Northern Sky District

Klondike Derby 2020

*Klondike History*

*Just before the turn of the century, Gold prospectors traveled the sub‐zero reaches of Alaska by dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which they learned from native Eskimos. Scouting has incorporated this theme in the Klondike Derby and have been testing their Klondike skills since 1949. The objectives of the Klondike Derby are to make Scouts use their heads, put their Scouting skills to work in the field, demonstrate teamwork, Scout spirit, and to have fun in the outdoors.*

*When gold‐seekers came up the Chilkoot Pass, they were inspected by the North West Mounted Police before being allowed entry into Canada and the Yukon. Those that did not have adequate supplies where turned back for their own safety. So it should be at the Klondike Derby. Therefore, the first event will be held in front of the Science Center. A thorough safety check of the sled and scouts will take place.*

Klondike Directors: Jefri Jones Gerald Stanford leucocephalus@far.midco.net Gs9733@gates.com

Cell 701-373-1420 Cell 218-282-3125

**When:** 25 January 2020 8:30 AM Registration – 4:30 PM Close

**Where:** MSUM Regional Science Center (Just E of Buffalo River State Park, MN)

**Early Bird Registration Fee**: Scout $15 Adult $5 **AFTER JAN. 17th : Scout $20 Adult $5**

Scouts sign up as Teams. A Klondike team has a minimum of 6 Scouts and a maximum or 8 Scouts. If you have scouts that would like to participate but do not have enough for a complete team or a second team please contact the Klondike directors listed above, we will get you linked up with other troops or scouts. Everyone that wants to participate, will. Bring your WEBELO II’s!! WEBELO II’s do not count against your team total of 8, unless you want them to.

**LUNCH – Bring your own lunch, we will have some hot chocolate for you.** This year cooking is part of the scored events. Your scouts will need to prepare and cook a meal to be tasted by a judge. The Judge will not need a full serving just a couple spoonful’s. All preparation must happen at the site in the 1.5 hours provided for lunch. You may use a propane stove, Dutch oven, or fire (need to bring fire pit to elevate heat off of ground). You bring it, you prep it, you eat it….we get a taste.

**Medical Forms:** As stated in the Guide to Safe Scouting, leaders should have the Annual Health and Medical Form for each unit member participating in the Klondike. These are especially important to have if a boy will be attending Klondike without a parent. The form can be downloaded from: http://www.scouting.org/scoutsource/Media/forms.aspx

**Sleds**

The Klondike sled is the main tool of the gold‐seekers in the Yukon. Therefore, it must be strong enough to carry all of the team’s gear and durable enough to carry a single passenger on the trail. There are a variety of websites on the internet with sled plans. Choose which ever one you like. All sled teams must have their sled inspected at the Science Center Building. The inspectors will use the following specifications.

1. Sleds may be made of wood or PVC.

2. Sleds must measure a minimum of 60” to a maximum of 84” in length.

3. Sleds must measure a minimum of 18” to a maximum of 24” in width.

4. Sleds must measure at least 36” in height.

5. Sleds must have a tow rope attached to the front of the sled. Do not use eye bolts or any metal hardware to attach rope.

7. Sled runners should be made of a strong wood such as ash or oak, but not mandatory. These hard woods will last much longer on the trail than soft woods like pine. Sled runners may also be a set of Skies.

8. Sleds may be assembled using glue and screws or lashings. No metal “L” brackets or metal supports may be used.

9. **Do NOT** assemble sleds using nails.

10. There should be no sharp objects protruding from the sled such as screws or sticks. The only exception is staves.

11. All sled and team gear may be netted and/or lashed to the sleds. **Bungee cords are not permitted**.

12. Sleds may be decorated, painted, or stained.

13. Sleds are not authorized to use wheels, rollers, tracks, or any other feats of engineering that are inherently designed to provide a mechanical advantage and detract from the spirit of the race.

**Sled Gear:** Each team must have these items on their sled. The team may use anything on the sled to complete any given task.

* Team Roster (Teams will receive at Check‐in; it must be filled out for event 1)
* Scout Book (Part of the Scout Uniform) and or Field Guide
* Pencil and paper
* Watch or time piece
* Compass
* Flashlight
* First‐aid kit
* Pocketknife
* Aluminum foil
* Fire Starting Kit (**NO** accelerants, chemical bags, lighters, or MATCHES)
* Fire starters (char cloth, tinder, kindling, twine)
* Four (4) twenty foot lengths of rope (whipped)
* 50 Ft of 550 Cord/ Parachute Cord Minimum
* Waterproof ground cover (plastic or canvas)
* Trash bag
* Spare rope or cord for sled repairs
* Duct tape
* Blanket or Sleeping Bag
* Whistle (audible signal device)
* Full water bottle or Hydration system for each team member
* A complete extra set of dry clothes for each team member including: Pants, Shirt, Socks, Small towel, dry gloves

“Be Prepared”:

Activity levels and weather conditions can vary throughout the day. Make every effort to ensure your Scouts are properly dressed. Dress in layers. Layers can be removed and carried on the sled and put back on based on activity level and changing conditions. Since our Scouts will be racing around the course it is likely they will perspire. Moisture wicking materials next to the skin and wool are great clothing material choices. Being cold and wet can make for a miserable time and risk hypothermia. Adult leaders ensure all scouts are properly dressed and wearing adequate head, hand, and foot wear. All scouts should be aware of the signs and symptoms of frost bite and hypothermia so they can monitor their buddy throughout the day.

All sled and personal gear will be inspected at registration. Corrections must be made prior to beginning of the Derby. This is a scored event. A missing sled, missing personal gear, or a sled that does not meet the outlined specs will lose gold nuggets until all deficiencies are corrected.

**PREPARED FOR SUCCESS:**

1. Scouts should be able to recognize, identify appropriate use, and tie knots as described in the rank requirements for Scout through First Class.
2. Scouts should be able to recognize and properly use various lashing as described in the Scout book. You may have to build something to overcome a challenge!!!
3. Scouts should be able to build a fire without matches. No accelerants, lighters, fire starter packs, paraffin. Magnesium stones, compression igniters (bonus provided if homemade), flint & steel, char cloth, natural tinder and kindling allowed.
4. Proficiency with a throwing hawk may be useful.
5. First Aid Skills are always useful.
6. Animal sign Identification (track, scat)
7. Map Reading Skills
8. Snowshoe use/ X-country ski use
9. Marksmanship (BB gun, Wrist Rocket, Hawk throw)

**Scoring:**

Each event will be worth a maximum of ten gold nuggets. Each team will be judged on 3 areas. A spirited greeting at the entrance to each town is worth 1 gold nugget. Teamwork in each event is worth up to 3 additional gold nuggets. The final 5 gold nuggets are awarded based on the effective completion of the event, time is a factor. Each event is timed. Total time on the course is used to break ties and identify individual event winners.

***Greeting***

*No greeting 0 gold nuggets*

*Spirited Greeting 1 gold nugget*

*Outstanding Team Greeting 2 gold nuggets*

***Teamwork***

*No teamwork 0 gold nuggets*

*Little teamwork 1 gold nugget*

*Fair teamwork 2 gold nuggets*

*Great teamwork 3 gold nuggets*

***Event Completion***

*Not completed 0 gold nuggets*

*Ahwright 1 gold nugget*

*Fair 2 gold nuggets*

*Good 3 gold nuggets*

*Dang 4 gold nuggets*

*Perfect 5 gold nuggets*