

Klondike Derby

Please remember to bring your medical forms!!

Check in: will begin at 8:30 at the visitor's building

The bathrooms are located in the visitor's building

Please car pool as parking is limited and cost is \$5.00 per vehicle

9:15 Flag Ceremony

1st station is the flag set up

2nd is the water carry – when done with water carry, you be told where to go next.

- You need to stay in number order. Ie. If you start at 5 – you will go to 6, 7. And 8. If you start at 7, go to 8 then 9 and eventually back to 1,2,3
- Want water carry first so patrols aren't carrying the water all day

Lunch: you will be able to cook your own lunch any way you want. The cooking/lunch area will be near the parking area so you can leave food in the car and not carry on sled. If you prefer to cook your lunch, please bring stove, half barrel, etc. Each patrol is responsible for their own food on the fire. Scout master must designate a time for the troop to meet and have lunch.

Scoring: Each patrol will be scored on knowledge, having and using the proper equipment as well as team work

Clothing & equipment: We will be outside all day – please dress appropriately for the weather. There will be heat in the visitor center and in the lodge so you can go to warm up if necessary.

- Dress in layers, wear hats, gloves (bring extra pairs), winter boots, appropriate jacket and extra socks (packed in a plastic bag).
- Please consider hand and foot warmers, base layer/long johns, etc
- Water bottles filled (one for each person) and snacks for throughout the day

Equipment on sled: Each sled will be required to have the following items.

- Four 4-foot flag poles for flag hold and patrol flag
- Five gallons of water
- Five-gallon bucket (empty & open) with troop number on it
- Pen, paper, scout book
- Whistle
- Flashlight
- Items to build shelter: rope, tarp, etc. Also use what is around you
- Wooden poles
- Tarp
- Blanket
- Blind fold – neckerchief, scarf, etc.
- First Aid kit
- Splints
- Two compasses (minimum)

- Trash bag
- Rope

Closing: at 3:30

Stations:

1) Lashing/Flag poles

- Need to lash poles to create a free standing flag pole for Troop Flag
- If there is more than one sled per troop, you can use patrol flags on the other free-standing flag poles

2) Water Carry:

- Patrol will need to fill a five-gallon open bucket with water and carry it to lunch area
- Patrols will only be allowed to have the bucket on the sled; all other items will need to be removed prior to competing in the event
- Water will be measured after transporting
- Patrol with most water left in the bucket will win
- Water may be used to put out lunch fire later in the day

3) First aid, splint and transport:

- Patrol leader chooses the victim/injured scout
- They will be told what the injury is
- Patrol will find, assess, decide course of action and perform first aid on site
- Patrol will need to bring the victim to the first aid station
- Patrol will be scored on
 1. Knowledge
 2. Teamwork
 3. The first aid performed is correct
 4. Transportation of victim to safety
- All equipment will be on the sled – what do you need?
- Possible injuries
 1. Cuts
 2. Sprains
 3. Breaks
 4. Shock
 5. Hypothermia
 6. Dehydration

4) Blindfold Stretcher Carry

- Patrol will need to make a stretcher with equipment on the sled
- Blindfold all patrol except the one that is on the stretcher

- The Injured party, on the sled, must provide direction to the blindfolded patrol to get him from A to B.
 - Use hats, neckerchiefs, scarves, etc for blindfold

5) Electric Fence

- Lift high over the fence/rod
- Must first assess the situation as a patrol and then proceed
- Must get sled and entire team over the fence without hitting surroundings

6) Orienteering

- Patrol will start at pre-determined place with coordinates
- Station staff will pass out the course
- Must find your way to the last point – make it to the correct place

7) River Crossing

- Don't fall in!
- Must cross the river using only what find to cross with sled
- Use branch, logs, rocks
- Must cross as a team

8) Shelter:

- As a patrol you have become lost in the woods
 1. What would you need?
 2. What would you do?
- In area, you will build a shelter for your patrol
- Feel free to use equipment on sled and the environment around you to help create your shelter
- Points for building:
 - How many fit in the shelter
 - Can the sled fit in too?
 - How strong is the shelter?

9) Signaling

- The patrol leader will be taught the necessary signals and be responsible for informing the rest of the his/her patrol of their meaning
- The patrol leader will utilize a whistle, a flashlight (not on a cell phone) and the signals to guide the patrol through a series of obstacles and end up at a determined place