

# 2019 Klondike Derby



## **Program Guidebook** "Repeat Until It's Right" **February 2, 2019** **Camp Sol R. Crown**

11651 304<sup>th</sup> Avenue  
Trevor, WI 53179

**\*\* PLEASE DISTRIBUTE THIS TO YOUR PATROL LEADERS \*\***

**2019 KLONDIKE DERBY**

## **Bill Murray has to repeat Groundhog Day over and over until he gets it right!**

<https://www.imdb.com/title/tt0107048/>

### **Station Skills List:**

- Sitka: Sled Inspection
- Iditarod: Sled Race & Obstacle Course
- Juneau: Gold Nugget
- Yukon: Disabilities Awareness
- Nome: First Aid
- Attu: Orienteering
- Fairbanks: Mystery Station
- Skagway: Escape Room
- Kodiak: Fire Building

### **Highlights for 2019**

- **Sled Competition:** See what patrol is the most prepared to get it right the first time! Note: A song or poem about winter, groundhogs, or repeating until it's right will earn you extra points!
- **Station points:** Every patrol that is part of a troop that is running a station will get bonus points.
- **Staying the night:** Every patrol that spends the night on Friday night gets special "Wind Chill" points. Troops will only get these points **ONLY** if they check in with the Campmaster on Friday night at the Jadel center. Note: the Campmaster requires an accurate list of who is in camp, youth and adults.
- **Mystery Station:** Come out for the Mystery Station....it's going to be interesting! Plan for the unexpected in the wild, untamed wilderness of Fairbanks, Alaska. Who knows what this station will have. Slingshots, annoying parrots, Pedro the Burro have all been there before. Be ready to show your scout skills and resourcefulness and earn your points!
- **Repeat a Station:** Messed up on that one station? Want to try and do better? This year you can repeat one station. Note: priority will be given to Patrols that are at the station for the first time. Plan accordingly.

# **2019 KLONDIKE DERBY**

## **EVENT SCHEDULE FOR SATURDAY, FEBRUARY 2 CAMP CROWN, TREVOR, WI**

- 7:45am Sled inspection staff reports to Jadel Center for Briefing**
- 8:00am Staff reports to Jadel Center for Briefing & Setup**  
**\*\*\* ALL STATION MAYORS MUST ATTEND!!! \*\*\***  
Your materials (including score sheets) will be handed out at this time.
- 8:00am Scout Patrol Check-in / Sitka Sled Inspection & Competition**
- 9:45am Flag Ceremony at the Main Flag Pole near the Jadel**
- 10:00am Klondike Derby Begins! Complete as many stations as possible before lunch.**  
*Patrols proceed to any station in any order you wish.*
- 12:15pm Morning session ends!**
- 12:30pm LUNCH: At the Camp Crown Jadel Center**  
Patrol Leaders, present your Score Card to the judge's station. Sled competition winner will be announced.
- 1:15pm Afternoon Session Begins! Finish as many stations as you can.**
- 3:45pm Klondike Derby ends. Scoring begins.**  
*Once all stations and the sled race have been completed, return your Patrol Score Card ASAP to the Head Judge at the Jadel Center. Scoring is closed at 4pm. If you do not get your Score Card to the judge by 4pm your score will not be counted!*
- 4:05pm Awards Presentation at Jadel Center**
- 6:00pm Jadel Center is closed, everyone must be out.**

# 2019 KLONDIKE DERBY

## PATROL & INDIVIDUAL EQUIPMENT LIST

Equipment and clothing had to be reliable and ready for immediate use in the dangers of the Alaskan Wilderness. Success in the Klondike Derby depends on both proper equipment and on preparation. *Be prepared to show that you have all the necessary gear by unpacking your equipment and be able to quickly re-pack it after the inspection. You will lose points for anything on this list you do not have. You may bring things not on the list, but remember, you have to move that sled around all day.*

### Patrol Equipment

- An AWESOME Sled, wagon, or means of transporting all equipment. Must be ground transport (cannot use backpacks.) *See Sled Competition.*
- Rope for Knots // Lashings (twelve (12) pieces each eight (8) Ft long) AND at least one length twenty-five (25) Ft long and strong enough to support your sled.
- Fire making materials & supplies (matches/starter, dry tinder & enough *small sized* wood pieces to sustain a small, but hot, fire for cooking) kept in a *dry*, secure box. (6" to 10" long wood sticks.) **{NO WHITE GAS, LIQUID FUEL STARTERS, OR STORE-BOUGHT STARTERS. You may make your own scout-approved fire starters.}**
- Scout Knife (at least 2 per Patrol)
- Patrol Flag~~Be Creative! (Part of the *Sled Competition*)
- Plastic Garbage Bag, for patrol garbage
- Roll of Duct Tape
- Scout Staves (1 per Scout) at least 5 total, at least 5' long, 1.5" or thicker wood.
- Heavy Blanket (2 per Patrol)
- Compasses (at least 2 per Patrol)
- First Aid Kit (**follow BSA Scout Handbook for materials list**).
- *Small* (Fire) Shovel
- 1 gallon of water to put out a small fire
- Pencil and/or small magic marker with paper/clipboard (2 per patrol)
- 1 small bottle hand sanitizer
- A splint with a way to tie it in place. (may not use staves or branches)
- 1 poem or song you have written in advance telling the Sitka Inspection judges what rugged, tough Klondike Frontiers settlers you are and how well you can handle winter.

### Scout Equipment

- Drinking water in a canteen, Nalgene, or thermos for each scout {Stay Warm & Hydrated}
- Large Neckerchiefs or bandannas, suitable for blindfolds (1 per Scout)
- Extra Dry Clothes for emergencies (or to change into after the events)
- Warm winter clothing *appropriate* for the weather (including, for example a heavy winter coat, snow pants, long underwear or other warm layers, wool socks, sweater/fleece, hat, scarf, gloves/mittens, etc.) {Scout Uniform Optional} **NO JEANS! ~~STAY WARM~~**
- Insulated & Waterproof Boots for Wet/Snow Conditions (**NO GYM SHOES!!!! PLEASE NOTE THAT ANY SCOUT WEARING SHOES NOT APPROPRIATE TO THE WEATHER WILL NOT BE ALLOWED TO PARTICIPATE**)

All items are to be stowed in duffels, day packs, or suitable containers and carried on your sled. *Add anything else you think your patrol will need--- think about the weather, location, and anything else which might impact you. BE PREPARED!*

**THERE WILL BE STATIONS WHERE YOU MAY USE ANYTHING FROM YOUR SLED IN THE SCENARIO! BE CREATIVE!**

## **BACKGROUND**

In 1896, gold was first discovered in the vicinity of Dawson, where the Klondike River joins the Yukon River. By 1897, gold fever had infected sane men around the world and the great gold rush began. The dream of untold riches--of being a millionaire--sent thousands of fortune hunters to one of the most beautiful, but barren and forbidding areas on the map: the Klondike.

Super manly men traversed huge distances and encountered tremendous obstacles, moving ever onward on foot and with sleds pulled by dogs. Seeking gold, ambitious men risked *everything* on the chance of finding their fortunes in Alaska. Many traveled unprepared to meet the bitter cold and the rugged Alaskan wilderness. For a few, the riches became reality. For many, their dreams turned into lost hope. And for the vast majority, their hapless and frozen journey ended in death. Ultimately, of the 100,000 who started out, only about 30,000 made it back to civilization...and most of them simply came back with stories of the brutal obstacles and dangers they faced.

In the spirit of these early pioneers, the Boy Scout Klondike Derby has been founded. The NEIC Potawatomi District Klondike is a continuation of this tradition. The Klondike challenges a scout to use his wits and his winter skills. Patrols will be asked to solve problems using only the materials they bring with them. *To succeed, indeed to survive, cheerful teamwork is a must.*

### **Patrols must carefully prepare for this Klondike!**

Not only must Patrols bring all of the proper equipment, but they must also develop a strategy for success. There will be several activities to choose from – some are worth more points than others. Patrols must manage their time and resources carefully. Also, scouts must be prepared to face whatever weather the day brings – rain, snow, sleet, mud, cold – the Klondike will go forward only for those prepared to face the elements.

## **OVERVIEW OF THE DAY**

### **ACTIVITY STATIONS**

When a patrol registers at the headquarters office, they will receive a Patrol Score Card, Schedule of Events, Map, and will have their sled inspected prior to starting the Klondike. When arriving at a station, the Patrol Leader must check in with the Station Mayor.

There will be 7 scheduled activity stations, *plus* the Iditarod Sled Race, Sled Inspection, Sled Competition, *and* lunch. The stations will test scouts on a variety of scout skills. The activities will be similar to past years, with some changes/additions.

**FAIR WARNING: The activities at the 2019 Klondike are for the scouts; patrols that are in any way assisted by adults during this year's Klondike will have points deducted from their total by the Station Mayor.**

**ADULT SCOUTERS CAN OBSERVE, BUT THEY CAN NOT HELP, THAT INCLUDES TALKING TO THE SCOUTS IN ANY WAY ONCE THEY START AT THE STATION!!!**

## TIME PERIODS

Keep in mind that your patrol will have **135 minutes** in the morning and **90 minutes** in the afternoon to get to all seven stations and complete all tasks. Each station will give you 30 minutes maximum to complete your task. Plus you must travel from station to station. Just as the Station Mayors will be instructed to keep track of and adhere to the maximum periods, your patrol should do the same. *Speed & Efficiency Count!!!* If you are just completing an activity, you will want to hurry to the next station. Some activities will take longer than others and some stations will take a bit of time to find. And if too many patrols show up at the same station, you may waste time waiting. Plan ahead!!!

## PATROLS & PATROL SIZE

Patrols can be mixed for this event, as it has been long recognized that the Klondike Derby usually only brings out the most hearty scouts from a unit. It is required that a patrol have *at least 5 scouts, but no more than 9*. Finally, all Scouts should be mindful that the Scout Oath and the Scout Law apply at all times during the Klondike Derby

## PATROL SCORE CARD

Patrols must keep track of their own scores. Each patrol will be given a **Patrol Score Card**, which they must carry from station to station. On it, they will also have their schedule for the day. After each event, the Patrol Score Card must be presented to the Station Mayor for his signature.

At the end of the day, when a patrol has finished all stations as well as the Sled Race, **the Patrol Leader needs to turn in the Patrol Score Card to the Head Judge by 4pm in order to receive full credit. NOTE: Scoring ends at 4pm! Make sure the Patrol Leader is at the Jadel Center with the score card before 4pm!** After the Head Judge records the scores on the Patrol Score Card, it will then be returned to the Patrol Leader as his permanent record of the event.

## SCORING POINTS

In general, patrols will be measured on two scales: 1) how well the task was completed *and* 2) how well they worked as a team. At the beginning of an event, a "Station Scenario" will be read to each patrol by a Station Mayor. *Everyone in your patrol should listen carefully to those instructions, and any additional messages, since the total number of points your patrol will earn may be dependent on how well you followed the instructions given to you.*

As is true with every Klondike, the emphasis is on scout skills and patrol spirit. Everything in this Klondike is worth points. Only the Station Mayor or his/her appointed assistants at each station will evaluate your patrol.

**The point scoring system:** Patrols will *automatically* receive FIVE points for each station completed. The balance of the points awarded will be the average of all stations completed. Ties will be broken by the fastest time in the sled race. Completing all stations will earn you a lot of completion points; but performing well at each station will increase your average score. What will your strategy be? *Quantity or quality?* Both could bring victory!

In addition to the points awarded for completing an event, a Station Mayor will have the sole discretion to award a single BONUS POINT for *exceptional scout skill and/or spirit* at that station. Any and all BONUS POINTS earned by a patrol at each of the stations, as well as the Sled Race, should be handed in to the Head Judge at the end of the day and added to that patrol's final score.

*The Station Mayors will be instructed to deduct 5 points (out of 30!) from the final score of any patrol who is in any way assisted by an adult during the Klondike Derby.*

## **IDITAROD SLED RACE**

As in previous years, the **Iditarod Sled Race** will be considered a separate event. However, since your patrol will be looking for BONUS POINTS, those will be awarded to the First and Second place patrols that finish the race with the best timed scores. All BONUS POINTS earned at the sled race will be turned in to the head judge at the end of the day and any such bonus points will then be added to that patrol's final score.

## **SLED OR A MEANS OF CONVEYANCE**

Having a Klondike sled is an important part of the tradition. Each patrol must have a sled or some other means of moving their patrol equipment. Many Troops have built or will build their sled for this event. Sleds can be built out of many different materials. There have been sleds made of PVC pipe, cardboard boxes, Lazyboys, or even shopping carts! Many of the Klondike's activities are designed around the sled, so remember that anything you create will need to be pulled throughout the day, used at a station scenario, and at the Iditarod Sled Race. Also make a patrol flag based on your patrol name. Creative patrol flags are a must! New for 2019: At the Sitka Sled Inspection you may also compete for the "best prepared for winter" (winners announced at lunch time). NOTE: All sleds must be pulled; no backpacks or similar allowed. *You may have to be creative depending on the weather conditions. BE PREPARED!*

## **CAMPING**

Winter Camping will be available at Camp Crown on Friday night. Troops wishing to camp on Saturday night will need to contact the council office to arrange for the fees. The deadline for reserving a site will be one week before the event. Troops running a station will be given priority in site selection. Further, any BSA Troop that wishes to camp, but who is not running an activity station, will be required to camp in an area and/or site that does not interfere with the Klondike Derby. You must contact the Klondike Chairperson for a campsite. Check in at the Jadel Center with the Campmaster, and be sure to check out with the Campmaster before you leave your campsite. You must have an accurate list of all youth and adults in camp for the Campmaster!

To reserve a camp site and for further information related to winter camping during the 2019 Klondike Derby, please see the Klondike Derby registration page on the Council/District Website at: [www.neic.org](http://www.neic.org) and **notify the Klondike Chair** (see end of this document for contact information).

## **FIRST AID STATION**

There will be a First Aid Station in the Headquarters area in the Jadel Center. *However, each Troop/Patrol is responsible for its own scouts.* Any incident requiring First Aid must be reported to HQ. For any *emergencies*, call 911 first; and then immediately notify HQ.

## **PARKING**

Depending on the weather, parking may be difficult. We would like to keep the main roads open for emergency vehicles. The Parking lot at the Jadel center in Camp Crown should suffice, but you may be required/instructed to park at another designated area. If you are camping Friday night or Saturday night, you will be allowed to park at your campsite.

## **AWARDS**

We will have awards for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place patrols based on total points at the end of the Klondike Derby. The First Place patrol will also get the coveted Klondike Cup for a year.

There will also be a *special prize* for the patrol that has the fastest time in the Sled Race. Further, BONUS POINTS will be awarded to the first and second place patrol that finishes the Sled Race with the best timed scores; those bonus points will be added to the final score

There will also be a prize awarded for the best winter prepared Sled competition. Note that a song or poem about how you tough out the winter will be given bonus points!

## **PATCHES**

Patches will be given out at registration to all registered youth. Extra patches may be available for purchase.

## **LUNCH**

At 12:30 PM, lunch will be served to all registered Scout Patrols, to all registered participants, all registered adult leaders, and all volunteers. This is a chance to warm yourselves back up in the Jadel Center. Our lunch staff is looking to put together a great meal. Enjoy!!!

## **WEATHER EMERGENCY**

The Klondike Derby will be cancelled if the wind chill is less than 15 degrees below zero, or other conditions are deemed unsafe by the Klondike staff. *The decision to cancel the Klondike Derby will be made at noon, one day before the event, on February 1st.* All Unit leaders will receive both an email and a phone call in the event that cancellation is required. Currently there is no "makeup date" should the event be cancelled, refunds cannot be offered. Emergency information related to the Klondike can be found on the Council/District Website at: [www.neic.org](http://www.neic.org).

## **VOLUNTEERS – ADULTS AND OLDER SCOUTS**

We need to have adults or older Scouts who would like to help. Volunteers can either assist the Mayor at each Station or help with Klondike logistics. Please provide the names of these people so we can assign them to activities in advance of the event. And all volunteers get a patch!

## **GENERAL INFORMATION REGARDING THE 2019 KLONDIKE DERBY**

**Klondike Chair:** Chuck Pint ~~ (847) 410-2053 ~~ [bsa@chuckpint.com](mailto:bsa@chuckpint.com)

**District Professional:** Emily Prymula ~~ (847) 527-9629 ~~ [emily.prymula@scouting.org](mailto:emily.prymula@scouting.org)

**Location:** Camp Sol R. Crown, 11651 304th Avenue, Trevor, WI 53179