

2022 Del-Mar-Va Council Southern Klondike Derby

January 21-23, 2022
Henson Scout Reservation



Leader's Guide

Del-Mar-Va Council, invites you to:
The Into the West Klondike Derby

What Is A Klondike Derby?

Many years ago, men raced across the Alaskan frozen wilderness by means of dogs and sleds. Scouting has taken this idea and created the Klondike Derby. Each patrol builds a sled, collects materials and equipment, and prepares to embark on the Klondike adventure and participate as a team in the derby.

General Information

Contact:

Michael Redington

Phone: (302) 258-7759; please leave a message

Email: michael.r.redington@gmail.com

Register via the Del-Mar-Va Council website at <http://www.delmarvacouncil.org/southernklondike>

Location:

Henson Scout Reservation, Rhodesdale, Maryland

Cost:

- Attendees registered **AND** paid on or before 18 December, 2021: \$10 per person
- Attendees registered between 19 December, 2021 – 7 January, 2021: \$15 per person
- Attendees registered after 8 January, 2021: \$20 per person
- **Adults who volunteer to help at stations: \$5 per person**

Leadership:

Per BSA regulations, two leaders, one of whom must be at least 21 years of age, must accompany each unit. All adults who camp must be trained and current in Youth Protection Training.

General Derby Notes

Each unit attending is asked to have the adult leader(s) assist with the events as the teams compete in the activities. This year, patrols will compete in space-themed activities against other patrols to earn points. Prizes will be awarded at Saturday evening's campfire.

Please notify the Klondike Staff in advance of any of your Scouts have special medical needs. We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.

Visitors will be allowed to visit the derby on Saturday and can stay for the campfire. If they wish to stay either night, they will need to register and pay. Webelos Scouts **cannot** camp during the Klondike Derby, but may attend to watch on Saturday. Due to attendance and age-appropriate constraints, Webelos will not be able to participate in the events.

General Guidelines

Conduct:

- Each troop is responsible for the Scouts in their troop.
- Please leave NO fires unattended. There will be no fires during the day on Saturday since everyone is expected to be out at the event sites.
- Take nothing but pictures, leave nothing but footprints.
- The Scout Oath and Law will govern all participants. Derby regulations are necessary to ensure that every Scout and Leader has an enjoyable experience and a safe one as well.

The above list is not intended to be complete but it is very important that it be agreed upon by the adult and boy leaders of the unit to ensure the safety of all present and to protect the camp for all to enjoy.

Patrol Leaders:

This section has some basic hints and suggestions for Patrol Leaders.

1. Remember this is a competitive event. Your troop scoring will be based on the requirements of each event—for example, total score at the shooting ranges, time at knot tying, etc.
2. Do not assume anything. Follow the directions at the events and activities. Remember, some events are designed to allow you to utilize unique methods, other than conventional methods, to complete them.
3. Use your imagination with the events. Impress the judges. They love to see a group come up with a different way to complete an event.
4. Do not ever argue with a judge. If you think that you have been treated unfairly by a judge, immediately bring this to the attention of your unit leader. DO NOT wait until Sunday morning to bring this up. The Klondike staff is there to help you during the derby but we need to communicate.
5. We cannot emphasize enough...DO NOT START THE DERBY WITHOUT YOUR SLED ITEMS!
6. Be respectful of other patrols. It is not very Scout-like to laugh at a unit or individual for failing at an event. Bullying, taunting and/or teasing will not be permitted. You are a team and will win or lose together.
7. Above all else HAVE FUN!!!

Other Event Notes

Participation Patches:

Patches for your Troop/Patrols will be issued at time of Check Out on Sunday morning **only if enough units have paid in full early enough before the event to order them**. If they are not available at the event, patches will be distributed through your District Executives at the first available Round Table after the event. Moritz Embroidery apologized for last year's mix up. They inadvertently sent the preordered patches to the OA trading post advisor.

Campfire Skit:

Each troop or patrol should prepare a song or skit for performance at the Saturday night campfire. Skits/songs should be in the best traditions of Scouting—that is they should follow the Scout Oath and Law. Members of the Nentego Lodge 20 will be in charge of Saturday night's Camp Fire Program. Instructions for your Troops OA Members will be given at Friday night's Leader Meeting.

COVID19 Notes

To reduce the point-to-point contact possibility, it is advised that attendees reduce or eliminate the use of carpooling to the event. If carpooling is absolutely necessary, those in the carpool should wear facemasks, sanitize hands frequently and avoid passing items between persons in the vehicle.

Participants are expected to bring and use personal hand sanitizer, facemasks and other personal protective devices (PPE) while at the event. Face masks are required.

Social distancing guidelines should be followed at all times including maintaining 6 feet of distance between yourself and anyone outside your immediate circle.

Every participant, unless siblings from the same household, must have individual tents. Participants must wash hands, with soap, thoroughly and repeatedly throughout the day.

Meals must be prepared and served by cooks with gloves and facemasks and served in a no contact manner. No self-service of meals is allowed. Servers should not touch the plates nor utensils of those being served. All cooking and eating materials (cups, plates, forks, etc.) must be washed, rinsed and sanitized according to the standard Scouts BSA guideline.

If there is any concern of a fever or any other of the above listed COVID19 symptoms, it should be reported immediately, and the presumed sick person should report to the headquarters area immediately for isolation and further evaluation.

Klondike Debry Check-In Procedures

Units may begin checking in at 5:00 PM Friday. Upon arrival, one adult and the SPL from each unit should report to Headquarters (The Administration Building next to the Dining Hall, beside parking lot).

Leaders should be prepared with the following:

- Proof of Insurance (if not from the Del-Mar-Va Council)
- Troop Roster (Page 11)
- Unit Health Forms (Unit Leader must keep copies for staff use if needed).
- Payment (if any) that is due
- COVID19 Screener (Page 12)

Your campsite will be issued to you at Check In. The campsites to be used will be at the discretion of the Klondike Staff and will be arranged based on unit sizes. Smaller units may have to share campsites with other units to ensure that there is enough space. No reserving of campsites will occur. Special needs (e.g. CPAP, medical, etc. should be emailed to Michael Redington at the above address.)

Each troop furnishes its own tents, food, wood, water, and equipment. It is recommended that the troop have wood or charcoal for cooking. A camp stove also works well. After your unit has set up your campsite, vehicles must be returned to the Main Parking Lot. One unit trailer may remain in camp to hold supplies for the event.

All participants must complete a COVID19 Safety Check Survey (Page 12) before arriving at the event. Please perform these tests in your unit before traveling to the site as it will delay check in.

Klondike Derby Schedule

Friday:

5:00 PM CHECK-IN BEGINS (Administration Building)

9:00 PM Cracker Barrel / Leader Meeting (Administration Building)

One adult leader and the SPL from each troop should to attend. **PLEASE**, have your SPL relay the event information and updates back to the patrols **BEFORE** they head out for the competitions on Saturday morning.

Saturday:

8:00 am – Opening Ceremony (Athletic Field Flag Pole)

8:30-11:30am – Events (Assigned Sites)

11:30-1:00 – Lunch (Campsites)

1:00-3:00 pm – Events (Assigned Sites)

3:00-4:30 – Pioneer Games

4:30 pm-6:00 pm – Dinner (Campsites)

7:00 pm-8:30 pm – Campfire Program and Awards (Campfire Area)

9:00 pm – Leader Meeting/Cracker Barrel (Administration Building)

One adult and the SPL from each troop should attend

Sunday:

8:30 am – Chapel Service (Campfire Area)

9:00 am – Camp Site Inspections and Check out Begins (Campmaster Lodge)

At checkout, the SPL or adult leader will need to report to Campmaster Quarters and a staff member will accompany you to your site for final inspection. Please do not leave without checking out with someone in the Campmaster Lodge.

Very Important Klondike Information

Team/Patrol Specification:

Each team should have 4 to 8 Scouts. All members of the team must be properly clothed for cold and poor weather, as weather conditions dictate.

Sled Specifications:

The sled should display the patrol flag. The flag should be removable and on a staff. The sled must be Scout constructed. Sleds may be sleds with runners or with wheels affixed (no more than 2 wheels as per the Guide to Safe Scouting) and “covered wagon” style sleds are encouraged. The Patrol Leader is expected to be in complete control of his team at all times. At no point in the derby should the safety of others around or in front of the sled be compromised. Leaders should not help to pull the sled since this is a patrol building competition. Any coaching or practice should be done prior to the event. Cheering and encouragement is expected.

Sleds should include the following equipment and supplies:

- Leather gloves for each member
- First aid kit
- Basic first aid supplies
- Tarp or ground cloth
- Hand saw
- Hand axe
- Pocketknife
- Scouts BSA Handbook
- Scouts BSA Field Guide
- Drinking water for each team member
- Compass(es)
- Campfire Signing items (if participating)
- Pen or pencil and paper
- Rope, twine or paracord
- Patrol flag
- Leader guide
 - Especially the Prospector List; print and bring with you to the event
- Event map
- COVID19 protocols
 - Facemasks, hand sanitizer, etc.

Event Proceedings:

The event stations will be run in a round robin fashion. Most event stations will run all day; however, selected, high-capacity events will be scheduled. Event locations follow the event descriptions page, but possible changes and rules clarifications will be provided at the leader meeting Friday night. The skills at the Into the West Klondike Derby will include skills that include, but are not limited to: lashings, orienteering, shooting sports, teamwork and many more fun and exciting Scout skills. See Pages 8-9 for detailed event information. Teams will carry a Prospector List (found on Page 6-7) to be signed off by station supervisors to demonstrate their completion of the events.

Judges:

Please plan ahead so that each Scout understands that the judges' word is final. If there is a judgement concern, the unit leader should bring this to the attention of the event chair for mediation. We will work to resolve the issue in the most Scout-like manner. The event chair's decision is final.

Awards:

Awards will be presented for first, second and third place for the overall competition. The Chuckwagon Cookoff winners will also be awarded with a trophy. Staff members will distribute event prizes at the campfire on Saturday night.

Del-Mar-Va Council Southern Area Klondike 2022 Prospector List

Event	Location	Essential Supply
Snakebite Fire Building	Brownsea Area	Tinder box
Cow Chip Toss	Athletic Field Flagpole	Flour
Cattle Trail Tools	Scoutcraft	Bacon
Stinky Pete	Southern Comfort Station	Gold
Cowboy Relay Race <u>or</u> Cattle Wrangling	Athletic Field Shed Northern Comfort Station	Hardtack
Doc Holiday	Campmaster's Lodge	Bandana
Will Bill and Annie Oakley Shooting Challenges	Rifle Range Left (Rifle)	Gun
	Rifle Range Right (Pistol)	Ammo
	Archery Range (Archery)	Knife
	Climbing Tower (Tomahawk)	Horse
	Shotgun Range (Paintball)	Rain Slicker
Roping and Riding with Bill Pickett	Athletic Field Tree	Piggin' Strings
Tracks and Scat	Octagon Pavillion	Beans
Saddle Loading	Disc Golf	Saddle
Campfire Singing	Campfire Circle (Where Else?)	Harmonica
Square Dancing	Administration Building	Flannel Shirt
Log Cabin Building	Blacksmith Pavillion	Gloves

Special Events on Back

Special Events		
Wanted Posters	Throughout Camp	Patrol Choice (of the ones they are carrying)
The Henson Land Run	Starting at the Athletics Field	Bedroll
Chuck Wagon Cook Off	Campmaster Lodge (Lunchtime)	Hat
Pioneer Games	Commissioner's Shed (morning) Athletic Field (afternoon)	Collect all five points of the sheriff's star; one for each event.

Bold events are required. A total of 15 Stations must be completed to be eligible to win.

Event Descriptions

Snakebite Fire Building

Patrols will have to build a fire that will “snake” down a path by slaloming through four markers to light a larger fire to burn through a horizontally suspended string. The total distance from the start line to the center of the string will be 2 feet. All materials for building the fire will be provided, but units will need standard wood tools, safety glasses, gloves, axe yard rope and matches. No other materials will be allowed.

Cow Chip Toss

Believe it or not, this was a very popular game in the 1800s. Patrols will, one at a time, underhand toss a cow chip. When the cow chip lands (not where it rolls) will be the place where the next person will toss from. Total distance from the start line will be measured and the average toss distance will be calculated.

Cattle Trail Tools

Patrols will be asked to build one of several, randomly drawn devices that will be assembled with lashings. Devices will be tested using the device they are meant to support (e.g. a stewpot tripod will have to hold a Dutch oven to be counted. A roasting spit will have to hold a “chicken,” etc.

Stinky Pete

See what it was like for the original 49ers (That’s people who went west in 1849, not the football team). Come down to the sluice to try your hand at finding those yellow stones that dreams are made of. Patrols will have to collect enough pieces of “gold” to equal a specific weight before moving on.

Cowboy Relay Race

This event is a little easier, but could prove to be more time consuming than the second option to follow. Patrols will run through a series of activities as fast as they can. Activities include items like: butter making, stick horse racing, clothes pin drop, hoop roll and more.

Cattle Wrangling

Though probably less time consuming than the previous event option, this one will require more strength. Patrols will run through a series of cowboy-themed athletic obstacle events. Possible stations may include: sack stacking, bull dogging, calf roping and more.

Doc Holiday’s Challenge

No, we’re not pulling any teeth here. Patrols will perform a series of basic and advanced Scout first aid skills.

Will Bill and Annie Oakley Shooting Challenges

This is where your patrol will have to decide who is the best at the different shooting sports. Up to two members will be using a rifle for a shooting gallery, up to two members will be using a bow and arrow, up to two members will be throwing a tomahawk, up to two members will be on the paintball markers attempting to shoot flying targets and one member will be shooting a pistol. The layout, point values and target items for the shooting gallery will be provided at Friday night’s Cracker Barrel allowing time for teams to develop a strategy. The pistol shooter must be 14 years of age or older.

Tracks and Scat

Follow the lead of famous outdoorsmen and trackers like Daniel Boone and Davy Crockett as you attempt to match up animal tracks and scat (feces) with the animals that would be common on the trails west. Many of them will be in the Handbook, but some of them will be more challenging.

Roping and Riding with Bill Pickett

Patrols will pull one member on the sled toward a “horse” that needs to be lassoed. The distance the lassoing cowboy is from the target when the lasso is tossed will be measured. The farther the cowboy from the target when he/she throws it, the higher the score.

Saddle Loading competition

Patrols will pack a saddle with provided items and then carry the saddle around a course as fast as possible to test the security of their packing.

Campfire Singing

Patrols will come prepared to sing a cowboy a Scout-appropriate cowboy trail song that they have preselected and practiced. Use of a cowboy instrument (guitar, harmonica, etc.) will count for extra credit.

Square Dancing

Patrols will come prepared to learn how to do some basic square dance moves to receive their token at this station.

Log Cabin Building

Patrols will have to notch three logs to fit together as a log cabin. Scoring will be based on the time and the gap distance between logs (the smaller gap is the better score). Times will be broken by time.

Special Event Descriptions

Beware of the Bandits

Watch out while you are walking around, some of our staff have some very unScoutlike intentions. If you are stopped by the bandits, simply answer the Scout Skill question(s) and you have nothing to worry about. If you can't answer the question you may have to give up one of your Prospector List items. Do not run away from the bandits or you will be penalized.

Wanted Posters

Around camp will be a series of wanted posters. If you find one of these people, get him/her to sign off on your prospecting list.

The Henson Land Run

Patrols will start at the activities field and find their way to an undisclosed plot of land somewhere in camp. When the shotgun sounds, patrols will rush to plant their flag and show off their yell to stake their claim. This event will be run just before lunch.

Chuck Wagon Cook Off

This event is **meant to be your lunch**, not a separate meal to cook. Remember, adult leaders **should not** be helping to prepare this meal. This year's food submission must be done in a Dutch oven or open fire cooking and needs to be a food that would have been found on a standard pioneer trek or cowboy adventure.

Pioneer Games

Come out and learn how to do some fun pioneer games. Then, in the afternoon, you will have to send your best competitor(s) to compete against the other units while everyone else cheers them on. Events include: Native American leg wrestling, Stick pull, Cow milking, Marbles and Horseshoes

COVID19 Safety Check Survey

To be completed by all attendees and persons transporting attendees to/from, and presenters at, the event.

1. I have checked my temperature today and I do not have a fever at or above 99.5 degrees. Persons who have not checked his/her/their temperature must submit to a temperature check immediately upon arrival to the event at the headquarters area.
 - My temperature is lower than 99.5 degrees F (May attend the event)
 - My temperature is 99.5 degrees or higher (May not attend the event)
2. I do not have symptoms of respiratory infection (fever, cough, muscle aches, shortness of breath).
 - I agree (May attend the event)
 - I do not agree (May not attend the event)
3. Neither I nor anyone in my household is in self-isolation or quarantine for COVID-19 symptoms.
 - I agree (May attend the event)
 - I do not agree (May not attend the event)

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Participants are expected to bring and use personal hand sanitizer, facemasks and other personal protective devices (PPE) while at the event.

Every participant, unless related and normally living together, must have individual tents for this event to reduce the risk of disease spread.

Participants must wash hands, with soap, thoroughly and repeatedly throughout the day.

Meals must be prepared and served by cooks with gloves and facemasks and served in a no contact manner. No self service of meals is allowed and servers should not touch the plates nor utensils of those being served. All cooking and eating materials (cups, plates, forks, etc.) must be washed, rinsed and sanitized according to the standard Scouts BSA guideline.

If there is any concern of a fever or any other of the above listed COVID19 symptoms, it should be reported immediately and the presumed sick person should report to the headquarters area immediately.