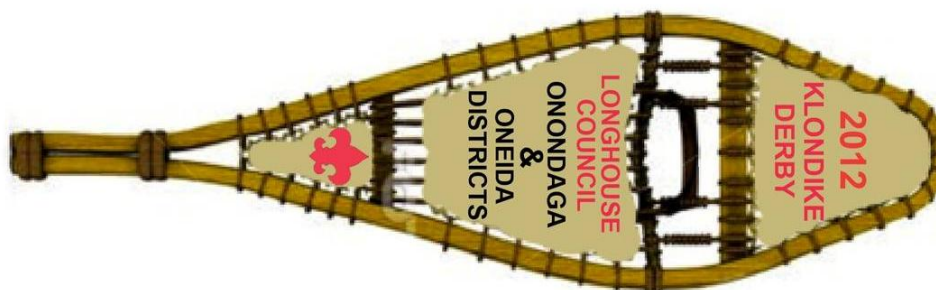


2012 KLONDIKE DERBY

Onondaga & Oneida Districts

Event Preparation Guide

February 4, 2012



Join us for a fun filled day of scouting skills, teamwork, competition, snow games, sled races, and more!

Where: Camp Woodland
491 Kibbie Lake Rd, Constantia

Cost: Scouts, Venturers, Cubs, and Leaders, \$6 per person includes a patch

Registrations due @ Council by 4 PM Friday, January 27, 2012

For additional information contact:

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Logistics

Schedule: Check-in begins at 8:15am, opening ceremony at 9:00, events at 9:15 and the awards and closing ceremony will be held at approximately 4:30 pm. All Cub Scouts, Boy Scouts, and Venturers are invited to participate.

Passports: Blue passport cards will be distributed at check-in/registration. Scouts/Cubs will take these cards with them to each event and the volunteer running the event will mark their card that they participated. After the Klondike is over they bring their completed card to their cubmaster/scout master to record in their advancement record.

Clothing: The Klondike Derby is an outdoor winter event. Please make sure that all Scouts/Cubs/Venturers come properly prepared with cold weather outerwear and insulation as well as hats, boots, and gloves/mittens. An extra pair of gloves/mittens as well as an extra hat would be advised. Avoid cotton layers which provide no warmth when wet and opt instead for fleece and wool insulation layers. It is the leaders responsibility to ensure that the scouts/cubs are properly clothed/equipped for this winter event.

Lunch: Please bring one can of soup per person to add to our cauldron of hot soup for lunch. A food stand will be serving hot dogs (\$1.00) and hamburgers (\$1.50), or bring your own lunch fixin's and snacks. We'll have, at no charge, coffee and hot chocolate throughout the day. Make sure to bring a bowl or mess kit for your soup and a cup for your hot chocolate 😊

NOTE: If Scout/Cubs plan on downhill sledding at Woodland they must wear safety helmets per scouting regulations. Don't forget your helmets or you cannot sled!

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SCHEDULE OF EVENTS

Saturday, February 4, 2012

7 - 9 am	Breakfast (by Units in Camp)	Owens Hall
8:15 am	Registration/Check in Starts	Owens Hall
9:00 am	Opening Ceremony	Parade Field
9 am - 12 pm	Morning Activities/Scored Events	Stations
9am-3pm	Sled Time trials	Parade Field
12 – 1 pm	Lunch (by Units) & Snow Sculpture	
1 - 3:30	Afternoon Activities/Scored Events	Stations
3:45 pm	Sled Race - Championship Heat	Parade Field
4:30 pm	Awards & Closing	Owens Hall

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Activity/Event Descriptions

Scored Events

1. **Simulated Ice Rescue*** – Patrol must save one of their members who fell through the ice, then treat for hypothermia. Points awarded for speed, teamwork, and rescue/first aid knowledge.
2. **One Rope Bridge*** – A single rope is stretched from ground level to a high point on a tree. Scouts must pull themselves up this zip line while carabinered to the rope. After reaching the high point the scout slides back down the line to the start. Timed event – points awarded for course completion and best time. The faster the time = more points.
3. **Panning for Gold**– Patrol uses a tarp co-operatively to toss a "gold nugget" over a horizontal rope 3 m above the ground. The event is scored by counting the number of consecutive times the nugget gets over the rope.
4. **Fire Building*** – Timed event where patrols will need to gather tinder, kindling, and fuel from nearby forest to start a small fire using only two matches provided and completely burn a rope suspended above. No liquid or chemical fire starters can be used. *Two matches will be provided.* Timed event – points awarded for completely burning the rope and best time. The faster the time = more points.
5. **Sled Balance***– Station consists of a rigid platform propped over a large diameter log. The Patrol has to get on the platform with their sled and balance the platform so that neither side touches the ground. Points can be given for establishing balance and for how long they keep it balanced.
6. **Penguin Dodge Ball** – Event of skill & teamwork where scouts/cubs try to hit two moving wooden penguins (each with a scout behind them) or two stationary wooden cows with points awarded for hitting each. If the team of players manages to knock a cow over, they receive bonus points. The projectiles used will be tennis balls. The number of balls the team is allowed to throw will be the same for each team. Two lines will be setup at the front of the range, one for cub scouts and one for boy scouts.
7. **Fishing for Snapper**– No Scout skills involved here, just fun. Patrols must cast and "catch" as many "Snappers" in five minutes to earn points.

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8. **Snowshoe Race** – Snowshoe race over snowy course. Timed event – points awarded for course completion and best time. *Snowshoes provided*. The faster the time = more points.
9. **Blindfolded Stretcher Carry*** – Timed event where four blindfolded Scouts carry a fifth Scout (not blindfolded) on a stretcher around a course following directions given by the Scout on the stretcher. Points awarded for completion and speed.
10. **Signaling*** – Patrols have five minutes to decide on a method of signaling a silent message to a line-of-sight outpost. Scorers give two Scouts a short message and send them to a visible point—for example, a point 75 yards down the trail and instruct the boys to signal the message back to their mates.
11. **First Aid/Survival Kit Inspection*** - Each sled should have a patrol first aid kit. Each Scout should have a BP Kit (emergency/first aid kit) in their knapsack. At the station, the patrol kit and several individuals' kits are examined and Scouts asked to comment on the use of various items.
12. **Klondike Sled Race*** – Patrols race their Klondike sleds over course with one scout in sled. *Need patrol built Klondike sled*. Timed event – points awarded for course completion and best time. The faster the time = more points. There will be multiple time trials throughout the day with the top eight sleds racing in the championship heat at the end of the day. Time trials will close at 3 pm. No Webelos teams will be permitted to race. Webelos may participate as part of troop as a rider in a sled if wearing a helmet.
13. **Search & Rescue*** - Patrol leaders are given the hiking plan of a missing solo hiker. Patrol must find hiker that is too severely injured to move. Scouts must diagnose the hikers' medical problems and determine its exact location. They then send for help. Patrols are graded on their navigational skills, knowledge of first aid, use of the buddy system and the speed with which they report the hiker's correct position back to HQ.
14. **Museum Quiz** – A self guided tour by pack or troop to explore the wonders of the William Hillcourt Boy Scout Museum. Take the museums quiz and answer the questions. The troop/pack with the most correct answers wins!

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Non-Scored Activities

15. **Tug of War**** – Cub tug of war event. May the best team win.
16. **Snow Volleyball**
17. **Craft Stations**** - Indoor Cub activity building simple wood craft kits
18. **Coin Collecting Merit Badge*** - Scouts with to earn badge must bring their collection to the derby.

*Scout/Venturer only

**Cub only