

# Boy Scouts of America - Brooklyn Council

## Klondike Derby 2024

### Schedule of Events:

10:00am - Check-in and Event Station Set-Up

11:00am - Opening Ceremony on the Boardwalk

11:25am - Event Stations Open

Between 1130-230 the following will occur

Event Stations Close

Pack Sled Race

Troop Sled Race

2:30pm - Awards and Closing Ceremony

Units should plan to arrive in Coney Island before 10:00am. Upon arrival, all units should line up their sleds on the boardwalk for inspection. It is **recommended** that there be a minimum of 6 scouts and a maximum of 8 scouts per patrol. Each unit (Troop or Pack) must have its own sled. The committee will not enforce a minimum or maximum number of scouts per sled as these are just recommendations.

**Dress Code:** Plan for the weather accordingly. Scouts will need to dress for an outdoor winter activity. Good outdoor clothing, such as warm coats, hats, gloves, long johns (thermal underwear), multiple pairs of socks, waterproof boots, rain gear (if necessary), etc... should be worn. Be prepared for the cold! Dress in layers, keeping in mind that layers can be removed (if you're hot) or added (if you're cold). Scouts will not be allowed to participate in sneakers or improper clothing.

**Sled Guidelines:** Each Pack/Troop/Patrol needs to have a sled in order to compete. No exceptions. *Sled sharing will not be allowed!* The sled that is inspected must be the same one used for competing in the event. Sleds **must** be made primarily of wood.

**Sled/Equipment/Safety Check:** Each Pack/Troop/Patrol is to have their sled prepared for an equipment check (please see below for a check list of required equipment). It is suggested that the tarp be used to secure most of the equipment in the sled. If necessary, the sled should be lashed prior to inspection and must contain all gear on the equipment list for the maximum points to be awarded. A box may be used to hold the equipment.

**Sled Equipment List:**

- First Aid Kit
- Blanket
- American Flag
- Troop/Patrol or Pack Flag on a pole
- Scout Handbook
- 20-foot rope (sled pulling rope accepted)
- Neckerchief (or triangular bandage)

14 points total (Cub Scouts)  
2pts. per item

**Additional: For Troops Only:**

- Patrol roster
- Pencil and clipboard
- Flashlight
- Digital Watch
- 6 ropes (six feet in length each)
- Three poles (between 5-6 feet in length each)
- Tarp (for shelter)
- Shovel

30 points total (Sled Equipment List + Troop Only Equipment)  
2pts. per item

**Sled Race Guidelines:** There will be separate races for Cub Scout Packs and Scout Troops/Patrols. Only registered scouts can participate in the sled race. It is recommended that 8 scouts participate in the race: 6 pullers, 1 passenger and 1 pusher. The committee will not enforce a minimum or maximum number of scouts per sled as these are just recommendations. A Pack/Troop/Patrol will complete the sled race when *the sled* crosses the finish line. This event will challenge your Scouts' physical endurance, teamwork and Scout skills. For this event you will need a sled capable of transporting one of your Patrol members plus a blanket and 20 feet of  $\frac{1}{2}$  or  $\frac{3}{4}$  inch rope. No motorized sleds!

There will be a 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place for Cubs and Troop units.

## **PACK EVENTS**

*(Maximum time per station = 20 minutes)*

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### **Cub Event #1 - Panning for Gold**

Cubs will use a sifter to pan for gold. They will fill a bucket that has been marked with a full line.

10pts. total:

10pts. = 2 minutes

9pts. = 3 minutes

8pts. = 4 minutes

7pts. = 5 minutes

6pts. = 6 minutes

5pts. = 7 minutes

4pts. = 8 minutes

3pts. = 9 minutes

2pts. = 10 minutes

### **Cub Event #2 - Fishing Cubs**

Cubs will use fishing poles provided with magnets to fish in the "pond". There will be ten fish in the "pond". Each scout will get 3 mins to get a specific number of fish out of the "pond".

15pts. total:

15pts. = All 10 fish

10pts. = 7-9 fish

5pts. = 5-7 fish

3pts. = 3-4 fish

1pt. = 0-2 fish

### **Cub Event #3 - Trekking Across the Tundra**

Five (5) cubs per unit are needed for this event. There will be two (2) boards with loops, each scout will put their feet through the loop in each board. They will work together to get across a measured distance.

10pts. total:

10pts. = 2 minutes

8pts. = 3 minutes

6pts. = 4 minutes

4pts. = 5 minutes

2pts. = Over 5 minutes

#### **Cub Event #4 - Let's Get the Sled Ready**

There will be eight (8) cut-out wolves; each wolf will be attached to a pole. The cubs will run a measured distance to grab a pole that has a wolf and then back to the sled, placing the pole on the ground in front of the sled, so that it looks like dogs leading the sled. This is a timed event and ends when all 8 wolves are lined up in front of the sled.

20pts. total:

20pts. = 2 minutes

15pts. = 3 minutes

10pts. = 4 minutes

5pts. = 5 minutes or more

#### **Cub Event #5 - Harpoon Throw**

A cub will throw a harpoon into a measured field. Each cub in turn will throw the harpoon (there will be 15 throws per Pack). Points will be awarded based on the distance.

20pts. total:

20pts. = 16 feet and up

5pts. = 6-10 feet

10pts. = 11-15 feet

0pts. = Under 5 feet

## TROOP EVENTS

(Maximum time per station = 25 minutes)

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### Scout Event #1 - “Tenderfoots” Snowshoe Relay Race



*“A tenderfoot is someone inexperienced. Usually, a tenderfoot is someone unaccustomed to outdoor living. Originally, a tenderfoot was an immigrant to the United States who wasn't used to the rough pioneer life, especially the hardships of ranching and mining. From there, this word came to mean any inexperienced person.”*

*“Snowshoes were a necessity for the Klondike miners in the cold, snowy Arctic north. Without them, trekking through knee-deep snowdrifts would be a most difficult task.”*

Snowshoes will be provided. Extra points will be awarded to any Troop/Patrol that builds their own Snowshoes prior to the event.

A relay style race will be set up. Each Scout in the patrol will put on snowshoes and take off to the go-around marker. When each Scout reaches the marker, he'll be asked a question from the BSA Scout or Tenderfoot Rank requirements. After answering the question, the Scout will return to the starting position and remove the snowshoes. Then, the next Scout in line will put on the snowshoes and take off!

40 points total (30 + \*10 bonus)

- 16pts. for questions (8 questions, 2pts. each).
- 9pts. for speed (9pts. for 1<sup>st</sup> place, 6pts. for 2<sup>nd</sup> place, 3pts. for 3<sup>rd</sup> place).
- 5pts. for scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).
- \*10 bonus pts. for sturdy, safe, and effective scout-made snowshoes.

## **Scout Event #2 - Build a Survival Shelter**

Troops/Patrol must construct an emergency shelter using the items they have on their sled. They must work together to 1) locate a suitable location given the conditions as outlined by the event leader. 2) make use of lashings in the construction of the shelter and 3) erect the shelter and transform their Klondike sled into a winter storm shelter for three people.

30pts. total

- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 8pts. knots and lashings (1pt. for every PROPER knot and PROPER lashing).
- 8pts. effectiveness and sturdiness (7pts. high, 5pts. medium, 3pts. Low).
- 7pts. scout spirit (7pts. high, 5pts. medium, 3pts. Low).

## **Scout Event #3 – Orienteering**

Troop/Patrols are given a map and compass and must orient their way to the finish where they will determine the height of a distant object.

30 points total.

- 20pts. for speed (20pts. for 1st, 16pts. for 2nd, 12pts. for 3<sup>rd</sup>, 8pts. for 4<sup>th</sup>, 4pts for 5th).
- 5pts. for measuring the distant object correctly.
- 5pts. scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).

## **Scout Event #4 - Ice Rescue and First Aid**

This is combined to make one event where the Troop/Patrol will answer questions on Hypothermia, how to perform CPR, How to Stop Bleeding, and Treatment for Shock.

The Troop/Patrol must then demonstrate the use of a human chain to rescue a person use the bowline to throw a rope to rescue a person on ice or in the water after the rescue they find the survivor can't walk, find out what is the injury and treat the injury, secure the patient and transport to Medical Facility.

### **30 points total**

- 2pts. 2 questions on hypothermia (1 pt. each).
- 2pts. 2 questions on CPR (1 pt. each).
- 2pts. 2 questions on how to stop bleeding (1 pt. each).
- 2pts. 2 questions on treatment for shock (1 pt. each).
- 3pts. demonstrate proper human chain rescue.
- 3pts. demonstrate proper bowline throw.
- 2pts. demonstrate proper victim transport.
- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 5pts. scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).



## **Scout Event #5 - Ice Fishing**

Troops/Patrols must construct a flagpole with a weighted knot at the end of the pole (the weighted knot must be heavy enough to trip a mouse trap). They must work together to: Use round lashings to tie together three (3) poles to construct a flagpole. Make a weighted knot and tie it to the end of the pole with 4 feet of rope between the pole and the weighted knot. Working as a team, extend the flagpole to trip a mouse trap with the weighted knot. There will be a 10-foot space between the standing line and the mouse traps area that can't be touched. If any Scouts or poles touch any of the 10-foot area, it will signal the end of the event and that Troop/Patrol will only be awarded the points earned up until that point.

40 points total (30 + \*10 bonus)

- 4pts. trip mouse trap (1pt. each trap).
- 12pts. proper lashings (3pts. each).
- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 5pts. scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).
- \*10 bonus pts. for construction of proper monkey-fist

# Sled sample:

