

Scoutmaster's Guide

2018 Klondike Derby

January 19-20, 2018

This document contains everything a Scoutmaster needs to know in order to help prepare his/her unit for the weekend, and enjoy a safe, successful, and virtually stress-free Klondike Derby. Please share this with your youth leaders, as well as any adults who will be in camp.

Survival Shelters

Building shelters will be part of this year's program. For those Troops desiring to camp for the weekend, the Camp will be available for shelter set up the weekend PRIOR to the Klondike Derby. Campsites will be first come first serve. Please note the map to ensure that you are not camping on a Town site.

Registration

Cost for the event is \$15 per person. The registration deadline is January 15. Any registrations made after that date will be charged \$3.00 more.

Parking/Traffic

Use the main parking lot near the BB Gun Ranges for event parking. Over flow parking should go to the parking area by Compass Course. Please use all of the available space as efficiently as possible.

During the event Saturday, there will be Scouts coming off trails onto the road, so please help us by limiting vehicle traffic in camp on Saturday. Parking on the road by Booth Lodge, and between Booth Lodge and the Sailing Center, will be limited to staff and handicap plated vehicles.

Weekend Headquarters

Booth Lodge will serve as Headquarters for the weekend. Any items requiring attention of the Klondike Derby Chairman should be reported there. A list of phone numbers will also be given out at Registration.

Health and Safety

We will have a Health Officer in Booth Lodge for the weekend, to take care of minor injuries and cold-related issues.

Each Klondike Derby "town" will have a fire, and everyone is welcome to share the cheerfulness. The lake, and the related shoreline, is considered off-limits for the weekend.

Injury or Illness

In case of an accident or injury, do not move the victim. Keep them warm and comfortable by covering with clothing or sleeping bag. Note exact location and condition of victim and then send a runner to the nearest city or contact a Klondike staff member. Event senior staff will call for emergency assistance as needed. Good Scout first aid is the expectation.

The first responder will need to report what happened including a description of injuries, the victim's name, age, troop number, what first aid has been given, and the time of the incident.

Troop Check-in/Check-out

Check-in will be at Booth Lodge from 6:-30-8:30pm Friday. If you are unable to camp Friday evening please send an email or text message to Brian Denney at denney0408@gmail.com or 217-370-5795.

Bags with the appropriate number of patches will be handed out at that time. It is mandatory that units check-in when they arrive. Someone will be in Booth Lodge to accommodate you. Additions made to pre-registration numbers will be accounted for, and the appropriate number of extra patches will be issued.

The cell phone number of at least one of your adult leaders in camp should be on the check-in form. In case of severe weather, alerts will be sent by text message (your prompt response is appreciated). After a quick response list is compiled, runners will be sent to those not responding. Your cooperation with our safety procedures is appreciated.

If you must leave camp for any reason, please sign out on the In/Out Board, hanging next to the door, just inside Booth Lodge, then mark yourself back in when you return. If you will not be returning, be sure to indicate that on the sheet.

Webelos Scouts

Webelos Scouts will be allowed to come out Saturday as observers only, not as competitors. (If they are crossing over after January 21, then they are still Cub Scouts.) All rules regarding Webelos Scouts (number of Scouts per leader, etc.) must be followed.

Cracker Barrel

There will be a SPL/Scoutmaster Cracker Barrel at 9:00pm Friday evening at Booth Lodge.

Dining Hall Procedures

Breakfast will be served to all participants starting at 7am on Saturday morning.

The feast will begin at 6:15pm. Please congregate by the flagpole in front of Booth Lodge and you will be admitted by your troops average score for the Klondike.

Derby Day!!

Your Start event will be assigned to each patrol via the score sheet in your registration package. Once you have completed your first event, there is no specific order required for events.

Patrols will be judged at their first station on the following items:

1. They have a sled, with their troop number displayed **in bold numbers** on it.
2. They have their patrol flag on a pole three feet long or longer, securely attached to the sled.
3. They have all their equipment attached securely to the sled. Knots and/or lashings are a plus.

4. Each patrol member has his own cup or mug.
5. Each patrol member is properly dressed for the weather, and appropriately layered to control body temperature.
6. Each patrol member has the proper footwear for the weather and conditions.
 1. No sport shoes of any kind (tennis shoes, running shoes, etc.) will be allowed.
 2. No sandals, moccasins, or nylon/mesh hiking shoes will be allowed.
 3. Boots are the preferred footwear for the weekend.
7. Anyone not properly prepared for the day will **NOT** be allowed to participate in the derby.
8. Each patrol should have a clipboard, two pencils, and some sort of plastic page cover for their score sheet. When they're folded ten times and stuffed in a pocket, the score sheets are extremely hard to read by those tabulating scores at the end of the day. This year there will be no tokens handed out, so your score sheet will be the only proof you have of your points. Please take care of it.

And They're Off!

The camp property will be divided into 5 towns, with three events in each town. Each patrol should report to their assigned town about 10 minutes prior to the start of the derby.

Klondike Program will begin promptly at **9am**.

It is highly recommended that patrols finish every event in the town before moving on to the next town.

We will do everything in our power to prevent excessive wait times at stations.

For safety reasons, the old Boat House and Rotary Lodge will be off limits.

A Scout is . . . Courteous . . . Kind

Patrols should be on their best behavior, especially at each station. Scouts should be respectful of the judges, fellow Scouts, and the property. Patrols not following the Scout Oath and Law at a station (even while waiting to compete), may find themselves **disqualified** from that station.

Lunch

Lunch is on your own. It is suggested that troops arrange to provide a hot lunch for their Scouts. Adults coming out to cook lunch should be aware of Scouts crossing the road. The speed limit in camp is **10mph**.

Stations will close promptly at noon, in order for the judges to get fed, and have a few minutes to rest.

A patrol may leave their sled at a station to save their place in line, but they must be at the station when it opens back up at **12:45pm SHARP!** Those who aren't back in time forfeit all reservations, and must go to the end of the line for that station.

Add up the Points

Stations will close down at **4:30pm** SHARP, so they will not be starting any groups after 4:15pm. Patrol check-out/score tabulation will take place in front of the Booth Lodge. Patrols are urged to go to check-out **immediately** after they complete all events, or at 4:30, whichever comes first. To minimize impact on this area (and traffic flow), we ask that only the Patrol Leader of each patrol take their score sheet to the check-out area. The rest of the patrol can park their sled and prepare for Flag Retreat.

Flag Retreat

Flag retreat will be at **6:00pm**, or as soon as all patrols are checked out.

Auction

Immediately following THE FEAST, we will begin the ever-popular Patrol Gear Auction, where points earned during the day can be used to bid on camping gear. Items vary from Coleman lanterns to bow saws and other patrol-oriented gear. Patrol Leaders will be given Bid Cards with their point total. To minimize confusion, the Patrol Leader or his (youth) designee should be the only one bidding. To keep it fair, patrols may **not** combine their points during bidding.

Judges

If you or any of the other adults in your unit would be interested in being a judge or helping as staff support (registration, parking, patrol check-in, delivering coffee/tea/hot chocolate to the judges, etc.), please let me know by email.

If you have any questions about the information contained in this document, please direct them to me by email or text.

We sincerely appreciate your support of the Klondike Derby in the past, and look forward to working with you all again to make this year's event the best ever!

Yours in Scouting,

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Event Chair, 2018 Klondike Derby
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Time Schedule

Friday January 19th

5pm - Staff Arrival
6:30 - 8:30pm - Participant Arrival, Check In - Booth Lodge
9pm - SPL and Scoutmaster leaders meeting - Booth Lodge
10pm - Lights Out

Saturday

6:50am Flag Raising -Booth Lodge
7:00 am Breakfast Booth Lodge
9:00-11:50am - Morning Sessions - Event Towns
12pm Lunch - Troop Campsites
1:30-4:30pm Afternoon Sessions - Event Towns
4:45-5:30pm Turn in eggs and scorecards - Booth Lodge Porch
6:00 Flag Retreat
6:15pm Feast
7:00pm Auction Begins
8:30pm End of Event