

SPL and Patrol Leader Guide



Pomperaug District Klondike Derby

January, 17-20th 2020 @ Deer Lake Scout Reservation

'Escape from Kilauea'

Rev A 12/18/2019

Overview

We tried to design this Klondike with mostly patrol challenges and thought by preparing units as much as possible will not only make the competition more enjoyable but also level the playing field between younger and older patrols. This guide may be updated and will contain a Rev letter on the first page. Stop back to see if it's been updated (we may not be very fast with the website). A quicker way to get updates is to have your scoutmaster register online with a few scouts and we will email the latest rev(s) as soon as they're released.

Let your scoutmaster deal with the money and adult 'stuff' and you (SPL) should and stop by to see us at Leary Hall with any final updates when you arrive.

Safety

During the event; warming, first aid, and registration will be in Leary Hall.

Hot water may be available at the Even Numbered stations while the events are running. Make sure everyone has something to drink that they like hot (hot chocolate, soup, etc).

Due to safety around fires and physical activity, absolutely no lei's or grass wear should be worn by anyone on site.

Other Information

If you or your unit needs water, there's a farm hydrant on the South side (away from the lake) of Leary Hall, hold the lever open and wait for the water.

Klondike Scheduling

The opening and closing/awards will be held on the lower field at the flagpole. We are not going to have a PA or bullhorn so SPL/PL's need to be close to us with the unit in a line behind them. We will yell but if there are any announcements you need to be close enough to hear so you can pass it along (please keep quiet).

Everyone should be checked in PRIOR to the opening because the events will start immediately following a short flags ceremony. Please let the scouts who are running the stations set up without being disturbed.

Detailed Schedule of Events:

Day	Time	Event	Location
Friday	5:00 PM	Camp Opens/Check-in	Leary Hall
	8:30 PM	SPL/Scoutmaster/Cracker barrel	Leary Hall
	10:00 PM	Lights out	Unit Camp Sites
Saturday	7:00 AM	Revelry and Registration	Leary Hall
	9:00 AM	opening	Lower Field: Flags
	9:30 AM	Station Timeslot 1	
	10:00 AM	Station Timeslot 2	
	10:30 AM	Station Timeslot 3	
	11:00 AM	Station Timeslot 4	
	11:30 PM	lunch	Unit Camp Sites
	1:00 PM	Station Timeslot 5	
	1:30 PM	Station Timeslot 6	
	2:00 PM	Station Timeslot 7	
	2:30 PM	Station Timeslot 8	
	3:00 PM	Station Timeslot 9 (TBD if needed)	
	4:30 PM	Klondike Awards	Lower field
	5:00 PM	Return to Campsites Dinner	Unit Camp Sites
	7:00 PM	All Faith Service/Campfire	Fire Ring
	10:00 PM	Lights out	Unit Campsites
Sunday	9:30 AM	Site inspection and departure	

Event Descriptions:

1. Navigating the Outrigger: (managed by T63)

In this event, you will need 4 scouts to carry a sled while it holds some important items like water for solidifying lava and coconuts for defending against desperate tiki people. You are escaping from lava so you don't want the sled to touch the ground. You will also want to go quick because you are running from lava. You will need to go over barriers, over a tipping bridge, use coconuts to knock over tiki targets. Along the course you will be given letters that will spell something - you must remember them as they will not be repeated. You will be given a sled to be used for the course, with props on it.

PENALTY Time:

- +5 seconds for every prop that falls over (except the tiki guys).
- +10 seconds for each item that falls off the sled or touches the ground.
- Leave the course, disqualified

LOSING Time

- -5 seconds for figuring out the word from hints given to you during the course.
- Helpful hint: Keep your center of gravity low and communicate. Be prepared to adjust the sled position.

2. Escape the Lava Flow : (managed by T20)

You will be using your orienteering skills to find your way out of the lava flow. You can start by determining your pace and using that to help you escape or save time and prepare ahead. You will use your compass to determine each point in the path to freedom.

The further you are from the correct final destination, the fewer points you receive.

3. Pahi olo (saw) Challenge: (managed by T63 Tyler)

You will be cutting wood logs in order to make enough wood for a fire to survive as you seek refuge on Mauna Loa. This station will take a minimum of four scouts with a Tote-n-Chip card. (failure to show the cards will result in a 10-minute score and the patrol will NOT be able to continue with this station)

The first half of the station is to use a two-man saw to slice off a section of a log (hardwood about 8 inches diameter).

The second half of the station will be to trim off all the bark using an axe

PENALTY Time:

- +15 seconds Any bark left on
- +30 sec More than one scout in the axe yard at a time
- +30 sec for Not Securing the saw - do not drop it. Lean it against the log or lay it on the ground.

Helpful Hint: Have one scout in the axe yard at the ready and the ones waiting outside to move the slice and pass it in. Leave the axe there and high five the swap OUTSIDE the axe yard. Cut a thin slice - it will split cleaner.

4. Sacrifice to Pele : (managed by T63)

You must make a fire as a sacrifice to Pele'. In 10 minutes (5 to set up and 5 to burn) you need to burn through as many ropes as possible all stretched one above the other. The materials you bring for burning will be reduced in quantity on-site as a sacrifice gift to Pele. (everything you carry to the lava cauldron must fit in the container(s) provided)

One patrol member lighting the fire MUST show a Firem'n Chit Card

PENALTY Time:

- 1-minute penalty for no Firem'n Chit
- ELIMINATION if you cheat
 - Using unauthorized materials
 - Lighting fire without permission
 - Burning anything outside of the fire pit

5. Shelter from the pyroclastic flow: (Managed by T63)

In this activity, at least 5 scouts are needed to build a shelter together to survive the pyroclastic gas. Scouts will be given a variety of materials needed to make a shelter to protect "coconuts", (ping pong balls) from heavy wind or the pyroclastic, downslope blast. They will be given 10 minutes to build the shelter with the provided materials to try to keep a number of coconuts under the shelter and in place. But there's one twist... four out of the five scouts will be given (fake) injuries. These injuries will limit their movement and ability to build. At the end of the 10 minutes, they will be scored based on how many "coconuts" survived when we turn on a leaf blower!!!!. (How many ping pong balls stayed in place)

Penalties:

- Scouts use their "injured" body parts (-1)
- Each ping pong ball out (-1)

Injuries:

- Ash stuck in the left eye - Eye patch over the left eye
- Sprained ankle trying to run from the volcano - Cannot use dominant leg
- Tripped on rock and broke arm - Sling on left arm - Cannot use left arm
- Burned hand trying to help someone escape fire - Cannot use the right hand

Helpful Tip: Pyroclastic flow runs really quick. you will need to move really fast and efficiently to survive it. Any balls that come off during the building must remain off.

Materials Provided (Each Group):

- 4 pieces of 8 ft long rope
- 26 coconuts (ping pong balls)
- 1 tarp
- Wood pieces to hold ping pong balls in place before the wind test
- 5 sticks
- Rocks in the area
- A leaf blower fan will be run by T-63 adults at the 10-minute mark for 1 minute.
- You may bring any other materials you need on your sled (except a tarp)

6. Surviving the flows of Kilauea : (managed by T63)

This activity has each patrol compete to build a bridge over a lava river, each patrol has a maximum of 15 minutes to tie 6 lashings, they can be all the same or all different lashings, the objective is to tie the tightest lashings which will be tested by a fishing scale weight test, where your knot is pulled as hard as possible for 3 seconds and the weight that is shown on those 6 lashings are averaged and put together for the final score. The team with the highest average wins.

PENALTIES: affected average

- -2 off your weighted average, if your knot is tied incorrectly.
- -2 off your weighted average, if your knot comes undone
- -1 off your weighted average, if your clove or timber hitch is tied incorrectly
- -2 off your weighted average, if your bridge falls apart when you lift it up

Penalties: placement

- -2 off your weighted average, if your team uses a book to know your knots
- -2 off your weighted average, if you're on your iPhone when your group is working its bridge
- -2 off your weighted average, if an adult assists your bridge building

advantages:

- ❑ +2 on your weighted average if one of your knots is a diagonal lashing

materials provided each patrol:

- ★ 40 shortened bamboo sticks
- ★ 4 normal bamboo sticks
- ★ 2 shortened dowels
- ★ 3 normal dowels
- ★ 5 ropes (5 ft)

helpful tips:

- know your lashings
- plan ahead!
- work on more than 1 lashing at a time

7. First Aid! Burned by a'a' or sprain and ankle on Pahoihoi (managed by T20)

Know how to treat a 3rd degree burn - this is Baaaaad (what supplies to use)

Carry a scout 25 feet

- You can make a stretcher but YOU have to bring the supplies (you get 5 extra points)
- If you do not bring supplies we will not provide them and you have to have an alternate way to carry your scout
- Can be a scout of your choice
- This station is not timed

Treat a Scout for a broken leg

- Be able to make the BEST splint you can with the supplies that the Klondike is providing
- Station leader will do an array of tests to grade the splint

Other points

- +4 points if you bring your patrol first aid kit
- +5 for making a stretcher
- +2 bring your own sticks/wood planks for broken leg
- +1 bring your own "fabric" for tying split together
- +1 for every correct trivia question answered

Subtracted points

- -6 CANNOT drop your scout in 25 ft carry
- -4 if you do not bring patrol first aid kit(or any form of a first aid kit)

- -4 if adults are involved

8. Decked out-rigger: (Judged by the Scoutmasters T63 and T20)

T-63 adult leaders will be judging the Hawaiian decoration and outfitting of the sled.

Lights, music, palm leaves, lei's, coconuts, pineapples, beach stuff, volcano's are all in!

No grass skirts or lei's are allowed on scouts for safety at any time.

Tiki torches are OK but they should not be ignited at any time.

Scoutmasters can join in with the patrol for the outfitting the sled - go big or go home!

Judging

- Outrageous and over the toppedness matters (that's a word now) .
- Points for lei's, music, tiki's, torches, surf stuff, coconuts, pineapples, palms and any island deco!
- Each different kind of deco counts as a point - show us!

Summary Scoring

For each event, the competitors will be arranged in finish order by the staff running the station 1, 2 3, ...etc (ties will share the lowest number) and all events will be added together so no one score matters more than any other.. The patrol with the lowest points wins.

For ties on first place we will use the actual score at the fire building station.

For ties on second or third place we be awarded, there will be no tie breaker.

Awards

- First Place will receive a Blue Patrol Ribbon AND a HUGE BUMBLES traveling trophy to keep for one year!
- Second Place - Red Patrol Ribbon
- Third Place - Green patrol Ribbon
- Participation - All participating patrols will receive a ribbon showing there were here on our little island paradise with Bumbles and Yukon
- Special Award: Best score in the Hawaiian Theme Sled competition is Yukon Cornelius to keep for a year.

What are the Bumbles and Yukon Travelling Trophies?

These are called traveling trophies which are meant to be returned and ceremoniously passed on to the winner of next year's Klondike (event). Bring them with you to courts of Honor, on trips as a guest.

You've got a year, keep them clean and bring them back in 2021

