

**Sagamore Council, BSA**

**West District**

**Klondike Derby**

**2012 Program Packet for Troops & Crews**

**February 10 - 12, 2012**

**Franklin L. Cary Camp**



# What is a Klondike Derby?

The name Klondike originated from the Klondike gold rush era, where miners tested their skills against the elements for precious nuggets of gold. Some struck it rich, and some, not so rich. A Boy Scout KLONDIKE DERBY is a Winter Skills event, held every year, preferably in the SNOW! However, Mother Nature does not always cooperate very well, and more than one DERBY has been held in mud or on frozen ground without the benefit of so much as a single snowflake! Boy Scout Troops and Crews will compete against each other using sleds, similar to the dog sled used in the Iditarod, which will use Scout POWER to pull it instead of dogs! The Scouts pull the sleds that are loaded with their personal and patrol equipment. The Scouts journey through woods and fields, up and down hills and stop at different activity stations, named after Alaskan towns, where they are tested on different Scout skills by the “Mayors” of that town. When they arrive at these stations they are timed and tested on their Scouting knowledge, their teamwork and their problem solving skills.

**Patrols this year will be responsible for Saturday breakfast, Saturday lunch and Sunday breakfast!** Scouts will again be cooking lunch on the trail! The meal must be prepared and cooked solely by the youth Scouts! This is a scored event! Patrols must submit a legible recipe of their lunch choice with instructions on how to cook the meal and what equipment they are using at the time of Check-in! Make sure to note Troop number and Patrol name on recipe!

You will be awarded “gold nuggets” at each station for skills, completion and other factors! Scoring for each station emphasizes the teamwork and the patrol method in addition to the specific skill. No matter how new boys are to Scouts, as long as patrols show good Scout Spirit and cooperation – they will do fine! They are rewarded for understanding what SCOUTING is all about – doing your best while living by the Scout Oath and the Scout Law!

Also, all patrols will need to have a “Yell” or “Cheer.”

So, now that you’re Troop or Crew has decided to participate, the following will tell you everything you need to know to get prepared, gear up, and have fun! First of all, **each patrol needs to have a sled** (see enclosed sled plan), but don’t let the idea of a sled and snow scare you off! In fact, it isn’t even essential to have snow for this event – some of our best derbies have been held with minimal or no snow! The final event will be a sled race between units, dinner and then a campfire with the awards ceremony! **This year there is a new course for the sled race!! Also, please note that Class A’s are required for Saturday dinner!**

Each patrol leader will check in at Juneau - Klondike Derby Headquarters, where they will pick up their nugget bag, score card, map and be given instructions for starting the day!

## **BEWARE OF CLAIM JUMPERS!!!**

KLONDIKE will again feature “Claim Jumpers” who will “HOLD UP” patrols as they pass. The “Claim Jumpers” will ask Scout-related questions to the patrols. For each question missed, the “Claim Jumpers” can **STEAL** a gold nugget per question.

**PATROLS ARE BEING FOREWARNED OF THE POSSIBILITY!!**

# Essential Info... That stuff the Leaders and Parents want to know...

**WHO:** All Boy Scout Patrols and Venturing Crews may participate.

**WHEN:** Friday, February 10 – Sunday, February 12, 2012. Early check-in starts Friday evening between 6:30 – 8 PM. Regular check-in is on Saturday, February 11<sup>th</sup> from 7:30 – 8:00 AM. The day begins at 8:10 AM with assembly at the Flagpoles for opening flag ceremony (**A troop is needed to volunteer to lead opening Flag ceremony**). The DERBY begins immediately afterwards at 8:20 AM. See map for locations of Alaskan Towns.

**CHECK IN:** Upon arrival, all troops should check in with their registration form filled out (see form attached) at Juneau Klondike Headquarters (McAllister). Check in time is Friday night from 6:30 - 8 PM or Saturday morning from 7:30 – 8:00 AM. Patrol leaders will be given nugget bag, scorecard, map and instructions for the day upon check-in. **See Station Information for what Patrols will be judged upon arrival.**

**COST:** \$15 per scout and \$5 per scout leader if “pre-registered” prior to February 3<sup>rd</sup> or \$25 per scout and \$10 per leader after February 3<sup>rd</sup> and on the day of the Derby. Make checks payable to Sagamore Council and include “West District Klondike Derby” on memo line of the check. **New this year: EVERY person is asked to bring a can of soup (no “Cream of” soups).** Adult lunch will be 2 soups - all the “red” based soups combined and all the “yellow” based soups combined.

**WHERE:** Franklin L. Cary Camp – located at 6286 State Road 26 East, Lafayette, IN 47905. Telephone 765-447-1990. Camp Ranger: Chuck Turner.  
Link to Cary Camp webpage: <http://www.carycamp.com/>

**REGISTRATION:** To register, send in your registration form, included in this packet, and payment via mail to Sagamore Council. Remember, to qualify for the \$15/\$5 per participant fee, registration must be received by February 3<sup>rd</sup>!

Send completed registration and check to:

**Sagamore Council, BSA  
Hingst Scout Service Center  
518 N. Main Street  
P.O. Box 865  
Kokomo, IN 46902**

Scout Service Center: 765-452-8253  
Scout Service Center, toll-free: 800-844-0537  
Scout Service Center fax: 765-459-5625  
Email: [sagamore@sagamorebsa.org](mailto:sagamore@sagamorebsa.org)

**KLONDIKE COORDINATOR:**

Kristi Stroud – 765-494-6350, [kstroud@purdue.edu](mailto:kstroud@purdue.edu)

Please contact me if you want to help staff at the Klondike, or if you have any questions.

## **PATROL SPECIFICATIONS:**

1. Natural patrols of 4 to 8 scouts (maximum 10 scouts) with a suitable Klondike sled plus all essential gear (See below). Patrols with less than 4 Scouts will be grouped with another patrol.
2. All scouts must be properly clothed for winter weather (winter/rain gear, warm coats, water proof boots etc.)
3. Each patrol must submit a roster at Juneau Klondike Headquarters upon check in, complete with scoutmaster's signature (roster forms are included in this Guide).
4. The Scout Outdoor Essentials list (page 264 of the Scout Handbook) is a useful resource!
5. No flammable fluids, explosives, or other dangerous stuff (the scout definition of "fuel" for fires is wood not gas) Check your Scout Safety Guide in case you have any questions.

**SLED SPECIFICATIONS AND PATROL EQUIPMENT:** Sleds must be homemade. Refer to the Klondike sled plans included in this packet. Details generally are easy to find on the internet. Sleds should be sturdy enough to transport one team member and all of the patrol's gear. Each patrol should bring all the items they will need to compete in each of the events of the Klondike. The Klondike is a harsh environment. Many a miner has failed to hit the mother-load for lack of proper planning and supplies. For example, be sure to bring fire building materials (wood will be provided by Mayors of the towns, no flammable fluids, no magnesium fire-starters.), first aid supplies, rope, and anything else the patrol may need or want to complete each of the events (refer to station instructions). Remember, you are going to the Klondike, so BE PREPARED!

**NUGGET POUCH:** Each team will be provided with a pouch to carry their gold nuggets in. Be sure to keep this on your sled! If you have the nugget bag from last year, feel free to use it again this year. If not, one will be provided for each patrol!

**KLONDIKE Leader Lunch:** Scout Leaders and Adults are asked to come to Juneau Klondike Dining Hall on Saturday at noon for lunch! The Derby Staff will provide leaders and adults with a hot soup meal!

**AWARDS:** The unit with the most gold nuggets at the end of the event will be overall winner! The derby will have additional award categories. Units attending will receive participation ribbons and all scouts attending will receive a 2012 Klondike patch!

**KLONDIKE STAFF VOLUNTEERS NEEDED!!** The games and program areas will be staffed with experienced Youth and Adults. Experienced Youth not participating in a patrol are encouraged to help staff events and program areas. Each troop attending should **plan on providing at least one adult volunteer** to assist. Mayors will meet at the Juneau Klondike Headquarters on Friday evening (at 9:45 PM) to get instructions on what their town will do. You may also contact Kristi Stroud prior to the event if you or anyone in your troop/crew is interested in volunteering!

**ADULT PARTICIPATION:** We would like Scout leaders and Adults to work in various stations throughout the day! They may return to their campsites or help in McAllister! Leaders/Adults are **strongly discouraged** from accompanying patrols during their sessions! If a leader or adult accompanies the patrol, **nuggets will be deducted if they coach/help the patrols at their stations!** Leaders/Adults are asked to come to Juneau Klondike Dining Hall at noon on Saturday for a soup lunch. Adults wanting to take pictures will be registered as "News Reporters" and provided a PRESS PASS.

**TRASH:** Troops/Crews are responsible for their own trash. All trash must be packed out on Sunday morning. **REMEMBER:** If you pack it in, you pack it out!

# West District Klondike Derby Schedule

## Friday, February 10, 2012

6:30 – 8:00 PM	Arrive, *Early Check-In*, Set-Up Camp
8:15 – 9:30 PM	Friday Night Activities (Scoutmasters be prepared to participate!)
9:30 PM	Cracker Barrel (McAllister Dining hall)
9:45 PM	Mayors Meeting (A&K Room)

**\*\* NOTE: 1 gold nugget will be awarded per patrol (not individuals) that camp Friday night**

## Saturday, February 11, 2012

7:30 – 8:00 AM	Check-In
8:10 – 8:20 AM	Opening Flag Ceremony ( <b>Volunteer Troop Needed</b> ) Patrols line up behind sleds in field across from Flag poles. Patrols will be dismissed at intervals from Flags to start search for GOLD!
8:40 – 9:10 AM	First Station
9:20 – 9:50 AM	Second Station
10:00 – 10:30 AM	Third Station
10:40 – 11:10 AM	Fourth Station
11:20 – 11:50 AM	Fifth Station
12:00 – 1:15 PM	LUNCH Scouts will cook lunch in their campsites Leaders and Adults will report to Juneau Klondike Dining Hall
1:25 – 1:55 PM	Sixth Station
2:05 – 2:35 PM	Seventh Station
2:45 – 3:15 PM	Eighth Station
3:25 – 3:55 PM	Ninth Station
4:00 PM	Scouts assemble at YELLOWKNIFE (Newell Shelter area)
4:05 – 5:40 PM	Ice Road Sledgers ***Team Race Event***
5:45 – 6:00 PM	Closing Flag Ceremony ( <b>Volunteer Troop Needed</b> )
6:30 – 7:30 PM	Dinner ( <b>Class A's REQUIRED for dinner</b> )
8:00 – 9:30 PM	Campfire and Awards Ceremony

**\*\* NOTE: 1 gold nugget will be awarded per patrol (not individuals) that camp Saturday night**

## Sunday, February 12, 2012

7:00 AM	Reveille
7:00 – 8:30 AM	Breakfast on own, Break Camps
9:30 – 10:00 AM	Scout's Own Service (optional) Close of Camp

# Alaskan Town Names

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**JUNEAU (McAllister) – Klondike Headquarters  
Start and Finish Area**

**YELLOWKNIFE (Newell Shelter Area) – Ice Road Sledders  
Start**

**GLACIER PASS (Pine Valley) – Snow Blind**

**BIG LOSS CREEK (Mosquito Range) – Muskrat Trapping**

**WHITE PASS (Ivy Haven) – Permafrost Burning**

**POLAR COVE (New NRA Shelter in Osco) – Food Scavenging**

**KODIAK (Old NRA Range) – Call of the Wild**

**YUKON RIVER (Creeking area) – Chasm Crossing**

**CHILKOOT PASS (Shady Nook) – Ice Ball Sling Shot**

**SKAGWAY (Indian Village) – Ice Lake Rescue**

**DAWSON CITY (Mosier Shelter) – Snow Snake Challenge**

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# KLONDIKE Station Information

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## CHECK IN (JUNEAU)

**Objective:** Patrol will be judged upon check-in for required materials and readiness for event.

**Requirement:** All patrol members, sled, roster, recipe and sled. Members must have with them the proper gear for cold weather: hat (either with ear protection or separate ear protection), gloves/mittens, boots, and rain gear or winter coat. See attached list of items required for members and sled.

**Procedure:** Patrols will send their SPL to check-in with roster and recipe (starting at 6:30 pm Friday or 7:30 am Saturday). Judge will walk out to the sled parking (area across from Flag Poles) to inspect Patrol members and sled. Patrols will be judged for the following items:

- Completed Roster (name of patrol, level of patrol, age of members and signed by SM)
- Sled inspection (all items required on sled)
- Patrol member inspection (each member has required items)
- Recipe

Upon completion of this station Patrols will receive their nugget bag, score card, map and instructions.

### Awarding of gold nuggets:

- 1 Nugget awarded per correct judging item (roster, sled, member inspection, and recipe).
- 1 Nugget awarded per patrol (not individual people) camping each night.

A total of 6 Nuggets can be awarded at this station.

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## SNOW BLIND (Glacier Pass)

**Objective:** Caught in a blinding snowstorm, one dedicated Scout will guide each patrol member across the narrow, winding pass through the mountain and make a shelter from the elements!

**Requirement:** Minimum of 6 scouts. Patrols must use equipment, materials on sled. Mayor will provide blindfolds.

**Procedure:** Each Patrol member will be blindfolded except for one. The last member of your Patrol must stand at the end of the "Pass" and talk each "blinded" scout through the pass (maze) one at a time. Once the Scout reaches the end of the Pass, the next patrol member may start. Blindfolds must be returned to the beginning of the Pass after each Scout completes Pass. If Scout completely steps out of marked area, Scout must return to start and begin again. Once all Scouts have made it through the Pass, Patrol must erect a shelter. Note: Only, if your patrol does not have 6 members, Scouts can complete the Pass more than once to fulfill requirement of 6 Scouts. All Scouts can participate!

**Timed Event:** Time starts when Mayor says "START." Two (2) seconds will be added to overall time each time a "blind" patrol member crosses over lines of Pass (maze).

### Awarding of gold nuggets:

- 1 Nugget for getting all Scouts through Pass without any "falling off the Pass"
- 1 Nugget for all Patrol members helping erect shelter
- 2 Nuggets for consideration of shelter location
- 1 Nugget for sturdiness of shelter and ability to fit entire Patrol
- 3 Nuggets for completing entire station in 20 minutes
- 2 Nuggets for completing entire station in 25 minutes
- 1 Nugget for completing entire station in 30 minutes
- 1 Nugget for Scout Yell and Scout Spirit

A total of 9 Nuggets can be awarded at this station.

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## Muskrat Trapping (Big Loss Creek)

**Objective:** A family of muskrats is trapped on a floating piece of ice and needs rescuing. Catch as many of the muskrats as possible using a pole constructed of 5 poles and rope lashed/knotted together.

**Requirement:** Patrols are to use equipment and materials that are on their sled.

**Procedure:** The Scouts will lash/knot together up to 5 poles and tie a 6 ft length of rope to the end. The patrol will then use the apparatus to dangle the rope section over the muskrats (mousetraps) attempting to catch on the rope. Patrols are unable to get within 12 feet of muskrats. Scouts take turns rescuing the muskrats. All members can participate.

**Timed Event:** This is a timed event. Time starts when the Mayor says "START", time stops when the patrol rescues all muskrats or runs out of time allotted for station.

### Awarding of gold nuggets:

- 1 Nugget awarded for pole construction (sturdy, good use of knots/lashings)
- 1 Nugget for not crossing 12 foot perimeter
- 1 Nugget per muskrat rescued
- 5 Nuggets for building pole and rescuing all muskrats in 15 minutes

A total of 19 Nuggets can be earned in this event.

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## Food Scavenging (Polar Cove)

**Preparation:** Patrols will be given safety talk by Mayor of town before shooting

**Objective:** Your Patrol is low on food as you go through the trek. Your Patrol comes across a cache of shotguns. You will now have to shoot "birds" for a food source on the rest of your journey. Without food, you will starve!

**Requirement:** Minimum of 4 scouts. Patrol must hit 60% of their targets.

**Procedure:** Scouts will line up at the range line and at the instruction of town mayor, shoot clay pigeons until told to stop. ALL MEMBERS OF PATROL CAN PARTICIPATE! You will have entire 30 minutes of this station to shoot at pigeons.

### Awarding of gold nuggets:

- 3 Nuggets for all members of patrol participating
- 5 Nugget for all members hitting a target on first shot
- 1 Nugget for Patrol hitting 60% of target
- 2 Nuggets for Patrol hitting 80% of target
- 3 Nuggets for patrol hitting 100% of target
- 1 for Patrol Yell and Scout Spirit

A total of 12 gold nuggets can be earned in this event.

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## Permafrost Burning (White Pass)

**Preparation:** Patrols must use only the items they have on their sled/person for this event. The Mayor at the station will supply the firewood, water, bucket and shovel.

**Objective:** Your patrol is freezing to death as you crossed the Pass and ran into a blizzard! Now, you need to start a fire to stay warm and be able to get safe water.

**Requirement:** Minimum of 4 scouts. Scouts will use equipment on sleds for this event.

**Procedure:** Scouts will pick a location, supply the tinder and kindling and make a fire using primitive means (flint and steel, etc.). You must make the fire reach at least 3 ft high to burn a rope that is suspended above it. Once string burns completely, Scouts must then boil water. Water will be considered boiling when first bubbles break the surface. After the event, the Patrol will also be responsible for putting the fire out and removing all debris after the fire is extinguished (Leave No Trace).

**Timed Event:** Time starts when Mayor tells scouts "START." Timing ends when water boils.

### Awarding of gold nuggets:

- 1 Nugget for fire location
- 1 Nugget for proper fire building technique
- 1 Nugget for use of proper primitive means to light fire (did not need matches)
- 5 Nuggets for burning string in 5 minutes
- 2 Nuggets for burning string in 6 minutes
- 1 Nugget for burning string in 7 minutes
- 5 Nuggets for boiling water in 5 minutes
- 2 Nuggets for boiling water in 7 minutes
- 1 Nugget for boiling water in 10 minutes
- 1 Nugget for Patrol Yell and Scout Spirit

A total of 14 Nuggets can be earned in this event.

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## Call of the Wild (Kodiak)

**Preparation:** You will have safety instruction given by the town mayor prior to starting this event.

**Objective:** Your patrol's passage is blocked by some rogue miners. You must beat them at their own game to secure passage. You will need to hit all the targets you can to win the contest and continue on your journey! Don't miss too many or it may cost you some GOLD!

**Procedure:** Scouts will shoot at scored targets. Scoring will be an average of all shooters scores. Score is limited to first 10 shots. After that, Scouts can shoot freely until end of session. ALL MEMBERS OF PATROL CAN PARTICIPATE! You will have entire 30 minutes at this station to shoot.

### Awarding of gold nuggets:

- 1 Nugget for good Scout Spirit and Patrol Yell!
- 5 Nuggets for hitting a Bulls Eye at least once (as a group not individually)
- 5 Nuggets for combined average score of 340 or higher
- 4 Nuggets for combined average score of 250 - 320
- 3 Nuggets for combined average score of 150 - 240
- 1 Nugget LOSS for no one hitting a target at all

A total of 11 gold nuggets can be earned in this event.

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## Chasm Crossing (Yukon River)

**Preparation:** The Mayor will provide 2 railroad planks and patrol will provide all other equipment for this event. Mayor will provide special problems to completing task upon arrival at station!

**Object:** Your patrol is being stalked by a Polar bear. To escape the Polar bear, you must cross the river gorge. The weather is warm and the ice is thinning. The Patrol must work together to get members and sled across river.

**Procedure:** Each Patrol will have 2 railroad planks, 6 poles and rope as their only resources available. You will need to get the entire patrol and sled across the gorge safely without falling into river. If a Scout falls and/or steps off planks and his feet touch the ground, he is considered DEAD and cannot continue to help. If your sled falls off, you must start again with EVERYONE on one side.

**Timed Event:** This is a timed event. Time starts when the Mayor says "START." Time stops when Patrol Leader says "DONE".

### Awarding of gold nuggets:

- 1 Nugget for good teamwork, spirit and attitude (at Mayor's discretion)
- 3 Nuggets for resolving problem successfully
- 10 Nuggets for completing task in 1 minute or less
- 6 Nuggets for completing task in 3 minutes
- 4 Nuggets for completing task in 5 minutes
- 2 Nuggets for completing task in 10 minutes
- 1 Nugget for completing task in 15 minutes or longer

A total of 14 gold nuggets can be earned in this event.

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## Ice Ball Sling Shot (Chilkoot Pass)

**Preparation:** Mayor will provide target coordinates, tire tube and ice balls for this event. Patrols will supply all other needed equipment.

**Object:** Use teamwork to knock out as many targets as possible

**Procedure:** Each Patrol will have to build a slingshot and shoot Ice Balls at targets. Scouts will use a compass to determine order of targets. Sling shots will be built out of poles and an old tire tube.

**Timed Event:** This is a timed event. Time starts when the Mayor says "START." Time stops when Patrol hits all targets and yells "Done."

### Awarding of gold nuggets:

- 1 Nugget for good teamwork, spirit and attitude (at Mayor's discretion)
- 3 Nuggets for construction of slingshot
- 5 Nuggets for accuracy of shots
- 5 Nuggets for completing targets in proper order

A total of 14 gold nuggets can be earned in this event.

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## Ice Lake Rescue (Skagway)

**Preparation:** Rope, Scout victim, first aid equipment and knowledge. Mayor will provide injuries to treat.

**Object:** Your Patrol has had a tough trek and one of your members falls in frozen lake. Patrol must pull him out of lake (cannot be within 25 feet of victim). Patrol must secure "wounded" member and transport him to a safe area to treat for injuries.

**Timed Event:** Time starts when Patrol Leader says they are ready and Mayor says "Rescue!" Time ends when Scout is pulled out of lake and satisfactorily treated for various injuries.

### Awarding of gold nuggets:

- 5 Nuggets for a successful throw and rescue of scout victim
- 1 Nugget for not crossing 25 foot mark
- 2 Nuggets for treatment of various injuries assigned
- 3 Nuggets for teamwork: Working together, Patrol spirit (positive attitude), and patrol yell.

A total of 11 gold Nuggets can be earned in this event.

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## Scout Lunch (Timed Event at campsites)

**Object:** For the Patrol to work together to make a great, filling lunch.

**Preparation:** Patrol will provide all equipment/food for this event. Fire rings will be at campsites. Patrols must turn in a legible recipe including instructions for cooking and equipment using at CHECK-IN! Make sure your Troop number and Patrol name are on recipe! Charcoal provided by Mayor.

**Procedure:** Patrols will cook at campsites and cook enough for each member of their Patrol. An extra portion of the lunch must be brought to Juneau Klondike Headquarters no later than 1:00 PM. The serving needs to be large enough for 3 judges to sample. If entry is not at Headquarters by 1 PM, no Nuggets will be earned for this event. Judges will also be walking around campsites during this time to observe patrols in action.

**Timed Event:** This is a timed event. Time starts at noon and ends with campsite cleanup done by 1:15 PM.

### Awarding of gold nuggets:

- 1 Nugget for recipe turned in with proper information
- 1 Nugget for good teamwork, spirit and attitude (at Judge's discretion)
- 1 Nugget for proper cleaning of cooking utensils
- 1 Nugget for nutritional value of lunch served
- 3 Nuggets for completing entire lunch in 40 minutes
- 2 Nuggets for completing entire lunch in 45 minutes
- 1 Nugget for completing entire lunch in 50 minutes
- 1 Nugget for use of proper equipment
- 2 Nuggets for originality
- 2 Nuggets for taste of lunch

A total of 12 gold Nuggets can be earned in this event.

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## Snow Snake Challenge (Dawson City)

**Requirement:** Snow Snake.

**Object:** Your Patrol has made it to a mining town where men play snow snake games for gold nuggets! Scouts will each take turns throwing their snow snake down a track. Each Scout gets 5 turns (1 as practice, 4 for scoring – longest distance from the throws used for judging). Nuggets will be awarded on average distance of all scouts throws!

**Timed Event (Snow Shoe Relay):** Time starts when Patrol Leader says they are ready and Mayor says "Go!" Time ends when each patrol member has had 5 turns!

### Awarding of gold nuggets:

- 5 Nuggets for decorated Snow Snake
- 1 Nugget for average Snow Snake distance of 0 – 50 feet
- 2 Nuggets for average Snow Snake distance of 51 – 100 feet
- 3 Nuggets for average Snow Snake distance of 101- 150 feet
- 4 Nuggets for average Snow Snake distance of 151- 200 feet
- 5 Nuggets for average Snow Snake distance of 201 – 250 feet
- 3 Nuggets for teamwork: Working together, Patrol spirit (positive attitude), and patrol yell.

A total of (approximately) 13 gold Nuggets can be earned in this event.

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## Ice Road Sledgers \*\*\* Team Race Event \*\*\* (Yellowknife)

**Preparation:** Minimum of 4 Patrol members and a Sled with all gear in sled

**Object:** Patrol will pull their sled through a course to deliver the mother-load of Gold mined during the day.

**Timed Team Event:** Timed from Start to End with **ALL** members crossing finish Line. One Patrol member will steer the sled from the back and remain in contact with the sled. All the rest of the patrol will pull the sled by rope and remain in contact with the pulling rope (no riders and nobody left behind). The course of the route will be given to the Scout steering the sled which contains the checkpoint locations. At the Start Command, the patrol will pull the sled to the appointed check points.

**BEWARE: There may be wandering Caribou or Moose along the course!**

Patrol Yell at end of run to celebrate success!

### Awarding of gold nuggets:

- 2 Nuggets for successful check points passages.
- Up to 5 Nuggets for good teamwork and patrol spirit.
  - \* 1 Nugget ALL pulling sled together
  - \* 1 Nugget for driver steering & running with sled and team
  - \* 1 Nugget for positive attitude of patrol team
  - \* 1 Nugget for ALL crossing together as a team
  - \* 1 Nugget for Patrol yell at successful end of run

(1 nugget LOSS for each member that loses contact with sled or gets left behind at any time)

- 5 Nuggets for 1<sup>st</sup> place time
- 3 Nuggets for 2<sup>nd</sup> place time
- 1 Nugget for 3<sup>rd</sup> place time

A total of 12 gold Nuggets can be earned in this event.

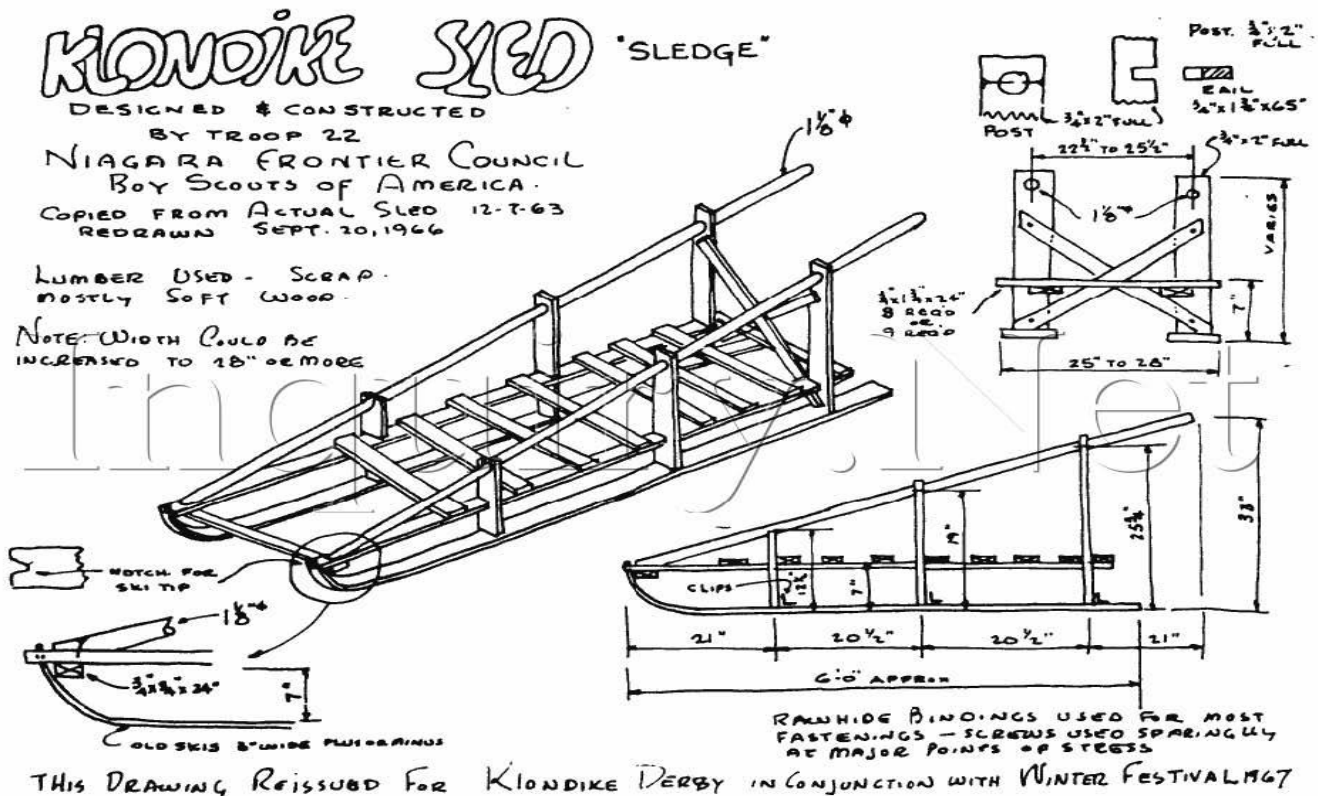
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**\*\*NOTE:** At the conclusion of this event, turn nugget bag, and score card into KLONDIKE staff before leaving area.



# Patrol Equipment (To be carried in sled)

- Klondike sled
- Nugget pouch (Provided at Check-In)
- Two lengths of rope (25 feet & 6 feet long, 3/8" or 1/2")
- Stretcher poles (6)
- Kindling, tinder
- Matches in waterproof container
- Scout compass or equivalent
- Metal tent stakes (recommend 8)
- Patrol roster, scorecard, pencil and paper
- Fire Starting Materials - NO FLAMABLE LIQUIDS – NO Magnesium
- Wax fire-starter (optional)
- First Aid kit with triangular bandage for sling splint materials for arms and legs
- Each Scout's 10 essentials (found on page 264 of Scout Handbook)
- Each Scout's clothing needs for the day: hat (with ear protection or separate ear protection, gloves/mittens, boots and winter/rain gear)
- Twine
- Snow Snake (see attachments)
- Knot Tying Skills
- Scouting Spirit
- Patrol flag
- Scout Handbook
- 1 quart pot or larger
- 2 Blankets
- Cooking mitt
- Mallet or Hammer
- Tarp, 9ft. X 9ft. or larger
- Small mess kit per scout
- Trash bags
- Patrol Cheer
- First Aid Skills
- Teamwork



# IMPORTANT THINGS ABOUT WINTER CAMPING

- 1 You warm the sleeping bag; it does not warm you! Plan to dress lightly by changing into **CLEAN** clothes when you retire for the night. The clothes you wear during a regular day contain about a pint of moisture from normal perspiration and increase your risk to hypothermia.
- 2 A closed cell sleeping pad does **NOT** absorb moisture. An air mattress is useless in winter! If you do not have a backpacking type sleeping bag rated to at least 10-15 degrees F., bring an extra wool blanket. A fleece liner in your sleeping bag provides an extra layer of warmth.
- 3 You should pack **all** clothes in heavy duty Ziploc or plastic bags before you pack them in your pack. Natural moisture in your clothes when you are camping can be uncomfortable when you get dressed in the morning. Backpacks and duffels are not waterproof and they do absorb moisture.
- 4 Wearing a **wool** watch cap when you sleep is helpful; remember the chimney effect. When you wear a cap, your feet stay warmer.
- 5 Waterproof your shoes or boots **before** your camping trip. Two or three treatments several days apart are useful. Mink oil does not water proof.
- 6 Putting **some** of the clothes you will wear the next day inside your sleeping bag when you go to bed will warm them up. Always bring at least one extra pair of **wool** socks for emergencies. Plan on using several pairs of socks each day.
- 7 Ventilate your tent at night. A closed tent allows condensation to build up on the roof of the tent and it might “snow” or “rain” in your tent.
- 8 If you are cold or get wet, talk to a leader or any adult! Do not wait until you are numb or until the early morning hours. Learn what **hypothermia** is before going winter camping and learn to prevent it.
- 9 No one will have extra clothes or equipment to loan to you should yours gets wet. Take a few precautions **before you leave** to go winter camping so you stay warm and dry. If you have questions, get answers to those questions before you leave. Keep an extra set of clothes in your pack just in case; it’s good insurance.

Keeping warm is the most important part of cold weather camping. Use the COLD 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.

## Severe Weather:

The policy for modifying or canceling the KLONDIKE DERBY due to extreme winter weather conditions is as follows:

- 1) Winter storm or blizzard WARNING in Tippecanoe County area. If a WATCH is posted, we will keep leaders informed of changing/approaching weather conditions.
- 2) Wind chill below -10° F
- 3) Visibility less than 100 feet
- 4) Any other non-weather related conditions which the Council, Tippecanoe County or KLONDIKE staff deem to be unsafe.

## Health and Safety:

Scouts must be in proper clothing to participate in the events. Dress to stay warm and comfortable. If possible, limit cotton clothing as it retains moisture however, DO NOT go buy items just for KLONDIKE. Winter clothing is important! Remember your feet – proper shoes are important too!

Scouts in the past have been observed with inadequate or improper clothing for weather conditions that could have resulted in cases of Frostbite and Hypothermia. Be sure to review symptoms of Hypothermia and Frostbite (included in this packet) and know how to recognize and treat them.

Be prepared for Sun exposure even in winter! Use sunscreen and sunglasses as appropriate.

No snowball fights! Don't ruin a Scout's experience at the KLONDIKE by hurting them with a snowball.

Be sure to travel safe!

## Injury or Illness:

Send 2 runners to the nearest "city" or KLONDIKE staff member. Don't move injured patients. Keep them warm and comfortable. Note and report the following:

Exact location

What happened? Are they conscious and breathing? Obtain description of injury. How many injured?

Patient's name, age, sex and Troop/Crew if known

What First Aid has been given?

Who is with the patient?

Who is caring for the patient?

Time of accident

## **Recognizing Hypothermia**

- shivering, exhaustion
- confusion, fumbling hands
- memory loss, slurred speech
- drowsiness

## **What you should do if you suspect Hypothermia**

The first thing you should do is notify the nearest 1<sup>st</sup> Aid person (Wearing neon green vest)

**If first aid is not readily available then do these items:**

- Send someone to get first aid
- Get the victim into a warm room or shelter.
- If the victim has on any wet clothing, remove it and replace with dry clothing
- Wrap the person in a blanket
- Provide warm beverages

## **Recognizing Frostbite**

Frostbite will attack any exposed skin - the most common areas are fingers, cheeks and ears.

The first signs of frostbite

- Redness on the skin and prickling pain
- White or grayish-yellow skin area
- Skin feels unusually firm or waxy
- numbness
- Cold white spots on exposed skin surface

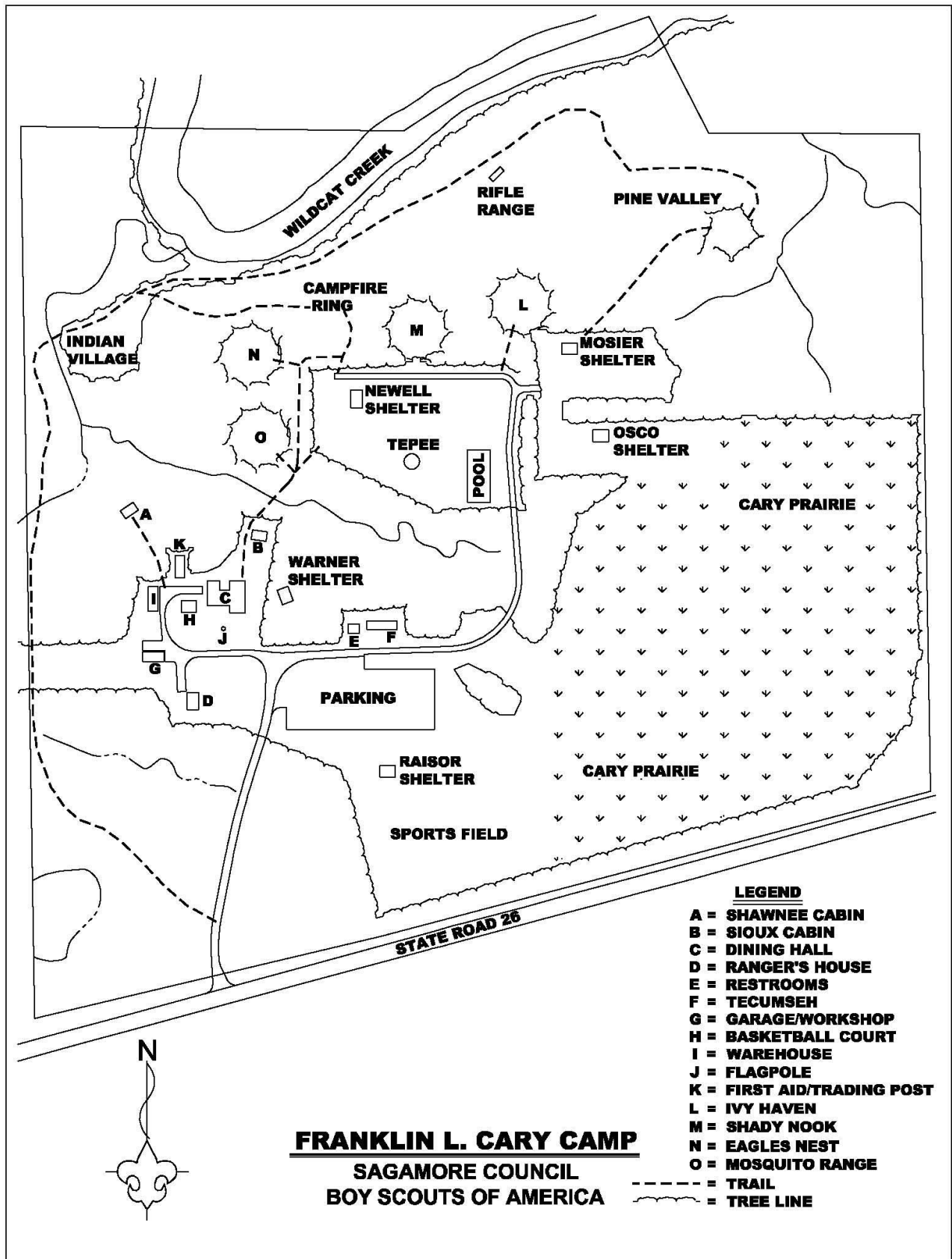
## **What you should do if you suspect Frostbite**

The first thing you should do is notify the nearest 1<sup>st</sup> Aid person (Wearing neon green vest)

**If first aid is not readily available then do these items:**

- Send someone to get first aid
- Get the victim into a warm room or shelter
- Do not rub the frostbitten area with snow or massage it at all. This can cause more damage
- Don't use a heating pad, heat lamp, or the heat of a stove, fireplace, or radiator for warming. Affected areas are numb and can be easily burned.

**PREVENTION ACTION** is the best form of defense against Hypothermia and Frostbite. **ADEQUATE CLOTHING** in terms of hats, gloves, winter coat, snow pants and layers of inner clothing are best.





# KLONDIKE Menu

February 10—12, 2012

## **Cracker Barrel:**

Friday Night  
9:30 PM  
Everyone

Snack Crackers  
Granola bars  
Party Chex mix  
Coffee, Cocoa, Kool-Aid

## **Leader/Staff Lunch:**

Saturday  
12—1PM  
Adults/Leaders/Staff

Soups  
(one Red based/one Yellow based)  
Corn bread/Crackers  
Cold Meat Sandwiches  
Coffee, cocoa, Kool-Aid, water  
Brownies and /or Cookies  
Butter  
Salt and Pepper

## **Dinner:**

Saturday Night  
6:30—7:30 PM  
Everyone

Spaghetti  
Meat balls  
Green beans  
Rolls  
Salad bar (lettuce, broccoli,  
carrots, shredded cheese,  
bacon bits, croutons,  
tomatoes, cottage cheese ,  
Ranch, French, Italian)  
Coffee, Cocoa, Kool-Aid, water  
Brownies and/or Cookies  
Parmesan Cheese  
Butter  
Salt and Pepper

**\*\*Please notify Kristi Stroud (765-494-6350 or  
kstroud@purdue.edu) if anyone in your unit has a food  
allergy!**

# 2012 West District Klondike Derby Registration Form

Troop, Crew Number: \_\_\_\_\_

District Name: \_\_\_\_\_

Unit Leaders Name: \_\_\_\_\_

Primary Troop or Pack Adult Leader at Klondike (Name):  
\_\_\_\_\_

Phone Number: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

Zip: \_\_\_\_\_

**\*\* Pre – Registration: (& Fees Submitted to Scout Office by Feb. 3, 2012)**

Number of Scouts: \_\_\_\_\_ X \$15.00 = \$ \_\_\_\_\_

Number of Scout Leaders: \_\_\_\_\_ X \$5.00 = \$ \_\_\_\_\_

Total: \$ \_\_\_\_\_

**\*\* Registration after Feb. 3<sup>rd</sup> or at Derby:**

Number of Scouts: \_\_\_\_\_ X \$25.00 = \$ \_\_\_\_\_

Number of Scout Leaders: \_\_\_\_\_ X \$10.00 = \$ \_\_\_\_\_

Total: \$ \_\_\_\_\_

**Include “West District Klondike Derby” on memo line of the check.**  
Send completed registration check to:

Sagamore, BSA  
Hingst Scout Service Center  
518 N. Main Street, P.O. Box 865  
Kokomo, IN 46902

# Patrol / Crew Roster

To be filled out, signed (Unit Leader) and turned into the **JUNEAU Klondike Office** starting at 6:30 PM on Friday, February 10<sup>th</sup> or by 8:00 AM day of Derby. **DO NOT MAIL TO COUNCIL.**

Unit Leader: \_\_\_\_\_ Unit Number: \_\_\_\_\_ District: \_\_\_\_\_

Circle One: First Year Patrol / Experienced Scouts / Venturing Crew

Patrol Name: \_\_\_\_\_

Patrol Members and Ages:

1) Patrol Leader: \_\_\_\_\_ 2) \_\_\_\_\_

3) \_\_\_\_\_ 4) \_\_\_\_\_

5) \_\_\_\_\_ 6) \_\_\_\_\_

7) \_\_\_\_\_ 8) \_\_\_\_\_

9) \_\_\_\_\_ 10) \_\_\_\_\_

Circle One: First Year Patrol / Experienced Scouts / Venturing Crew

Patrol Name: \_\_\_\_\_

Patrol Members and Ages:

1) Patrol Leader: \_\_\_\_\_ 2) \_\_\_\_\_

3) \_\_\_\_\_ 4) \_\_\_\_\_

5) \_\_\_\_\_ 6) \_\_\_\_\_

7) \_\_\_\_\_ 8) \_\_\_\_\_

9) \_\_\_\_\_ 10) \_\_\_\_\_

Circle One: First Year Patrol / Experienced Scouts / Venturing Crew

Patrol Name: \_\_\_\_\_

Patrol Members and Ages:

1) Patrol Leader: \_\_\_\_\_ 2) \_\_\_\_\_

3) \_\_\_\_\_ 4) \_\_\_\_\_

5) \_\_\_\_\_ 6) \_\_\_\_\_

7) \_\_\_\_\_ 8) \_\_\_\_\_

9) \_\_\_\_\_ 10) \_\_\_\_\_

# Snow Snakes

Snow snake was played in winter by men and boys on the frozen lakes or in long grooves made in the snow. The snow snake was a hardwood stick two to six feet long and a half to three quarters inch thick. The stick had a slightly bulbous end that resembled the head of a snake, with eyes traced on it and a crosscut to mark the mouth. The entire stick was carefully smoothed. With his forefinger, a man would hold the tapered end lightly, his thumb on one side, while he balanced it with his other hand. He took a short run, then bent and flipped the snake so it would race along the top of the ice or snow. Wagers were made on whose snake could travel the farthest. Snow snake is no longer played by the Indians of the western Great Lakes, but is still popular among the Iroquois. Their snakes were longer—from four to eight feet—and are also polished, waxed, and were weighted with lead at the head end to gain distance. The Iroquois prepared a snow ramp, which gave additional speed at the release. By dragging a log through the snow, they pressed down a track that was sometimes a mile long.

## Materials:

Wooden dowel or similar piece of wood (Broom handle, tree branch)  
Paint, Varnish and wax

## Dimensions:

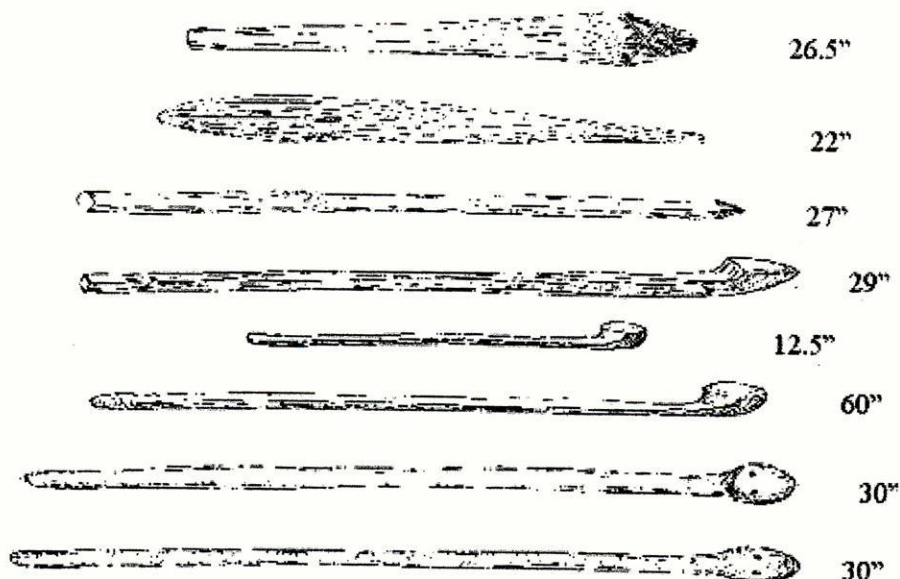
Length: 3 feet minimum to 5 foot maximum  
Width: 3 inches maximum  
Height: Optional  
Weight: No restrictions

Note: A 2" x 2" board or 1 3/4 inch diameter dowel works well.

You can drill eyes in the head and fill with lead or a couple bolts for extra weight. The underside of the snake is rounded and the back is flat. The bottom of the head should slope up like the front of a snow ski.

Each snake should be well sanded, especially the bottom. Then, painted and waxed for a smooth finish.

## Snow-Snakes

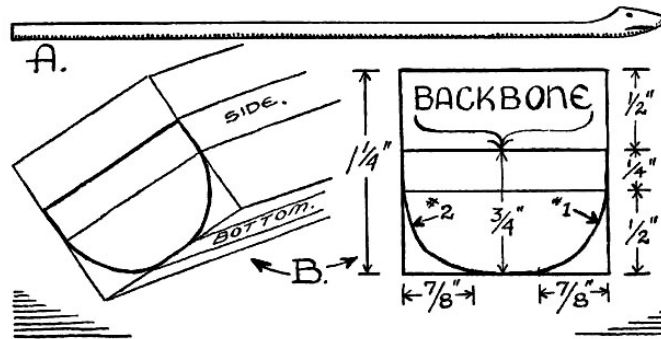


# Snow Snake Construction

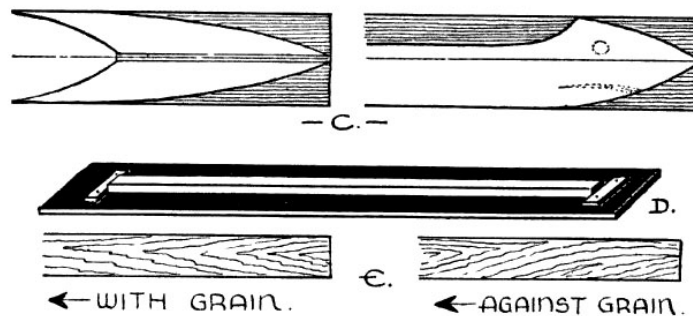
## Materials:

- Stave - hickory, ash or pine, 1 1/4" square X 5 feet long
- Pocketknife
- Sandpaper
- Paint – several colors
- Varnish
- Paint Brushes
- Bolt - 1/4" diameter X 1" long
- 2 - Thumb Tacks

To make the snow snake shown in Fig. A, mark off on your wooden stave the dimensions shown in Fig. B. Mark them first on the two sides numbered 1 and 2, then on the rounded lines from end to end of the stave, as indicated.



Draw the outline of the head and the flat back, both top and side views, as shown in Fig. C.



To hold the stave for carving, place it on a workbench or on a rough board, holding it in place by nailing a short crosspiece to the board at each end of the stave, as shown in Fig. D.

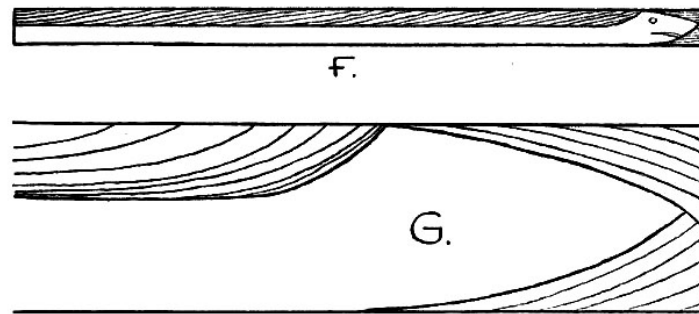
Carve *with* the grain. Working with and against the grain is clearly shown in Fig. E.

Starting with the angular edges of the stave, trim off thin slivers, a little at a time, with your knife. Do not try to take the whole edge down to the line all at one time. If you own a small plane, this could be used instead of the knife.

Repeat this carving on the other side. If it is done slowly and carefully, the belly side of the snake will be smoothly rounded.

While the stave still rests between the blocks, wrap a piece of sandpaper around a small block of wood and sand the rounded sides, removing all roughness. Then polish the sides with fine-grained sandpaper.

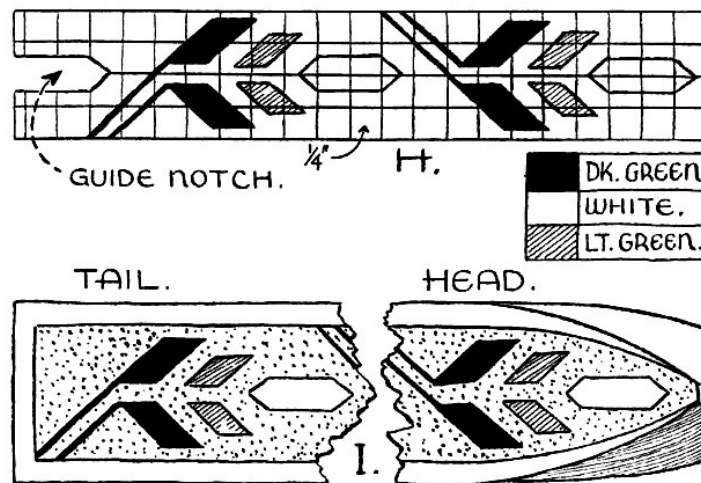
Now turn the stave over and, as shown in Fig. F, whittle the excess wood away from the back of the head and all the way down the straight part of the flat back. Remove layer after layer, as demonstrated in Fig. G.



The next step is to form the snake's head. Start by shaping the top and then the bottom of the head. Finally taper the sides of the head toward the nose, leaving just a very narrow strip along the top of the head. The shaded areas in Figs C and F are to be cut away.

The head and flat back must also be given a good sanding, first with coarse and then with fine sandpaper. The sandpaper on the block is to be used when sanding the back. If you hold the block straight, it will prevent you from rounding the edges.

Native decorations should be added along the snake's back. Fig. H shows a simple design. Draw up the squares as indicated on a strip of paper, and sketch in the design on your squares. Using carbon paper, trace your design onto the back of the snake, starting near the head.



The design should be painted in with in small jars. Three colors are indicated in Fig. H, but use whatever colors you wish. The entire snow snake should then be varnished. If you own a wood-burning set, the design can be

burned in, instead of painted, and then varnished. The dots shown in Fig. I have been burned in with the tip of the iron. Be sure to add features to the head, if desired.

To make it possible to varnish the snake on all sides at one time, a small screw eye can be fastened to the tail end, and the snake can then be hung from a nail.

To make the snow snake waterproof and warp-proof, three thin coats of varnish are better than one thick coat.

The 1/4" bolt can be inserted into the back of the head as shown in Fig. L to increase the weight at the head. The finishing touches on the snake are the eyes and mouth. Insert the two tacks for the eyes and cut the mouth in a v-shape, using the small blade of the pocketknife. Both are shown in Fig. M.

