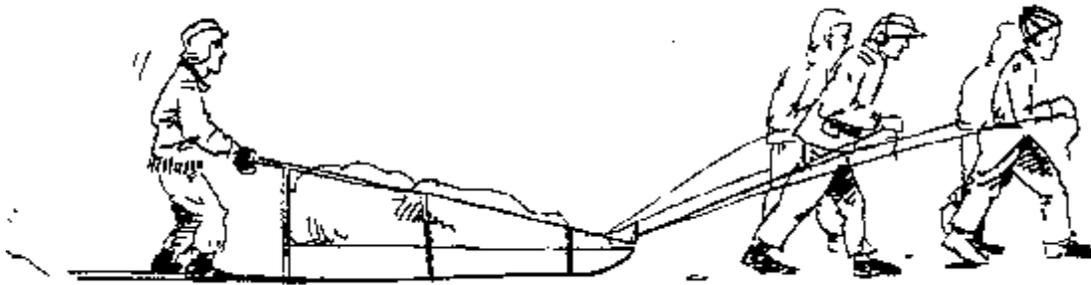


**10th ANNUAL CHATTAHOOCHEE &
CHEROKEE DISTRICTS**

KLONDIKE DERBY



JANUARY 26-28, 2019

SCOTLAND (Gainesville, GA)

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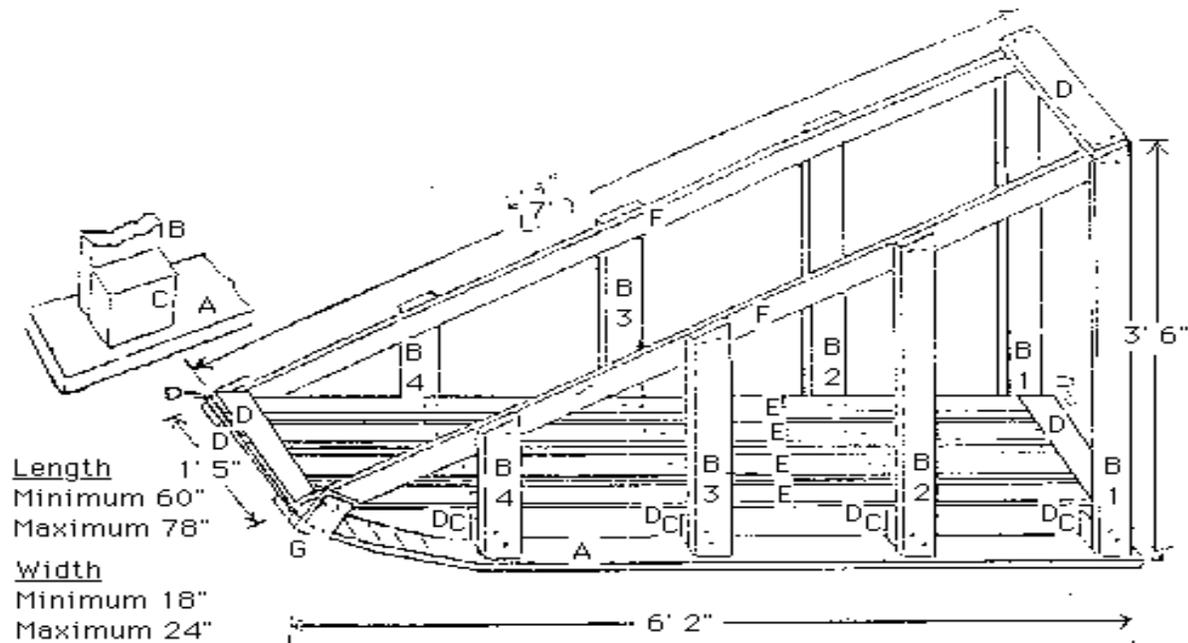
KLONDIKE DERBY

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 teamwork 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: (per sled)**

Pouch to carry gold nuggets

Boy Scout Handbook

Patrol first aid kit

Notebook and pen or pencil

Patrol roster

Flashlight

Water – quart per scout

Rope - (for events, see event descriptions for amounts)

Food for lunch (meat, 2 vegetables, & hot drink)

Fire making tools (hot spark, steel wool & battery, etc.)

Natural tinder (no wax, metal, accelerants)

Pocketknife

Hatchet

Small bow saw

2 Trash bags (one for Kodiak event, one for Dead Horse event)

Compass

Tarp

Blanket

Water Proof Matches

Fireman Chit

Totin' Chip

1 6 foot long stave per scout

1 10 foot long piece of rope per scout

8 staves per sled

*5 8 foot long staves

*3 4 foot long staves

Schedule:

***Friday:**

5:00 - 9:00 PM	Arrival, Check In (@ Admin Bldg), Set Up Camp
9:30 - 10:00 PM	SPL & SM Meeting (@ Admin Building)
10:00 PM	Quiet Time
11:00 PM	Taps

***Saturday:**

7:00 AM	Reveille,
7:00 AM – 8:30 AM	Breakfast & Cleanup in campsites
8:45 AM	Opening Ceremony
9:00 AM – 11:30 AM	Events
11:30 AM	Deadhorse Lunch Event
1:15 - 4:00 PM	Events Continue
4:30 PM	Great Sled Race
5:00 - 7:00 PM	Dinner in campsites
7:30 PM	Campfire
11:00 PM	Taps

***Sunday:**

7:00 AM	Reveille, Breakfast, Cleanup
11:00 AM	Check Out

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. Leaders and spectators will be allowed to follow their Troop or Team but must remain in the area dictated 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 an amount of nuggets as directed by the thieves.
 - Some events are scored with nuggets that will be given out there. Some events are points that will be tallied and others will be timed.
- Suggested Wearing Apparel:
 - Clothing appropriate for the weather. It is generally cold and often times raining if not snowing. Boots or shoes that lace and are above the ankle are recommended for the terrain.
 - 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 ¾ 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 and directions to their first city. All teams will start from the dining hall and proceed to their first city when the event begins. Upon completion of each city, teams will be given directions to their next city and must navigate themselves accordingly. The

major exception will be at 11:00 for Deadhorse. All patrols will meet for lunch event. At 1:00 all patrols will resume their numerical order, proceeding to the next coordinates provided at the last city. If the previous city was not completed, return to that city and complete that event.

- At 9:00 a horn will sound to indicate the start of the first event. It will sound again at 11:30 for all teams to be at Deadhorse. The Horn will sound again at 1:00 to begin the remaining events.

Cities: (Events)

1) North Pole

- a. Population: Unknown
- b. **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 Pole Mounted Police of the Scoutland Tundra.
- c. Scoring
 - i. Start with 5 nuggets
 - ii. Fallen off sled Subtract 3 nuggets
 - iii. Deduct 1 nugget for each required item missing from sled

2) Anchorage

- a. Population: 2,401
- b. Equipment needed
 - i. Semaphore legend/key (copy is included at end of booklet)
 - ii. All other equipment will be provided
- c. Event:
 - i. Sled will be given semaphore flags and semaphore character legend
 - ii. Scouts will be split into two groups. One group will send the message and one group will receive the message.
 - iii. Mayor will give sender the message. On Mayor's signal, sending team will begin to send message via semaphore flags to receiving team. Receiving team will write down message and hand to Mayor once they believe they have received the entire message.
- d. Scoring:
 - i. Scouts will be scored based on accuracy of message and speed of transmission.
 - ii. Correct message with no errors = 5 nuggets
 1. 1 error = 4 nuggets
 2. 2 errors = 3 nuggets
 3. 3 errors = 2 nuggets
 4. 4 errors = 1 nugget
 5. 5 or more errors = 0 nuggets
 - iii. Speed of transmission
 1. 5 minutes or less = 5 nuggets
 2. 5:01 to ten minutes = 3 nuggets
 3. 10:01 to 15 minutes = 1 nugget
 4. More than 15 minutes = 0 nuggets

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 tied. 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 device 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) Juneau

- a. Pop. = 1,089
- b. Equipment needed:
 - i. Rope for lashings
 - ii. Staves = 2- 8 foot long staves & 5- 4 foot long staves
- c. Event:
 - i. Scouts will need to use rope and staves to construct a bridge to cross an area identified by the Mayor. Mayor will instruct sled team to cross bridge with or without the sled
- d. Scoring:
 - i. Speed of construction & transit
 1. 5 minutes or less = 5 nuggets
 2. 5:01 to ten minutes = 3 nuggets
 3. 10:01 to 15 minutes = 1 nugget
 4. More than 15 minutes = 0 nuggets
 - ii. Quality of construction as determined by Mayor
 1. Excellent = 5 nuggets
 2. Good = 4 nuggets
 3. Average = 3 nuggets
 4. Poor = 2 nuggets
 5. Ineffective = 1 nugget

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 an 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. All fires will be built in pre-existing fire rings.

- 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

d. Scoring:

- i. Properly built Scout fire..... 4 points
- ii. Number of matches used
 - 1. Lit with one match..... 5 points
 - 2. Lit with two matches..... 3 points
 - Lose ½ points for each additional match. Lose 10 points if you use any kind of prohibited fire starter.
 - 3. If you use flint and steel or other natural permitted fire starter, you will receive the 5 points for the matches criteria plus an additional 5 points (total 10 points)
- iii. One meat and 2 fresh vegetables 3 points
- iv. Hot beverage..... 2 points
- v. Cold beverage..... 1 point
- vi. Meal fully cooked and hot when served..... 3 points
- vii. Served to judge on plate/bowl/etc..... 2 points
- viii. Put out fire properly and remove debris 3 points
- ix. Disposal of garage and trash 2 points
- x. Rough cleanup of utensils 1 point
- xi. Department 2 points
- xii. Total possible points will be 33 points (28 without 5 pt bonus for natural permitted fire starter other than matches)

6) Seward

- a. Pop. 24
- b. Equipment needed:
 - i. All equipment will be provided
- c. Event:
 - i. Upon arrival at Seward 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) Kodiak

- a. Pop. 78
- b. Equipment needed:
 - i. Rope
 - ii. Bag (Trash Bag or other bag)
- c. Event:
 - i. The sled team may be stranded for a while. While stranded, sled team has determined there is likely significant wildlife in the area that could be dangerous to the sled team. In order to keep themselves and their supplies safe, the sled team will need to construct a bear bag
 - ii. Scouts will need to place any remaining food and water inside the bag. Scouts will need to hang this bag with contents inside 10 feet above the ground, 5 feet away from the tree and any branches
- d. Scoring:
 - i. Nuggets will be given by Mayor for quality of completion
 - 1. All items in bag (nothing that would attract animals left on sled or on person of sled team members) and all measurements followed correctly = 5 nuggets
 - 2. Missing items in bag = deduct 2 nuggets per item
 - 3. Measurements not followed for hung bag = deduct 2 nuggets

8) Fairbanks

- a. Pop. 754
- b. Equipment needed:
 - i. All equipment will be provided
- c. Event:
 - i. The sled has come across an area of Fairbanks that the Mayor has deemed “unsafe for sled travel”. However in this area is a collection of nuggets the sled team wishes to retrieve. The Mayor has a set of cross country skis that will allow you to travel safely in this area.
 - ii. Scouts will need to board the cross country skis, retrieve the collection of nuggets, and return to the sled.
- d. Scoring
 - i. Collection of Nuggets = 5 nuggets
 - ii. Speed of Collection:
 - 1. Less than 5 minutes = 5 nuggets
 - 2. 6:01 – 7 minutes = 4 nuggets
 - 3. 7:01 – 9 minutes = 3 nuggets
 - 4. 9:01 – 11 minutes = 2 nuggets
 - 5. 11:01 – 13 minutes = 1 nugget
 - 6. 13:01 or more = 0 nuggets

9) Akutan

- a. Pop. 129
- b. Equipment needed:
 - i. All equipment will be provided
- c. Event:
 - i. Sled team has encountered an area where the sled path has been obstructed. All scouts will need to work together to transport all members of the team through the “web” without touching the sides due to the “dangerous” material the web is made of.
- d. Scoring:
 - i. For each scout that successfully makes it across the web without touching the web, the sled team will be given 1 nugget
 - ii. For each scout that does not make it across successfully or touches the web while attempting, 1 nugget will be taken from the sled team

10) Badger

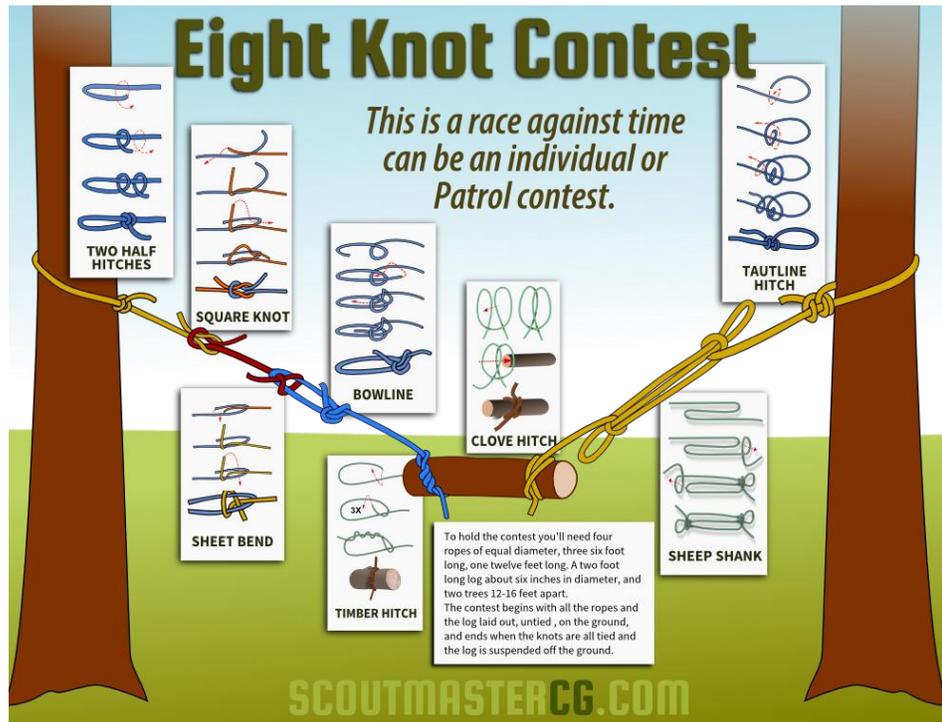
- a. Pop. 561

b. Equipment Needed:

- i. All equipment (rope and log) will be provided

c. Event:

- i. Sled team has encountered a narrow passageway that is blocked by a large fallen tree. The sled team can lift the fallen tree above the ground using 8 different knots. Scouts will tie a timber hitch on one end of the log and a clove hitch on the other end of the log. Scouts will then tie knots in the manner shown in the diagram below, finishing by tying off to 2 nearby trees. This will allow the sled to travel under the suspended log and continue on the journey.



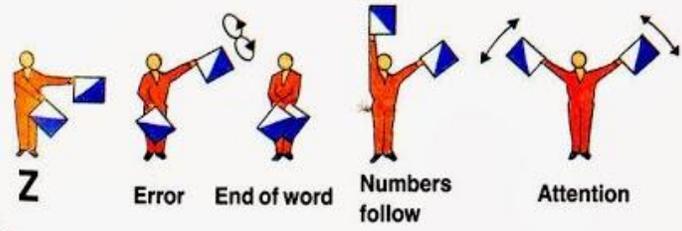
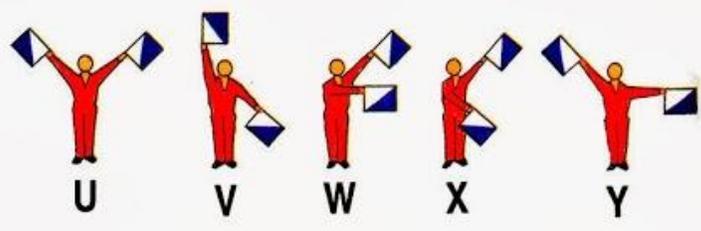
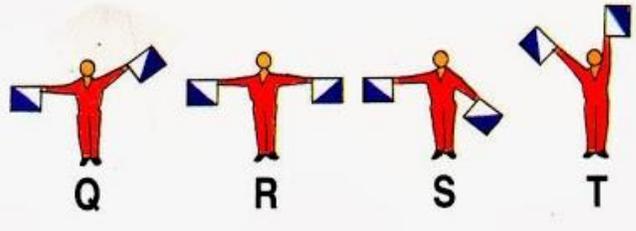
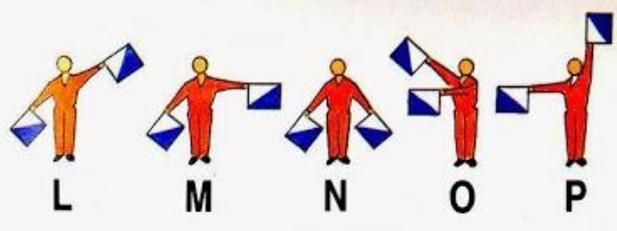
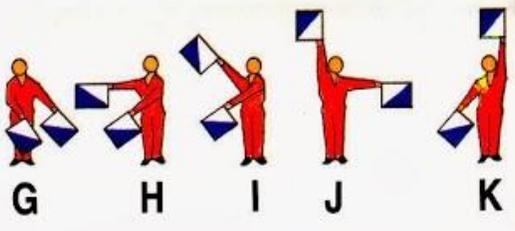
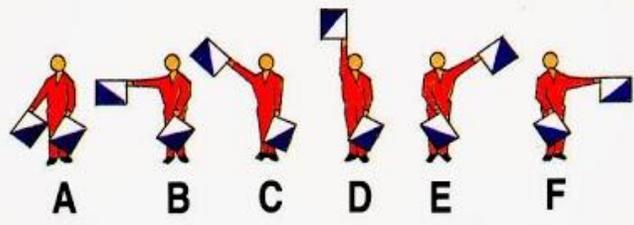
d. Scoring:

- i. This will be a timed event. The mayor will signal the patrol to start and will start his stopwatch. The mayor will stop his stopwatch when all 8 knots are tied and the log is suspended in the air. Once time is stopped, the mayor will inspect all 8 knots. The mayor will impose a 20 second penalty for each knot that is incorrectly tied.
- ii. Nuggets will be awarded based on speed of completion:
 - 1. Less than 4 minutes = 5 nuggets
 - 2. 4:01 – 5 minutes = 4 nuggets

3. 5:01 – 7 minutes = 3 nuggets
4. 7:01 – 8 minutes = 2 nuggets
5. 8:01 – 10 minutes = 1 nugget
6. 10:01 or more = 0 nuggets

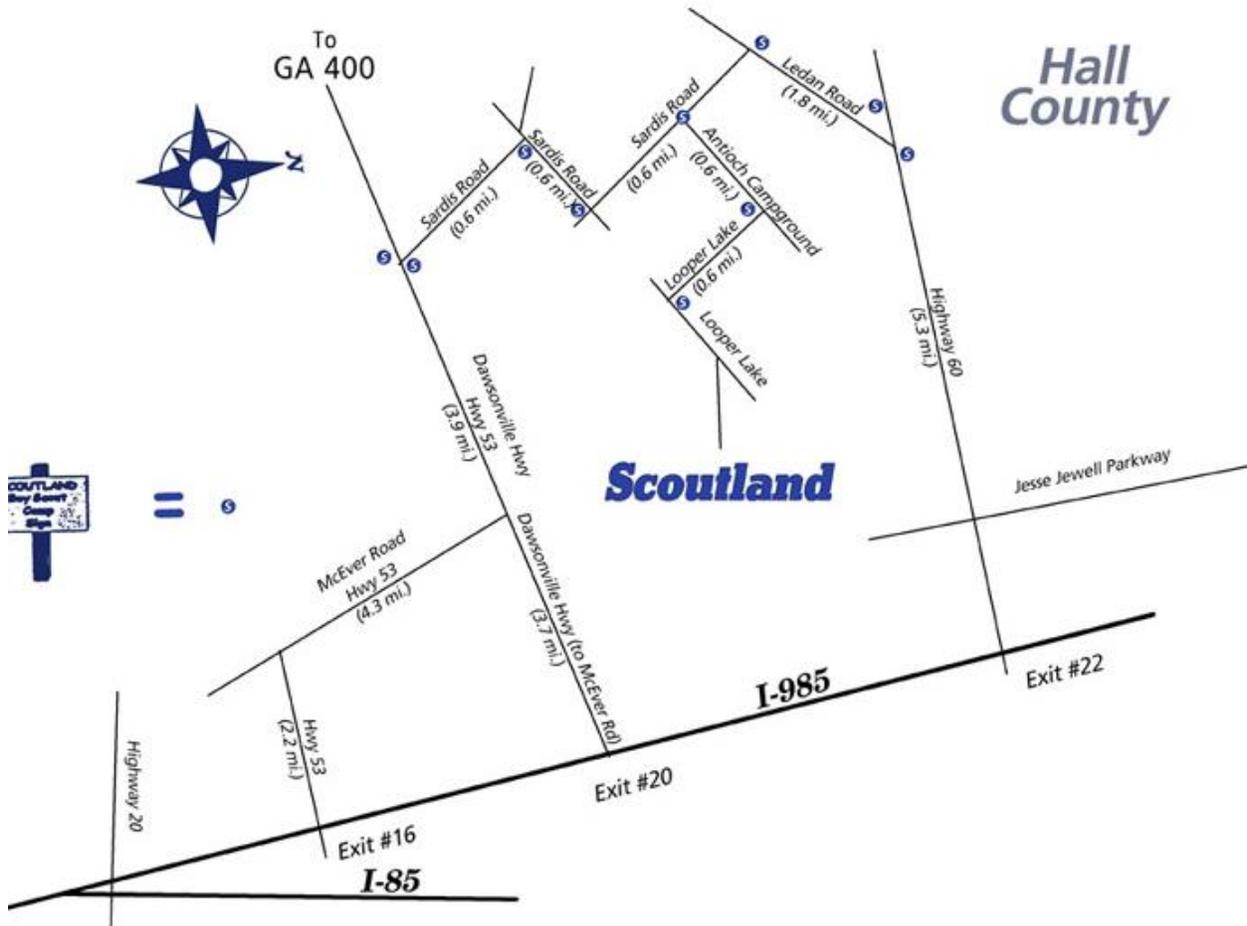
GREAT SLED RACE:

- 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 4:30 PM



Answering sign

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

3685 Looper Lake Rd
Gainesville, GA 30506

CAMPOREE ROSTER SHEET

(Please have this filled out and ready to turn in upon arrival!!!)

(Make Multiple Copies if Needed)

Troop or Crew: _____

Date: _____

PATROL NAME: _____

PATROL NAME: _____

1.) P.L.: _____

1.) P.L.: _____

2.) A.P.L.: _____

2.) A.P.L.: _____

3.) _____

3.) _____

4.) _____

4.) _____

5.) _____

5.) _____

6.) _____

6.) _____

7.) _____

7.) _____

And the following Scouters:

Asst. SM: _____

Asst. SM: _____

Jr. Asst. SM: _____

SPL: _____

ASPL: _____

Registration is now online!

Chattahoochee Units Please visit:

Cherokee Units Please visit:

Online registration closes at 5 pm on Thursday, January 24th

Chattahoochee/Cherokee District Klondike Derby 2019 Registration

January 26-28, 2019 @ Scoutland

Circle One: Chattahoochee Cherokee

Circle One: Troop Crew Unit #: _____

Name of Scoutmaster/Crew Advisor: _____

Phone #: _____

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

Early Fee: \$10 (Received by Jan 15th) On Site Fee: \$20 (Jan. 26th)*
_____ Participants at \$10 each _____ Participants at \$20 each
Total Amount: _____ Total Amount: _____

Each additional camporee patch: \$4.00

_____ Patches at \$4.00
Total Amount: _____

Your registration fee includes one patch per participant.

*Participants registering after January 15th 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:

Leo Manzo @ 770-540-8061, Greg Schultz @ 706-224-3087, or Mike Dorothy @ 706-255-0543

Mail Form To:

Attention: Chattahoochee/Cherokee District Camporee- Klondike Derby 2018

Northeast Georgia Council, BSA

PO Box 399 Jefferson, GA 30549

CHATTDA / 1-6801-260-20

CHERDA / 1-6801-360-20