



# THE SKAGWAY LANTERN OCTOBER '24

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CONNECTICUT RIVERS COUNCIL

CAMP MATTATUCK LEADING THE WAY SINCE 1939

## NEWS FROM THE KLONDIKE

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### WESTERN DISTRICT KLONDIKE DERBY.

Saturday Feb. 1, 2025 at Camp Mattatuck 221 Mt. Tobe Rd.  
Plymouth, Ct. 06782

41.83309, -73.04468

It's never too early to start planning for the District Klondike Derby. Troops from all of Connecticut and the Tri State area are invited to participate.

This is the Ultimate patrol challenge that honors the men and women prospectors that sought their fortune in the Yukon Gold Rush.

With the cooperation of Mother Nature, Camp Mattatuck will be transformed into the wilderness of the Yukon Territory where a person's skill and knowledge along with adequate gear and supplies are what will gain them fortune or cause for failure.

### WEATHER

The Klondike is a rain or shine event. Be prepared for the weather and expected conditions of the day along the trail. Scoutmasters please ensure all scouts have the proper clothing and footwear.

### DELAYED OPENING/CANCELATION

If the state issues a travel ban, or if Connecticut Rivers Council closes camps we would need to delay opening or cancel the Klondike. We will communicate this information via email, text messages and the District Facebook page as soon as possible either Friday night or Saturday morning. Please monitor your devices for information.

# SAFETY MOMENT

While safety may not have been an important issue to the prospectors, it is our main priority.

- Stress being safe to your troop members.
- Safety on the trail is first an individual responsibility, second a patrol responsibility.
- Don't put yourself or others in a position to get injured.
- Adults should lead by example.
- Report any injuries and safety concerns to the emergency contact numbers \*(to be provided on the score sheet and instruction pages) and to the closest town mayor who will take over and determine the course of action.
- Proper clothing and footwear are required. Scoutmasters should ensure their scouts are properly dressed.
- No ground fire's. Use the campsite's existing fire rings. If assigned a town with no fire ring organizers will make you aware so you can bring an appropriate fire containment device.
- **The lake is off limits**. ANYONE who disregards this warning will be disqualified, confined to the Dining Hall until their scoutmaster comes to bail them out.
- Throwing snowballs or rock is prohibited in camp.

# FIRST AID

EMT/First Aid Provider will be available in the dining hall and designated towns around the trail.. Report any injuries immediately to the emergency contact numbers.





## PATROLS

Patrols have the opportunity to apply their scouting skills, display positive teamwork and scout spirit all while competing for the title of Klondike Derby Champion. They will be awarded temporary possession of the Giant Skillet and cook a patrol meal in it then return it at the next Klondike. Or maybe your patrol will be chosen for the District Red Lantern Award. This award goes to the patrol that exhibits outstanding Scout Spirit along the trail, it is voted on by the Mayors and residents of the Klondike towns.

## TROOPS

Take part in the event by running a town. Does your troop have a favorite game or a team building challenge that would work well in the Klondike? Sign up to run a town and maybe bring home the "Best Town Award".

If you feel you don't have adequate staffing to run a town, and you just want to "help" we can find you a spot or team you up with another troop.

Volunteer for parking lot duty if your troop is camping Friday night. A great event starts in the parking lot. We need to get cars parked and scouts dropped off in a safe and orderly manner before anything else can take place. Please consider helping us with this very important job.

## EVENT CHALLENGES

Your patrol should practice their standard scout skills: first aid, lashings, knots, navigation. Devote the month of January to practicing any challenges that are announced prior to the Klondike. The challenges listed in this document are subject to change but are a good representation of typical town challenges.

## REGISTRATION

Register all participants online. Please register early, early registration helps with the event planning, eliminates unnecessary paperwork and aids in ordering awards. Saturday morning late registration will be accepted.

## ADDITIONAL ENTRY FEE

One canned/plastic (no glass please) non perishable food item per participant. Food to be donated to a district food bank. (soup, canned vegetables, beans, tuna, peanut butter, canned pasta meals etc.)

# DAY OF EVENT

## TRANSPORTATION AND PARKING

- ✓ Please carpool as much as possible to avoid overcrowding in the parking lot.
- ✓ Drive carefully in camp and obey the 5 mph speed limit.
- ✓ Follow the directions of the parking attendants.
- ✓ When getting dropped off, prepare yourself as you are pulling into camp. Offload your passengers and gear then exit.

## TROOPS

Troops should gather all their members near the Pine Grove by the parking lot, when all patrols have arrived Patrol Leaders only can register their patrol. Registration will open at 7:00 a.m. for both Mayors and Patrols. While adults are welcomed to visit the towns please refrain from following your patrols. There may be staffing needs please check with headquarters to help with any unfilled positions.

## PATROLS

**Safety is your responsibility. Don't put yourself or others in a position to get injured.**

**Report any injuries immediately to the emergency numbers on your paperwork.**

**Water is available at the camp office.**

1. Patrol leaders should account for all their members at a predetermined meet point.
2. Only the Patrol Leader signs in at registration/ headquarters where they must turn in a completed patrol roster(pg.11). Here they will receive an instruction sheet, a map and score sheet. Patrol registration will be open from 7:00 to 8:00 a.m.
3. Proper clothing and footwear are required.
4. All members of the patrol and their sled must then go through inspection. Your sled should include all the required gear and supplies it should be organized and securely loaded with your patrol flag attached. A thirty point bonus will be awarded for using a sled all day, wheels may be needed.
5. After inspection patrols proceed directly to their first town. A twenty five point bonus will be given for starting at the correct first station. The towns open at 8:00 a.m. and will remain open all day. Patrol's are to follow the order the towns are listed on their score sheet. Avoid skipping towns and backtracking.
6. Lunch. All patrols are to report to the closest cook town between 11am. and 1p.m. No ground fires allowed metal or foil pans required for your fire. Use as much time as you need, but you should not exceed one hour.
7. Carry In Carry Out Leave No Trace Principles should be practiced.
8. Patrols are not finished until they return to headquarters to turn in their score sheets and nuggets.

# MAYORS

- ❖ If you need to access your site to prepare before the day of the event, arrangements must be made with Camp Ranger Ethan @ 203-213-2824 or campmaster(number will be provided) prior to Friday afternoon. Vehicle access will be limited.
- ❖ Water is available outside the camp office.
- ❖ Carry In Carry Out. Leave No Trace...
- ❖ Put together a safe, fun and challenging activity.
- ❖ Develop a scoring rubric for your town's challenge.
- ❖ Starting at 7:00 a.m. Saturday morning mayor's must register and submit a town roster (pg.10) sign in and provide the mayor's name and phone number. You will receive instructions, score sheets, sign, nuggets and a map.
- ❖ We average 30 to 40 patrols, you should be prepared to handle at least five patrols in each rotation. Give the patrols ample time to complete the challenge but discourage them from "hanging out".
- ❖ Find the person with the best penmanship for filling out score sheets ensuring accurate transfer of scores to the spreadsheet.. Check sheets for accuracy, be sure both the towns score sheet and the patrol score sheets match. A fine-tip "Sharpie" pen works best.
- ❖ Message in scoresheet pictures around 10:00/12:00/2:00 and a final at 3:00. Patrols starting by the 3 o'clock closing time should be allowed to finish. Update final score sheet accordingly.
- ❖ Return sign, nuggets and score sheets to headquarters immediately after closing town.

# AWARDS

Categories:

**Standard Division:** A mixture of ages. First, Second and Third Place finishers.

**Senior Division:** Fourteen years of age and older. First Place only. Awarded only if the patrol has the event's highest overall score.

**Best Town Award:** At the conclusion of the day, all patrols can vote for (in their opinion), the best town of the Klondike. To increase your chance of winning the best town award, 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!!!

**Best Sled Award:** This award is subjective to what the judges feel is the best sled. Awarded to the patrol that the judges feel has the "most prepared sled". Do they have all the required gear and supplies? Is it packed and organized well? Is everything accessible? Is the sled roadworthy? Will it make it through the day? Has it an interesting design or paint job? Do they have their troop number and patrol flag properly displayed?

**Red Lantern Award:** This award is for the patrol that best exemplifies the Scout Oath and the Scout Law. Awarded by a tally vote from totals taken from the Towns Master Score Sheet, and the nominating form that will be enclosed in your folders along with testimonial evidence from the leaders and volunteers of the Klondike of the patrol's behavior along the trail.

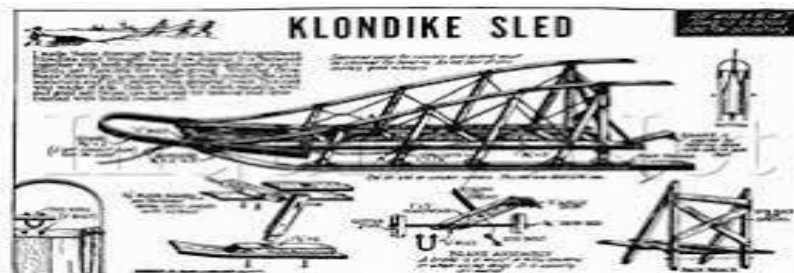
# BE PREPARED

## SLED, GEAR, SUPPLIES AND WATER

- All patrol members should share the work of pulling the sled, remember teamwork!
- Required gear must be securely loaded on your sled.
- A thirty-point bonus will be awarded to the patrol that uses their sled all day.
- If you are missing any items that are needed for a challenge your score could be negatively affected.
- Mark your gear for identification in case it gets lost.
- WATER, YOUR PATROLS SHOULD BE PREPARED AND SUPPLY THEIR OWN BUT IT IS AVAILABLE OUTSIDE THE CAMP OFFICE.

## YOUR SLED

Sleds were a major piece of equipment used by the prospectors and they took pride in its design and construction. Wheels may need to be added in the event there is not enough snow cover on the trail. You should outfit your sled with all the required gear and supplies. Be sure your sled is loaded securely, so nothing will fall out, it's possible to get tipped over. Customize it, give it a nice paint job, be sure to have a cool design and display your patrol flag, all with the hope of winning the Klondike's Best Sled Award.. Remember the more you carry the heavier your load. Not a good event for a Dutch Oven. A lighter stockpot or a roll of heavy duty aluminum foil to cook with may be better choices. A larger tarp would make a great shelter, but may be so bulky it is too difficult to handle.



# NEEDED GEAR AND SUPPLIES

	CHECKLIST		
	SLED		FIRST AID KIT
	3- 6 TO 8 FOOT POLES/SPARS		4 TRIANGULAR BANDAGES
	8- 10 FOOT ROPES OR PARACORD		SPLINT MATERIAL
	1- 50 FOOT ROPE OR PARACORD		JIFFY POP POPCORN
	PAN TO BUILD FIRE, <b>NO GROUND FIRES</b>		BLANKET
	1 COOKING POT		PLASTIC SHEET OR TARP
	1 POT TO BOIL WATER		NUGGET POUCH
	A CUP FOR EACH PATROL MEMBER		PENCILS AND SHARPIES
	LUNCH INGREDIENTS		RULER/ STRAIGHT EDGE
	PATROL FLAG ON A POLE		ZIP LOCK BAGS FOR PAPERWORK
	2 QUARTS WATER PER SCOUT/BULK JUG OK *		STORAGE BAGS FOR LEFTOVERS
	WATER TO EXTINGUISH FIRE *		2 PLASTIC GARBAGE BAGS
	MATCHES		TINDER, KINDLING, FUEL WOOD
	MATCHLESS FIRE STARTER KIT		MATCH LITE CHARCOAL
	MAP COMPASS see notes page		
	ENGINEER COMPASS see notes page		

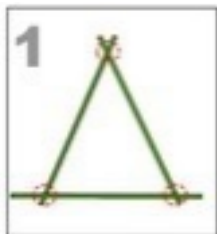
Bulk water jugs may be used for both drinking and water to extinguish your cooking fire. Individual bottles are not required but are recommended for personal use. This list is the minimum required, patrols may use any other gear or supplies they feel they can use.

# STATIONS (SUBJECT TO CHANGE)



## 1. First Aid.

This station sums up the Scout Motto “be prepared”. There could be a head injury, a broken bone needing to be splinted, you may need to transport using a stretcher, there could be severe bleeding that needs to be stopped, the patient could be in shock? All this in addition to the possibility of rain, freezing rain, snow, freezing temperatures. So, you just don’t know what you may come across.



## 2 Lash A Carrier.

Lash a three-pole carrier using square, diagonal lashings and a clove hitch use the carrier to transport your patrol one at a time over a predetermined distance. Be sure the poles can support your heaviest member.

## 3 Teamwork Challenge.

All in to solve a problem?



## 4 Navigation.

Take bearings of objects around the lake, draw bearing readings on to the map, estimate their distances.



# STATIONS CONTINUED



## 5 Search and Rescue

Someone has come up missing along the trail, you are to search for clues and signs of them in the nearby woods. You must not disturb anything because it is needed as evidence.



## 6 Fun Town

There may or may not be snow but that won't stop us from throwing 'snow balls' for accuracy and points.



## 7 Did You See That

You will get some big gold nuggets as a reward for using your memory.

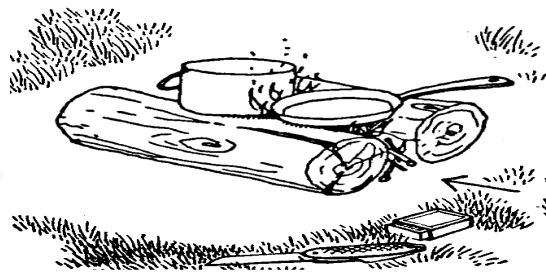
## 8 Sled Race

Anyone can race in a circle but we won't let that happen. There may be trouble along the course  
"Be Prepared"

# COOK TOWNS/LUNCH

All Towns should remain open throughout the day. This is with the expectation that no patrol would have to skip or backtrack and more patrol's will complete all the towns.

- JiffyPop popcorn is to be had for a snack while cooking your meal. Fire starting will be judged on how long it takes to start your fire and get the first “pop” of your JiffyPop Popcorn.
- Cooktowns will be open from 11:00 am to 1:00 pm. There are three cook towns, patrols are to report to the closest one, avoid backtracking.
- Meals should be creative, taste good and be eaten by all. They should include a protein, starch and vegetable. Example (beef, potato, carrots)
- Lunch should consist of a hot beverage, a hot meal, and a dessert, try to keep it simple. One pot meals work well. A foil pouch lunch is an easy no mess way to make a nice hot meal.
- Meals are to be cooked over an open fire, or coals. Match light charcoal may be used. No liquid charcoal starter.
- Leave No Trace principles should be practiced at all times. Carry In Carry Out.
- Your method of starting your fire and your meal may or may not be judged.
- You must have water to drown out your cooking fire.



Trapper / Parallel Log  
Style Campfire

# Adult Roster

Troop Number \_\_\_\_\_

Contact Name \_\_\_\_\_

Contact Phone Number \_\_\_\_\_

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

# Patrol Roster

Troop Number \_\_\_\_\_

Patrol name \_\_\_\_\_

Contact phone number \_\_\_\_\_

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

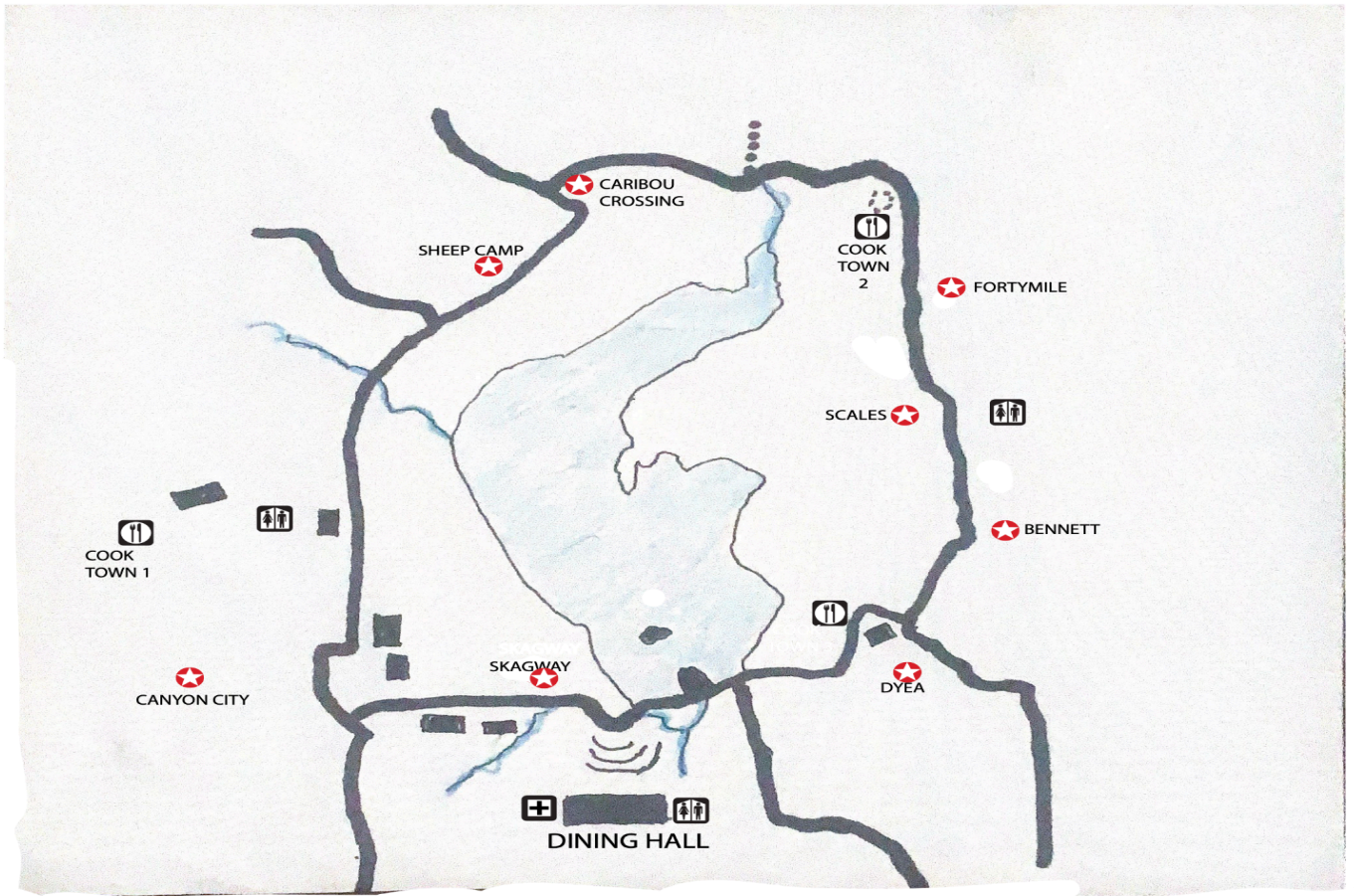
7 \_\_\_\_\_




8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

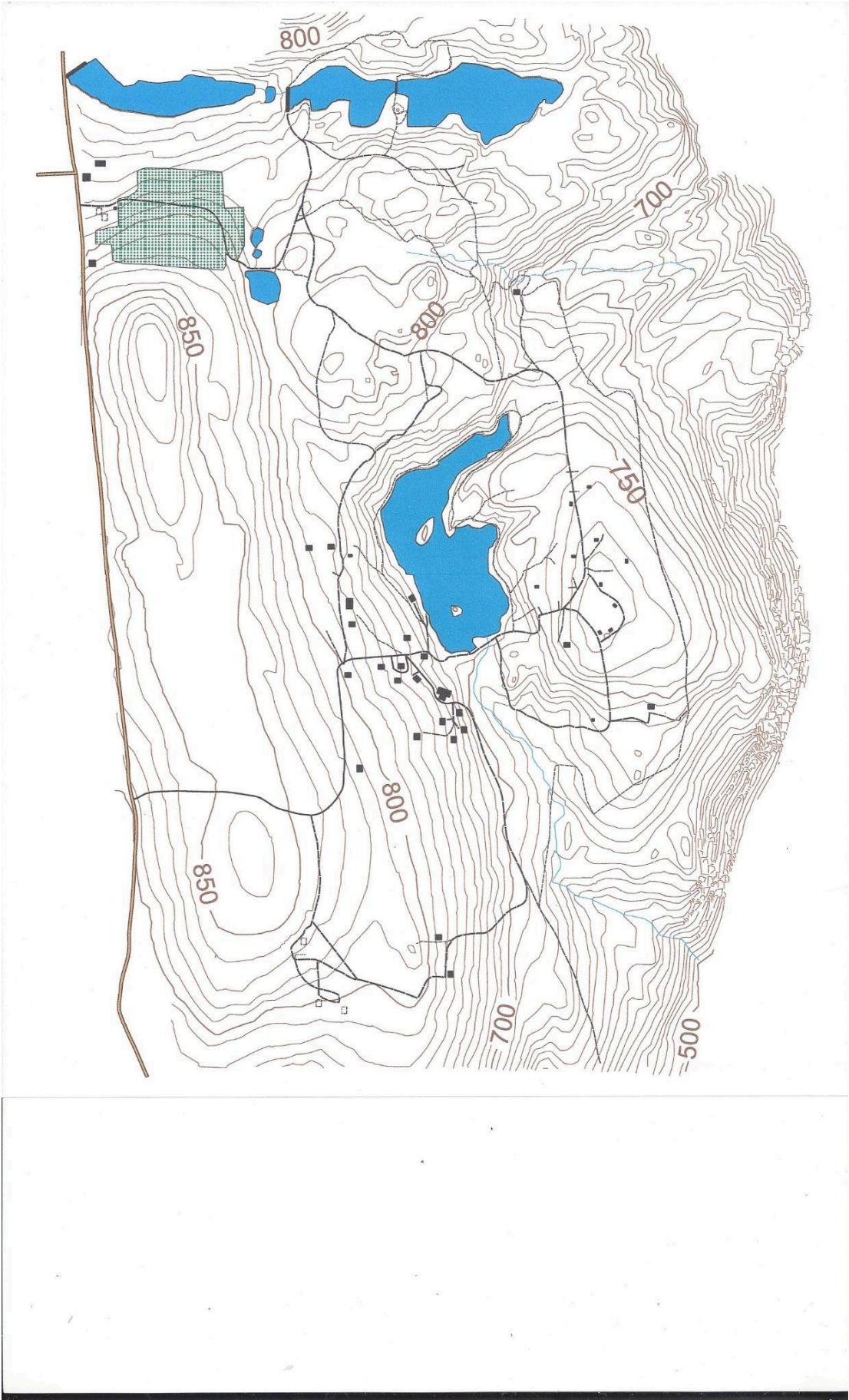
MAP SUBJECT TO CHANGE



-  FIRST AID IN THE DINING HALL
-  REGISTRATION
-  RESTROOM  
LATRENE

STATIONS 

- |                  |                         |
|------------------|-------------------------|
| CANYON CITY      | ACTIVITY FIELD          |
| SHEEP CAMP       | 109 SITE                |
| CARIBOU CROSSING | TRAIL JCT. TO LOST LAKE |
| FORTYMILE        | POLARIS SITE            |
| SCALES           | MAPLE SITE              |
| BENNETT          | MOHAWK SITE             |
| DYEA             | SCOUTCRAFT PAVILION     |
| SKAGWAY          | NATURE CENTER           |

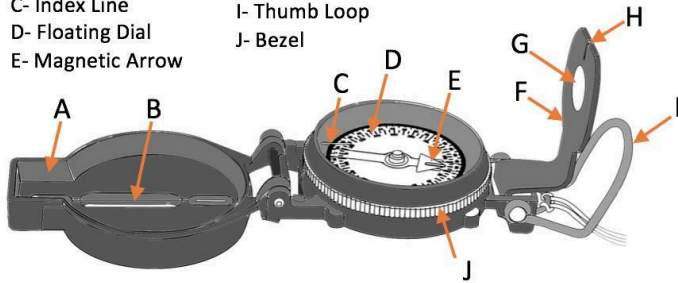


# NOTES

## Engineer Compass

### Compass Parts

- A- Cover
- B- Wire Site
- C- Index Line
- D- Floating Dial
- E- Magnetic Arrow
- F- Rear Site/Lense Bracket
- G- Lense
- H- Sighting Slot
- I- Thumb Loop
- J- Bezel



## Map Compass

