

Klondike Derby 2024

All Trails Lead to Adventure

WHEN- Race on Saturday, February 24. Optional camping on Friday and Saturday at no additional charge if you like.

WHERE- Country Campground: 202 Country Campground Dr., New Castle, VA 24127

COST- \$15 per person attending. Cost includes patch for each person, facilities rental, station materials, awards, and insurance

REGISTRATION- Please register online at bsa-brmc.org by Friday, February 16 to allow time for adequate materials and final planning to be done.

FORMAT- This will be a high energy race as all stations will be open at the same time and do not have to be completed in any particular order. Sled teams will be given a map of the territory at the start and will decide their own plan as they run from station to station in any order to complete as many challenges as they can for gold nuggets and points. Sleds will have to hustle and be ready to make changes. Some stations will accommodate multiple sleds, but others may not and may already have a sled there. Do you wait or run to another station and come back later? The patrol will decide, but one thing is for certain: the patrols that run the hardest and work diligently will complete more stations and earn more gold and points. There may even be too many stations to complete them all, but that's all the more reason to pull hard and work as a team.

50% of the stations will be essential Scout skills found in the Tenderfoot, 2nd Class, and 1st Class rank requirements

25% of the stations will be team challenge games- think COPE games

25% of the stations will be fun games

AWARDS- Each station will award a certain number of points. Stations that take more time and effort will have more points available. Some stations for less points will only take a few minutes if done efficiently. The top three sleds for total points at the end of the day will earn plaques. A special award for Scout Spirit will be awarded for the most gold nugget earned during the race. Nuggets will be awarded for Scout Spirit (yell, flag, Scout Law); teamwork (all people involved with input and execution at stations); and effort (tried hard regardless of results.)



IMPORTANT NOTES:

*****Each troop is asked to provide a volunteer leader(s) to man a station for the Klondike*** This is easy and often pretty entertaining. The station is already planned and all of the instructions and materials will be provided at the Klondike. Volunteers will receive a one page sheet listing how to explain the station to the patrols and how to judge points. Two examples of previous stations are included in this packet.**

Please bring adequate water for the weekend as potable water may not be available or at a long walk from the campsites.

As of September 1, 2023 ANY adult staying overnight on a troop, district, or council camping trip or event **MUST** be a registered Scout BSA leader in a unit position with a completed background check. MB Counselors do not qualify as they are not registered to a unit.

Troops need to come with completed parts 1 & 2 BSA medical forms for all registered youth and adults present. The Troop will retain these during the event, but have them ready if needed in an emergency.

Patrol sleds should be a minimum of 5 and a maximum of 10 participants. Troops with 11 or more Scouts should split to multiple sleds.

Patrol sleds will be checked at registration and must have all of the items on the attached list.

SCHEDULE:

Friday-	Optional camping. Troops can arrive after 4pm
Saturday-	8:00am Registration begins with sled inspection
	9:30am Race announcements and race start
	~9:40am-12:00pm Morning Yukon Stations
	12:00pm Lunch break
	1:00pm-4:00pm Afternoon Yukon Stations
	4:30pm Yukon course race of the fastest patrol sleds
	4:45pm Winners announced
	5:00pm Troop time
	8:00pm Low-Key Campfire- for those who survived the day
	10:00pm Taps and all quiet
Sunday-	9:00am Clear out campsite - event closes

CHECK-IN INSTRUCTIONS: When you turn off of Rt. 311 onto Country Campground Dr, follow the road down until you cross the river bridge. Please stop at the registration tent immediately after the bridge on the right side of the road. Parking is on the right of the road in designated areas only. Troops can leave a troop trailer in their camping area which will be in the main field to the left of the road. The first troop leader to arrive will get all information and their campsite assignment. Any leaders or families arriving after can go straight to their assigned campsite and do not need to check-in.

SLED MATERIALS: Required and will be checked at registration

***** SLEDS MAY NOT HAVE WHEELS OF ANY KIND FOR THE 2024 KLONDIKE*****

(MOTORIZATION, TURBO, AFTERBURNERS, SOLID BOOSTERS, AND FLUX CAPASITORS ARE ALSO PROHIBITED)

FOR EACH SCOUT:

- Stave or 5'-6' pole for each Scout
- Neckerchiefs & Blindfolds for each Scout
- Totin Chip & Firm'n Chit card for all who have them
- Water bottle or canteen
- Change of clothes for each Scout- just in case
- Pencil or pen for each Scout
- Pocketknife for those that have Totin' Chip

FOR PATROL:

- Patrol flag, must be visible
- 50' rope synthetic preferred
- Scout handbook in a ziplock bag
- Fire starting options (matches, magnesium, flint and steel, magnifying glass, etc.)
- Compasses- minimum of 2
- Blanket (wool or thick preferred)
- First aid kit for patrol
- Lashing rope- at least 10 pieces approx. 8-10' long
- Pad of paper or notebook
- Watch or phone to tell time
- Hatchet or hammer
- 1 gallon of water (minimum)
- Trash bag
- 2 pair leather gloves (cooking, woodcutting, etc.)
- Some sort of pouch to hold and protect your gold (can be a good ziplock bag)

NOTES TO PATROL LEADERS:

- Note above that a patrol flag is part of the required equipment.
- Gold Nuggets are earned by showing Scout Spirit through your flag, patrol yells, and positive attitude. Involving everyone in your patrol, coming to consensus, working through setbacks with a positive attitude are all skills of a leader that will be noticed.
- You must stay together as a patrol through the whole event.
- This is a Scout competition, work hard, do your best, show Scout Spirit to other patrols. Always remember the Scout Law is the law of the event.

Any questions at all?

Please contact Aaron Smith 540-797-4469 maaronsmith@icloud.com

STATION: SAW

MAP NUMBER: 2 “Timber”

MATERIALS NEEDED: large saw, flagging tape, watch/phone to track time, gold nuggets.

INSTRUCTOR NOTES: A medium size tree trunk should be stably blocked and slightly lifted for the Scouts to cut through with a large saw. Use flagging tape to define an axe yard.

Keep safety as the priority over speed. Deduct points for breaking totin’ chip rules and tell them what they did wrong. Each patrol has a maximum of 12 minutes to cut through the log. Only one patrol sled can compete at this station at a time.

Give 0 to 3 gold nuggets at the end based on: Scout Spirit (yell, flag, Scout Law); teamwork (people involved with input and execution); and effort (tried hard regardless of results.)

READ TO PATROLS TO START:

This is a simple station to cut a 2-3” section off a tree trunk. You will have a maximum of 12 minutes to finish the cut. You will get 10 points to complete the cut safely and bonus points will be awarded at the end of the day for the sleds with the fastest cut times. Only Scouts who have their totin’ chip may participate. If any rules of safety are broken then you lose points. Do you have any questions about how the station works? Do you want to attempt?

SCORING SHEET: ON BACK OF THIS PAGE

Call Aaron Smith 540-797-4469 with issues or question.
Return score sheet to Aaron in HQ building immediately after stations close.

STATION: KNOTS

MAP NUMBER: 3 “Dog Tie Down”

MATERIALS NEEDED: gold nuggets

INSTRUCTOR NOTES: Patrols are expected to have all the rope needed for this challenge on their sled: (1) ~50’ length and (8) ~8-10’ lashing rope lengths. This event requires a pair of trees that are anywhere from 6’ to 20’ apart. Find a few good pairs around your station in advance so multiple sled teams may be completing you station at the same time. Check the knots at the end carefully. If they have any errors, you can show them and they can correct to finish, but they won’t get the bonus points. Give 0 to 3 gold nuggets at the end based on: Scout Spirit (yell, flag, Scout Law); teamwork (people involved with input and execution); and effort (tried hard regardless of results.)

READ TO PATROLS TO START: The goal of this station is to tie off your sled dogs for the night so they can’t run away. This station will require your 50 foot long piece of rope and 8 pieces of your lashing rope that are ~8-10 feet long. These are your instructions, but do not begin at this point:

STEP #1 Four of you will be sled dogs. Tie the bowline knot around your waste. Other members of the patrol can help explain the knot or demonstrate the knot, but Scout who is the dog has to tie the knot himself.

STEP #2 Using your ~50’ long rope tie a clove hitch around this tree (*show tree you want them to use*) and then tie a taut line hitch around this tree (*show second tree*). Any of the Scouts can tie these knots.

STEP #3 pull the line between the trees tight.

STEP #4 each of the four dogs needs to extend the long end of their bowline rope by connecting another section of lashing rope using the appropriate knot: either square (*same diameter rope already around their waste*) or sheet bend (*different diameter rope*) Any of the Scouts can do these knots.

STEP #5 now tie off each dog to the main line between the trees using two half hitches. Any Scout can do this.

You will get 10 points when you complete all the knots correctly. If you accomplish this with no errors on your first try then you will get 5 bonus points. Do you have any questions about how the station works? Do you want to attempt?

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