

2017 GREAT BLUE HILL DISTRICT
KLONDIKE DERBY
UNIT INFORMATION PACKET



March 11-12 2017
CAMP SAYRE, MILTON MA

2017 GREAT BLUE HILL DISTRICT KLONDIKE DERBY

Welcome to the 2017 Great Blue Hill Klondike Derby! This information packet will tell you everything that you will need to know about the Klondike.

Dates:

The Klondike Derby will take place on Saturday March 11th, 2017. Troops are invited, but it is not necessary, to stay over from March 10th through the 12th. If troops want to come up for the day, please do! There will be no rain date for the Klondike Derby! Units that wish to stay on Friday are invited to stay all weekend if they show choose.

Registration:

Troops are to register online at www.scoutspirit.org before the deadline of February 28th · 2017. Any units wishing to stay the night/weekend must arrange all cabins, Adirondacks and tent sites through the council office.

- **Registration:** The fee for the Klondike is \$15 dollars per person. This fee will cover patch, awards and registration.
- **Lunch:** This year we will be offering lunch to participants. If units would like to sign up for lunch, the cost will be \$6 per person.
- **Dinner:** We will be having a dinner this year. If your unit is planning on being at Sayre Saturday, we will have dinner provided for you. It will be included in the cost of the event. Please indicate when you register how many people will be staying for dinner.
- **Pool:** The pool will be not be useable this year.

In order to get the Klondike organized and running, we need to know how many patrols each troop plans on bringing, as well as the number of sleds the troop has. This will allow us to have the schedule of Patrols running completed in advance and given out when troops check in. So please register early. Webelos II scouts are invited to attend as long as they participate with a sponsoring troop.

Miscellaneous Information

- **Be Prepared:** All scouts must be dressed and properly prepared for the weather. No scout will be allowed to participate in the day's events if he is not properly prepared.
- **Campfire Wood:** On the sled, each patrol is required to bring wood to build fires at the Bragging Rights and Klondike Trail. Remember to collect enough wood for two small fires.
- **Pictures:** If Scoutmasters wish to take pictures of their units during the Klondike Derby that will be acceptable. However; if you wish to take pictures of other units you must obtain written consent prior to taking those pictures.
- **Updates:** Check the District web page for updates on the Klondike derby!

We hope that everyone will come and enjoy themselves at the Klondike Derby.

Contact Information

Klondike chair

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District Executive

Paul Gendreau

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The Klondike Derby:

When troops arrive at the Klondike, they must check in with the Klondike staff. Check in is on Saturday between 7 and 8 am. During check in troops will receive their maps of Sayre, schedule of events and any other necessary information.

Saturday morning, after the check in time is over, we will have opening ceremonies at 8:00am. Any general announcements will be heard at the end of opening ceremonies.

An SPL meeting will follow the announcements. Starting times for the events of the day will be given out at this time.

Information Regarding the Klondike Derby: Running Times, Schedule, etc, will be posted outside of Hayden Lodge on Saturday.

The Klondike itself is broken down into many parts. Each will be discussed in greater detail below:

- The Klondike Trail
- Scavenger Hunt
- Alpine Race
- Bragging Rights
- Compass Challenge
- Spirit Awards
- Patrol Flag Competition
- Cooking Challenge

Starting Times:

There will be four running times for patrols participating in the Klondike Derby. These times will be given out during the SPL meeting.

The first patrols will begin on the Klondike Trail, at Bragging Rights, Compass Challenge and the Cooking Challenge at 9:00 am. The last patrol we will run will start at 4:30 pm due to the lateness in the day.

The Klondike Trail:

The Klondike Trail is comprised of 5 stations.

The patrol will begin at the starting line and run to each of the stations every 12 - 15 minutes, depending on the number of patrols participating. At the end of the last station the patrol must complete the Alpine Race to the Finish Line

Each patrol will be given a score sheet, which they must carry around with them until the end of the trail. After the patrol completes the tasks at each station, the judge will mark their score on the score sheet. When the patrol reaches the finish line they must turn in their score sheet.

The stations are loosely defined as follows: all skills and information will be taken from the handbook. Each station's score will be based on a certain number of points. The score will be based how well the scouts accomplish the tasks given to them, how quickly they complete these tasks, how much scout spirit they show, etc.

For the Fire Station, patrols can bring non-chemically treated fire starters. All fire starters are subject to the approval of the Fire Station Judge.

If anyone would like to either run or help a station, please contact Jim Solomon.

Klondike Sled:

Each patrol must have a Sled to run the Klondike trail.

- The Sled used in the Klondike Derby must carry enough wood to light a small fire, a winter first aid kit, at least one compass, and a scout handbook.
- The sled itself cannot be a plastic sled, toboggan or the like.
- The sled may not have wheels on it.
- The sled must be dragged on the ground. (Except in those areas where there are rocks) If there is no snow, then the sled may be carried.
- If you don't have one you must borrow it.
- Contact Jim Solomon for any questions regarding sled construction or for arranging to borrow one.

Station Descriptions:

The stations on the Klondike Trail will be based on a particular scouting Skill. The skills are (in no particular order): Fire Building; First Aid; Knots and Lashings; 2 Challenge Stations. Patrols will be asked to do various tasks that will involve problem solving, some of their scout skills and a lot of teamwork. Anything in the Scout Handbook is fair game.

Upon arrival at each station, the patrol leader will be given a set of instructions, which he must convey to his patrol.

Klondike Trail Rules

Each patrol must follow these guidelines while on the Klondike Trail:

- There is a 6-scout minimum per sled.
- All scouts that start the race, barring injury, must finish.
- All Patrols must show scout spirit on the trail. They will be given a score by the judges that will count towards that station (This means no foul language, fighting, being rude to the judges, etc.).
- Patrols must enter and leave stations together and must stick together on the trail (No one is left behind).
- All patrols are encouraged to bring and attach a patrol flag to their sled (This would look good as art of the spirit). Patrols will be judged for the Flag Making Contest.

Alpine Race

The patrol must leave the last station when the horn blows. They must race back to the starting line or designated finish line should the road conditions be bad. Points will be awarded depending on the amount of time the patrol takes to get to the end of the race. All patrol members must cross the finish line for the time to be counted, and all members must be close to the sled.

Scavenger Hunt

The Scavenger Hunt lists will be given out at the SPL meeting. The list can be turned in anytime during the day at Hayden Lodge. The hunt will last from the time the sheets are handed out until 4:30. After 4:30 no more scavenger hunt entries will be accepted.

Bragging Rights:

This event is going to be different this year. This year we want the scouts to Brag to us what they are good at. Patrols will be given a list of activities. They must rank the activities with what they feel is their best skill to their least best skill. Depending on how they do in each of the skills, will determine how many points they will get.

Patrols must bring with them:

- Wood to light a small fire
- A Compass
- A small pot to boil water
- A troop tent
- Rope

Notes:

- This exercise focuses on skills discussed in the Scout Handbook; so please be prepared for anything mentioned there.
- The patrol does not need their sled, but it could help to bring materials.
- If anyone would like to help run Bragging Rights please contact Jim Solomon.

Cooking Challenge:

Patrols will be able to compete in our Klondike Derby cooking challenge. Scouts will be given a task to do and show off their culinary skills. What's the challenge? That's the mystery! When scouts arrive they will be given the food and their task by the judges.

Patrols will need the following:

- A Dutch Oven
- Cooking Utensils
- Their wits
- Backpacking Stove

During the activity patrols will also be asked cooking questions they will have to answer for points.

Compass Challenge:

Patrols will be tested in their knowledge of orienteering in this 45 minute compass challenge. Patrols will be asked to do several challenges which could include, but not limited to, orient a map, follow a series of points, measure the width and height of an object or take bearings. Patrols must have a compass.

Bonus Points:

Patrols can earn bonus points towards their overall score for the Klondike Derby. Patrols that participate in the cooking demonstration, the pioneering activity area and the flag making competition can earn up to 25 points at each activity.

Flag Making: Patrols will be judged in 3 different areas each worth 8 points. (And you get 1 point for bringing your flag) Scout Patrol Spirit; Creativity and Including the Date and Klondike Derby 2017 in a creative way. We don't want you to ruin your patrol flag... so come up with a way to show you were at the derby on it, or create a whole new flag for the event!

If there is snow Snow Sculpture: There will also be a snow sculpture competition that will also be scored as bonus points up to 25. Scouts must be creative with their sculptures and it must incorporate a scouting and winter theme to it. Points will be awarded for the creativity of the sculpture and how close you use both of the winter and scouting themes.

Klondike Derby Awards:

Several awards will be given out at the Klondike Derby. They will be given out during the campfire. The following is a list of awards that will be given out:

- **Flag Making Award** – Given for the best flags entered in the flag contest.
- **Spirit Awards** – Given to those patrols that the Klondike Staff thinks showed the best spirit throughout the day.
- **Best Performance (@ Each Station)** - The judge of each station will give the name of the patrol that gave the best performance at the station. (This may not be decided on points, but rather effort and spirit.)
- **1st – 3rd Alpine Race** – The three patrols with the best score in the Alpine race will be given awards.
- **1st – 3rd Scavenger Hunt** – The three patrols with the highest scores in the Scavenger Hunt will be given awards.
- **1st – 3rd Compass Challenge**– The three patrols with the highest scores in the compass challenge will be given awards.
- **1st – 3rd Cooking Challenge**– The three patrols with the highest scores in the cooking challenge will be given awards.
- **1st – 3rd Bragging Rights**– The three patrols with the highest scores in the Bragging Rights will be given awards.
- **1st – 3rd Klondike Trail** – The three patrols with the highest scores in the Klondike Trail will be given awards.
- **1st – 3rd Overall** – The three patrols with the best combined score of all the days' events will be given awards. (Alpine Race, Scavenger Hunt, Klondike Trail, Compass Challenge, Bragging Rights, and All of the bonus activities above)

Volunteers:

If anyone, adults or older Scouts, in your troop would like to volunteer for any of the above, or would like to help in general on the Klondike staff, there's plenty to do. Please contact Jim Solomon or Paul Gendreau for details

See you at the Klondike - 2017 Klondike Derby Staff

Saturday Schedule:

7:00am – 8:00am

Check in

8:00 am – 8:15 am

Opening Ceremonies

8:15 am – 8:40 am

SPL Meeting

9:00am

Scavenger Hunt Begins

9:00am – 5:00pm

Events & Activities

5:30pm – 7:00

Dinner

7:30pm – 8:00pm

Campfire/Awards

10:00pm

Lights Out



BRAGGING RIGHTS SCORING STANDARDS

Patrols will be rated on their performance in several scout skills/categories. It is up to the patrol to decide, before they start, which of the skills they will brag are their best ones. Patrols will get more points for the skills they brag about more than others. For example, Patrol A says that fire building is their best skill, they will be able to earn more points for that challenge than they would for compass which they rated as their worst skill.

The Patrol ranks each skill in order on the score sheet provided when they enter the event.

It will look something like this:

Skill	Rank	Points Earned
Fire Building		
Knots		
First Aid		
Compass		
Campsite		

Patrols will assign the values 1 – 5 (one being the best) to each category. They may only use each number once.

The following are the guidelines used for determining the score for each category.

Fire Building

Patrols must boil a pot of water.

Most Points

- Sufficient firewood gathered (all types); water boiled
- Fire Is lit, but the water did not boil
- Proper fire lay is used but not lit
- No fire lay is used

Fewest Points

Bonus Points

Lighting the fire with no matches is a bonus. Using chemically treated fire starts is not allowed.

Knots

Scouts must do a task to tie the following knots: square knot, sheetbend, clove hitch, bowline, two half-hitches and tautline hitch)

Most Points

- all knots tied correctly
- all knots tied correctly
- less than 6 knots tied,
- less than 4 knots tied
- less than 3 knots tied

Fewest Points

Bonus Points

More scouts who can tie some or all of the knots

First Aid

Patrols must demonstrate First aid requirements from the Scout handbook

Most Points

- First aid properly and efficiently given, or procedure properly explained
- Adequate but not good treatment; or procedure explained with minor flaws
- Poor treatment; no patrol first aid kit; or significant flaws in the explanation of procedure

Fewest Points

Map and Compass

Patrols must demonstrate their knowledge in using a map an compass from the requirements in the Scout handbook,

Most Points

- Patrol takes accurate bearings (within 5 degrees) of “landmarks”, orient a map, and take width and height of objects
- Bearings are within 10 degrees of accuracy, width and height not accurate, map not oriented right
- No patrol compass; compass readings are off by more than 10 degrees
- Inability to use a compass properly or to take accurate bearings, take width and height measurements

Fewest Points

Bonus Points

if the patrol can use of watch (with hour and minute hands) to accurately determine a north-south line

(only if the sun is out)

Campsite Layout

Patrols must make a mock campsite.

Most Points

- Tents, fire ring, food storage area and latrine are properly located in relation to each other (NOTE: an actual latrine does not have to be built, but the site must be identified to the event staff, and the selected method explained)
- Small flaws evident in the location of the above items
- Significant flaws evident in the location of the above items
- Major safety-related flaws evident in the location of the above items
- No safe food storage area identified; or no latrine location identified

Fewest Points

Patrol Efficiency

Patrols will also be judged on their teamwork and ability to work together

- 25 points Patrol Leader show excellent leadership by delegating tasks and managing their performance; and patrol works together efficiently
- 10 points Patrol has some trouble working together efficiently; or Patrol Leader shows some leadership
- 5 points Patrol has a lot of trouble working together efficiently; or Patrol Leader shows little leadership; or patrol focuses on only one task at a time
- 0 points Patrol does not work together ; Patrol Leader shows no leadership
- 10 points Fighting, or loud arguments

Scout Spirit

- 20 points Scouts are cheerful and are focused on their tasks
- 10 points Scouts are reluctant to help where needed, or are unfocused on their tasks
- 5 points Scouts are unenthusiastic or arrogant, or treat the event as a joke
- 0 points Scouts have a sullen attitude; are discourteous; or use foul language (except inadvertently)
- 15 points Scouts show open disrespect to the event staff