

## CAPE COD & ISLANDS

### KLONDIKE DERBY 2018 EVENT GUIDE

Welcome again to the Cape Cod & islands, 2018, Klondike Derby. We are very glad that your troop will be joining us at “Camp Greenough” for this annual cold weather challenge. The 2018 derby promises to once again be one of the best ever with many fun and exciting challenges for Scout musher teams throughout Cape Cod area and beyond!

We hope that you and your Scouts and troop mates are prepared to once again have lots of fun (hopefully in the snow!) testing your Boy Scouting knowledge and skills and challenging their fellow Scouts to some fun and friendly competition! The information contained in this event guide should provide you with all of the necessary details for the weekend event. However, should you have any questions or require additional information, please do not hesitate to contact Bill LaRuffa at (508)566-6088 or [bill.laruffa2scoutscapecod.org](mailto:bill.laruffa2scoutscapecod.org)

### DATE / LOCATION

The 2018 “Kodiak Country “Klondike Derby will be held on the weekend of January 19th – 20th, at Camp

Greenough. For directions to camp please log onto the Cape Cod & Islands Council web page

The weekend activities will commence with a SPL / SM meeting at 9:00 p.m. on Friday evening in the Admin Building. All Senior Patrol Leaders should attend this meeting accompanied by their Scoutmaster. The event will go, snow, rain or shine!

### REGISTRATION

- Registration for this event can be done online at <http://www..scoutscapecod.org/events/scout-events/winter-event.html> or by contacting the Cape Cod & Islands Council office (508) 362-4322
- When registering online please consider whether your troop will be cabin camping or tent camping. If your troop will be cabin or shelter camping please contact Amy Zahn at the council office to make your cabin or shelter reservation. Amy will supply you with cost information over and above the event fee.
- If your troop will be tent camping, simply register for the Klondike Derby as noted above. Tent sites will be assigned by the Klondike Derby staff approximately two weeks prior to the weekend of the derby.
- Sites will be assigned according to troop size. Unit contacts (as noted per the units’ registration) will be
- contacted by email and notified of their tent sites.

## Adult Leadership

Per BSA Youth Protection guidelines, a minimum of two registered adult leaders must be in attendance; a responsible (age 21 or older) must be in camp at all times. You are responsible for your Scouts. Cold weather camping training is recommended. Staffing

We need at least two leaders or parents to help run stations on Saturday. Please let us know the names that can assist at check-in Friday and Saturday and which station they are willing to help out at. All Volunteers must attend the staff meeting Friday night and meet at the administration building Saturday morning at 7:30 am.

BSA Medical Forms: All Scouts and adult leaders are required to have health forms on site. Units must have them available at all times.

Vehicles: All vehicles must be parked in the main parking lot near the dining hall. One vehicle will be allowed to remain in the camping area. No passengers are allowed in the back of an open truck or trailer.

Fires : Campfires are allowed only in designated fire rings. No open ground fires are allowed.

[The Klondike Field Course – Patrol Registration](#) Patrol registration will begin on the Admin Building at 8:00 a.m. on Saturday morning and end at 9:00 a.m. (Patrols should please plan to arrive promptly at 7:45 a.m.) Upon arrival Admin Building, the Patrol Leader for each patrol should immediately report to the registration table inside the building to register his patrol for the Klondike derby. Upon registering, the Patrol Leader should provide the registrar with a roster of his patrol. The roster should contain the name and rank of each member of the patrol. While his patrol is being registered the patrol should move down to the parade field. Mounties will be located at the Parade field to assist with forming up the troops, by patrol, in preparation for the Opening ceremony

**\*\*The Klondike Derby Staff requests that patrols be limited to a maximum of 8 Scouts.**

Upon the patrols arrival at the Parade Field, the Trail Mounties will also inspect the Patrol sleds for the appropriate gear prior to setting out on the Klondike Trails (see the list of required patrol gear provided in this event guide). All patrol gear should be on the sled and properly secured.

Additionally, the Trail Mounties will inspect all Scouts for appropriate cold weather clothing and proper foot wear. Please see the Cold Weather Clothing section discussed later in this event guide. Please be aware that even though the weather at the start of the event may be fair, we all know how during the event this could change.

If a Scout is improperly dressed for the weather they will not be allowed on the Klondike course.

[The Klondike Field Course - Description](#)

The Klondike field course consists of trails outlined on the orienteering map of Camp Greenough provided in the patrol packet received at registration. Each patrol will follow their designated route as outlined on the map and as noted on their patrol specific routing card also included in the patrol packet received when registering. The Orienteering map and routing card will guide the patrol along a series of 6 town activity stations so named for towns of the Yukon Territory. One trail or 4 towns should be completed in the morning activity session. One trail or 2 towns will be completed in the afternoon session.

As they arrive at each town along the Klondike trails, patrols will be asked to demonstrate their Scout Spirit and knowledge of Scout basics and asked to complete an activity challenge. Upon completion of the activity, the team will be scored and awarded a Chit with their Score.

(see Patrol Scoring Section of this guide).

Upon completion of the activity period as noted on their patrol routing card, the Patrol will then set off navigating to the next town.

## Patrol Instructions for Klondike Trail Competition

Upon registering at the registration building (Admin Building), Patrol Leaders will receive a Patrol Packet

The packet will contain the following items:

- Patrol Instruction Sheet
- Map of Camp (with map legend on the reverse side)
- Patrol Routing ( w/ Individual Patrol Activity Station Schedule)
- Pencil
- Plastic Trash Bag

Use the C- O- L- D method to assure staying warm.

**C - CLEAN** Since insulation is only effective when heat is trapped by dead air spaces, keep your insulating layers clean and fluffy. Dirt, grime, and perspiration can mat down those air spaces and reduce the warmth of a garment.

**O - OVERHEATING** Avoid overheating by adjusting the layers of your clothing to meet the outside temperature and the exertions of your activities. Excessive sweating can dampen your garments and cause chilling later on.

**L - LOOSE LAYERS** A steady flow of warm blood is essential to keep all parts of your body heated. Wear several loosely fitting layers of clothing and footgear that will allow maximum insulation without impeding your circulation.

**D - DRY**

Damp clothing and skin can cause your body to cool quickly, possibly leading to frostbite and hypothermia. Keep dry by avoiding cotton clothes that absorb moisture. Always brush away snow that is on your clothes before you enter a heated area. Keep the clothing around your neck loosened so that body heat and moisture can escape instead of soaking several layers of clothing.

## The Rules

Patrols will be judged and scored on Patrol Method (teamwork), Scouts skills ability and Scout Spirit. (Please note that the Patrol Leaders skill and effectiveness will play an important role in the scoring process).

## Lunch

Upon completion of the morning trail (or the activity period ending at 12:15 p.m.) all patrols should prepare a hot lunch. For all members, please plan to use a camp stove or light weight stoves.

## End of the Day

Upon completion of the afternoon (the activity period ending at 3:00 p.m.), Patrol Leaders, along with one other member of his patrol should report to the Gold Exchange with their Chits.

The Gold Exchange will be located in the camp Admin Building. All other patrol members should return to their individual troop areas (Parade Field) under the direction of the Assistant Patrol Leader.

Upon entering the Gold Exchange (Admin Building) the Patrol leaders should first report to the Trail Master who will be located immediately inside the exchange entrance.

**Patrol Equipment List** Patrol Roster, Patrol Flag, Watch, Pocket Knife, Firing starting kit (matches, flint & steel or hot spark kit and natural materials only, dryer lint is acceptable. Chemicals are prohibited), 50 ft. length of 1/4" rope (w/ whipped ends), four 6' Scout staves, 3 Tent stakes, Hammer or Sledge, Enough whipped lashing material for the pioneering challenge, Trash Bag, Waterproof Ground Tarp, Canteen or water bottle (one for each scout) First Aid Kit, Mess Kits with cup (one for each Scout), One pair of dry sox for each Scout, Blanket, Rain Gear, Lunch for each Scout.

**Sled Rules** Klondike should be constructed by Scouts. No commercially manufactured sleds are permitted. This means that items such wheelbarrows or commercially manufactured wagons will not be allowed to compete. Sleds should be fashioned to look like an Alaskan dog sled. This rule will be liberally construed.

The sled may be constructed of any materials (wood, PVC, fiberglass, aluminum, etc.).

Wheels 12 inches in diameter or smaller are permissible. However, sleds will be limited two wheels only.

In the event of a "NO SNOW" event four 12 inch wheels will be allowed. Again all axles should be covered.

## FRIDAY EVENING PROGRAM

**Dining Hall.** Scout should bring a skit to perform. The Friday evening movie will begin at approximately 8:00 p.m. The movie will run until approximately 10:00 pm.

**Trading Post** The camp trading post will be open in the late afternoon and early evening. The hours of operation will be announced at the Friday evening Cracker Barrel meeting.

## Pioneering - Flag Pole Race: Burwash Landing, Mayor Bob Phillips

Each Patrol will use their four 6-foot Scout staves, whipped lashing lines, nine whipped 8-foot ¼” guy lines (to be lashed together with sheet bend knots to make three 24-foot guy lines), Hammer or Sledge, and 3 stakes. Factor in the weather, wind and temperature conditions when selecting the materials to be used.

The objective is to create a 24-foot flagpole (with round lashings) with their Patrol flag (attached to a 3-foot pole) lashed to the top and then hoisted to a vertical position and stabilized with the three guy lines and three stakes.

This is a timed event. Once the flag pole is judged to be freestanding the clock will stop, and the end time recorded. The patrol will then lower and disassemble the flagpole.

Nuggets will be awarded as follows:

5-10 minutes = 10 nuggets;

10-15 minutes = 8 nuggets;

15-20 minutes = 6 nuggets.

20-25 minutes = 4 nuggets

25-30 minutes = 2 nuggets

Leadership = 0-1 nugget

Teamwork = 0-1 nugget

Scout Spirit = 0-1 nugget

The required items (**highlighted**) from the *Patrol Equipment List* apply to this station.

**Patrol Flag (attached to a 3-foot pole), Pocket Knife, Four 6-foot Scout staves, Nine whipped 8-foot ¼” guy lines, 3 Tent stakes, Hammer or Sledge, Enough whipped lashing material for the pioneering challenge**

## Archery – Jeff Putnam

Come shoot as a team. Total Team score will be your score for the event. In the event of a tie in a score, the tie will be decided by the average score. Total Score / # of Shooters.

## Sling Shot – OA Lodge Chief Alex LaRuffa

OA will be offering Sling Shots / Wrist Rockets, arcade. Come test your skills.

## Map and Compass – Mike Wilson

## First Aid – Bill LaRuffa

You will have to solve for and demonstrated 1<sup>st</sup> Aid, that is contained in the Scout Handbook. Be Prepared you never know what can happen on the trail, and how you might have to get your victim to help