



2025

Arctic Circle

Derby

Leader Guide

Camp Davy Crockett
February 21-23, 2025

2025 Polar Circle Derby

Contacts for Information:

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Each scout will need a Day Pack for Gear and Lunch in Place on Saturday

Registration

Each unit will need to register online at www.sequoyahcouncil.org

The cost is \$20 per Scout with a Saturday night dinner in the dining hall.

Adults are \$15 (Arctic Derby staff will not pay).

THERE WILL BE NO WALK-ONS.

Patches will be given to each registered participant, both Scouts and adults.

Rules & Regulations

1. All Scouts should be in Activity uniform during all Saturday activities.
2. Each patrol must have a patrol yell.
3. While at camp we expect that everyone will follow the BSA Guide to Safe Scouting.
4. We expect that everyone will remember and follow the Scout Oath and Law.
5. Please stay in station rotation until you need to move to the next station working on the skills in that station.

Upon Arrival

Please check in with the event staff at HQ. You will be given your campsite assignment at check-in. Please proceed to your campsite, drop off your gear and park your vehicles back at the parking lot at HQ. **Please note that due to the winter season, many campsites will not have running water during this event. Also, some bathhouses will not be available for use.**

Opening Ceremony

Please be sure to be at the opening ceremony as if there are any announcements this is when they will be given out.

Check Out

Please go through your campsite to make sure everything has been cleaned up. Please clear out all the trash and belongings from the campsite. Check-out at Headquarters no later than noon on Sunday. All campfires must be fully extinguished before departure.

General Schedule

Date	Event(s)	Time
Friday	Check In	4:00-6:00 PM
Friday	Campsite Setup	4:00-7:00 PM
Friday	Cracker Barrell	8:00-9:00 PM
Friday	Lights Out	10:00 PM
Saturday	Check In	7:00-8:00 AM
Saturday	Opening	8:30 AM
Saturday	Morning Events	9:00AM-12:00 PM
Saturday	Lunch In Place	12:00PM-1:00 PM
Saturday	Afternoon Events	1:00PM-4:00 PM
Saturday	Sled Race	4:00-5:45
Saturday	Dinner in Dining Hall	6:00-7:30 PM
Saturday	Campfire & Awards Presentation	7:30PM-9:30 PM
Saturday	Lights Out	10:00 PM
Sunday	Chapel Service	9:30AM-10:00 AM
Sunday	Check Out	12:00 PM

Campsite Inspections

Please study up on what a Scouts BSA campsite is supposed to look like. We will have judges from each district come through and do a campsite inspection.

Notes to Unit Leadership and to Campsite Inspectors:

- The purpose of the campsite inspection is to help teach Scouts the value of having a clean, neat, and safe campsite. The inspection is intended to be a positive experience for Scouts and adult leaders rather than a punitive measure.

Derby Events (Read Carefully)

The Artic Derby is a chance to practice patrol building and skills while building friendships and comradery across the scouting community. Scouts will rotate through the events within their “Derby Patrol”, not their home troop patrol. Derby patrols will be formed by staff, reviewing scout ranks and names from the registration information.

The sled race will be an event that will be done as a troop/patrol event.

Each derby patrol will be assigned a station at which they will start the day. All derby patrols will rotate stations at the same time in a clockwise manner through the rest of the stations. If your derby patrol finishes a station early please practice and enjoy the stations activities rather than moving to next station until time to do so. There will be multiple patrols at each station working on that event separately. Below is the Event Station List and Location of the Event.

<u>EVENT</u>	<u>LOCATION</u>
Team placements/Building	Open 9-10am
Blind Polar Bear	Chapel
Snowball Launching	Pool Field
Knot Tying	Traders Post Shed
Ferry Pull	Headquarters Field
Fire Building	OA shelter
(service project)	TBD

Sleds

Sleds will be parked at the trading posts during the day events until race time. There is no sled inspection this year and the materials needed for events (fire starters, water bottles, etc) should be carried in your daypacks with you along with your lunch in place meal.

Patrol Building

This is time to find your teammates and for the group to work on a team name/call as well as to get to know your teammates. When you find out your team letter and rotation it would be best to move to your first station to meet your other teammates.

Blind Bear

(10 nuggets)

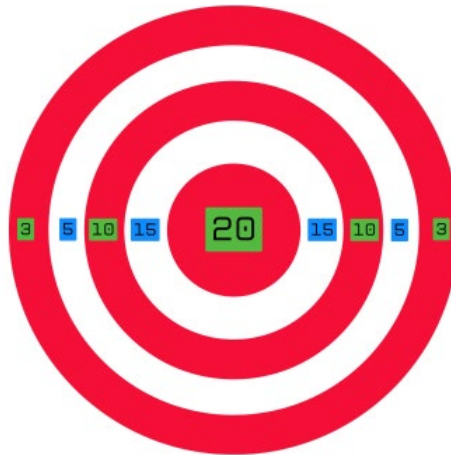
The goal of the blind bear is to help guide your teammates around the obstacle course while avoiding the sleeping bear. Each person will guide the next person thru the maze with the last person guiding the first person. Each team will earn a nugget for each person successfully guided thru the course. There will be extra nuggets for how well the scouts work together within their team and positive sportsmanship.

Snowball Launching

(nuggets according to scoring)

The first flurries of winter had dusted the town, transforming the park into a glistening wonderland. A group of friends (you), bundled in their warmest winter gear, gathered for an epic showdown: The Great Snowball Slingshot Showdown.

Teams take turns using the 3 Man Slingshot to launch snowballs at the target. Teams will launch 2 sets of 5 snowballs for a total of 10 balls. The set with the highest score will be the final score for that patrol. Points are awarded based on where the snowballs land on the target.



Knot Tying

(10 nuggets)

Each person in a patrol can only tie two of the knots however there has to be a total of 8 knots tied correctly out of the ones listed below. This will give you 8 nuggets with earning 2 for teamwork.

- | | | |
|---------------------|------------------|---------------------------|
| 1. Square knot | 6. Sheet Bend | 11. Grip Hitch |
| 2. Lark's Head | 7. Bowline | 12. Alpine Butterfly Loop |
| 3. Two Half Hitches | 8. Timber Hitch | 13. Cleat Hitch |
| 4. Taut Line Hitch | 9. Figure 8 Knot | 14. Truckers Hitch |
| 5. Clove Hitch | 10. Sheepshank | 15. Common Whipping |

Ferry Pull

(10 nuggets)

The Goal of the Ferry is to pull the ferry across the “waters” using team work. All members of the patrol will need to position on the ferry and work as a team pulling across the coarse. This will mean that the pipes will need to be moved from back to front while ferry gets pulled along the coarse. Remember the patrol has to work as a team to not over pull or moving pipes to slowly, both will result in dumping the crew in the icy waters. The only time restraint is due to the rotation. So strategize and work as a team to get your ferry across the waters.

Fire Building

(10 nuggets)

The team’s station consists of 2 post spaced 18” apart and about 24” tall. Between the two posts are stretched two strings. The first is about 6” off the ground. The second is about 18” off the ground.

The Goals include: 1) Lay a fire beneath the first string and light the fire, burning the first string. 2) Feed and build the fire until it burns the second string.

Required: Tinder, kindling, fuelwood: Sled teams may bring material to start their fire. Any natural material are allowed. Synthetics, flammable liquids, or torches are not allowed. Also the stations are located near wooded areas and any available material may be used for the fire.

Ignition sources: Matches, flint/steel, or butane lighters may be used. Extra nuggets may be earned for flint/steel attempts.

Notes: Team members cannot touch the strings during the exercise. The only time restriction is the time period for the event rotation. Teamwork and support is encouraged and may be rewarded with nuggets. Preparation and practice can include experimenting with different tinder, kindling and starting techniques. There are also many different approaches to laying a fire that can have different results.

Service Project

(10 nuggets)

Each patrol will participate in a service project to be determined by Camp Davy Crockett staff. Be sure to assist and work to help preserve, build and improve the camp for personal use as well as future scouts. This maybe helping with trail clearing/building, brush clearing, etc. If you are working on conservation hours, these can be counted for such badges.

Sled Race

You will join back with your home Troop/patrol for this event. The sled racing will begin around 4 at the old parade field across from the trading post. Each sled will run only once with the best times placing.

Event Scoring

Each team can earn up to 10 gold nuggets per event. Scoring will be based on how well each team works together using the patrol method and teamwork to complete the activity. Gold nuggets will be awarded based on the criteria set up by the leaders at each activity. Bonus gold nuggets may be awarded by event planning staff for outstanding scout spirit by individual scouts or the team. Each team will have to keep up with their gold nuggets throughout the day, using the provided bags. At the end of the rotations, each team will bring their gold nuggets to HQ to be counted by Derby staff. The patrol with the most gold nuggets will be declared this year's Artic Circle Derby winner.

Campfire and Awards

Campfire will take place at 7:30pm on Saturday. Each Troop/patrol is asked to provide a Skit or a Song for the campfire. Please let staff at headquarters know what skit or song you will be performing before dinner on Saturday night. Awards will be given to the 1st, 2nd, and 3rd place overall winners of the events as well as 1st, 2nd, and 3rd place of the sled race.

Camp Davy Crockett

Sequoyah Council, BSA

