

2024 Klondike

Wild West

**Leader's
Guide**

January 26-27, 2024

BVSA

Mifflinburg, PA

Event Details

Our annual Klondike event will occur from January 26th to January 27th, 2023 at the Buffalo Valley Sportsmen's Association in Mifflinburg, PA. It will begin at 6pm on Friday, January 26th, for troops that wish to camp out overnight. These troops will have access to the clubhouse at 8pm to enjoy a movie and popcorn. They are encouraged to bring any beverages or additional snacks that they may wish to enjoy during the movie.

On Saturday, January 27th, up to a total of 24 sleds will compete in 12 separate events. Pre-ordered breakfast will be served at 6am and sign-ins begin at 6:30am. Sign-ins end at 7:30am. Opening ceremonies will occur at 7:40am.

Each event will be scored with the best performing sled receiving 1 point, the second best receiving 2 points, etc. Each sled's 12 events will be compiled together to receive a total score. Awards will be presented for the 3 lowest total scores, winner of the Rescue Race and the Spirit of the North Award for the team that earns the most gold nuggets, and other surprise event winners.

Registration

Registration is open through Black Pug. Slots are awarded on a first come, first served basis. If you do not have enough scouts to fill a sled, you may be paired up with another troop to form a full sled.

Early registration closes on December 29, 2023. Regular registration closes on January 13, 2024 at 11:59pm. There will be **no exceptions** for adding any more scouts to the event once registration has closed on January 13th.

Theme

On Saturday, January 27, 2024, the cowboys and outlaws have entered a new feud. Join us in activities like first aid, tomahawk throwing, and fire building to help settle this feud once and for all!

Camping

Be sure to properly prepare your scouts for cold weather camping, ensuring they have the proper clothing and equipment for the frigid overnight temperatures. Per BSA guidelines, camping will not be allowed if the projected temperature is forecasted for below zero degrees Fahrenheit.

Fires are allowed but they must be elevated and not in direct contact with the ground to ensure that they leave no trace on the BVSA grounds.

Events

There are 12 events. These will include Rifle, Shotgun, Tomahawk, Archery, Orienteering, First Aid, the Sled Run, Animal Identification, Hot Isotope, Fire Building, Lashings, and an Escape Room. Details of each particular challenge will be provided when the sleds arrive at that event.

Final Race

The final race of the day will be held at 3:00pm in the field next to the Rifle ranges. Please note that this race will be held in a different location this year. All units should report to the field with an empty sled at least 5 minutes prior to the start of the race.

Meals

Breakfast is available beginning at 6am. This must be pre-ordered when registering online. This is available to all registered participants.

Lunch will be served during assigned periods. All participants must select their lunch choice during online registration and may not change their selections at the event. Sled Team Leaders will receive all meal tickets when signing in Saturday morning. The Sled Team Leader must distribute the meal tickets **PRIOR TO ENTERING THE DINING HALL**. This will prevent bottlenecks and allow the dining line to flow more smoothly.

Weather

This is a wintertime, cold-weather event. Scouts should be prepared for spending the day outdoors with proper clothing. The event will occur whether there is snow, sleet, rain, cold or shine. Scouts will have an opportunity to warm up in the clubhouse during their lunch time. There will be several warming fires at various events. There will also be an outside hot chocolate station available.

KLONDIKE SLED TEAM RULES

1. SLED TEAMS shall be a minimum of 6 and a max. of 10 scouts – NO EXCEPTIONS. Units may combine.
2. AOLs may not camp but may join their host Troop on Saturday morning after 06:00.
3. Trip Leaders will self-check sleds to assure they are equipped as per “SLED GEAR LIST”. Scouts may not return to their campsite for “forgotten” items after 08:00.
4. TEAMS must have a sled. Per Buffalo Valley Sportsman’s Association, there will be no use of wheels on any sled.
5. Units must use the same sled for the entire day, including the final race at the end of the day. If a unit is caught having switched out the sled they use, they will be disqualified for the station and/or the entire event.
6. All sleds must be made of wood. It is not permitted to use a sled made of metal or any other material.
7. SLED NUMBER & ROTATION MAP – must be picked up only by the Sled Team Leader at the “Snow-Blind Assayers” 06:30 – 07:30 Sled Team Leader will also pick up meal tickets during this time. ONLY THE SLED TEAM LEADER WILL BE ALLOWED TO THE CHECK IN AREA.
8. Events will be 30 minutes. Travel allowance is 5 minutes.
9. Anything on the sled may be used for challenges unless the Mayor instructs or provides otherwise.
10. AOLs may NOT shoot .22 rifles, shoot shotguns, or throw steel tomahawks. There are alternative shooting sports activities for AOLs. AOLs WILL fully participate in all other challenges.
11. ARM BANDS - WHITE with an “M” = MAYOR // ORANGE = SLED TEAM LEADER // LIGHT BLUE = AOL // GREEN = Administrative Staff
12. ADULTS must keep 50 feet from the sled and may not verbally or physically assist the sled team. Mayor warning #1- no penalty. Mayor warning #2 - point or time penalty. Mayor warning #3 - disqualification from town. Mayor’s decision is final!
13. GOLD NUGGETS - There will be opportunities for gold nuggets to be gained or lost throughout the event. SCOUT LAW ENFORCEMENT OFFICERS (possibly disguised as walkers) may give or take up to 2 nuggets per encounter. Paying the firewood toll when asked for will result in one nugget to be gained if paid. Mayors may reward good scout spirit at up to 3 nuggets per town.
14. GOLD NUGGET COUNTS – NUGGETS must be accurately counted and turned in to the Snow-blind Assayers immediately after last period (by 2:30 pm) to qualify. Sled Teams who claim a higher number than the total possible will be immediately disqualified from the “Spirit of the North” award.

15. PLACING THE WINNERS – Each Mayors will rank sleds 1 through 24 for performance at that town with the best performing sled receiving 1 point, the second best receiving 2 points, etc. Snow-blind Assayers will then tabulate the results and place the winners.
16. Any sticks or staffs are to be used only for their intended purposes. Scouts caught using them inappropriately or committing other dangerous acts will cause their sled team to lose 10 nuggets, and their map will be marked. Second incident, all nuggets will be lost, and another mark is placed on the map. Three strikes and they are OUT OF THE KLONDIKE!

SLED GEAR LIST

Item	Item
Document Holder from check-in with map (Provided at check-in)	Two large trash bags (44 or + gal) & 1 Gallon Ziplock bag
Notebook and pencil	Food for trail snacks
First aid kit: complete with splinting materials, cravats (triangle bandages) x4, and sterile pads of various sizes	Cup or water bottle for each patrol member
Box of naturally occurring tinder and kindling (i.e. dryer lint, char cloth, naturally occurring fibers and materials) ABSOLUTELY NO PETROLEUM BASED FUEL, PROPANE, BUTANE, ALCOHOL, WAX, SOLID FUEL PELLETS, OR GUN POWDER	Hot Spark/ Flint & Steel start for fire building or friction methods like Bow Drills or Fire Plough. ABSOLUTELY NO MATCHES, LIGHTERS, BATTERIES & STEEL WOOL, ROAD FLARES, OR TORCHES
Tarp, nominal 12' x 12' with grommets	Patrol Flag attached to sled, and American Flag folded stored on sled
1 Gallon of water	Watch
FOUR poles, 8 feet long X 1 ½ inch minimum diameter	5 dried logs, 3-4" diameter by 18" – 20" long to pay "firewood toll" when asked.
FOUR poles, 4 feet long X 1 ½ inch minimum diameter	2 50' lengths of rope, 6' 10 lengths of rope, all suitable for lashing
10 tent spikes, suitable for frozen ground	At least one compass for every two scouts
Tools to drive and extract stakes	2 blankets
6 large rubber bands	ONE inexpensive 2" carabiner for each scout

Notes and additional rules for Patrol Leaders and Scoutmasters

- If you do not have the required equipment needed to perform a challenge on the trail, the town will NOT supply or lend you the required equipment. You may NOT "borrow" the required equipment from another team, and you may NOT return to your camp site to retrieve the missing item(s).
- **IMPORTANT NOTE TO SCOUTMASTERS:** You are discouraged from arranging for these items to simply appear on the morning of the event. Your Scouts should organize to obtain these materials themselves.
- **Sled Team Leader – Count nuggets, then turn them (and the count) in at the Snowblind Assayers by 2:30 pm.**
- **Empty your sled and report to field for the 3:00 pm RESCUE RACE. The ENTIRE SLED TEAM must compete. NO ONE MAY SIT OUT. SLED AND ALL TEAMMATES MUST CROSS THE FINISH IN ORDER TO PLACE!!**