

Klondike Derby 2010 Information Sheet

Klondike Date: February 12-13, 2010

Location: Camp Glenwood (Garden Valley)

Cost per participant will be \$9 per person. (This is less than originally thought. This money covers camp rental, insurance, food, patches, Council fees, printing costs, and other things needed to run a Klondike.)

Skills the boys should be familiar with:

- Knots—square, taut line, double half hitch, timber hitch, bowline, clove hitch, sheet bend,
- Lashing—round lashing, SQUARE LASHING
- First Aid—wound management, treating shock(!), splinting, basic carries, stretcher construction
- Fire starting and building.
- Basic compass use, taking bearings
- Cold-weather camping skills—dressing in layers, keeping dry
- Working together as a team. We are trying to place more emphasis on leadership, problem solving, and teamwork skills in the stations.

Equipment that will likely be needed.

- Klondike sled per patrol or team
- Patrol flag
- Six 15' foot lengths of rope. Can be any type. Whip or fuse ends before Klondike.
- One (1) 45" length of rope for each boy on the sled.
- Splints for lower leg (wood or PVC acceptable)
- (7 or 8) triangular bandages for tying splints and/or using as dressings and bandages. These need to be large enough to double as blindfolds.
- Tinder, kindling, fuel for small fire. No paper.
- #10 tin can cooker (precut)
- Premixed pancake mix (enough for a couple of small pancakes), small amount of cooking oil or spray, spatula.
- 4 Scout staves or 5'-6' lengths of PVC or other material.
- Blanket or tarp that will be used as part of a stretcher construction
- Weight for heaving a rope. A baseball in a sock works good for this.
- Compass and know how to use it
- Notebook and pens or pencils
- One (1) 24" length of ½" PVC pipe for each boy on the sled.
- 2-3 bags minimarshmallows
- We would recommend each boy has water and possibly snacks on course

Breakfast and lunch will be provided Saturday. Units will be on their own for meals on Friday.

Camping Information for Klondike

Here are a few more bits of information regarding Camp Glenwood. I have spoken with the caretaker of the camp. Also we have a contract with the property owner that stipulates certain conditions for our use of the facility.

- We have been asked that no one go up on Thursday the 11th.
- The caretaker has also asked that no one (except Klondike staff) arrive prior to noon on Friday the 12th.
- There are 174 beds available in the cabins. (Beds being a relative term. Places to sleep is probably more accurate. You will want to bring your own sleeping bags and pads.) Because we will have more participants than beds, you will want an alternative sleeping option just in case (i.e. tent).
- If your unit uses a cabin you will be expected to help clean it up before you leave.
- Be aware that the parking area is for parking. Do not set up tents in the parking area. If you set up in the parking area you will be asked to move.

- As per Youth Protection Guidelines, Adults and Youth will not be permitted to share sleeping accommodations. Fathers and their sons are of course the exception. However, they cannot share sleeping accommodations with other youth or adults.
- Cabins will be available on a first-come first-served basis. There will be no reserving of cabins prior to the Klondike (with one exception. See below.).
- If you have any female leaders coming up with your unit let me know ASAP if they will be wanting a cabin.
- Because so many people will be sleeping in such close proximity, respecting one another's privacy and quiet time is very important. Leaders it's up to you to maintain control of your unit.
- Fires, Dutch ovens, etc need to be contained in fire pits or pans. You will need to carry out any ashes or burned wood with you to keep the camp clean.
- If you are tenting it, no straw or hay may be placed under the tents.
- We need to be out of the camp no later than 5:00pm on Saturday.

We will provide a map of how to get to Glenwood at the January and February Roundtables.

We want to leave Camp Glenwood better than we found it so that in the future if we want to have any events there again we will be welcome.

Jolly Roger Rescue

Materials needed:

- Several 15' lengths of rope (4-5)
 - Heaving weight to attach to end of the rope. (A baseball or softball in a sock works very well for this.)
- 3-4 poles or staves (PVC, wood, etc.) that are each 5' to 6' in length.
- Rope for lashing
- Patrol flag

Expected task:

The Patrol will divide into two groups. Patrols may decide on how they will divide themselves. A group must consist of a minimum of three Scouts. Judges may use their discretion if there are questions about dividing. As always, judges' rulings are final.

Group 1: Using round lashings, construct a 12' (or taller) flag pole. Attach the patrol flag and raise the pole. The pole does not have to stand by itself. Flag pole itself must consist of at least 3 pieces plus a flag. (The ropes used for the lashings do not count as a "piece.") Lashings must be consistent with page 147 of the Boy Scout Handbook, Eleventh Edition. This group will then select one of their members to be the victim. The flagpole must be raised to signal the second group before they may begin.

Group 2: Will serve as rescuers. Utilizing the rope segments and heaving weight, Scouts will tie the rope segments together showing competence in at minimum three basic knots: Square Knot, Sheet Bend, and Bowline. The "victim" is placed 20-25' away on their sled, an inner tube, toboggan, or other sliding item. Once the patrol has tied together a long enough rope to reach their friend, they must heave to rope to him and pull him to safety. Victim cannot push or move around other than stationary reaching. If the knots come untied during the rescue the victim must return to his original location and the

patrol can try again. Knots must be tied at the station, not pre-tied. Rescuers cannot cross the marked line and enter “the water.”

Judging criteria:

Timed event. The goal is to try and complete the task as quickly as possible. Timing will end when Patrol has completed the task, i.e. the victim is safely across the finish line. Judging will evaluate correct use of lashings and knots. Height of the flagpole will be measured. The flagpole must demonstrate stability. This will be determined by the judges. No time penalty for having to re-do the task if for example the knots come untied, time will just keep running. If the task is completed in under the time limit, it may be attempted again to try and lower the Patrol’s elapsed time score. Best time will be that Patrol’s score if multiple attempts are made. Knots will be evaluated for correctness. If the scenario is not completed in the 15 minutes allowed, then the Patrol receives the full 15 minutes as their score PLUS a 5 minute non-completion penalty.

Penalties:

- 2 minutes for each incorrect knot (15 minutes maximum).
- 5 minutes for failing to rescue the victim in allotted time.
- 2 minutes for incorrect lashing will be added to the time.
- 5 minutes for not having a Patrol flag.
- 5 minutes for flag pole under 12’ minimum.
- 1 minute credit for each foot over 14’.

Pegleg’s Pancakes and Eggs

Materials needed:

- 1 #10 tin can cooker (pre-cut)
- Tinder (no paper. May use a homemade fire starter such as lint in paraffin or cotton balls in petroleum jelly)
- Kindling
- Fuel wood
- Ignition source (no lighters. Matches OK)
- Pancake batter (premixed)
- Small amount of cooking oil or butter
- Spatula
- Clip-type carabineer

Expected task:

Each patrol is expected to light a fire and then using their #10 tin can cooker, cook one minimum 4” diameter pancake. The pancake will then be transported to the “eater.” Once the pancake has been eaten, the patrol will cook one egg (which will be provided) which will then also be transported and eaten. Patrols should bring all materials for the fire and cooking on their sleds.

Judging criteria:

Timed event. Timing will stop when the patrol has cooked, transported, and eaten one pancake and one egg.

- 2 minutes credit for lighting the fire using flint and steel
- 5 minutes credit for lighting the fire using friction method
- 2 minute credit for using battery and steel wool
- No combustible liquids (i.e. no gas, lighter fluid, etc)

If the scenario is not completed in the 15 minutes allowed, then the Patrol receives the full 15 minutes as their score PLUS a 5 minute non-completion penalty.

Penalties:

- 30 (thirty) minutes for failing to completely extinguish fire when done unless otherwise directed by a judge.
- 5 minutes for failing to clean up

Blow the Man Down

Materials needed:

- One (1) 24" length of ½" PVC for each patrol member.
- 2-3 bags of mini marshmallows

Expected task:

Using the PVC and marshmallows blowguns, hit as many pirate targets as possible in the allotted time. Projectiles must be propelled by shooter's lung power only. No CO2 or other gaseous, mechanical or chemical propellants. Time will be allowed for practice by all patrol members, then each patrol member will get 5 shots to score as many grouse points as possible. To equalize patrols since there undoubtedly will be different numbers, 10 shooting opportunities will be allowed per patrol during the scoring phase. (So some boys may get to go more than once. 10 shooting opportunities times 5 shots per shooter means there will be 50 shots taken for score.) All members of the patrol must have at least one turn during the scoring phase.

Judging:

- This is not a timed event although the score will be given as an elapsed time. All patrols will begin with 15 minutes of time. For each target hit there will be a time deduction of 10 – 30 seconds. The amount of the deduction will depend on the difficulty (point value) of the target.
- A total time score of zero minutes is possible for this station, however, total time for the station will not be less than zero minutes.
- Judges will track the number of shooting opportunities taken by each patrol (10 for a total of 50 shots) and total value of the targets struck to figure time.

Penalties:

- Shooting another person may result loss of scoring opportunities for the Patrol, the shooter being removed from the station or competition, or removal of the patrol from the station or competition and a 20 minute time penalty. **DON'T BE SHOOTING OTHER PEOPLE.**

Materials needed:

- Two Scout staves or poles
- Blanket (the first two items are to make a stretcher)
- Splints (2-4)
- Cravats and bandages to tie splints and dressings (makes sure they are large enough to accommodate heavy winter clothing) (10)
- Dressings and bandages to make compression bandage
- Cravats for arm sling to simulated collarbone or upper arm fracture (2)

Expected tasks:

Treat injuries and transport victim. All dressing, slings, splints and so forth should be consistent with good First Aid Practices.

Judging:

Timed event. Timing will stop when your patrol; has treated the victim, run the course with the stretcher and sled and say they are ready to be evaluated. Time will also be called with 4 minutes remaining of station time to allow judges to evaluate patrols. Once the patrol says they are ready for evaluation they cannot re-do or change any splints, dressings or bandages. If the scenario is not completed in the time allowed (15 minutes) then the patrol will receive the full (15) minutes as their score PLUS a 5 minute non-completion Penalty.

Penalties:

- 1 minutes for incorrectly placing or missing a bandage, splint or sling
- 1 minutes for using any other than square knots for tying or securing bandages, splints, or slings. Dressing square knots must be over the wound, snug and secure.
- 2 minutes for not treating the most serious injury first.

Nautical Knots of Nastiness

Materials needed: one piece of rope per boy, one rope long enough for a square lashing, 2 scout staves, paper and pencil.

Expected task:

One boy will be assigned to do a square lashing with the scout staves and post it into the snow. The rest of the boys will be randomly assigned, with their assignment recorded on the patrol's paper, to **recognize** as well as tie one of the six basic Scout knots: clove hitch, double half-hitch, square knot, sheet bend, bowline, or taut line hitch. There will be relay race to **see and recognize** the knot and to tie the knot on the square lashing cross beam that was stuck into the snow. There can be only one boy on the course per patrol at a time.

Judging criteria:

This is a timed event. Timing will stop when the square lashing and the 6 randomly assigned knots have been completed. A boy may ask for a patrol member to teach him the knot, but the boy must tie the knot on the square lashing cross beam himself. There is no maximum time limit a boy may spend attempting the knot, however speed is beneficial to the team.

Penalties:

- 2 minutes for each incorrect knot
 - 5 minutes for each assignment not recorded on paper
- 5 minutes for working on another boys knot on the square lashing cross beam

Magic Magnetic Needle Box

Materials needed:

- Compass
- Paper and pencil or pen might be helpful

Expected task:

Each patrol will be given a list of compass bearings. Every boy will utilize a compass to sight a given bearing and identify something on that bearing. Once the entire Patrol has found all given bearings and letters, they will be evaluated by one of the judges for accuracy. (There will be approximately 12 bearings.) Boys may or may not have to compensate for declination.

Judging criteria:

This will be a timed event. Patrols will be judged on how quickly and accurately they can find compass bearings and correctly identify obvious object on that bearing.

Penalties: 1 minute for each incorrect letter

Pirate Loot

Materials needed:

- Pencil or pen

Expected task:

Patrols will have one minute to study a large grid with several objects in each grid square. Then, working as a team, they will list as many objects as they can remember and their location on the grid.

Judging criteria: Patrols will begin with 15 minutes of time. For each object correctly identified and correctly placed on their score sheet, time will be reduced by 20 seconds. For each item correctly identified but incorrectly placed on the score sheet time will be reduced 10 seconds. There will be a bonus question or questions given that can result in a two minute reduction on their time.

Penalties: No penalties for incorrect guesses.

Blackbeard's Blind Bluff

Materials needed: Blindfolds, one for each patrol member. Use cravats or bandages that you'll bring.

Expected task: All but one patrol member (the designated leader) will be blindfolded. The task is to negotiate an obstacle course. The course will consist basically of maneuvering through cones.

Once on course there is to be no talking or other forms of verbal communication. Patrols will be instructed on site how they will form up, communicate direction instructions, and move through the course.

Judging criteria: Elapsed time. Depending on size of course, two runs may be required.

Penalties:

- 2 minutes for any verbal communication by any member of the patrol once on course
- 5 minutes per person for removing a blindfold on course

There are two other stations also—a rest station and the Mystery Station!