

2023 Del-Mar-Va Council Southern Klondike Derby

Adventure Awaits

January 20-22, 2023
Henson Scout Reservation



Leader's Guide

Del-Mar-Va Council, invites you to:

The Adventure Awaits Klondike Derby

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

Phone: (302) 258-7759; please leave a message

Email: michael.r.redington@gmail.com

Register via the Del-Mar-Va Council website at <https://scoutingevent.com/081-hsrklondike>

Location:

Henson Scout Reservation, Rhodesdale, Maryland

Cost:

- Attendees registered **AND** paid on or before 26 December, 2022: \$15 per person
- Attendees registered between 27 December, 2021 – 7 January, 2023: \$20 per person
- Attendees registered after 8 January, 2023: \$20 per person
- **Adults who volunteer to help at stations: \$5 per person**

Leadership:

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.

General Derby Notes

Each unit attending is asked to have the adult leader(s) assist with the events as the teams compete in the activities. This year, patrols will complete in archeology-themed activities against other patrols to find a hidden treasure. So channel your inner Benjamin Gates, Indiana Jones and Goonies and get ready for a great time. Prizes will be awarded at Saturday evening's campfire for the overall event and for selected events.

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

Visitors will be allowed to visit the derby on Saturday and can stay for the campfire. If they wish to stay either night, they will need to register and pay. Webelos Scouts **cannot** camp during the Klondike Derby, but may attend to watch on Saturday. Due to attendance and age-appropriate constraints, Webelos will not be able to participate in the events.

General Guidelines

Conduct:

- Each troop is responsible for the Scouts in their troop.
- 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.
- 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.

The above list is not intended to be complete but it is very important that it be agreed upon by the adult and youth leaders of the unit to ensure the safety of all present and to protect the camp for all to enjoy.

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—for example, time to climb the wall, accuracy of orienteering, 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 ever argue with a judge. If you think that you have been treated unfairly by a judge, immediately bring this to the attention of your unit leader. DO NOT wait until Sunday morning to bring this up. The Klondike 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!!!

Other Event Notes

Participation Patches:

Patches for your Troop/Patrols will be issued at time of Check Out on Sunday morning. If they are not available at the event, patches will be distributed through your District Executives at the first available Roundtable after the event.

Campfire Skit:

Each troop or patrol should prepare a song or skit for performance at the Saturday night campfire. Skits/songs should be in the best traditions of Scouting—that is 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.

COVID19 Notes (Unfortunately, we still have to add this part☹)

If there is any concern of a fever or any other of the above listed COVID19 symptoms, it should be reported immediately, and the presumed sick person should report to the Campmaster Lodge immediately for isolation and further evaluation.

Anyone who has been exposed to Covid-19, but who has not tested positive should consider wearing a mask during the event as a courtesy to others.

Klondike Derby Information

Check-In Procedures

Units may begin checking in at 5:00 PM Friday. Upon arrival, one adult and the SPL from each unit should report to Headquarters (The Administration Building next to the Dining Hall, beside parking lot).

Leaders should be prepared with the following:

- Proof of Insurance (if not from the Del-Mar-Va Council)
- Troop Roster (Page 7)
- Unit Health Forms (Unit Leader must keep copies for staff use if needed).
- Payment (if any) that is due

Your campsite will be issued to you at Check In. The campsites to be used will be at the discretion of the Klondike Staff and will be arranged based on unit sizes. Smaller units may have to share campsites with other units to ensure that there is enough space. No reserving of campsites will occur. Special needs (e.g. CPAP, medical, etc. should be emailed to Michael Redington at the above address.)

Each troop furnishes its own tents, food, wood and equipment. Potable water is available at any of the posted frost-free spigots around camp. It is recommended that the troop have wood or charcoal for cooking. A camp stove also works well. After your unit has set up your campsite, vehicles must be returned to the Main Parking Lot. One unit trailer may remain in camp to hold supplies for the event.

Team/Patrol Specification:

Each team should have 4 to 8 Scouts. For some events a larger patrol will be an advantage and for other events, a smaller patrol would be an advantage so it will balance out. All members of the team must be properly clothed for cold and poor weather, as weather conditions dictate.

Event Proceedings:

The event stations will be run in a sequence where one will lead to another. Patrols will find a clue or a talisman that will be used to get to and/or to be used at the next station. The first patrol to decode the last clue and find the lost Golden Fleur de Lis will be declared the winners.

Judges:

Please plan ahead so that each Scout understands that the judges' word is final. If there is a judgement concern, the unit leader should bring this to the attention of the event chair for mediation. We will work to resolve the issue in the most Scout-like manner. The event chair's decision is final.

Awards:

Awards will be presented for first, second and third place for the overall competition. The Chuckwagon Cookoff winners will also be awarded with a trophy. Staff members will distribute event prizes at the campfire on Saturday night.

Special Event Rules:

This year's event cookoff will feature exotic foods. Cook your best fare from a foreign land and bring it to the Campmaster Lodge for lunch before the event starts its second half. Please remember, people have to eat this stuff to judge it. If it is burned or tastes bad, please do not serve it to our staff. Their taste buds thank you in advance.

Klondike Derby Schedule

Friday:

5:00 PM CHECK-IN BEGINS (Administration Building)

9:00 PM Cracker Barrel / Leader Meeting (Administration Building)

One adult leader and the SPL from each troop should to attend. **PLEASE**, have your SPL relay the event information and updates back to the patrols **BEFORE** they head out for the competitions on Saturday morning.

Saturday:

8:00 am – Opening Ceremony (Athletic Field Flag Pole)

8:30-11:30am – Events (Assigned Sites)

11:30-1:00 – Lunch (Campsites)

1:00-4:00 pm – Events (Assigned Sites)

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 (Administration Building)

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)

At checkout, the SPL or 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 someone in the Campmaster Lodge.

Sled Specifications:

The sled must be Scout constructed. After much deliberation and consistent annual feedback, sleds must be sleds with runners or skis. The Patrol Leader is expected to be in complete control of his/her 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 to 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 expected.

Sleds should include the following equipment and supplies:

- Leather gloves for each member
 - First aid kit
 - Wood tools (axe, saw, pocketknife, safety glasses)
 - Drinking water for each team member
 - Compass(es)
 - Campfire Signing items (if participating)
 - Pen or pencil and paper
 - Rope, twine or paracord
 - Patrol flag
 - Leader guide
 - Event map
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- Scouts BSA Handbook and Field Guide are encouraged as they have instructions for many of the basic skills that will be needed to complete some events. Proper knowledge of Scout knots, lashings, orienteering, fire building, etc. will be needed to be competitive.

Featured Event Information:

Though many of the events will be somewhat secret (like any treasure hunt should be), there are a few things that we can let you know now.

1. At least one of your patrol is expected to take on our climbing wall to retrieve a clue.
2. The patrol will be expected to be able to prepare wood for and be able to build a fire to release a clue.
3. The patrol will need to work together to master several obstacle-style or teamwork events.
4. The patrol will need to know how to do basic knots and lashings.
5. The patrol will need to be able to use a map and compass together.
6. There will be other stations that require puzzles and clues to be solved as well.

