

Scouting USA
Brooklyn Council
Klondike Derby 2020
Saturday, February 1st, 2020
Coney Island Beach @
Stillwell Avenue
9:00 AM To 3:00 PM

Event Registration: 9:00am – 10:00am

RACE YOUR SLED & COMPETE IN EVENTS!

Each unit is *required* to send one adult to assist with staffing.

All volunteers are greatly appreciated!

Online pre-registered fee: \$10.00 per Scout
Registering day of event fee: \$15.00 per Scout
(Includes event patch & prizes)

\$1.00 out of every fee paid goes to support
GNYC Brooklyn Council Camperships

To pre-register for the event, follow this link for payment: www.bsa-gnyc.org/2020brooklynklondike Along with payment, we will need the following information: Troop or Pack number, Key leader name, Key leader contact number, Key leader e-mail address, name of adult volunteer who will assist with event and number of scouts attending. You will receive a receipt upon payment. Please print it out and bring it with you on the day of the event. Deadline for online registration and discounted payment is:

Thursday, January 30th, 2020.

For further information and to volunteer to help, call:
Robert Vite, Breukelen District Executive (347)920-1712

Brooklyn Council Klondike Derby 2020

Schedule of Events:

9:00am – 10:00am ≈ Registration and Event Station Set-Up

10:15am – 10:30am ≈ Opening Ceremony at the Boardwalk

10:45am ≈ Event Stations Open

1:00pm ≈ Event Stations Close

1:15pm – 1:45pm ≈ Pack Sled Race

1:45pm – 2:15pm ≈ Troop Sled Race

2:30pm – 3:00pm ≈ Awards and Closing Ceremony

Units should plan to arrive in Coney Island between 9:00am and 10:00am. Upon arrival, all units should line up their sleds on the boardwalk for inspection. Unit leaders should proceed to the Registration Area to register their Packs/Troops for the days' events. For Boy Scouts there should be a minimum of 6 scouts and a maximum of 8 scouts per patrol (each patrol must have their own sled).

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. The sled must be lashed prior to inspection and must contain all gear on the equipment list in order for the maximum points to be awarded. A box may be used to hold the equipment.

Sled Equipment List: (one point awarded for these items)

- First Aid Kit
- One (sealed) gallon of water
(will be used for hot chocolate)
- Blanket
- American Flag
- Troop/Patrol or Pack Flag on a pole
- Scout Handbook
- 20 foot rope (sled pulling rope accepted)
- Neckerchief (or triangular bandage)

Additional: For Boy Scouts 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 camp chair
- Shovel

Sled Race Guidelines: There will be separate races for Cub Scout Packs and Boy Scout Troops/Patrols. Only registered scouts can participate in the sled race. 8 scouts are required for the race: 6 pullers, 1 passenger and 1 pusher. 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!

Scoring: First Place = 25 Points Second Place = 20 Points Third Place = 15 Points

Note: In the case of a tie in the overall scoring, the winner of the sled race will be used as the deciding factor in determining the winner of the overall competition.

PACK EVENTS

(Maximum time per station = 20 minutes)

- **Tug-O-War **NEW EVENT**

Two (2) Packs will tug-o-war at a time for flags placed a distance from the Pack. The goal is to get their flag first.

Points: 1st ----- 20 points. 2nd ----- 10 points.

- **First Aid **NEW EVENT**

While riding the sled one person falls and has a leg injury (broken leg or ankle). Identify, Immobilize and transport the injured to medical facility.

***Bring ALL material necessary to complete this event e.g Survival Bag*.**

5 Extra Points will be given to the Pack(s) not using the sled for transport.

Timed event starts off with 20 points and deduct 1 point for every minute over 3 minutes.

- **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.

Points: Under 5 feet – 0 points 6 – 10 feet – 5 points
11 – 15 feet – 10 points 16 feet and up – 20 points

- **What's on the Board**

The whole Pack can participate in this event. Cubs will be presented with a covered board with (10) ten items. The items on the board will be revealed for 20 seconds and then covered once again. The Pack will then have 1 (one) minute to name the items on the board. Each cub will name an item until the minute is completed.

Point: Each correctly named item – 2 points

- **Winter Storm Obstacle**

The obstacle course requires 2 cubs, one of whom is blindfolded. There will be 5 Points marked with pieces of board on the field. While standing outside the course, the cub will **VERBALLY** guide the blind folded partner to touch each marked position on the course. Each Pack will have (4) turns on the course.

Points will be awarded according to the times through the course. *** Please provide a Neckerchief to be used as the blindfold*.**

Points – 2 minutes - 20 points 3 minutes – 10 points
4 minutes – 5 points 5 minutes – 1 point.

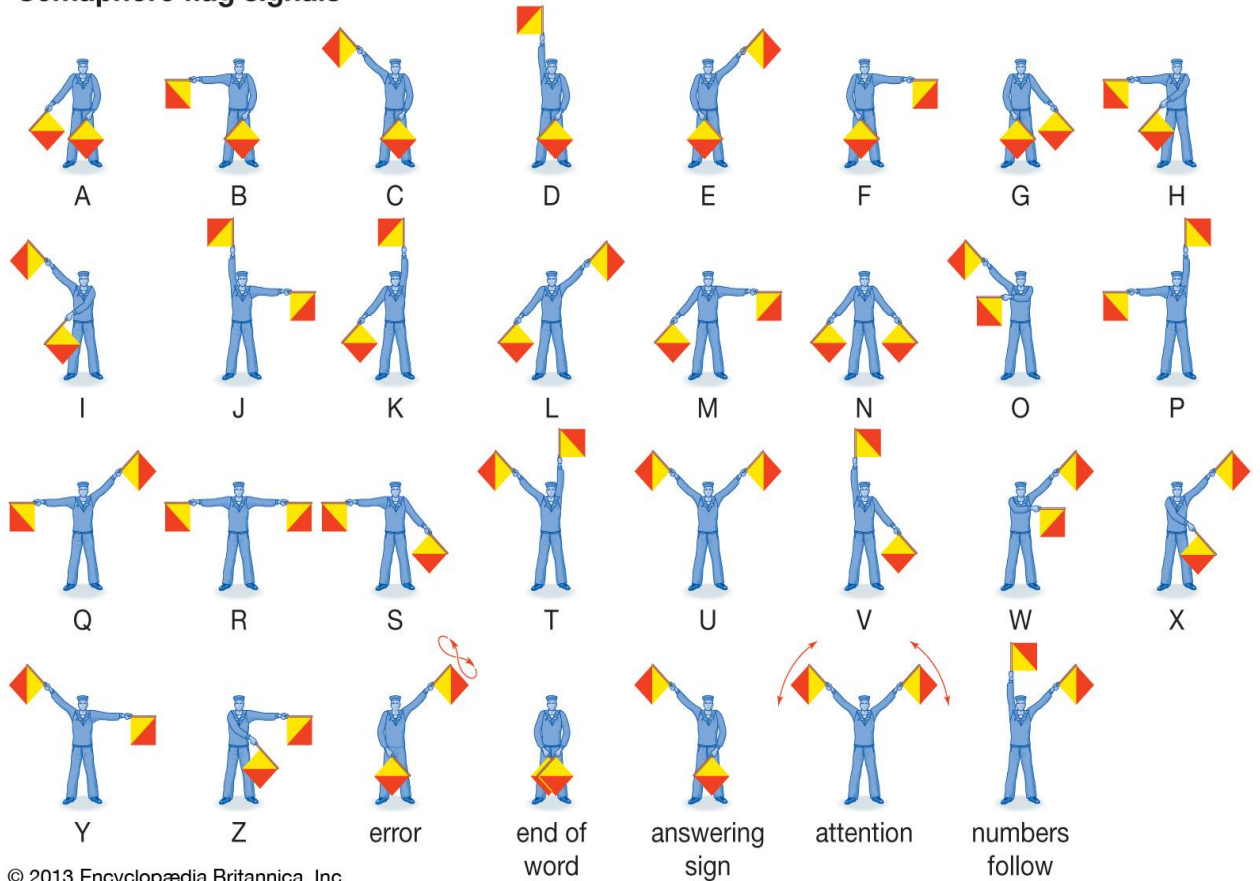
TROOP EVENTS

(Maximum time per station = 25 minutes)

- **Build It ** NEW EVENT**
Build a Camp Chair using the materials brought to the event in the sled.
Bring any equipment necessary to complete this event
Points: Creativity – 5, Safety – 5, Speed – 5, Knots and Lashings – 5, and Scout Spirit (Teamwork) – 5.
- **Orienteering ** NEW EVENT**
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.
Timed event – 25 points to the best time to finish the entire course. 2nd. place - 15 points. 3rd place – 10 points. 4th. Place – 5 points. Measuring the object correctly 5 points.
- **Signals ** NEW EVENT**
Patrols are given a message and will use flag signals to send the message. They must then go to a predetermined distance and signal the message to the rest of the Patrol. Key words will be given on the Flyer to be learnt by participating Patrols.
Points. All correct – 20 points. 3 correct - 15 points. 2 correct – 10 points. 1 correct – 5 points.
- **Ice Rescue and First Aid**
This is combined to make one event where the Patrol will answer questions on Hypothermia, How to perform CPR, How to Stop Bleeding, Treatment for Shock, provide a First Aid Kit. Then the Patrol must 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.
Bring any extra equipment necessary to complete the scenario e.g. Survival Bag
5 Extra Points will be given to the Troop(s) not using the Sled as transport.
20 Points for a Completed Scenario. **2 Points** for each correct answer.
- **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.
Points: Teamwork – 5, Knowledge - 5, Use of Lashings - 5, Construction of the weighted Knot – 5 and Scout Spirit – 5. Each mouse trap tripped will earn **2 points**. *An additional

4 points will be earned if the Troop/Patrol constructs and uses a monkey fist for their weighted knot.

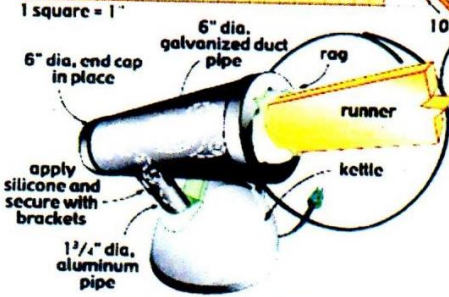
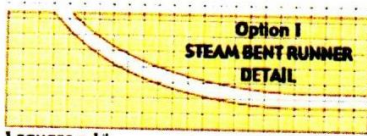
Semaphore flag signals



Scouts will be asked to signal 4 of the following:

ATTENTION, ERROR, JUMP, STOP, FIRE, SOS, SAFE,
YES, NUMBERS FOLLOW, END OF WORD

RUNNER TIP DETAIL



DON'T STEAM WOOD WITHOUT AN ADULT!

