the height of the tree and the distance between the markings before Big Foot will be too far gone, you must hurry or you may never find him again. (Once you have determined the height and distance report it back to the instructor to see how accurate you are)

b. Scoring

- i. 25 points participation
- ii. Record scores for Scout Spirit and Patrol Method (0 - 10 points each)
- iii. For each of the two measurements (height and distance) -
 1. Start with 75 points
 2. Subtract the number of feet off of the correct All images measurement
 3. Add a 25 point bonus if they are within 15 feet of correct measurement

c. Station Supplies

- i. Stakes to mark length to step off
- ii. flagging to mark a tree to be measured
- iii. Tape measure
- iv. If you have a Hypsometer or a laser range finder and a clinometer, those will make initial setup a breeze.
- v. Stopwatch

d. Prep

- i. Measure a distance that the scouts will step off and mark it with stakes
 1. Should be an even number of feet
- ii. Determine the height of the target tree and flag it

e. Notes

- i. Please do your scoring math in secret...Scouts need to only see final score NOT how they did on each of the parts...that keeps them from "accidentally" sharing the answers

4. Bear Bag

Hang your food properly so that you are not feeding the bears your picnic basket

- a. Instructions
 - i. You've arrived at camp and set up for the night, your stomachs are full of yummy mountain houses and you need to secure your food before crawling into your warm sleeping bags. All you got for food storage is a dry bag full of food that needs to be hung in a tree. Your patrol finds the perfect tree at which you decide to raise your joint food bag in, together you must find a way to secure it in the tree using the [PCT Method](#) where BigFoot won't be able to reach it from the ground or by climbing the tree and reaching from the trunk. According to recent studies BigFoot is 4 Meters tall and has a wing span of 3 Meters meaning you must plan accordingly for hanging your bag.
- b. Scoring
 - i. 25 points for participation
 - ii. Patrols get 25 points for each of the above requirements
 - iii. Record scores for Scout Spirit and Patrol Method (0 - 10 points each)
- c. Station Supplies
 - i. Stopwatch
 - ii. "Bear bag" can be a stuff sack or other tough, waterproof bag with something in it to provide appropriate weight as if the patrol's food and other smellables were being stored in it overnight.
- d. Prep
 - i. Find the appropriate tree for scouts to use
 - ii. Set up the "bear bag" so that it is a consistent weight and size for each patrol

5. Log Haul

As a team, haul a log across the finish line

- a. Instructions
 - i. As the night gets colder you and your patrol decide to build a fire but all of you forgot to bring your camp chairs and need a place to sit besides the cold ground. You leave two scouts at the fire to keep watch on it and the rest of you venture the nearby areas of camp for the perfect log to make a seat and "eureka" you found one, but it's too heavy to carry so you send some scouts back to game to grab some tools so you can haul it back to camp. Your patrol will have thirty minutes to get the log back to camp before the scouts back at camp decide to put the fire out and heat it to bed.
- b. Scoring
 - i. 25 points for participation
 - ii. Record scores for Scout Spirit and Patrol Method (0 - 10 points each)
 - iii. Points for completion of the course
 1. 75 points < 5 min
 2. 50 points 5 - 10 min
 3. 15 points 10 - 15 min
 4. 5 points > 15 min
- c. Station Supplies
 - i. Heavy log about 6 - 8 feet long
 - ii. Stopwatch
- d. Prep
 - i. Find a large timber

- ii. Mark start and finish lines

6. String Burn

Everyone's favorite...you light a fire and burn two strings. One is the max height of the tinder, the other is the 'goal' string that stops the timer.

a. Instructions

- i. The day has come to an end and everyone is tired from searching for BigFoot all day when all of a sudden while everyone was eating dinner they hear crunching in the distance and see a figure swiftly moving away. You all jump up in excitement and grab your day packs filled with your ten essentials, you turn your handlamps on and race after it hoping to get a picture to bring back home when all of a sudden while in a hurry your patrol finds a way onto an icy hill where you'll end up slipping and sliding down the hill into a freezing pond, crawling out by your last breath you find yourself in a cave, could it be Big Foot's? You'll never know if you don't get warm, all your clothes are now soaking wet and the temperatures are below twenty degrees fahrenheit, in the cave your patrol finds some sticks and tinder so you all decide to build a fire and when you pull out your fire starting kit all of your matches are soaked wet and ruined, all that is left to use is your trusty flint and steel. Your patrol leader has determined that you all have thirty minutes before you all freeze into solid ice like popsicles so there is no time to wait, Big Foot may be near...
- ii. No Prep Allowed
- iii. Flint and steel only no matches, no lighter fluid, use only what you brought on the sled.
- iv. Tinder base must be no higher than the first string

b. Scoring

- i. 25 points participation
- ii. points to burn the top twine
 - 1. 75 points < 5 min
 - 2. 50 points 5 - 15 min
 - 3. 25 points 16 - 30 min
 - 4. 15 points > 30 min

c. Station Supplies

- i. Twine
- ii. Stakes
- iii. Trash Can lids

d. Prep

- i. Place stakes on either side of the trash can lid
- ii. Mark string locations (to be consistent between patrols)
- iii. Tie string to stakes at the height of the marks.

7. First-Aid Scenarios

- a. Instructions: Your patrol wondered upon a trail of footprints, could it be Bigfoot? In the midst of the search three of the members of your patrol decide that it might be a good idea to scale a cliffside to get a better view from above when the hillside becomes unstable and they all tumble down to the bottom crashing down with a variety of different injuries. Your patrol leader quickly jumps into action instructing everyone to set up a tarp and start performing first-aid. Your goal as a patrol is to design treatment and access the order in which priority of life should follow. Your patrol will have a max of thirty minutes to declare you finished treatment assuming the supplies you have match that in the scout book under patrol first-aid kit to stop the time and for your methods to be analyzed. Using your imaginary supplies from your imaginary first-aid kit you must complete first-aid on each scout and beware, he may be watching so ensure you speak up and explain what you are doing to ensure **everyone** understands your methods. Only one person can be receiving First-Aid at once you be sure you are aiding the injured people in the correct order.
- b. Scoring
 - i. 25 Points for Participation
 - ii. Patrol Method and Scout Spirit: 10 per
 - iii. Once Called Finished by Patrol
 1. >5 Minutes: 50 Points
 2. 5-10 Minutes: 30 Points
 3. 11-20 Minutes: 15 Points
 4. 20-30 Minutes: 5 Points
 - iv. CompleteFirst-Aid: 15 points per victim
 - v. Priority of Life Followed: 10 Points
- c. Station Supplies
 - i. 3 Volunteers (if not available, patrol may need to lend scouts)
 - ii. Tarp
 - iii. Imaginary First-Aid Kit
- d. Note: The First-Aid will be imaginary due to limiting supplies, the scouts doing the first-aid should be able to explain what they are doing and why.

8. Mystery Game

- a. Come prepared for anything as this game could be something as simple as memorizing all the points of the scout law or even as hard as memorizing lines 17-21 of page 16 in the 2016 printing of the Scout Book.

Extra Curricular Activities

Sledge Race

Put a scout in the sledge and pull him around the course. This is a classic Klondike game. “Scoring” is simple... the fastest time wins. End of story.

Tug-o-war

Traction or no...we may also have a tug-o-war for fun and bragging rights.

Scoring

So now you know how the games work, you may be wondering how we tally up the score? When a patrol visits your station, you will wright down their score for:

1. **Patrol Method**
 - a. 0 - 10
2. **Scout Spirit**
 - a. 0 - 10
3. **Score or time for the event**
 - a. Whatever points or time they received for playing the game

While the time or score for the event is pretty fixed, whatever they earned, they earned. Patrol Method and Scout Spirit are much more flexible as long as you are consistent.

Did a patrol make you laugh or impress you with an interesting solution (even if they didn't actually do well in the game)? Toss them a few extra points in these categories. Conversely, they didn't have a patrol flag or didn't say “Thank you.”? Dock them some points here.

The judges will collect the score sheets and add up all of the points to find winners in each category

Categories

- Top Spirit Patrol
- Sledge Race
- Mystery Event

- First Place in the Games
- Second Place in the Games
- Third Place in the Games

Schedule of Events

Friday	
4:00 p.m. - 9:00 p.m. (1600 - 2100)	Unit Check-in and Campsite Set-up
9:00 p.m. (2100)	Cracker Barrel and Game Assignments – for SPL and Unit Leaders
10:00 p.m. (2200)	Quiet Time / Lights Out
Saturday	
7:00 a.m. – 8:30 a.m. (0700 - 0830)	Unit Check-in and Event Setup
8:45 a.m. (0845)	Flags and Opening Ceremony
9:00 a.m - 10 a.m. (0900-1000)	Mystery Event
10:15 a.m - 12 p.m(1015 - 1200)	Patrol Competitions
12 p.m. – 1:00 p.m (1200 - 1300)	Lunch Break
1:00 p.m. – 3:00 p.m. (1300 - 1500)	Patrol Competitions
3:00 p.m. – 4:30 p.m. (1500 - 1630)	Tug-of-War and Sledge Race
5:00 p.m. (1700)	Awards and Closing Ceremony
10:00 p.m. (2200)	Quiet Time
Sunday	
8:00 a.m. – 10:00 a.m. (0800 - 1000)	Check Out and go home

Schedule subject to on-site revision as necessary due to weather, time, and staffing constraints. Planned events may change due to weather conditions and/or adult leader availability. It is the responsibility of each patrol to find and compete in all the events. Keep in mind that the events may change without notice.

Appendix

Directions to Location

Take Highway 44 east towards Lassen Park. The parking lot for Eskimo Summit Winter Sports Play Area is approximately 1.5 miles past the entrance to Lassen Park. Please park at the far end of the parking lot from the entrance.

As with any scouting event, you are asked to back into parking spots; please be careful. This makes it much more efficient in the event we need to evacuate for any reason. Remember that it's a good idea overnight to prop your windshield wipers out so they don't freeze to the glass.

Important Notice of Camping Conditions

The Klondike Derby is an undeveloped off-road location. You will absolutely not be able to drive to your campsite to unload. A marked and packed trail will be provided for site access, however, multiple trips may be necessary to move all your gear into and out from the event – use your sledge and patrol effort.

The Forest Service has asked us to camp at least 100 yards from the parking lot. Unfortunately, camping immediately north or east of the parking is out. The emphasis of the Klondike Derby is fun in the snow and backcountry winter camping. The site and conditions (deep snow in which tent stakes don't hold very well) do not lend themselves to large-scale encampments with large group tents and dependence on "tailgate camping" equipment. Remember, you have to haul it in, set it up, and haul it out. Plan and pack accordingly.

The Eskimo Winter Sports Play Area is at 6,000 feet of elevation. Day and especially nighttime temperatures can be very cold. Overnight lows around 14°F and are not out of the ordinary. If you would like to come earlier Friday and construct Igloos please let us know so we can account for you.

Unit leaders must be responsible for assuring both attending adults and scouts are properly clothed for the conditions with waterproof boots and weather-resistant outer clothing. If a scout is not properly clothed, don't allow him to attend, especially overnight. Keeping your feet dry is essential. Emphasize snow pants, "real" or improvised gators, and warm boots. Cotton levis will last about 20 minutes at a camp like this.

Leave no trace is in effect for this activity. Make sure you leave nothing – holes in the ground, scattered ashes, trash, etc ... While this paragraph wasn't...if it was written in a **block cipher**, you would decode it like this: Just write all the code words in a block, as columns (stack each group one above the next), and then read the message across the rows. You provide the spaces :-)

Snow Advisory

Large amounts of snow can fall at Eskimo summit at any time. Even though we are parked close to Highway 44 there is sometimes a delay before plows can clear the road. Please pay close attention to

weather forecasts as the event nears and be prepared for winter driving conditions. Even a plowed road is often coated with a layer of packed snow and ice. Snow tires or available chains are a must. If at all possible, have enough vehicles on-site to supply your unit's transportation needs in the event of heavy snowfall. It is much easier to drive from Eskimo Summit to the valley than to wait for vehicles to make it up from Redding on snowy roads to get you home.

When you park, it is important to back in and a good idea to raise your windshield wipers.

Available Facilities

The Klondike Derby is in the woods. There are no picnic tables, fire rings, water sources or garbage disposal cans.

Each unit needs to consider the following:

- Water: Bring your own supplies. Keep in mind the below-freezing temperatures.
- Garbage: Collect, contain, and remove all of your own and any others you find.
- Fires: You may have fires but building a warming/cooking fire in deep snow is difficult and inconvenient, plus ecologically damaging when spring comes around. Each unit is required to bring a "barrel stove" (see attached stove plan) or similar if a fire is desired. Absolutely no ground fires will be permitted.
- Firewood: Bring your own. On-site fuel is limited to standing limb wood which is often wet and difficult to obtain, and snow will have soaked and covered anything available on the ground. Don't chop trees when you don't have to. Bring your own wood!
- Camp Comfort: Snow is a wonderful resource – pile it, pack it, square the edges to shape, put a tarp or scrap plywood on top and you have a kitchen table. The same for seating – use your imagination and come prepared. A square-nosed shovel is very useful for sculpting snow.
- Sanitary Facilities: We have been asked to not use the pit toilets and to please stick to the porta-potty that we will have on site. It will be located at the north end of the loop which is much closer to where we camp anyway. Please encourage its use. **Each troop is to supply sufficient toilet paper for each of its members.**

The Klondike Derby is a guest of Lassen National Forest. Our continued use of this site for winter activities depends on our treatment of the Forest Service and our public lands. Scouts and scouting ethics pledge that there is nothing left but trampled snow as evidence of our passage through Klondike.

"Flying Snow" and the sled hill.

From 4:00 p.m. on Friday until noon on Sunday, the sled hill adjoining the Klondike Derby is strictly off-limits to scouts. Also during the same time frame, the throwing of snow or snowballs is prohibited. Any scout found in violation of these two rules may be asked to leave the Klondike Derby.

Event Leaders

Each unit must provide Adults to run an event. All events will be set up and ready to go by 8:30 am on Saturday. The materials will all be provided however, if you have something to offer or if you have any questions, please contact the OA Chapter Chief or one of the advisors. You will select an event to run using the form attached to the registration page. If the event you chose is already covered by another unit, we reserve the right to assign you to a second choice or another place where we need help. Without Adult Leaders, these events will not take place. As with the rest of scouting, the success of this event depends primarily on volunteer effort.

Webelos Participation

Webelos are highly encouraged to attend Saturday for the day activities. There will be no separate program provided for Webelos however, they will be eligible for some awards. Overnight camping is **NOT** permitted according to the guidelines in “The Guide to Safe Scouting”.

Barrel Stove

- 14-16” Section of a metal 55-gallon barrel
- opening for fuel – 12” wide by 9” deep
- BBQ grill to fit inside of the barrel. The grill need not be round, only large enough to be supported by the rebar shelf. A grill is only needed if the barrel will be used for cooking.
- Series of $\frac{3}{4}$ ” opposing holes with $\frac{1}{2}$ ” rebar to support the grill, if one will be used.
- Two 8” high concrete blocks.

The stove must **not** be set directly on the ground. One barrel can make two stoves (top and bottom section).

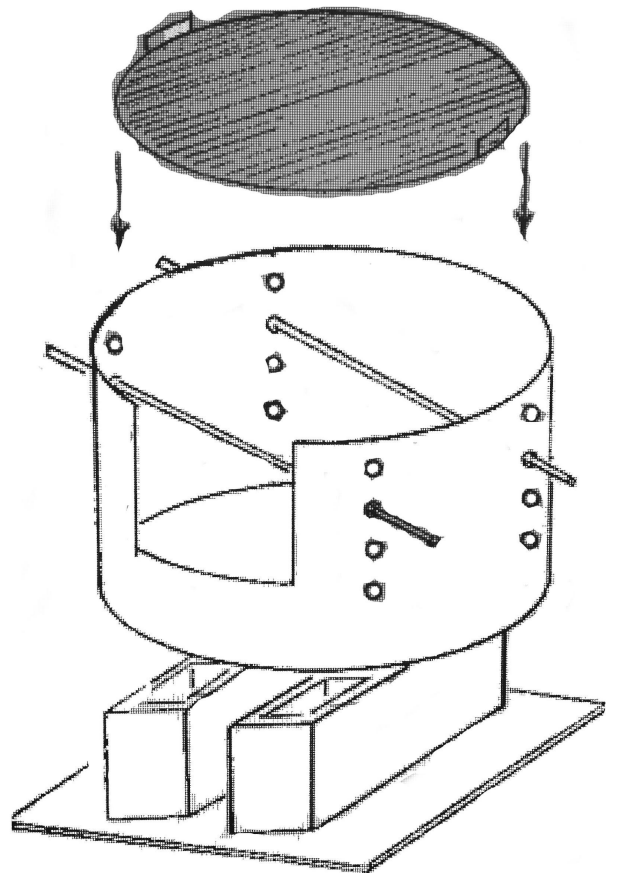
Notice: do not use a flame torch to cut a barrel previously used to store petroleum products, a life-threatening explosion may result. Use a reciprocating saw with a metal cutting blade instead.

Absolutely no ground fires are allowed.

Digging a fire pit and later burying the coals is also not acceptable. Fires may only be in barrels.

Klondike Derby Sledge Design

Sledge construction specifications have not changed in the past several millennia. It is required that sledges be constructed similarly to the diagram enclosed in these instructions. Sledges must meet the basic construction requirements and contain all the basic design features to be qualified to race. Sledges that vary significantly from or do not conform at all to the accepted design will receive

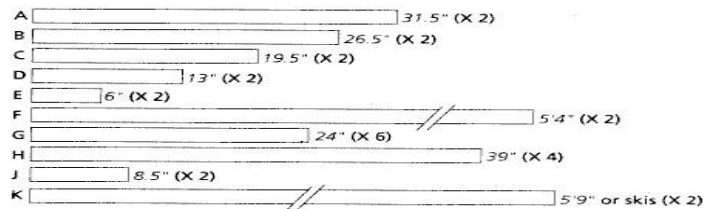


penalties up to and potentially including disqualification from the competition. You may however add any colorful decorations or patrol insignias and make any minor changes as you wish. Just be sure to stay within the design measurements and material specifications. Alternate design sledges may be allowed to race but will not be awarded placement points. The idea of the race is to see how well a patrol can do given equal opportunity and equipment; it is not a sledge design competition.

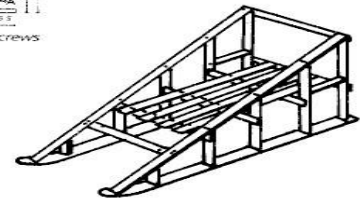
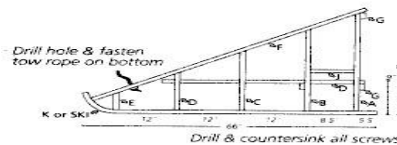
Sledge specifications

1. The sledge is to be constructed of wood, not metal or plastic.

2. Sledge runners are to be constructed of wood as shown in the Klondike Derby Sledge drawing. No metal or factory-made skis or runners will be allowed. Runners can be shaped, shaved, or curved in any manner that your abilities allow.



- Wood must be soaked in boiling water for at least 2 hours before you try to bend it.
 - Run a saw cut for 35 cm through thickness of ski. Use a piece of veneer or plywood and glue in place. Form bend. This method requires no soaking.



3. You may use metal fasteners such as nails and screws to assemble your sledge. Try to avoid metal angle braces to reinforce your sledge, keep it as true to the design as possible. Real sledges are lashed with leather.

4. The minimum width is 18 inches to a maximum of 24 inches.

5. The minimum height is 34 inches to a maximum of 43 inches.

6. The minimum length is 6 feet to a maximum of 6 feet 6 inches.

7. There are to be no protruding handles on the sides of the sledge.

8. The sledge is not to be taken apart for any competition.

9. All sledges must be inspected and approved by the Sledge Inspector Judge whose decisions are final.

10. Avoid harness designs that involve tying in the Scout Huskies, if one falls he can be run over or dragged.

11. Sledge teams consist of one “musher” behind the sledge who may ride the runners or push, one passenger in the sledge who remains there throughout the race, and up to six “huskies” to pull the sledge.

PCT style bear bag hanging instructions

Note: If you were actually in the wild, something like the [counterbalance method](#) may be easier to employ or if you were at Philmont, you use a bear cable (see [pages 9 - 11 of the Philmont Shakedown Guide](#)). However, in our case, we want to see the PCT style listed below.

It is less likely than the counterbalance, to get stuck up too high during a competition and does not require that I get to Klondike in advance to hang a wire between two trees like the Philmont method

would.

HANGING A BEAR BAG—THE "PCT" METHOD

Illustration ©2013 by Derek Hansen, TheUltimateHang.com

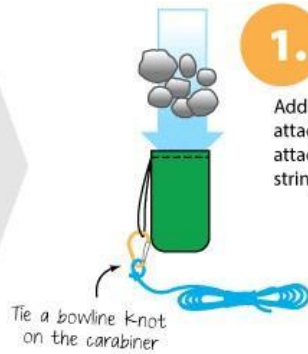
If hung "upside down" be sure to tie a slippery overhand knot to prevent the cord lock from loosening

EQUIPMENT

- Bear Bag
- 40 ft (12 m) Rope
- Throw/Rope Bag
- Mini Carabiner
- Small Twig

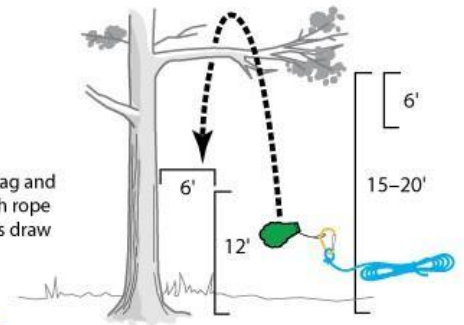
The bear bag should be big enough for all food, trash, and "smellable" items.

Bags with a webbing strap or loop are ideal



1.

Add rocks to throw bag and attach carabiner (with rope attached) to the bag's draw string to secure.

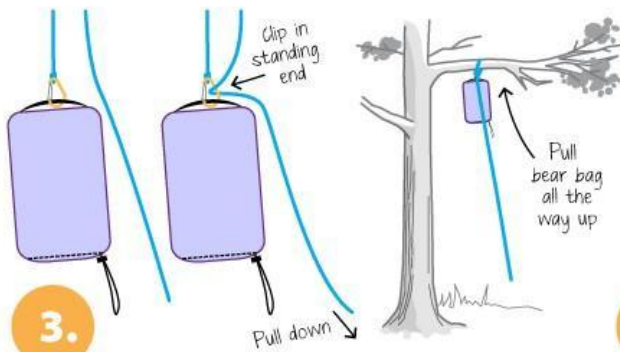


2.

Toss the throw bag over a sturdy branch that is 15-20 ft (4.5-6 m) above the ground.

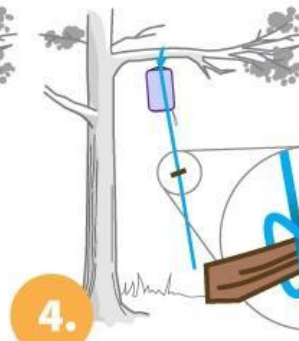
NOTE: When properly hung, the bear bag should hang at least 12 ft (4 m) above the ground and 6 ft (~2 m) down from the branch and away from the tree trunk.

(See <http://Int.org/blog/hanging-bear-bag>)



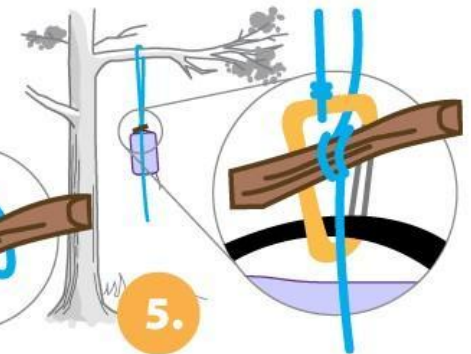
3.

Unclip throw bag from carabiner. Clip carabiner to bear bag. Feed loose end of the rope through carabiner and pull loose end to raise the bear bag to the top of the tree branch.



4.

Reach as high as you can and tie a clove hitch around the twig on the loose end of the rope, creating a toggle.



5.

Release the loose end of the rope. The bear bag will stop at the toggle.