



Western District Klondike Derby
SATURDAY February 3rd. 2024
Camp Mattatuck
Plymouth, Ct.

The Klondike Derby has become one of the most beloved events in all of scouting. It has from the beginning been a test of survival, navigation, first aid and teamwork challenges all formed around the idea of having fun. It is the ultimate event for your patrol to complete real world scenarios designed to teach and challenge your scouting abilities.

The Klondike is also an event for Troops to show off and run a fun and challenging activity that the scouts will have as one of the lasting memories.

Someday, somewhere one of our Scouts will save their own life or the lives of others using the leadership and winter survival skills we have helped them to develop through preparation for, and participation in, at this annual winter challenge.

So gather your gear and supplies, file the required permits and paperwork and join in on the excitement!

Sled use is encouraged with a twenty five point bonus for using your sled, so fix up your sled, polish the runners, add some wheels for little or no snow conditions and hone your scout skills to a fine edge.

The Klondike Derby is the greatest challenge your patrol will face!

Patrol classifications:

NEW SCOUT PATROL: all members 12 years of age and under.

STANDARD PATROL: mixture of ages

SENIOR PATROL: all members at least 14 years of age

All troops, patrols, and townspeople must pre-register on-line at Connecticut Rivers Council online registration!

All troops must submit event rosters to headquarters for both scout's and adults and must match online registration.

Troops may camp Friday or both Friday and Saturday. Cabin reservations must be made on the council website. Tent camping is at no charge and can be reserved with Bob Bernier. This is a day activity that concludes with the award ceremony at 4PM.

CONTACT: BOB BERNIER (bobbernier1959@yahoo.com) 203-768-7898
JOE LECLAIR (joe.leclair52@gmail.com) 203-217-7123

SECTION 1 BE PREPARED

REQUIRED GEAR MUST BE ON SLED. A 25-point bonus will be given to each patrol that uses a sled throughout the course. If you are missing an item on this list that is needed for a skill competition, the mayor at that town may deduct 10 points.

Mark your gear in case it's misplaced

Sled with runners or wheels	Patrol Flag on Pole
At least (8) 10-foot ropes 1-50 ft. ¼" or ⅜" rope hang a bear bag	(3) 6 to 8-foot poles
(2) Compasses	Metal/foil pan for fire (no ground fires)
(4) triangular bandages	Plastic sheet or nylon tarp large enough to protect your entire patrol
Charcoal for cook town	1 Cook pot and 1 water pot with bail handle
Cup for each patrol member (bring to Ulcer Gulch after derby)	Blanket
2 liters of water per patrol member ***	Zip lock bags for paperwork/lunch leftovers
Pen, pencil or sharpie	Ruler/straight edge
1 st Aid Kit	Tinder, kindling, fuel wood, firewood
Nugget pouch	Lunch ingredients
Garbage bag or put	Matches
Matchless fire kit	30-liter (approx) Bear Bag can use heavy duty plastic bag
A bright flashlight	

*** BULK WATER JUG'S MAY BE USED TO MEET THE TWO LITRE PER SCOUT REQUIREMENT

GEAR AND SUPPLIES LIST ARE THE REQUIRED MINIMUM. Patrols may use any other gear or supplies they feel they can use, but the more you carry the heavier your load. Not a good event for the Dutch oven, but a roll of heavy duty aluminum foil may just do the trick. A larger tarp would sure make a great shelter, but may be so bulky it is too difficult to handle. BE PREPARED BUT BE SMART!

SECTION 2 PATROL INSTRUCTIONS

All patrols and all leadership should carpool to Camp Mattatuck to minimize the number of vehicles.

Safety, Registration and Inspection

SAFETY STATEMENT: Safety on the trail is your responsibility. Report any safety concerns to headquarters or the closest town mayor.

FIRST AID: First aid is available at the dining hall. Report any injuries immediately to the closest town. The town mayor will then take over and decide on a course of action.

WATER: Water is available on the side of the Mattatuck camp office (first stone building going down hill toward lake)

1) Stay off the lake unless we announce it as 'safe'. *Any patrol that ignores this warning will be disqualified*

2) Throwing snowballs/rocks is prohibited in camp.

3) Your score sheet will have "In Case of Emergency" phone numbers on it.

4) Safety is everyone's responsibility, don't put yourself in a position to get injured.

5) All gear and equipment should be marked for identification; lost items should be brought to the closing ceremony.

Patrol sign-in will open between 7:00 and 8:00 am for patrols. Once your patrol is assembled, patrol leaders will sign in at Headquarters, **(49ers. cabin)** where you will receive a map, instructions and your patrol itinerary/score sheet.

Scouts must dress for the weather. Under no circumstances will any scout be allowed on the course wearing sneakers. Appropriate clothing must be worn. Dress in layers, including boots, hats, and gloves/mittens if needed. ***If the conditions are icy, we recommend microspikes for each scout.***

Your sled and your scouts will be inspected before being allowed out on the trail. The sled shall contain all the equipment listed above in Section 1, plus any other gear you think you need. In the event there is **not enough snow cover, patrols should add wheels to their sled. Sled use is encouraged. You will receive a twenty five point bonus for using your sled.**

Inspection is at the volleyball court across from Headquarters. **After inspection patrols are to report to their first town for a shot gun start at 8:00.**

SECTION 2 PATROL INSTRUCTIONS CONT.

You will receive a ten-point bonus for going to the correct first town, or a ten-point deduction for starting at the wrong town. After your first town the course is to be traveled in a clockwise direction. You must visit the towns in the order they are numbered on your itinerary. Do not skip over any towns.

Lunch: Your lunch should consist of a protein (meat chicken, eggs), vegetable along with a hot beverage. You shall report to the closest cook town between 12:00 and 1:00. All other towns will be closed.

At each town, your score will be based on how you complete the town's challenge, how you work as a team and your scout spirit. You will receive gold nuggets at each town according to your score. Towns will close at 3:00 pm. If your patrol is already in a town and checked in at 3:00 pm, you may finish the challenge and receive your score.

You will be timed from your start at your first town until you complete your last town. Time will be used as a tie-breaker.

When you have completed all the towns you MUST RETURN DIRECTLY to Headquarters, the 49ers. cabin to turn in your scoresheet and nuggets.

Leave your sleds at the volleyball court and then join us at the dining hall for our post event demo's and enjoy a hot beverage. Please bring your patrol flag to the closing ceremony.

The program will conclude and patrols will be dismissed around 4:00.

SECTION 3 MAYORS INSTRUCTIONS

The primary job of the Mayor is to make his 'town' safe, challenging and fun.

FIRST AID IS AVAILABLE IN THE DINING HALL..

Adult's should not follow patrols around the course. This is a patrol event.

Report all injuries and incidents to Joe LeClair 203-217-7123 or Bob Bernier 203-768-7898

Scoring (Graham) 203-841-9511

It is recommended that each town bring the following to ensure they are prepared for activity execution, scoring, and lunchtime. First aid kit, materials/ supplies to operate town clipboard, pencils or sharpies (FOR FREEZING CONDITIONS) for completing scorecards, clock/watch for following the schedule. Tarp (in case of snow/ rain) Lunch/snack / beverages trash bags, Carry In-Carry Out.

NO GROUND FIRES PLEASE. Use existing fire rings at campsites. If your town is not at a campsite please bring a portable fire pit, properly dispose of your ash and coals and any unused wood. Have extinguishing water/ snow for your fire.

Please pick up your town equipment any time after 7:00 AM at Headquarters (49ers.cabin).

Supplies will include: copies of the map, town score tally sheet, Red Lantern nomination form, town sign and gold nuggets.

This is a shotgun start, the first patrols should be at your town before 8:00 a.m. Have your town ready to welcome them and start promptly at 8:00 (no earlier than 8!)

Form a scoring rubric for your challenge.

If you expect your town's challenge will take 15-20 minutes, be prepared for 6 patrols at a time, if it will take more time, you will need to be prepared for more patrols.

Please print neatly on the score sheets. (fine point "Sharpie" works best)

1. Assign one leader to greet patrols and handle paperwork. Check the condition of the patrols, are members all present? Are they cold? Do they need encouragement?
2. Fill in the time of arrival on the patrol's score sheet and on the town tally sheet. If the patrol correctly started at your town for its first event, award 10 extra points, minus 10 for starting at the wrong first town.
3. Assign the patrol to a judge. **Record the patrols' score and the finish time on their score sheet and the town tally sheet.**
4. Send a picture of the master score sheet to 203-841-9511 around 10:00, before lunch, and around 1:30.
5. Towns shall be closed between 12:00 and 1:00 for lunch. All patrols should be at lunch.
6. Send a final picture of the score sheet at 3:00 pending any patrol still in progress. 203-841-9511
7. Towns stop accepting new patrols at 3:00PM. Any patrol in progress must be allowed to finish the town.
8. **Return all folders with the score sheets, signs, nuggets and Red Lantern Nomination form to Headquarters directly after closing town.**

SECTION 4 AWARDS

Awards will be presented at the dining hall.

CATEGORIES

FIRST YEAR SCOUTS: Twelve years old and younger. First place finisher only.

STANDARD DIVISION: Mixture of ages. First, Second, Third place finishers.

SENIOR DIVISION: Fourteen years of age and older. First place only. Awarded only if the patrol has the event's highest overall score.



The Red Lantern Award. This award is for the patrol that best exemplifies the Scout Oath and the Scout Law. Awarded by a tally vote from totals taken from the Towns Master Score Sheet, and the nominating form that will be enclosed in your folders along with testimonial evidence from the leaders and volunteers of the Klondike of the patrol's behavior along the trail.

Best Town Award: At the conclusion of the day, all patrols can vote for (in their opinion), the best town of the Klondike. To increase your chance of winning the best town award, mayors should encourage the townspeople to dress in period style clothing, dress their town up with a gateway or other enhancements and make it fun!!!

Best Sled Award: This award is subjective to what the judges feel is the best sled.

Awarded to the patrol that the judges feel has the "most prepared sled". Do they have all the required gear and supplies? Is it packed and organized well is everything accessible? Is the sled roadworthy? Will it make it through the day? Has it an interesting design or paint job? Do they have their troop number and patrol flag properly displayed?

The program will conclude and patrols dismissed around 4:00 PM

Patches will be distributed according to the patrol and adult rosters submitted at registration and will be passed out at the award ceremony.

SECTION 5 EVENTS

Cooktown: Start a fire and cook your meal.

Fire starting

You shall report to the closest cook town between 12:00 and 1:00. All other towns will be closed for lunch.

You are required to bring tinder, kindling and fuel wood with you. Once you have started your fire you may use charcoal to cook with. No charcoal starter fluid is allowed. **“Match light” charcoal will be allowed.**

- No ground fires allowed foil or metal pan required.
- All meals must include a protein (meat, beans eggs), a starch (potato, pasta rice etc.) and a vegetable (corn, carrots, green beans) and a warm beverage.
- Your meal and fire starting will be judged on the method used, time taken to start your fire, quality of meal and how clean or dirty you leave the site. (Leave No Trace Method)

A) Scout Spirit 1 to 25 points.

Patrol yell, helping other patrols, having fun! Do you want to be here? Are you courteous to the townspeople?

B) Teamwork 1 to 25 points

Does the patrol help one and other, no arguing, follows directions, task divided among members?

C) Skill Fire Starting Up to 100 points. Depending on how well your patrol completes the challenge.

Fire Starting Scoring Rubric

1. Did not use a proper fire lay, did not have proper materials, had no water to extinguish fire, cannot start a fire. 5-20 POINTS
2. Did not use an accepted fire lay, did not have proper materials used matches or lighter to start a fire, no water to extinguish fire. 20-30 Points
3. Uses an accepted fire lay. Has the proper materials, starts a fire with a match or lighter and tinder bundle, has water to extinguish the fire. 30-40 points
4. Uses an acceptable fire lay. Has the proper materials, starts a fire with a magnesium sparker and tinder bundle. Has water to extinguish fire. 50-70 points
5. Uses an acceptable fire lay. Has the proper materials, starts a fire with flint, steel, char cloth and tinder bundle. Has water to extinguish fire. 70-80 points.
6. Uses an acceptable fire lay. Has the proper materials, starts a fire by friction, and a tinder bundle. Has water to extinguish fire. 80-100 point

SECTION 5 EVENTS Cont.

Cooktown

D) Meal Execution.

Meal Scoring Rubric Up to 200 points.

Categories	1-10 - Poor	10-20– Below Standard	20-40 - Standard	40-50 - Good
TIME MANAGEMENT	Patrol took longer than expected in all activity, went well over 1 hour time limit, my not have even finished the activity at all.	Patrol took longer than the time limit to complete the activity.	Patrol completed the activity in 45 minutes to 1 hour.	Patrol completed the activity in less than 45 minutes.
TEAMWORK	Patrol fought constantly, multiple members of the patrol did little to ensure success of the activity	Patrol has several disagreements during the activity, a small number of members did not assist in completing activity.	Patrol cooperated during the task and completed the activity, all scouts were active in helping complete the task	Patrol communicated effectively during the activity, members were seeking solutions to the problems before they arose, or never needed to be asked to help and participate.
EXECUTION	Meal was ruined, dropped, burned or rendered inedible.	Meal was overcooked, scouts visibly did not like their meal as they ate it.	Patrol agreed their meal was good; all scouts ate some of the lunch.	Scouts loved their lunch; all members praised the meal, or agreed the meal was a good choice.
PREPAREDNESS	Scouts were not prepared for. The challenge; a lot of critical equipment or ingredients were missing	Scouts somewhat prepared for the activity, only 1 or 2 pieces of noncritical equipment or ingredients were missing.	Scouts were prepared; all ingredients and vital equipment are present.	SCOUTS WERE MORE THAN prepared for the challenge, had all equipment on hand and extras for the meal.

SECTION 5 EVENTS Cont.

COOK TOWN/FIRE STARTING DEDUCTIONS

D) Leave No Trace Deductions.

20-30 Point deduction. Patrol left their area a mess, did not use a fire containment pan, ground was charred, major food scraps left, no attempt to keep the area clean.

10-20 Point Deduction. Patrol left unused fire materials in their area, containment pan was used, some char was noticeable on the ground, minimal food left behind, area showed medium sign of activity

1-10 Point Deduction. Patrol left some noticeable signs of activity.

No Deduction. Patrol used a fire containment pan, no sign of charred earth and the area was left as it was found.

EVENTS

1 First Aid

Be prepared for a cold weather emergency that your patrol may experience.

2 Navigation

Your patrol is given a scale map and a starting point and must locate a hidden object. Judging based on teamwork and accuracy.

3 Knots and Lashings.

Your patrol must use 3 poles plus its patrol flag to lash a flagpole (6 lashing ropes) and make it stand up using 3 guide ropes with proper taut line hitches using pegs provided by the mayor. Judging is based on speed, quality, teamwork, and straightness of the pole.

SECTION 5 EVENTS Cont.

4 Teamwork

Your patrol must estimate the width of a river in order to assemble materials to build a bridge. Then estimate the height of a tree in order to determine if it will be long enough to span the river. judging based on accuracy of estimates.

5 Fun Town

Radioactive isotope. Transport radioactive material without spilling.

6 Shelter

Your patrol is about to be drenched in freezing rain unless you quickly build a shelter that will protect everyone. judging based on speed, quality, teamwork. The tarp you brought may be used for this.

7 Bear Bag Hanging Your patrol must hang a bear bag.

See instructions on page 14. Image on page 15.

8 Morse Code You will be given a simple instruction with a code sheet that one person will send to your patrol. Do whatever the instruction says. Morse Code attached page 16.

Patrol Registration

Troop Number _____

Patrol name _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

Adult Registration

Klondike Town (if applicable) _____

Troop Number _____

Phone _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

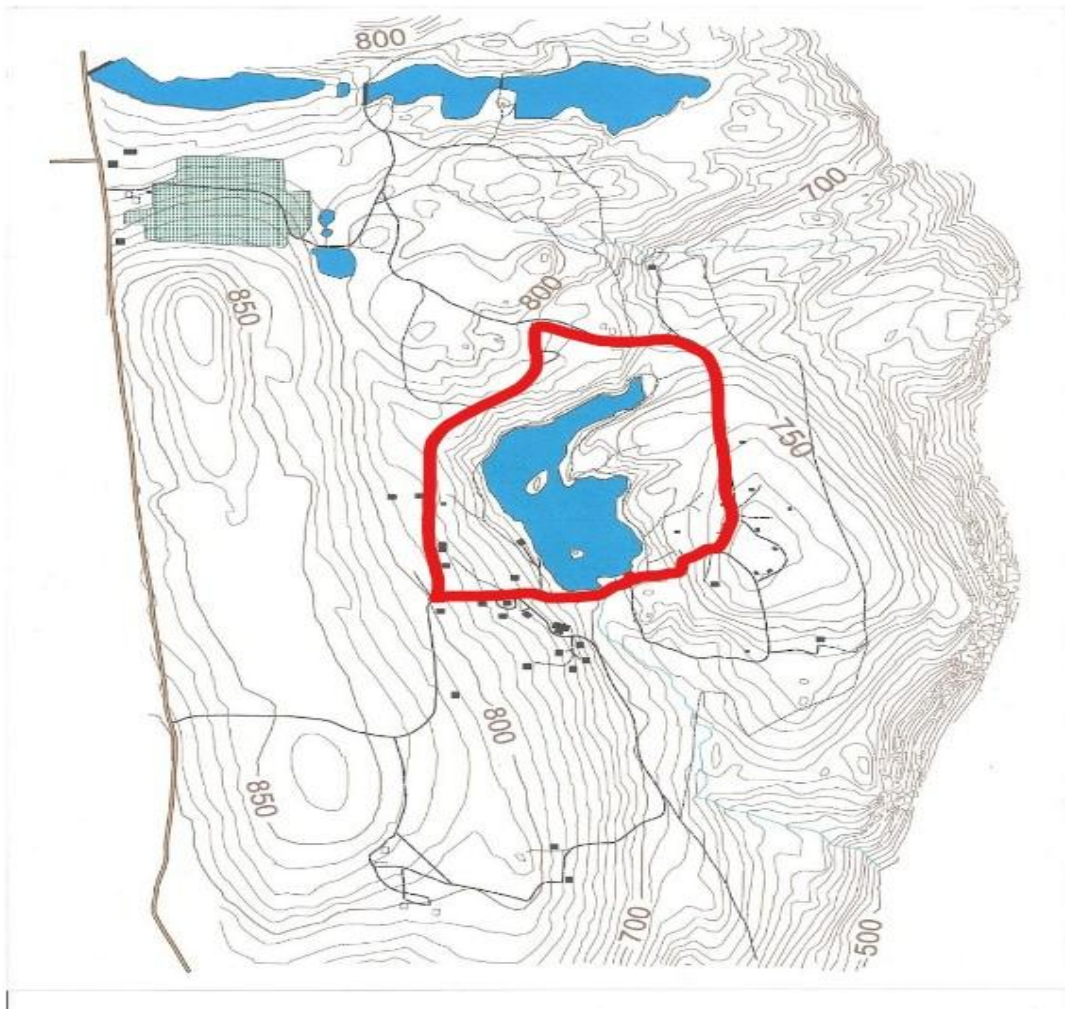
7 _____

8 _____

9 _____

10 _____

Approximate route. A detailed map will be provided at registration on the day of the event.



HANGING A BEAR BAG

Hanging food can be tricky, so practice hanging techniques before venturing into the backcountry and allow yourself plenty of time before dark to get set up.

Equipment

In order to properly hang a bear bag, there are a few necessary pieces of equipment:

- 100 feet of rope or parachute cord
- 1 to 2 [carabiners \(optional\)](#)
- a [stuff sack](#) large enough for all food, trash, and smellables (soap, bug spray, toothpaste, etc.)

Site

The ideal site for a bear bag hang is a minimum of 100 feet from your campsite (in grizzly country, consider placing your hang 300 feet from your camp to be safe).

Single-Tree Hang

Once far enough from camp, you'll need to locate a suitable tree from which to hang your bag. Sometimes a single tree will have the perfect branch from which you can hang your bag (12 feet up and 6 feet out from the trunk or nearest branch).

In this case, you simply need to attach something weighted to the end of your rope or cord. A rock can work well, but you must be cautious when throwing rocks over tree branches, making sure to keep all group members at a safe distance and having a spotter to ensure no one (especially the thrower) gets hit by the flying rock.

Another option is to use an old sock filled with gravel, small stones, or a single rock. A sock can also be easier to attach to the end of the rope.

If you can locate a single tree branch to meet your needs, all you do is:

- 1 Throw the rope over the branch.
- 2 Ensure that it's 12 feet up and 6 feet out.
- 3 Attach your bag to the rope with a carabiner.
- 4 Hoist your bag to the desired height.
- 5 Tie the bag off on the nearest suitable anchor (rock, tree, etc.).

Two-Tree Hang

Hang all smellables (food, soap, bug spray, etc.) in bear bags.

In many areas finding the perfect tree for a single-branch hang is challenging. More often than not you'll have to do a two-tree hang, meaning you'll have to use two shorter branches on two different trees.

This is most easily accomplished by:

- 1 Throwing the rope (weighted, of course) over one branch on one tree.
- 2 Throwing the other end over the branch of another tree.
- 3 Attaching your bag to the center of the line.
- 4 Have a helper pull on one end of the rope while you pull on the other, raising the bag until it reaches the magic 12 feet and 6 feet.

Practice

Hanging a bear bag is far from an exact science and requires a lot of practice. Ideally, you'd try a few bear bag hangs in the backyard or at a local park before heading out into the woods. Learning how to hang a bear bag at the end of a long day, in the fading daylight, can be an exercise in frustration. Therefore, be sure to practice this skill so that you can do it right the first time when in the field.

Also, choosing a bear bag site and getting the ropes hung should be a priority when you *first* arrive at your campsite. By properly storing all of your food, trash, and smellables, you'll ensure both a good night's sleep and a natural diet for bears.



MORSE CODE

A	• —	M	— —	Y	— • — —
B	— • • •	N	— •	Z	— — • •
C	— • — •	O	— — —	1	• — — — —
D	— • •	P	• — — •	2	• • — — —
E	•	Q	— — • —	3	• • • — —
F	• • — •	R	• — •	4	• • • • —
G	— — •	S	• • •	5	• • • • •
H	• • • •	T	—	6	— • • • •
I	• •	U	• • —	7	— — • • •
J	• — — —	V	• • • —	8	— — — • •
K	— • —	W	• — —	9	— — — — •
L	• — • •	X	— • • —	0	— — — — —

Generic Town Event Scoring Rubric

For towns who do not come up with a town specific Scoring Rubric

Categories	1-6 - Poor	7-12– Below Standard	13-19 -- Standard	20-25 - Good
TIME MANAGEMENT	Patrol took longer than expected in the activity. & passed the time limit for the town.	Patrol took longer than the time limit to complete the activity.	Patrol completed the activity in a quick time frame.	Patrol completed the activity Very Quickly. Faster than expected and above average for the day.
TEAMWORK / SCOUT SPIRIT	Patrol fought constantly, multiple members of the patrol did little to ensure success of the activity	Patrol has several disagreements during the activity, a small number of members did not assist in completing activity.	Patrol cooperated during the task and completed the activity, all scouts were active in helping complete the task	Patrol communicated effectively during the activity, members were solving the issues before they arose / didn't need to be asked to participate. Scouts encouraged each other
EXECUTION	Task not completed or skill completely not know	Task Complete Successfully but had a some difficult doing so	Task Completed Successfully with smooth execution	Task Completed Successfully in a smooth & organized manner. Good Leadership used
PREPAREDNESS	Scouts did not know the skill & did not prepare to computer the task	1 or 2 scouts new the skill & were effective	30% or more of the scouts new the skill and others had an idea of what to do.	SCOUTS WERE MORE THAN prepared for the challenge,40 % or more new the skill the others we will to do all the parts they could

