

17TH ANNUAL
CHAIN BRIDGE 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. 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 a challenge. 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 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. Carry your passport in a plastic bag to keep it dry. Be prepared to present the following:

- a. Patrol/Crew name, flag and cheer
- b. Rank of each scout.

When you have finished registering, you will be issued a passport and a map and 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 handed out at January roundtable):

Is everyone wearing boots?

Is everyone wearing warm clothing?

Hat and Gloves?

Rain gear? (if its raining or rain is predicted)

Enough Water? (1 liter per scout)

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 common sessions. Please know what division you are in and read the signs and trail blazes. Assign a patrol member to be your naviguesser to read your map.

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, 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. 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. Drink water during your lunch break.

On Returning to Chilkoot Pass

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

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

- Second/First Class Navigation 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)

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.

What Your Scouts Should Wear:

- Layers (clothing appropriate for the expected temperatures)
- Winter hat.
- Mittens or gloves.
- Waterproof **BOOTS** (required)
- **Rain gear** (if its raining or rain is predicted)

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 at the Chilkoot Pass registration table. Please be on time! If you are late, we may need to bump you to the end of starting schedule (which could be hours after your original scheduled 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.

Maximum Time: No Patrol will be allowed to remain on the course more than 4.5 hours (excluding wait time).

Follow the Trail!! The Trail is marked with blazes. **If you cannot see blazes, you are off the trail** – turn around!!

First Aid Station: Located at Chilkoot Pass headquarters. Report all injuries here immediately (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.

Winter Camping: You may camp on Friday night for an additional charge. Select your own campsite. Leave No Trace. Do not dig fire pits. Water is available at a red spigot at Chilkoot Pass Headquarters. If bitter cold is forecast, please ensure your scouts are prepared.

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, 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 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/GsgrygnCsg>

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 can be 3” to 4” diam. seasoned/dried logs (e.g., store bought, kiln dried, to **avoid violating the firewood transportation ban**, see <https://www.dontmovefirewood.org/how-to-help/f-a-q/>); pieces of cut up lumber 18” to 24” in length (twelve 2x4s or six 4x4s – not pressure treated – are acceptable); or substantial seasoned firewood saw-cut at Camp Highroad. Random sticks you find on the trail will not be acceptable. You will be charged a nugget in each town where you don’t pay a toll.

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

SLEDS

Sleds must be constructed by scouts.

The sled may be made of any material(s) (wood, timbers, pvc, 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 usually 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 are required.- even if you have wheels.

The sled must carry all required equipment and should (unloaded) be able to carry one scout.

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.

Some units reuse sleds from previous years. You are passing up a great opportunity for patrol bonding if you do this. There are many Klondike sled plans on the Internet, check out the following links:

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. Lighter (while still being strong enough) is better.

SCORING

You earn gold nuggets as you go. Each nugget is worth 10 points. A perfect score of 10 nuggets in any town is worth 100 points. Nuggets will also be awarded based on time:

- The fastest overall time will receive 100 time points
- The next fastest will receive 90 time points
- The next fastest will receive 80 time points
- And so on.
- The 11th fastest and all slower sleds will receive zero time points.

You will not be penalized for wait 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.**

You will also earn up to six (6) nuggets for the prestart sled inspection.

For each Division, the team with the highest combined score, based on the number of nuggets and overall time, will win the competition.

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

2022 CBD KLONDIKE DERBY RULES

1. REGISTER. All participants must register.
2. Patrol/Crew SIZE. You need at least 6 scouts but no more than 9. If you have a challenge with this, please ask your adult leader to contact the registrar in advance.
3. BE ON TIME. The first teams must report at 8:00 a.m. Arrive at your assigned time. If you arrive late, you may be bumped to the end of the line.
4. All scouts must have:
 - Proper foot gear (boots are required)
 - Hat, gloves and coat
 - Rain gear (if its raining or rain is likely)
 - Adequate water – dehydration is a real problem
 - Trail Lunch
5. LUNCH. Bring at least one (1) liter of water per scout and a trail lunch.
6. GARBAGE: Pack it in, Pack it out.
7. CODE OF CONDUCT: Follow the scout oath and law.
8. MAYOR'S DECISIONS are final (there is no appeal).
9. EQUIPMENT INSPECTION. **There will be a sled inspection primarily for health and safety.**
10. SLEDS: Regardless of whether there is snow cover at the camp or not, sleds must have skis that run the full length of the sled.
11. NO IMPEDING: You may not intentionally impede the progress of any other patrol. That includes no moving of trail markings.

[end]

Pre-Start Checklist

- ◇ Sled ready to go?
- ◇ Do you have all your sled equipment and no extra equipment?
- ◇ Equipment secured so it won't fall off?
- ◇ At least 1 liter of drinking water for each scout (2 liters/scout recommended if its hot)?
- ◇ 6 firewood tolls?
- ◇ Lunch?
- ◇ Fully charged cell phone programmed with Klondike Headquarters number?
- ◇ 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?