2020 Klondike Derby Patrol Packet

Schedule

Friday

4:30 PM - 9:00 PM Check-In Begins
7:00 PM - 9:00 PM Registration

Upon arrival, the Adult Leader will:

- Confirm the number of patrols
- Confirm the number of participating Scouts and Leaders
- Pay any outstanding fees
- Turn in unit rosters

10:00 PM Taps – Camp Quiet

Saturday

6:00 AM Reveille / Start Breakfast
7:00 AM Late check in by units
8:00 AM Final Senior Patrol Leader meeting at Swaim Lodge - All units must attend.
8:30 AM Sleds start lining up for inspection at starting line staging area.
9:00 AM Competition begins
12:00 Noon Cities shut down for lunch
1:00 PM Cities open for afternoon competition
2:45 PM Last time for sleds to enter cities
3:00 PM All Cities Close
3:15 PM All judges records due to HQ at Dining Hall
4:00 PM Awards Ceremony at the Dining Hall
4:30 PM Closing
4:45 PM Camp clean up and break down – Vehicles may enter camp at this time

Sunday (For units who camped overnight on Saturday)

8:30 AM Scouts own service
10:30 AM Check-Out – Final walk through – All units depart

In case of inclement weather, the following communication will take place:

1. Thursday 5:00pm first evaluation will take place and communication will take place by https://www.facebook.com/cahokiamoundsdistrict/ and email event registration list
2. Friday evaluations will take place at 10:00am & 2:00pm & 5:30pm by https://www.facebook.com/cahokiamoundsdistrict/ and email event registration list
3. Forecast of Ice Friday and Saturday will case the event to be canceled
4. Forecast of Snow will be evaluated at the time above
5. Canceling Friday night camping and delaying the event start on Saturday is an option
6. Pushing event to occur on Sunday is an option
7. Postpone event to alternate date (March 7th or 8th)

Cities and Locations

NOTE! After passing inspection at the starting line staging area. Sleds will be sent off in groups. Be sure to go to your first assigned city. You will not be allowed to do other cities until you have visited your first assigned one. After participating at your first city, patrols can go to any other city as they see fit.

Make sure you get each Mayor’s Signature as you pass through the cities.

Good luck and good sledding!
Camp Rules and Regulations

**Stay off the Lake**  
The lake may be frozen but not thick enough for any Scout to be on it. The lake is OFF LIMITS, including the docs and rock rip rap.

**Camp Conduct**  
The Scout Oath, Scout Law, and Outdoor Code will be observed at all times.

**Traffic**  
Units are allowed to temporarily drive one vehicle per unit at a time to campsites to drop off gear. Vehicles will be instructed by staff personnel on how, when, and where to do so. Drivers must observer the 10 MPH speed limit at all times.

*This is a BSA and Council safety rule - In the event of emergencies, camp roads must be clear to allow for the smooth evacuation of the camp as well as to allow entry of emergency vehicles. Thank you for your cooperation.*

**Parking**  
As you arrive, parking will be directed by staff personnel. Vehicles MUST be parked in designated parking areas and NOT at the campsites. Only Troop trailers are permitted to remain in the campsite areas.

*This is a BSA and Council safety rule - In the event of emergencies, camp roads must be clear to allow for the smooth evacuation of the camp as well as to allow entry of emergency vehicles. Thank you for your cooperation.*

**Ground Fires**  
Permitted within existing campfire rings or from elevated fire pits

**Generators**  
Generators are not permitted. See the Camp Ranger if there is a special need for electrical power at the campsite.

**Fuels**  
Must be under adult control and used under supervision only.

**Water**  
Water sources may not be available at all locations. It is a good idea to bring water with you.

**Garbage**  
Each unit is responsible for their own trash. Pack it out with you.

**Tobacco**  
No persons under the age of 18 are permitted to use or possess tobacco products. Violators will be asked to leave. Adults will be asked to smoke in the designated smoking area behind the First Aid Lodge.

**Alcohol and Drugs**  
Alcoholic beverages and drugs, other than medically prescribed, are not allowed at Scouting events. Violators will be asked to leave.

**Accidents and Injuries**  
All serious accidents and injuries must be reported to the staff.
Klondike Rules and Regulations

1. Sleds should be similar to the drawing enclosed. We encourage initiative in design but please observe the basic construction dimensions. Six feet in length, 24” in width and at least 50 pounds empty. No wheels are permitted on the sled regardless of the weather.

2. Patrols MUST compete as a patrol with all members present at each city. The patrol may not be split into two or more parts to compete at more than one city at the same time. The patrol leader may however send two (2) Scouts back to the lunch preparation / competition area (at the Horse Corral) at 11:30 to begin lunch preparations.

3. Hot sparks are permitted in the fire building event only. Eye protection will be provided and must be worn.

4. Each patrol must have a patrol name and yell as identification during the event.

5. Each patrol leader will be given a plastic case with map and score sheets at the Patrol Leaders meeting along with directions and rules.

6. All units will provide their own meals. Only the Saturday lunch is scheduled as it is a scored event. All other meals are at the unit’s own choosing and schedule.

7. All cities close at 3:00 PM sharp. Patrols must be at a city by 2:45 PM in order to participate at that location.

8. **NO TENNIS SHOES.** Hiking shoes or other appropriate winter footwear is required.

9. Patrols will consist of at least 5 and no more than 9 members.

10. Sled may be left at a city during Lunch only.

11. **Patrols will be disqualified if any adult coaches or delivers items to the patrols during the event.** Use of 2-way radios, cell phones, or other electronic devices by patrol members will result in immediate disqualifications. No appeals.

12. The decision(s) of Mayors or other Klondike staff are final. There is no appeal.

**Scoring**

- Points will be awarded at each city based on the difficulty of the task and how the problem was completed.
- Up to twenty points can be awarded at each city.
  - Up to 10 can be awarded for the skills demonstration portion of the task
  - Up to 10 can be awarded for Scout spirit, teamwork, and overall Patrol performance in the city.
- Five (5) bonus points will be awarded to each patrol registering by December 19th, the on-time date.
- Ten (10) bonus points will be awarded to each patrol for camping out on Friday night.
- Five (5) bonus points will be awarded to each patrol that returns their plastic case.
- Claim jumpers may be present. Be prepared to answer their questions and you could earn extra points.

**Tie Breakers:** Camping on Friday night and on-time registration will earn a patrol bonus points. In the unlikely event that a tie in score should occur, Klondike Pete will produce a HARD-CORE tie-breaker that will take place at the award ceremony.

**Lunch**

Each patrol will compete for a possible 20 points for preparing a **HOT LUNCH** at the lunch competition area (the Horse Corral). Bringing an already prepared lunch or cold lunch of sandwiches and a beverage will earn no more than 10 points.

Units are encouraged to be creative. The patrol that creates, as based on the decision of the lunch area judges, the most unique hot lunch that includes at least a meat, vegetable, and hot beverage will be awarded a special award at the closing ceremony.

*Units can lose all their lunch points by not cleaning up their cooking location. A patrol that leaves the competition area without cleaning up will not receive a score for that event.*
## Required Gear List

### Sled Items List

<table>
<thead>
<tr>
<th>Item</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 - 5 lb. Bag of matchlight charcoal</td>
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<tr>
<td>1 - Patrol Flag</td>
<td>1 - Frying Pan</td>
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<tr>
<td>1 - First Aid Kit</td>
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<tr>
<td>1 - Copy of the Official Patrol Roster</td>
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<tr>
<td>Paper and Pencil</td>
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<tr>
<td>1 - Pocket Knife and Tote’n Chip</td>
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<tr>
<td>1 - Flint and Steel, Hot Spark or other fire starter - Firem’n Chit</td>
<td></td>
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<tr>
<td><strong>Rope</strong> – 2 pieces 12 ft. long, 6 pieces 6 ft. long, 3/8’ minimum diameter</td>
<td></td>
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<tr>
<td>4 - Neckerchiefs or large triangle bandages</td>
<td></td>
</tr>
<tr>
<td>2 - Gallons of Water</td>
<td></td>
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<tr>
<td>3 - 6 ft. staves or poles, minimum 1 3/8” diameter</td>
<td></td>
</tr>
<tr>
<td>2 - Rolls of Toilet Paper</td>
<td></td>
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<tr>
<td>1 - Clipboard</td>
<td></td>
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<tr>
<td>Hot drink mix – enough for 2 drinks per each patrol member – hot water to be provided at Cities</td>
<td></td>
</tr>
<tr>
<td>1 - Compass</td>
<td></td>
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<tr>
<td>1 - Scout Handbook</td>
<td></td>
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<tr>
<td>1 - Scout Field Book</td>
<td></td>
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<tr>
<td>natural materials for fire building – i.e. dryer lint, pine duff, bark</td>
<td></td>
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<tr>
<td>1 - ground cloth 12’ x 12’ or larger</td>
<td></td>
</tr>
<tr>
<td>2 - blankets</td>
<td></td>
</tr>
<tr>
<td>Cook Kit to prepare lunch</td>
<td></td>
</tr>
<tr>
<td>2 - Thirty – Forty Gallon Trash Bags ( Heavy Plastic )</td>
<td></td>
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<tr>
<td>1 – small shovel or digging tool</td>
<td></td>
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<tr>
<td>1 - Roll of Paper Towels</td>
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<tr>
<td>1 - Bow Saw with blade protector (not over 2 ft. in length)</td>
<td></td>
</tr>
</tbody>
</table>

### Participant (each Scout) Items List

- **Weather appropriate clothing:**
  - Long underwear or other warm layers covering entire body.
  - Sweater or fleece.
  - Winter coat.
  - Winter hat.
  - Scarf
  - Gloves or mittens
- Plastic bread bags (2) (to put in boots if they leak).
- Extra socks.
- Extra mitts.
- Eating utensils and bowl.
- Personal first aid kit
- Personal cup – NO STYROFOAM PERMITTED
- **Insulated winter boots are required.** No sneakers allowed.
<table>
<thead>
<tr>
<th>City / Location</th>
<th>Anchorage (Just across the Dam)</th>
<th>Event</th>
<th>Be ready for anything</th>
</tr>
</thead>
<tbody>
<tr>
<td>City / Location</td>
<td>Attu (Rifle Range)</td>
<td>Event</td>
<td>Hit the targets and score</td>
</tr>
<tr>
<td>City / Location</td>
<td>Barnes Crossing (Upper Woodsman Campsite)</td>
<td>Event</td>
<td>Why did the Sled cross the creek</td>
</tr>
<tr>
<td>City / Location</td>
<td>Cold Lake (Kiwanis Field)</td>
<td>Event</td>
<td>Ice Ice baby</td>
</tr>
<tr>
<td>City / Location</td>
<td>Fairbanks (Kiwanis Campsite)</td>
<td>Event</td>
<td>What to do with a severed finger?</td>
</tr>
<tr>
<td>City / Location</td>
<td>Gold Rush (Bramsteadt Campsite)</td>
<td>Event</td>
<td>Get out of the cold</td>
</tr>
<tr>
<td>City / Location</td>
<td>Juneau (That Area, across from Nature Lodge)</td>
<td>Event</td>
<td>Bring the frying pan!</td>
</tr>
<tr>
<td>City / Location</td>
<td>Kodiak (DA filed)</td>
<td>Event</td>
<td>Snowshoe carcass pull</td>
</tr>
<tr>
<td>City / Location</td>
<td>Lost Arrow (Archery Range)</td>
<td>Event</td>
<td>Time to channel your inner Geronimo</td>
</tr>
<tr>
<td>City / Location</td>
<td>North Slope (Lower Woodsman Campsite)</td>
<td>Event</td>
<td>Up the hill both ways</td>
</tr>
<tr>
<td>City / Location</td>
<td>Polar Cove (Victor Campsite)</td>
<td>Event</td>
<td>All tied up</td>
</tr>
<tr>
<td>City / Location</td>
<td>Skagway (Ouatoga Campsite)</td>
<td>Event</td>
<td>Find your way</td>
</tr>
<tr>
<td>New City / site</td>
<td>Dutch Harbor ( Winter Lodge)</td>
<td>Event</td>
<td>Crabs Attack!</td>
</tr>
<tr>
<td>New City / site</td>
<td>Mount McKinley ( Gaga Ball pit by main lodge)</td>
<td>Event</td>
<td>Glacier Crossing</td>
</tr>
</tbody>
</table>