

Willamette District Klondike Derby 2012 Info Packet

Welcome to the 2012 Willamette District Klondike Derby! We hope you are ready to have some fun in the snow while your Scouts enjoy a test of their Boy Scout skills & knowledge. The information contained in this packet will provide you with the necessities to have an enjoyable experience, but should you have any further questions about the event, you can contact Dave Thompson at (503) 838-2336 or cmpack7038@gmail.com.

The Klondike Derby staff is requesting each participating unit to host a station. *If we don't receive enough volunteers to run the stations, we will drop some of the activities!* Please contact Dave Thompson to let him know which station you would like to run. Stations will be given out on a first-to-contact-Dave basis so get your choice in early!

DATE: February 11, 2012, Registration Opens at 9 a.m., Activities commence promptly at 10 a.m., we should be finished by 4:30 p.m. The event will go snow, rain or shine. If the pass is closed, we will move the venue to a lower (Maxwell Butte?) Sno-Park, so PLEASE Pre-Register so we know who to call if the location changes! The only thing that will cancel the event will be if the highway is closed above Detroit due to inclement weather or road blockage. If you have to cancel please contact our District Executive (DE) Steve Utter before Wednesday, February 8th. Willamette's DE can be reached at 503-581-6601 ext 206.

LOCATION: RAY BENSON SNO-PARK. Located just south of Santiam Pass on Big Lake Road. Take the Hoodoo turnoff, the Sno-Park is approximately 1 mile past the Hoodoo Ski Area parking lot on Big Lake Road.

PARKING: A US Forest Service Winter Snow Parking Pass is required for each vehicle. These cost \$4.00 and may be purchased at most sporting goods stores and at the Detroit Market.

PRE-REGISTRATION *for the event must be done* online at <http://www.cpccbsa.org> or sent to the Salem Scout Service Center. This will assist in planning, tracking arrival of participants, and help in procuring the materials needed such as the patches, awards, station signs, supplies, etc. Health forms are required for all youth and all adults over 40 years old. Tour permits must be on file.

COST & FEES: As long as you are pre-registered by Wednesday, February 8th the cost will be \$8.00 and 1 can of soup (no condensed or 'cream of' soups, please!) per participant, \$10.00 thereafter. This registration fee is for the expenses of the Klondike. Units staying overnight must add this to the other expenses for the weekend. The can of soup is part of the lunch the Staff will be providing, so don't bring something you wouldn't normally want to eat! A \$4.00 (per day) snow-park pass will need to be bought for each vehicle used to transport boys to the event. The fine for not having a pass is hefty, so be wise and protect your wallet and get one. They can be bought in advance at many local outdoor stores, at your local DMV office, or on the way at the grocery store in Detroit.

GENERAL OVERVIEW and ACTIVITY INFORMATION

Each Patrol or "dog team" (so-called because Scouts act as huskies) follows a course as outlined on a map and score sheet given to the Patrol Leader at registration. The map guides the teams around a circuit of the simulated Camp Stations. As they arrive at each Camp Station, the Patrols will be asked to show their Scout Spirit, knowledge of Scout Basics, and asked to complete a challenge. Upon completion of the Camp Station the team then has its score sheet marked and sets off for the next Camp Station.

Upon finishing the course, each Patrol reports to the scoring tent, Camp Station Oath, to have its score sheets checked and recorded and Gold Coins weighed.

Saturday Registration: Upon arrival on Saturday, each Senior Patrol Leader must register his Troop and all Patrols upon arrival at the Klondike Derby to receive the Instructions and Materials needed for the day. At the Registration area the Scout Patrols will be inspected to make sure they have all their required equipment and to ensure each boy is properly dressed for the weather. They will then be required to navigate cross-country to find the Camp Station at which they will begin. This may require the use of a compass and a map supplied by staff. Make sure you have something to cover your map with. The real competition is in getting from one point to another using the grid location and map orientation to master the course.

Patrol Method: One of the purposes of the Klondike is to utilize the Patrol method during all activities. Scouts should bring their 10 Essentials and additional gear for an adventure at 4700 feet and extreme arctic conditions. Each Patrol should plan on bringing the gear for traveling in the snow, building a snow shelter, and quickly starting a fire. Using this event guide, the Scout Handbook, the Scout Fieldbook, the Webelos Handbook, The Senior Patrol Leader Handbook, and The Patrol Leader Handbook, a unit will be able to do well in the preparation, acquiring the equipment recommended, and developing a program that a Patrol can use to be competitive.

Leadership: All Troops should be under the direct control of a Senior Patrol Leader (SPL) or Patrol Leader (PL) at all times. All changes to the activity schedule relative to the Klondike Derby route and participation routine shall be made only by the SPL or PL. It is recommended that at least one adult per Patrol be in attendance and accompany the Patrol around the Klondike course at all times.

Equipment: Each Troop/Patrol shall furnish their own equipment and tools. A lunch will be prepared by the Klondike staff with your contribution of one can of soup per individual in attendance (no cream soups please). All Patrols will bring a sledge to the event with all their equipment lashed to it. See detailed list in equipment section of this package. Correct clothing for the conditions is mandatory. Each Patrol will have a Patrol flag, and display it on their sledge. The OA sash is appropriate to wear over your coat to show your distinctive membership in the Brotherhood of Cheerful Service.

Troop and Patrol Flags: Each Troop is requested to bring a Troop Flag. All Patrols are encouraged to bring a flag. This will be one of the over-all award criteria marks in the final scoring.

Water: Water may not be available at the location. Please be prepared with enough of your own to keep each Scout well hydrated, as it is just as easy to become dehydrated in the cold and snow as on a hot summer day.

Camp Station Events: The Klondike staff is requesting each participating unit to supply volunteers to run the stations. The volunteers can be adults from the Troop or older Scouts (such as OA members). *If enough volunteers are not provided, some stations will be dropped!* An equipment list will be provided for each event, along with instructions, grading criteria, and score rankings. The grading of each Troop and Patrol begins at check-in with their sledge and equipment. Point totals at each station all contribute to the final decision for the best Troop and Patrol. Read everything carefully, because some events will require the Patrols to bring specific equipment.

Schedule:

SATURDAY – Plan on each event running up to 25 minutes per patrol (some may be shorter, others longer, depending on the activity).

9:00 to 9:45 Registration

10:00 to 12:00 Morning Competitions

12:15 to 12:45 Lunch

1:00 to 3:30 Afternoon Competitions

4:00 Awards & Closing Ceremony

Clean Up and Check Out: When a Troop is ready to check out, after the closing ceremony at about 4 p.m. or so, the SPL must come to the registration headquarters to get medical forms and be approved for release for the day.

Visitors: Visitors are welcomed and invited to attend the event. Please check in and let the Klondike Staff know when you arrive and when they will be leaving.

Scouting Essentials: Each event may be using at least one of the outdoor Scouting essentials for the event. Patrols should have a complete kit, and each Scout is encouraged to provide their own kit as well. How well the Patrol members live up to the Scout Motto will be part of the grading criteria for each event. Materials will need to be lashed to the Patrol's Sledge. Each Sledge should have the following materials to be successful in the events:

Navigation: Map, Compass, Whistle

Sun Protection: Sunscreen, dark glasses, hat, bandana, chapstick or lipbalm

Insulation: Extra clothes. See pages 203 and 204 of the Handbook

Illumination: Working flashlight and extra batteries

First Aid: Assorted band-aids, neosporin, moleskin, soap, toilet paper

Fire: Waterproofed matches and homemade fire starters

Repairs: Small sharp knife and 6' of duct tape

Nutrition: Extra food and eating utensils

Hydration: At least 1 quart canteen per scout filled with water before leaving home

Shelter: Raingear, garbage bags, 50' of line, ground cloth, backpack

ADDITIONAL USEFUL INFORMATION

Trading Post: Yes, there will be a Trading Post at Camp Station Honor. Candy bars, energy food, sodas, and snacks will be sold here, so let the Scouts know in case they forget to bring some snacks of their own. Hot chocolate will be provided free of charge (as long as the hot water holds out)!

Facilities: Two restrooms, warming shelter, orientation maps, staging area with snub posts for sled dogs. Concessions and telephone are located nearby at Hoodoo Ski Area.

First-Aid: Each Troop and Patrol should be prepared with first aid equipment and supplies (readily identifiable) for caring for cold exposure and small wounds. More serious injuries must be brought to the Klondike Camp Station Clean for immediate treatment or departure to a local hospital. Also we ask that the Scoutmaster write down the names of any boys with medical conditions and turn this in at registration.

Medical Forms: As with any District-sponsored event, BSA medical forms are required for all participants. Please make sure your Unit brings a medical form for each and every Scout and Scouter participating in this event. Be prepared to drop-off at Camp Station Oath and Honor. You can pick them up at the end of the day. Without a medical form your participation may not be allowed.

Health & Sanitation: A restroom facility is on location; however, the course is a ways from it and will require some travel to get to if you are on the far side of the course. All trash shall be carried back with the unit who brought it. Remember the Outdoor Code and please leave the Sno-park cleaner than when you arrived. A Scout is Clean.

Campfires / Overnight Camping: Friday or Saturday night each Troop staying at Ray Benson or another location will need to acquire their own permission to pitch a camp and have a campfire. The overnight stay is not directly connected to this event, but because we have used this event as a catalyst for overnight camping planning for this is very important.

Hazards: Ray Benson Sno-park is a snow mobile and cross-country ski park, and many use the area. Scouts will be required to stay within the event boundaries and will not be allowed to venture onto the snow mobile or cross country ski tracks.

Gold Coins: Each Camp Station will award Gold Coins to the Scouts based on their participation at each station. The Coins can be traded in at the end of the event for . . . ? ? ?

Claim Jumpers: A Klondike once featured "claim jumpers" who would "hold up" Patrols as they passed. The claim jumpers asked Scout-related questions, such as "What are three points of Scout Law?" Or, "What do the stars on a badge stand for?" For each question the Scouts missed, the claim jumpers "stole" a specified amount of gold. Sleds were then marked with a ribbon so they wouldn't be jumped again. Every team should plan on getting jumped.

Lunch Break: All Patrols should take at least a 30-minute lunch break. This break doesn't count against their overall time. The lunch break also gives leaders an opportunity to check for frostbite or other problems.

KLONDIKE DERBY EVENT GUIDE

The Field Course: The field course of 12 Camp Stations is laid out over a large, open-terrain, snow-covered field. This meadow is about one half square mile. The course is a large loop that follows the natural shape of the wooded area surrounding this meadow. On the outside of the course is a well maintained snow mobile trail that all Scouts must stay away from at all times. The snow mobile drivers may not see you in time to stop, and as a result may cause serious injury to both driver and Scout.

Scoring: Before starting the derby itself, each sled will be inspected to see that the Patrols have all the equipment and gear they were told to bring. For the events themselves, points will be broken out based on Scout Spirit, Scout Knowledge (think Trail to First Class), and the Activity itself. 1st, 2nd, and 3rd place ribbons will be awarded for each station, as well as 1st, 2nd, and 3rd place Overall. ***As the Overall Score is tracked by Patrol Name, Patrols may not change their Patrol Name once they have gone through registration!*** Note to Klondike leaders: Since scoring is subjective, the person who scores a Camp Station should score that Camp Station all day.

Station Set-up: Each Camp Station will be provided enough materials to run two Patrols at the same time. The boys can use anything on their sledge to complete any given task. All Camp Stations should have hot water available for soup or hot chocolate.

Patrol competition events this year will include the use of the following skills:

1. Camp Station Trustworthy – Cold Weather Fire Building

Activity: Patrols will have to build a fire from a supply of damp wood, using a non-match/lighter fire source. They will have to successfully burn through a string set approximately 18” off the ground.

Station Resources: Wood, twine, 3’ poles to string the twine between

2. Camp Station Loyal – Team Snow Shoe

Activity: The entire Patrol, wearing team snowshoes tied to their feet, will have to tow their sledge through a course designed by the station master, with a few obstacles.

Station Resources: 8’x1’ plywood “skis”, 4- 4’ sections of rope.

3. Camp Station Helpful – Knots Trail Legend

Activity: Each Patrol walks along the rope from one tree to another and back again, to view and memorize the knots. They then list the knots in order.

Station Resources: Several pieces of rope of varying thickness

4. Camp Station Friendly – First aid knowledge

Activity: Each Patrol demonstrates their knowledge of basic first aid.

Station Resources: Boy Scout Handbook – Tenderfoot, Second Class, and First Class skills requirements

5. Camp Station Courteous – Sledge Race!

Activity: Patrols line up at the starting point, then transport one of their scouts through an obstacle course.

Station Resources: Stopwatch, course markers

6. Camp Station Kind – Rope Square

Activity: The patrol, blindfolded except for the PL, forms a square from a single rope. The rope is stretched out in a straight line to start, then the PL provides directions on forming the square.

Station Resources: Stopwatch, 20' (or longer) thick rope

7. Camp Station Obedient – Ice Ball Sling Shots

Activity: Each Patrol will have to build a slingshot and shoot Ice Balls at a target.

Station Resources: Poles and rope for lashing, old bicycle/vehicle tubes.

8. Camp Station Cheerful – Igloo Shelter Design

Activity: Patrols will help construct a number of Igloos that will be under construction all day.

Station Resources: Ice saws, ice axes, rope, snow shovels, and block boxes.

9. Camp Station Thrifty – Alaskan Pipeline

Activity: Scouts must pass a Gold Nugget through 4 sections of pvc pipe then rush the Nugget on their sled to the Weighmaster's office through an obstacle course.

Station Resources: 8 sections of pvc pipe, 2 gold tennis balls, stopwatch

10. Camp Station Brave – Blind Volleyball

Activity: Each team competes against another playing volleyball – the catch is they are separated by a plastic tarp and cannot see the other team. First team to X points wins. Winners come back to compete against other winners until a champion is crowned.

Station Resources: 10' Poles, minimum 8'x10' tarp, rope, lightweight volleyball

11. Camp Station Clean – Silent Signals

Activity: Break each patrol into 2 relatively equal teams. First team sends a (provided) short message to second team. Receiving team sends a different message back that indicates they understood the original message.

Station Resources: 4 sets of semaphore flags, stop watch, semaphore alphabet card, score card.

12. Camp Station Reverent – Panning for Gold

Activity: Patrol uses an 8'x10' tarp to cooperatively toss a "nugget" over a horizontal barrier of at least 5 feet.

Station Resources: 8'x10' tarps – 1 for tossing, 1 for the barrier, 10' poles to secure the barrier, lightweight colored ball (non-white) to toss over the barrier.

13. Camp Station Oath: Registration, Command Post, Check-In/Out

14. Camp Station Honor: – Food/First Aid Station/Trading Post

ADDITIONAL KLONDIKE DERBY INFORMATION

Sled Equipment: Scouts should bring a complete extra set of warm dry clothes and socks (wrapped in a waterproof covering) in case their clothing gets wet during the competition. A second set of dry clothes should be brought to change into for the ride home.

Patrol flag, Patrol roster, pencil & paper, Clipboard & cover (or equivalent), Watch, Compass, Flashlight, Two (2) six-foot-long staves (or equivalent), Blanket, Padded splints for arms & legs, First-aid kit including gauze pads, Pocketknife, Hatchet, Two (2) foot-long 2x4 lumber, Tin foil, Three (3) gallons water in container, Flint & Steel or Hot spark kit, Eight (8) foot length of rope (whipped), Scout Handbook, Rain gear for each Scout, Cup for each Scout, Waterproof ground cover (visqueen or canvas), Tarps for shelter, Trash bag

Clothing:

One of the most important parts of a Klondike Derby is to keep warm and dry. Each Scout must know what to wear. Winter weather is very changeable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard at any given time.

Your best protection is your common sense. Scouts should be instructed to dress in layers. Avoid working up a sweat, and keep yourself comfortable by removing or adding layers of clothing. **No cotton clothing!** Jeans should be left in the vehicles for the ride home. Wool, silk and polypropylene are the better materials for winter camping.

Scouts should have multiple pairs of gloves or mittens. Wool mittens with a Gortex shell are the best. A simple pair of wool gloves covered by a large rubber glove keeps the glove dry and hence keeps the boy warm.

Waterproof boots are essential. Tennis shoes will not be allowed on the course. Wear socks of wool or other material that wicks away perspiration. A wool stocking cap or similar head gear with ear coverings is necessary both during the day and at night in the sleeping bag to retain warmth. Scarves are recommended to protect the face from the cold and biting wind. Boys should wear wool mittens covered with a water repellent shell. Gloves may be worn, but they are not as warm as mittens. Scouts are more vulnerable to the cold at meals, because they do not move around as much. Prior to any meal, ask every boy if all his clothing is dry. If not, have him change into dry clothes before eating.

Clothing Inspection: Unit leaders should visually inspect each boy before he takes off on the trail. If any boy is not adequately dressed, he should not be allowed on the trail.

Klondike Derby History: 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. The point of a Klondike Derby, which usually is held in late January or early February, is to make Scouts use their heads, to put their Scouting skills to work in the field, to demonstrate teamwork and Scout spirit, and to have fun in the outdoors on winter days.

In a Klondike Derby, Boy Scouts working as patrols pull specially designed homemade sleds around a field course marked by stations named for the Twelve Points of the Scout Law. At each station the Scouts tackle exercises in problem-solving, as well as contests and other activities in which the Patrols or teams earn spendable "gold nuggets" and credits toward Scouting patches and the over-all Klondike Superior Patrol.

Other Miscellaneous Information:

The buddy system will be enforced at all times. If a Scout is hurt and it is not something the Troop can handle then the Scout should be brought to the Camp Station Honor. Please keep an eye out for hypothermia. Each Scout should bring and drink 1-2 quarts of water during the day to prevent dehydration.

If your Troop plans to spend the night, please make sure they have adequate shelter, sleeping gear, and ground protection.

Dry feet = warm feet! You can make a pair of gaiters out of scrap material. Take a piece of material about eight inches wide and place Velcro on each end. The Scout just has to wrap it around his leg and Velcro it in place. If the Scout's boots aren't very waterproof, have the Scout put a plastic bag over his socks. The Scout's foot still may get wet from not being able to breath, but it helps. An old pair of mom's nylons works well also.

Overnight Camping

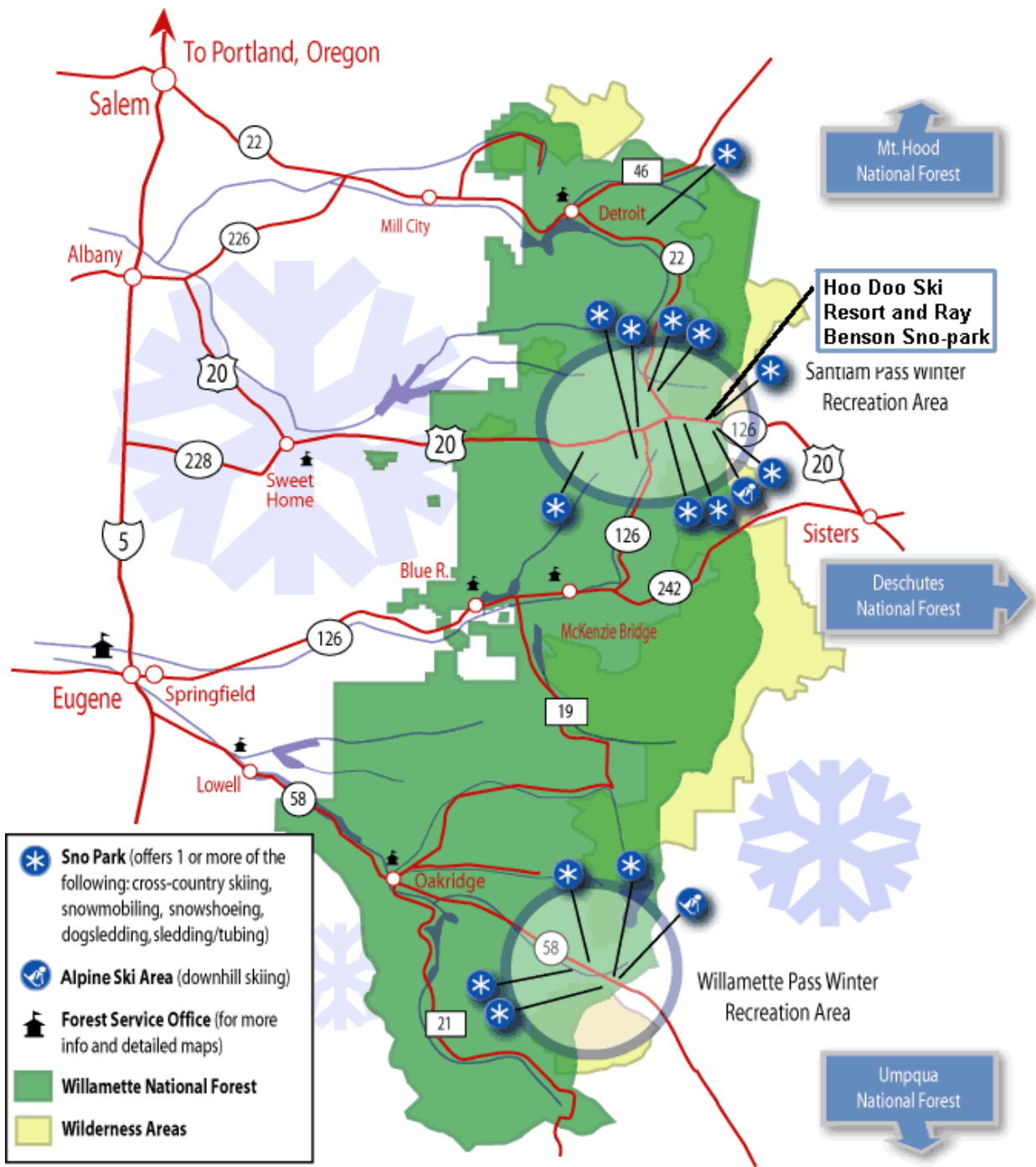
If your Troop plans to stay the night in the snow-park, there are 2 options available for camping.

1) If you want to sleep in the parking lot, you must have a fully contained camping apparatus (i.e. camper shell, motor home, etc.) Tent camping is not allowed in the parking area.

2) If you want to tent in the snow, your encampment must be at least 300 feet from the edge of the Sno-park. Campfires are allowed on the snow at the Sno-parks. Any snow structures, caves, etc. need to be destroyed before leaving the camping area. All holes that were dug in the snow will need to be filled in before your Unit leaves. Hay or straw may not be used as a base for a tent. Please remove all evidence when you leave. You can use ice chests to store food. The insulation that keeps stuff cold can also work to keep food from freezing. If you fill a thermos with hot water before you go to bed, it may still be warm in the morning.

Sunscreen is a must! If the sun comes out, the boys need to put on sunscreen and lip protection; the sun's rays are magnified by reflecting off the snow. Even on an overcast day they can get burned. Sunglasses or ski goggles are also strongly recommended as a deterrent to snow blindness.

Don't let the Scouts set anything down on the ground (Good Luck!). It only takes a light dusting of snow for things to be buried and lost until spring. Even in a heavy snow pack something sat on the ground can vanish in minutes.



Site Map:

