

2021 Klondike Derby Leader Guide

Camp Davy Crockett
February 19-21, 2021



Important Information

Check-in- Will be at the Headquarters Building. If you are registered to say Friday night, be arrive between 5-6:30 PM. If you plan to arrive Saturday morning, please arrive between 8-8:45 AM. If you aren't able to arrive during those times, please contact Sarah Barnett at 423-741-2426 in order to make other arrangements.

Meals- All meals will be up to Troop/ Patrol to plan and cook.

Bathrooms- For when you need to go, please use the latrines and bathrooms in the campsites, HQ, OA, COPE accordingly. There will a be hand sanitizer at each station. All others are closed for the winter.

Sled Inspection Information- Before competition on Saturday the sleds will be given official paperwork and receive location assignments. All sleds are to keep this paperwork with them during the competition. There will be a take home copy and copy for the grand accounting.

Sled Requirements- will be taking sled with you to station events

- Patrol Flag
- Show your Scout spirit!
- Patrol first aid kit
- One blanket
- Three 6-foot poles
- Materials to make slings and splints
- Fire building materials including fire starter (flint & steel, hot spark), hand ax, and at least 1 fire chit card per patrol
- At least two gallons of water
- Personal water bottle for each patrol member
- Rain gear for each patrol member
- Pencils and pad of paper
- 6 ft. length of rope for each member
- Compass
- Trash bag
- Boy Scout Handbook (at least one)
- Working Flashlight viewable in daylight
- Materials to Make Blindfolds for Each Member of the patrol
- *Removable wheels for your sled can be used during the day. This is not a requirement. The wheels will need to be removed for the sled race.

Campsite Inspections- For those camping, there will be a campsite inspection. This will be a separate award and does not affect the grand total for those not camping with us. The scoring will take place during the event sessions- so make sure it is "inspection ready" both in the morning and the afternoon. What does every patrol campsite need? Refer to your Scout book and camping merit badge requirements for a complete list.

Campfire- Saturday night will be a special evening with a Wood Badge beading as well as an exciting campfire. We will be handing out awards and our MC is awesomely enthusiastic. So, come prepared to have fun and be ready to put on a song or skit and don't forget to show your Scout Spirit! (During any down time throughout the day, make sure you practice.)

Sunday Morning Church Service- Please join us on Sunday at 9AM for a church service at the CDC Chapel.

➤ **Winter Rules:** Make sure to dress warm (including hats) for this service.

Departing- When you are leaving this event make sure that your campsite is left as it should be. Cabin doors and window shut and mattresses up leaning against the wall. Our faciality use of shelters should be left in similar condition. There will be an effort to gather all of the shelter trash bags after the competition.

Station Events

2 Person Saw

Location: Frontier Camp

**This event can run 2 units in parallel- Sleds will arrive and announce themselves so not to interrupt in-progress competitors.*

The event guides will cover the procedure for saw use and safety. For cuts that are not complete a measurement of cut depth will be associated with the score. The event will be timed. The timer begins when the patrol is in the event start position and declares "ready". The timer will stop when the 4th cut is made, or a max time of 20 minutes is reached. On an expected 8 person sled each sled member is to take a turn (1 5-minute max session) to make a cut. If the cut is made before 5 minutes the next pair begins immediately with a new cut and a new 5-minute max session. If after 5 minutes no cut is complete for a given pair the next pair must continue the previous cut and finish it. Then the same pair will begin a new cut to complete in the same 5-minute session. If a youth is unable to compete then that youth may designate a pinch cutter in their stead before the competition begins (no penalty). If a youth calls no joy (gets tired) they may rest or opt into a 1-minute time penalty and swap with a willing member of their sled.

Patrols are to "help" reset the station upon completion of their turn to the event runner's satisfaction.

4 Cuts per sled

Lowest Time Wins: Total time = Event Run Time + (Time Penalty)

Sleds Ranked by time and the of completeness of cut (assuming max time) will be used to break necessary ties.

Archery

Location: Shooting Sports Ranges (most right range)

Put your archery skills to the test during this session. Basic archery rules apply. Scoring will be determined by the range instructors.

Blindfolded Tent Building

Location: First Year Shelter

This will be a timed event with points based on how quickly you build your tent. There will be a tent already setup for each patrol to examine for 2 minutes before they setup their own tent (that is provided for them). Tents must be setup properly before the timer will stop. 1 person from the patrol will be elected as the instructor and will be the one giving the instructions to the other members of the patrol who are blindfolded. The instructor is not allowed to touch a Scout or the tent in any way. There will be a 2 second penalty for any instructor who needs to go back and look at the tent that is already setup. All members of the patrol must participate in this activity. Instructors should clearly ask a patrol member to complete a task. After the judges stop the timer, patrols need to disassemble the tent (disassembly will be done without blindfolds).

The tents will be provided. The tents are identical and folded and rolled in a bag. Upon completion the judges of the event will fold the tents back up for the next patrol.

Scoring will be based on fastest completion time.

Fire Building/Cooking

Location: OA Shelter

Your patrol must start a fire and cook the egg utilizing the provided orange. Not cooking vessels permitted. Scout approved fire starting materials acceptable. Accelerants are not acceptable.

Scoring will be based on:

- Light fire: Bow 3 pts / Flint & steel 2 pts / Matches 1pt
- Whole egg cooked: Complete through yoke 4pts / Mostly cooked 3pts /Partially or scrambled cooked 2pts

Patrols are to help cleanup and restore area for next group

First Aid

Location: Handicraft Shelter

The Klondike is a dangerous place. There will be an opportunity for sleds in each division to practice first aid within the group's ability. The event is timed, the event guide will start the clock after the explanation or when the sled team declares they are ready. There will be a check list of progress for each scenario. If the sled team completes procedures (possibly using slings and splints from the sled) full points will be awarded. Incomplete procedures get half points and incorrect procedures result in a penalty of a loss 10 points. When the sled reaches a finished state in their first aid procedures they are to declare being finished. The event guide will stop the clock and begin scoring. High Score Wins $((\text{Points earned} - \text{Penalties}) / \text{Time in seconds}) \times 100$

Procedures include: Access your victim, splinting, stretcher building, and stretcher race without dropping your victim.

Hawk Throw

Location: Shooting Sports Ranges (connected to Archery- most right range)

The Klondike is rugged terrain. Take the opportunity to test your skills at the range. The range master will provide onsite instructions.

4 sled members will take 2 turns throwing 2 hawks (16 throws)

1 point for Hitting the target / 2 Points will be given for sticking in the target /2 points for each consecutive hawk stuck

It's not a Smoke Signal

Location: Shooting Range Field

**This event can run 2 units in parallel.*

The Klondike is a dangerous place. Your group has been separated. You are in luck; you see your lost patrol members across a wide expanse. You must communicate properly in order to execute your plan to meet up.

- Divide your group into a Morse and Semaphore teams.
- The event is set up for an 8-person sled to engage all 8 simultaneously.
- Signaling and receiving can be performed with both formats concurrently.
- Each side will send a message in one format and receive it in the other.
- The time begins when the team declares ready.
- Send and receive the messages provided as quickly as possible.

Patrols are to “help” reset the station upon completion of their turn to the event runner’s satisfaction.

2 points per correct letter transcribed

-1 point per error

High Score Wins: Total Points / (Total Time “Seconds”) x 100

Sleds Ranked by Score

Orienteering

Location: Pool Shelter Field

The Patrol will have a chance to strategize after each question/demonstration is introduced. The patrol will select one individual scout to perform each demonstration. The patrol may work as a group to answer questions.

The questions and skills demonstrations are taken from these resources:

- BSA Troop Program Resources: Compass Skills
- Scout Handbook Section 11: Navigation

Materials provided at Station:

- BSA Orienteering Compass
- Orienteering Map
- Blindfold
- Pencil

There will be nine 1-point questions and/or demonstrations.

Shotgun

Location: Shooting Sports Ranges (middle range)

Put your shotgun skills to the test during this session. Basic shotgun rules apply. Scoring will be determined by the range instructors.

Sled Race

Location: Old Flag Grounds

Each patrol will start at the start line and have a head to head race to the finish line. The patrol who crosses the finish line first will be the winner. No wheels will be allowed during this race. All patrol members must participate in the race and have a hand on either the sled or a rope.