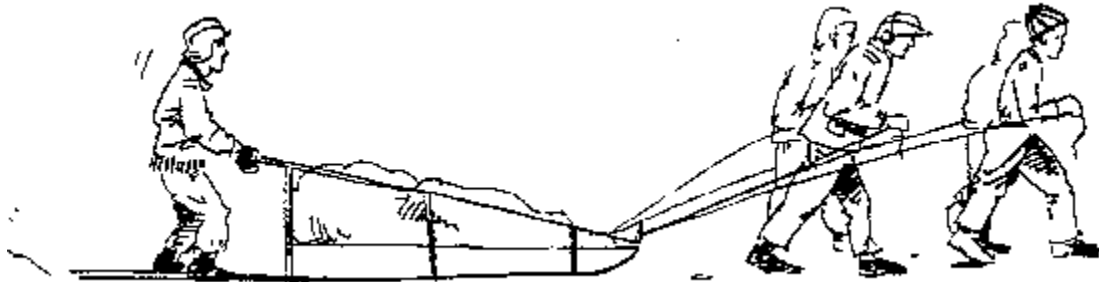


5th ANNUAL CHEROKEE DISTRICT

KLONDIKE DERBY



JANUARY 20-22, 2012

SCOTLAND

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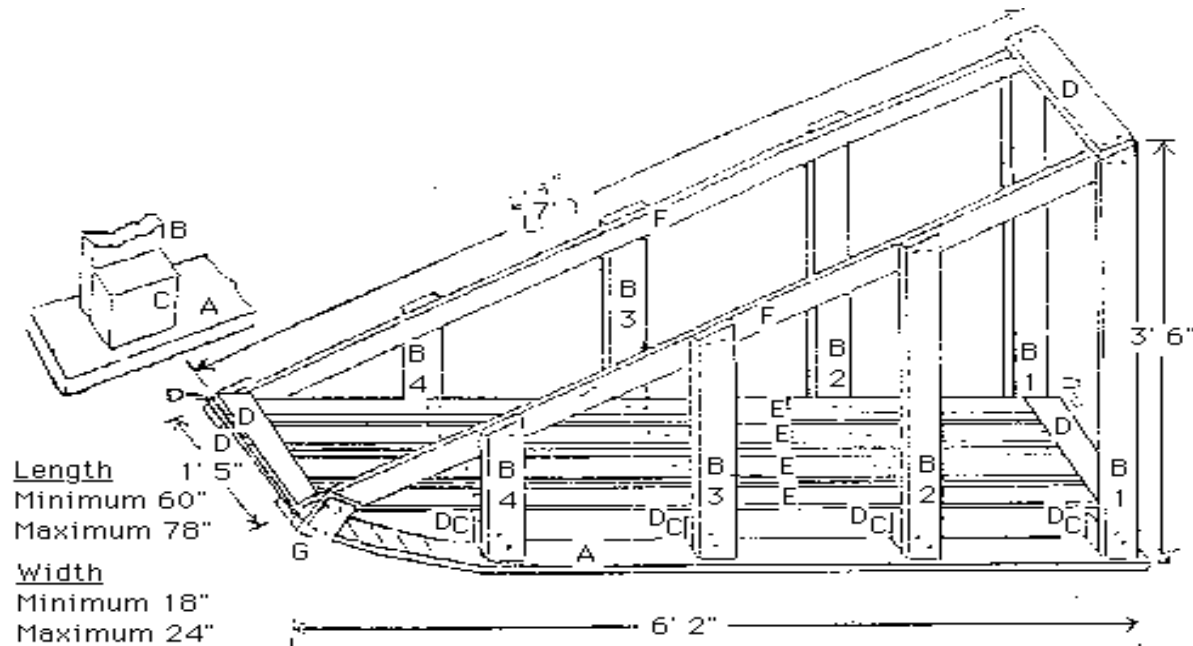
KLONDIKE DERBY

What is a Klondike Derby ?

It is a Boy Scout Winter Skills and Camping event, held every winter in the snow. Usually it involves an overnight campout and multiple Camporee type competitions, where Boy Scout Troops and Boy Scout Patrols compete against each other. Boys are divided into patrols and each patrol uses a Dog Type sled that uses Scout power to pull it instead of dogs. The Scouts pull the sleds that are loaded with their personal and patrol equipment. The Scouts journey through woods and fields, up and down hills and stop at different activity stations (sometimes named after Alaskan towns) where they are tested on different Scout skills. Usually the Scouts have to use a map and compass to navigate themselves and their sleds to their destinations (each activity station). When they arrive at these stations they are timed and tested on their Scouting knowledge, their team work and their problem solving skills.

Materials:

*Sled:



| • items | label | quantity | dimensions |
|--------------------|-------|----------|------------|
| • Runners | A | 2 | 1x4x6'2" |
| • Uprights | B1 | 2 | 1x4x3'6" |
| • | B2 | 2 | 1x4x2'8" |
| • | B3 | 2 | 1x4x1'9" |
| • | B4 | 2 | 1x4x10" |
| • Upright supports | C | 8 | 2x4x4 |
| • Cross supports | D | 6 | 1x4x1'5" |
| • Floor supports | E | 4 | 1x4x6' |
| • Hand rails | F | 2 | 1x2x7' |
| • Front support | G | 2 | 1x4x6' |

***Equipment list:**

- Pouch, carry gold nuggets 2
- Boy Scout Handbook 4
- Patrol first aid kit 2
- Patrol flag, troop # 2
- Patrol yell 2
- Notebook and pen or pencil, patrol roster 2
- Flashlight 1
- Water 2
- Rope 2
- Food for lunch up to 10
- Fire making tools 2 (subtract if not BSA approved)
- Natural tinder (no wax ,metal, accelerants) 1
- Pocket knife 2
- Hatchet 2
- Small bow saw 2
- Trash bag 1
- The number of nuggets earned for this event is the total points divided by 5
(if earn 50 points receive 10 nuggets)

Schedule:

***Friday:**

5:00-9:00 PM: ARRIVAL, CHECK-IN & SET- UP
9:00-10:00 PM: CRACKER BARREL- ADULTS AND SPL'S ONLY
10:00 PM: QUIET TIME
11:00 PM: TAPS

***Saturday:**

6:00 -8:00 AM: REVEILLE, BREAKFAST, CLEAN-UP
8:30 -9:00 AM: OPENING CEREMONY INFORMATION
9:00 AM - 5:00 PM: EVENTS
11:00 AM: EVENT #5 AT STAFF AREA ALL PATROL TO ATTEND
4:00 PM: GREAT SLED RACE
5:00-6:30 PM: SUPPER, CLEAN-UP PREP FOR CAMPFIRE
7:00-9:00 PM: CAMPFIRE
9:00-10:00 PM: TROOP TIME
11:00 PM: TAPS

***Sunday:**

7:00-8:30 AM: REVEILLE , BREAKFAST, CLEAN-UP
9:00-9:30 AM: SCOUTS OWN WORSHIP SERVICE
9:30-10:30 AM: CHECK OUT, STAFF WILL CHECK YOUR CAMP
11:00 AM: ALL TROOPS MUST LEAVE CAMP

Derby Regulations:

- Patrols should be natural patrols (as much as possible) and consist of 5 to 8 Scouts
- Scouts must be properly clothed for cold, stormy weather; they will be inspected. If, in the opinion of the judges, a Scout is not properly clothed with proper footwear, (boots) he will not be permitted to participate.
- Each patrol must present a roster of patrol members (actual participants) signed by the Scoutmaster at check in.
- NO ADULT is to be with a patrol on the course or to coach, help or otherwise assist any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Mayor for DISABLED Scouts Only). All leaders and spectators will remain in the areas designated for them by the mayor of that city.
- Ground Rules:
 - Rules of conduct and behavior at the Klondike Derby are the Scout Oath and Scout Law!!!!
 - One Scout Must have a fire chip and tot-n- chip on their person
 - Gold nuggets will be awarded to each patrol at each event.
 - BEWARE of thieves on the trail. If thieves appear, you will answer a question. If you are wrong, you will give up the amount of nuggets that you draw (cards) from the thieves. You can only be robbed once.
 - Some events are scored with nuggets that will be given out there. Some events are points that will be tallied.
- Suggested Wearing Apparel:
 - Foot Gear: well fitted hiking boots which are waterproof. Socks should be wool or wool-blend, acrylic or polypropylene. NO COTTON. Don't cram in "extra" socks when it results in a tight fit. You crush out air and restrict blood circulation (HEAT) to the feet. IF YOUR FEET GET COLD AND WET YOU WILL BE MISERABLE!!!!
 - Trousers: Wear insulated long underwear. Outer trousers should be waterproof
 - Shirt, Jacket or Coat: Wear insulated long underwear or a shirt plus sweatshirt, your outer jacket should be windproof and waterproof.
 - Headgear: hat or cap with earflaps plus a wool scarf or a hood on outer jacket. 80% of body heat comes out from your head.
 - Hands: at times the Scouts will be building fires, therefore, gloves or mittens should be fire-resistant. Wool gloves or mittens with leather palms are best. Plastic or nylon can be good but extra care must be taken for fire safety.
 - REMEMBER IF YOU DRESS TOO WARM YOU CAN ALWAYS COOL OFF BY REMOVING ONE OR MORE OUTER LAYERS OF A MULTI-LAYERED OUTFIT. IF YOU DRESS TOO LIGHT AND GET COLD YOU WILL SUFFER!!!!

- **PROHIBITED:**
 - Sheath knives, machetes, or similar tools ARE NOT to be carried around Camp or on the course. If found NUGGETS WILL BE DEDUCTED AND ITEM TAKEN
- **Note To Leaders** FOLLOW THE GUIDE TO SAFE SCOUTING WITH 2 DEEP LEADERSHIP IN CAMP. Since this is an all day event. PLEASE be very attentive to the clothing your Scouts will be wearing. 5 ³/₄ hours on the course may be very demanding, especially in footwear gloves and hats.
- **Procedure for Derby Competition:** At registration each patrol will be given a map that they will use to find each city. The map will be marked at which city you are to begin the Derby. Each patrol will rotate to the next city in numerical order ONLY during the time indicated for Move. The major exception will be at 11:45 for city #5. All patrols will meet for lunch event. At 1:00 all patrols will resume their numerical order, skipping city #5.
- At 9:30 a horn will sound to indicate the start of the first event. It will sound again at the beginning of each succeeding event. Move only at the period of time indicated on the schedule.

Cities: (Events)

1) Cleveland City

- a. **Sled Inspection:** sled is inspected for all required equipment and for proper packing; nothing should fall out when the sled is turned over. Every Scout must be wearing appropriate clothing and footwear. This is the first event, conducted by the North West Mounted Police of the Scoutland Tundra.
- b. **Scoring:**..... given 50 points
- c. **Fallen off sled** Subtract 3 points
- d. **Doesn't have proper paper work**..... Skip that event
- e. **Points will be divided by 5 so total nuggets given at this event will not equal more than 10 nuggets**

2) Kodiak

- a. **Pop. 824**
- b. **Equipment needed:**
 - i. **All equipment will be provided by Klondike Staff**
- c. **Event:**
 - i. **The camp cook has decided that he needs a new helper. His last assistant couldn't flip the flapjacks correctly or fast enough. In order to qualify as Cookie's assistant each patrol member will in turn take one of the frying pans provided along with a flapjack (a 1/2" thick board cut into a six inch circle). When the mayor is ready the first member will race down a fifty foot course with the flapjack in the frying pan until they reach a 5 foot high rope strung across the end of the course. The patrol member is required to flip the flapjack over the rope and catch it in the frying pan. If the patrol member misses the rope or drops the flapjack they will continue to flip until they have successfully flipped it over the rope and caught. Then the patrol member turns around and race back to the next patrol member and gives them the frying pan with flapjack. When all patrol members have completed the course. The patrol with less then 8 members will need to repeat the course until 8 have completed**
 - ii. **This is a timed event. Patrols will only receive their times at the start of the great sled race. Tally all of the times and award points based on the following:**
 - 1. **Participation and deportment**..... 2 points
 - 2. **Shortest time (1st place)**..... 12 points

- 3. 2nd and 3rd place..... 10 points
- 4. 4th and 5th place..... 8 points
- 5. 6th and 7th place..... 6 points
- 6. 8th and 9th place..... 4 points
- 7. 10th or higher place..... 2 points

3) Sitka

- a. Pop. 425
- b. Equipment needed:
 - i. Eight (8) six foot ropes
- c. Event:
 - i. A container of nitroglycerine used to blast the gold mines needs to be transported and your patrol has elected to do your good turn and help. Nitroglycerine is very explosive, so your patrol must be very careful not to spill any while transporting it. Here is what you must do:
 - ii. Eight (8) Scouts must tie either a taut-line hitch or two half-hitches to attach each rope to eight (8) holes on the transport device. If your patrol has less than eight (8)members, you will rotate until the required number has been ties. At least one (1) of each of the required knots must be tied.
 - iii. The patrol must lift the filled transport device off the ground and maneuver it over 3 obstacles, each increasing in height, then carefully lower the transport devise onto the finish area without spilling any liquid along the way.
 - iv. All patrol members must use their rope to help maneuver the transport device with one exception. The patrol has the option of electing one member to act as the leader and not hold a rope.
 - v. Each patrol member must stay at least six (6) feet away from the transport device while it is off the ground.
 - vi. Any rope not being used should be untied before the transport device is moved.
- d. Scoring
 - i. Half (1/2) a point for each of the eight (8) knots
 - 1. 4 points
 - ii. Two (2) points for each of the three (3) obstacles cleared
 - 1. 6 points
 - iii. Perfect transport-no liquid spilled
 - 1. 8 points
 - iv. Deduct one point for each 8th of the liquid that was spilled

- v. Attendance and deportment
 - 1. 2 points
- vi. TOTAL POSSIBLE: 20 points

4) Barrow

- a. Pop. 298
- b. Equipment needed:
 - i. All equipment will be provided
- c. Event:
 - i. Patrol uses a tarp co-operatively to toss a nugget over a horizontal rope 3 meters above the ground and land in buckets held by rest of patrol. The nugget should be a tennis ball.
Event ends upon balls are gone
- d. Scoring:

| | | |
|------|-----------------------------|-----------|
| i. | Each nugget in bucket | 3 nuggets |
| ii. | Teamwork (per Scout) | 2 nuggets |
| iii. | Scouting spirit (per Scout) | 2 nuggets |

5) Dead Horse

- a. Pop. 18
- b. Equipment needed:
 - i. Matches, water, cooking utensils, mess kits and/or other eating equipment. Raw meat, fish, or poultry. Two raw fresh vegetables. Drink fixings. Materials for fire building.
 - ii. Prepare enough food for a good meal for your entire patrol.
This food is to be your lunch not only a event.
- c. Event:
 - i. You are to build one of the cooking fires from the Scout handbook or Field book using only two matches. NO artificial fire starters may be used. (to include wax, tallow, oil, grease, fat, butane, propane, steel wood, or chemically treated tinder or any quick start methods.) The judges will have a supply of barn matches for emergency use. Any use of BSA prohibited materials gasoline, naphtha, kerosene, etc. will reduce your points to zero. This is a NO TRACE event and the fire MAY NOT touch the ground.
 - ii. When your fire is ready you are to prepare a lunch consisting of a drink and at least one raw meat , fish, or poultry and 2 fresh vegetables. In preparation for a trail meal you may plan ahead in partially preparing the required meal. You may clean,

cut up and package your meat, fish, or poultry and vegetables and **PARTIALLY** cook them ahead of time. But they must not be fully cooked or prepared. Canned freeze-dried, dehydrated, or commercially frozen ingredients may **NOT** be used.

- iii. After you have finished eating, extinguish your fire, put the remaining ashes, unburned wood etc. and garbage in your trash bag, and rough clean your utensils, etc, using water. You may finish cleaning your materials later at your campsite. Make sure your cooking area is absolutely clean before you depart. The judges will be very strict on this. No debris or garbage may be buried.
- iv. **NOTE: Time will be strictly limited to vacating the area at 1:00**
- v. **Note: no wood may be used from Scoutland. You must bring your own.**

d. Scoring:

- i. Properly built Scout fire..... 4 points
- ii. Lit with one match..... 3 points
- iii. Lit with two matches..... 2 points
Lose ½ points for each additional match. Lose 10 points if you use any kind of prohibited fire starter.
- iv. One meat and 2 fresh vegetables 3 points
- v. Hot beverage..... 2 points
- vi. Cold beverage..... 1 point
- vii. Meal fully cooked and hot when served..... 3 points
- viii. Put out fire properly and remove debris 3 points
- ix. Disposal of garbage and trash 2 points
- x. Rough cleanup of utensils 1 point
- xi. Deportment 2 points
- xii. Total possible points will be 26 points

6) Naknek

- a. Pop. 24
- b. Equipment needed:
 - i. All equipment will be provided
- c. Event:
 - i. Upon arrival at Naknek city one Scout will pull a 3x5 card from the box.
 - ii. That Scout will read the card to himself and be the victim. He will then act out the card with out talking. The rest of the patrol

will have to react, treat and transport to the next city. This will be timed.

d. Scoring:

- i. Fastest time8 points**
- ii. Correct call of cases.....10 points**
- iii. Correct treatment of cases.....10 points**
- iv. Correct transport method..... 10 points**

7) Skagway

a. Pop. 78

b. Equipment needed:

- i. All equipment will be provided**

c. Event:

- i. The town is swarmed with snakes coming down from the hills. The reason is unknown.**
- ii. You have been called to clean this mess.**
- iii. All members of the patrol must stand on small blocks of wood. Build a bridge with the materials provided and make it across without touching the ground. While one member catches snakes with snake grab. This will be a timed and counted event.**

d. Scoring:

- i. Snakes..... 5 per snake**
- ii. Time of event.....fastest 3 place**
- iii. Add time for fall into snakes.....8 minutes per scout**
- iv. Extra for first aid of snake bite.....sub 5 minutes**

8) Juneau

a. Pop. Unknown

b. Equipment needed:

- i. All equipment will be provided**

c. Event:

- i. With all the trees it is tough to count all the mountain people here in Juneau. So in time allowed you must identify as many trees as possible. Pictures will be provided of trees.**

9) Eagle

a. Pop. 129

b. Equipment needed:

- i. All equipment will be provided**

- c. Event:
 - i. Patrol identifies a dozen or so map symbols. Maps will be provided

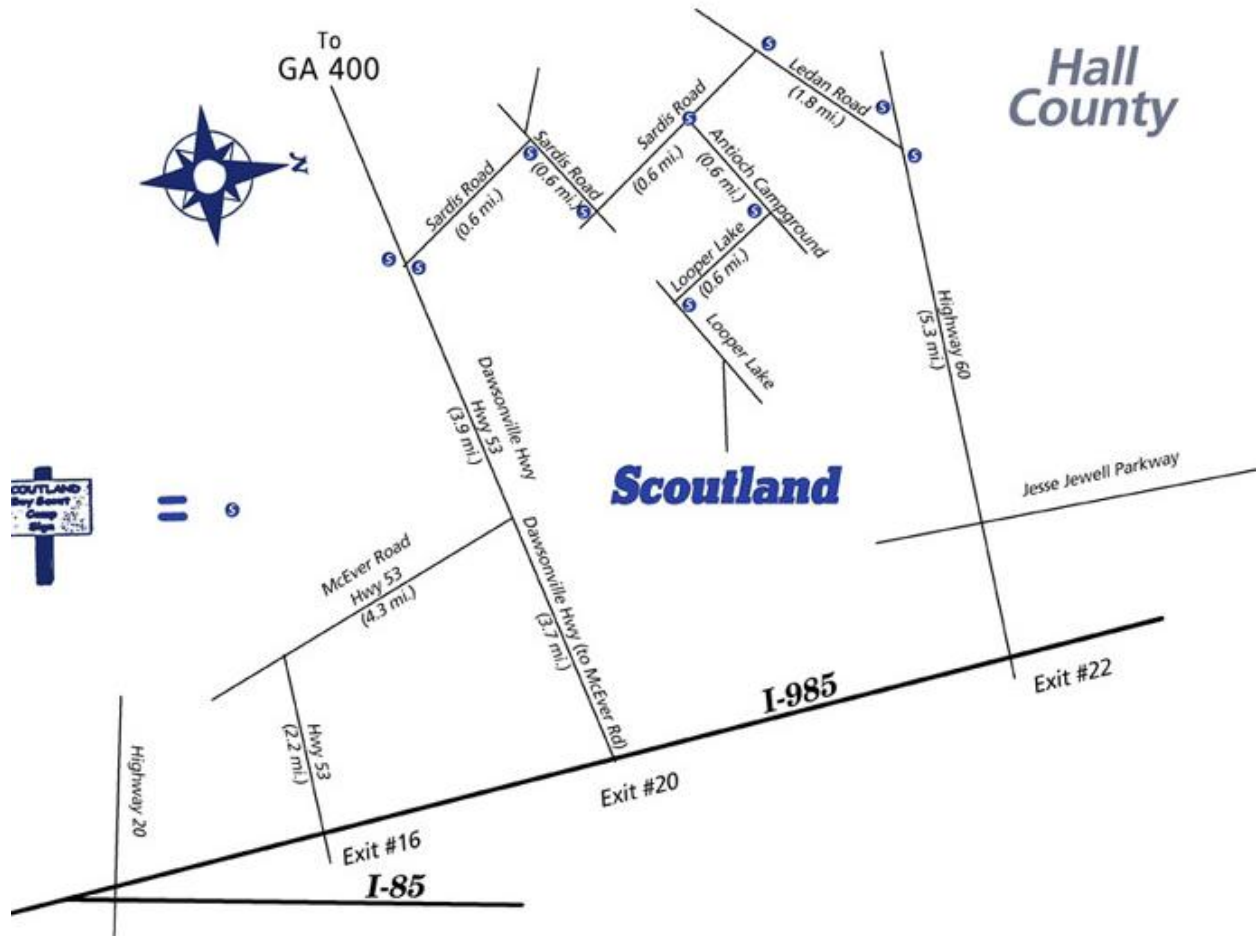
10) Tahuaya

- a. Pop. 157
- b. Equipment needed:
 - i. Materials will be provided
- c. Event:
 - i. This town is starving no one reminds how to fish. Your job is to make a pole and catch as many snappers as possible with time allowed.
- d. Scoring:
 - i. Points 5 nuggets per snapper

GREAT SLED RACE:

- Patrols will line up at starting line. When signal is given they will proceed around the course. Times will be recorded and tallied. REMINDER you are Scouts
- OBEY your Oath and Law.
- Race begins at 4:00 PM

Map To Scoutland



From Athens:

- Take Hwy 129 North to Gainesville
- In Gainesville, take Thompson Bridge Road (Hwy 60)
- Turn Left on Ledan Rd
- Turn Left on Sardis Rd
- Turn Left on Antioch Campground Rd
- Turn Right on Looper Lake
- Turn Left on Looper Lake

3672 Looper Lake Rd
Gainesville, GA 30506

Cherokee District Klondike Derby 2012 Registration

To register online visit: <http://cherokee.kintera.org/klondike>

January 20-22, 2012 @ Scoutland

Circle One: Troop Crew Unit #: _____

Name of Scoutmaster/Crew Advisor: _____

Phone #: _____

Adults available to staff an activity station _____ (we need volunteers please)

Early Fee: \$15 (Received by Jan 6th)

_____ Participants at \$10 each

Total Amount: _____

On Site Fee: \$25 (Jan. 20th)*

_____ Participants at \$25 each

Total Amount: _____

Regular Fee: \$20 (Received by Jan. 16th)

_____ Participants at \$15 each

Total Amount: _____

Each additional camporee patch: \$4.00

_____ Patches at \$4.00

Total Amount: _____

Your registration fee includes one patch per participant.

*Participants registering On Site cannot be guaranteed a patch.

Patches will be received at Checkout by your acting Scoutmaster. Be Sure to stop by Camporee Headquarters before leaving in order to Check-out and receive your patches.

Please make checks payable to: Northeast Georgia Council, BSA

Or Circle: Visa Mastercard Discover

Card No. _____

Exp. Date _____

Cardholder's Signature _____

Name _____

Address _____

City, State, Zip _____

Phone # _____

Questions? Please contact:

Hugh Rickenbaker @ 706-693-2446 ext 132 or Mike Dorothy @ 706-255-0543

Mail Form To:

Attention: Cherokee District Camporee- Klondike Derby 2012

Northeast Georgia Council, BSA

PO Box 399

Jefferson, GA 30549

Cherokee Klondike Derby 16801-360-20