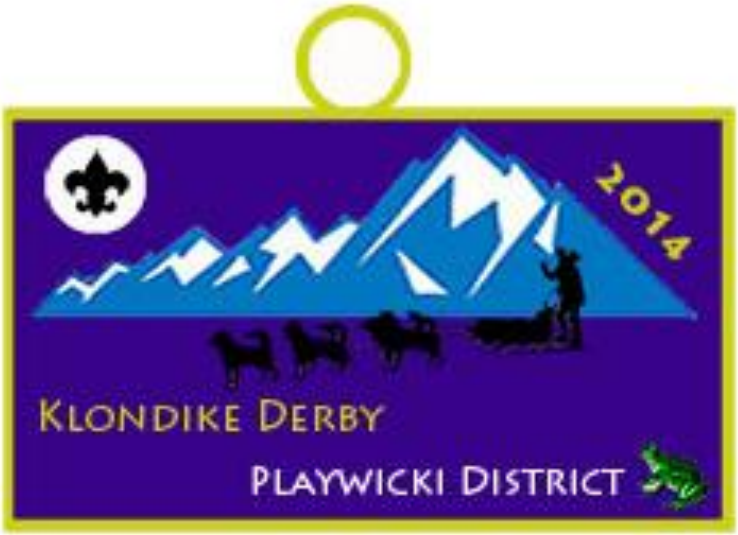
2014 Playwicki District
Klondike Derby

Boy Scout Event Information Packet



Tyler State Park – Exercise / Nature Trail Area
Saturday, February 1, 2014
(Alternate Date is February 8, 2014)

The cost will be **$6.50** per Scout if the unit registers on or before January 24, 2014. All unit registrations and payments are to be made on-line at www.buckscountybsa.org . Late registrations will incur additional fees, so please register before the deadline.

Event registration is to be completed by Friday, January 24, 2014.

If your unit plans on participating in the event and has not yet volunteered to run a station, please contact George Worth at georgeworth@netzero.com to reserve your station choice today. Station choices are assigned on a "first come, first serve" basis, so don't delay! **Troops are requested to provide station volunteers for each sled entered.**

The registration fee also provides the unit with an opportunity to participate in a winter overnight tent camping experience on January 31, 2014 (night before the Klondike Derby) at the Middletown Grange Fairgrounds in Wrightstown. Unit leaders must ensure that all Scouts and Adults from their unit are properly prepared to participate in this cold weather tent camp out. Interested units are to contact Bill Pitts at william.pitts@bms.com to reserve a camp site and to obtain more information about the winter overnight tent camp out logistics.

Event Rules

Schedule

Parking for the Day: Please park as many of your unit's vehicles at the Soccer Field parking lots and leave spots at the Boat Launch parking lot for use by other park visitors.

7:45 AM – Station Managers pick up score sheets at the registration table & set up stations
8:20 AM – Check-in and registration of sleds
9:00 AM – Bridge will open and sleds may move to the starting line
9:15 AM – Sleds are launched and all stations will OPEN
12:00 PM – Stations closed until after lunch
12:15 PM – Lunch served at the Boat Launch area, units may leave their sleds on the hill
1:00 PM – Stations reopened for afternoon
3:00 PM – All Stations will CLOSE
3:15 PM – Station Managers must return the Master Score sheets to the registration table
3:20 PM – Sleds assemble at Soccer Field for the sled race
3:30 PM – Sled Race begins

Winning units will be recognized at the Playwicki District Roundtable meeting.

Specific Rules

Age Groups and Awards – Awards will be given to the highest finishers in each of the three age groups: **13 and under**, **14 and over** and **mixed age** sleds.

Group Size – At least 3 Scouts per sled and please try to limit the Patrol size to a maximum of 6 to 8 Scouts

Use of the Handbook and Other References – Patrols are encouraged to bring the BSA Handbook or another reference such as the BSA Field book on their sleds. If a reference is used at a station, the Patrol would not receive the 6-point score for demonstrating a highly skilled completion of the task, but a Patrol could receive a 5-point score for the proper completion of the station task.

Uniform – No Class A Scout uniforms are required for the event. Scouts must dress appropriately for the anticipated weather conditions and must wear boots or hiking shoes **(NO SNEAKERS)**. Clothing must contain no inappropriate language or graphics. Dress in layers so you can adjust your comfort level.

Sled Requirements – The sled may have wheels and an axle that does not protrude excessively or have sharp edges. Sleds may not contain inappropriate language or imagery. Sleds must be sturdy enough to carry a Scout and must be able to safely hold all of the required and any recommended gear that the Patrol may bring to the event.

Station Volunteers – **Each unit is asked to run one station per sled registered from their unit.** Station managers are asked to register their choice(s) of stations to run in advance of the event with George Worth (georgeworth@netzero.com) and after submitting their station choices, they will be provided with information on what the unit will need to successfully run their chosen stations. If a troop simply does not have the adult resources to run a station, please discuss this with the event coordinator ahead of time so that other volunteers may be found.

Other Questions – Please contact the Klondike Derby Event Coordinator, Dave Clark, at (215) 750-0971 or George Worth at georgeworth@netzero.com . All questions regarding the winter overnight tent camp out experience at the Middletown Grange Fairgrounds should be directed to Bill Pitts at william.pitts@bms.com .

SLED INFORMATION

A properly outfitted Klondike Sled is the most important tool for a Patrol to compete in the Klondike Derby.

<u>Required Materials</u> – Patrols may not leave the launch area without these items:

- First Aid Kit
- One quart of water per Scout and a safe way to drink it
- A trash bag to collect garbage found on the trail
- Snacks to feed the entire Patrol
- Klondike Sled with a well decorated Patrol Flag
- Pencil or Pen
- Notepad
- At least one watch per Patrol

<u>Items That May Be Needed For Use at Stations</u>

- A mirror or other reflective signaling device
- A compass for each participant
- Boy Scout Handbook or Boy Scout Field book
- Method of securing gear onto the sled and to hold the items in place (even if the sled were to be turned upside-down)
- Items to properly splint an arm and a leg
- 1 blindfold for each participant
- 5 staves (poles approximately 5 ft in length) and sufficient amount of rope to lash the staves together
- Sufficient amount of rope to tie the Patrol member's shoes to two (2) 2 x 4 studs
- A method to mark and measure distance
- 3 ways to start a fire, 2 of which cannot be a lighter, matches, or torch
- Fuel for 2 very small wood fires
- Enough rope to secure all items in the sled and suspend it upside down
- Container to safely transport extremely fragile items (the fragile package is approximately 6 inch x 7 inch in size) without damage over long distances
- Patrol Cheer
- Semaphore Chart
- Pocketknife

Do not bring any personal electronics, fireworks or other unsafe items to the event

SKILLS NEEDED

In addition to teamwork, creativity and Scout Spirit, Scouts will typically be rewarded for knowing and successfully demonstrating the following Scout skills:

- Round lashing
- Square lashing
- Diagonal lashing
- A lashing which uses 2 or more staves
- A knot for securing slippery objects
- A knot for tying flat ropes
- A hitch that can be undone quickly
- A knot to secure something to a flat surface
- Winter first aid
- Tree/Leaf identification
- Fish identification
- Animal Track identification
- How to use a map and map symbols
- Fire starting techniques
- Use of a compass
- How to measure distance and height without an official measurement tool
- Axe or dart throwing technique
- Semaphore Flag Communication
- Blindfold navigation
- Constellation / Star Identification

This list is not exhaustive, but it should be used to guide a Patrol's preparation for the event.

Scoring for each station at the Klondike Derby emphasizes teamwork and the patrol method in addition to the ability to complete the specific skill. Extra points will be awarded for demonstration of a Patrol's mental fitness in answering questions relating to the subject of Scouting or of the skill being demonstrated at one of the Klondike Stations. If the members of a Patrol exhibits good teamwork and show good Scout Spirit, they will do well in the competition. The Patrol will be rewarded for understanding what Scouting is all about – doing your best while living by the Scout Oath and the Scout Law.

The Patrol leaders will be responsible for the leadership and supervision of their Patrols at each station. Adults are strongly discouraged from accompanying the Patrols through the station activity areas and are instead encouraged to volunteer to assist with the running of the stations.

RUNNING A STATION

Staffing – Units who run a station are asked to provide an adult to be the Station Manager and the other volunteers assisting with the station can either be adults or mature, experienced Scouts (age 16+).

Detailed Event Information – Detailed notes on what is needed to run a particular station will be provided after the unit provides its chosen station(s) to George Worth (georgeworth@netzero.com). Please provide alternate station selections in case your preferred station selection has already been chosen by another unit.

Additional Volunteers – Additional volunteers are needed to help with registration and sled inspection, to judge the sled race, and to help with cooking / serving lunch. If you would like to help with running any of these activities, please contact Dave Clark at (215) 750-0971 or George Worth at georgeworth@netzero.com .

EVENT DESCRIPTIONS

Volunteers are needed to run the following stations:

Atlatling – An accuracy and distance competition with primitive dart launchers.

Bear Bag – The Patrol must load their gear onto their sled and use rope to suspend the sled completely off the ground.

Kim's Game – A test of the Patrol's visual and memory skills.

Code Breaking – The Patrol will need to decipher encoded messages about the location of buried treasure.

First Aid Station #1: Splint and Run – The Patrol must demonstrate how to properly splint a fractured limb and to safely transport an injured Scout.

Sled Inspection – Sleds must be inspected for safety and the first aid kit will be checked along with the other required items.

First Aid Station #2: Common Cold Weather Injuries – The Patrol must demonstrate how to properly treat common winter camping injuries such as hypothermia.

Ravine Crossing – The Patrol must move their sled from one side of a 10 ft wide deep ditch to the other side.

Height and Distance Estimation – Without climbing or use of a measuring tape, the Patrol must be able to measure the height and horizontal distance of physical features.

Hill Ascent – The Patrol must maneuver their sled through a narrow course on a steep hill.

Ice Rescue – Some members of the Patrol become stranded on thin ice and must be rescued by the remainder of the Patrol.

Knot Copy – Each Patrol member will be presented with an uncommon knot (selected from a group of eight knots) that has already been tied. The Scout must reproduce the knot with the provided rope.

Knot Knowledge – The Patrol must tie eight common knots and match them with their appropriate use.

Lashed Ladder – The Patrol must lash together a ladder with the provided spars and rope.

Map Making – Some members of the Patrol must make a map to be followed by the remaining members of their group to a specific location.

Map Reading – The Patrol must answer simple questions about standard map features.

Navigating Thin Ice – The Patrol must navigate a mock ice course with unknown hazards.

Orienteering Range – The Patrol must determine the bearing (azimuth) to certain objects.

Panning for Gold – The Patrol members toss items from one team to another.

Rope Square – The Patrol must assemble a square using a piece of rope in blinding snow blizzard conditions.

Move The Flagpole – The Patrol must move a flag pole out of harm's way.

Shrinking Glaciers – The Patrol must stay together on an ever shrinking glacier.

Smooshboard Race – The Patrol must complete a simple course on flat ground with Smooshboards.

Spider Hole – The Patrol must enter into a Giant Ice Spider's liar to retrieve their stolen food supplies.

Emergency Medicine Run – The Patrol must deliver fragile antibiotic medicine in order to prevent a widespread diphtheria outbreak. The medicine is so fragile that its container can easily crack or break if it is not handled and transported properly.

Tomahawk Throw – The Patrol must demonstrate their ability to use a Tomahawk to ward off angry grizzly bears (Note - Station Manager must provide the axes).

Emergency Shelter – The Patrol must quickly construct a shelter before nightfall.

String Burning – The Patrol must build a small fire with materials found on their sled and burn through a piece of string.

Track Identification – The Patrol must identify the tracks of animals that may have come across their path.

Ice Fishing – The Patrol must lash together a fishing pole to catch the elusive Northern Red Snapper fish for their evening meal.

Staking a Claim - The Patrol must lash together a flag pole and properly stake their claim.

Fish Identification – The Patrol must identify the local fish that may be caught for a meal.

Giant Clove Hitch - The Patrol must tie a clove hitch under challenging conditions.

Leaf Identification – The Patrol must identify the leaves / trees that are in the area.

Communication - The Patrol must use Semaphore Flags to convey an urgent message.

Constellation Identification – The Patrol must identify the constellations and stars that may be used for night time navigation.

Crossing the Peat Bog – The Patrol must cross a bog to reach their sled and supplies.