

SCATACOOK DISTRICT

2019 KLONDIKE DERBY LEADER'S GUIDE



Volunteer Park, Sherman Ct.

JANUARY 18-19, 2019

HOSTED BY: NEW FAIRFIELD/SHERMAN

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WELCOME!

The Scatacook District and New Fairfield Troops 42 and 137 and Sherman Troop 48 are excited to host the 2019 Klondike Derby. We welcome you to the lovely town of Sherman Ct. as your units proceed "Back to the Future", a test of Scout skills, knowledge and teamwork. The committee has worked hard at putting together a fun program and hope that we live up to the successes of previous years. Enjoy your journey and have some fun!!

Please carefully read through this Guide to be sure that we have covered all of the details for this year's event and if there any questions, please contact one of the Host Troop Contacts listed below. We also ask that you be sure to cover as much of both the Derby and Campout details with your scouts and adult leaders *before the event*.

Finally, please be sure to complete your on-line 2019 Klondike Registration no later than Friday, January 11th. Registration information can be found on the Scatacook District webpage <https://www.ctyankee.org/program/program-events/2019-scatacook-district-klondike-derby/> *Please do not delay!* We need as accurate a count as possible of units and patrols so that we can prepare in advance for your arrival. Please be sure to fill out the registration form completely as it has some important information we need for the final planning. If you have any questions, please email us at the points of contact below

Thank you,

2019 Klondike Derby Committee

HOST TROOPS: 42, 48 & 137

<u>TROOP</u>	<u>CONTACT</u>	<u>E-MAIL</u>	<u>TEL.#</u>
Troop 42	Eric Zars	zarsman@gmail.com	
Troop 48	Angelo Spaziani	aspaziani@troop48ct.org	(203)-313-7746
Troop 137	Peter Orloff Robert Buck	porloff94@gmail.com buckr@coned.com	(347) 219-0112 (347) 203-3271

2019 Klondike Derby Details and Logistics

Who:	All Scouts, Venturers and Webelos
What:	2019 Scatacook District Klondike Derby
When:	Friday, January 18 - Saturday, January 19, 2019
Where:	Volunteer Park, 43 CT-39, Sherman, CT 06784
Bring:	Klondike Sled and all required gear, forms and donations as outlined in this guide
Registration:	On-line via the following link: https://www.ctyankee.org/program/program-events/2019-scatacook-district-klondike-derby/
Deadline:	Friday, January 11th, 2019
Fees:	\$20 Scouts / \$15 Webelos until 12/31/18 \$25 per Scout / \$20 per Webelos after 12/31/18
Hosted By:	New Fairfield Troops 42 and 137 and Sherman Troop 48

Each sled is asked to bring non-perishable food items for donation to our Local Food Bank. Please bring your donation to the Check-in Station on Saturday morning at the beginning of the event.

2019 KLONDIKE: HOW IT WORKS

The 2019 Klondike Derby will present a series of challenges/quests (physical and mental) to each Patrol, Den or Crew of Scouts. Each event will be scored, with points awarded on how well the Scouts perform the assigned task, as well as their demonstration of leadership, teamwork, and Scout Spirit. There will also be random opportunities for extra points throughout the event. Scouts will be given a map with an assigned route to their Stations that must be completed in the specified order. The Scouts will cook a foil meal while on the trail at a specified time. During that time all stations will be closed to competition.

In order for each team of Scouts to pass the tests they must rely on their leadership, teamwork, Scout Spirit, Scout skills, their sled, equipment, food, and water. Scout Patrols and Webelos Dens will pull/push Klondike Sleds. Crews of Venturers are NOT required to use sleds.

While Adult Leaders may accompany each Scout Patrol, Adults are NOT to assist their Scouts while at any station. Except in extraordinary circumstances. Adults should NOT accompany Crews of Venturers or Senior Scouts (Star, Life, and Eagles). **The only involvement of an adult with a sled is if a health or safety situation arises.**

Webelos Den Leaders (and other Parents) are considered part of the Den, and may assist their Webelos Scouts without penalty. However, Leaders are encouraged to let the Webelos Scouts perform as much of an event as they are capable and bonus points may be awarded for independent performances that are exceptionally well done.

One of the challenges that the Scouts will face will be the weather. As seen from past Klondike Derby's, temperatures can range from -10 to +55 degrees, with wind chills as low as minus 35 degrees. The weather can include snow, rain, sleet, or sunshine, sometimes all in the same day. **Scouts (and Scouters) must be appropriately dressed for the weather, or they will not be allowed to participate.** That means long underwear, hats and gloves, wool or synthetic socks, boots (NOT sneakers), and layers of outerwear. COTTON KILLS and should not be worn. Rain gear (rain coat, poncho, etc.) must be carried or be available for each Scout on the sled or in daypacks.

The 2019 Klondike will start Friday evening with a "Welcome" campfire at 8:00 PM. Scout and Venturing Units are invited to camp overnight at Volunteer Park on Friday evening as long as each Scout and Scouter is prepared for cold weather. Each Troop/Patrol should be prepared to perform a skit/song at the welcome campfire.

Units camping on Friday night will be assigned an area based on the number of Scouts and Adults you indicate when registering. Units should check-in with a Klondike staff member upon arrival on Friday, by the administration tent to receive their assigned space; the park will be open for camping after 3:00 PM on Friday. Registering no later than 1/11/19 will allow for the committee to efficiently assign space. Late registrations will be put at the end of the list and may be subject to less than ideal arrangements.

Consistent with safe scouting guidelines, Webelos will not be permitted to camp. There are no exceptions to the national BSA policy. There is NO camping on Saturday night.

Scout Patrols, Webelos and Venture Crews will start Klondike Derby events at 8:00 AM Saturday. (Opening Ceremony 8:15 AM, Sled Check 8:30AM – 9:30AM, Shotgun Start 9:30AM) Events will be completed by about 4:00 PM. Units should plan on departing Camp no later than 5:00 PM on Saturday.

All sleds and patrols will be required to report to *Doc Brown's* to be assigned their route and undergo a brief 5-10 minute "Sled Inspection" before starting on their run to their first station. Each Crew Leader, Boy Scout Patrol Leader or Webelos Den Leader will participate with a Staff

Supervisor during sled inspection of their sled (or for Venturers/SPL scouts – their gear) and will present instructions to his/her group on preventing hypothermia. Information on hypothermia has been included in this packet as a reference for your convenience.

In the event of severe weather, notifications and updates will be provided on the Scatacook District web site and Facebook page. The “rain/snow date” for the Klondike is the next day, Sunday, January 20, 2019, at Volunteer Park.

2019 BACK TO THE KLONDIKE

Each Station has been created and designed by the 2019 Klondike Host Troops to encourage participating patrols and scouts to have fun while using their best individual and teamwork skills to complete the task.

Sled Check-In /Warming station / hypothermia check. This is sled inspection. The scout’s equipment is checked for completeness. They are advised on the signs of hypothermia and sent on their time travelling journey.

1: Lightning Strike at the Courthouse. *As you drive into town in your DeLorean and speed to 88 MPH to attempt time travel you need some additional assistance in generating 1.21 gigawatts of energy.* Scouts need to build a fire to do this. Scouts will use native tinder and fuel (they must supply their own) and up to 3 matches to build a sustainable fire, though matchless is preferred. They should be able demonstrate the ability to boil a cup of water. (Cup of water will be provided by the station)

2: Orienteering Through the Years. (Troop 52) *Doc Brown is trapped in the Wild Wild West in the year 1885. You have met up with him and find that you have no GPS service (Because it is 1885).* The scouts must use a compass to navigate a short orienteering course.

3: Doc Browns Electric Shock Station. *Doc Brown is frantically attempting to fix the flux capacitor. In hurrying, he has just shocked himself with 1.21 Gigawatts of electricity. You need to revive him.* Scouts demonstrate basic first aid skills for cuts, burns, shock. They can demonstrate emergency carry skills by constructing a litter from a tarp and scout staves.

4: Biffs Revenge. (PVC Pipe; Big Jenga; Can Jam Games) *Marty McFly needs your help. Biff has challenged him to a number of games in front of the entire class.* Patrols participate in PVC Pipe; Big Jenga and Can Jam Games.

5: Shoot To the Future. (Troop 48) *You have got the Plutonium to power the DeLorean. Due to the high levels of radiation around the flux Capacitor, from a distance, you need to shoot the plutonium in. Scouts will fire chick peas using a sling shot. (Please note each sled should supply a container of dry chick peas)*

6: Tied Up in Time (Knots Station) *Back in 1885 in the Wild Wild West, Doc Brown has been kidnapped by a gang of desperados. To free him, you must demonstrate you and Doc are also Desperados by tying different knots. Scouts demonstrate tying square, clove hitch, 2 half hitches, timber hitch, sheet bend, and bowline to successfully complete the station (Webelos demonstrate square knot, bowline, two half hitches and clove hitch)*

7: STEM Over Time. While back in 1955, You and Doc have been pulled over by the Hill Valley Police due to the strange looking clothing you are wearing and even stranger car you are driving. You have explained that Doc Brown is a scientist, and this car is one of his inventions. The police do not believe you and demand that you prove it. Scouts will demonstrate knowledge of Science, Technology, Engineering and Mathematics to convince the police to let you go.

8: Stoke that fire!! (2 Person Saw). *How can we possibly build up enough speed to trigger the time vortex in 1885?!?!? We can use this train! You'll need to cut wood, to power the train and get it up to speed.* Scouts work together to saw through a log using a 2-man saw to successfully complete this station.

9: Under the Sea Trivia. *The flux capacitor has malfunctioned and you've arrived somewhere unexpected. Answer the trivia questions to figure out where and when you are.* Scouts answer a series of historical and scout trivia questions for hints to their time and location.

10: DeLorean Race (Troop 137) *Marty and the Doc need to get the DeLorean to the center of town with early enough to build up to 88 MPH to catch the lightning strike. Using Teamwork Scouts maneuver their sled through a course for the best time.*

11: Leave No Trace. (Troop 42) *Before Doc and Marty leave 1885, you must ensure that you leave no indication that they were there. If you do, you could potentially alter their future existence forever! Scouts will demonstrate the principles of Leave No Trace.*

Completion! *Once you have completed the course, and journeyed Back to the Future, Present the record of your many time travels to claim your prize!* Scouts return to the warming station tent to turn in their score cards and get something warm to drink. (Finish)

2019 KLONDIKE: Sled Equipment List

Other than your personal gear or any other items that you want to carry on your Patrol's sled, the following items are mandatory and must be on your sled (or person) during the initial Sled Inspection at the start, throughout, and at the finish of the 2019 Klondike Derby:

- 2 Poles (6 feet)
- Rain Gear for each scout (raincoat, poncho, etc.)
- Fire starting materials (flint and Steel, matches, lint, shavings, tinder, fatwood, etc.)
- Compass
- Basic first aid kit

- Scout/Webelos Handbook
- One Totin' chit/Whittling Chit (Webelos)
- One Fireman's chit
- Water- 1 quart for each scout in Patrol
- Lunch- individual foil meal for each scout (*meat ingredients should be pre-cooked*)
- Sled w/tow-ropes
- Proper footwear and clothing
- Canned donations
- Patrol/Den Roster
- Patrol/Den flag
- Patrol/Den yell or chant
- Gallon zip-lock bag
- Garbage bag for trash and discarded items during the competition
- One 6 x 8 tarp
- Ground pad
- Container of dry Chick Peas for Station #5

2019 KLONDIKE: Special Instructions

1. All Units must pre-register in order to receive a 2019 Klondike Derby Patch.
2. All Crews, Patrols and Dens should arrive 15 minutes before their start time. Only the Crew Leader, Patrol Leader or Den Leader will check-in at Headquarters. At the check-in, each sled team and Crew will be given a set of instructions, a map of the course and events, and a score sheet. All events must be completed in the assigned order, shown in the instructions.
3. Parking is very limited. Carpooling is essential. Automobiles will not be allowed to drive past the main parking lot. Please plan accordingly. **Unit Trailers will enter via the main entrance, unload their gear and proceed to the Trailer Parking area behind the Town Garage.**
4. There is **NO Camping permitted outside the assigned area**. We will do our best to have sufficient assigned space and some overflow areas, based on turnout.
5. **NO PARKING IS PERMITTED ON THE ROADS OUTSIDE Volunteer Park; Connecticut State Troopers WILL TOW YOUR CARS.**
6. The Registration Application form is available online. Units should register ASAP. Units wanting to camp on Friday night, January 18th, must pre-register. **NO WALK-INS, PLEASE.** Upon Arrival, units should check in and turn in their patrol roster

7. **Water is available onsite at a remote location. Carts are not available. Please plan accordingly**
8. **All trash must be packed out**, including trash generated on the trail. Each Crew, Patrol or Den must bring at least one heavy-duty garbage bag, and use it.
9. Prizes for 1st, 2nd, and 3rd place (as measured by total points) will be awarded for (a) Scout Patrols or Venture Crews and (b) Webelos Dens. In addition, a Spirit Award will be presented to the Patrol/Den/Crew who demonstrates the Greatest Scout Spirit. Results will be posted to the District Website. Event patches will be handed out to each Troop and Pack when Patrols and Dens turn in their score cards on Saturday afternoon. Units must have registered at the start to receive patches.
10. Fuel Use - See Guide to Safe Scouting. No drugs or alcohol permitted at a BSA event. No exceptions.
11. Each Troop, Pack or Crew should provide two adults to serve on staff; staff members from units running stations will be assigned to supervise their Unit's station during the event. All other staff members will be used as needed for various tasks. Names and phone numbers should be listed on the Registration form. Volunteers should report to Headquarters by 8:00 AM on Saturday, and should be available to serve until 4:30 PM. Volunteers should dress appropriately, as they will be outdoors all day.
12. A Tour Plan is not required for Klondike Derby for Connecticut Yankee Council Units. A Unit Insurance Certificate is also not required.
13. Should the event be cancelled, Volunteer Park will be closed for camping and the event re-scheduled for Sunday, January 20th. Additional information will be available on the Scatacook District website and Facebook Page.
14. Proper Footwear and Clothing: Scouts who are not appropriately dressed for the weather will not be permitted to participate. That means warm boots, long pants, heavy jacket, gloves, hat, and rain gear. *Remember cotton kills.*
15. Leave-No-Trace: Please use only above-ground fire containers (grills, tubs, stoves, etc.) or existing site fire rings. All trash must be carried out by each unit.
16. Lunchtime: Please ensure that every Scout in your unit has a foil meal for Saturday lunch. Any meat should be pre-cooked. Charcoal fires will be available at each Klondike Derby Station. Horns will sound at noontime for each patrol to stop at a station and have their lunch. Charcoal fires should be started by each Station supervisor by 11:30am in preparation for lunchtime cooking. Remember that there will be a large number of

Scouts/Scouters looking to prepare their lunch, so the foil meals should be pre-cooked and compact in size.

2019 KLONDIKE DERBY: Program Schedule

Friday, January 18th

3:00 PM	Volunteer Park open for Units that are camping. Units should check in for campsite assignment and turn in Patrol Roster and turn in skit/song for campfire
8:00 – 8:45 PM	Klondike Welcome Campfire – Baseball Field – Each Troop/Crew should be prepared to perform a skit or song
9:00 – 9:30 PM	Staff Meeting & Leader Cracker Barrel – Headquarters Tent (For Scoutmasters & SPLs, and Crew Advisers and Crew Presidents) For Station Supervisors & All Other Klondike Staff
10:00 PM	Taps / Lights out

Saturday, January 19th

8:00 AM	Staff Report to Headquarters Tent/Webelos Arrive
8:15 AM	Opening Ceremony
8:30 AM	Sled Check and Start Klondike (Troop Patrols, Webelos and Venture Crews)
12:00 – 1:00 PM	Lunch – (Horns will sound) Units to cook foil meals on the Trail at stations using charcoal fires
3:45 PM	All Stations Now Closed – No new starts at stations
4:00 PM	Sleds Turn in Scores to HQ -- ALL SCORE SHEETS MUST BE TURNED IN
5:00 PM	2019 Klondike Derby is over. Units - please leave your camp and camp site in BETTER condition than you found it; Pack out ALL trash

2019 KLONDIKE DERBY: Hypothermia

One of the greatest dangers that Scouts and Scouters will face is hypothermia, due to the combination of low temperatures, high exertion, and moderate food and liquid intake.

Before each Crew, Patrol or Den sets out on their adventure into 'emergency situations' – we want avoid any *actual* situations by presenting a briefing on the dangers and signs of Hypothermia during Sled Inspection. An example outline of this 3-4 minute briefing is included below. See also the Scout Handbook and Woods Wisdom.

The Crew Leader, Boy Scout Patrol Leader or Webelos Den Leader will present this training session at the beginning of the Derby, after Registration and Sled Inspection. This training will be observed by the Klondike Derby Staff, and will be scored as an event (from 1 to 10 points). Additionally, the Staff will cover any points missed by the Presenter, and will conduct the entire training session for any Crew, Patrol or Den Leaders not prepared to present it. At the completion of the hypothermia training, the Crew, Patrol or Den Leader will assign one Scout as hypothermia observer – to keep an extra eye on the fellow Scouts and the leader.

No Unit will be permitted to compete in the Klondike Derby without this mandatory training, conducted by and for each Patrol and Den after registration and Sled Inspection.

Additionally, Scouts (and Scouters) must be appropriately dressed for the weather, or they will not be allowed to participate. That means long underwear, caps and gloves, wool or synthetic socks, boots (NOT sneakers), and layers of outerwear. COTTON KILLS and should not be worn. Rain gear should be available for each Scout on the sled (in daypacks).

PLANNING FOR WINTER CAMPING

Most of this information can be found in the Boy Scout Handbook. If you are going to be doing a lot of outdoor activities, this book is an invaluable source of know-how and advice.

"One has to lie deep in the snow to learn how warm and protective it is. A den in the snow confines the body heat like a blanket or overcoat. It is a snug place, no matter how hard the wind may howl. One who holes up in the snow understands better the mysteries of the woods in the winter. He knows why the severe weather grouse squirm their way under soft snow and be quiet. He understands why deer bury themselves in drifts, lying a half day or more with just their heads sticking out. He learns something of the comfort of the bear in hibernation."

William O. Douglas, 1950

2019 KLONDIKE DERBY: Laws of Layering

First rule of fabrics

A layering system is key. But effective layering isn't just a matter of piling one item of clothing over another. What you put on where is important, too.

The new fabrics—as well as new and improved old favorites—give you dozens of choices. Take time to experiment: Everyone's body retains heat and produces sweat a little differently. It may take some fine-tuning to come up with the perfect system.

Under layers

Your base layer is the starting point for moisture and temperature management.

These garments come in several different weights, ranging from lightweight to expedition-weight. Don't overdo it: Even if you plan to hike in subfreezing temperatures, expedition-weight under layers will make you overheat, unless you're headed for places with names like Denali or Everest.

Polypropylene is a common base layer fabric because it wicks sweat away from your body and helps keep you warm. It's inexpensive, but has two major drawbacks: It retains body odor in a big way, and it can't be washed in hot water or put in a clothes dryer because it will melt.

Polartec, a versatile fabric used in everything from base layers to insulation and weather protection, is a big step up: It doesn't retain as many odors, and it often has a brushed, comfortable inner surface. Many manufacturers also offer proprietary blends. All have good moisture transfer properties and don't retain odors.

For those who love wool, *SmartWool* is both a base layer and a shirt for aerobic activities. Unlike synthetics, *SmartWool* fibers capture perspiration in the vapor state, which minimizes odors. The wool itself is soft New Zealand merino wool that is virtually itch-less. And it can be safely put in clothes dryers (unlike older wool clothing).

Another entry into the base layer field is the concept of a base layer that sandwiches three layers into one: a durable outer layer, a wind blocking mid-layer, and an inner wicking layer.

Insulating layers

When it comes to insulation, most hikers have at least one synthetic pile or fleece article of clothing.

Fleece pullovers, vests, zip-up jackets, and pants are available in a variety of weights, measured usually between 100 and 300. The higher the number, the heavier—and warmer—the jacket.

The lightest is 100-weight, useful in pullovers and middle layers as vests, or as an outer layer in warm temperatures. A good all-around choice is 200-weight fleece, because it can be used as either a heavier pullover or a jacket. A 300-weight fleece jacket is so warm that you would use it more often in camp or during rest breaks than while working up a sweat on the trail.

Microfleece jackets have a tighter weave and block wind better, and pile has a rougher texture and tends to be warmer and bulkier.

Some manufacturers have added other features to their fabrics, like stretchy, form-fitting microfiber or water-repellent treatments. For example, a new 300-weight fleece that features a durable, water-repellent finish, making it useful as an outer layer in light rain conditions. Two-way pit zippers allow excess heat to escape.

And don't forget about your legs: While most hikers don't hike in fleece during the day, fleece pants can be cozy on cold evenings. You'll also use fleece for hats, mittens—and even socks for camp wear.

Insulating fills

Another way to stay warm is with a jacket filled with down or some other insulating fill. Following the layering principle, you don't want one of those heavy-duty jackets that could practically double as a sleeping bag. Instead, have a lightweight jacket that can be part of a layering system.

While down is highly compressible and extremely warm, it does not insulate when wet. Down works better in snow, that can be brushed off. If you're unsure of whether to expect rain or snow, you might opt for synthetic fill instead.

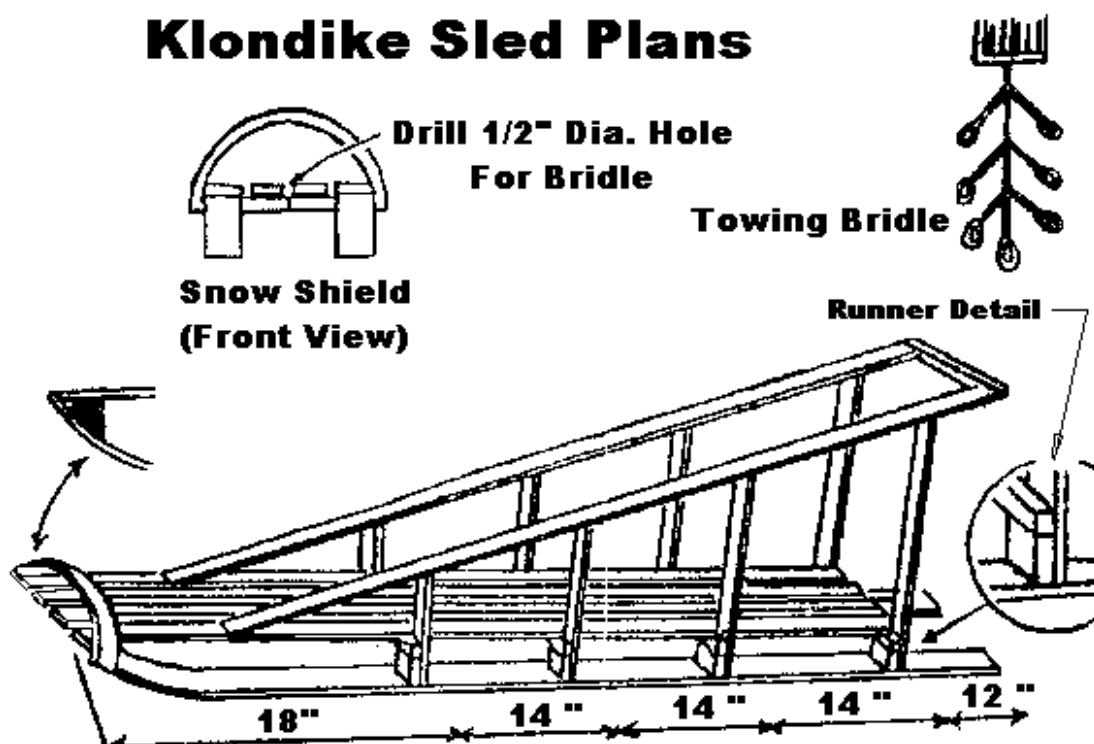
Reprint from Scouting Magazine: November-December 2005

One Suggested Klondike Derby Sled

Approximate Dimensions: HEIGHT = 40 inches, LENGTH = 6 feet, WIDTH = 18 inches. Paint your sled bright colors -- varnish the bottom of the runners -- then wax before use! You can add a canvas snow curtain to keep equipment dry. Lace the sides with nylon rope to keep equipment from falling off the sled. Use screws instead of nails and pre-drill pilot holes to prevent splitting. Use glue in addition to screws. An old set of downhill skis or pvc pipe works well as runners. Make your sled strong, but light! Mount a pole on your sled to fly your patrol flag! Use hardwoods such as maple, oak or ash to make your sled. Pine is too soft!

Be Creative!!

Klondike Sled Plans



Bill of Materials

- 2 pcs. 4" x 1/2" x 6'6" - for Runners (use skis!!)
- 6 pcs. 1" x 1" x 18" - Cross Supports
- 8 pcs. 1" x 2" x 6" - Upright Supports
- 4 pcs. 1/2" x 4" x 5' - Floor Cover
- 2 pcs. 1" x 2" x 12" - Front Upright
- 2 pcs. 1" x 2" x 26" - 2nd Upright
- 2 pcs. 1" x 2" x 38" - 3rd Upright
- 2 pcs. 1" x 2" x 40" - Rear Upright
- 2 pcs. 1/2" x 2" x 6' - Hand Rail - sand smooth!
- 1 pc. 1/2" x 2" x 30" - Front Curved Snow/Ankle Guard
- 1 pc. 2" x 2" x 18" - Tow Bar
- Rope for Towing Bridle - 1/2" Dia. minimum
- Wood Screws
- Wood Glue
- Paint & Varn

SCATACOOK DISTRICT

The Klondike Derby
 "Back To The Future"
 2019 Official Patrol Roster

Patrol Name: _____ Troop/Crew: _____

Unit Leader: _____ Phone Number: _____

Name	Age	Rank	Leadership
			Patrol Leader
			Asst. Patrol Leader

All Information above is correct

Volunteer Name	Contact Phone Number

 Signature of Patrol Leader

 Date

 Signature of Unit Leader

 Date