

20TH ANNUAL **4MR DISTRICT KLONDIKE DERBY** **GUIDE FOR PATROL & CREW LEADERS**

The **Klondike Derby** is a midwinter challenge of teamwork and outdoor skills. Your patrol or crew will pull a **sled** you have built yourself (ahead of time) over a course. You will load your sled with the equipment you will need for the competition (see separate equipment list). You will journey to Klondike "**towns**" named after real towns of the Yukon Territory. When you get to a "town," you will report to the **Mayor**, pay your toll and receive challenges. The challenges are fun and will test your skills, your teamwork, your leadership and your scout spirit.

Traveling by dog team is often still the best way to get around in the Yukon territory. At our event, scouts rather than dogs pull the sleds, but it's still mushing!

What to expect:

At Chilkoot Pass (Start/Finish)

Unload your sled in the designated parking area and follow signs to Chilkoot Pass (don't expect to be able to drive – the road will be closed to all vehicles other than sleds).

Be at the registration table **by your** scheduled registration arrival time. **Late arrivals may be bumped to the end of the start list.** You will soon be issued your passport and a trail map. Carry your passport and trail map in a plastic bag to keep it dry. Be prepared to present your Patrol/Crew name, flag and cheer.

When you have finished registering, you will be directed to the sled corral so your sled can be inspected.

Sled Inspection: This is primarily a health and safety inspection (see sled inspection form):

Is everyone wearing boots? No sneakers or crocs!!
Is everyone wearing warm clothing? No shorts please!!
Hat and Gloves?
Rain gear? (if it's raining or rain is predicted)
Enough Water? (1 liter per scout)
First Aid Kit?
Trail Lunch?
Proper tow ropes on sled? Handholds, NO Giant Loops!

On the Trail: Please follow the trail you are assigned to. There are two trails with some common sections. Please know what division you are in and read the signs and trail blazes (little colored ribbons or flags). Assign a patrol member to be your naviguesser to read your map. If you "miss" a town, you will be sent back or must accept disqualification to continue out of order.

On arriving at each Town. Park your sled where directed and go see the Mayor. Give the Mayor his or her toll (one piece of firewood).

Before you leave each town, it is your job as Patrol Leader to make sure:

- (a) The Mayor has marked and initialed the *number of nuggets* you earned on your passport.
- (b) The Mayor has marked any *wait time* or *lunch break* on your passport.

Credit for Lunch break. Take your lunch break in a Town at noon. If you are on the trail at noon, go to the next town and have lunch there (do not eat lunch on the trail unless you don't care if the time counts against you). The town may or may not have a

fire you can use and may or may not be able to give you hot water. The lunch break does not count against your time if initialed by the Town Mayor. Drink water during your lunch break.

On Returning to Chilkoot Pass

1. Park your sled where directed.
2. Turn in your passport and your nuggets
3. Get some hot cocoa.
4. Fill out an evaluation.

How to Prepare: The following skills are all possible subjects for this year's competition:

- Second/First Class Navigation (Map and Compass) Skills & Orienteering Merit Badge
- Tenderfoot/Second Class/First Class First Aid Skills & First Aid and Emergency Preparedness Merit Badges
- Tenderfoot/Second Class/First Class Nature Skills & Nature Merit Badge
- Tenderfoot/Second Class/First Class Camping Skills & Camping Merit Badge
- Scout/Tenderfoot/Second Class/First Class Tools Skills & Pioneering Merit Badge
- Anything in the *Boy Scout Handbook* (current edition)
- Members of your crew are permitted to scope out the trail in advance of the event (please make arrangements with our registrar Randy Bender)

Work on your teamwork:

- test your sled
- review proper clothing for cold weather (see BSA Handbook page 141)
- use patrol meetings to practice basic skills and teamwork
- go through the equipment list in detail & make sure you have everything on the list
- practice packing and unpacking your sled
- if you are interested in speed, practice running cross-country with your loaded sled. Note that especially the longer trail has some rugged sections.

BE ON TIME: We will send you your assigned reporting times by email sometime during the week before the event. The reporting time is when we will expect you to report to the Chilkoot Pass registration table. Unlike past years, we will give you a time that is quite close to your actual start time while allowing time for an inspection. Please be on time!

Classifying Your Patrol/Crew: Our Registrar's sorting hat will classify your patrol or crew as IDITAROD or YUKON QUEST based on rank. IDITAROD and YUKON QUEST patrols/crews will encounter different challenges on the trail. IDITAROD Patrols will compete against each other, and YUKON QUEST Crews will compete against each other. Note: no competitors may be over 17 years old, and adult "escorts" are not permitted except for health and safety reasons arranged in advance with the Headquarters Staff.

Maximum Time: For health and safety reasons, no Patrol will be allowed to remain on the course too long.

Follow the Trail!! The Trail is marked with ribbons and flags. **If you cannot see colored ribbons or flags, you are off the trail** – turn around!! If you get lost, please call headquarters.

First Aid Station: Report all injuries at HQ or to a town mayor, who is in radio contact with our first aiders.

Conduct/Discipline: Abide by the Scout Oath and Law at all times. You will be disqualified if you tamper with trail signs or markers or if you otherwise intentionally impede the progress of another patrol.

Please Respect Your Fellow Scouts: The scouts you meet on the trail or in the towns are likely to have different ages, experience levels, genders, etc. **Please remember that just like you, we are all scouts.** Please show respect and treat everyone as scouts.

Winter Camping: You are encouraged to camp on Friday night. The camping area is on the field straight past the sign into Camp Highroad. Leave No Trace. Do not dig fire pits. Water is available at a red spigot. If bitter cold is forecast, please ensure your scouts are prepared. This means a good foam ground pad, an extra blanket or sleeping bag, and a complete change of clothing for sleeping.

PATROL METHOD: The course is closed to adults and no adult coaching is permitted. We have encouraged your adult leaders to join our staff.

Food/Water: Bring food for a trail lunch. Scouts *may* be offered use of a fire in the town they eat lunch in. Hot water *may* be available in some towns. All sleds must carry adequate water (1 liter minimum per scout) to ensure scouts stay hydrated. Two liters of water per scout are recommended if the weather is unusually warm (over 50 degrees F).

Firestarters: You may be called upon to start a fire. To help you do so, you may optionally bring naturally occurring (means "in Northern Virginia forests") kindling & tinder and sticks to help start a fire. Any fire starters you use should be ones you could make from naturally occurring materials you could find at Camp Highroad in February. NO artificial accelerants, NO pre-made fire starters and NO fatwood unless your patrol harvested the fatwood yourselves from a pine log. For example, cotton balls covered in Vaseline are not acceptable, nor are rolled up pieces of cardboard covered in paraffin. You could of course make a fire starter on site, but you may save time if you make it in advance. NOTE: your patrol or crew must gather any such fire materials yourselves. Anything provided by an adult leader is an unfair advantage and is not acceptable. You will also be asked to bring char cloth and twine. What is char cloth? See e.g., <https://youtu.be/GsgryqfnCsg>

Firewood Tolls: six (6) fire logs. You need six tolls total: one for Chilkoot Pass and one for each of the five towns. These fire logs must be 3" to 4" diam. kiln dried logs; pieces of cut up lumber 18" to 24" in length (twelve 2x4s or six 4x4s – not pressure treated – are acceptable). Random sticks you find on the trail will not be acceptable. If you do not have proper firewood, you will be charged a nugget at inspection and in each town where you don't pay a toll. Best idea: purchase a bag of kiln dried firewood from Home Depot or any 7-11. **NOTE: INSPECTOR WILL CONFISCATE YOUR FIREWOOD IF IT IS ANYTHING OTHER THAN KILN DRIED --** we don't want to transport non-kiln-dried firewood across county lines.

LOST & FOUND: At Chilkoot Pass, then at February 4MR Roundtable. **Please label all items with your troop number so we can return them to you.**

SLEDS

Sleds must be constructed by scouts and have the form of a sled.

The sled may be made of any material(s) (wood, timbers, pvc, bamboo, fiberglass, aluminum, wire, plastic, *etc.*). Please do not use nails. Other fasteners, such as screws, nuts and bolts and glue, are better and safer. Lighter is almost certainly better. Wheels are optional, but if you do decide to use wheels, you should make sure they are large wheels that are anchored well, and your sled has a good frame to support your wheels.

Ski runners that can support the sled are required- even if you have wheels. The ski runners must be physically attached to the bottom of the sled and must be capable of supporting the sled.

Attach a harness for pulling the sled to the front of your sled. NEVER put this harness over any scout's neck or around any scout's waist; hand-holds only, NO giant loops!

You must bring your sled back to the start/finish line. It can be whole or in pieces, but it must return.

There are many Klondike sled plans on the Internet, check out the following links:

<https://www.epoxyworks.com/index.php/boy-scout-composite-klondike-derby-sled/>
https://pack239novi.tripod.com/Klondike/Sled_design.pdf
www.inquiry.net/outdoor/winter/gear/sleds/
<http://media.scouting.org/boyslife/workshop/sledplans.pdf>
<http://scoutdocs.ca/Klondike/>
<https://www.youtube.com/watch?v=1euwUPcP-co>
<https://www.youtube.com/watch?v=0SaR4z70QUA>

Hint: do not let an adult design your sled. Adults tend to overdesign.

Hint: TEST YOUR SLED AHEAD OF TIME. And not just in the parking lot.

SCORING

You earn gold nuggets as you go. A perfect score in any town is worth 10 nuggets. A perfect score at sled inspection is worth 6 nuggets. Nuggets will also be awarded based on time on course excluding lunch and wait time. **You will not be penalized for wait time or lunch time.**

Each town Mayor will award you nuggets based on how well your patrol or crew completes the challenge, your team spirit and your teamwork/leadership. (Many Mayors will award two discretionary nuggets (out of 10) to recognize scout spirit and teamwork.) The judgment of the Mayor is final. **You will lose one nugget in a town if you can't pay the firewood toll.**

The top team in each division will receive a Klondike Trophy. The trophies will be awarded at the district dinner in March.

2025 4MR KLONDIKE DERBY RULES

1. Patrol/Crew SIZE. You need at least 6 scouts but no more than 9 per patrol. If you have a challenge with this, please ask your adult leader to contact the registrar in advance.
2. BE ON TIME. The first teams must report at 0800. Arrive at your assigned time. If you arrive late, you may be bumped to the end of the line.
3. TOWN ORDER. You must visit the towns in the order listed in your passport. Should you "miss" a town, you will be sent back unless you are willing to accept disqualification from the competition (your choice).
4. LUNCH. Your scouts should each bring at least one (1) liter of water, and the patrol should plan a trail lunch.
5. GARBAGE: Pack it in, Pack it out. Please pick up any trash or items you find on the trail.
6. CODE OF CONDUCT: Follow the scout oath and law.
7. MAYOR'S DECISIONS are final (there is no appeal).
8. EQUIPMENT INSPECTION. **There will be a sled inspection primarily for health and safety. Why not look at the sled inspection sheet in advance?**
9. SLEDS: Regardless of whether there is snow cover at the camp or not, sleds must be scout built and have skis that run the full length of the sled and can support the sled.
10. PASSPORTS: If it's not recorded on your passport, it didn't happen. It is your responsibility to make sure the town Mayors fill out pertinent portions of your passport.
11. NO IMPEDING: You may not intentionally impede the progress of any other patrol. That includes no moving of trail markings and not placing obstacles on the trail.

Example Pre-Start Checklist

- ◇ Sled ready to go? Trail tested so it won't fall apart?
- ◇ Do you have all the required sled equipment?
- ◇ Is the equipment secured so it won't fall off?
- ◇ At least 1 liter of drinking water for each scout (2 liters/scout recommended if it's hot)?
- ◇ 6 **STORE-BOUGHT** firewood tolls?
- ◇ Lunch?
- ◇ Fully charged mobile phone(s)?
- ◇ Is everyone dressed warm? Hat, gloves or mittens and hard soled boots? Layers? Rain gear if required?
- ◇ Patrol/Crew Flag or Totem?
- ◇ High energy snacks?
- ◇ Patrol Cheer?