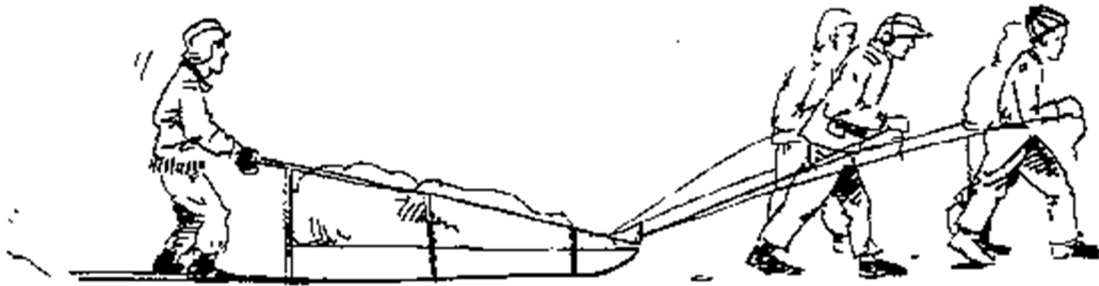


LEADER GUIDEBOOK & REGISTRATION INFORMATION



Saturday, January 16, 2021

CAMP MOUNTAINEER
187 Camp Mountaineer Rd.

Dear Scouter:

The Yukon Race is upon us again! This year we will be focusing more on the basic skills all Scouts should know. Too often we rely on technology to get through everyday life. This year will be harder, it will test everyone's skills equally. All I can say is prepare for the worst. Study up on fire building, knots and lashings, first-aid, measuring, Scout History and if you had any troubles in the previous years in any event, try to focus on improving there. We will be having the same basic stations, with just a few slight changes.

Please take the time to read the Leader Guidebook and become familiar with its contents. The rules, events, and structure differ slightly from year to year so please review it thoroughly.

As always:

- Adults have the option to purchase a hot lunch so they don't have to go find their unit's location.
- The race will go until 4:00PM. There will not be an in-person awards ceremony in order to keep crowding to a minimum. Awards will be announced on Facebook and on the Council website on Saturday night. Physical awards will be available at the Council Service Center.
- Friday night camping (counter per Patrol, not individually) and First Year Participation will be counted as bonus points. Friday Night camping will only be counted as a bonus if in tents or Adirondacks. **Camping in buildings will not count as a bonus!!!**

This year we would like to extend an invitation to any Venture Crews or Explorer Posts to attend and compete as well.

This year, to promote a safer, more socially distant race, after each sled registers, they will proceed to their assigned first station. Promptly at 9:00AM, each sled will start the competition. Each station will have a maximum time of 30 minutes to complete the element. All points earned at that point will be recorded and then the sled will move on to the next station on its assigned route. The race will still be timed, per station. All sleds will rotate stations at the same time. Sleds may NOT skip stations and return later. You must stay on your assigned route.

Additional Reminders:

Food will not be provided. Patrols need to pack their lunches (MUST BE A HOT LUNCH). Troops will be given one hour for lunch, after their 4th station.

Section 3 lists the personal, Patrol and event equipment. HOWEVER, Patrols are not limited to those materials. Additional materials can be brought, but you may or may not be able to use it depending on the event. Some events are based on limited resources and some will be based on being prepared. It's a gamble, but it's yours to make.

Each Unit is required to provide two-deep adult leadership per Scouting guidelines. **The event will also need extra help staffing the stations and other areas throughout the day.** Older Scouts not participating in the Yukon Race are encouraged to volunteer at the stations or scoring.

We will also need volunteers for sled registration, scoring and hospitality crew for the Towns. For information on how to volunteer please contact Clay (contact information below).

Don't be afraid to ask questions prior to the event. Having your Patrols prepared will help make this event fun for all. Any questions should be addressed to **Clay Zinn, (304)777-8214, clayzinn15@yahoo.com.**

Yours in Scouting,

Clay Zinn
Yukon Territory Governor

Date: Saturday, January 16, 2021

Time: Registration is 7:30 AM to 8:30 AM. Event ends at 4:00 PM

Place: Camp Mountaineer, Cub Scout Pavilion (pavilion next to parking lot, top of hill)

Start: **All Patrol Leaders must arrive with their Patrol members and sled by 8:30 AM** and report to the Cub Scout Pavilion for registration and initial inspection. All "towns" will open promptly at 9:00 AM.

Teams: Patrols must be more than four Scouts but less than ten Scouts. One Scout is to be the driver; all remaining Scouts pull the sled. If a Patrol has less than four Scouts, they will be combined with another Patrol.

Cost: \$13 per person. **All patrols participating must be registered by January 4, 2021. This year, we are NOT able to accommodate walk-in registrations.**

Adult lunches can be purchased for \$5. **Anyone planning on volunteering will not be required to pay, but please register online as well as contact Clay Zinn prior to the event so we have an idea of how many volunteers we need to feed.**

YUKON RACE SCHEDULE

| TIME | EVENT |
|----------------|---------------------------|
| 7:30 – 8:30 AM | Inspection \ Registration |
| 9:00 AM | Race Starts |
| 4:00 PM | Race Ends |

1. BASIC INFORMATION / SAFETY

1. Fee for the Race includes a Yukon Race patch, hot beverages at the Dining Hall, program materials, facility usage fees and insurance costs.
2. For emergency reasons, we require that at least two adult leaders per Unit (both **must** be over the age of 21) remain on Camp property during the Race.
3. Patches will be given out at registration.
4. Adult leaders are strongly encouraged to help staff the stations. To volunteer at a station, contact Clay Zinn at (304)777-8214 or clayzinn15@yahoo.com.
5. If a Patrol fails to complete the trail, they must check with a station judge **BEFORE leaving Camp** to confirm withdrawal and departure.
6. Patrols must follow trails and/or roads to reach all stations. Pushing, shoving, harassing, blocking, or hindering any other Patrol will not be tolerated. As always, proper Scout conduct is

expected throughout this event.

7. **Be prepared for all stations.** Additional material for the stations will be provided, but at a cost to the final score. Everything should be “packed in” by your sled team.
8. In the event of someone getting hurt, you should contact the nearest Town (station) adult. There will be medical personnel on site.

2. RULES

1. This is a race for points
2. COURSE ROUTE
 - a. All possible course routes will be written down and placed on 3X5 cards
 - b. Each Patrol will draw their course. This will happen immediately after the Patrol checks in on a first come first serve basis.
 - c. The Patrol should keep the course route on them at all times and present the route to each Town Mayor for signature before participating in the event.
3. Sled rules are discussed in Section 4.
4. There will be a total of eight Towns (stations). However, this could change depending on the number of registered sleds.
5. Adult leaders who are not staffing stations should not be in the station areas while Patrols are competing. Station volunteers are NOT to be involved in scoring their own Unit's Patrols. Any adults caught assisting their Patrols in the race, whether it is pulling the sled or completing the activities, will be **disqualified**. Adults are encouraged to volunteer.
6. **Each Town will host an event and be scored based on three criteria:**
 - a. **Skill Level** – The quality of the events final outcome and how it was accomplished
 - b. **Group Participation** – Were multiple people involved or did one or two Scouts complete the task on their own? Were delegation and leadership skills used?
 - c. **Scout Spirit** – Was there fighting and yelling amongst the Patrol or did they work together to accomplish the task? Did they seem cheerful and glad to be there?
7. **Each of the three criteria will be given a score from 1 to 5**, with 1 being "Poor" and 5 being "Excellent." A Patrol can earn a total of 15 Points per event. If a Patrol cannot complete the event, the maximum they can receive is 7 points. Some of the stations are setup to test individual skills, where each individual score contributes to the overall Patrol score. Patrols should ask for the scoring criteria before they begin the task. All points given by the event judges (town mayors) are final.
8. If a Patrol does not have the material, or runs out of the material needed to complete a "town activity", they can use material provided, but will lose points based on preparedness
9. It is the responsibility of the Patrol Leader to confirm the Town Mayor (station adult) checks you in and awards you the correct amount of points.
10. LUNCH
 - a. Patrols are to pack their own lunches on their sled along with any material necessary to cook it. They must have a "hot lunch" using a back-packing stove or similar.
 - b. Patrols will eat lunch after completing their fourth station. They must eat at that location so the mayor of that town can sign off that the Patrol met the requirements. The Patrol will be **REQUIRED** to stay in the town for 30 minutes for lunch. The mayor will give 10 min, 3 min, and 30 second countdown.
11. FINISH
 - a. Patrol and their sled (not just the Patrol) must cross the finish line to complete the race.
 - b. The race ends at 4:00 PM. If a troop has not completed a station by 4:00 PM, their points will be awarded up until that point. The Patrol will then proceed to the finish line to turn in their score sheet.
12. Scores

- a. All patrols, regardless of whether or not they finish the race, will turn in their score sheets at the finish line.
- b. Troops should all have the ability to finish the race. Only troops that actually cross the finish line will have successfully finished the race.

NOTE: It is better to be prepared, stay motivated, work as a team, and conduct all events to the best of your ability while keeping Safety as your top priority to win this race.

13. Bonuses – The following are additional Bonuses that can be earned by each Patrol
 - a. Camping out Friday night 20 Points
 - b. For each First Year Participant 5 Points
14. Tiebreaker – Stations will be timed. Overall times from stations will be added up and the winner will be the patrol with the fastest overall station time.

3. EQUIPMENT

PERSONAL EQUIPMENT

- Mess Kit and eating utensils for each Scout
- Rain/snow gear
- BSA Folding pocketknife (NO FIXED BLADES ALLOWED, ONLY FOLDING BSA 3 3/8" max blade or less)
- Cold weather clothing, gloves and cap, extra pair of socks in coat pocket
- Weatherproof shoes or boots
- Paper and pencil
- Sunglasses (optional)
- Hot Warmers (Hand, Body, Toe) (optional)

GENERAL PATROL EQUIPMENT:

- Sled
- Water
- Patrol cooking gear
- Hobo stove with firewood/charcoal or backpacking stove (for cooking lunch)
- Lunch for each member
- Patrol first aid kit
- Sled repair kit (RECOMMENDED!!!)
- Water jug(s) to hold 2 gallons of water
- Watch
- Paper/mechanical pencil or regular pencils, clipboard within a plastic bag (Pens may freeze)
- Complete roster of all Scouts

EVENT EQUIPMENT:

- Qty 5 minimum – 3 ft pieces of rope
- Patrol Flag
- Minimum of 2 compasses
- BSA Handbook
- 1 blanket – full size minimum
- Plastic zip lock bag
- Fire Starting Implements (Flint and Steel, Battery and Steelwool, Ferrous Rod, Matches, etc.)
More points will be awarded for more primitive methods.
- Fire starter – tinder
- Kindling
- 6 triangle bandages
- Backpacking first aid kit
- Axe or Hatchet (with sheath)
- Bow saw (with sheath)
- Pocket knife
- 2 splints
- Water pot
- Drinkable water
- Paper and pencil
- 4 wooden staves (approximately the size of a hiking staff)
- Clipboard (Recommended)
- Sled Repair Kit

4. SLED INFORMATION

Sleds can be made in all sorts of styles and shapes as the Patrol desires. The only requirements for the sled are:

- a. Sled must have rope for the sled to be pulled.**
- b. Sled can NOT have wheels, moveable treads, or any other means of assist in moving the sled.** If a sled is brought with wheels, they must be removed. If the wheels cannot be removed, the Patrol will be given the option to pack their gear to each station in backpacks, just as long as it is done safely.

Sled repair kits for your particular sled are highly recommended as the rugged trails of Camp Mountaineer can take a toll on the sled... especially if there is no snow.

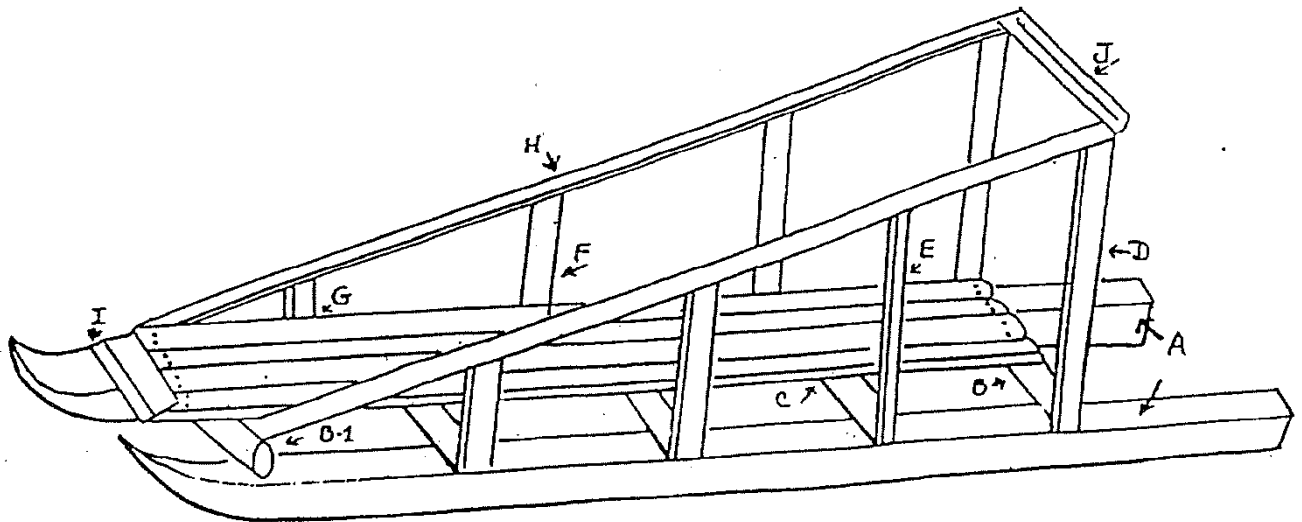
The following pages give examples of different sled designs:

GENERIC SLED SPECIFICATIONS:

If commercial skis are used as runners, they should be reinforced with a 1" x 4" or heavier boards (preferably oak or other hardwood). Sleds should have wire or cloth on the sides to prevent the loss of Patrol gear. Side rails make lifting of the sled easier over ditches or logs. The drawing of the sled below should only be used as a guide by the Patrols in designing their personal sleds.

TIPS: Use screws instead of nails. Drill screw holes first to avoid splitting wood. Varnish the bottom of the runner if you use wood, and then wax it up before the derby. If you wish, add wire netting or a canvas snow curtain to hold the Patrol gear on the sled. Old skis may be available free from ski shops for the asking. Countersink and metal screw skis to bottom rail.

Secure the towing bridle firmly so that the "huskies" don't become separated from the sled.



BILL OF MATERIALS

| | | | |
|-----|----------|------------|----------------------|
| A. | 2 pieces | 2"x6"x6'6" | runners |
| B. | 4 pieces | 2"x2"x18" | cross supports |
| B1. | 1 piece | 2"x2"x20" | cross support |
| C. | 4 pieces | 1/2"x4"x5' | floor planks |
| D. | 2 pieces | 1"x2"x40" | rear uprights |
| E. | 2 pieces | 1"x2"x31" | second rear upright |
| F. | 2 pieces | 1"x2"x22" | second front upright |
| G. | 2 pieces | 1"x2"x18" | front uprights |
| H. | 2 pieces | 1"x2"x6' | hand rails |
| I. | 1 piece | 1"x4"x16" | tow bar |
| J. | 1 piece | 1"x2"x20" | handlebar |

Klondike Sled

"SLEDGE"

DESIGNED & CONSTRUCTED

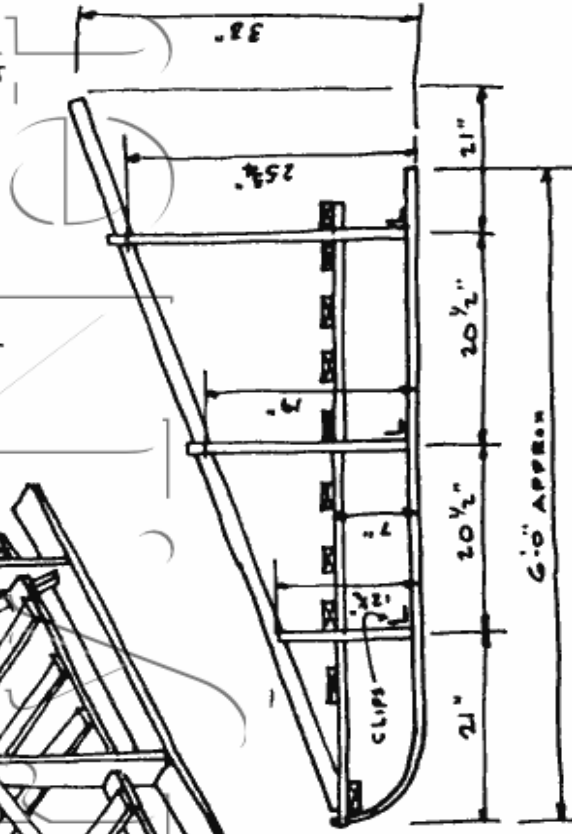
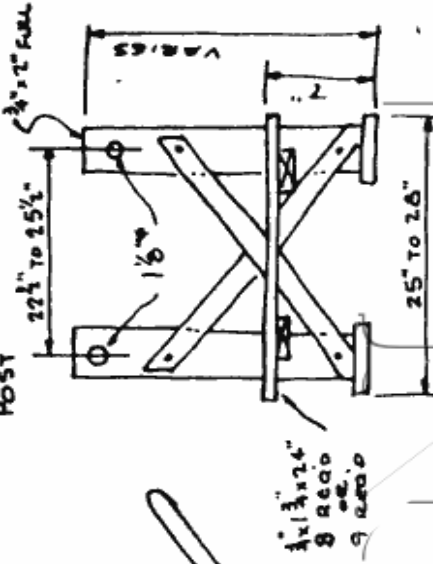
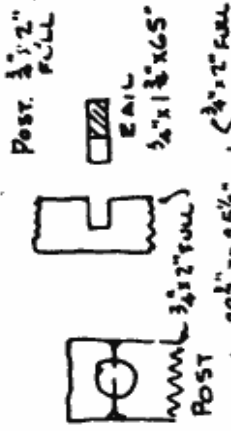
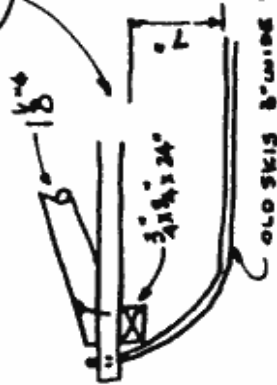
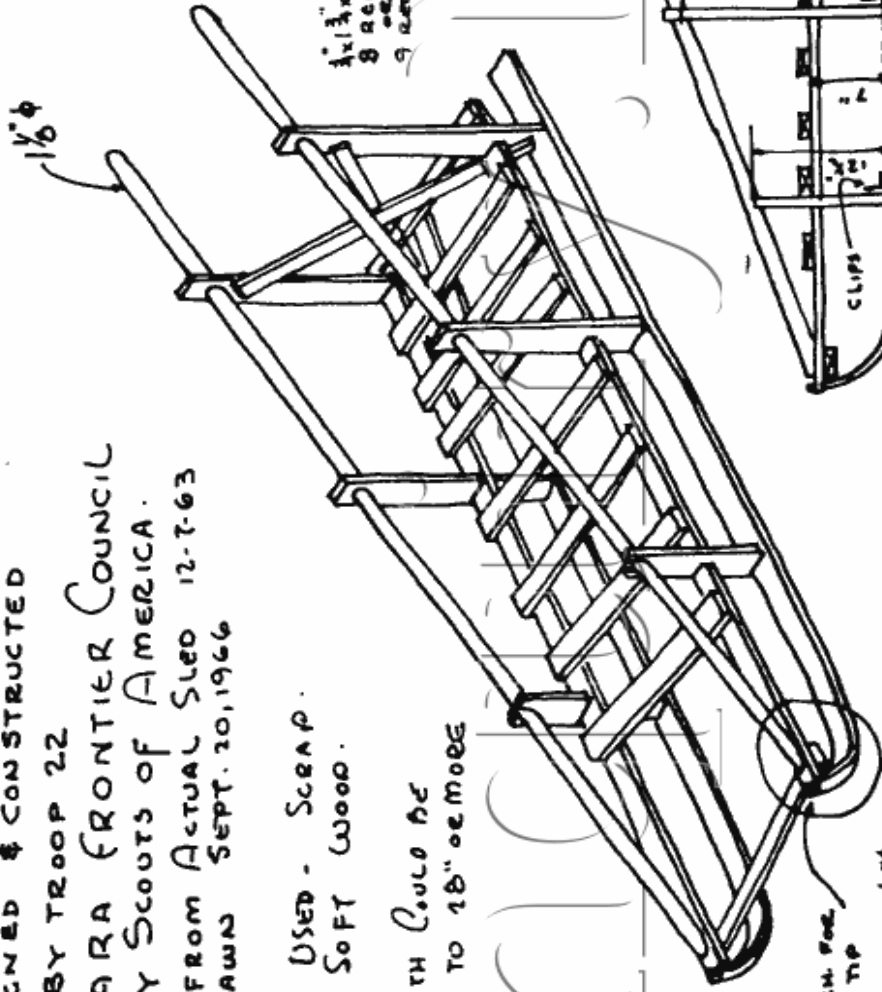
BY TROOP 22

NIAGARA FRONTIER COUNCIL
BOY SCOUTS OF AMERICA.

COPIED FROM ACTUAL SLED 12-7-63
REDRAWN SEPT. 20, 1966

LUMBER USED - SCRAP.
MOSTLY SOFT WOOD.

NOTE: WIDTH COULD BE
INCREASED TO 18" OR MORE



RAWHIDE BINDINGS USED FOR MOST
FASTENINGS - SCREWS USED SPARINGLY
AT MAJOR POINTS OF STRESS

THIS DRAWING REISSUED FOR KLONDIKE DERBY IN CONJUNCTION WITH WINTER FESTIVAL 1967

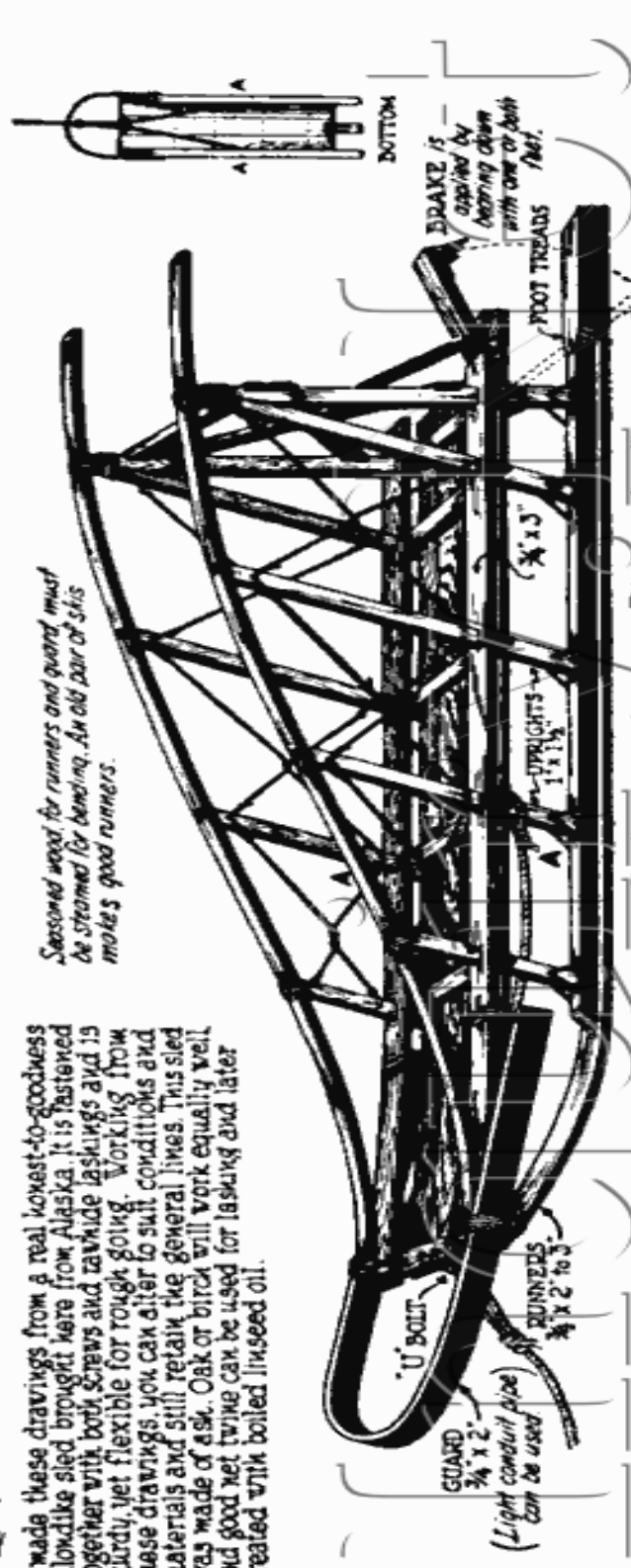


KLONDIKE SLED

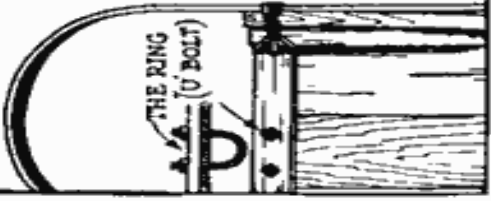
20" wide x 6' or 7' long is a good size for scouting.

I made these drawings from a real, honest-to-goodness Klondike sled brought here from Alaska. It is fastened together with both screws and rawhide lashings and is sturdy, yet flexible for rough going. Working from these drawings, you can alter to suit conditions and materials and still retain the general lines. This sled was made of ash. Oak or birch will work equally well and good net twine can be used for lashing and later treated with boiled linseed oil.

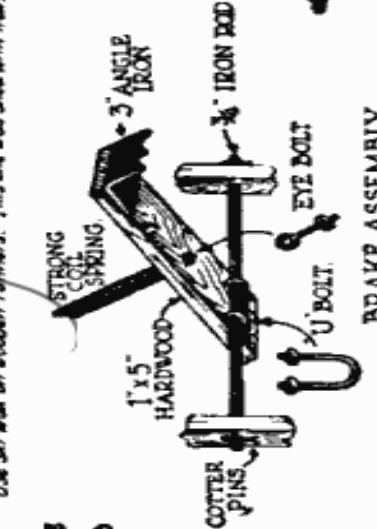
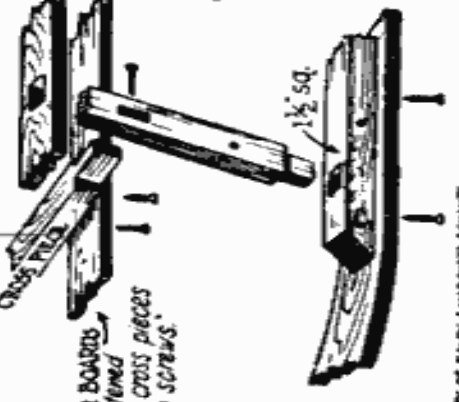
Seasoned wood for runners and guard must be steamed for bending. An old pair of skis makes good runners.



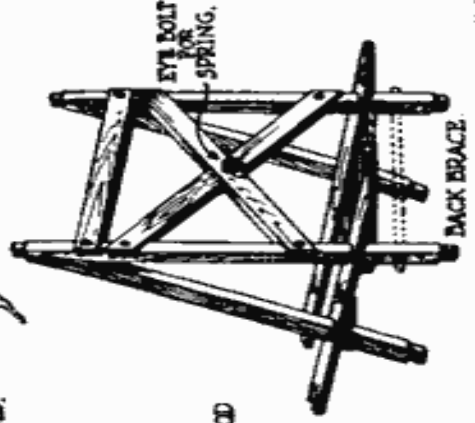
Use skis for an wooden runners. This one was shod with iron.



3/4 FLOOR BOARDS are fastened below cross pieces with screws.



BRAKE ASSEMBLY
A brake is a must in hilly country or when using dogs. It is usually oil metal.



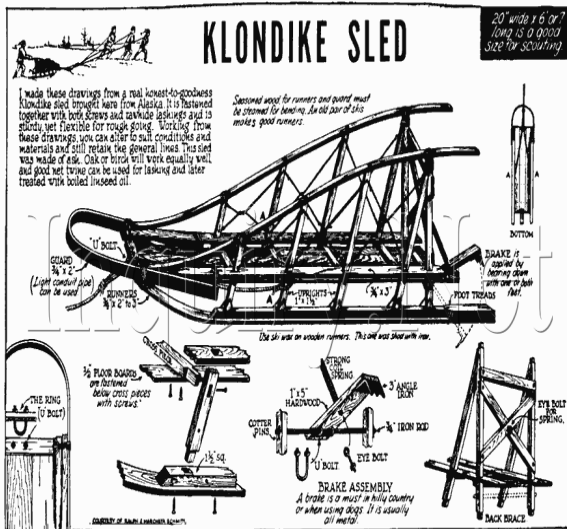
COURTESY OF SAMUEL J. WRIGHT, BOSTON.

2021 GREAT YUKON RACE

January 16, 2021
Camp Mountaineer

The gold is out there, and any Patrol can win!

Mountaineer Area Council's Great Yukon Race registration begins at 7:30 AM. Camping is encouraged Friday night, but program is not provided, so units must make provisions for accommodations and meals. Each Patrol (more than four Scouts but less than ten) competing will be asked to demonstrate knowledge in different Scouting skill areas and will be judged based on their level of performance and how quickly they complete the course.



Schedule of Events

7:30-8:30 AM - Registration and check-in for units not camping
9:00 AM - Event Start
4:00 PM - Event End

New Challenges for Scouts!

Patrols bring their own lunch. Adults can opt for a hot lunch! Hot Chocolate & Coffee provided all day for adults!

*Reminder: All participants need to bring a current copy of their
BSA Annual Health and Medical Record to events*

Online Registration available at <http://www.macbsa.org>

YUKON RACE PATROL ROSTER

(Kept with the Patrol Leader of the Sled)

For units entering more than one patrol: Copy this page and fill out for each patrol

Unit Number _____

Patrol Name _____

| Scout Name | Totin' Chip (circle Y or N) | Fireman Chit (circle Y or N) |
|------------------------|--------------------------------|---------------------------------|
| 1. PL - | Y N | Y N |
| 2. APL - | Y N | Y N |
| 3. | Y N | Y N |
| 4. | Y N | Y N |
| 5. | Y N | Y N |
| 6. | Y N | Y N |
| 7. | Y N | Y N |
| 8. | Y N | Y N |
| 9. | Y N | Y N |
| 10. | Y N | Y N |
| Total Youth In Patrol: | | |