

**2012 Klondike Derby
Centennial District**

**Yukon Quest
A Patrol Method Event**



Skagway Scamper Sled Race

**Trinity Pines Camp
Cascade, Idaho**

February 17-18, 2012

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Gold! Gold! Gold!

Sixty-Eight Rich Men on
the Steamer Portland

STACKS OF YELLOW METAL

Some Have \$5,000, Many Have More, and
a Few Bring Out \$100,000 Each.

Newspaper Headline during the Klondike Gold Rush

With cries of "Gold! Gold! in the Klondike!" there unfolded in the Yukon and Alaska a brief but fascinating adventure, which has captured the imagination of people around the world ever since. In August 1896 when Skookum Jim Mason, Dawson Charlie and George Washington Carmack found gold in a tributary of the Klondike River in Canada's Yukon Territory, they had no idea they would set off one of the greatest gold rushes in history. Beginning in 1897, an army of hopeful gold seekers, unaware that most of the good Klondike claims were already staked, boarded ships in Seattle and other Pacific port cities and headed north toward the vision of riches to be had for the taking.

All through the summer and on into the winter of 1897-98, stampedeers poured into the newly created Alaskan tent and shack towns of Skagway and Dyea - the jumping off points for the 600-mile trek to the goldfields.

Skagway, at the head of the White Pass Trail, was founded by a former steamboat captain named William Moore. His small homestead was inundated with some 10,000 transient residents struggling to get their required year's worth of gear and supplies over the Coast Range and down the Yukon River headwaters at lakes Lindeman and Bennett. Dyea, three miles away at the head of Taiya Inlet, experienced the same frantic boomtown activity as gold seekers poured ashore and picked their way up the Chilkoot Trail into Canada.

Did You Know?

The Canadian government required those going to the Klondike gold fields to bring a year's supply of food with them to avoid starvation during the long Yukon winter. Some of the recommended supplies included 400 pounds of flour, 200 pounds of bacon, and 100 pounds of beans! Each man needed roughly 1,000 pounds of provisions.

Read more at nps.gov

Youth Lead Event

It is important that adult leaders understand the Aims and Methods of Scouting to allow boys the opportunity to gain personal and team development out of Klondike and other Scouting events.

The Aims of Scouting

Character development (Growth in moral strength and character)
Citizenship Training
Personal Fitness (Development in physical, mental and emotional)

As part of Personal Fitness an adult leader should give the boys opportunities to think for themselves and solve problems as a patrol. Boys grow emotionally as they have the chance to use self control, show courage and gain self respect.

The Methods of Scouting

Ideals (Law, Oath, Motto, Slogan), Patrols, Outdoor Program, Adult Association, Advancement, Leadership Development, Uniform, Personal Growth

All of the methods are important and all will most likely be used during the youths Klondike experience. We would like to go a little more in depth on some of the Methods of Scouting.

Patrols – The patrol method gives Boys Scouts an experience in group living. It places responsibility on young shoulders and teaches boys how to accept it. The patrol method allows Scouts to work and develop as a team.

Leadership Development – The Boy Scout program encourages boys to learn and practice leadership skills. Every Boy Scout has the opportunity to participate in both shared and total leadership situations. Boys will make wise decisions and may make mistakes as they learn to lead. It is important that when they make a mistake they have a chance to learn to overcome it.

Note to Scoutmasters, Asst. Scoutmaster and all adult leaders

We highly encourage Scoutmaster, Asst. Scoutmaster and other adult leaders to let boys have their space, so they can learn leadership and make decisions as a patrol without the influence of an adult leader. Training on scout skills, strategy and technique should be done prior to the start of the Klondike on Saturday morning. Once the boys start Klondike let them make their own decisions on what events they compete in. Adults should observe quietly from a distance and only interfere when a boy's safety is in jeopardy, if the adults are around at all. However, if a patrol member has issues that warrant the supervision of an adult, such as medical or uncontrolled temper, please monitor them. The Klondike champions for 2011 and 2010 didn't have adults with them while they competed. The adult leaders checked on them periodically to take pictures and ensure they were having a good time.

An adult mingle has been planned for Saturday morning. There will be a location where adult leaders can go get some hot drinks and food. During this time a few moments will be taken for general announcements and information about upcoming events and trainings. Please take this time to network with other scout leaders.

Objectives

- Have fun
- Hone Scout Skill
- Live the Patrol Method
- Team Building
- Practice Cold Weather Skills

Registration

Print registration form from <http://www.centennialdistrict.org/>

Fill out registration form and send it with fees to the scout office.

Registration deadline is February 3rd. The fee for each scout, leader and staff is \$ 7 if signed up by January 20th. Afterwards, the fee increases to \$8.

Ore-Ida Council Scout office
Centennial Klondike Derby
8901 West Franklin Road
Boise, ID 83709-0638

Late registration and walk-ins will not be accepted.

Registration deadline allows the staff a head counter in order to help ensure a well ran Klondike.

Expectations

Boy scouts lead themselves

Adults are discouraged from accompanying scouts. Scouts conduct events without adult input, relying on their patrol leadership, team work, skills and preparedness.

Arrival

Troops may arrive and stay the night anytime after 1:00 PM on Friday. All remaining units need to complete check in at the registration table by **8:00 AM Saturday**

The Patrol leader/leaders (PL), an adult unit leader and the unit volunteer from each troop report at Head-quarters to turn in a **COPY** of the tour permit and check there unit in. **All 3 individual must be present at check in.**

Campsites

Camping areas are available to troops on a first-come basis. Choose your site when you arrive. Limited space will be available. Be considerate as other troops arrive. **Straw is not permitted.**

Fires

Campfires are prohibited unless supervised and maintained on a fire pan or in a burn barrel. Elevate campfires 4” to protect soil from sterilization.

ALL remains must be collected before leaving the area.

First Aid

The First Aid Station is located at Klondike Headquarters. All leaders should be on the look out for symptoms of Hypothermia and Frostbite.

Parking

We will have a parking director as you pull into camp. There is limited parking but should be enough as long as we park in an orderly fashion. More detail to come about parking

Meals

No meals will be provided. Units prepare all meals within the time provided in the schedule.

Volunteers Needed

Volunteers will be needed to assist the Klondike staff with station activities, clean-up, and other duties. **Please ensure that each unit has a leader available to volunteer as needed. Volunteers report to check in tent for assignments. Not all assignments require scout skills knowledge.**

Dress

Scouts not appropriately dressed for cold and snow may not participate and must remain in the care of an adult leader. Properly clothed scouts have a far better experience than cold scouts. Ensure that each youth is prepared with snow boots, snow pants, coat, gloves, hat, and thermals. Layer clothing to help regulate body temperature. Hand warmers are recommended
Remember: Cotton Kills

Footwear

Wear proper footwear for winter conditions. Sneakers are not allowed! Wear wool sock over a pair of wicking socks.

Unit leaders should check each Scout's clothing and equipment before arrival.

Departure

Participants are responsible for removing all camp remains including fire remnants and trash. Each unit must carry out all garbage.

Leave No Trace

Schedule

Troops can begin arriving at 1:00 PM

Friday		
4:30 PM to 9:00 PM	Registration Setup, Dinner by units	
9:00 PM	Campfires by units (Combine with other units if possible) Gold Nuggets awarded for campfire (See Events)	
9:30 PM	PL Meeting @ TBD (Scouts only, Adults are not invited) Staff Meeting @ TBD	
10:00 PM	Return to campsites	
10:30 PM	Lights out, All quiet (Respect those around you)	
Saturday		
7:00 AM	Wake up Breakfast by units	
8:30 AM	General Assembly @ Arena (Be Prepared to Start)	
9:00 AM	Klondike Events Claim jumping	
9:15 AM	Adult Leader Mingle and Announcements	
10:30 AM	Trading Post opens (Candy available until gone)	
Noon	Klondike Events end, Lunch by units	
By 12:15 PM	<u>Turn in Klondike Scorecard</u> to Klondike Chairman	
1:15 PM	Skagway Scamper Instruction	
1:30 PM	Skagway Scamper Race Begins	
2:45 PM	Prizes and Recognition	
3:00 PM	Clean up and Departure	

Patrol Preparation

Here is a list of the skills that you may want each Patrol to practice prior to the Klondike. The majority of these skills can be found in the scout handbook and are required for the scout to advance to the rank of 1st Class. These skills will be tested during the events and the race:

- Patrol Flag, Yell and Name (Patrol Flag must be with sled)
- Sled Packing (Sled will be inspected for required equipment and for proper packing as well as race worthiness; nothing should fall out during the race.)
- Basic Lashings (Round, Square, Tripod, Diagonal, Shear)
- Basic Knots (Square, Sheet bend, Taut line, Bowline, Two-half hitches, Clove hitch, Timber hitch)
- First Aid (Fractures, Hypothermia, Shock, Frostbite, Blanket Stretchers, etc.)
- Correct clothing (Layering)
- Matchless fire building
- Basic Orienteering
- Team Problem Solving

Minimum Required Equipment for each Patrol to be carried on the sled

Sled	Patrol Flag
Blanket or Sheet	Small Fire pan (disposable pizza or cookie sheet)
Triangle bandages for splints and bandages	(1) Flint and Steel (no matches, lighters, fluids)
First Aid Kit and Splints	Tinder (lint, wood shavings)
Heavy weight (Baseball), Little Weights (Nuts or Washers)	Bundle of dry kindling
Watch	(1) 45" piece of rope for each boy
2 gal of water	(3) 5'-6' staves or closet rod
Trash Bag	(2) Compasses
Boy Scout Handbook	(7-8) 15' lengths of rope for lashings & rescues
Pencil and Notebook	(3-4) 24" pieces of 1" PVC pipe, Can double as splints
Blind folds (1x patrol members)	(2) #10 cans, 1 as a hobo stove, 1 for boiling
Campfire program (See event listed below)	Mixed Pancake mix, Oil, Spatula (Sled Race)

Events

Patrols

Patrols will vary in size for 5-10. If unit patrols are more or less they need to be adjusted for Klondike only. Units will check in as patrols by their patrol leader. Each will need a name, flag, yell and list of members for registration.

Saturday Events

Events will be spread far and wide in groups of two. This will allow patrols to choose their own journey through Klondike. Patrols may pass by one event in favor of another or to avoid crowds. There is no schedule for the events. Events will handle at least 2 patrols at once with a 15 minute turnover. Each patrol will have a score card where the event manager will record and initial the number gold nuggets earned at each event. Patrols may only participate ONCE per event.

Scoring

Gold nuggets will be awarded to the patrol based upon participation and accomplishment. Patrols will not be able to combine nuggets as a troop. The number of nuggets earned will be recorded on the scorecard. The scorecard will turn into headquarters after events have ended by 12:15 PM. Any score cards not turned in directly after events will be automatically disqualified. **Station managers have the final say on number of nuggets awarded to each patrol.** Gold nuggets will be awarded as follows:

- 1 for scout **spirit** (Patrol yell, flags, songs, inclusive, patrol method)
- 1 demonstrated **leadership/teamwork** (cooperative, inclusive, patrol method)
- 1 for correct **completion** of event (did they do everything correct and complete it in 15 minutes)
- 1 for **participation** in the event

Some events have additional opportunities for nuggets. See below in list of events

The Patrol with the highest number of nuggets recorded on their score card will be the winner of the Klondike. Score cards must be turned into Klondike Chairman by 12:15 at Klondike headquarters directly after the competition held between 9:00 and Noon.

List of Events

Mine Evacuation – Build a stretcher and administer first aid to the injured miner. After injured miner is on the stretcher all other scouts will put on blindfolds, miner has no blindfold. The scouts will follow directions through the course directed by the injured miner.

Equipment: Blanket or Sheet, (2) 5’-6’ staves, Blindfolds, Splints, Triangle Bandages

Ice Chunk Crossing – No information will be given for this event. It is a simple team exercise used to test the patrol ability to problem solve, show leadership and teamwork. *Equipment:* Provided

Yukon River Estimate – Measure width of a river with out crossing it.

Equipment: Paper, Pencil, Compass

Knot Gamble – The first patrol member will run out and tie a square lashing. Then the rest of the patrol members will roll a die to get their number, they will visually look at a knot board with 6 of the 7 basic scout knot listed above. They will then tie the knot that corresponds with their number. This is a head to head event; each boy will be required to participate. If a patrol of 5 is competing against a patrol of 7, two boys will need to go twice.

Equipment: (2) Staves, Rope for square lashing, (1) 45” piece of rope for each boy

Tundra Snow Shoe Race – 2” x 6” x 8’ with rope through it, will be attached to 3-5 boys by twisting the rope over the laces and tying a square knot behind the foot. They will travel approximately 20 feet to the other sides where the remaining patrol members will be waiting. The other patrol members will put on the snowshoes and head back across. All patrol members will participate. *Equipment:* Tundra Snow Shoes will be provided

Hypothermic Miner – At this event scouts will be tested on their knowledge of layering clothing and signs, symptoms, prevention and first aid for hypothermia and frostbite. *Equipment:* First Aid Knowledge

Hot Cocoa Please – 2-3 scouts from each patrol are tasked to start a fire w/o matches and bring to boil 10 ounces of water. Flint and steel, magnifying glass, steel wool, bow and drill are permitted. Matches are allowed but discouraged. Lighters, fire starters or accelerants are not allowed. All scouts should be ready you never know who will be allowed to participate.

Scoring: 4 nuggets for bow and drill, 3 for flint and steel, 2 for matches, 1 for participation *Equipment:* Tinder, kindling, fire starter (your choice), #10 can or small pot, 10oz water, cup & hot cocoa (why waste the water)

Sage Grouse Hunt – Using a PVC blow gun and marshmallows hit as many grouse as possible. Each Patrol is allowed 50 shots divided up evenly amongst the patrol. Marshmallows must be propelled by shooter’s lung power only. All patrol members must participate. This is a head to head event where the shots will be tallied to see who wins at the event. *Equipment:* (3-4) 24” pieces of ½” PVC pipe, 50 mini marshmallow

Where is my Claim – The patrol will be given 3-4 bearings and distances. They will be required to complete the course to see how close they get to the desired location. *Scoring:* 5 nuggets within 5’, 3 within 10’ 1 within 15’

Equipment: Compass

Cabin Building – Saw off several chunks of a 6” log – Show proper tool handling skills. *Equipment:* Provided

Stake Your Claim – The patrol will construct a 12’ flag pole that will be supported by guy wires (rope) and remain standing for 30 seconds. After the pole has been created attach the patrol flag and raise the pole. They will then create 3-4 guy wires to brace the pole. One taut line hitch must be tied on each guy wire in order to adjust guy wires. *Equipment:* (3) 5’-6’ staves, Patrol Flag, (3-4) 15’ lengths of rope, Rope for lashing *Provided:* Stakes

Camp Fence – No information will be given for this event. It is a simple team exercise to test the patrols ability to problem solve, show leadership and teamwork. *Equipment:* 3-4 lengths of rope to create a 50 foot rope

Timber Teeter Tauter – Suspend a 6’ log between two trees using timber hitches and taut lines as necessary. Once the log is suspended all patrol members must get on long and remain there for 10 seconds.

Equipment: (4) 15’ ropes *Provided:* Log

Yukon River Crossing – No information will be given for this event. It is a simple team exercise used to test the patrol ability to problem solve, show leadership and teamwork. *Equipment:* Provided

Miners Rack – The patrol must tie the 7 basic scout knots on the provided knot rack as fast as possible one at a time. Boys may only tie one knot unless there patrol has less then 7 in which a boy/boys may tie two knots to make up the difference. This is a head to head event with the patrol on the other side of the rack.

Equipment: Provided

Ka Bomb – A stick of dynamite (2 liter bottle) will be placed in the center of a 20’ circle. The patrol must pick up the dynamite and remove it from the circle without entering the circle. The dynamite must also remain off the ground once it is removed from the center of the circle. Patrol may use any method necessary without entering the circle. *Equipment:* Staves, Ropes, Rubber Band (Provided)

Quinzee Shelter – The patrol will learn about and help build a quinzee or other snow shelter. *Equipment:* Provided

Great Snow Melt – Using (3) 8’ poles (provided) the patrol will build a tripod using the tripod lashing. During the same time they can start building a fire with flint & steel. Flint & steel is the only method that can be used. Once the tripod is complete they will attach the (provided) pot and chain to the tripod. They will then melt a pre determined amount of snow, roughly 4 to 6 cups. They will also learn about the hazards of eating snow and proper melting techniques. *Equipment:* Rope for lashing, Kindling, Tinder, Flint & Steel *Provided:* Poles, Chain and Pot

Sled Judge – At this stations the patrols sled will be judged on functionality, aesthetics and design.

Mine Shaft Climb – No information will be given for this event. It is a simple team exercise used to test the patrol ability to problem solve, show leadership and teamwork. *Equipment:* Provided

Miners Choir – At this station the patrol’s creativity will be tested. They should come prepared with a song or cheer about miners or some aspect of the Klondike gold rush. After they have sung their song or cheer they will be give a theme in which they will have 5-10 minutes to come up with a skit or cheer.

Tug-o-war – Two patrols will compete in a best out of three tug-o-war. An equal number of youth will be on each side of the rope. Large patrols can rotate their team members in before the start of the next tug, but not during a tug. *Equipment:* Provided

Miners Camp – At this event patrols will be tested on their practical application of knots, lashing, bends and hitches. Some of the application scenarios may include staking down a tent with guy lines, tying down equipment on a vehicle, putting up a dining fly, tying up a hammock, building a tripod for cooking, tying a horse to a tree, stringing up a clothesline, tying two ropes together, securing a bear bag, or building a survival shelter.

Equipment: Rope listed on equipment list

Campfire Program – On Friday Evening we encourage every unit to hold a campfire program. The program should be planned and carried out by the youth. At a minimum the campfire needs to consist of a song, a skit and a Scoutmaster’s minute. Other elements of a campfire are run-ons, appropriate jokes and stories. After completion of the campfire a campfire program can be turned into the Klondike chairman (Matt or Jeff) or to a Claim Jumper anytime Saturday morning for 5 Gold Nuggets. We encourage troops to interact and invite other to join. Nuggets will be awarded to units that do 3 or more of the mentioned elements of a campfire program. *Equipment:* Program

Ice Flow Rescue – The Patrol will be divided into two groups. Group 1 will construct a 12' flag pole. Attach the flag and raise the pole. Flag pole doesn't need to stand by itself and must consist of three pieces. Round lashings used to create the pole do not count as pieces. Once the pole is raised a boy will jump in the sled and be the victim. After the pole is raised group 2 will begin. Group two will utilize rope segments and a heavy weight by connecting them together with the following knots Sheet Bend and Square knot. Both knots must be used once. The victim in the sled will be approximately 20-25 feet away. Once a long enough rope has been created they will throw the rope to the victim. Once the victim has reached the rope while sitting in the sled he must tie a bowline around his waist. The victim can not move around other than stationary reaching. Once the victim is attached to the rope he will signal his team for rescue. All knots and lashing must be constructed at the event. If any knots come untied during the rescue the victim must return to his original location. *Equipment:* Heavy weight (baseball in a sock), (3) 5'-6' staves, Patrol Flag, (3-4) 15' lengths of rope, Rope for lashing This list only represents what could occur; some stations may or may not happen. Remember the scout motto – Be Prepared. While there is a competitive element, the most important thing is to complete as much as possible, as a patrol, and to do your best.

Claim Jumpers

Claim Jumpers will be found through out Klondike, these are ruthless gold hungry thieves who will accost you and try and take your gold. If you are prepared you may be able to overcome their attempt to take your gold. Each Claim Jumper will test your Scout Spirit, Scouting Knowledge and Skills. If you pass they will award you with some gold, if you fail you will have to give some up.

Claim Jumpers are looking for scout skills and knowledge – All answers can be demonstrated with patrol knowledge or material on the sled.

Skagway Scamper (Sled Race)

A race to the town of Skagway and back. Each team will be sent out at evenly spaced intervals. The event is timed and patrols will have to reach Skagway as well as return. The race will start with an inspection of each sled. Each sled must have the items from the required equipment list. 4-5 patrols will be sent in 5 min intervals. During the race there will be a designated location where each team can stop to start a fire and cook a 4" pancake on a hobo stove. Once they are done cooking the pancake, they will show it to the judge then eat it. They will receive a rare gem that must be protect and turned it at the race finish. All cooking materials should be on the sled. Matchless fire lighting is required – meaning no matches, lighters or accelerants. All burnt wood is to be kept in fire pan and discarded after the race. Do not leave burnt wood on the course. During the race they will have to carry the sled over some obstacles. Near the end, one boy will be selected to have broken leg, arm, or collarbone. He will need to be splinted and ride in the sled. Time will be subtracted for the cooking of the pancake and correct application of the splint (remember it will be judged at the end of the race). Time will be added for each missing item from the sled equipment list. The winner will have the lowest time for the entire race including all additions and subtractions.

Race time additions

+1 min for each missing item (Max of 5 min)

Race time deductions

-15 min for cooking and eating a 4" pancake; Gem must be turned in at end of race for credit.

-10 min for proper first aid; first aid will be judge at the end of race.

Equipment (Sled Race)

Minimum Required Equipment for each Patrol to be carried on the sled during race

Sled	Patrol Flag
Blanket or Sheet	Small Fire pan (disposable pizza or cookie sheet)
Triangle bandages for splints and bandages	(1) Flint and Steel (no matches, lighters, fluids)
First Aid Kit	Tinder (lint, wood shavings)
1 gal of water	Bundle of dry kindling
Trash Bag	Mixed Pancake mix, Oil, Spatula
Boy Scout Handbook	Container for cooked pancake
Pencil and Notebook	(1) #10 cans as a hobo stove

Prizes and Recognition

Prizes will be awarded at the awards ceremony at 2:45 PM. Patrols must be present to win.

Klondike (Total of 7 Trophies) The most gold nuggets wins

Grand Prize – Golden Pick Axe (Centennial Klondike traveling trophy) and Grand Prize Trophy

1st thru 3rd, Patrol size 6 and under – Trophy awarded to each

1st thru 3rd, Patrol size 7 and over – Trophy awarded to each

Skagway Skamper (Race) (Total of 4 Trophies) The lowest time wins

1st thru 3rd – Trophy awarded to each

New Scout Patrol, Patrol must be 12 and under and first time participants – Trophy awarded

Location and Directions

Klondike will be held at Trinity Pines Conference Center, 349 Cabarton Rd, Cascade, ID. Take Highway 55 North to the town of Cascade. Turn SouthWest (Left) on Cabarton Rd travel approximately 1 mile and you are there. Cabarton road is approximately 1 mile from the North end of the Cascade airport runway.

Trinity Pines Conference Center needs to be left better then we found it which means the following:

Notify Klondike Chairman of any problems with the facility

Use Porta Potties every time nature calls

Use Burn Barrels or Fire Pans, Do not leave any ashes

Take all trash, food waste, and gray waste with you

Do not touch any equipment or enter any buildings

Don't park or block access into and out of the conference center

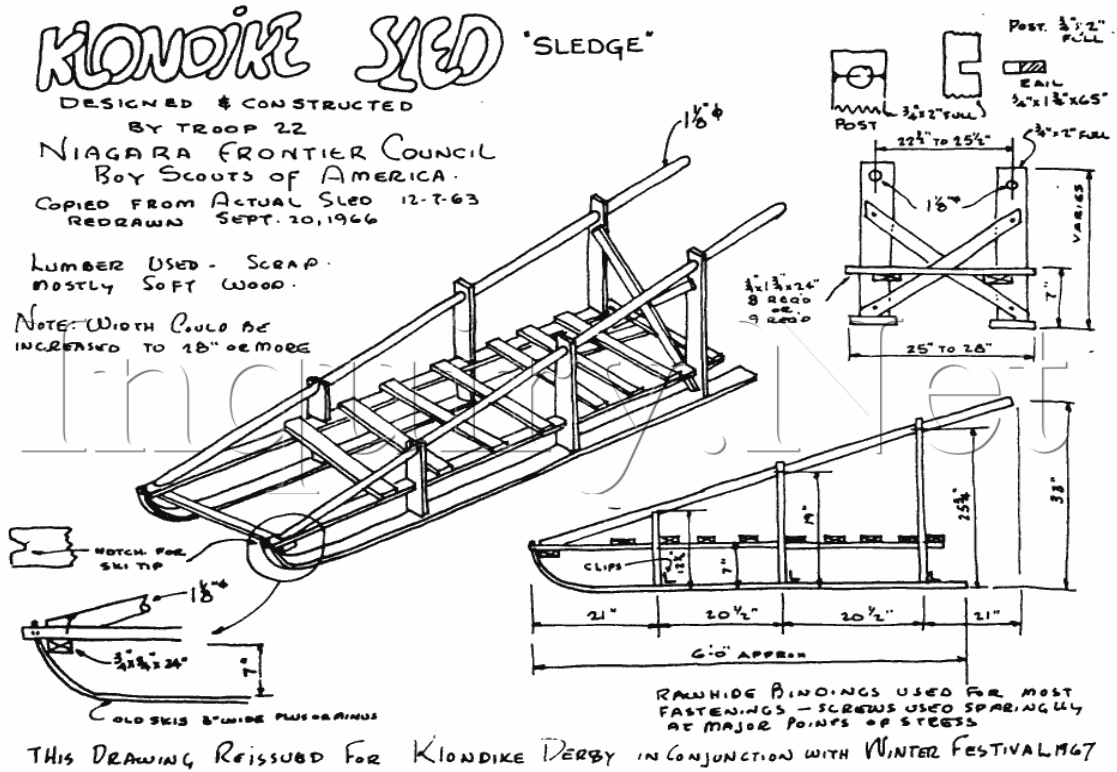
Notes

All final notification and changes will be made via e-mail.

Parking may require the boys to shuttle gear. Stay tuned for further instruction on parking.

Klondike Sled

Klondike Sleds come in all shapes and sizes; they can be fancy or casual. The most important thing is each patrol has a sled. They can be made out of PVC, plywood, scrap lumber and old snow skies. Below is only an example of what a sled can be. There are a couple things to consider with the construction of the sled. The snow may be deep and can we secure all our supplies so they stay on our sled. Google is a great resource.



Hobo Stove

Hobo Stoves are very simple to make. Get a #10 can and cut out the bottom. Punch a few holes around the top rim, bottom and or sides so the fire can breathe. Below is just an example of a stove. I would leave the very top intact in order to cook a pancake.

