

# **Klondike Derby 2012**



**SHA-BO-NA DISTRICT  
ILLOWA COUNCIL**

## **UNIT LEADERS & SCOUTS REGISTRATION & INFORMATION PACKAGE**

## 2012 SHA-BO-NA DISTRICT KLONDIKE DERBY

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**Place & Date:** January 21, 2012 – Little John Conservation Club (Victoria, IL.)

**Fees & Registration:** \$10.00 per participant by Jan. 18, 2012  
\$15.00 per participant after Jan. 18, 2012

Check-in starts at 7:00am

**Camping:** is optional for Troops and is not part of the Klondike Derby. **Troops may camp Friday and Saturday nights at no charge if they wish. Remember your tour permits. Check in with Mark if arriving Friday night.**

Troops will camp Jamboree-style. Troops that are planning to use straw to set tents on may do so however you must dispose of it in the designated area before you leave camp. Check with Byron or Mark. Please use Leave No Trace Principals.

**Meals:** Each Troop is responsible for bringing and cooking all of their own meals except Saturday lunch.

**Note: For Saturday lunch we will be having chili. Troops should bring 1 can of their favorite chili soup per person.**

**Trash:** Troops will be responsible for packing out their own. Please pick up all trash that you create, see around the camp, or along trails and dispose of it properly. Please do not dispose of unwanted food in the bushes around your campsite or the camp. Please carry all your trash with you until you can dispose of it properly.

**Fires:** **Fires will be allowed in the camping area on the condition that they are in an established fire ring only.** Pit fires and ground fires are not allowed. All fires on the Klondike Trail must be in fire pans. **NO EXCESSIVELY LARGE FIRES!!!**

**Medical:** A medical officer will be available for minor problems. Please be sure to bring at least a medical form part A for each Scout and adult. Medical forms will not be collected by the Klondike Staff. Troops are responsible for having medical forms and producing them if needed. **ALL INJURIES MUST BE REPORTED TO THE MEDICAL OFFICER!**

**Uniform:** The uniform for the weekend is winter gear. Be sure all your Scouts and Leaders have appropriate cold weather gear.

**Parking:** All vehicles must stay on the gravel roads and in the parking area.

**Events:** Stations will be run in order and on schedule, 45 minutes per event and 15 minutes travel time. The start and end of each event will be on signal, be at event on time, ready to start or face a penalty.

**Klondike Staff:** Klondike cannot run effectively without a staff. We need at least 30 volunteers to be on staff to run stations, prepare cracker barrels and cook the Saturday meal. If you are interested in being on the Klondike staff, please contact Byron or Mark as soon as possible. Staff members need to be at stations by 8:00am.

**Saturday awards ceremony:** The awards ceremony will be held an hour after competition ends. Approximately 16:30

**Webelos:** Webelos dens are invited to attend and participate in the 2010 Klondike Derby under the condition that they are with a host Troop. Please be sure to coordinate with your host Troop for equipment. If your Webelos need a host Troop, please contact Byron and he'll find you one.

Webelos Dens that just want to come out and observe may do so at no charge with a host troop.

### **Arrival Procedures:**

The gate will be open from 06:30 – 08:30.

Call Byron or Mark if you need access at other times.

Adult Leader and SPL will report to Headquarters for check-in at 07:00.

Bring the complete attendance roster.

Adult Leaders and SPL's will receive more detailed information on Saturday's event and get any questions answered.

## Checkout Procedures:

- Pack and move all gear into your vehicle.
- Notify the Klondike Director .
- Gate will be open 17:30 – 18:30.
- Call Byron or Mark if you need access at other times.

**Minimum Sled Requirements:** These items are the only items that **must** be on the teams sled. These are considered health and safety items. Any team that doesn't have these items will not be released from the check-in station until they obtain them. If any individual Scout on the team doesn't have rain gear and proper cold weather attire he will not be released with his team onto the course until he obtains it. **NOTE to SPL's and/or team leaders: Please have these items readily available for inspection at the check-in station so we can get you checked in and to the starting line quickly.** "Be Prepared" is the Scout Motto, use the station list to determine what additional equipment you will need on the Klondike Trail.

1. First aid kit
2. Patrol roster
3. Klondike Sled
4. Garbage bags
5. At least 4 gallons of liquid water
6. Rain gear & suitable cold weather gear for each Scout

**Required Items for Scouts:** Each Scout **must** have the following items with them at camp.

1. Toilet paper.
2. Cold weather clothing and appropriate foot wear. (**No tennis shoes will be allowed on the Klondike Trail**)
3. Rain gear.
4. Water bottle.

## Required Items for Patrols:

1. Patrol yell
2. Patrol flag
3. First Aid Kit (must have usable and pertinent cold weather items)

## Required Items for Troops:

1. Completed Troop attendance roster
2. Scout and Adult medical forms
3. **1 can of chili per individual attending for Saturday lunch.**

## **ITINERARY**

**07:00: Pre-derby Team Check-in & Sled Inspection begins.**

**08:20: Leave starting line.**

**08:30: Klondike Begins!!!**

**11:30: Lunch.**

**12:30: Resume events.**

**15:30: Great Sled Race**

**16:30: Awards and Closing Ceremony.**

**17:30: Klondike ends.**

## What's going to happen at the Klondike?

1. Saturday morning teams will check in with the Assayer who will inspect their sleds for the minimum required items, log them onto the course (if they have all the required items) and give them maps, information and a 5 nugget starting allowance. **Note to Team Leaders: Please have all your required items laid out prior to asking the Assayer to inspect them. Also, try to be at the Assayers Office ready for inspection as close to 07:00 as possible.**
2. Inspections will end at 08:00. Teams should be on starting line by 08:20 ready to go.
3. This years course will be timed and run on a schedule and choose your station. Each station will be allotted a **set amount of time** for completion and will begin and end on a given signal. **Teams arriving late will be given the choice of forfeiting the station or paying a 1 nugget per minute late penalty and trying to complete the task in the time remaining.** Patrols will then have **15 minutes** to travel to the next station. Be prepared. Points will be awarded differently at each station. Some tasks are go/no go. Some have different levels of completion. The Station Judge has the final decision in any case. Station Judge's will have a score card that they are responsible for keeping. Team leaders **must sign card** before leaving station or forfeit those points.
4. Prior to the Klondike each Troop will receive a list of tasks that each station will present. Teams are encouraged to practice these tasks prior to the Klondike so that they gain proficiency and know exactly what they will need to bring with them for each task. This is where the gold nuggets come in. As stated previously each team will start with 5 gold nuggets. At each station if the team comes into town giving their patrol yell loud and clear, are on time and at the correct station, show teamwork and Scout Spirit, have their patrol flag displayed and get a perfect score at a station they can receive a 1 gold nugget for each of these things (5 max.). You may be asking yourself why we need nuggets if the Mayor is keeping score. I'm glad you asked; nuggets may be used for bartering or for extra points at the end of the Klondike. If a team doesn't bring, loses, or forgets the equipment they need to perform a task the Mayor of the station **may** have the equipment you need for rent. However renting an item may not be cheap. The Mayor of the town will rent you equipment if he has it for gold. You may want to work on your bartering skills if you find yourself in this situation. Only items that are listed on the event sheet as "provided by the station" will not have to be bartered for. Any nuggets that a team has leftover at the end of the Klondike may be cashed in at the assayer's office for points. **Warning: Any nuggets that a team acquires during the Klondike may only be used by that team for points. Any teams caught giving or trading nuggets to another team will result in the disqualification of both teams. Also, please follow all health and safety guidelines, the Outdoor Code and Leave No Trace principles. Course Rangers will be walking the course and if any unsafe act, health risk, Outdoor Code or Leave No Trace principles are observed being broken your team will be fined 5 gold nuggets and will not be allowed to continue until the problem is corrected. Also the Mayor of a station may fine a team for breaking any of the above mentioned things or town rules.**

5. Team leaders will check in with the assayer to tally nuggets and points. **Note to team leaders: Only the team leader may be at the assayer's desk for check-in.** Do not bring any of your team members with you. This causes a great deal of confusion. Also, do not ask the assayer what your final score is for the Klondike because they are only tallying nuggets. The Klondike Director is the only one who will know the team's final score until the closing campfire.
6. After the post derby check-in you may eat, drink and be merry. Team leaders must remain readily available at the dining hall until released because in the event of a tie, tying team leaders will take a test on general Scout knowledge. The tying team with the best score on the test will take the tying place (example: Team A and B tie for 2<sup>nd</sup> place, Team B gets highest score on test, Team B gets 2<sup>nd</sup> place, Team A gets 3<sup>rd</sup> place). If a tying team leader fails to stay in the dining hall until released and/or fails to take the test that team will receive the lower place. **Only team leaders are allowed to take this test, no substitutes. This test cannot be made up if the team leader fails to show up when called upon.**
7. At the closing ceremony the Klondike Director will announce the team places and hand out trophies.
8. After the closing, Troop Leaders and SPL's will be given event evaluation sheets. Please fill them out and return them to us. We need your input.

## **EVENT LIST**

### **Station #1 – Survival Skill #1**

Each patrol or team will Build a snow wall high enough and long enough to get the entire team out of the wind. The ability to cover the area with a tarp to crawl under will be a plus. Given enough time during the day, if there is enough snow, maybe these walls could be used as “forts” for a snowball fight.

**Successful completion: 50 points**

### **Station #2 – Survival Skill #2**

Each patrol of team will build a fire in an approved fire pit. Then the team will boil enough water for the entire team and the judges to have a nice cup of hot chocolate. Teams will provide their own cooking and drinking gear. Hot chocolate mix will be provided.

**Successful completion: 50 points**

### **Station #3 – Survival Skill #3**

Each team will face a safety and rescue challenge involving first aid tests, immobilization techniques and transporting the victim to the top of a “cliff”.

**Each skill completed: 10 points, 50 points possible**

### **Station #4 – Woodsman Skills**

Using teamwork, Each team will use a 2 man buck saw to slice through a large log as many times as they can in the allotted time. Remember teamwork. PULL your own weight. Saw will be provided.

**Scoring: 5 points each slice**

### **Station #5 and #6 – Shooting skills**

Each team member will obey proper range etiquette in shooting at the archery range and the BB gun range.

**Scoring: Targets will be scored for a team total**

### **Great Sled Race – Have FUN**

The race will start at the archery range. Teams will race to the BB gun range where one member will shoot 5 shots. Hits will be 1 point. Misses will result in a small penalty loop before continuing the race (just like olympic biathlon). Then the team will race to the archery range where the next member will shoot. This will continue until 8 team members have completed shooting. EXTRA CHALLENGE: 2 team members will pull the team sled, while the rest will be issued cross country skis to race back and forth.

## **RULES FOR LISTED EVENTS**

1. Each Scout is responsible for his own personal health and safety during the Derby. No team will be allowed on the course until they have passed inspection. If any Scout is observed by the Klondike Staff being unsafe or poorly dressed, his team will be fined 5 gold nuggets and he will not be allowed to continue on the Klondike Trail until the problem is corrected.
2. Each team will be given a map of the Klondike Trail
3. It is the team's responsibility to have the equipment they will need to perform each task on the Klondike Trail on their sleds unless otherwise stated in event list.
4. Teams may bring as much or as little equipment as they think they'll need on the Klondike Trail. The only things that are required to be on a team's sled are listed in the minimum sled requirements of this packet. If a team loses or forgets equipment that they need for a task, the Mayor of the station ***may*** have that equipment for rent. Rental equipment will cost gold nuggets and will have to be bartered for. Rented equipment must be returned to the Mayor of the station from which it was rented before the team leaves the station.
5. 1 gold nugget per item will be awarded to teams that do the following at each station:
  - a. Enter each town giving their patrol yell loud and clear
  - b. Have their team flag displayed
  - c. Are on time and at the correct station
  - d. Show teamwork
  - e. Get a perfect score for the task
6. Please respect our host's property, remember, leave no trace.