

# Chesapeake District Boy Scout Klondike Derby



## “Voyage to the New World”

January 13-15<sup>th</sup> 2017

Camp Saffran-Broad Creek MSR

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## Chesapeake District Klondike Derby Activities

This is a Boy Scout Patrol and Venture Crew activity, all Patrols and Crews must travel as a clan while on the trail. Your Clan (Patrol) flag should be flying from your sled at all times. The flag should also be brought to campfires, meetings, camp or wherever else the Clan (Patrol) gathers. The Clans (Patrols) performance at each event will be scored for their level of knowledge or accomplishment and for teamwork. The goal is to see how well teamwork is displayed by each Clan (Patrol).

### Friday January 13

5 – 9 pm	Troop check in, Camp set up
9 pm	SPL & Leaders Meeting at RHQ

### Saturday January 14

7 – 9 am	Breakfast
9:15 am	Opening at Flag Pole
	Clan (Patrol) Sled/Patrol Decoration Judging (Award)
9:30 – 12:40	Program Stations (Award)
12:40 – 1:10	Lunch
1:20 – 3:50	Program Stations
4:15 pm	Sled Race (Award)
5:00	Flag Lowering
7:30 pm	Camp Fire/Award Ceremony

### Sunday January 15

8 – 11 am	Cabin Clean Out/Check Out
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## **Rules and Preparation**

A sled team consists of a minimum of 5 and a maximum of 8 scouts. If a team has more than 8 scouts, only 8 can participate at a station. If there are less than 5 scouts, we can try and merge you with another small scout group to form a full team of 8. If a sled team needs a sled, please contact the Event Planning Team.

Each team must travel on the trail using the sled. The Patrol flag must be on the sled. The sled must carry all the equipment for the scout team. A bridle rope needs to be attached to the front of the sled with sufficient length so that all members of the team can pull the sled. Each team must be together before entering a Program area and MUST ask for permission to enter. Once they enter, they need to perform their Patrol Cheer before beginning the program.

Each team will be responsible for their lunch while they are on the trail for the day. So a lunch must be packed and carried appropriately on the sled. Lunches can be either hot or cold. If you elect to have a hot lunch, pack a stove and gas on the sled to heat the lunch up. If you have cold items, make sure they are kept properly during the day, (i.e. If they should be in a cooler, pack the cooler on the sled).

Each Patrol will also be asked to put together a skit for the Saturday evening campfire. All skits must be submitted to the Troops SPL before the Leaders Meeting on Friday evening. The SPL will present a list of skits for the Patrols in their Troop to the Programs Chair to ensure that there are no duplicate skits.

Items to bring for check-in or Leaders Meeting

- 3 copies of your Troop Roster (check-in)
- Patrols from your Troop entering Klondike with Patrol Name (check-in)
- Requested skit to perform at Saturday Evening Fire (Leaders Meeting)

The following Awards will be presented at our Campfire:

**Sled Race Award** – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Places – based on fastest times around the sled course

**Patrol Teamwork Award** – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Places – based on total points accumulated from the day

**Patrol Spirit Award** – Decorate your sled, dress us as a Viking, show Scout spirit. All of this will be part of the judging for this award – judged based on input from staff for the day.

## **Sled Equipment Required**

All sleds must have the following equipment on their sled for the day. Points will be awarded towards the Patrol Teamwork Award for having all the items on board. Sleds will be inspected thoroughly at some time in the day

**ALL SLEDS** must have a **HELMET** packed on the sled. If a sled does not have a helmet, they will not be permitted to enter the sled race. The sled rider **MUST** wear a helmet, no exceptions.

The following equipment must be carried by each Scout team:

- Patrol cheer
- Patrol flag
- Patrol roster
- **HELMET**
- Time device (watch/phone) to track the rotation schedule
- GPS or phone with GPS enabled
- 1 tarp, size 8' x 12' or larger
- 2 6' poles
- 1 big blanket or sleeping bag
- Plastic garbage bag
- 1 drinking cup per scout for hot chocolate
- 1 water bottle per scout
- 1 gallon of water
- Small pot for boiling water
- Boy Scout Handbook
- First Aid Kit
- Minimum 50' length of rope
- Clipboard
- Pen/Pencil and paper
- Camp Stove (optional for lunch)
- Lunch
- 1 Mess Kit per scout (for lunch)

## Stations:

**Patrol Spirit Award-Sled/Patrol Decoration Contest** – all patrols will participate in putting together the decoration for their sled and patrol. The sled that is decorated the best with the patrol dressed up the best in the Viking theme will win this award. This station will be scored separately and given its own award.

1. **Battle of the Clans/GaGa Ball** – The Clans come across each other and battle in the GaGa Pit. Scoring will be based on following directions with the winner receiving bonus points.
2. **On the Hunt/Rifle Shooting** – Each patrol member will be given 5 shots on the target and will be scored on the accuracy of their shots.
3. **Outdoor Cooking** – After being on the trail all day, it's time to reenergize and have a snack. Each patrol will show their outdoor cooking skills by cooking their own item. Scoring will be based on the ability to properly follow directions and correctly cooking the item.
4. **Navigating to the New World/GPS** – You are on a Viking ship heading to the new world. You must use your GPS to find your way there. This is a timed event to see how fast you can get from point A to point B. Points will be awarded for showing proper use of the GPS and being able to find your item.
5. **Fire Building** – You've been out in the cold all day and you are cold and thirsty. To prevent hypothermia you can't drink snow, so the team needs to build a fire in order to thaw the snow to have drinking water for your team. This is a timed event to see how fast a team can build the fire and get your water boiling. Points will also be given for properly building and lighting the fire as well as having water boiled.
6. **Stretcher Race/First Aid** – One of your clan members has gotten hurt and can't walk anymore. The other clan members need to work together to treat the wound as well as put together a stretcher. Put your wounded clan member on the stretcher and get them to help. This will be a timed event. Points are given for applying proper First Aid to the victim, building your stretcher, and how fast you can get them to help.
7. **Shelter Building** – The Viking ship has landed on shore and your clan needs to setup shelter for the night. You will have to use the supplies on their sled and any natural items in the area to build a proper shelter for the night. Scoring will be based on how well built a shelter is.
8. **Viking Archery/Sporting Arrows** – As a Viking, you must show your skill with a Bow and Arrow. An action archery range is setup so that you can show your skills with trying to hit a moving target. Participation points will be awarded as well as extra points for targets hit.
9. **Eight Knot Contest** – Let see who knows their knots. This is a race to see fast you can hang a log suspended from 2 trees using differing lengths of rope and totaling 8 knots. This is a time event but points will be awarded for properly displaying the correct use of the knots and successfully suspending the log.

**Sled Race** – After a long day on the trail, let's see what team has the speed left to win the sled race. Riders in the sled **MUST** wear a **HELMET (NO EXCEPTIONS)**. This will be scored separately and given a separate award.

## **Program Station Times**

1. 9:30 – 10:00

2. 10:10 – 10:40

3. 10:50 – 11:20

4. 11:30 – 12:00

5. 12:10 – 12:40

Lunch 12:45 – 1:25

6. 1:30 – 2:00

7. 2:10 – 2:40

8. 2:50 – 3:20

9. 3:30 – 4:00

Sled Race 4:15 – 4:45