

2024 Del-Mar-Va Council Southern Klondike Derby

The Mists of Dorchester

January 19-21, 2024
Henson Scout Reservation



Leader Guide

Del-Mar-Va Council, invites you to:

The Mists of Dorchester 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 (Chair) or Dennis Redington (Program Director)

Phone: (302) 258-7759; (302) 381-6784, please leave a message

Email: michael.r.redington@gmail.com or dennis.redington@sussexvt.k12.de.us

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

Location:

Henson Scout Reservation, 5700 Nanticoke Road, Rhodesdale, Maryland 21659

Cost:

- Scouts registered before 5 January, 2024: \$15 per person
- Adults registered before 5 January, 2024: \$10 per person
- Attendees registered after 5 January, 2024 will be charged a additional \$5 per person
- **All adults who volunteer to help at stations will receive a \$5 discount**

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 have current Youth Protection Training. As per the new Scouts BSA policy, any parents in attendance **MUST** be registered Scouts BSA Leaders with current YPT.

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 fantasy/mythology-themed activities against other patrols to accurately complete all tasks as fast as possible. Dust off your LARP gear, catalog your best Magic: The Gathering and Dungeons & Dragons tokens, and unleash your inner geek. 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 (e.g. CPAP, allergies, etc.). 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 time 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** (except for cooking) during the day on Saturday since everyone is expected to be out at the event sites.
- The Scout Oath, Law and Outdoor Code 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 patrol's scoring will be based on the requirements of each event—for example, time to correctly mix the potions, 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 who will report it to the Klondike staff. DO NOT wait until Sunday morning to bring this up. The Klondike staff is there to help you during the derby, but you 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 Program:

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. Please submit your campfire program selection to the campmaster staff by dinner on Saturday. It would be fun to play into the theme with campfire activities (i.e. dress up, perform mystical skits, reenact movie or video game scenes, etc.)

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 8)
- 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, however, any of our camp lodges are available for rent on a first-come, first-served basis, for an extra fee.

Each troop furnishes its own tents, food and equipment. Potable water is available at any of the five posted (**see map**) frost-free spigots around camp. It is recommended that the troop find wood or bring charcoal or a camp stove for cooking. 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, but each group will remain in each of the six areas for one hour. Patrols will be assigned to areas to start the day and participate in three stations in the morning and three more in the afternoon.

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. Several events have been pre-selected for the best team to be recognized with an award. Staff members will distribute event prizes at the campfire on Saturday night.

Special Event Rules:

The cookoff is meant to be one portion of what you are eating for lunch that day—**NOT a special food just for the judges**. This year's event cookoff will feature foods with a mystical theme. Cook your best fare from your favorite fantasy book, film or show, or make one up with a mystical name, and bring it to the Campmaster Lodge for lunch before the events start in the afternoon. 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)

7:00-10:00 Mystical Games in the Dining Hall

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 (Nanticoke Lodge Flag Pole)

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

11:30-1:00 – Lunch (Campsites)

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

4:00-5:00 pm – Quidditch Final Rounds

5:00 pm-7:00 pm – Dinner (Campsites)

7:30 pm-9:00 pm – Campfire Program and Awards (Campfire Area)

Immediately after the campfire – 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 use runners or skis **and cannot have wheels**. Milk crates or buckets are recommended to store items. 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 accompany or help to pull the sled since this is a patrol building competition—let the scouts do the patrol method without you. Any coaching or practice should be done prior to the event. Adult participation will result in disqualification. Cheering and encouragement is expected.

Sleds should include the following equipment and supplies:

- Leather gloves for each member
- First aid kit, neckerchiefs and blanket
- Wood tools (axe, saw, pocketknife, safety glasses)
- Drinking water for each team member
- Compass(es)
- Four 6' dowels or spars (may need to be cut)
- Dutch oven & cooking supplies (as per event description)
- Pen or pencil and paper
- Rope, twine or paracord
- Patrol flag
- Leader guide
- Event map
- 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.

Klondike Station/Activity Descriptions 2024

Mystical Games (Dining Hall)

Come together on Friday night and meet some new friends in the dining hall while playing Magic: The Gathering, Dungeons & Dragons or any other popular mystical game(s) you wish to share. Learn how to play, trade cards, just play for fun or take on the top competitors in an open night of fellowship and Magic.

The Fortress of Lash-Er (Lasher Lodge, outside)

The Grove of the Druids

Here patrols will have to identify plants and animals and will make a plaster cast of animal tracks.

Merlin's Laboratory

At this station, participants will go through a series of potions and experiments to realize the alchemist's wildest dreams. Turn pennies to gold, make light appear, change the color of fire and more.

The Clerics

Here you will perform a variety of basic to moderate-level first aid skills. These skills come directly from those found in the ranks on the Trail to First Class. Don't forget to have the items listed in the Sled Specifications.

Middle Earth (Dining Hall BBQ Pit and Brownsea)

These will be two separate time slots in the rotation.

The Forest of Doriath (Dining Hall)

Scouts will use their Dutch oven cooking skills to prepare and bake Lembas Bread, the mystical manna of the elves in J.R.R. Tolkien's universe. Bring a Dutch oven w/tongs or pliers, oven mitts/gloves, mixing bowl, mixing spoon and a cutting board (for rolling out the dough). All other materials will be provided. Patrols are expected to clean up before leaving this station.

The Misty Mountains (Brownsea)

The Kiss of the Dragon is a new twist on an old challenge, this year asks that once you have made your fire, you use your breath to blow the heat onto a provided canvas to melt the wax to make crayon art. Toti'n Chip and Firem'n Chit required. No outside fire building materials allowed, only the wood tools to break down the wood. Channel your inner dwarf to cut the wood into useable pieces for building the fire. Then use the fire to create your unique art piece.

The Feast of the Bulette (Campmaster Lodge)

This year's twist on the lunchtime cookoff involves making something that looks like it came from a magical/fantasy book, movie or show. You can make up something unique if you wish. Be creative, but remember, this is what you are eating for lunch as well. One portion of your lunch should be delivered to the Campmaster Lodge before the afternoon session begin.

Hogsmeade (Activities Field)

The Gryffindor Pitch

We will be playing Quidditch in 12-minute rounds according to the rules found at the website below with two major changes: Beaters will only be able to roll the Bludgers at the Chasers instead of throwing them at each other and the Snitch will be a remote-controlled vehicle instead of a human. Teams should consist of three Chasers, two Beaters, one Keeper and one Seeker. The Patrol Leader will be the Captain. Positions will be adjusted such that teams with less than seven players will not be at a disadvantage. The top teams from each timeslot will return at 4:00 to compete for the ultimate championship.

<https://www.wikihow.com/Play-Muggle-Quidditch>

The Western Plains (Northern Comfort Station)

Hanna, The Planeswalker

At this station you will combine your orienteering skills with your teamwork, wits and scout knowledge. As you navigate the course, you will be challenged by Rogues and Sphinxes. These may prove to be your undoing if you cannot work together as a patrol.

The Realm of the Rogues

You will have to use your wits to overcome these challenges. Teamwork is the only way to survive the cunning skills of the rogues that you will find along the way. Since the rogues live by their ability to deceive, these challenges come with a twist. "Be Prepared!"

The Voice of the Sphinx

The Sphinxes will challenge your ability to solve scout riddles and puzzles together as a team. Correct answers will gain you your next clues. Incorrect answers will require you to perform a skill or a task to gain the next clue.

The Forgotten Realm (Disc Golf)

The Nomad Village

It is here that you will practice some of the most ancient of Scouting skills—knots, lashings and tent pitching. Be ready to use these skills in a way many of you may not have practiced for a while. Modern tents, dining canopies and troop equipment don't require the skills that the older ones did so "Be Prepared!"

The Search for the Mystics

In this part of the journey, you will be on the lookout for signs of mystical creatures that have been hiding in the Forgotten Realm. Fairies, Gnomes, Unicorns, and many more creatures can be found here; if you have a keen eye.

OFFICIAL TROOP ROSTER

Troop: _____ Adult Leader: _____

Council: _____ District: _____

Name	Age	Rank	COVID19 Safe (Y/N)

Make additional copies if necessary to include entire unit.

The Realms of Dorchester

