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The Story of the Klondike

The Klondike Gold Rush was touched off by the discovery of gold on Rabbit (later Bonanza) Creek, a tributary of the Klondike River, in August, 1896. The world learned of the discovery when some of the newly rich pioneers reached the West Coast by steamship in July, 1897. The Seattle Post-Intelligencer newspaper’s description of a “ton of gold” touched off a stampede of adventurers and gold seekers.

The wealthy went by water. The poor struggled over the White Pass and Chilkoot Pass and then down the Yukon River in handmade craft. The foolhardy took the “all-Canadian” route and found themselves spending two years on the trail.

Once they arrived and found an unoccupied section of stream or river, a miner could stake his claim by registering it with the government offices. Those who arrived earliest got the best stakes. Arriving quickly meant being prepared, well equipped, and skilled in the outdoors.

The Gold Rush to Crown is a celebration of the explorers spirit. Your Patrol will be presented with a number of challenges along the Gold Rush Trail of the Klondike Derby. If you’ve brought the right gear and mastered some outdoor skills, you just might finish strong and take home the coveted Klondike Cup Trophy!
<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:30</td>
<td>Volunteers come to Jadel Outpost for information and materials</td>
</tr>
<tr>
<td>8:00</td>
<td>Registration/Sled Inspection</td>
</tr>
<tr>
<td>8:50</td>
<td>Flag Ceremony at Pavilion</td>
</tr>
<tr>
<td>09:00</td>
<td>Travel Period</td>
</tr>
<tr>
<td>09:05</td>
<td>Anchorage Outpost</td>
</tr>
<tr>
<td>09:45</td>
<td>Travel Period</td>
</tr>
<tr>
<td>09:50</td>
<td>Fairbanks Outpost</td>
</tr>
<tr>
<td>10:30</td>
<td>Travel Period</td>
</tr>
<tr>
<td>10:35</td>
<td>Juneau Outpost</td>
</tr>
<tr>
<td>11:15</td>
<td>Travel Period</td>
</tr>
<tr>
<td>11:20</td>
<td>Ketchikan Outpost</td>
</tr>
<tr>
<td>12:00</td>
<td>Lunch (Lunch is to be prepared and eaten at the Jadel Outpost)</td>
</tr>
<tr>
<td></td>
<td>Judges return score sheets to pavilion</td>
</tr>
<tr>
<td>01:00</td>
<td>Travel Period</td>
</tr>
<tr>
<td>01:05</td>
<td>Sitka Outpost</td>
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<tr>
<td>01:45</td>
<td>Travel Period</td>
</tr>
<tr>
<td>01:45</td>
<td>Nome Outpost</td>
</tr>
<tr>
<td>02:30</td>
<td>Patrons Assemble at Jadel Outpost</td>
</tr>
<tr>
<td></td>
<td>Judges return score sheets to Jadel Outpost</td>
</tr>
<tr>
<td>02:45</td>
<td>Tally of scores/Epic Tug of War Tournament!</td>
</tr>
<tr>
<td>3:15</td>
<td>Closing and Awards Ceremony</td>
</tr>
<tr>
<td></td>
<td>Dismissal</td>
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</table>
Preparing for Klondike

How to Prepare for the Klondike Journey:

- Present their Patrol Cheer/Yell in unison and with Scout Spirit!
- Have at least 2 members of your Patrol who have Totin’ Chit
- Be able to use an axe and saw safely
- Ensure their sled will hold a patrol member
- Be able to demonstrate first aid for common winter accidents
- Know how to build an improvised gurney/stretcher
- Be able to work together as a team under a single leader’s direction
- Build & light a fire suitable for cooking without using lighters, accelerants, or fire starters
- Cook a simple item over an open fire they have built
- Be able to improvise, build and operate catapult using ingenuity & materials provided
- Be able to pull their sled and its contents
- Be able to follow directions
- Be prepared for variable weather conditions
- Launch a Snow Snake created by each patrol effectively (see attached guidelines)

What Your Patrol Needs for the Klondike Journey

A prepared Patrol will have in their possession:

- A sled with a harness or pulling position for each patrol member (except musher)
- A wagon may be substituted, if no snow
- A brake or brake rope for the musher
- Ropes, straps or bungee cords to secure sled load
- Patrol Flag
- Two ropes, 6’ or longer
- Tarp to cover load and for lunch seating
- A snow snake created and decorated by each patrol according to attached guidelines
- First aid kit
- Additional triangular bandages, splints, etc for demonstrating first aid
- Two staves
- Blanket (or something resembling a blanket, like a tarp)
- Garbage bag
- Tinder, Kindling and Fuel for building a cooking fire
- Hot pad or mitt
- Large tongs suitable for cooking
- Small shovel
- Snacks and Water Bottle for each patrol member (Lunch will be provided)
WHAT EACH PREPARED PATROL MEMBER SHOULD BE WEARING OR HAVE ON THEIR PERSON:

- Long underwear or other base layer (optional if temperature is above 40 degrees)
- Sweater or fleece
- Winter coat
- Snow pants
- Winter hat
- Neck gaiter or scarf
- Mittens or Gloves
- Insulated winter boots - waterproof if possible – no gym shoes or sandals
- Personal survival kit (compass, matches, small first aid kit)
- Water container like a nalgene with water inside it
- Pen or pencil
- Pocketknife (unless you have not earned your Tot’n Chip)
- Plate or bowl, and spoon or fork for eating lunch. Mug if you like hot chocolate.
- Dry clothing / Extra dry socks in zip lock in day pack - incase wet or slushy conditions.
Outposts and Mountain Guides and Scoring

The challenges which comprise the Klondike Derby are located at the following Alaskan Outposts along the Gold Rush Trail:

- Anchorage
- Fairbanks
- Juneau
- Ketchikan
- Sitka
- Nome
- Jadel

Each Outpost has a Mountain Guide who is the volunteer judge in charge of that Outpost. The Guide determines your Patrol’s score for the event being hosted in his station. Arguing with the Guide is not recommended and may result in a lower score.

At each station you will be challenged to complete an activity to the best of your Patrol’s ability while exhibiting teamwork, leadership and Scout Spirit. Your Patrol will be awarded a certain number of points based on your performance. Each Mayor will keep corruption in his or her station to a minimum by recording the number of points awarded on a master score sheet.
**Klondike Information**

**Scout Spirit & Behavior**
The Boy Scout Oath and Law should guide your behavior for the day. Scout Spirit and Patrol cooperation play a significant role in the scoring at all Outposts.

**Patrols**
Every Patrol will consist of between five and nine Scouts. Each Patrol should have a Patrol Leader and a Quarter Master.

**Sleds/ Wagons (if no snow)**
Each Patrol must have a sled equipped with the recommended items securely stowed. The Sled must also be capable of carrying at least one Patrol member safely.

**Registration**
Registration will take place at the Fisher Shelter. The Patrol Leader will come prepared with a Roster to identify all members of your Patrol and the adult leaders attending and settle up any additional fees. Each Patrol must have a name and know their Troop number.

**Sled and Patrol Member Inspection**
Immediately following successful Registration, each patrol will pass a Sled and Patrol Member Inspection. Your Patrol will be assigned a starting Outpost and given a map after registration.

**Outposts and Mountain Guides**
Each Outpost has a Mountain Guide who is the volunteer judge in charge of that challenge. The Mountain Guide determines your Patrol's score for the event being hosted in his Outpost. Arguing with the Guide is not a good idea and will usually result in a lower score.

**Scoring**
At each Outpost you will be challenged to complete an activity to the best of your Patrol's ability while exhibiting teamwork, leadership and Scout Spirit. Your Patrol will be awarded a certain number of points based on your performance. Each Mountain Guide will keep corruption in his or her station to a minimum by recording the number of points awarded on a master score sheet.

**Travel between Outposts**
You may NOT proceed to the next Outpost until directed to do so by the Mountain Guide. Do not visit the Outposts out of order. It is almost certain to cause confusion when adding your Patrol's score.

**Lunch**
Lunch will be served and eaten under the overhangs at the Jadel Outpost. This year we will be providing a hot meal for all scout and adult participants. Hot water will also be provided to the patrols. Hot cocoa may be available while supplies last, but Patrols are welcome to bring their own powders/ soup mixes and thermal containers as they see fit. We ask patrols to be mindful of the time constraints and proceed directly to/from the pavilion when directed. Please bring a suitable sealable container for safely retrieving and transporting hot water from staff at the Jadel Outpost. NOTE that all scouts are expected to Leave No Trace.

**Electronics**
There were no cell phones, game boys, pagers, iPods, smart phones or laptops in 1896. Use of any of these will result in a 5 point team deduction per occurrence.

**Adult Assistance**
Adults may not help any Patrol with the challenges to be completed. If your Patrol is found to have been helped by an Adult, 10 points will be deducted from your final score.
**First Aid**
First Aid will be provided at the Jadel Outpost. If you are a first responder, please make the registration staff aware of this and provide your cell phone number.

**Warming Center**
The Fisher Shelter will be available as a warming center and is located across from Gilwell Field West of the Jadel Outpost. We ask that Scouts be accompanied by adult leaders if they need to warm themselves. Adhere to all YPT guidelines. Additionally, there will be fires at all Outposts and at the Jadel Outpost fire ring.

**Water**
Hot water will be available throughout the day at the Jadel Outpost. If the pump is frozen, cold drinking water will be available as well at the Jadel Outpost.

**Parking**
Cars and trailers are not to be taken past the parking lots West of the Fisher Shelter.

**Camping**
Please register at https://scoutingevent.com/129-2018APTKlondike website for a campsite assignment if your troop would like to camp. Each Patrol that camps will receive 1 additional team point per night of camping. If you set up in an event area, you will be asked to move.

**Volunteers**
The more the merrier! If your unit is coming, please bring an extra adult or two to help with the activity stations. Free Coffee! Lunch is provided! It's really not that cold! Please contact us at 2018KlondikeDerby@gmail.com if interested in serving on Staff.

**Volunteer Lunch**
Lunch will be provided to Adult volunteers working at an activity station. Come to the Jadel Outpost at the lunch break. Bring your score sheets with you.
Weather Cancellation / Questions

Weather Cancellations
If the wind chill is less than 15 degrees below zero, Fahrenheit, the event will be cancelled. We’ll try to contact the unit leader at the phone number and email address provided on the registration form if the event is cancelled.

Any Other Questions?
Contact Jim Foley
2018KlondikeDerby@gmail.com
(212) 300-5743 (cell)
Snow Snake Guidelines

**Required:**
8 foot long 2x2 or 2x4 board.
Sandpaper, paint, ski wax, lead.

**Notes:**
This is a great winter patrol activity to build their snakes. Then, a winter outing that will take about 2 hours to build the course and throw the snakes.

**Instructions:**
Snow snakes are carved wooden staves slid across an icy stretch to see who can slide the farthest. This is a native American contest that is great fun at a Klondike Derby or Winter campout that has snow or frozen lake.

**Build the Snow Snake:**
Each patrol or scout should create their own snow snake. The board should be sawn and sanded down so it is from 5 to 7 feet long with a 4 inch long head. The snake should be about 3/4 to 1 inch wide and 1/2 inch high for the length of the body. The head should be from 1 1/2 to 2 inches tall. Using a 2x2 furring strip as the blank works well, or rip cut a 2x4. You can drill eyes in the head and fill with lead or a couple bolts for extra weight. The underside of the snake is rounded and the back is flat. The bottom of the head should slope up like the front of a snow ski. Each snake should be well sanded, especially the bottom. Then, painted and waxed for a smooth finish. (One scout created a beautiful one by woodburning and then varnishing and then waxing.)

**Building the Course:**
(Note that the course will be already built at the Klondike Derby for this event) On the day of the outing, a snow trough needs to be created. Mark out where the trough will be and pile up a long row of snow, perfectly straight, and about 2 feet high. The trough should be as long as you can make it with the people available - 300 yards is not too long!

Once the snow is piled up, dig a V trough down the center and make it as straight, even, and smooth as possible.
(If you are doing this on a frozen lake, just digging a trough down to bare ice for the trough works fine.)

Throwing the Snakes: At the start of the course, a scout holds his snake by the tail with the head resting on the ground and gives it a big push much like a shuffleboard stick. Or, scouts can carry their snake and take a running start before launching it down the track.