



**Western District Klondike Derby
SATURDAY January 28th . 2023
Camp Mattatuck Plymouth,Ct.**

In 1880 Joe Juneau discovered gold in the Silverbow Basin of Alaska and started a rush to the Alaskan wilderness to find a treasure...gold!! This discovery, and subsequent discoveries in the Klondike, Yukon region, and elsewhere prompted thousands to migrate to the territory hoping to strike it rich.

The Klondike discovery let the world know that there was gold to be found in the north. The majority of the claims were staked by people who had been in Alaska when the strike was made. By the time the rush got underway and people began arriving from the states the know good ground was already taken.
You too can strike it rich at the upcoming Klondike Derby.

Your patrol now has that same opportunity at the upcoming Western District Klondike Derby!!
So gather your gear and supplies and file the required permits and paperwork and join in on the excitement.

Sled use is encouraged with a twenty five point bonus for using your sled, so fix up your sled, polish the runners, add some wheels for little or no snow conditions and hone your scout skills to a fine edge. The Klondike Derby is the greatest challenge your patrol will face!

Patrol classifications:

NEW SCOUT PATROL: all members 12 years of age and under.

STANDARD PATROL: mixture of ages

SENIOR PATROL: all members at least 14 years of age

All troops, patrols, and townspeople must pre-register on-line at Connecticut Rivers Council online registration! You may camp either or both nights cabin reservations must be made on the council website. Tent camping is no charge please register for tent camping with Bob Bernier.

CONTACT:

BOB BERNIER (bobbernier1959@yahoo.com) 203-768-7898

JOE LECLAIR (joe.leclair52@gmail.com) 203-217-7123

This is a day activity that concludes with the award ceremony at 4PM.

The safety of all participants is our top priority. If extreme weather forces us to cancel or have a delayed start, this information will be communicated via email ASAP, either Friday night or early Saturday morning. Please monitor weather conditions and your email for notifications or updates.

SECTION 1 BE PREPARED

REQUIRED GEAR MUST BE ON SLED. A 25-point bonus will be given to each patrol that uses a sled throughout the course. If you are missing an item on this list that is needed for a skill competition, the mayor at that town may deduct 10 points.

Mark your gear in case it's misplaced

Sled with runners or wheels	Patrol Flag on Pole
At least (8) 10-foot ropes	(3) 6-foot poles
(2) Compasses	Metal/foil pan for fire (no ground fires)
(4) triangular bandages 1st Aid Materials (See town description)	Plastic sheet or nylon tarp that can protect your entire patrol
Charcoal for cook town	Cook pot or water pot with bail handle
Cup for each patrol member (bring to Ulcer Gulch after derby)	Blanket
2 liters of water per patrol member*	Zip lock bags for paperwork/lunch leftovers
Pen and/or pencil	Ruler/straight edge
First Aid Kit (see town description)	Tinder, kindling, fuel wood, firewood
Nugget pouch	
Garbage bag	Matches
Lunch ingredients	Matchless fire kit.
(2) leg splints (see image end of booklet)	(2) 1"x48" wooden dowels (saw mill station make tent stakes click link in station description.)

* BULK WATER JUG'S MAY BE USED TO MEET THE TWO LITRE PER SCOUT REQUIREMENT

GEAR AND SUPPLIES LIST ARE THE REQUIRED MINIMUM.

Patrols may use any other gear or supplies they feel they can use, but the more you carry the heavier your load. Not a good event for the Dutch oven, but a roll of heavy duty aluminum foil may just do the job. A larger tarp would sure make a great shelter, but may be so bulky it is too difficult to handle.

BE PREPARED BUT BE SMART!

Section 2 PATROL INSTRUCTIONS Emergency contact numbers

Mr. Bernier 203-768-7898

Mr. LeClair 203 217-7123

SAFETY STATEMENT: Safety on the trail is your responsibility. Report any injuries immediately to the emergency numbers and the closest town. Safety concerns; report any trail hazards to the closest town.(ice, open water on the trail any downed limbs or trees)

All gear and equipment should be marked for identification; lost items should be brought to the closing.

- FIRST AID: Report any injuries immediately to the Emergency Numbers listed above and the closest town. The town mayor will then take over and decide on a course of action. First aid is also available at the camp health lodge (nurses cabin by the dining hall).
- Stay off the lake unless we announce it as 'safe'. *Any patrol that ignores this warning will be disqualified.*
- Snowball throwing is prohibited in camp.
- Your score sheet will have emergency contact phone numbers on it.

Safety is everyone's responsibility, don't put yourself in a position to get injured.

Sign in will open at 7:00 am for patrols.

1. Once your patrol is assembled, patrol leaders will sign in at **registration, (camp office)** here you will receive a map, instructions and your patrol itinerary/score sheet.
2. Scouts must dress for the weather. Under no circumstances will any scout be allowed on the course wearing sneakers. Appropriate clothing must be worn, including boots, hats, layers and gloves/mittens if needed.
3. Your sled and your scouts will be inspected before being sent out on the trail. The sled shall contain all the equipment listed above in Section 1, plus any other gear you think you need. In the event there is **not enough snow cover, patrols should add wheels to their sled. Sled use is encouraged. You will receive a twenty five point bonus for using your sled.**

Registration, Morning Inspection

End of Day Turn In

- Registration is in the camp office, first stone lodge going down main camp road headed toward lake.
- Inspection is at Lynn Canal (volleyball court by 49ers. Cabin)
- Shot gun start proceed to your first town.
- When you finish return to the camp office for End of day turn in.

After inspection patrols are to report to their first station for a shot gun start at 8:00. You will receive a ten-point bonus for going to the correct first town, or a ten-point deduction for starting at the wrong town. After your first station the course is to be traveled in a clockwise direction. You must visit the towns in the order they are numbered on your itinerary

- **Lunch** Your patrol shall report to the closest cook town between 12:00 and 1:00 all other stations will be closed.
- **Scoring** At each town, your score will be based on how you complete the stations challenge, how you work as a team and your scout spirit. Towns will close at 3:00 pm. If your patrol is already in a town and checked in at 3:00 PM, you may finish the challenge and receive your score.
- **You will be timed from your arrival at your first town until you complete your last town. Time will be used as a tie breaker.**
- **When you have completed all the towns, return to registration to turn in your scoresheet and nuggets, leave your sleds at inspection and join our post event demo's and enjoy hot beverages at the dining.**
- **Awards.** Awards and patches will be presented by the dining hall, dismissal around 4:30

Section 3 Mayors' Instructions

The primary job of the Mayor is to make his 'town' safe, challenging and fun.

SAFETY STATEMENT: Safety on the trail is your responsibility. Report any injuries or safety concerns to

Bob BERNIER or Joe LeClair

Joe LeClair 203-217-7123

Bob Bernier 203-768-7898

Scoring (Graham) 203-841-9511

EMT

Scoring (Graham) 203-841-9511

Form a scoring rubric for your challenge.

- Recommended that each station bring the following to ensure they are prepared for activity execution, scoring, and lunchtime. First aid kit, materials/ supplies to operate station clipboard, pens, pencils (**fine tip sharpies or pencils for freezing conditions**) for completing scorecards clock/watch for following the schedule.
- NO GROUND FIRES PLEASE. Use existing fire rings at campsites if available if your station is not at a campsite please bring a portable fire pit also properly dispose of your ash and coals and any unused wood. Extinguishing water/ snow, Tarp (in case of snow/ rain) Lunch/snack / beverages trash bags, Carry In- Carry Out.
- Please pick up your town equipment any time after 7:00AM at registration (49ers.cabin). Equipment will include: copies of the map, town score tally sheet, Red Lantern nomination form, town sign and gold nuggets.
- This is a shotgun start, the first patrols should be at your station before 8:00 a.m. Have your town ready to welcome them and start promptly at 8:00

If you expect your town's challenge will take 15-20 minutes, be prepared for 6 patrols at a time, if it will take more time, you will need to be prepared for more patrols at a time.

Please print neatly!

1. Assign one leader to greet patrols and handle paperwork.
2. Check condition of patrol...all present? Cold? Need encouragement?
3. Fill in the time of arrival on the patrol's score sheet and on the town tally sheet. If the patrol correctly started at your town for its first station, award 10 extra points, minus 10 points for starting at wrong first town.
4. Assign the patrol to a judge.
5. Record the patrols' score (between 10 and 100 points) and end time on their score sheet and the tally sheet.
6. Send picture of master score sheet to scoring around 10:00 and 10:30, before lunch, 1:30 and 2:00.
send a final picture of score sheet at 3:00 pending any patrol still in progress.
7. Stations shall be closed between 12:00 and 1:00 for lunch.
8. Station's close at 3:00, any patrol in progress must finish station.

Return all score sheet's, signs, nuggets and Red Lantern Nomination sheets to registration before awards.

Awards will be presented at the dining hall, bring any lost and found items to the award ceremony.

Red Lantern Award: If a patrol shows outstanding scout spirit please note it on the score sheet for the Red Lantern prize. There will be a sheet enclosed with your paperwork to expand on reason for nominating a patrol.

Best Town Award: All patrols can vote for (in their opinion), the best town of the Klondike. To increase your chance of winning best town, mayors should encourage the townspeople to dress in period style clothing, dress their station up with a gateway or other enhancements and make it fun!!!

The program will conclude, patches distributed and patrols dismissed around 4:30

SECTION 4 Stations.

Cook town/Fire Starting

You shall report to the closest cook town between 12:00 and 1:00. All other towns will be closed for lunch.

You are required to bring tinder, kindling and fuel wood with you. Once you have started your fire you may use charcoal to cook with. No charcoal starter fluid is allowed. **"Match light" charcoal will be allowed.** No ground fires allowed foil or metal pan required. All meals must include a protein (meat, beans eggs), a starch (potato, pasta rice etc.) and a vegetable (corn, carrots, green beans) and a warm beverage. Your meal and fire starting will be judged on method used time taken to start your fire and how clean or dirty you leave the site. (Leave No Trace)

Fire Starting Scoring Maximum 100 points.

A) Scout Spirit 1 to 25 points.

B) Teamwork 1 to 25 points

Patrol yell, helping other patrols, having fun! Do you want to be here? Are you courteous to the townspeople? Does the patrol help one and other, no arguing, follows directions, task divided among members?

C) Skill 1 to 50 points.

Fire Starting /Scoring Rubric

Did not use a proper fire lay, did not have proper materials has no water to extinguish fire, cannot start a fire.

10 Points

Did not use an accepted fire lay, did not have proper materials used matches or lighter to start a fire, no water to extinguish fire. **20 Points**

Uses an accepted fire lay. Has the proper materials starts a fire with match or lighter and tinder bundle, has water to extinguish fire. **30 points**

Uses an acceptable fire lay. Has the proper materials, starts a fire with a magnesium sparker and tinder bundle.

Has water to extinguish fire. **40 points**

Uses an acceptable fire lay. Has the proper materials, starts a fire with flint, steel, char cloth and tinder bundle. Has water to extinguish fire. **50 points**

D) Leave No Trace deductions. 10/20/30 point

30 Point deduction. Patrol left their area a mess, did not use a fire containment pan, ground was charred no attempt to keep area clean.

20 Point Deduction. Patrol left unused fire materials in their area, containment pan was used, some char was noticeable on the ground, area showed medium sign of activity

10 Point Deduction. Patrol left some noticeable signs of activity.

No Deduction. Patrol used a fire containment pan, no sign of charred earth and the area was left as it was found.

Section 4 Stations continued
COOKTOWN / LEAVE NO TRACE SCORING RUBRIC

Categories	10 - Poor	20- Below Standard	40 - Standard	50 - Good
TIME MANAGEMENT	Patrol took longer than expected in all activity, went well over time 1 hour time limit, my not have even finished the activity at all.	Patrol took longer than the time limit to complete the activity.	Patrol completed the activity in 45 minutes to 1 hour.	Patrol completed the activity in less than 45 minutes.
TEAMWORK	Patrol fought constantly, multiple members of the patrol did little to ensure success of the activity	Patrol has several disagreements during the activity, a small numbtaker of members did not assist in completing activity.	Patrol cooperated during the task and completed the activity, all scouts were active in helping complete the task	Patrol communicated effectively during the activity, members were seeking solutions to the problems before they arose, or never needed to be asked to help and participate.
EXECUTION	Meal was ruined, dropped, burned or rendered inedible.	Meal was overcooked, scouts visibly did not like their meal as they ate it.	Patrol agreed their meal was good; all scouts ate some of the lunch.	Scouts loved their lunch; all members praised the meal, or agreed the meal was a good choice.
PREPAREDNESS	Scouts were not prepared for. The challenge; a lot of critical equipment or ingredients were missing	Scouts somewhat prepared for the activity, only 1 or 2 pieces of noncritical equipment or ingredients were missing.	Scouts were prepared; all ingredients and vital equipment are present.	SCOUTS WERE MORE THAN prepared for the challenge, had all equipment on hand and extras for the meal.
CLEAN-UP LEAVE NO TRACE	Patrol left the area messy and covered in litter, patrol was told to clean their area several times by the evaluator	Mess left by patrol some effort made by some members to clean the area, scouts were reminded to sweep for litter no more the three times by the evaluator.	Patrol left the area in as good a condition as they found it, multiple scouts cleaned the area as they worked on their meal, only needed one reminder to sweep for litter.	Patrol left the area better than they found it, they completed one or more litter line sweeps to ensure cleanliness.

Section 4 Stations continued.



1 Lashings.

Make a ladder using square lashings. Each patrol member must climb ladder.

Scouts feet must not be any higher than 5 feet off the ground, other scouts form in a safety circle around climber.

Materials 2- 8'x3" spars 4-2' spars 8 12' lashing ropes.

2 Sawmill.

Knife, axe and saw. Make a tent peg using a bow saw, hatchet and knife.

<https://troopresources.scouting.org/making-wooden-stakes-for-tarps-and-dining-flies/>

3 Fun Station

4 Ice Climbing. Your patrol will be provided the proper gear and our highly qualified instructors will guide you across the face of the Great Shannon/Moon glacier. All patrol members will be expected to cross this challenging obstacle on their way to their next town.

5 First Aid.

A member of your patrol has slipped on a rock in the snow and has a possible broken lower leg. You must secure the area, send for help, perform appropriate first aid, splint leg, treat for shock, keep the injured warm, check for other possible injuries, prepare a stretcher to transport the scout, carry the scout at least 200 feet.

Gear and equipment.

First Aid Kit.

Two wooden boards or other splint making material.

Four triangular bandages.

Blanket.

Stretcher made from two 8' staves and a tarp.

*See leg splint page.

6 Map and Compass/Navigation

7 Fun Station

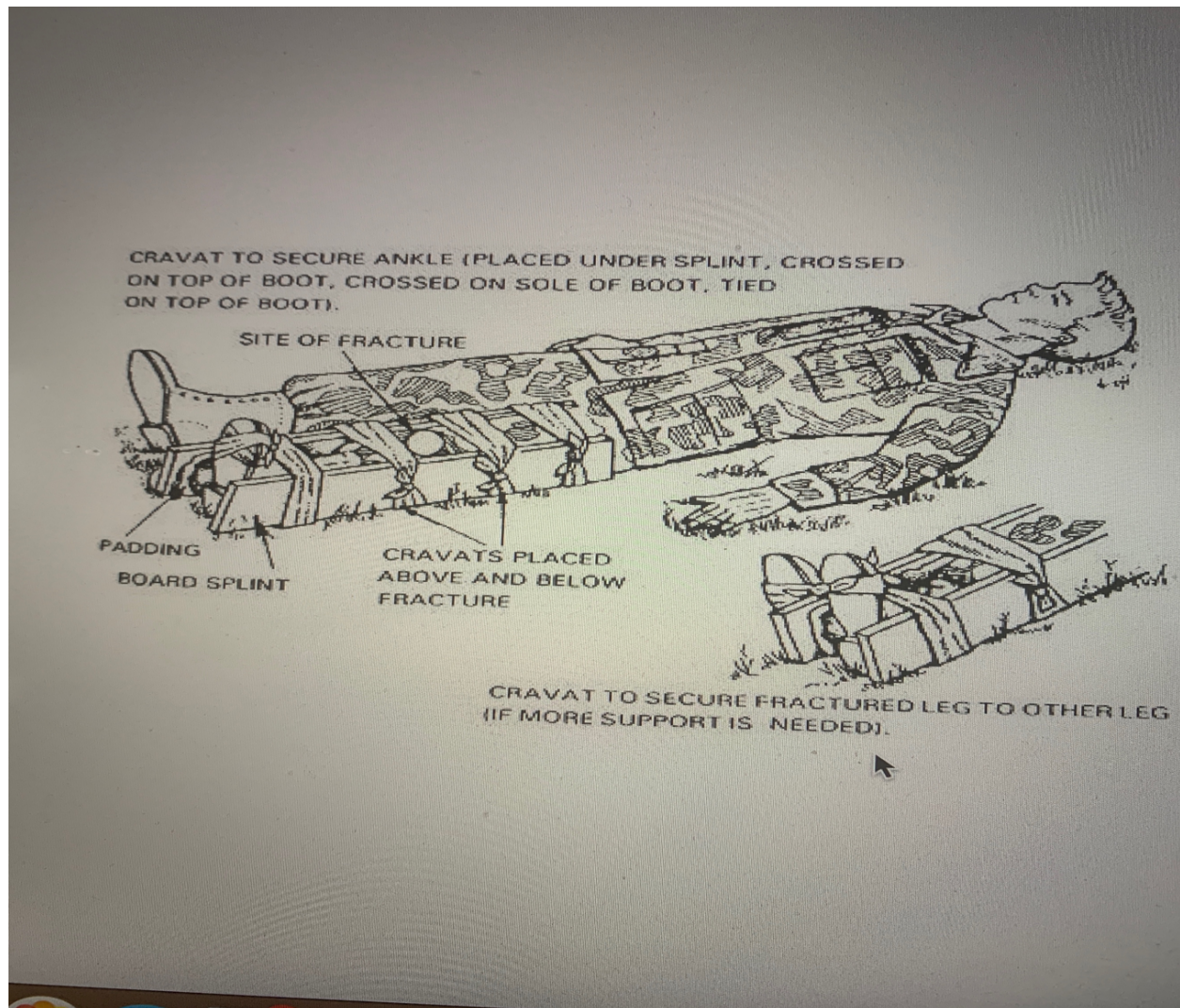
8 Teamwork Station

COOKTOWN MEAL / LEAVE NO TRACE SCORING RUBRIC

EXAMPLE SCORE

Categories	1-10 Poor	11-20 Below Standard	21-40 Standard	41-50 Good	SCORE
TIME MANAGEMENT	Patrol took longer than expected in all activity, went well over time 1 hour time limit, my not have even finished the activity at all.	Patrol took longer than the time limit to complete the activity.	Patrol completed the activity in 45 minutes to 1 hour.	Patrol completed the activity in less than 45 minutes.	24
TEAMWORK	Patrol fought constantly, multiple members of the patrol did little to ensure success of the activity	Patrol has several disagreements during the activity, a small number of members did not assist in completing activity.	Patrol cooperated during the task and completed the activity, all scouts were active in helping complete the task	Patrol communicated effectively during the activity, members were seeking solutions to the problems before they arose, or never needed to be asked to help and participate.	46
EXECUTION	Meal was ruined, dropped, burned or rendered inedible.	Meal was overcooked, scouts visibly did not like their meal as they ate it.	Patrol agreed their meal was good; all scouts ate some of the lunch.	Scouts loved their lunch; all members praised the meal, or agreed the meal was a good choice.	39
PREPAREDNESS	Scouts were not prepared for. The challenge; a lot of critical equipment or ingredients were missing	Scouts somewhat prepared for the activity, only 1 or 2 pieces of noncritical equipment or ingredients were missing.	Scouts were prepared; all ingredients and vital equipment are present.	SCOUTS WERE MORE THAN prepared for the challenge, had all equipment on hand and extras for the meal.	48
CLEAN-UP LEAVE NO TRACE DEDUCTION	Patrol left the area messy and covered in litter, patrol was told to clean their area several times by the evaluator	Mess left by patrol some effort made by some members to clean the area, scouts were reminded to sweep for litter no more the three times by the evaluator.	Patrol left the area in as good a condition as they found it, multiple scouts cleaned the area as they worked on their meal, only needed one reminder to sweep for litter.	Patrol left the area better than they found it, they completed one or more litter line sweeps to ensure cleanliness.	20 DEDUCTION
					TOTAL 137 EXAMPLE

LEG SPLINT PAGE



Patrol Registration

Troop Number _____

Patrol name _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

Troop Registration

Troop Number _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____