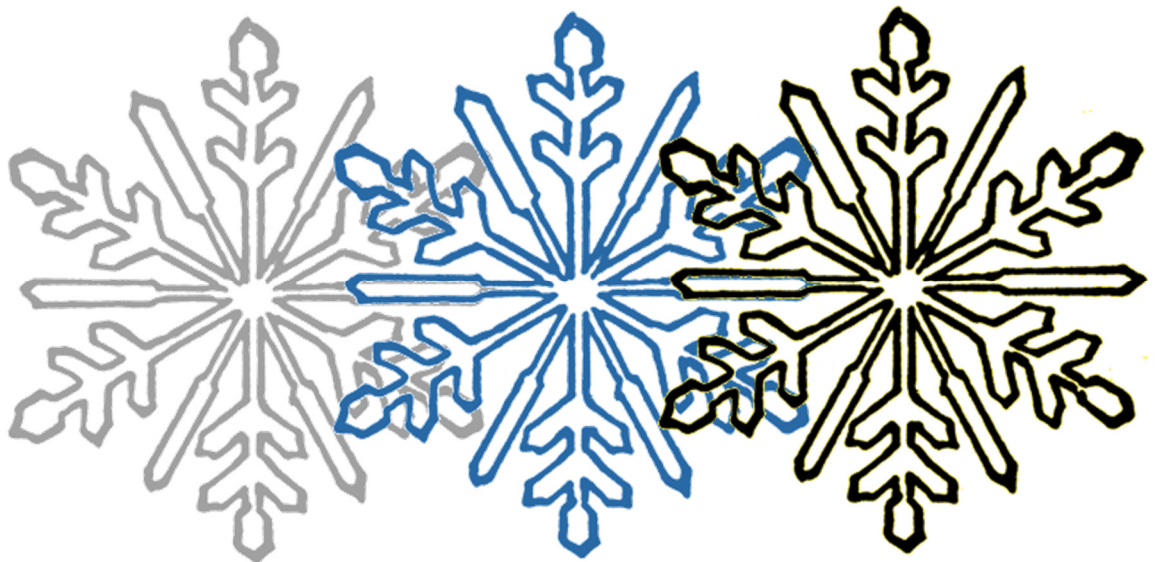


MID-AMERICA COUNCIL

2018 KLONDIKE DERBY

JANUARY 19-21



LITTLE SIOUX SCOUT RANCH

32977 LARPEN TEUR MEMORIAL RD

LITTLE SIOUX, IA 51545

KLONDIKE DERBY EVENT BASICS

Early Bird Registration, Deadline January 7th:

\$10.00 Scouts

\$5.00 Adults

Registration, January 8th-14th:

\$15.00 Scouts

\$10.00 Adults

Late Registration, January 15th-Walk-in

\$20.00 Scouts

\$15.00 Adults

BSA Requirements

All youth must be registered Boy Scouts or Venturers to participate in the Klondike for insurance purposes. If you have prospective members as guests of your unit and they are not currently registered, you must have a completed Boy Scout or Venturing registration form at the Klondike. Registered Webelos may observe as guests of the Troop as a day visitor only, with parent's permission. Two Klondike Unit Leaders (adults) are required to be responsible for all youth accompanying a unit. All leaders are required to be trained in youth protection. One leader must be at least 21.

GENERAL INFORMATION:

Scouts and/or Venturers will participate as teams, or "Patrols". Each Patrol will operate as a separate expedition, following a course IN NUMERICAL ORDER as outlined on a map/score sheet given to the acting Senior Patrol Leader at registration. The map guides the team over a field course to each event.

A practical problem involving basic Scouting skills will be encountered at each stop. Depending on how well and/or how quickly the team works out this contest problem, it will be awarded a score or time and have its score sheet marked. Stations **MUST** be visited in the correct rotation in order for the patrol to participate. All patrols must visit all stations marked on their map. See the list of activities at the end of this packet to see how each activity is scored.

After the final station, the team will report to the registration station to have their score sheets checked and recorded. Awards will be given for best score at each station/event, along with 3 awards for best overall scores. All participating Scouts registered by January 7th are guaranteed an eventpatch.

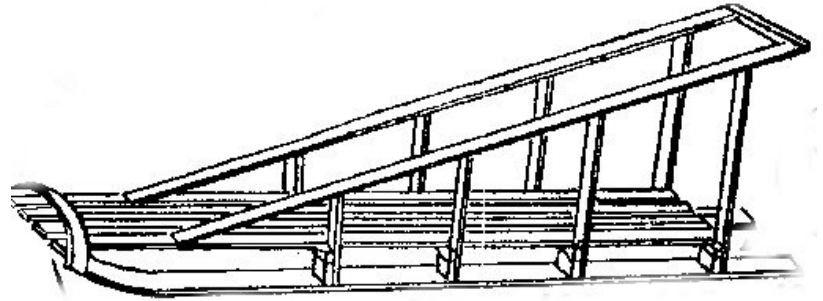
Klondike Derby Schedule

Friday

4:00 pm Check-in begins

Saturday

7:00 am Reveille
8:00 am Patrol Leaders Meeting
8:45 am Flags / Opening
9:00 am Morning Activities
12:00 pm Lunch
1:30 pm Afternoon Activities
4:30 pm Dinner
8:00 pm Campfire/Awards



Sunday

7:00 am Reveille
10:00 am Break camp

BE PREPARED!

CLOTHING:

Just before the turn of the century, men raced by means of dogs and sleds across the frozen wastes of Alaska in search of gold. They camped out in all kinds of winter weather. They had to be prepared with adequate survival knowledge. Utilizing the knowledge of the native Eskimos, the "gold rushers" survived.

Scouting has capitalized on this theme and has developed the Klondike Derby as an activity for Boy Scouts & Venturers. Traditionally the purpose of which has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Each scout must know what to wear. In our part of the country, winter weather is very changeable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard.

Your best piece of cold weather clothing is your mind! Remember these important tips to BE PREPARED:

- Dress to be dry. Cold weather camping requires adequate clothing and waterproof boots to protect the camper and yet be versatile enough to prevent sweating during activity and keep you warm during idle periods.
 - Layers! A second and third change of inner clothing will be required for your boy's personal safety and comfort. Changing socks throughout the day is also important.
 - A wool stocking cap or similar head covering is necessary both during the day and at night in the sleeping bag to retain warmth.
- **Note for Scout Leaders:** Please remember that boys do not "feel the cold" as adults do, if they are uncomfortable, they will bundle up. It doesn't hurt to remind them, however.

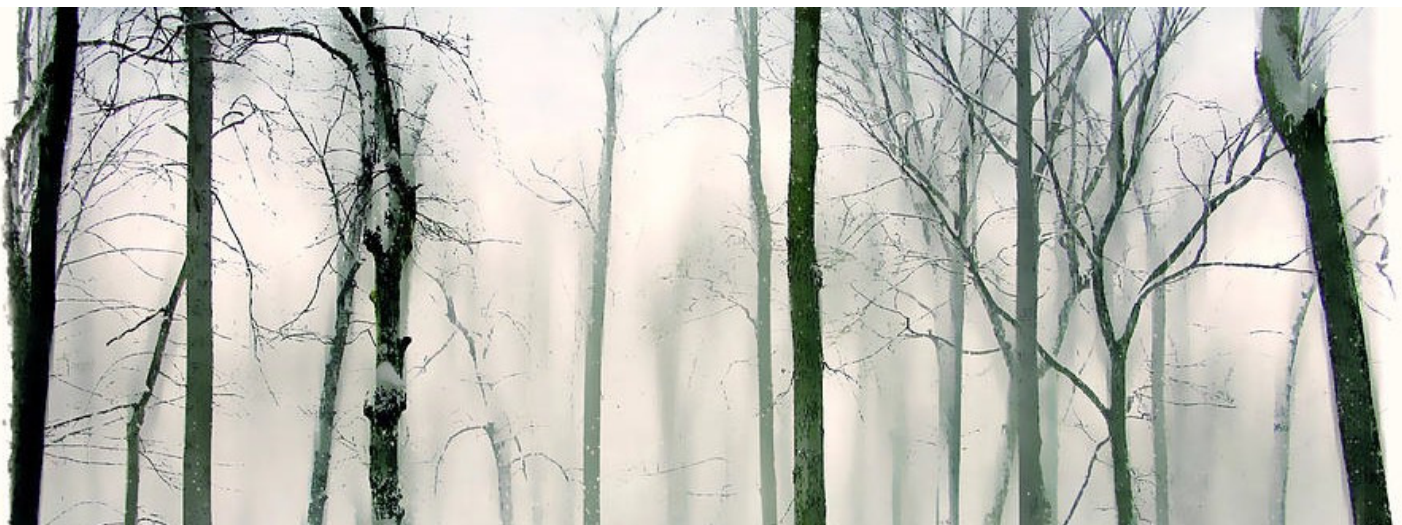
SLEDS:

Klondike style sleds or sledges should be built or put back in shape (don't forget to wax the runners). If a patrol does not have a sled, build one (many plans available on the web). The "feature" style we are promoting can be found at:

<https://www.youtube.com/watch?v=1euwUPcP-co>

Toboggans and store-bought sleds will be allowed, however Patrols are encouraged to build a traditional Klondike sled using the plans attached or those found online.

Incidentally, don't let the idea of sleds scare you. It is not essential to have snow for this event ----- many of the best derbies have been held without snow.



KLONDIKE RULES, EVENTS AND SCORE KEEPING

CLOTHING INSPECTION

Each boy should be inspected BY YOU (Scoutmaster or adult leader present) before he takes off on the trail. The unit leader will be required to file a form indicating that his unit is ready for the trail. If any boy is not adequately dressed, he will not be allowed on the trail. An adult leader will be required to remain with any Scout not allowed on the trail. This ruling will be rigidly enforced. Please save the hard feelings and see that your Troop is prepared. The following will be assessed during this inspection:

- **Clothing** --- proper and warm for existing conditions. Dress in layers of clothing.
- **Footwear** --- proper for existing conditions, no sneakers. Wear wool socks over a pair of cotton or even better wicking ones. Warm winter or water---proof hiking boots should be worn.
- **Headgear** --- to cover head and ears (scarves recommended). Wear a head protector which has ear covering. An added scarf will protect the face from the cold and biting wind.
- **Handgear** --- to protect a vulnerable part of the body. Hands should be protected with wool mittens covered with a water repellent shell. Gloves may be worn, but are not as warm as mittens.

FIRST AID STATION

Located at the Admin Building. This area is manned throughout the derby. Also, there is a warming area for your "EMERGENCY" use NOT to be used for other purposes. The whole idea of the Klondike is to train boys for OUTDOOR WINTER ACTIVITY. Hot Chocolate and Coffee will be available at these locations as well.

WEATHER

Traditionally the purpose of the Klondike Derbies over the years 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! (This will be determined at the site.)

CAMPING

The Klondike Derby is a TENT CAMPING ONLY event. There is not adequate indoor space for all participants. Camp at your own risk. Scouts and Scouters should use their own judgement based on the weather and their Scouts' ability level to decide if camping is safe and will provide a good experience. Saturday-only participation is allowed/encouraged for those not prepared for the temps.

REGISTRATION

As with all Council events, registration will be handled online at <https://scoutingevent.com/326-Klondike2018>

Registrations made BEFORE JANUARY 7th will get an EVENT PATCH!

CHECK-IN

Bring a copy of the completed Klondike Registration Form with you to the Derby. Troops and Crews can Check---in FRIDAY after 4 p.m. then proceed to their assigned campsites to set up their camps. Troops/Crews attending just for Saturday activities MUST check---in by 8:30 am, as the Klondike competition begins promptly at 9 a.m.

PATROLS

This year's Klondike will be a traditional patrol---based event. Let the patrol succeed or fail on the strength of its members. Adult Leaders DO NOT accompany their boys. Patrol members must work together to navigate the course and complete the events. The ideal patrol size is six (6) to eight (8) scouts; NO MORE THAN 10 per Patrol. Patrols with more than six scouts may have to "sit out" members at some events on a rotational basis.

PATROL EQUIPMENT (must be on your sled throughout the day)

- Klondike sled (1 sled per Patrol)
- Compass – 2 per sled
- Patrol Flag
- Scout Staves (walking sticks) --- 4 per group
- 6 ft. length of knot tying rope per scout
- 50 ft of twine
- One 20 ft. rope per sled
- Matches / Firestarters (flint & steel, hot spark, etc.)
- First Aid Kit, + triangular bandages and splints
- One Blanket
- Scout Handbook
- Pen / Pencil and Paper
- At least 2 gallons of drinking water contained in a 2 or 2.5 gal. jug
- Tarp
- Meal kit with Thermal Mug (for hot chocolate)
- One 2 qt. pot to make 6 – 9 cups of hot chocolate in over an open fire.
- Complete set of winter clothing for each member of the patrol. (Clothes not being worn or carried by the individual must be on the sled.)

ADDITIONAL EQUIPMENT NEEDED

PERSONAL EQUIPMENT: Recommended – Sleeping Bag(s) & Ground insulation pad (if sleeping overnight) Pocket Knife, Compass, 2 Flashlights, Spoon, Bowl, & Drinking Cup (no paper products supplied), Scout Handbook, Adequate layers of clothing, Adequate footgear, headgear, and handgear.

TROOP EQUIPMENT: All meals will be cooked in your troop/patrol camp site. Bring cooking gear, tents, rope, twine, waterproof ground covers, adequate tarps for shelters, lanterns, and other troop gear needed for winter camping. Consider erecting a warming tent or shelter for your site.



EVENT SPECIFICATIONS

Each event will be timed or scored according a set of requirements at the station which will be outlined to you before you begin. Good performance and fast times will earn you "gold" points along the way. Here's How To Earn "GOLD" at the Klondike:

- Blindfolded Target Touch: Use a 6- to 8-foot pole to score as many bulls-eyes as your Patrol can...but do it BLINDFOLDED! ("Hit or Miss" Scored Activity)
- Ice Rescue: A member of your Patrol must throw a rescue rope to save the rest of the group. (Timed Scored Activity)
- Toxic Flood: A toxic chemical is filling the valley...your Patrol can climb to safety by you cannot bring your sled! Patrols have a limited time to secure their sled at a height where it will be safe from harm. (Timed Scored Activity)
- Blindfolded Tent Set-up: Patrols will practice setting up a tent, then attempt to set up the same tent with ALL but one of their members blindfolded. (Timed Scored Activity)
- Fishing for Snappers: Little Sioux has a healthy snapping turtle population...your Patrol will fish for some of these beasts (simulated using mouse-traps) and see how many you can catch before time runs out! (Timed Scored Activity)
- Log Saw: Can your Patrol cut through a thick log using a 2-man "bucksaw"? Patrol members will take turns cutting, in an attempt to cut through a log in the time allowed. (Timed Scored Activity)
- Rope-Making: Patrol members will work as a team to make lengths of rope that can be used to complete challenges, or just taken home as a memento. (NON-SCORED)
- Search & Rescue Signaling: Patrols will be given the location of an injured "person." As a team they must find the victim, assess their injuries, and signal back to the rest of the Patrol using semaphore flags. Send the right signal and the Patrol will get the right supplies for saving their victim. Get it wrong? Try again or your victim might not make it... (Timed Scored Activity)
- Slingshot Turkey Shoot: Each Patrol member will take a shot or two at a "turkey target". Each "hit" will score a point. ("Hit or Miss" Scored Activity)
- Shooting Sports Battleship: Shoot targets (using a rifle or other firearm*) to score hits on an opponent's markers, played like the game "Battleship." Each marker "sunk" scores points. ("Hit or Miss" Scored Activity) *Either rifle, archery, or Airsoft will be used, depending on availability of staffing and resources. TBD on day of event.
- Climbing Wall: Enjoy climbing the LSSR wall, using your hands or special "ice climbing" tools. (NON-SCORED)

OTHER EVENTS / ACTIVITIES:

Klondike Kast-Iron Kamp Kooking Kontest (5K):

Patrols can sign-up on Friday to participate in a cooking contest Saturday night. The only rule is that ALL items served MUST be cooked using cast iron cookware (cast iron griddles, pans, dutch ovens, etc.) Camp Staff Judges will visit each participating Patrol's campsite at dinner time to taste your creations. 3 winning Patrols will be awarded a fabulous prize!

The GREAT Sled Race:

Times and "gold" points for each individual activity will be added together to determine a set of 3 OVERALL Race Winners. Awards will be given for the best score/time for each station, and the top 3 overall winners.