

MEDICINE MOUNTAIN SCOUT RANCH

KLONDIKE DERBY

JANUARY 31, 2015



**7 ALASKAN CITIES FOR
PATROLS TO VISIT**

AWARDS FOR THE
TOP TEN
PATROLS

**WILL YOUR PATROL
CLAIM THE KLONDIKE?**

TEST YOUR
SCOUT SKILLS

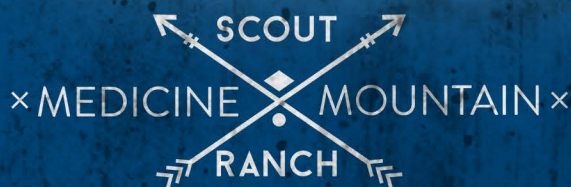
REGISTER YOUR PATROL

FEE >>> \$20 PER PERSON
>>> \$25 AFTER JAN 26

REGISTRATION FORM LOCATED AT
BLACKHILLSBSA.ORG/KLONDIKE

QUESTIONS?
605.342.2824
OR EMAIL

RESERVATIONS@BLACKHILLSBSA.ORG



2015

KLONDIKE DERBY

EVENT GUIDE

This Guide Includes:

- General Information (Costs, Dates, Locations)
- Klondike Rules (Throughout the Guide)
- **Special Information on Klondike Weekend Camping for Units**
- Packing List
- Refund Policy Information
- **Event Registration Form Located Online at www.blackhillsbsa.org/klondike**
 - Unit will turn in two copies
 - One to the Council Service Center by January 26, 2015 with Payment
 - One to Klondike Headquarters upon Check-In at Medicine Mountain

QUESTIONS?

reservations@blackhillsbsa.org or 605-342-2824

December 2014

Dear Unit Leaders,

Excitement is mounting in anticipation of the Black Hills Area Council Klondike Derby to be held January 31, 2015 at Medicine Mountain Scout Ranch & Adventure Base near Custer, SD. The Klondike Derby Staff has ordered custom designed patches, ribbons and trophies. Mayors are being recruited who have selected events that will test the best of your Unit's Scouting skills.

Participation in the annual Black Hills Area Council Klondike Derby will get your Unit off to a running start for the New Year. Mark your Scouting Calendar now, announce the event at your next Troop meeting and watch the enthusiasm grow as your Scouts prepare for this great winter event! If your unit is in need of a sled to participate, please contact the Council Service Center at 605-342-2824.

Included in this guide is the information you will need to prepare your Unit. The fee is \$20.00 per youth. A late fee of \$5.00 will be added if paid after January 26, 2015. There will be no charge for adult leaders. There is no discount for Saturday only attendees as most costs for the weekend will be incurred on Saturday. Unit rosters will be collected on Derby Day at Medicine Mountain. Bring along a personal health and medical summary for each individual. While the Patrols are participating in the Klondike Derby, leaders will be able to enjoy reminiscing with other Scouters at camp and partaking of food and refreshments.

Please fill out the registration form located online at www.blackhillsbsa.org/klondike and get set for a great time. If the Derby is postponed due to weather and your unit is unable to attend the alternate date, your pre-registration fees will be refunded.

Yours in Scouting,

Klondike Derby Staff

WHEELS RULE: Wheels on Sleds must be easily detachable. If the depth of snow is greater than two inches, wheels must be removed to compete in the race. Snow measurement is taken by the Event Chairman and the decision is final.

What is the Klondike?

In search of gold, the men of Alaska raced across the frozen tundra on sleds pulled by dog teams. Scouts will participate as a patrol, with up to eight Scouts, running an expedition to simulated towns and solving practical problems using basic Scouting skills. (Patrols of less than six boys might find great difficulty in certain events.)

When and Where?

The 2015 Klondike Derby will be held on Saturday, January 31, 2015, at Medicine Mountain Scout Ranch & Adventure Base near Custer, SD. The first group of sleds will leave the starting gate at 9:00 am and the race will be over at 4:00 pm followed by a closing ceremony. Registration opens starting at 8:00 am at the Ranch House. Units may leave their sleds in front the pole barn on Friday evening.

Postponement Information

Because of the necessity for proper weather for this event, there remains the possibility that it could be postponed. The reasons for postponement would be severe, sub zero, arctic weather. However, our "Nanook of the North" has assured us that the weather will be most cooperative.

To verify postponement, visit www.blackhillsbsa.org. The decision will be made no later than noon on Friday, January 30, 2015. In all cases of postponement, we will move the Derby to the following weekend at Medicine Mountain Scout Ranch & Adventure Base. Please do not call the Camp Ranger.

Parking

Vehicles will be allowed to park in the Main Parking lot. Once cars are parked they will remain parked until departure for safety reasons. Units that arrive Friday evening will be allowed to park their unit trailer at their campsite. The towing vehicle may remain in the campsite as long as it is well clear of any roads or trails. Vehicles fully or partially blocking trails or roads will be towed before the start of the Klondike and will be charged a \$100.00 fee per vehicle.

Klondike Derby Events

In preparation for the event, inform all participating patrols that all events require basic Scouting skills found in the Boy Scout Handbook. The Scout Oath and Law will be the policy at all cities and on the trails. Make sure they bring with you and have on their sled, the items listed on page 6. Also, remind them to bring page 9 of this manual with them to the derby.

Special Note:

- Only those Patrols submitting a completed scorecard will be considered as finishing the Derby.
- Patrols entering an Off Limits area will be disqualified from the Derby.

Fee and Check-In Procedure

The fee is \$25.00 per Scout or \$20.00 if paid by the preregistration savings date of January 26, 2015. Registered troops will receive 2 free complimentary patches for leaders. Additional patches may be purchased in the Trading Post if stock allows. Please make checks payable to the Black Hills Area Council, Boy Scouts of America. If the Klondike Derby is postponed and your unit is unable to attend the alternate date, your pre-registration fees will be refunded to you.

Check-in upon arrival: at the Ranch House 2 PM – 7 PM Friday and ending at 9 AM Saturday. Only one person from each unit – bring:

1. **Completed registration roster.**
2. **Up to Date Medical forms** – No doctor's signature/examination required (Part C)
3. **Payment receipt.** Pay for last minute participants at this time, check or cash preferred.

On Saturday morning, proceed to the Ranch House as directed with patrol sleds. Only special vehicles with passes will be allowed outside the parking area (this is for safety reasons.) Patrols should stay together while the Patrol Leader(s) and Unit Leader go to the Ranch House for check-in.

Please remember to submit one copy of your registration form to the Council Service Center by January 26, 2015 with payment and to bring another copy of the form to Klondike Headquarters.

Preparing to Start

The Patrols will receive their scorecards and maps at the Starting Line ("Fee's Landing"). As the Patrols approach the starting line, they will be grouped with other sleds leaving at the same time. The groups will leave in five (5) minute intervals.

All sleds go immediately to "Bear Crossing" (Customs), which will be shown, on the map. Their time will be recorded on the scorecards. After going to "Bear Crossing", they will go to their first city, and then back to "Bear Crossing" and then to the next city in the order listed on their scorecard. Sleds not following the order of cities on their scorecard will be penalized.

Upon arrival at each city, it is important that they check in with the judge at the entrance gate. He will mark the arrival time when the entire patrol and their sled are present. The sleds will then be parked in the parking area and the Patrol will get the necessary equipment for the event and go to the event area. After completing the event, they will check out with the same judge who will mark their score and the time on the scorecard. The Patrol then returns to Customs then on to the next city on their scorecard.

After going to all the cities, the sled should return to "Bear Crossing" (Customs) to be checked out and then immediately go to "Fee's Landing" (Start/Finish Line). Here, the scorecard will be taken and computed and trash bags will be recorded.

How Will the Scoring Be Done?

Your final score will depend on how well your team works the problems and how soon you finish the race. At each city the patrol will be given a score, from 20 to 100, based on how well they complete the activity. In addition the number of minutes the patrol spends traveling between Bear Crossing (Customs) and cities will be calculated and used to calculate patrol rankings.

At the end of the day, the points for all 7 cities will be added together and then divided by the minutes spent traveling between customs and cities.

For example: A unit had a grand total of 580 points scored at the cities. They spent 85 minutes traveling. 580 divided by 85 would give the patrol a final score of 6.82.

Food for the Klondike Derby

Chili for Lunch will be provided to all Klondike participants. **Participants must bring a thermos (recommended) or other device to hold chili.** Before departing Fee's Landing (Start/Finish Line), participants will fill their thermoses with chili. Units and/or participants will be required to bring additional food (crackers, trail mix, etc) to have with their chili. Participants should also be prepared and bring a water bottle filled with water. It is a requirement that each sled carry at least (2) 2 gallon jugs of water to refill participant's water bottles.

Patrols will also be required to pack enough gorp for their patrol. Gorp is a mixture of M&M's, granola, raisins, fruit loops, sugar smacks, dried fruit, mixed nuts, prunes, etc; or another high energy meal in a plastic bag for fast snacking.

LUNCH ON THE TRAIL IS ONE OF THE REQUIREMENTS OF THE EVENT. The lunch is at the discretion of the Patrol and Troop leadership; however, **each Patrol should plan to have at least a hot drink. No ground fires will be allowed. Low impact (Leave No Trace) camping rules will apply.**

A signal (Camp Siren) will be sounded at 12:00 noon. The sled will stop at this point and fix lunch. It will stay at that point until the next signal at 1:00 pm. **ONLY ONE HOUR IS ALLOWED FOR LUNCH AND CLEAN UP.** Scouts are on their honor to remain in the same spot from the beginning to end of the lunch period. The Patrol must thoroughly clean up any paper or other material used during lunch.

Sled Design

As part of this guide, there is a sled design to be used by each Patrol; the sled must closely resemble this design and the Judge's decision at Fee's Landing is final. New sleds will receive a special ribbon. Please see the special rule regarding wheels on Page 3.

Snowmobiles, Trail Bikes, Etc.

Snowmobiles, trail bikes, or other off-road vehicles are not permitted at Medicine Mountain.

Awards/Closing Ceremony

- Each Patrol making a new sled will be given a special ribbon.
- All Patrols will receive a participation ribbon.
- Each Scout will receive an official Klondike Derby patch.
- The traveling trophy will be presented to the Patrol with the highest score. This large trophy would make a fine addition to your troop meeting room.
- Recognition of the first ten places will be given at the closing ceremony.

Souvenirs

At the Ranch House, extra Klondike Derby patches if available and other miscellaneous patches mugs, etc. will be available for purchase.

Special Weekend Camping – TENT SITES

For Klondike week only, units participating and paying the \$20 (or \$25 late fee) per youth event fee for the 2015 Klondike Derby, will be allowed to stay the weekend (Friday-Saturday) at no additional cost. Camping will only be permitted between the Hub and Training Center and in Outdoor Skills Area. Please be aware that we have winterized our water system and that there will be limited access points to obtain water. We encourage units to bring water jugs to fill at the Training Center. Restrooms are available where pit toilets exist and at the Townley Training Center.

Special Weekend Camping – CABINS

The Staff Hill cabins will be available to rent for an additional cost on a first come first reserved basis. Individual rooms are also for rent in the OA lodge. Follow Youth Protection guidelines in the use of these facilities. Prices are:

- Cabin – 7 Beds (3 Available) \$40.00 per cabin for the weekend
- Cabin – 8 Beds (4 Available) \$50.00 per cabin for the weekend
- OA Cabin Rooms – 2 Beds (4 Available) \$25 per room for the weekend

Webelos at Klondike

Scout Troops are encouraged to invite Webelos to the Klondike. Webelos staying overnight should plan to stay with the Troop that invited them. Webelos units will need to check in at the Ranch House, upon arrival. For Saturday arrival please arrive by 9 AM. Webelos will participate with the Troops that invited them. Participation of \$20 per youth (\$25 if late) will apply to Webelos.

Campfires

Campfires are only allowed in fire barrels. Reserve a fire barrel with your registration. Firewood is the responsibility of the unit.

Adult Leadership Requirements

1. **Two-deep leadership.** Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings. Appropriate adult leadership must be present for all overnight Scouting activities; coed overnight activities— even those including parent and child—require male and female adult leaders, both of whom must be 21 years of age or older, and one of whom must be a registered member of the BSA. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

Visitors

Visitors are welcome and encouraged to attend the Klondike Derby. Because of its high visibility, this event is an excellent opportunity for parents, Cub Scouts and interested citizens to see Scouting in action. Visitors are welcome to visit cities. Visitors, including Scout Leaders and Scouts, are to be in the Ranch House only on official business.

Conduct

The Scout Oath and Law will be the rule of the Derby; as in any Scouting event. While on their own going from city to city, the Patrols should follow the rules of outdoor conduct and the principles of Scouting. Scouts are reminded there will be no intentional ramming of sleds allowed at the Derby; anyone caught interfering with another sled will be immediately disqualified. Claim jumping is also forbidden; violators will be disqualified. No Patrol flags are to be stolen, violated, or damaged – perpetrators will be disqualified.

There may be situations that arise in the cities or other locations of the Derby where decisions must be made which are not covered in this guidebook; these decisions will be made by the members of the Klondike Derby Staff and will be final.

Equipment Required by Each Patrol

The equipment required on each sled falls into three general categories: 1) materials needed for specific events; 2) materials normally useful during an outing and, 3) appropriate clothing for outdoor winter activities is a must; Scouts will be inspected for proper clothing. Additional items may be carried by a Patrol; this list is only the minimum mandatory required items.

Mandatory Equipment

- A sled of at least five and one-half feet long and fifteen inches wide with the Troop number on the side (a must)
- A Patrol flag attached to the sled
- A notebook and pencil per sled
- Cleanup materials for lunch

- Hot drinks in quantity enough for each Scout
- One water bottle per scout
- Food for lunch (Klondike will provide chili)
- One compass per Patrol (No GPS or Electric Compasses). Scouts must know their pace
- A Patrol first aid kit
- *Waterproofed matches
- One poncho or rain gear per Scout
- **Boots on every scout (see note below)**
- Gloves for every Scout
- *One Pocketknife per Scout
- *One hand axe per Patrol
- One clipboard per Patrol
- Two garbage bags
- Two blankets per sled
- One Boy Scout Handbook per sled
- One piece of 2" x 4" x 18" uncut wood
- Six pieces of 1/4" rope each 8 feet long
- Three (3) Scout staves each 6 feet long

***Totin Chip & Fire Chit cards will need to be shown by each participating Scout**

SCOUTS WEARING TENNIS SHOES ONLY WILL NOT BE PERMITTED TO PARTICIPATE IN THIS ACTIVITY

[How to Dress for the Klondike](#)

DRESSING TO KEEP WARM

- A. Wear a cap of some type. Approximately 40% of body heat is lost through the head and neck. In strong winds and/or wet weather, a head cover permanently attached to a jacket that also protects the neck is best. **REMEMBER TO KEEP YOUR HEAD COVERED.**
- B. Cover the extremities. Wear long sleeve shirts and pants, gloves, jacket or sweater. Several layers of thinner clothing are better than one thick layer. It is easier to control your body temperature by adding and removing layers of thin clothing.
- C. Give consideration to wool clothing. Wool retains 30 to 40 percent of its insulating powers when it is wet. Synthetic materials and cotton lose nearly all of their insulation capability when wet. Cotton acts like a wick and will draw moisture.
- D. In windy weather, wear a garment (windbreaker) to prevent heat loss by convection.

DRESSING TO KEEP DRY

- A. Clothing must be kept dry to maintain its insulating abilities. Rain gear that covers all extremities, jacket and trouser style is better than a poncho. Leggings and waterproof jacket are excellent. Waterproof materials that "breathe" are best because they permit the evaporation of perspiration at a moderate rate and help to prevent getting wet from

perspiration. Thin plastic that is easily damaged is not reliable. The purposes of keeping dry is to:

- B. ALLOW CLOTHES TO MAINTAIN THEIR INSULATING ABILITY
- C. KEEP COLD WATER AND MOISTURE AWAY FROM YOUR SKIN
- D. Special care must be taken to keep cotton, synthetic materials, and goose down dry. Goose down loses nearly all of its insulating ability when it is wet and it can take days before it is completely dry again.

AVOID CONTACT WITH COLD OBJECTS

AVOID SWEATING

Special Danger – Eating Snow

The dangers of eating snow or ice deserve special attention. The amount of heat required to convert one ounce of snow or ice at 32 degrees F into one ounce of water at 32 degrees F is the same amount of heat required to raise the temperature of one ounce of water from room temperature to boiling. That is, heat is required just to convert ice or snow to water without raising its temperature. If you eat ice or snow, the heat required to do this melting comes from your body. Eating snow or ice promotes hypothermia.

Water

It is important to drink adequate amounts of water in cold windy conditions.

Event Refund Policy

Food and program supplies are purchased in advance based upon projected youth/adult attendance. Last minute cancellations create an overstock of supplies and food that often times cannot be returned. To ensure all requests receive uniform treatment, the following refund policy has been established:

- “No Shows” at activities, those sent home because of misbehavior, and Scouts leaving an activity for non-emergency reasons forfeit all fees and no refunds will be authorized. This applies to individuals and/or units.
- All cancellations must be in writing and received by the Council office at least five (5) calendar days prior to an activity’s start date. Please return request addressed to the Attention of the “Refund Committee”.
- The unit leader or person in charge of the unit activity must handle all refund requests.
- No requests for refunds will be honored after the event.
- Refund checks will be made out to the “unit” rather than an individual.

NOTE: Activity personnel cannot authorize refunds. All refunds require the approval of the Refund Committee which includes the Scout Executive.

**WELCOME TO THE 2015 KLONDIKE DERBY
(TAKE THIS PAGE WITH YOU ON THE KLONDIKE TREK)**

The Klondike Derby Staff welcomes you to the 2015 Klondike Derby, and wishes you the best of luck as you and your Patrol participate in this exciting winter event. The following information will help your Patrol have a better time during the day and guarantee fairness for all.

Starting Procedures:

1. When you checked in, you were given a card to fill out. Please fill it out and turn it in at the sled inspection area.
2. After leaving the registration area, your Patrol must stay in line with your sled. As you approach the inspection line, you will be placed in position. **YOU MUST STAY IN LINE.**
3. After sled inspection, you will be instructed to move to the starting line where you will be given a packet containing instructions, scorecard and a map. **SAFE GUARD THESE ITEMS!**
4. From the starting line, you will go to Bear Crossing (Customs) and from there to your first city as listed on the scorecard.

Order of Cities:

Cities are printed in a certain order. After going to Customs, you will go to your first city, then back to Customs and then to the next city in the order listed. You will lose points if you do not follow these directions.

Procedures at Cities:

Upon arrival at the cities, you will check in with the official at the gate. The entire patrol must be present to check in. He/She will mark your entry time and give instructions for that event. You will then park your sled in the designated place and gather all the equipment necessary for the event. You will then go to the Mayor to be assigned a judge. After you have completed the event, you will check out with the same judge that checked you in. He will mark the time on your scorecard.

Lunch:

At the sound of the Klondike Derby siren at Noon, you **MUST STOP WHERE YOU ARE** and have lunch. The only exception to this will be if you are checked into a city at that time. In this case city officials will give you direction. You are on **YOUR HONOR** to remain in that location until the signal is sounded at 1:00 pm. Lunch is from 12:00 Noon until 1:00 pm.

Finish:

Once you have finished the course and have been to all seven (7) cities, you return to Bear Crossing and then to the finish line (Fee's Landing). There you will turn in your scorecard and have it marked with the finish time. The judges will then compute your score. The derby will officially end at 4:00 pm. A Closing Ceremony will be held following the tally of scores. The Closing Awards Ceremony will be held on the deck at the Ranch House.

Conduct:

As you are on the trail, you will conduct yourself in a Scouting manner. Leave all other sleds and Scouts alone. In case of questions or problems, contact a City Mayor. Miscellaneous Information:

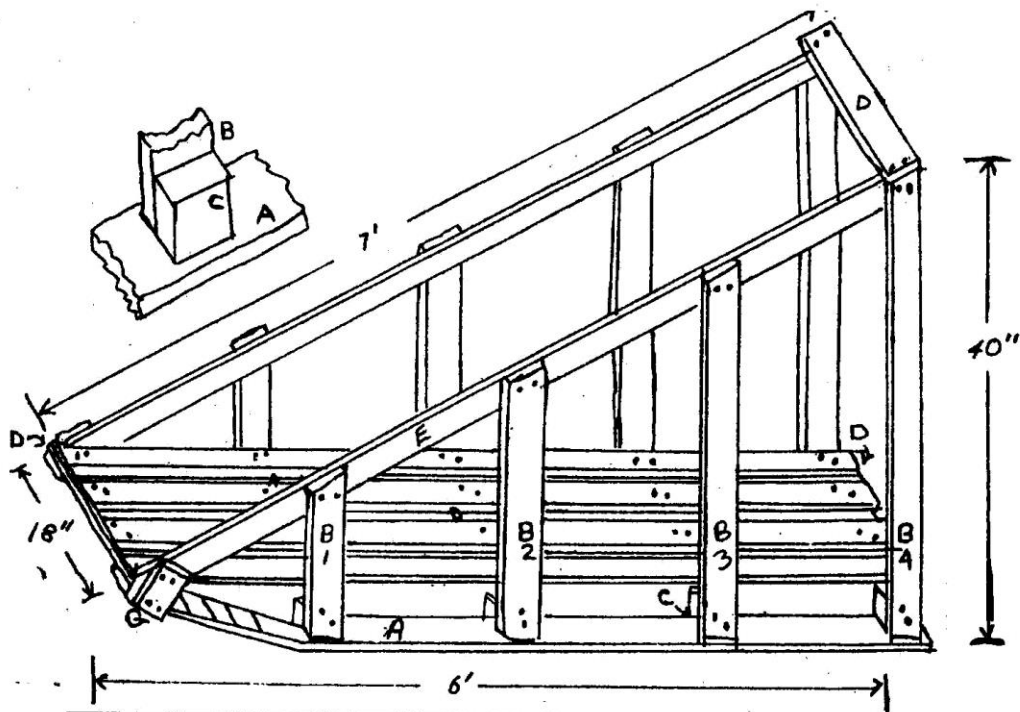
1. All injuries must be reported to the First Aid Station.
2. Your Patrol flag is to be securely tied to your sled.
3. **Adults with sleds:** Any adult found coaching, advising, or aiding the Scouts in any manner (except under emergency conditions) will cause that sled and team to be disqualified.
4. No two-way communications devices will be allowed – let's give everyone a fair chance.
5. Scoutmasters and Senior Patrol Leaders will be responsible for all listed materials on sleds. All sleds will be inspected prior to the start.
6. As your Patrol starts on your adventure, we wish you the best of luck.

Have Fun!

The Klondike Derby Staff

SLED DESIGN

This drawing will give you an idea of what kind of sled you can build. The use of varnish or wax on the runners will give you greater speed. Your troop number should be prominently displayed on the sled. See mandatory item on page number 5 of this manual.



BILL OF MATERIAL

PART	KEY	# PIECES	DIMENSIONS
Runners	A	2	1" x 4" x 6'
Uprights	B1	2	1" x 4" x 3'6"
	B2	2	1" x 4" x 2'8"
	B3	2	1" x 4" x 1'9"
	B4	2	1" x 4" x 10"
Upright Supports	C	8	2" x 4" x 4"
Cross Supports	D	6	1" x 4" x 1'6"
Floor Strips	E	4	1" x 4" x 6'
Hand Rails	F	2	1" x 2" x 7'
Front Supports	G	2	1" x 4" x 6"