



BOY SCOUTS OF AMERICA®
NEVADA AREA COUNCIL



2024

Adventure Forward Centennial Klondike Derby Leader Guide Rules, Instructions, & Information



2-3-4 February 2024

USDA Forest Service
Prosser Reservoir, CA

Registration available at

<https://Scoutingevent.com/329-Klondike>

A weekend of Winter adventure!

2024 Nevada Area Council Adventure Forward Centennial Klondike Derby Leader Guide Rules, Instructions, & Information

The Nevada Area Council's Adventure Forward Centennial Klondike Derby is the first event in this year's commemoration of the 100 years of Scouting in the Council. Although there was Scouting in Nevada before 1924, this centennial commemorates the chartering of the Nevada Area Council in 1924.

This event is a Winter encampment that allows Scouts to interact with other Troops and learn and experience Scouting skills in a winter, outdoor, wilderness setting. Most activities are designed to be done in Patrols with some camp-wide activities.

Klondike Leadership:

Joe Klondike - Director (TBD)

Jim Ferrigan – Program Director

Mark Ports – OA and Event Coordination

Lodge Chief – Emily Kreamer

Jim Beaver – Health Officer and Astronomer

Joe Johnson – Chaplain

TBD – Webelos & Arrow of Light Coordinator

Order of the Arrow - Parking

Ray Ritch - Registration & NACP

Terry Abts - Risk Management

Dan Deakin – Professional Advisor

Native American Indian Land Acknowledgement:

“The Nevada Area Council, Boy Scouts of America would like to acknowledge that this Klondike Derby is being held on the traditional ancestral summer hunting and gathering grounds of the Nisenan and Washoe peoples and offer respect and gratitude to their elders both past and present.”

WHY:

Scouting occurs in all environments and weather conditions in all seasons all year long. There is no bad weather, only inappropriate clothing.

WHAT:

The Klondike Derby is a test of Winter Scout skills and of the Patrol Method. If your Troop routinely practices traditional Scout skills and is “Scout-led”, you’ll find nothing unfamiliar with what is expected of you to score well.

No matter your score, your participation in this event will help make you a better Troop and will strengthen the bonds that make good Patrols. Ideally, Scouts will learn their strengths and weaknesses and have a fun weekend. We are very proud of all our participants.

WHERE:

USFS Prosser Campground
10811 Stockrest Spring Rd, Truckee, CA 96161-0213, United States

The Prosser Campground is approximately 3 miles North of Truckee, CA on Route 89.

Map available in Appendix.

Look for the BSA sign at the campground

entrance. GPS Coordinates: 39.37771°N,

120.16245°W

Parking at Prosser Campground: Parking in the campground can be difficult even with minimal snow depths. We suggest being prepared to unload equipment at the roadside and sledging equipment into the campground area.

30- minute roadside loading and unloading will be enforced, please be considerate. Vehicles after unloading are to be parked in the parking lot down by the boat ramp beyond the group area.

WHO:

SCOUTS, BSA:

Patrols from a Scouts, BSA Troop are welcome to participate in the Klondike Derby. **All Patrols must be single gender**, per BSA National policies.

(“Scouts, BSA will be single gender – all girl Troops or all boy Troops. The Scouts BSA program is not co-ed.” Source: <https://www.Scouting.org/Scoutsbsa/>)

WEBELOS & ARROW OF LIGHT ADVENTURE DAY: Webelos and Arrow of Light Scouts will be able to learn skills, such as many of those listed above and other fun events planned just for them. Come prepared for cold weather and lots of fun!

*****Be Prepared*****

PATROL SIZE LIMITS:

No fewer than 4 Scouts and no more than 8 Scouts per sled may participate at any station. You may have a maximum of 11 Scouts traveling with a sled. In all cases only 8 may work on a station problem.

Any additional Scout(s) must wait away from the station challenge area but are allowed to observe provided they do not give away answers or provide support. Any indication of help from the non-participating Scouts could result in no points being awarded.

The Patrol Leader of an “oversized” Patrol (over 8 members) should have a written plan for rotation of members to participate as equally as is possible in all stations. Only the Patrol leader is exempt from rotating out of any stations. The Patrol leader should have this plan for the competitions and be prepared to show station staff upon request.

Any units with Additional Needs Scouts should notify Klondike staff in advance so appropriate accommodation can be made.

Troops with fewer than four Scouts may combine with other Troops to form Provisional Patrol for the purpose of competition.

ORDER of the Arrow

The Adventure Forward Centennial Klondike Derby Stations and Klondike Derby Parking will be supervised and manned by youth members of the Tannu Lodge of the Order of the Arrow. OA Scouters may serve as advisors where necessary.

ADULT INVOLVEMENT:

This event is advised by Scouter volunteers from units throughout the Council.

No Scouters (18+ years old) are allowed to follow Patrols on the course, nor will they discuss Klondike problems or coach Patrols in any way. They must travel in the assigned direction. They are encouraged to offer moral support, promote enthusiasm, and take photos as desired.

Any extended contact between them and their Patrols must take place at a complete stop of the entire Patrol.

Any Patrol found in violation of this rule will lose points.

Any exceptions to this rule, on medical, emergency, or special needs grounds only, must be cleared with the event staff beforehand.

Any authorized Scouters will be given a Klondike Trail Pass, which they must present to any event or station staff upon request. They still must not coach nor discuss Klondike problems. Any Patrol found in violation will lose 5 points per occurrence, which means that it can happen multiple times during the day. Event staff and station staff are empowered to make any such deductions.

Many units have committed many hours of time and effort toward developing Klondike station challenges. We expect that any adults attending, be prepared to help at any stations which may be understaffed, and otherwise assist event staff.

HOW:

SLED DESIGN:

The Klondike Derby sled must be home-made and of a design similar to a dog sled. All Patrols must have a sled to compete. It should be approximately 6 ft. long and should be able to hold all Patrol equipment and lunch items listed on the sled inspection score sheet. Personal items should be carried by Patrol members in their own day packs, which may be carried on the sled if there is room. There are resources for Klondike sled design on the web. Toboggans, wagons, and other sleds not designed specifically for this event are prohibited. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your Patrol).

SLED INSPECTION:

Will take place at check-in on either Friday night or at *your Fri. night Winter Campsite by request.* All Scouts at this event must be properly clothed for winter (cold/wet) weather. If, in the opinion of the inspector and event staff, a Scout is not properly clothed nor does he have the proper footwear (waterproof and/or insulated boots or overshoes required, no light or medium weight, i.e. canvas or mesh material sneakers!), they will not be allowed to participate.

Part of Scouting is learning to adjust to or deal with adverse weather conditions and this event will be held whatever weather conditions exist at the time. Even those members who may not be present at the time of inspection may be removed from the event by event staff later in the day if they appear unprepared. Do not put yourself or others at risk, BE PREPARED.

See the Sled Inspection sheet in the appendix for details.

WHEN:

2-3-4 February 2024

USDA Forest Service

Prosser Reservoir, Truckee, CA

The Derby will take place on Saturday, but Council Events run Friday Evening through Sunday Morning.

Friday night:

This is the Winter Camping Station. Friday arrivals must check in at the HQ on arrival to turn in rosters and BSA med forms. When the Patrol is ready for campsite inspection, they should contact HQ and request an inspector. The Patrols will be scored based on the quality of their camp site and their preparedness for cold weather camping. This score (up to 20 total points) can be used to replace your lowest **non-zero** station score on Saturday, resulting in a greater potential point total for the event.

(Note: Patrols must make a good-faith effort at all stations on Sat. The Winter Camping score is not to be used as a “pass” to skip a station.) Patrols may also ask for a sled inspection at this time, saving time on Saturday morning.

As an added incentive to participate in the Winter Camping station, all Scouts camping Friday night will be awarded Bonus Points for the Derby!

FRIDAY NIGHT WINTER CAMPING SCORING:

Winter Camping inspectors will have a copy of the signed Patrol roster, already submitted by the unit leader, with them when they inspect your camp. They'll be taking attendance as part of the inspection procedure. Be prepared to verify your Patrol members' presence. These members must all be included on the signed roster.

We would prefer that all Patrol members present be available for inspection but understand that some may wish to turn in early, before the inspector arrives. You must still be prepared to prove any such member's preparedness for scoring purposes.

You must have 75% of your Patrol, and at least 4 members, present at the time of inspection to receive the maximum possible score for camping inspection. Patrols may have fewer than 75% and 4 members present to be inspected and scored for Winter Camping, but they will be assessed a 5-point deduction from their score.

Request for inspection may be made until the end of cracker barrel.

Patrols should make an effort to get their campsite set up and Scouts ready for inspection as early as possible, so that they may be inspected and get their Scouts to bed at a reasonable time.

The Sled Inspection will be performed during Winter Camping inspection if the Patrol is ready, and inspected Patrols may bypass the Saturday morning inspection.

Inspection will be recorded on a Patrol's scorecard; Patrol leaders should show their score at their start station Saturday morning to verify they have been inspected.

SATURDAY MORNING ARRIVALS:

Unit leaders and Patrol leaders must check in at the HQ and submit their signed rosters and BSA med forms.

SATURDAY NIGHT:

This night does not earn any points for the Klondike Derby. It is, however, a very good opportunity to practice and refine a unit's cold weather camping skills.

ON THE COURSE:

An air horn will signal the beginning and end of the competition and the beginning and end of lunch. In the event you cannot hear the signal, you should follow the scheduled times that have been handed out.

Stations open at 8:30 am and close for the day at 4:00 pm. Any Patrol which has entered a station before the ending signal will be given a reasonable amount of time to complete it without penalty.

Once the competition starts, Patrols must advance around the course in a counterclockwise direction. The exceptions are when passing an overloaded station, or you've completed the course. You may only bypass a station if directed to by the Station Director of that station; if you've bypassed an overloaded station, you must return to that station immediately after finishing the next station on the course. Sleds returning from a bypass will be given priority as next to enter a station. Your score card should have the stations listed in the proper order of travel.

No adults (18+ yrs. old) are allowed to follow sleds, nor will they discuss Klondike problems or coach them in any way.

Sleds that have completed the course may take the shortest way back to the HQ, while being careful not to impede any sleds still competing.

STATION PROCEDURE:

Patrols must ask permission to enter the station. (A Patrol cheer, and prominent display of the Patrol flag would be most appropriate at this time!)

The Patrol leader will approach the Station Director, ask permission to enter, and identify the Patrol and Troop number. The **Station Director** will then either begin the problem or assign station staff to do so.

The Patrol Leader may allow another Scout to lead the Patrol through the station challenge. Empowering Patrol members is a sign of good leadership. For example, if another Patrol member is exceptionally skilled in first aid, he can allow this Scout to lead the challenge at the first aid station. The PL should notify the scorer that he's doing this and enthusiastically support him throughout the challenge. This way, the scorer can still give good marks for leadership and teamwork.

Time begins when the Station Director or designee has finished explaining the problem to the Patrol Leader, or when told. Patrols will have a maximum of 45 minutes to deal with the problem.

The Patrol Leader should inform scorers when his Patrol is finished with the problem. Scorers will confer briefly, as needed, between them and mark scores and any comments on the score sheets and the Patrol scorecard.

Scorers may offer a brief explanation of the scores but will not take too much time in the interest of keeping the Patrol moving along and reducing back-ups in the station. It is the Patrol Leader's responsibility that the correct scores are marked on each station score card.

The *Boy Scout Handbook*, *BSA Field book*, or other such reference material may be used at some stations, but only with permission of Station Staff.

2024 KLONDIKE STATIONS:

The following stations are planned for 2024; this list may be changed based on the availability of OA Lodge Arrowmen, Scouter Advisors, weather. The final list of approved stations will be posted at least two weeks before the event but be flexible as changes may occur until the Derby.

- Snow Snakes
- Firemanship
- First Aid
- Orienteering
- Scout Woods Skills
- Pioneering

Snow Snakes

The Native American Indians of the northern boreal forests and arctic regions of what is now Canada likely originated the “Snow Snake.” They called themselves the *Dene*. They were adaptable and intelligent hunters, who depended on the caribou. In the winter, caribou were known to lay on frozen lakes to give them a wide-open view to spot predators. It was then that the *Dene* hunters would sneak out onto the lakes, hidden in the early morning darkness and throw their spear-like tool through the snow and into the caribou’s stomach.

This eventually evolved into a Native American Indian winter activity that spread throughout the northern woodlands. It has been used by the Iroquois and other Northeastern Tribes and is said to date back over 500 years.

The Snake:

The basic design of a Snow Snake is to start with a 5' to 7' long stave that is roughly 1 1/4" square. The bottom is rounded and sanded smoothly. Several coats of varnish are applied to create a smooth, waterproof surface. The head of the "snake" is often given an upward turn and given extra weight. The whole thing is decorated however as the Patrol desires.

Objective: To throw your Patrol’s Snow Snake the farthest.

Equipment Provided: The OA will build an appropriate track.

Equipment Needed: One Snow Snake per Patrol

- Procedure: Throw or propel your Snow Snake down the track provided. There will be one practice throw.
- Scoring: Best of three.

Fire Starting, Building, Maintain and Extinguish / (Firemen Chit Instruction for Newer Scouts)

Building a fire is an important winter skill, and something the Scouts always look forward to and take pride in being able to do quickly. With that in mind this is a timed event.

- Objective: Participants will build and light a fire with the goal of burning through a string 3 ft. off the ground.
- Equipment Provided: string.
- Equipment Needed: Fire building base or metal pan, tinder, kindling, wood, ignition source.
- Procedure: Participants start with a clear fire pit, the time spent building the fire itself will count into the time of the event, so all materials should be prepared prior to the event. Be prepared to
 - The point of ignition shall not be more than 3” from the base, this prevents a group from building a tower and just putting a candle on the top under the string.
 - No chemical fuels or lighters may be used.
 - While the standard is to use matches, bonus points for using other methods will be awarded.
 - The use of a ferro rod/hot sparker will earn 30 seconds taken off ending time.
 - The use of raw flint and steel will earn 1 minute taken off ending time, and anything of more primitive methods, such as bow and drill, could earn more time off.

Scoring: Timed event, actual time plus penalties and minus bonuses.

First Aid

- Objective: To administer proper first aid according to the *Boy Scout Handbook*. (latest edition)
- Equipment Provided: none.
- Equipment Needed: in minimum.
 - Patrol first aid kit (including rubber gloves),
 - Tarp or large ground cloth for victim to lie on,
 - Pencil and paper,
 - **NB:** What you bring will be based upon what you need on a campout. What kind of injuries are possible during a wilderness winter campout in an isolated setting?
- Procedure: Each Patrol will have to answer questions concerning first aid issues in an isolated, winter wilderness setting.
 - Each Patrol will also be given a scenario for which they will have to manage a person with a cold weather emergency, send for help, properly treat, and effectively manage the scene. The scenario will end when treatment is complete. Appropriate transport will be discussed, but not provided by the Patrol.
 - The Station Director will select a Scout at random to be the victim.
 - The Patrol Leader needs to be identified and ask permission to give help, this stated the clock. Scouts then need to correctly determine what is wrong with the person. Treatment for shock may be required, e.g., keep the person warm, elevate their legs (if appropriate), keep the person calm by reassuring them things will be alright, and provide fluids if person is conscious.
 - A Scout or two should be sent to get help. Scouts should understand the concepts of primary survey, i.e., a survey of life-threatening problems: Airway, Breathing, and Circulation (ABCs).

- For bleeding, direct pressure with gloves on, elevation of the part that is bleeding above the heart, and proper application of a pressure dressing. If needed use pressure points.
- For fracture, do not move hurt person unless necessary and then only with proper support of the injury. Splint securely, if necessary, above and below the nearest joints if possible. Use sufficient padding when splinting.
- The Scouts should also understand the concepts of secondary survey:
 - 1. Overview of other injuries that are not life threatening but need proper management.
 - 2. The correct information to collect and convey to those who will respond to the request for help (911): what they want, where the person has/is, the general condition of the injured or ill person, what first aid is being given. The Scout going for help should also know the answers to the AMPLE questions, namely: Allergies, Medications, Prior medical history of related injuries or ongoing conditions, Last meal eaten, Events leading up to the injury.

Orienteering

Objective: To run two 3 bearing compass courses with accuracy and good time.

Equipment Provided: a 100-foot pace line.

Equipment Needed: at least 2 compasses, prior knowledge of pace, pencil and paper.

Procedure: Determine the 100' pace (NB: Paces will be different in winter.)

The Patrol leader will split the Patrol into 2 teams, each team will receive directions for a compass course that has a starting point, 3 bearings, and 3 distances. When the Station Director or designee says "GO" the teams will start their courses. When finished, each team reports to the judge to stop their time.

Scoring: Time - the Patrol with the best combined team times will be scored, this is worth 33.3% of score. Accuracy on headings will count for 33.3% of the score.

Accuracy on distance between waypoints will count for 33.3% of score.

Knife/Saw/Hatchet/Axe (Totin Chip for Newer Scouts)

Objective: Patrol must know how to use and handle a knife, saw axe and hatchet. Also, they should know the safety rules and what makes a safe axe yard and how to set one up.

Equipment Provided: Wood Block, strike anywhere stick matches, table or plywood sheet.

Equipment Needed: Hatchet or Hand Ax

Procedure: Each Patrol member identifies the parts of a knife, saw, hatchet or axe before proceeding to fun activity.

- **Match Splitting** - This is an individual activity in which each Patrol member tries to split a strike anywhere match in half using a hatchet.
 - A strike anywhere match is stood up in a wood block on a hard surface and
 - Use a sharp hatchet to split the match. There is no need for wild blows with the hatchet, accuracy is the key.
 - There are several goals.
 - First being to split the match in half from the head to bottom with a strike from the hatchet,
 - Second is to try and light the match at the same time. This is very doable! It just needs patience, and a smooth pass with the hatchet.
- **NB:** You will want a responsible Scouter advising this event, maintaining a safe calm area is important.

Pioneering

Log Lift

Objective: To construct a tripod with proper lashings strong enough to lift a log.

Equipment provided: tripod stakes, log, and ground stake.

Equipment needed: 4 ropes, each 10 feet long, knowledge of lashings and knots.

Procedure: Time starts when the judge gives the start signal. The Patrol will tie 4 ropes together using a square knot, a sheet bend, and a fisherman knot.

One end of the rope needs to be tied to a log using a timber hitch with a round turn.

After all ropes are attached the Patrol will drag the log around a prescribed course.

The Patrol will then throw the rope over the tripod, hoist the log in the air, then secure the loose end of the rope to a stake with a taut-line hitch.

The rope will be shortened with a sheep shank.

The log must be suspended in the air for 5 seconds before the time ends.

All knots must be tied by different Patrol members.

Scoring: Fastest time 50 points, Lashings and Knots 50 points.

SCORING:

You will be scored. **It starts when Klondike Staff has received your Patrol roster and BSA med forms and you check in at the HQ upon your arrival.**

This will include your starting station, event map, schedule of events, and table for you to fill in your Patrol roster. It is your responsibility to fill in the roster before your first station. You should list only those members who are present. You may exclude any “no shows.” Anyone listed on this roster must be on the roster signed by the Scoutmaster and already submitted at check-in. Station staff may choose to verify your roster at their discretion. Failure to have the roster properly filled out *may* result in a 1-point deduction per station at the discretion of the Station Director.

STATION SCORING:

Patrols will be scored on their skill, their leadership, and their teamwork in completion of the station problems. Most stations will score your Patrol based on a mix of how well you solve the station challenge, and how well you work together as a Patrol. For example, a Patrol who solves the problem correctly using one or two Scouts, while the rest are uninvolved, may receive a lower score than one who uses as many members as possible and may not necessarily solve the problem as well.

You will also be awarded up to 5 Bonus points per station for Scout spirit. Patrol cheers, cheerfully working together to solve the problem, helping fellow Scouts, etc. will all factor into your score.

AWARDS:

Patrols are competing for the coveted Nevada Area Council's Snowshoe Thompson Award. The victors will be inscribed on the trophy at the Council Service Center. Each Troop receives a Campaign Streamer for their flag.



"Snowshoe Thompson" was the nickname of John Albert Thompson, 1827-1876, a Norwegian-American, who was an early resident of the Sierra Nevada mountains of Nevada and California, and is the father of western, winter sports. Between 1856 and 1876, between two to four times a month, for twenty winters, he carried the U.S. Mail between Placerville, California & Genoa and Virginia City, Nevada. Despite his nickname, he used skis, and introduced backcountry or cross-county skiing in the United States.

His mail pouch often weighed over 100 pounds. Besides the mail it often contained much needed emergency supplies, medicines, and books. In 1858 Thompson carried the type and newsprint for Nevada's first newspaper, the Territorial Enterprise, and in 1859 he was asked to take a strange blue rock to California to have it assayed – it was rich in silver. Comstock Lode had been discovered, creating a new West to East migration into Nevada.

Thompson always wore a Mackinaw jacket, a wide brimmed hat, and used charcoal to prevent snow blindness. He carried no blankets or guns, but he did carry matches and his Bible. He snacked on dried meats and hardtack. He was described by the Genoa, Nevada Postmaster as "Most remarkable man I ever knew was Snowshoe Thompson. He must be made of iron. Besides, he never thinks of himself, but he'd give his last breath for anyone else – even a total stranger." The few times Thompson had thought of putting an end to his legendary Snowshoe Express. He continued just for the look on the faces of the people he helped.

Snowshoe Thompson was an emigrant, a farmer, a miner, a woodsman, a pioneer, a trailblazer and a selfless volunteer. Like Scouts today he was "Prepared" for any winter situation, and like both Scouts and Scouters he was never compensated for his activities.

SAFETY:

We'll have Emergency First Responders near HQ all day. There will also be free hot chocolate and coffee there to help warm any Scouts and adults. Be sure to recognize the signs of hypothermia and get the person there immediately with a buddy. Please report any injuries, no matter how minor, to event staff. Event and station staff are empowered to remove a youth from competition for obvious safety reasons. If event staff observe any signs of hypothermia, injury, or any other safety issues, they will send the Scout, with a buddy, directly to headquarters. If that is not possible, they may keep them at the nearest station and first responders will be dispatched.

Med Forms: All participants (youth and adult) should have a BSA Med Form, Parts A & B filled out and present. **Forms will be collected during HQ at registration and returned at checkout.**

Tips for Success

- **Keep track of time.**
- **Don't spend too much time in any one station. Time spent there is time lost elsewhere!**
- **Work as a team. Make sure that as many Patrol members as possible are involved in the solution of the station problems.**
- **Don't argue. Your Patrol leader is in charge; suggestions should be welcomed, but in the end A Scout Is Obedient. Also, don't argue with station staff – you may ask questions but respect the decisions of the staff.**
- **When in doubt, ask questions.**
- **Keep your sled organized.**
- **Cheers a lot!**
- **Don't get discouraged if things don't go as well as planned. Keep your Scout spirit up!**
- **Don't skimp on lunch! Take the time to eat a good, hot one. The rest of your day will go much better.**
- **Complete the course.**
- **BE PREPARED for anything.**
- **HAVE FUN AND GOOD LUCK!**

Appendix 1

Summary of Rules and Regulations

1. Patrols should be natural Patrols, if possible, mixed ranks if combined Patrols (no “stacking”). No more than eight (8*) and no less than four (4) Scouts per Patrol. Each Patrol must submit a final roster of Patrol members at check-in. Rosters must be signed by the Scoutmaster. No substitutions or add-ons after the start of the event.
2. No adults (18+ years old) are allowed to follow Patrols on the course, nor will they discuss Klondike problems with or coach Patrols in any way.
3. All Scouts at this event must be properly clothed for winter (cold/wet) weather.
4. Sheath knives (fixed blade) of any length are discouraged at Council events. Folding knives with blade length not to exceed four- and one-half inches (4 ½”) are appropriate for all legal or practical uses.
5. **National policy prohibits smoking (whether tobacco or vape) in front of youth members, the use of alcohol, illegal drugs or related substances at encampments or activities. (Guide to Safe Scouting)** Adults needing to smoke will do so out of sight of participants, in their vehicles.
6. Language and conduct of **All Participants and Guests** will at all times be in accordance with the **Scout Oath and Law.**
7. Sleds will be used no matter what the ground cover, whether it is bare, snow, or ice. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your Patrol).
8. All equipment needed for the competition must fit on the sled! Personal gear may be carried in a day pack, and daypacks may be added to the sled, space permitting.
9. Radios, cell phones and/or other electronic equipment or devices shall not be used for sharing information between and amongst unit sled crews and adult leadership during the competition. All electronic devices will be turned off while at any of the stations. **Adults:** If you must answer your phone, be courteous and ask to be excused from the station area, and then return when your conversation is over.
10. **ONLY EVENT STAFF, STATION PERSONNEL AND MEDICAL PERSONNEL ARE PERMITTED THE USE OF RADIOS FOR LOGISTICAL SUPPORT, SCOREKEEPING AND EMERGENCY CALLS.**
11. **FIRST AID: ALL INJURIES**, no matter how minor, are to be reported to first aid personnel at the First Aid Station (at the HQ) where they will be properly treated and logged in the Event First Aid Book. **Hot chocolate and coffee will be provided for free at the HQ to anyone that may need it.**

APPENDIX 2

2024 Adventure Forward Centennial Klondike Derby
WINTER CAMPING STATION SCORE (20 POINTS MAX.)

SLED # _____ TROOP # _____ PATROL NAME: _____

Patrols being scored for Winter Camping must have a minimum of 4 boys to be judged. They must have at least 75% of their Patrol present for the maximum possible score. Any Patrols with fewer than 75% will be assessed a 5-point deduction. (New Scouts, designated as "NS" on the roster, do not count toward the percentages.)

APPLIES TO:	REQUIREMENT:	1 POINT EA.
CAMPSITE BY PATROL	DINING FLY OR SHELTER FOR EACH PATROL PROPERLY SET UP (<i>Patrols may share shelters, space permitting</i>)	
	AREA LANTERN GOING AND/OR FIRE LIT	
	WARM DRINKS AVAILABLE	
	SNACKS AVAILABLE	
ALL SCOUTS IN PATROL	WINTER PARKA OR COAT THAT IS WARM AND WILL REPEL SNOW OR RAIN	
<i>(If any Scouts in Patrol are missing an item, no score for that item.)</i>	WARM WINTER HAT (NO BASEBALL CAPS)	
	FLASHLIGHT OR HEADLIGHT PER SCOUT	
	MITTENS OR GLOVES	
	WINTER PANTS (NO JEANS OR COTTON)	
	WARM WINTER BOOTS	
	WATER BOTTLE (<i>Patrol Leader should explain to Patrol how to prevent bottle from freezing</i>)	
	0° TO -20° MUMMY BAG OR 20° SLEEPING BAG WITH LINER, EXTRA BLANKETS OR 2 SLEEPING BAGS	
	FULL LENGTH SLEEPING PAD (CLOSED CELL OR THERMAREST)	
	DRY CLOTHES FOR SLEEPING	
	NON-COTTON EXTRA LAYERS AVAILABLE	
ALL TENTS IN PATROL	NON-COTTON SOCKS AVAILABLE	
	PROPERLY SET UP (TIGHT, SNOW PACKED UNDER TENT, DEADMAN, NOT IN GULLY)	
	ORIENTATION (ENTRANCE SOUTH-FACING OR OPPOSITE PREVAILING WIND, OR WIND BLOCK ESTABLISHED)	
	PLASTIC OUTER GROUND BARRIER	
PATROL QUESTION	MEANING OF C.O.L.D. (CLEAN, OVERHEATING, LOOSE LAYERS, DRY)	

TOTAL FROM ABOVE: _____ (Deduct 5 points if less than 75% present and check here)

TOTAL SCORE: _____ (Max. 20 points)

APPENDIX 3

2024 Adventure Forward Centennial Klondike Derby

SCOUT & SLED INSPECTION

(25 POINTS MAXIMUM) MUST HAVE GEAR IN SLED!

SLED # _____ TROOP # _____ PATROL NAME: _____

STARTING STATION ON SCORE CARD: _____

Sled Inspectors: Keep this sheet and turn in completed to event staff.

Scout Dress and Equipment - (Seven (7) points)

- **NO COTTON or SNEAKERS**, Automatic one-point deduction. Consult with Klondike Station Director if there is a Health & Safety concern as Scout may be asked not to participate.
- One (1) point for each item **if ALL Scouts have the item.**
- One (1) point deduction for any item missing from any Scout or for each Scout wearing cotton. *(For example, if seven Scouts have their pocketknife and one does not, then no points awarded for that item and the maximum number of points the Patrol can now earn is six points in this category.)*

Layered Clothing	Warm Jacket & Warm Hat (no baseball caps)	Winter Boots - Waterproof
Gloves or Mittens	Blindfold or Scout Scarf	Pocketknife
Water Bottle	Flashlight	

Patrol Equipment – 18 points, deduct 1 point for each item missing.

Notebook & Pencil	2 Trash bags	2 Compasses
1 Patrol Flag	1 Axe or hatchet with sheath	1 Shovel
1 Bow Saw	Fire Material & heat source	1 Metal Plate for fire
50' of 1/4" (or larger diameter) rope, properly whipped or fused.	1 8'x10' or larger tarp	1 Patrol First Aid kit
8 six-foot staves or poles	8 ten-foot 1/4" (or larger) lashing ropes, properly whipped or fused <i>(any type of rope allowed)</i>	2 large blankets
Stove and pots/pans to cook lunch	3 Gallons of water - min	

25 possible points - _____ Deductions = **TOTAL SCORE** _____

SCORERS NAME _____

APPENDIX 4

2024 Adventure Forward Centennial Klondike Derby

LUNCH SCORE SHEET

Lunch scoring is broken down into five categories, 20 points maximum.
No nuggets are awarded for lunch. Time limit one hour; note start and finish times.

SLED # _____ TROOP # _____ PATROL NAME: _____

START TIME: _____ END TIME: _____ TOTAL TIME: _____
(If time exceeds 1 hour, deduct 1 point. Each additional 5 minutes past 1 hour, deduct another point.)
(i.e., 60-65 minutes, deduct 1 pt.; 65-70 min., deduct 2 pts.; 70-75 min., deduct 3 pts.; etc.)

STATION: _____ TOTAL SCORE: _____

1) A Scout Is Hungry; does the Patrol *HAVE* lunch??

- a) Lunch served as a hot meal – Five (5) points.
- b) Lunch served as a cold meal – Three (3) points.
- c) No lunch served – No points, Patrol scores zero, finished.

(Note: If a Patrol needs help starting their stove or fire after 5 or more minutes of trying, 1 pt. deduction.)

POINTS AWARDED: _____ (Max. 5 points)

2) A Scout Is Prepared; did the Patrol plan appropriately?

- a) The meal is nutritionally balanced, includes appropriate food groups – add two (2) points.
- b) The Patrol has a written menu (*which matches the meal*) – add one (1) point.
- c) The meal includes a dessert – add one (1) point.
- d) The Patrol prepares a dry dining area (tarp or equivalent) – add one (1) point.

POINTS AWARDED: _____ (Max. 5 points)

3) A Scout Is Reverent; was a respectful grace said before the Patrol starts eating?

- a) Yes – Two (2) points.
- b) No – No points.

POINTS AWARDED: _____ (Max. 2 points)

4) A Scout Is Helpful; is there a duty roster and are all Scouts involved in some aspect of the meal (preparing or cleanup)?

- a) A duty roster exists, and all members of the Patrol assisted in some way – Five (5) points.
- b) No duty roster exists, but all Patrol members assisted in some way – Four (4) points.
- c) At least half of the Patrol members assisted in some way – Three (3) points.
- d) Less than half the Patrol assisted – One (1) point.

POINTS AWARDED: _____ (Max. 5 points)

5) A Scout Is Clean; did the Patrol leave the site better than they found it?

- a) No paper, litter or spilled food on the ground. All trash is bagged and packed out – Three (3) points.
- b) Attempt was made to clean the area, but some trash was left, and the Patrol had to be told by station staff – One (1) point.

POINTS AWARDED: _____ (Max. 3 points)

APPENDIX 5

2024 Adventure Forward Centennial Klondike Derby

Schedule of Events for the Weekend

(NOTE: *If there is snow, vehicles should **not** be driven to campsites!!*)

Schedule subject to change based on final station count !!

Friday: 2 February 2024

- 4:00 – 7:00 pm **Registration and check-in at Klondike HQ and campsite set-up.** Please be sure that your Unit Leader & SPL comes to the HQ upon arrival with completed rosters and any unpaid registrations. You will receive your Unit Leader packet. Patrol Leaders will also need to fill in their rosters for sled inspections. Please take the time to review information during the evening. Units are responsible for their own dinners.
- 7:00 – 9:30 pm Winter Camping campsite sled inspections by request (contact HQ staff when ready)
- DARKISH Optional Astronomy Program, weather permitting.
- 9:00 pm Cocoa Cracker barrel at the HQ - for Scoutmaster, SPL, and adult staff only. Troop Chaplains Aides will meet with Chaplain to plan Sunday Interfaith Services.
- 10:00 pm **TAPS. -All vehicles must be backed in at parking lot.**

Saturday: 3 February 2024

- 6:00 – Reveille for Klondike Campers
- 6:15 – 7:15am - Individual Troops and Patrols arise, breakfast, and clean camp.
- 7:15 – 8:00 am **Registration & Sled inspections for those Patrols not camping Friday night.**
All Units must send someone to HO if they have not gotten their info packet.
- 8:00 – 8:15 am **Opening:** Flags, Scout Oath & Law, last minute information.
- 8:30 – 11:30 am **Air Horn! - stations open – “Be Prepared” Competition begins.**
- 11:30 – 12:30 pm **Air Horn! – lunch begins.** Adult Scouter Dutch Oven Potluck at HQ!
- 12:30 – 4:00 pm **Air Horn! – stations reopen, Patrols to continue competition.**
- 4:00 pm **Air Horn! - stations close.** Patrols that entered the station prior to 4:00 will be given a reasonable amount of time to complete the challenge.
- 4:30 pm All Sleds Race!
- 5:00ish pm Flags & Announcements.
- 6:00ish pm Dinner (for Troops camping Sat. night).
Patrols not camping Sat. night pack-up and leave camp.
- 8:00ish Campfire

10:00 pm **TAPS**

Sunday: February 4, 2024:

6:00am – Reveille for Klondike Campers

6:15 – 7:15am - Individual Troops and Patrols arise, breakfast, and clean camp.

8:00 am - Flags, Scout Oath & Law

8:30 am – Interfaith Services. A Scout’s own nondenominational service will be offered.

10:00 am – Optional Winter Games, then Campsite Clean-up and Departure.

12:00 noon Check Out Deadline. We ask all Troops and Patrols to do a final clean-up check on the campsite area before departure.

APPENDIX 6

Emergency and Administrative Contact Information

Emergency Call # 911

TRUCKEE FIRE PROTECTION DISTRICT

PO BOX 2768

TRUCKEE, CA 96160

530.582.7850

Loj

Tahoe Forest Hospital

10121 Pine Ave, Truckee, CA 96160

530-587-6011

Nevada County Sheriff's Department

10879 Donner Pass Rd, Truckee, California.

530-265-1471

Nevada County Social Services

Emergency Phone **888-456-9380**

US Forest Service

Truckee Ranger District

10811 Stockrest Springs Road

Truckee CA 96161

530-587-3558

Nevada Area Council Event Support

Dan Deakin, District Director

208-406-9745

Nevada Area Council, BSA for YPT Report

Paul Penttila, Scout Executive

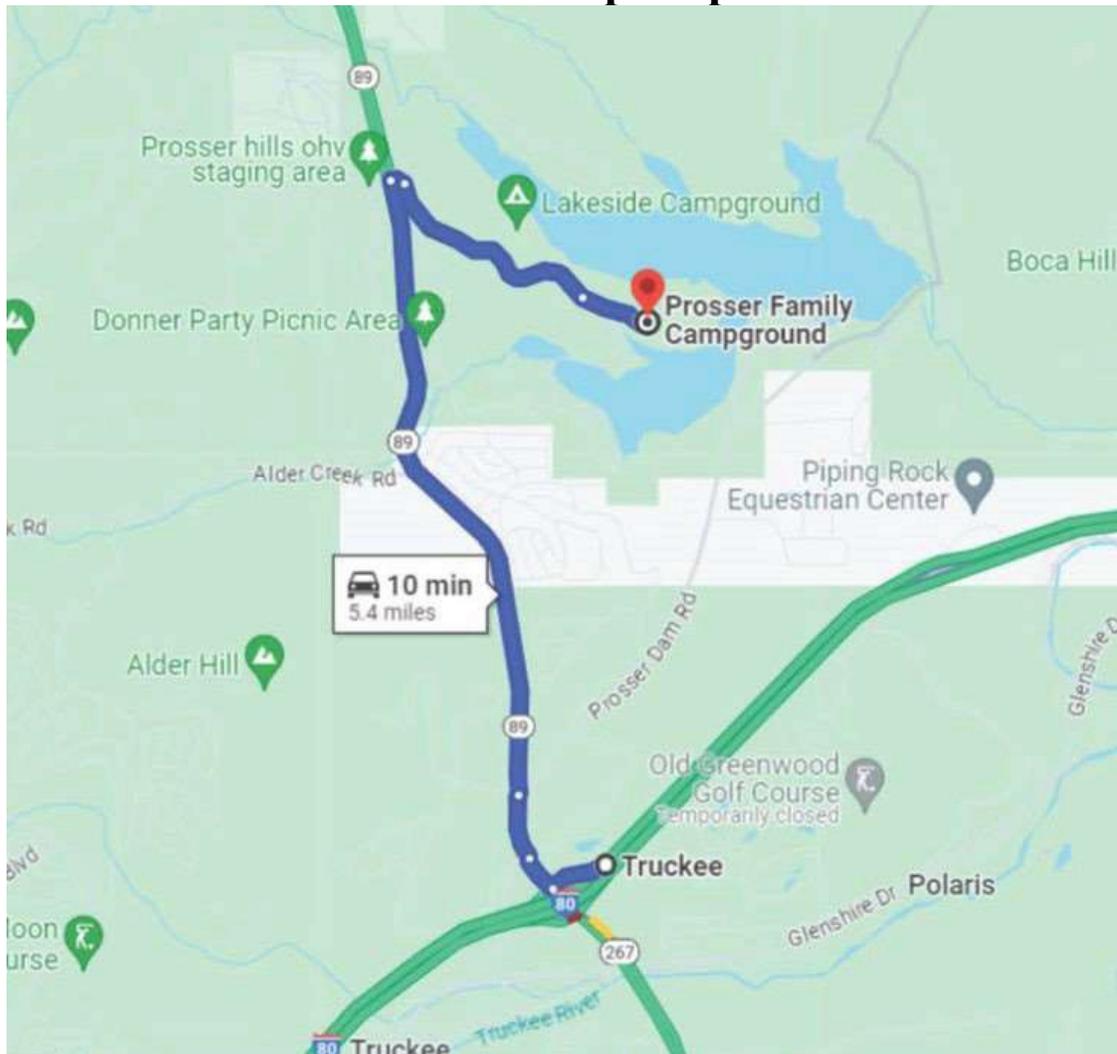
Friday, Daytime 775-787-1111 Ext 226

24 Hours

775-357-6502

APPENDIX 7

Klondike Camp Map



- **Take CA 267 & I-80 Exit from I-80 West**
- **Turn Right at stop light**
- **At 1st Roundabout take the 2nd exit onto CA 89**
- **Head North on CA 89 (app. 5.2 miles)**
- **Turn Right onto Prosser Reservoir Road**
- **Proceed to Klondike Camp**