

Klondike '24 - Escape from Cedar Point

A miner on the Yukon will do just about anything for gold - but getting eaten by a ghostly winter cannibal spirit is where you draw the line. After what happened last year with the Wendigo you decided that you're going to do your prospecting in a different part of the Yukon. So your sled team journeyed to Cedar Point. Miles and miles away and no Wendigo in the area.

Old Man Witherspoon is a crazy old prospector that struck it big back in '92 and bought this land. He learned you can make more money selling to prospectors than you can from actually digging up your own gold. So he started Cedar Point as a private gold digging operation where prospectors can dig for gold, and Witherspoon can sell them things from his general store. The area is surrounded by a lake that no Wendigo can cross and a twelve foot high fence with a magnetic lock to keep them out. You just come over, buy some supplies, and dig for gold in peace. Other than the occasional freak snowstorm, there's nothing to worry about. This is how prospecting should be.

You wake up on Saturday morning with a plan. You and your sled team are going to do some light prospecting and then leave Cedar Point after lunch. There's one of those freak storms coming in and if you're not gone you'll be stuck here for who-knows-how long. But your plans for a leisurely morning are quickly scrapped when word spreads around the property - Last night, Old Man Witherspoon backed his truck into the control box that powers down the magnetic lock and opens the gate. It's completely smashed, and the lock is still running. Right now there's no way off of Cedar Point. If that gate isn't opened before the storm comes then you're all going to find yourselves stranded here with no way to bring in supplies. When your provisions dwindle people will start doing anything to survive - maybe even resorting to cannibalism. And you've seen first hand what happens to cannibals on the Yukon.

Witherspoon says there is another control box that can open the gate somewhere on the property, but he doesn't know where. He also thinks that it has a different code than the main one so even if you find it, that doesn't mean you can open the gate. And the gate won't open unless you also power down the magnetic lock. Witherspoon isn't even sure how the lock gets power. The situation seems hopeless. Witherspoon tells you that the previous owner, Crazy Charlie, had a diary somewhere that probably has the code for the other control box. But Crazy Charlie was, well, crazy. He liked to talk in riddles and he probably hid pieces of the diary rather than the whole thing.

"Forget about leaving, kids," Witherspoon says. "What are the chances that you're going to find the power supply, disable the magnetic lock, assemble the pieces of Crazy Charlie's diary, work out the riddle to the gate code, find the other control box, and get out of here before the storm traps us all?"

Changelog and Revisions

Version 1.2 - updated January 11, 2023

- American Indian History changed to water purification since we couldn't find a speaker for this event.
- Added patrol cheer/yell to the sled list and changed the wording of some events to make it more clear that they will be scored on doing their sled team's yell when they come to a site.
- Added pair of scissors to the sled list for cutting paper handouts from the judges

Version: 1.1 - updated December 28, 2023

- Additions to the sled equipment list: printout of this sled packet, something to write with, and a system for purifying drinking water.
- Changed the story about the magnetic lock a bit so that it makes more sense.

Event Details

Who	Scouts BSA and AOLs
What	Klondike Derby – a challenging event that pits scout teams against each other in a battle for gold and glory
When	February 3, 2024
Where	Cedar Point Scout Camp, Fairmont MN
Why	Because it's fun and nobody wants to be trapped inside all winter long
How	Registration is open until January 26th at 12:00 PM https://www.twinvalleybsa.org/activities-events/scouting-bsa-activities/

Lunch is being provided for this event. To ensure proper staffing, equipment, and food availability **LATE REGISTRATIONS WILL NOT BE ALLOWED.**

Event Schedule

Time	Event	Location
7:00am	Check-in, sled inspection, starting assignment	Polaris/Wade
8:30am	Opening remarks	Flagpoles
9:00am	Stations begin	Whole camp
11:30am	Lunch group A	Polaris
12:15pm	Lunch group B	Polaris
3:00pm	Sled Race	Waterfront
4:00pm	Closing ceremony/Awards	The Point

Equipment List

Sled Equipment

Each sled must have the following items:

- A sled large enough for people and equipment to ride on
- 4 or 5 Scouts and AOLs
- At least one AOL or Scout whose rank is Tenderfoot or lower
- Compass
- GPS device or phone with GPS app
- Unit/Patrol or sled flag
- Wooden poles for pioneering
- Scout handbook
- Bag for gold nuggets
- Folder for holding paper clues that you will get during the event
- Something to write with
- Print out of this sled packet document
- First aid kit
- Fire making tools
- 1 saw
- 1 small axe/hatchet
- 1 pocket knife
- 1 tarp
- 2 blankets
- Ropes for pioneering, knot tying, and shelter construction
- Trash bag
- Bag suitable for being a bear bag
- Water purification supplies (e.g. tablets, life straw, or metal pot for boiling)
- A patrol cheer/yell
- Pair of scissors

Individual Scouts

Each scout must have the following items:

- Health Form A & B
- Appropriate winter clothing including hat, gloves/mittens, winter coat, snow pants, wool socks and snow boots. Scouts that are missing these items or whose items are insufficient for the weather will not be allowed to participate.
- Shooting sports permission form
- Additional dry clothing in a waterproof bag
- Totin' Chip or Whittin' Chip
- Water Bottle
- Mess kit

How to win

The object of the Klondike Derby is to accumulate the greatest number of gold nuggets and raise the Klondike Derby Trophy in front of all the troops while basking in the applause, honor, and glory that comes with it.

The event starts with check-in where we will collect your health forms, shooting sports permission forms, and confirm that everyone from your sled is present. You'll be given a starting location and a time slot for lunch.

After the opening ceremony your sled team will proceed to the starting location you were given and complete that event. After completing that event you may proceed to any location in any order for any amount of time. At each event you will acquire gold nuggets and clues to the mystery of how to escape from the campsite.

At your appointed time, proceed to Polaris for lunch. You may leave Polaris when you're done eating and go back to the events. You do not need to stay at Polaris for any length of time.

You will also earn gold nuggets for completing some tasks related to escaping from the camp.

When the unstructured time has ended, you will gather with your sled at the location of the race. You'll be given gold nuggets for how you place in the sled race.

When the race is over, count up your gold nuggets and report your count to the judges and meet up for the closing ceremony to find out who is the 2024 Klondike Derby Champion.

Changes from last year

- You will not be scored and earn gold for the equipment check-in
- Lunch is provided so you will not have a home base and will not have to cook your meal. No points or gold awarded for lunch
- You do not need to complete events in order - you just have to start with the event you're assigned
- Less (but not zero) use of GPS to find locations. Where GPS is needed, you'll be given the coordinates in both decimal degrees (e.g. 44.282866 -94.006708) and degrees, minutes, seconds (e.g. N 43° 30' 17.3088 E -94° 27' 18.9756)

Events and locations

Water Purification - Shawnee

Not everyone is trying to get out of camp. Some people are planning to hunker down and wait out the storm and the pending Wendigo onslaught. One such person is at the Shawnee campground. This person wants some help gathering water from the lake and making it safe to drink. They used to know Crazy Charlie and they might have valuable clues to help get you out of Cedar Point. You'll be scored on your team's cheer, demonstrating a water purification technique, and use of the EDGE method to teach younger scouts.

Orienteering and map making - Winnebago

When you arrive at Winnebago you meet someone that used to know Crazy Charlie back in the old days. This friend asks you how well you know the camp and gives you a challenge to find some particular places on his map. Follow the instructions to get the code words written at each point on the map. You'll be judged on your sled team's cheer, and the accuracy of your findings. As you learn your way around the camp, you may find people who need your help with new challenges that are not listed in this document.

Archery - Shooting Sports Area

Practice shooting arrows in case you have to protect yourself from a Wendigo invasion. You'll be judged on scout spirit, safety, and following directions.

Firecraft - Waterfront

When you arrive at the waterfront you meet an old friend of Crazy Charlie's. This friend asks you if you can help them warm up by building a fire. For this challenge you'll demonstrate safe handling of a saw, axe, and knife to process wood into fuel, kindling and tinder. Use a saw to cut two sections of a tree. Use an axe to split the sections into quarters or even smaller sections. Use a knife to create feather sticks.

Then take your processed wood and light a fire. You may use a lighter, matches, ferro rod, or flint & steel. Extra points for using ferro rod or flint & steel. You may forage for natural tinder or you can provide it on your sled. You may coat your natural tinder with wax or petroleum jelly but you must tell the judge that you're doing that and show the judge that you didn't pre-treat your tinder. Scouts may not use a pre-treated tinder that has an accelerant in it or store-bought tinder replacements such as Duraflame or Fire Plugs.

You'll be judged on your scout spirit, safe use of cutting tools, building a successful fire, and using the EDGE method to teach your younger scouts.

Bushcraft Ladder - Erie

When you arrive at the Erie campsite you meet an old friend of Crazy Charlie's. This friend is having trouble reaching an item up in a tree and asks if you can use your pioneering skills to build a ladder using the ropes you brought and some spars that will be provided.

You'll be judged on your scout spirit, use of the EDGE method, height and strength of your ladder.

Knot tying riddle - Ottawa

When you arrive at the Ottawa camp site you meet an old friend of Crazy Charlie's. It's crazy how many old friends that guy has just hanging around the camp with problems, isn't it?

Anyway, this friend has a riddle for you. Can you figure out which knot will solve the riddle?

You'll be judged on scout spirit, ability to tie all the knots, use of the EDGE method, and how many attempts it took to solve the riddle.

Shelter construction - Hopi

When you arrive at the Hopi campsite you're shocked to find another old friend of Crazy Charlies that wants help with something. I mean, come on, you're trying to figure out how to get off this point and you've got all these old friends hitting you up about all their problems all of a sudden. This friend asks you if you can help build a shelter using the supplies on your sled.

You'll be judged on scout spirit, use of the EDGE method, size of your shelter, how sturdy it appears, and the level of concealment in your shelter.

First Aid - Penacook

Let's face it, you might be stuck here for a very long time. It's probably a good idea to practice your winter first aid just in case you need to use it over the long cold winter. You'll be judged on your scout cheer/yell, how well you treat each of the injuries you're presented with, and your use of the EDGE method to include your younger scouts.