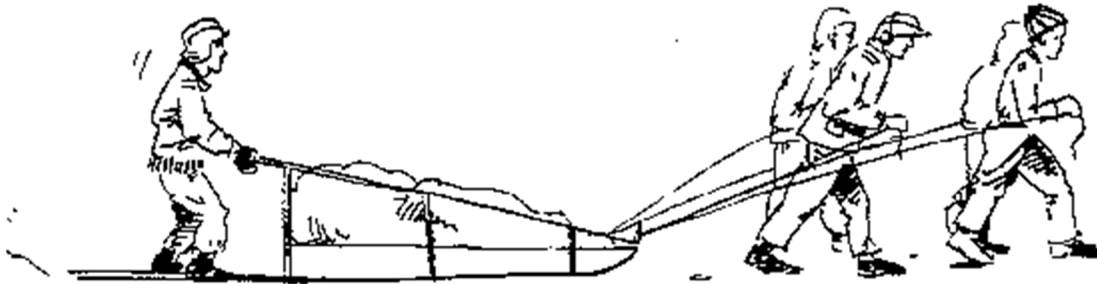


**Cheat District's
GREAT YUKON RACE 2022**

**LEADER GUIDEBOOK & REGISTRATION
INFORMATION**



Saturday, January 15, 2022

CAMP MOUNTAINEER
187 Camp Mountaineer Rd.

Dear Scouter:

The Yukon Race is upon us again, and we are thankful that Covid didn't win again this year. As in the past, our stations will focus on your Scout skills. 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 and a couple new variations. As always, stations will be revealed to participants the day of.

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.
- Units will be given a course, however, they are permitted to skip a station that is backed up and return to it.
- The race will go until 4:00PM. Awards will be given At 4:30PM
- Friday night camping(counted per patrol, not individual) 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.

There will be a "shotgun" start, as always, at the Cub pavilion at 9:00AM

Additional Reminders:

Food will not be provided. Patrols need to pack their lunches (MUST BE A HOT LUNCH) Troops will be given an 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. **(If you plan on volunteering, lunch will be provided to you at no charge, please register on the website if you want to volunteer)**

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 15, 2022
- Time:** Registration is 7:30 AM to 8:30 AM. Event ends at 4:00 PM, awards given at 4:30PM
- Plac** Camp Mountaineer, Cub Scout Pavilion (pavilion next to parking lot before entering camp, 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 if paid by January 3 2022 (Fee goes to \$20 after the 3rd, and to the day of. Please preregister if at all possible). Adult lunches can be purchased for \$5. **Anyone planning on volunteering will not be required to pay, but please contact Clay Zinn prior to the event and sign up on the registration page 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
4:00PM	Race Ends
4:30 PM	Awards and Closing

PART 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 Clay Zinn **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.

PART 2: RULES

1. This is a race for points, not time. This forces the patrols to use as much of the time in each station as possible.
2. COURSE ROUTE
 - All possible course routes will be written down and placed on 3X5 cards
 - Each Patrol will draw their course. This will happen immediately after the Patrol checks in on a first come first serve basis.
 - 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. Units will be allowed to skip stations but all stations must be met before completion.
3. Sled rules are discussed in Section 4.
4. There will be a total of eight Towns (stations)
5. Adult leaders who are not staffing stations should not be in the station areas while Patrols are competing. Station volunteers should not be involved in scoring their own Unit's Patrols, but in some instances it is necessary, remember a scout is **Trustworthy**. Any adults caught assisting their Patrols in the race, whether it is pulling the sled or completing the activities, will be **disqualified**. Adults are all strongly encouraged to volunteer.
6. **Each Town will host an event and be scored based on three criteria:**
 - Skill Level** – The quality of the events final outcome and how it was accomplished
 - Group Participation** – Were multiple people involved or did one or two Scouts complete the task on their own? Was delegation and leadership skills used?
 - 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, and signs your paperwork.
10. LUNCH
 - 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 hobo stove.
 - 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 1 hour for lunch. The mayor will give 10 min, 3 min, and 30 second countdown.
11. FINISH
 - Patrol and their sled (not just the Patrol) must cross the finish line to complete the race.
 - 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. Patrol will then proceed to the finish line to turn in their scoresheet

12. Scores

All patrols, regardless of whether or not they finish the race, will turn in their score sheets at the finish line.

Troops should all have the ability to finish the race. Only troops that actually cross the finish line will have successfully completed 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

Camping out Friday night (as a patrol) 20 Points

For each First Year Participant 5 Points

14. Tiebreaker - Stations will be timed. Overall times from all stations will be added up and the winner will be the patrol with the faster overall station time.

PART 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

PART 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.

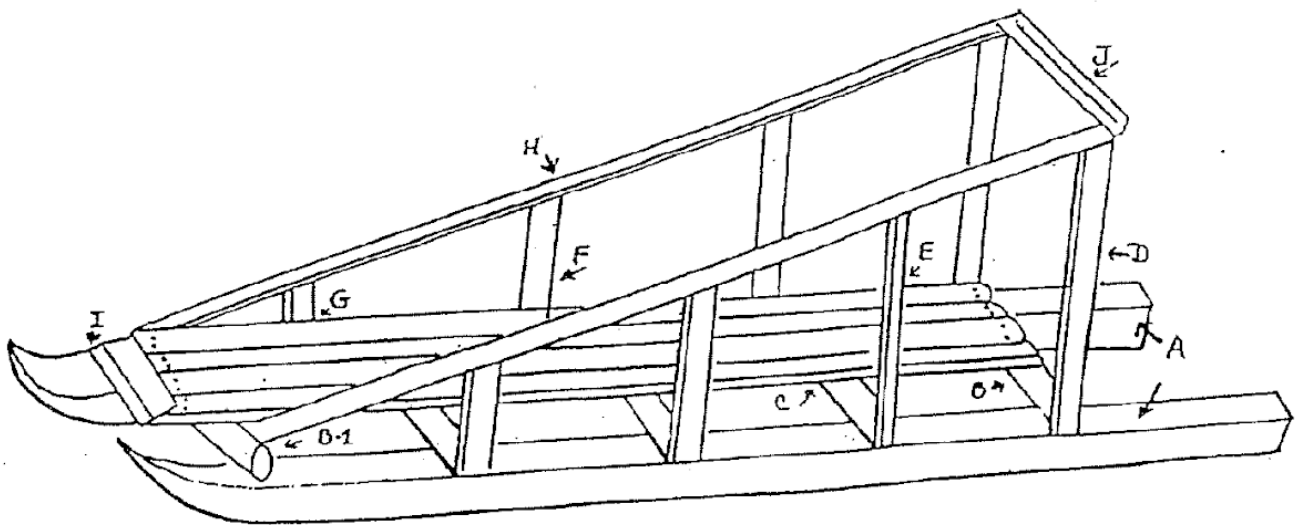
Sled repair kits for your particular sled are highly recommended as the rugged trails of Camp Mountaineer can take a toll on the sled... especially if there is no snow.

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.

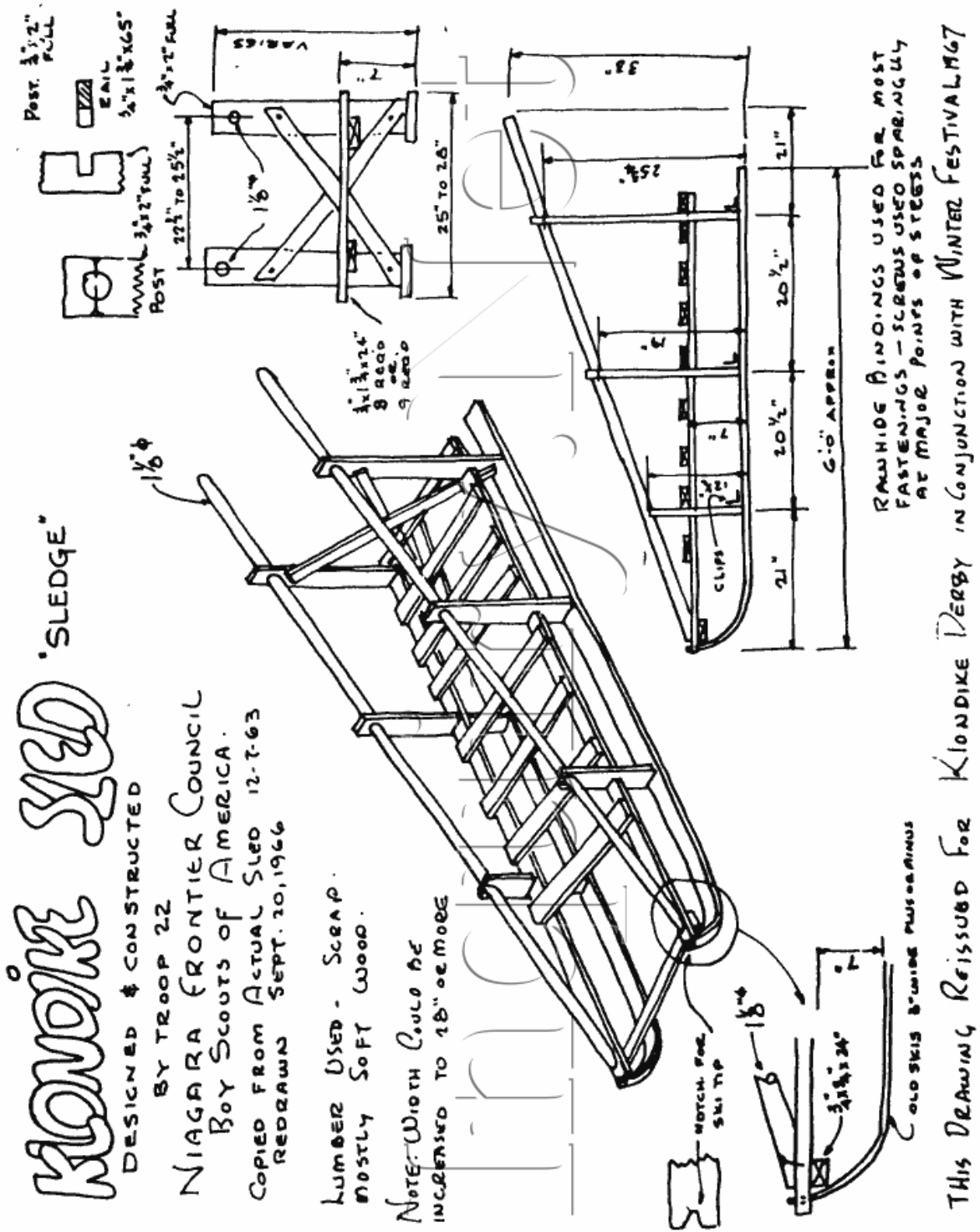
TIPS: Use screws instead of nails. Drill screw holes first to avoid splitting wood. Varnish the bottom of the runner if you use wood, and then wax it up before the derby. If you wish, add wire netting or a canvas snow curtain to hold the Patrol gear on the sled. Old skis may be available free from ski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



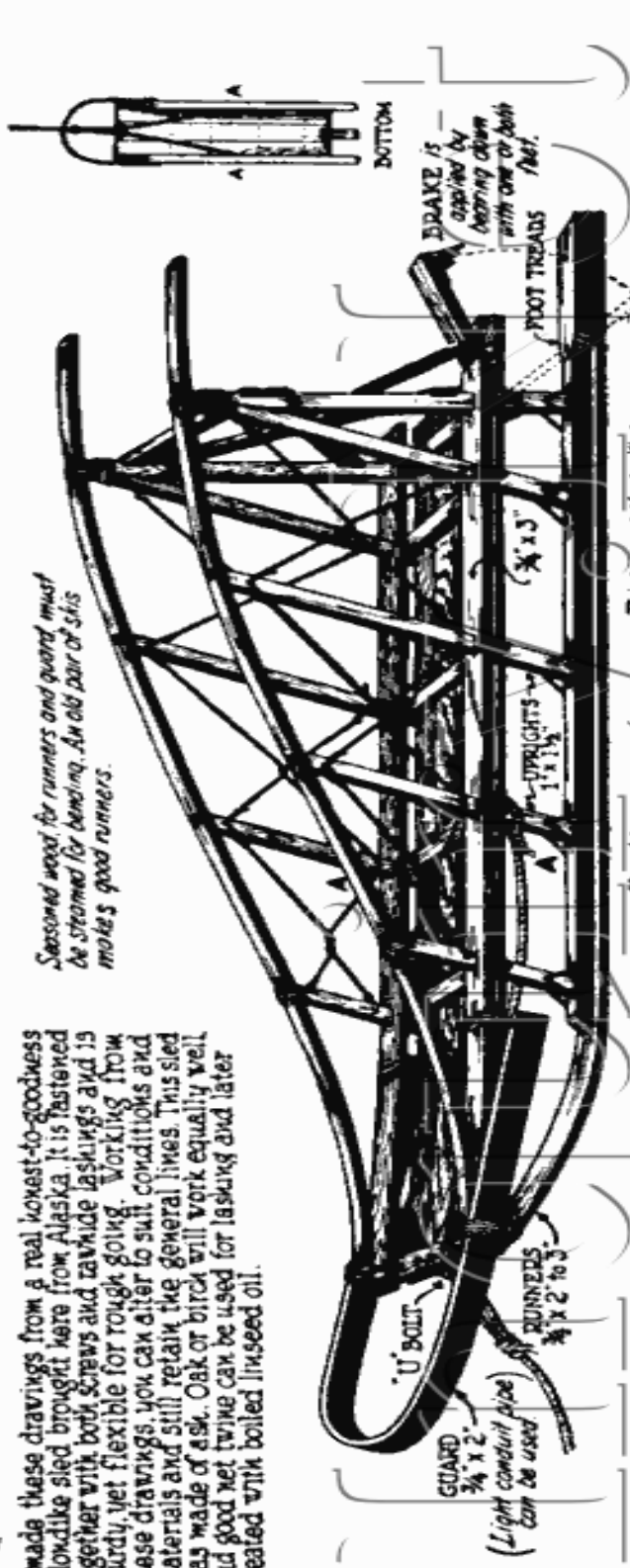
KLONDIKE SLED

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

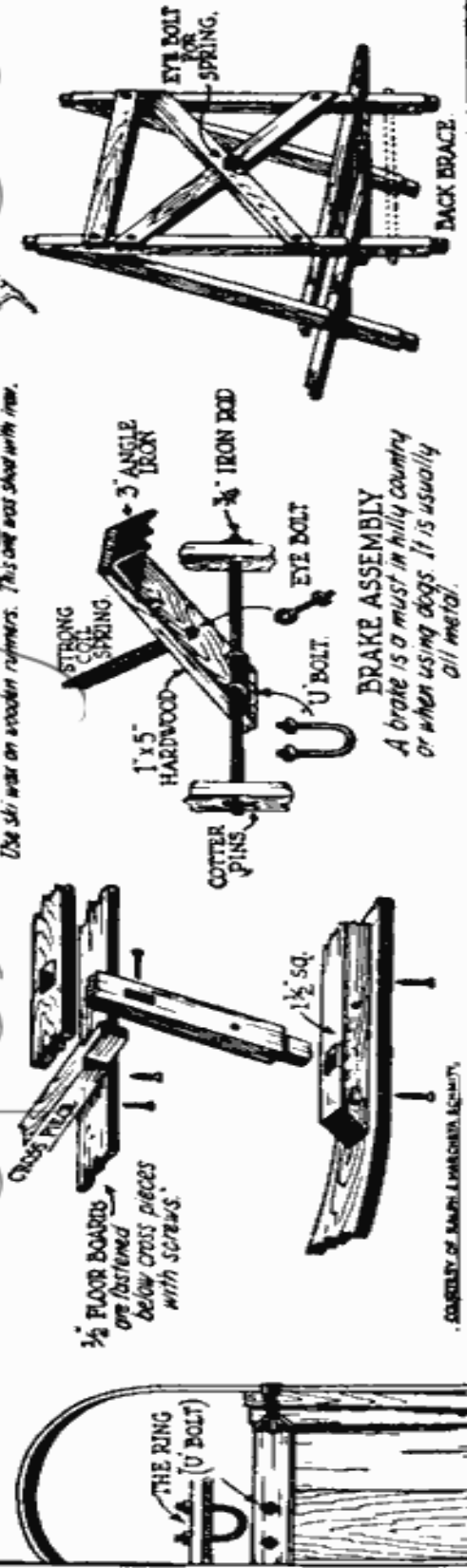


I made these drawings from a real koveest-to-goodness Klondike sled brought here from Alaska. It is fastened together with both screws and rawhide lashings and is sturdy, yet flexible for rough going. Working from these drawings, you can alter to suit conditions and materials and still retain the general 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.



The ski wear on wooden runners. This one was shot with iron.



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

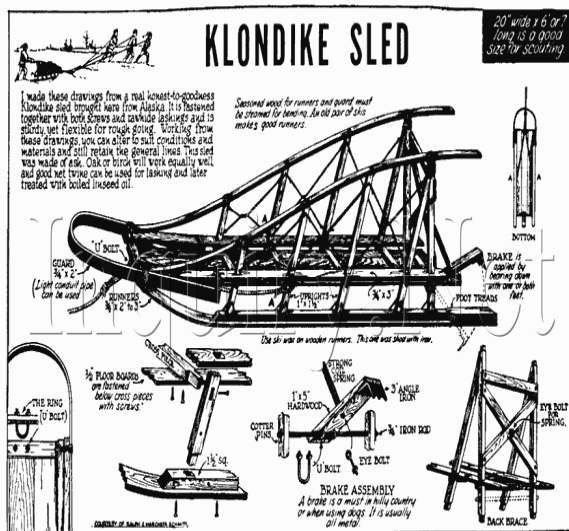
COURTESY OF BARRY LAMBERTO, SCOUTS

2022 GREAT YUKON RACE

January 15, 2022
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, with a Shotgun Start at 9:00 AM sharp. 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, after the event for youth.

Please complete registration and submit to Mountaineer Area Council by **January 3rd, 2022** to receive the Early Bird fee. This also assists coordinators in planning and purchasing for the event.

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

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:		

Must Be Turned In At Registration

Troop: _____ Patrol Name: _____

Campsite (if camping overnight): _____

Number of
Youth: _____

Number of
Adults: _____

Number of Adult
Lunches: _____

Camped
Overnight
Y/N (Youth
Only)

	Name:	Youth/Adult (Y/A)	First Year Participant Y/N (Youth Only)	
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
11				
11				
12				
13				
14				
15				
16				

*Specify Senior Patrol Leader (SPL) and Assistant Senior Patrol Leader (ASPL)

***Staying overnight in any building will **NOT** be counted as bonus points. Camping must be done in tents or Adirondacks