

2007  
Mad River District  
**Klondike Derby**



**Camp Mattatuck**  
**February 3, 2007**

**To:** Patrol Leaders of  
Mad River District  
**From:** Klondike Pete



Over a century ago, determined men traveled to the wilderness to find a treasure....GOLD!  
Your patrol now has the same opportunity at the upcoming Mad River District Klondike Derby!  
Fix up your sled, polish the runners, and hone your Scout skills to a fine edge, for the Klondike Derby is the greatest challenge your patrol will face!

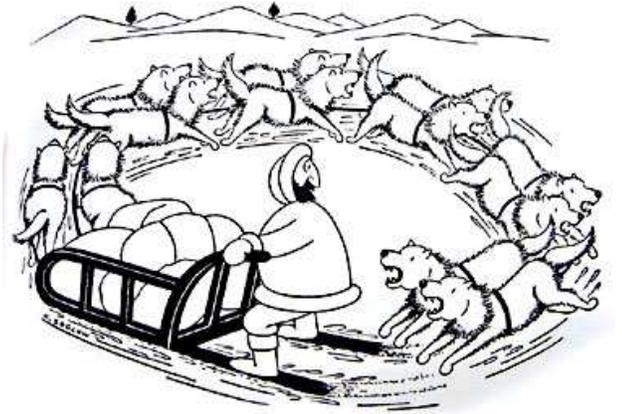
**1. Be Prepared**

- A. Skills...practice the skills described in Section 2.
- B. Equipment: The following equipment is required:

Dog sled on runners or wheels	Patrol flag on pole	(8) 10-ft ropes	(3) 6' poles
Compass	(3) triangular bandages	Blanket	3' x 6' plastic sheet
Matches		Firewood (kindling size with natural tinder)	Cook pot
Lunch ingredients (see Section 3)	2 qts water per member	Ziplock bag or plastic sleeve for paperwork	Sheetmetal fire surface (optional)
First Aid kit	Nugget pouch		

## 2. The Challenge

Denali	First Aid
Nome	Map & Compass
Polar Cove	Fun
Yukatat	Knots
Seward	Sled Race
Skagway	Buddy Check
Fort Yukon	Team challenge
Fairbanks	Team leadership
Anchorage	Lashing
Dawson	Cook town
Anchitka	Cook town
Attu	Cook town
Juneau	Registration
Whitehorse	Start/Finish Line
Ulcer Gulch	Dining Hall



### Cooktown

You can stop at any cooktown after 11AM but you must be out by 3PM. You must spend at least 1 hour in your cooktown. You are advised to bring kindling wood and tinder. Your meal must include meat or poultry, vegetable, and hot drink or soup. All food must be cooked on the premises. No hot dogs or other pre-cooked meat allowed.

Food well cooked	1-5 points
Cleanup	1-3 points
low impact	1-2 points



Mounties Several mounties dressed in red jackets and broad brimmed hats will be on duty. Consider them your friends. They are a resource and a sounding board if you have any concerns.

## 3. Procedures

a) At the January Roundtable meeting your Scoutmaster will be given a time to assemble your patrol at Camp Mattatuck. *Please carpool to camp.* Once assembled the patrol leader will register at **Juneau**, which is visible from the parking lot. Here you will receive a map and itinerary.

b) Your sled and your scouts will be inspected before being set out on the trail. The sled must contain the equipment listed in Section 1B plus any other gear you think you need. *Your patrol will be scored on this inspection. 0-10 points*

c) You will visit the towns in the order they are listed on your itinerary. You will receive 10 bonus points for going to the correct town first.

d) This is a timed event, but time has little influence on the scoring. Your primary concern should be the quality of your work. The time starts when you arrive at the first town on your itinerary and stops when you leave the last town on your itinerary. You may travel in any direction to go to your next town.

e) Stay off the lake unless officials at **Juneau** tell you it is safe! Any patrol that ignores this warning will be disqualified. (or worse)

f) If you are staying in a cabin for the weekend the cabin is off-limits while the competition is underway.

g) You will receive up to 10 points at each town according to the quality of your work and your spirit and teamwork.

**Total score = total points x 10, minus number of minutes on trail.**

Example: patrol earns 66 points. Multiplied by 10 = 660. They were out on the trail for 4 hours = 240 minutes.  $660 - 240 = 420$  total points.

h) All towns will close at 3PM. If your patrol is already in the town you may finish the challenge and receive your score.

i) Upon finishing the route, the patrol is to report to **Juneau** to turn in its paperwork. Your sled can stay in the parking lot and your patrol is invited to a celebration and refreshments at the Ulcer Gulch Saloon!

j) Report any injuries to the closest town. The mayor will then take over and decide on a course of action. **First Aid** is available at **Ulcer Gulch**.

k) All visitors must register with the Juneau Savings Bank before going out on the trails.

l) Hot Cocoa and snacks will be available at **Ulcer Gulch** after 2:00PM.

#### **4. Awards** will be presented as follows:

Standard Patrol: 1<sup>st</sup> Place, 2<sup>nd</sup> Place, 3<sup>rd</sup> Place, 4<sup>th</sup> Place, 5<sup>th</sup> Place, 6<sup>th</sup> Place

Senior Patrol: 1<sup>st</sup> Place, 2<sup>nd</sup> Place, 3<sup>rd</sup> Place

Red Lantern Award for Scout Spirit. One patrol will be selected by the mayors for the Red Lantern Award, symbolizing the best in Spirit and Teamwork. *Red lantern is returned next year so it can be presented to another patrol.*

Best Sled: (Craftsmanship, Style, and Creativity) 1<sup>st</sup> Place, 2<sup>nd</sup> Place, 3<sup>rd</sup> Place

**The program will conclude by 4:30PM.**

**Patrol**  
**Registration**

<u>Scout's Name:</u>	<u>Age as of</u> <u>Jan.1</u>
1 _____	_____
2 _____	_____
3 _____	_____
4 _____	_____
5 _____	_____
6 _____	_____
7 _____	_____
8 _____	_____
9 _____	_____
10 _____	_____

Scoutmaster's Name: \_\_\_\_\_

Scoutmaster's  
Signature: \_\_\_\_\_

Troop: \_\_\_\_\_

*to be completed by Juneau staff:*

total Scouts \_\_\_\_\_ X \$7=

# Alaska, B.S.A.

MAD RIVER DISTRICT

## KLONDIKE DERBY 2007



**C** Cook Towns (stopping at only one for lunch)  
**S** Skill Towns