

Southern Shores Field Service Council

presents the:

2017 Klondike Derby



Rota-Kiwan Scout Reservation

February 10-12, 2017

Table of Contents

Background Information	4
Event Patch	4
Ordering Additional Patches	4
Schedule	5
Friday:	5
Saturday:	5
Sunday:	5
Meals	6
Friday Cracker Barrel	6
Saturday Breakfast	6
Lunch	6
Dinner	6
Saturday Cracker Barrel & Awards	6
Sunday Breakfast	6
Warming Stations	6
Patrol Size	6
Camping Policies	7
Trailers, Vehicles, and Parking	7
Things Not Allowed In Camp	7
Tent Camping	7
Cabin Rentals	8
Adult Participation	9
Pre-Klondike Derby Communication	9
Klondike Derby (Morning & Afternoon Activities)	10
Catapults	10
Emergency Shelters	10
First Aid Station	10
Flapjack Relay	11
Just Out of Reach	11
Hide Your Numbers	11
Lumberjack	12

Raising the Colors.....	12
Ravine Crossing	12
Reactor Transport	13
Signal Fire	13
Slingshot Turkey Shoot	13
Snow Blind	14
Snow Canoe	14
Toxic Flood	14
Klondike Sled Race	14
Awards	15
Materials Patrols Must Have On Their Klondike Sled – Activities.....	15
Materials Patrols Must Have On Their Klondike Sled – General.....	15
Registration Fees, Dates, Cabin Rental Fees, & Participant Eligibility	15
Early Bird Registration.....	15
Regular Registration.....	16
Cabin Rental Fees.....	16
Webelo Participation	16
Online Informational Meeting / Activity Information.....	16
Required Items at Check-In.....	17
Site Lead Contact Information	17
Leader Vehicle & Contact Info Sheet	19
Map of Rota-Kiwan and Approved Parking Locations	21

This handbook is designed to be viewed by the Scoutmaster, Senior Patrol Leader, Patrol Leaders, and all adult leaders who will be attending the Klondike Derby.

Background Information

Just before the turn of the last century, gold prospectors traveled the sub-zero reaches of Alaska by means of dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which they learned from the native Eskimos. Scouting has incorporated this theme in the Klondike Derby.

In a Klondike Derby, Scout patrols acting as huskies pull specially designed homemade sleds around a field course marked by stations. The Scouts will use their heads to put their Scouting skills to work in the field, to demonstrate teamwork and Scout spirit, and to have fun outdoors on winter days while earning points in various activities.

Event Patch

In recognition of the fifth anniversary of the Southern Shores Field Service Council in 2017, the event patch for this year's Klondike Derby will be a council shoulder patch (CSP). Each registered participant will receive one commemorative patch as part of their registration.

Ordering Additional Patches

Additional 2017 Klondike Derby CSPs will be available for pre-order for pick-up at the Klondike Derby. All pre-orders must be placed no later than December 31, 2016.

Additional patches are \$5 each and will be available for pick-up as part of the check-out packet on Sunday morning of the Klondike Derby.

To order additional patches, send an e-mail to Klondike Derby Site Lead, Brian Wertz, at brianwertz@hotmail.com with the subject line of "Klondike CSP order". Make sure to include how many patches you'd like, your unit number, and your name.

Payment will be made at check-out of the Klondike Derby and all checks should be made out to Southern Shores Field Service Council.



(Final production CSP may alter slightly from sample artwork)

2017 Klondike Derby at Rota-Kiwan Scout Reservation

Schedule

Friday:

- 5:00pm Trailer arrival for those who have pre-checked in
- 6:00-9:00pm Registration and check-in at Scouter's Lodge
- Please be ready to provide a list of leader vehicle license plates and cell phone numbers at the gate – see **Leader Vehicle & Contact Info** sheet at the back of this handbook*
- 9:45pm Scoutmaster, Senior Patrol Leader, and staff Cracker Barrel (Cub Scout Dining Hall)
- 11:00pm Lights out

Saturday:

- 8:45-9:00am Flags and Klondike Derby Opening Announcements
- 9:00am-12:00pm Activity Rotations
- 12:00-1:00pm Lunch (either in your campsite or on the trail)
- 1:00-4:00pm Activity Rotations
- 4:00pm Klondike Sled Race
- 8:00pm Cracker Barrel and Awards (Cub Scout Dining Hall)
- 10:00pm Scoutmaster and staff roundtable (or at conclusion of Cracker Barrel in Cub Scout Dining Hall)
- 11:00pm Lights out

Sunday:

- 8:00-9:00am Senior Patrol Leader Breakfast with staff (Cub Scout Dining Hall)
- 9:30-11:30am Check out and Departure

Meals

Friday Cracker Barrel

Scoutmasters, Senior Patrol Leaders, and staff in the Cub Scout Dining Hall.

Saturday Breakfast

Units are responsible for their own breakfast at their campsites.

Lunch

Units are responsible for their own lunch either at their campsites or along the trail.

Dinner

Units are responsible for their own dinner at their campsites.

Saturday Cracker Barrel & Awards

Everyone is welcome to come and share Cracker Barrel together as we hand out the awards for the day. Cracker Barrel will be provided by the staff in the Cub Scout Dining Hall.

Sunday Breakfast

Units are responsible for their own breakfast at their campsites. (Senior Patrol Leaders will be joining staff in the Cub Scout Dining Hall.)

Warming Stations

Indoor warming stations throughout the weekend will be located at Cub Scout Dining Hall (E-18 on map), the shower house near Bowie campsite (K-14 on map), the shower house near C.O.P.E. (L-11 on map), the shower house near Crockett campsite (G-7 on map), and Scouter's Lodge (F-16 on map). These facilities will be open 24 hours a day.

In addition to those locations, during the Klondike Derby (the morning and afternoon activities) we will have warming fires located throughout the course. These locations will be noted on the patrol scorecard with a flame icon.

Patrol Size

The Klondike Derby is a traditional Boy Scout patrol-based event. The patrol should succeed or fail on the strength of its members – Boy Scout leaders DO NOT accompany their boys. Patrol members must work together to navigate the course and complete the events. The ideal patrol size is 6-8 Scouts. Patrols with more than 8 Scouts could have to “sit out” members at some activities on a rotational basis. The Patrol Leader should track who does not participate at each event. The decision of who sits out must be made before the event task is given to the patrol.

Camping Policies

Traditionally the purpose of the Klondike Derby has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Therefore, unless weather reaches dangerous conditions – the DERBY WILL GO ON! (That decision, and any decision about outdoor camping overnight will be determined by the Health and Safety Officer at the site.)

Trailers, Vehicles, and Parking

- Only troop trailers are allowed at your campsite – all vehicles, including tow vehicle, must be parked in an approved parking area.
 - For any Troop sharing a campsite, you will know ahead of time how many other trailers will be needed to be stored at each campsite. This could mean there are no vehicles allowed in certain parking areas so that trailers can be properly parked.
- Only two vehicles will be allowed back to campsite at a time.
 - It is highly recommended to store as much gear into as few vehicles at a time to minimize traffic in camp on Friday night and Sunday morning.
- Please be aware that the Cub Scout side of Rota-Kiwan Scout Reservation is a one-way loop. Those staying on that side of camp should be courteous to other units and unload your gear as quickly as possible to avoid blocking others from their campsites.
- All vehicles must be returned to approved parking areas by 11pm Friday evening.
- To allow proper access in case of an emergency, there is no parking allowed at any location other than an approved parking area (see Appendix for map of approved parking locations).

Things Not Allowed In Camp

- No alcoholic beverages may be brought on the camp property.
- There is NO smoking in camp. This includes parking lot and cars in the parking lot!
- Other than approved camp vehicles, only foot traffic is allowed in camp from Friday evening through Sunday morning.
- Cutting or disfiguring of standing trees or shrubs is prohibited.
- Do not put garbage, trash, or wash water in the latrines.
- No pets are to be brought to camp.

Tent Camping

- Camp only in recognized campsites as assigned.
- Do not ditch around tents or remove or rake ground cover.
- Do not dig any holes.
- Do not bring straw or conifers to camp.
- No flames allowed in tents.

- Do not leave fires unattended.
- Clean latrines, washstands and police site before check-out with Campmaster.

Cabin Rentals

For those wanting to stay in cabins, you should contact the Site Lead after you have registered your unit. Only registered units can request cabin space. Due to limited space, cabin rental is not guaranteed and will be based on when a Troop registers and contacts Site Lead for cabin rentals. (In other words, you cannot register on December 5th and expect a cabin if you don't request one until January 27th). Contacting the Site Lead and requesting cabin space will "put you in line" for a cabin.

An additional fee of \$8 per person will be added for heated cabin rentals and \$4 per person will be added for non-heated cabin rentals. Non-heated cabin rentals are in the outbuildings at Fort and Trapper, which are heated. While there is no heat in those outbuildings, units utilizing the non-heated outbuildings do have access to water at the main heated cabin and its bathrooms and kitchen.

Troops renting cabin space will need to bring a check for the rental fee and turn in on Friday night. All units will get their cabin assignments in the week leading up to the Klondike Derby. Units should bring a check made out to Southern Shores Field Service Council for the amount due to cover your cabin rental fees.

To maximize cabin rental space, all units getting cabin space will know ahead of time whether or not they are camping with another unit. Units will also get contact information for the other units so they can coordinate ahead of time, if needed.

Units will only be charged for the amount of beds they'll be utilizing. If they have people that will be camping in tents for the duration of the weekend, please let the Site Lead know that your cabin fee should not cover those individuals. Those beds will then be available for others to rent.

- The approved capacity posted in each cabin may not be exceeded for sleeping. Overflow may be housed in tents outside. Beds and mattresses are not to be removed from cabins. Do not move bunks!
- No auxiliary heaters may be brought into buildings.
- Mattresses are to be left on beds.
- Only one camper per bed.
- Due to the layout of some cabins, adult leaders may be occupying the same sleeping quarters the youth occupy, please plan appropriately. This may mean the adult leaders give up the "leader room" to the youth.
- When ready to check-out, pack all gear in trailers or cars and then call for a Campmaster to check you out.

- Units staying in cabins will be expected to volunteer for duty projects throughout the weekend.

Adult Participation

In order for the event to be successful, adult participation is requested. Any Troop that has three or more adults camping could be asked to run an activity station for the day. Troops only bringing two adults will only be asked to run an activity station if absolutely necessary, and in that case, will only run a station for half a day.

Adults can sign up ahead of time to help run activities. Please contact the Site Lead to offer your services. You will then receive instructions on how to run the activity prior to arriving at camp. Troops will earn 2 points per adult, per shift. There is a maximum of 20 points per Troop unless additional help is required by Camp Staff. There are two shifts to choose from; morning and afternoon.

Adults who follow Patrols and disrupt the Patrol Method (coach/help) will cause Patrols to be docked 10 points.

Remember that Scouting is mostly a self-learning opportunity. "Scouting is a safe place to fail."

Pre-Klondike Derby Communication

There is quite a bit of information that's given out in the weeks prior to arrival to camp for a Klondike Derby. Many units have an Outdoor Activities Chair, Committee Member, or involved parent register the Troop online. The online registration system will only give the Site Lead the contact information for that person, not the adult who will actually be leading the event for your unit. If that's the case with your unit, please have the adult leader who will be the lead adult for the Klondike Derby contact the Site Lead once you register so they can be communicated with before camp.

This information is needed so the adult leaders who will be camping will find out what campsite/cabin they'll be in, what activity station they'll be running (along with instructions, rules, and location of that activity), information on how to attend the pre-Klondike Derby online meeting, and any changes that need to be communicated after this Handbook went online.

Klondike Derby (Morning & Afternoon Activities)

Catapults

Using a catapult you have four chances to launch a ball while trying to hit your target. Scoring is based on whether or not you get the ball past a line, hitting the target, and actually getting the ball into the target.

All materials provided

Emergency Shelters

A severe blizzard has hit and you have to get your patrol under cover. Build a shelter large enough to hold your entire patrol as fast as you can with materials you brought with you or can find. Patrols may not use live trees or brush! Downed trees and limbs may be in short supply, be prepared!

All shelters must be fully disassembled before leaving the event.

Judging will be based on several factors, including but not limited to; creativity, ability to hold your whole patrol, and protect them from the elements.

Patrol to provide:

Anything on your sled to help with the shelter

First Aid Station

Several people have been injured while on an expedition. Your patrol has been asked by search and rescue to help provide first aid. They have coordinates of those you are asked to help. Using a compass, your patrol must locate the injured and provide first aid. The four different types of injuries you should be able to properly take care of are...

- Victim has a head wound (bleeding and unconscious)
- Victim has a compound fracture of the lower leg
- Victim has a broken collar bone and sprained ankle
- Victim is in shock and is suffering from hypothermia

Patrol to provide:

Compass, 6 triangle bandages, 2 splint boards, 1 blanket, 4 bandages

Flapjack Relay

Patrol members will run down a course with the flapjack in a frying pan until they reach a 5 foot high rope strung across the end of the course. The patrol member is required to flip the flapjack over the rope and catch it in the frying pan. If the patrol member misses the rope or drops the flapjack they will continue to flip until they have successfully flipped it over the rope and catch it. Then the patrol member turns around and races back to the next patrol member and gives them the frying pan with flapjack. Any patrol with less than 8 members will need to repeat the course until 8 have completed.

All materials provided

Just Out of Reach

One of your leaders has fallen very ill and the medicine he needs is just out of reach and on the other side of large cavern. You and your patrol must use your pioneering skills to retrieve the bag with the much needed medicine without allowing it to break.

Materials provided:

“Medicine” bag

Patrol to provide:

Enough rope for lashings, six foot poles (up to 5 poles)

Hide Your Numbers

Your unit is being followed by other scouts and in order to confuse them, and so they don't know how many are in your patrol, you must travel by four-man skis so the others cannot guess how many are in your patrol.

Four skiers at a time must travel a specified distance. All members must participate.

All materials provided

Lumberjack

Can your patrol saw through a log with a two-man cross cut saw? Every member of the patrol must participate. If you have 8 members in your patrol, you'll need to make cuts with four different pairs of Scouts.

(All Scouts that participate in this activity must have previously earned their Totin' Chip. Scoutmasters and Senior Patrol Leaders should determine, prior to the Klondike Derby, which Scouts need to earn this so they are able to participate.)

All materials provided

Raising the Colors

After a fierce storm you notice that the flag pole was hit and will not hold the flag anymore. You must construct a new flagpole quickly and re-fly a flag of your choice. Attach at least 3 poles together using lashings. Points awarded for proper use of lashings. Attach pulley to the top of the poles, thread flag rope through, and attach flag.

Materials provided:

4 eight foot poles, 1 pulley, 2 flag clips, 1 50 foot flag pole rope, 2 stakes already in ground

Patrol to provide:

Several 20-30 foot ropes, 1 flag

Ravine Crossing

You are on one side of a ravine and help is on the other side. Your patrol must get an injured "person" safely from one side of the ravine to members of the medical staff on the other side of the ravine.

Materials provided:

Stretcher/body board, "person", pre-installed guidewire, 2 carabiners

Patrol to provide:

Several (probably about six) 6 foot ropes, 50 foot rope

Reactor Transport

Your patrol has been tasked to safely transport a reactor rod from one location to another. You must erect a tripod with rope, hook reactor container and suspend it from the center of the tripod, and transport it safely. Patrol must not touch the can with anything but the hook.

Materials provided:

Poles, reactor container, reactor rod

Patrol to provide:

Enough rope for lashings and to suspend reactor container

Signal Fire

It is night and you can't signal the rest of your troop to your location so you must build a signal fire to show your location. Dry wood is at a premium but you've located a one foot section of dry wood to build your signal fire.

The string must burn to ensure the fire is high enough to be seen (18 inches high).

Your patrol will be given a one foot section of 2x4 to assemble their fire. All types of tinder and fuel can be created with this section of wood. No other types of fire starter/tinder can be used.

(Scouts that participate in creating the tinder must have previously earned their Totin' Chip. Scouts that participate in the lighting of the fire must have previously earned their Firem'n Chit. Scoutmasters and Senior Patrol Leaders should determine, prior to the Klondike Derby, which Scouts need to earn these so they are able to fully participate.)

Materials provided:

1 foot section of 2x4

Patrol to provide:

Axe/hatchet, matches, pocket knife

Slingshot Turkey Shoot

Your patrol is hungry and have come across a flock of "turkeys." Using wrist rockets, your patrol will take turns shooting the "turkeys." Points awarded by how many "turkeys" you hit.

All materials provided

Snow Blind

Your patrol has been blinded by the snow, except for your Patrol Leader. The patrol must get an important report to headquarters as fast as possible. Your Patrol Leader will guide you through the course.

All materials provided

Snow Canoe

Your sled is too heavy to go across the thin ice. Empty half of your gear into the canoe and transport your gear from starting line to point determined and then back.

All materials provided

Toxic Flood

A chemical plant above the dam has blown up. Patrols have the ability to get to safety but cannot take their sled with them. Patrol members must secure their sled at least one foot off the ground (or snow cover) to make sure the toxic sludge does not destroy their sled.

Patrol to provide:

Six foot poles (up to 5), enough rope for lashings, rope to raise their sled

Klondike Sled Race

The sled must be made by the Scouts using any materials or design. All sleds must ride on flat ski type runners – no wheels, except for in the absence of snow. All sleds should be judged for safety, sturdiness, and quality prior to being allowed to race by the leadership of each Troop. This will help to avoid a sled being deemed unsafe by Klondike Derby staff at the time of the race.

One Scout must ride inside of the sled at all times and 6-8 Scouts must push or pull the sled to the finish line. Maximum Scouts on a team, including the rider is, 8. You do not have to finish the race with the same Scout in the sled so long as one Scout is in the sled at all times. Time stops when the last member of the patrol crosses the finish line, not when the sled crosses the finish line.

All scouts participating in the race must camp with their patrol and must wear a coat, gloves, and hat during race unless otherwise directed by the Klondike Derby staff.

Scouts should remove all other equipment used for daytime events from their sleds.

Awards

There will be awards given out at the Cracker Barrel on Saturday night for 1st, 2nd, and 3rd place for the Klondike Derby as well as 1st, 2nd, and 3rd place for the Klondike Sled Race.

Materials Patrols Must Have On Their Klondike Sled – Activities

- Axe/hatchet
- Bandages (4)
- Blanket
- Compass
- Flag
- Matches
- Pocket knife
- Poles, six feet in length (5)
- Ropes
 - 6 foot (at least six – used for lashings)
 - 20-30 foot (several)
 - 50 foot (1)
- Splint boards (2)
- Triangle bandages (6)

Materials Patrols Must Have On Their Klondike Sled – General

- First aid kit
- Scorecard with map of Rota-Kiwan Scout Reservation (handed out at Scoutmaster / Senior Patrol Leader meeting Friday night)
- Water bottles for each Patrol member so they stay hydrated throughout the day

Registration Fees, Dates, Cabin Rental Fees, & Participant Eligibility

Registration is open December 1, 2016 – February 3, 2017

Registration is online at <https://www.scoutingevent.com/272-KlondikeRK17>

Early Bird Registration

The Early Bird registration period runs from December 1, 2016 – January 15, 2017. Early Bird registration is \$15 per attendee. Register early to qualify for savings!

Regular Registration

From January 16, 2017 – February 3, 2017 those who register will be charged the regular registration rate of \$20 per attendee.

There are no walk-in registrations accepted at the Klondike Derby. All participants must be pre-registered and paid online by the February 3, 2017 deadline.

Cabin Rental Fees

An additional fee of \$8 per person will be added for heated cabin rentals and \$4 per person will be added for non-heated cabin rentals. Payment is to be made Friday night with a check made out to Southern Shores Field Service Council. See Cabin Policies for more information regarding cabin rentals.

Webelo Participation

Due to potential inclement weather and the layout of the Klondike Derby course, this event is not suited for any youth who is not an active member of a Troop – this includes Cub Scouts and Webelos. While Webelos may be excited to participate, if they have not crossed over into your Troop by the time the Klondike Derby happens, they should not attend. Please let them know they have many opportunities yet in their life to participate in a Klondike Derby and they should camp more with your Troop during better weather instead of having this be their first outdoor experience in Boy Scouting.

Online Informational Meeting / Activity Information

All units are expected to have an adult leader attend an online GoToMeeting or conference call prior to the event. The date will be announced later as well as the computer link / phone number. With a limited number of simultaneous users we are allowed to have in a GoToMeeting, we strongly suggest that members of the same unit get together to join the call instead of calling in from separate locations.

Units that have enough adult leaders to be running an activity station will get the instructions on the event ahead of time. Please make sure this information gets to the adults who will be attending the Klondike Derby so they have a chance to look it over prior to showing up to camp. If there's an activity your unit would like to run, contact the Site Lead and request it.

Required Items at Check-In

Check-in is from 6:00-9:00pm at Scouter's Lodge. Trailers may arrive starting at 5pm for units that pre-registered with patrol rosters. Tow vehicle must then move to approved parking area.

Please fill out the included Leader Vehicle & Contact Info Sheet *before* arriving to camp. This form is to be given to the front gate staff as you arrive at camp on Friday night. This will allow us to contact anyone we need to once they arrive at camp.

The following items will be required at check-in for EACH scout (Youth & Adult):

- Medical health form – parts A & B
- An item from this collection for donation (can be dropped off any time during the weekend at Scouter's Lodge):
 - Paper Towels • Bath Soap • Kleenex • Dish Soap
 - Toilet Paper • Laundry Detergent • Napkins
 - Bleach • Canned food item



Site Lead Contact Information

Brian Wertz

2017 Klondike Derby Site Lead, Rota-Kiwan Scout Reservation

269-290-4246

brianwertz@hotmail.com

(Page intentionally left blank)

Leader Vehicle & Contact Info Sheet

Unit # _____

Unit Leader _____

This sheet is to be filled out ahead of time and turned in at the front gate as you arrive to camp on Friday night.

Leader Name

License Plate #

Cell Number

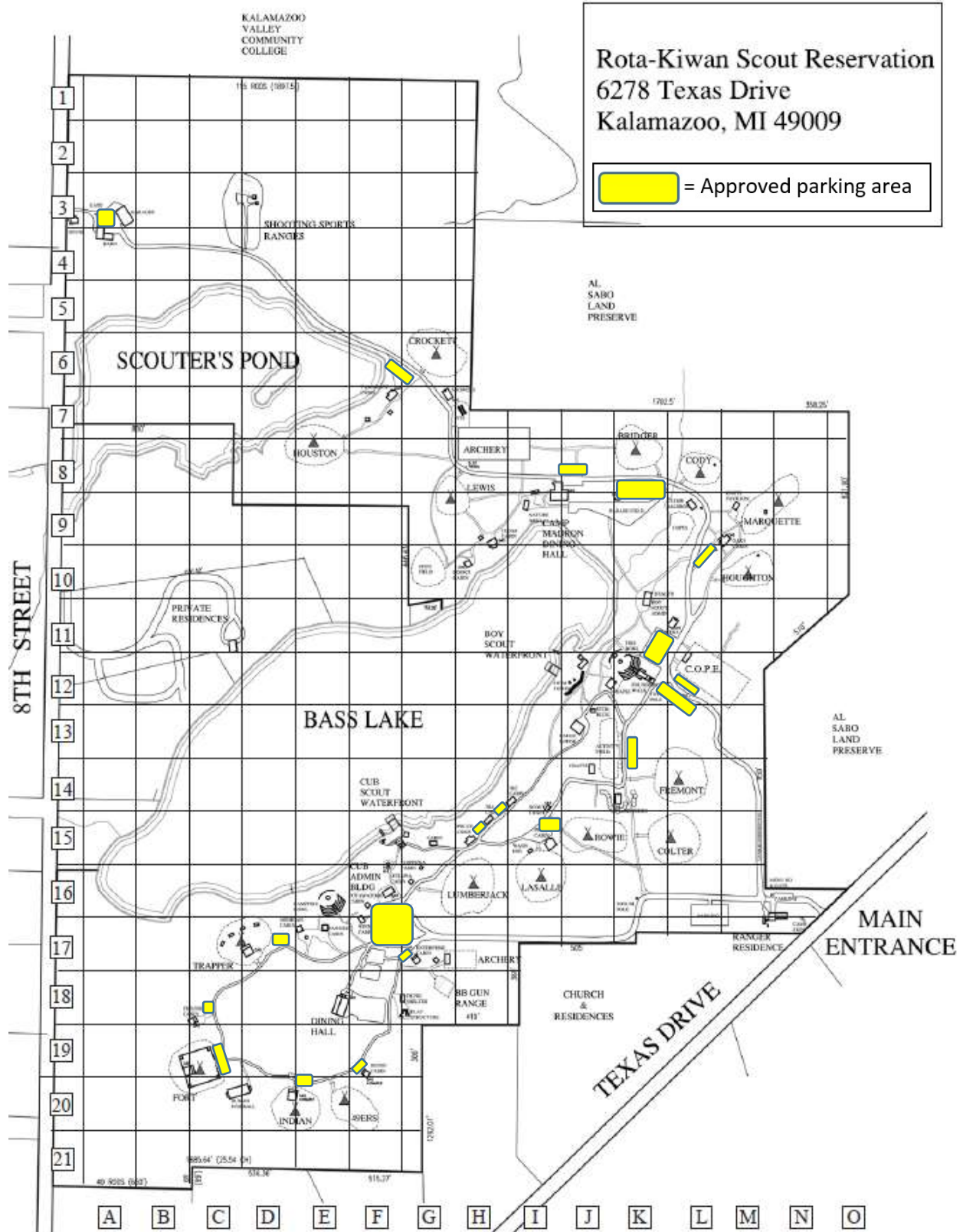
Leader Name	License Plate #	Cell Number
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

(Include all leaders, even if they don't have a vehicle.)

Please use a second sheet if you have more than 10 leaders attending.

- This form will be used to contact on-site adult leaders in case of emergency.
- License plate info will let us contact the adult leader who may need to move a vehicle and avoids having us call a tow company if vehicle *really* needs to be moved.
- Thank you for your assistance in making the Klondike Derby run as smoothly as we can.

(Page intentionally left blank)



Map of Rota-Kiwan and Approved Parking Locations
 2017 Klondike Derby at Rota-Kiwan Scout Reservation