

January 19, 2019

KLONDIKE GUIDE

At the end of the 1800's, gold prospectors left the continental United States and traveled the sub-zero wildernesses of Alaska by means of teams of dog sleds. The environment in which they traveled was cold and inhospitable. In order to survive, the prospectors needed survival skills, dog sled teams, each other and common sense. The Aquila District Klondike Derby incorporates these concepts into a fun and competitive event.

The purpose of the Klondike Derby is for Scouts to test their outdoor and teamwork skills while utilizing the Patrol method and having fun in a competitive atmosphere. Each scout Patrol will participate in a field course named after actual historical towns or outposts.

The Patrol Method should be employed at all times throughout the event. Each Patrol will be required to plan appropriately and, except as noted below, to bring the required gear for navigating to the Klondike outposts located along the field course and for participating in each outpost activity challenge. This means each Patrol should bring their own first aid supplies, compass, map, journal and writing instrument. Don't forget the 10 essentials in day packs!

Using this guide, and with a good knowledge of the Scout Handbook and the Scout Field Book, a Patrol will be able to do very well in preparing for and competing in the Klondike Derby.

Youth are responsible for pulling the sled from an Alaska camp to camp. Each sled can have a minimum of 4 up to a maximum of 8 Scouts. If a unit has more than one sled, the sleds must be identifiably different by Patrol flag.

Each Alaskan camp will test either a specific Scout skill or a combination of Scout skills. Participants are encouraged to study up and to sharpen their Scout skills before attending the Klondike Derby. Adults are strictly prohibited from helping any youth, unless it is a health & safety issue.

After the team completes the activity, the camp's judges will score the unit based on how well they completed the task. No sled will be timed from camp to camp.

Scores from each camp will be combined to generate an overall score. Patrols must complete the activities at all camps by 1:15pm. Activities not completed by 1:15pm will not be included in that Patrol's overall score. The top three teams in each division for each camp will receive

recognition from the Klondike Derby committee that afternoon. There will also be awards and coveted trophies for the top sled in each division. All scoring decisions made by the Klondike Derby committee are final and may not be disputed.

JUDGED ACTIVITIES

The contest is to test Scouts on their abilities and team work. Adults are not allowed to accompany their sled. Instead each sled must submit two adults to walk with and judge another sled. This is to ensure no coaching. The judges will have a score card with them. Points will be awarded for good scouting practices and penalties for bad ones.

COURSE EVENTS:

Camp

1 – Copper River

Description

First Aid - Each Patrol will be presented with a scenario. Each scenario will detail an emergency requiring immediate First Aid to an injured person. The Patrol will render first aid in accordance with the injuries outlined in the scenario. Scouts are required to have the proper first aid materials to perform each of these tasks. Frostbite, sprained ankle, head injury, back injury, broken forearm, broken lower leg, broken collar bone, and 2nd degree burn to the hand are all possible injuries.

2 – Teslin Trail

Fire Building and Cooking - Axe, saw, safety equipment and wood will be provided. Scouts must split a log to make tinder and kindling for the fire building activity. The team must build a sustained fire, using the wood they just split. Whether a fire would be sustained or not will be determined by the judge. Scouts may choose to split up the team to save time. The following fires will be created:

One fire by using a match.

One fire by alternative source (i.e. magnifying glass, flint and steel, steel wool and battery).

Bonus for starting a third fire by friction.

Patrol members will be required to recite, together, the Outdoor Code.

As an American, I will do my best to -

Be clean in my outdoor manners.

Be careful with fire.

Be considerate in the outdoors.

Be conservation minded.

Patrols will then compete against each of the other Patrols to be the first to build a fire and cook an egg and toast – and the Patrol Leader has to eat the chow!!

- 3 – Swiftwater Knots - Patrols will be required to knowledge of all knots from Tenderfoot through First Class ranks. Patrols will be awarded points for the number of correctly tied knots.
- 4 – Fort Yukon Snowshoe Relay – Each Patrol designates a four-person team to run a relay – while wearing the provided snowshoes.
- 5 – Bennett Lake Figure 8 – The Patrol must pull a sled over a figure eight course. The driver may push and, except for the passenger, the rest of the team pulls using ropes. Midway through the course, the driver and passenger switch places. No restrictions on materials or weight!
- 6 – Chilkoot Trail Log Saw - Each Patrol member participates in sawing logs using a two-man saw. Log and saw will be provided. Team members can switch off sawing. The best time from the Patrol’s two-man team is used for its score!
- 7–Black Star Pond Cold Water Rescue - A Scout will be chosen at random to simulate a victim of falling through the ice during a lake crossing. Scouts will be required to combine ropes (that are provided) to reach the victim on the ice. Rescuers may not be any closer than 30 feet from the victim. Please remember to render first aid to the victim. Points for the rescue, team work and first aid (hypothermia).
- Great Sled Race Top ten teams from the Bennett Lake race will compete is a straight-line dash for the coveted Klondike Derby Traveling Trophy. Webelos will race separately for the Webelos Traveling Trophy. The driver may push and, except for the passenger, the rest of the team pulls using ropes.
- Soup Kitchen Each person (youth and adult) should bring two cans of broth/noodle or tomato-based soups to the soup pot station before 9:15am on Saturday. Packages of dried noodles are also welcome. Bring snacks to eat between stations and a water bottle to stay hydrated.

IMPORTANT INFORMATION

Cold Weather Clothing

The most important task of each Scout participating in the Klondike Derby is to keep warm and dry. A warm and dry Scout is a prepared Scout and a prepared Scout is a happy Scout! Therefore, each Scout must be prepared by knowing what to wear in winter weather. In addition, winter weather can change very fast. A nice day can suddenly turn into a stormy day.

The best protection in winter weather is common sense. Scouts should be instructed to dress in layers. Avoid working up a sweat, and keep themselves comfortable by **removing or adding layers of clothing as needed. Avoid cotton clothing – cotton kills!** Blue Jeans should not be worn at the Klondike Derby. Wool, silk and polypropylene are the better materials for winter

camping. Scouts should wear thermal underwear. A wind breaking, water resistant outside layer is suggested.

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 will keep the Scouts hands warm.

Scouts should have appropriate winter weather head gear (a wool cap or similar) and preferably a jacket with a hood.

WATERPROOF BOOTS AND NON-COTTON SOCKS ARE ESSENTIAL!!

Medical

Each Patrol will be required to carry a first aid kit on their sled for caring for small wounds. Additionally, volunteer troops are asked to have a first aid kit available at each town or activity station.

More serious injuries must be brought to the attention of the Klondike staff. If the situation allows, the individual should be brought to the Registration Cabin (Summer Cabin 5) for medical treatment and evaluation.

If the medical situation is such that the individual cannot be brought to the Registration Cabin (Summer Cabin 5), a runner with a buddy should be sent to the Registration Cabin (Summer Cabin 5) to notify the medical personal.

Scoutmasters are also asked to please provide personnel at the Registration Cabin (Summer Cabin 5) with a list of names of any person with a medical condition.

MISCELLANEOUS INFORMATION

WHERE? The new location will be Camp Koinonia (850 Camp Koinonia Lane, Cle Elum, 98144), which is just on the other side of I-90 from Ensign Ranch and actually 1 mile closer to Seattle. <http://www.campkoinonia.org/>

WHAT'S THE CHECK-IN PROCEDURE? All Den/Patrol Leaders should stop the registration cabin – **NOT THE CAMP OFFICE** - between 8:15 and 9:30am to register and pay, or simply confirm that they are in-camp and how many members are in their Patrol if they pre-registered. This is also the time to pick up your Klondike patches!

SCHEDULE OF EVENTS?

- Check-in – 8:15 AM
- Opening – 9:30 AM
- Events – 9:45 AM
- Soup Pot – 11:30 PM to 1:45 PM
- Events end – 1:15 PM

- Great Sled Race – 2 PM
- Awards – 2:45 PM
- Closing Ceremony – 3:15 PM

COST: The cost this year will be:

- \$30 per team of 4-8 Scouts for Klondike competition.
- \$5 per 24 hours (or portion) per Scout or adult for use of Camp Koinonia. This includes day use if you are just attending the Klondike Derby on Saturday, or camping in a tent overnight. It also includes the use of the camp's heated bathrooms and showers as well as a heated hall for congregating with other campers.
- \$32 per Scout or adult per night for indoor lodging. This may be a bed, bunk, or floor space, includes heat and electricity, and most structures have bathrooms and showers built-in. The \$5 day use fee is included in this cost.
- Wood is free

FOOD: We have arranged for indoor dinner to be provided Friday and Saturday evenings and Saturday and Sunday mornings at the Camp. Cost per person for each meal is \$5.00.

REGISTRATION: Please register in advance by contacting Michael Grueter at mgrueter@gmail.com or (206) 938-3536.

OVERNIGHT CAMPING: Team may camp overnight Friday or Saturday by making a reservation with Michael Grueter at mgrueter@gmail.com or (206) 938-3536.

INDOOR SLEEPING: We have indoor sleeping arrangements for up-to 92 people each night, which is quite a bit less than what we actually used last year. Next year, Koinonia will be able to accommodate more lodgers, but here is our plan for this year:

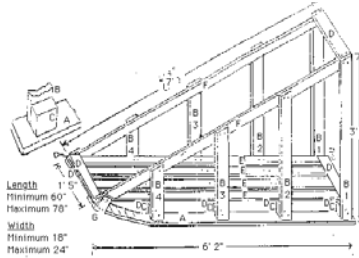
Indoor lodging priority will be given to:

- Those who cannot tent in the snow due to medical reasons
- Webelos and Arrow of Light Dens
- Volunteers running the activity stations

Beyond that, indoor lodging can be reserved on a first-come first-served basis. It is recommended that Troops save money and help mitigate the smaller number of lodging spaces by camping out in the snow. It can be a great experience for Scouts and adults alike, and it only costs \$5 per person. We will be presenting the snow camping topic at an upcoming Roundtable meeting, so stay tuned for that. <http://www.seattlebsa.org/aquila-roundtable>

Make indoor reservations with Michael Grueter at mgrueter@gmail.com or (206) 938-3536.

SLEDS: MUST be HANDCRAFTED! No limit to size or shape *but must resemble the shape illustrated.*



The sled carries a team member, the driver may push & the rest of the team will pull with ropes. Skis may be used for runners.

Sleds must be constructed by scouts – no commercially manufactured sleds are permitted. This also means that such items as wheelbarrows and commercially manufactured wagons are NOT “sleds” and WILL NOT BE ALLOWED TO COMPETE. A wagon is not simply a “sled with wheels.”

PLEASE DO NOT PLACE THE KLONDIKE STAFF IN THE POSITION OF REJECTING A TEAM BECAUSE YOU HAVE NOT ARRANGED FOR THEM TO COMPETE WITH A LEGAL SLED.

Sleds should be fashioned to look like an Alaskan dog sled. This rule will be liberally construed. The sled should be large enough to carry all required equipment plus one scout.

A harness for pulling the sled by the scouts should be attached to the front of the sled. Ideally, looped ropes should come off a single main/trunk rope similar to the way in which branches on a tree come off a common trunk. Due to strangulation risk and the risk of being trapped under a runaway sled if a scout slips, ROPE LOOPS MUST NOT BE LARGER THAN A HAND HOLD (APPROX. 6-9" LONG) in order to assure that loops are not able to be placed over any scout's neck or around a scout's waist.

The sled may be constructed of any materials (wood, timbers, pvc, fiberglass, aluminum, etc.). Ski runners are legal.

WEBELOS AND GIRL SCOUTS: Welcome & encouraged to participate in the derby.

FOR CURRENT DRIVING CONDITIONS:

www.wsdot.wa.gov/Projects/I90/SnoqualmiePassEast/.

QUESTIONS? Call Mark Jordan, Klondike Coordinator, at (206) 618-7732 or mjordan@bracepointlaw.com.



Visit the Aquila Klondike webpage for more information
<http://www.seattlebsa.org/aquila-events/169-klondike-derby>