

Monroe District

2021 Klondike Derby

Camp Minsi

January 29th – 31st

Sign in: Friday, 6:00 pm, at dining hall

Closing Ceremony/Awards: at conclusion of events on Saturday

What is a Klondike Derby? A Klondike Derby is a Boy Scout winter skill and camping event held in January. Typically, it involves an overnight campout and multiple camporee-type competitions. Boy Scout troops and patrols compete against each other. Each patrol will use a dog-type sled, powered by Scouts instead of dogs. The Scouts will pull the sleds which are loaded with their personal and patrol equipment. The Scouts will travel to different activity stations where they will be tested on different Scout skills. When they arrive at these stations, they will be tested on their Scouting knowledge, team work, and problem solving skills.

What type of clothing? Water-proof boots are essential. Wear socks of wool or other materials that draw away perspiration. A wool cap or similar head gear with ear coverage is necessary both during the day and at night to retain warmth, even while in a sleeping bag. Gloves and scarves are recommended. ***Scouts must bring a complete change of clothes so they can change into dry clothing before going to bed.***

Registration: Senior Patrol Leader should register his Troop and all Patrols upon arrival.

Patrol Method: One of the purposes of the Klondike is to utilize the patrol method during all activities. Scouts should bring all materials required for an overnight adventure in extreme arctic conditions. Each patrol should plan on bringing the gear for traveling in the snow and be prepared to work as a team.

Leadership: All troops should be under the direct control of a SPL and PL at all times.

First Aid: Each troop and patrol should be prepared with first aid equipment and supplies for caring for cold exposure and small wounds. More serious injuries must be brought to the dining hall for immediate treatment.

Fires: Each patrol will be allowed to build a fire only in established fire pits.

Food/Water: Food and water will NOT be provided. Please be prepared with enough food and water to keep each Scout well-fed and properly hydrated.

Health and Sanitation: Porta Potties will be placed on site. All trash must be carried out. Please remember the Outdoor Code and leave the camp cleaner than you found it.

Equipment: Each troop/patrol shall furnish their own equipment and tools. All patrols will bring a sled to the event with all of their equipment lashed to it. Troops staying overnight should bring all necessary gear as well as wood for campfires.

Events: All events are based on skills outlined in the most current Scout Handbook.

Sled Checklist:

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| <input type="checkbox"/> patrol flag | <input type="checkbox"/> tarps and rope |
| <input type="checkbox"/> small shovel | <input type="checkbox"/> first aid kit |
| <input type="checkbox"/> pencil/paper | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> three 4' staves | <input type="checkbox"/> trash bag |
| <input type="checkbox"/> wood and kindling | <input type="checkbox"/> water |
| <input type="checkbox"/> compass | <input type="checkbox"/> pot |
| <input type="checkbox"/> flashlight | <input type="checkbox"/> matches/magnesium & steel |
| <input type="checkbox"/> pocketknife | |

Events/Troop Responsible:

Shelter Building: Scouts must build a shelter large enough for the patrol. The quality of the shelter is assessed: amount of protection and sturdiness.

Orienteering: Scouts will be scored on time and accuracy through a predetermined course.

Fire Building: Scouts will need to lash a tripod together and construct a fire with materials brought on the sled. Fire must be started with magnesium and steel. A pot of water will be hung from the tripod and the time will be recorded when the water first starts to boil.

Knot Tying: PATROLS will be scored on how quickly they can correctly tie knots in a practical application. *The event involves the whole patrol and all participants should be able to tie the following:* Timber Hitch, Two Half-Hitches, Clove Hitch, Taut Line, Bow Line, Sheepshank, and Sheet Bend.

Log Saw: Each patrol must cut a length off of a log using a two man saw. Patrols will be judged by time.

Snow Shoe: Scouts will race on a pre-determined course wearing snow boards.

Sled Race/All Troops: Each patrol will pull their sled through a predetermined course with a scout on board. Event is based on time.

Rifle: Following instruction on proper usage and safety, each participant will get 5 shots. Score is based on the best grouping of five shots.

First Aid: First Aid Station will be team-oriented and scenario-based with *all concepts and skills found in the most current Scout Handbook*. Materials will be provided at the First Aid Station.

Pioneering: Each patrol should be prepared to tie the following lashings: square, diagonal, shear, and tripod. *This must be done as per the current Scout Handbook.*

Scoring:

1st: 5 points

3rd: 1point

2nd: 3 points

Tiebreaker: sled race time

Regulations:

maximum of 2 sleds per troop; 8 scouts per sled

Schedule

Friday, January 29th: 6pm check in, Camp Minsi dining hall

Saturday, January 30th:

8:30am: Opening Ceremonies, parade field

9:00am -12:00pm: Events

12:00pm - 1:00pm: Lunch

1:00pm -2:00pm: Events

3:00pm: Sled Race

4:30pm: Flag Lowering, parade field

4:45pm: Scouts Own Service

Awards Ceremony

Camping for the weekend:

- Tent camping is at no extra cost.
- OVERNIGHT CAMPING IS HIGHLY ENCOURAGED but is not required for participation. Troops are welcomed to camp both Friday and Saturday nights.
- Cabins are NOT included and must be reserved.