



BOY SCOUTS OF AMERICA®  
NASHUA VALLEY COUNCIL

## 2014 Wachusett Klondike Derby



**Theme:** Frozen Treasure  
**Date:** Fri Jan 24<sup>TH</sup> - Sun Jan 26<sup>th</sup>, 2014  
**Where:** Nimrod League of Holden  
168 Coal Kiln Road, Princeton, MA 01541

**Each Scout will be properly dressed or will be sent home!**

Cost: \$25.00 per unit registration (non-refundable) online / in advance. \$25 will be subtracted from the total cost for the scout unit upon payment.

\$8.00 per Scout or Scouter

\$3.00 for Webelos Scout and Parent

\$2.00 per person Late Registration Fee (after January 17<sup>th</sup>)

**Webelos invited for the day only !!!**

Past event patches will be on sale.

**NOTE:** **Medical Forms (for only those that are attending the event) are due before scouts set up or participate in events.**

## Weekend Schedule (A revised schedule will be given at the event.)

### Fri:

6:00 pm Registration & Open to Troops Camping Overnight

### Sat:

8:00 – 9:00 Registration  
 9:00 Opening Ceremony  
 9:30 – 12:00 Derby Stations Open  
 12:00 – 1:00 Pirate Stew (Lunch)  
 1:00 – 3:00 Derby Stations Reopen  
 3:00 Derby Stations Close  
 3:15 Sled Race  
 4:00 – 6:00 Supper  
 6:00 Cracker barrel  
 7:00 – 10:00 Movie  
 11:00 Lights out

Lunch is being provided by the Athol Orange Elks Lodge # 1837. Beef Stew, Peanut butter sandwiches and Hot Cocoa

### Sun:

9:00 – 10:00 Closing/Award Ceremony

## Events

	Event Name	Event	Description
1.	Pirate Navigation	Compass Course	Follow the compass course. Keep track of your positions.
2.	Walk the Plank	Team building	Follow yer captain to the jump point while blindfolded? Will the frozen sea be kind to ya?
3.	Escape & Secure	Knots	Escape in a dinghy & Secure it so that it doesn't float away...
4.	Stranded Island Skills	Lashing	Build a Tripod using correct lashings and knots for use later.
5.	Fix a Pirate	First-Aid	Treat a victim with a leg injury in the cold and transport them to the finish line.
6.	Frozen Roger's last words	Communications	Pick up your message pieces at each of the previous stations to solve the coded message.
7.	Scallywag Warm up	Fire Building	Build a fire and melt your coded messages
8.	Frozen Decoder	Communications	Decode Frozen Roger's message and return it for points.
9.	Ship-shape Labyrinth	Navigation	Can you navigate through the maze?
10.	Dinghy Race	Sled Race	You and your pirate crew must race against time to see who will win the treasure.

Please provide an advance registration for your unit online at <http://www.nashuavalleybsa.org/> and click on Activity Registration. Pre-registration will guarantee a discounted rate for each person in your unit. You will still be required to provide the full registration form at the event and complete your payment.

## Scoutmaster & SPL Information

Any Adults that can help in the running an event or any questions on the event, please contact Peter Souders at 508-341-2259 or by email: [Wachusett@nashuavalleybsa.org](mailto:Wachusett@nashuavalleybsa.org) (This is a scout run and lead event. We are looking for a maximum of two scouts and one leader per unit.)

### What is a Klondike Derby?

A Klondike Derby is a Boy Scout winter skill and camping event, held in January in the snow (hopefully). Typically, it involves an overnight campout and multiple Camporee-type competitions, where Boy Scout Troops and Patrols compete against one another. Each Patrol will use a dog-type sled which they have made and will use Scout power to pull it instead of dogs. The Scouts will pull the sleds that are loaded with their personal and patrol equipment. The Scouts will journey through the woods and fields, up and down the hills, and stop at different activity stations where they will be tested on different Scout skills. When they arrive at these stations they will be tested on their Scouting knowledge, team work, and problem solving skills.

### What type of clothing?

One of the most important parts of a Klondike Derby is to keep warm and dry. Each Scout must dress for the weather. Winter weather is very likely to change, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard. Common sense is your best protection. Dress in layers. Avoid working up a sweat and keep yourself comfortable by removing or adding layers of clothing. Waterproof boots are essential. Wear socks of wool or other materials that draw away perspiration. A wool cap or similar head gear with ear coverage is necessary both during the day and night to retain warmth, even while in a sleeping bag. Scarves are recommended to protect the face from the cold and biting wind. Boys should wear wool mittens covered with a water repellent shell. Gloves may be worn, but they are not as warm as mittens. Scouts are more vulnerable to the cold at meals, because they do not move around as much. Prior to every meal, ask every boy if all his clothing is dry. If not, have him change into dry clothes before eating. Unit leaders should visually inspect each younger Scout before he takes off on the trail.

**COST:** \$25.00 per unit registration (non-refundable) online / in advance.  
\$25 will be subtracted from the total cost for the scout unit upon payment.

\$8.00 per Scout or Scouter

\$3.00 for Webelos Scout and Parent

\$2.00 per person Late Registration Fee (after January 17<sup>th</sup>)

**Webelos invited for the day only !!!**

Past event patches will be on sale.

**REGISTRATION:** Friday Night 6:00 PM and Saturday Morning 8:00 AM - 9:00AM. Each Senior Patrol Leader should register his Troop and all Patrols upon arrival at the Klondike Derby to receive the Instructions and Materials needed for the weekend. Please have the registration form filled out and medical forms **(for only those attending the event)** ready to speed up the registration process.

**MEDICAL FORMS:** As with any District-sponsored event, BSA medical forms are required for all participants. Please make sure your Unit brings a medical form for each and every youth and adult participating in this event. Be prepared to drop off the medical forms, **for only those attending the event**, at the Nimrod League Club house when you register. You are required to pick them up at the end of the weekend. Without a medical form your participation will not be allowed. Additional medical forms will be available should they be needed.

**Each Scout will be properly dressed or will be sent home.**

**VISITORS:** Visitors are welcomed and invited to attend the event. Please check in and let the Klondike Staff know when you arrive and will be leaving.

**WEBELOS:** Webelos can attend the Klondike. Scoutmasters are encouraged to invite your Webelos to attend. Webelos leaders talk to your local troops about Webelos attending. Most events will have materials for Webelos to use. Webelos are NOT allowed to camp overnight and will be under the direct supervision of the Troop who invited them.

**HEALTH & SANITATION FACILITIES:** There are facilities onsite at Nimrod League Club house. The club house does have regular bathroom facilities. Please be sure to keep them clean. There is electricity in the building should anyone need it. One set of port-a-potties will be provided at the far end of the parking lot near the road where all the activities will be run. Maps & first aid will be located at the club house.

**PARKING:** Parking is fairly limited; we encourage all troops to carpool. There is parking at the club house, behind the club house and across the street. More information will be provided at registration.

**RESTRICTED AREAS:** There will be areas where scouts will not be allowed. Any Scouts not following the rules will be asked to leave.

**TOUR PERMITS:** Tour Permits are not required but are suggested.

**WATER:** Troops may wish to bring their own water with them. Water is available at the Nimrod League Club house. Please insure that your scouts

remain hydrated. Even though this is a winter event and it is cool outside, hydration is critical to scout and scouter safety.

**FIRES:** Above Ground fires allowed. No ground fires are permitted. (Let's practice our LNT skills). Fires must be attended to at all times. Water buckets must be displayed as usual. It is required that all camp kitchens be equipped with a fire extinguisher should there be a need to use it.

**FIREWOOD:** Due to the Asian Longhorned Beetle outbreak within Worcester County, the Nashua Valley Council has adopted a policy to prevent the spread of these types of damaging insects. Troops are asked not to bring in firewood for their campfires. Firewood will be provided by the Council for this event.

**TRASH:** Trash in – Trash out. Please remember the Outdoor Code and leave Nimrod League of Holden cleaner than you found it.

**WHITE BOARD:** There will be a white board outside the Registration Area that will have any schedule changes posted on it.

**PATROL METHOD:** One of the purposes of the Klondike is to utilize the Patrol method during all activities. Scouts should bring all materials required for an overnight adventure in extreme arctic conditions. Each Patrol should plan on bringing the gear for traveling in the snow, building a snow shelter, and quickly starting a fire. Using this event guide, the Scout Handbook, the Scout Fieldbook, the Webelos Handbook, The Senior Patrol Leader Handbook, and The Patrol Leader Handbook, a unit will be able to do well in the preparation, acquiring the equipment recommended, and developing a program that a Patrol can use to be competitive.

**LEADERSHIP:** All Troops should be under the direct control of a Senior Patrol Leader (SPL)/Patrol Leader (PL) at all times. All changes to the activity schedule relative to the Klondike Derby route and participation routine shall be made only to the SPL or PL.

**FIRST AID:** Each Troop and Patrol should be prepared with first aid equipment and supplies (readily identifiable) for caring for cold exposure and small wounds. More serious injuries must be brought to the Nimrod League Club House for immediate treatment and/or departure to a local hospital.

**EQUIPMENT:** Each Troop/Patrol shall furnish their own equipment and tools to be used. All Patrols will bring a sled to the event with all their equipment lashed to it. See detailed list in equipment section of this package. Warm clothing for the conditions is mandatory. Each Patrol will have a Patrol flag, and display it on their sled.

Equipment list for the sled (Items are required to be on the sled):

- Patrol Flag
- Pencil and Paper
- Watch
- Compass
- Flashlight
- 2 Blankets
- First Aid Kit
- Small shovel
- (3) - 6 foot staves
- Wood and kindling sufficient to start a small fire and maintain it for a bit.
- Scout Handbook
- 3 gallons of drinking water in container for scouts
- Tarp
- Lashing rope.
- Matches
- Trash Bag
- 6 – Six foot sections of rope
- Container to melt their ice cubes.
- Pocketknife
- 50 feet of ½ inch rope
- Cup for each Scout

**TROOP AND PATROL FLAGS:** Each Troop is requested to bring a Troop Flag. All Patrols are encouraged to bring a flag. This will be one of the over-all award criteria marks in the final scoring.

**CAMP STATION EVENTS:** The grading of each Troop and Patrol begins at check-in. Read everything carefully, because some events will require you to bring specific equipment.

**AWARDS:** A 1st, 2nd, and 3rd place ribbon will be given to the best Patrol of each event, and also to the best over-all at Klondike.

**CLEAN UP AND CHECK OUT:** When a Troop is ready to check out, after the closing ceremony at about 9 am on Sunday, the SPL must come to the Nimrod League Clubhouse to get medical forms, and receive patches if available for all Scouts and Scouters. Troops will not be allowed to checkout during closing ceremony.

## Events & Rules

**ALL Units MUST participate in all events and have ticket signed by instructor of event!**

Bonus points will be awarded for patrol name and call!

A Patrol consists of 6-8 scouts, this is how the events are scored fairly!

### EVENTS

#### 1. **Pirate Navigation Course**

Rules: Scouts must navigate the course and provide compass readings between each waypoint.

Equipment: Compass (Scout provided)

Objective: The objective of this event is to have the patrol provide accurate compass readings between each waypoint and to provide that information to gain points.

Scoring: The Scouts are assessed on their accuracy in providing information. Each correct reading will gain one point. All the points will be totaled by patrol.

#### 2. **Walk the Plank**

Rules: Scouts will follow the patrol leader while carrying their plank to the jump point. Then we will see how far ye jump?/patrols should be equipped with a sled that can be used on snow in the winter time. On the sled should be items listed below under the equipment section. An idea to keep in mind – how would you move the sled during the sled race if snow was not available.

Equipment: Plank (provided)

Objective: The objective of this event is to follow the commands of the patrol leader in navigating a small obstacle course while walking “a plank” while being blindfolded. They will then they will literally walk the plank.

Scoring: Scoring for this event will be based on time. Points are awarded for following the “captain’s orders” and teamwork.

#### 3. **Escape & Secure**

Rules: Each patrol will be required to shuttle their patrol grouped two at a time across an area. This require a team effort. Each patrol will have to pull their dinghy back and forth to get everyone to safety on the island. The scout must not fall off the sled.

Equipment: The patrol sled (dinghy) and related equipment for the events.

Objective: The objective of this event is to help train our patrols in a method that can be used to save the life of a person by teaching them

skills on tying knots, and transporting an injured person on a sled to safety.

Scoring: This event is based on time. The timing of the event starts when the first person leaves the line after they are permitted to go until the last scout crosses the finish line. Although speed is critical to finishing this event, the patrol that maximizes efficiency while not wearing out their patrol will win the event. Patrols will be placed in order and will receive points based on their time and standing on completion of this event.

#### 4. **Stranded Island Skills**

Rules: The patrol should be prepared to build a tripod for use later in another event.

Equipment: (3) 6 foot poles, lashing rope.

Objective: The objective of this event is to help train scouts in a patrol on the use of lashings to build a tripod in the winter time.

Scoring: Scoring will be based on how well the scout patrol can work together to build the tripod using various lashings and teamwork.

#### 5. **Fix-a-Pirate**

Rules: The captain has fallen down and broken his leg. Although, by pirate code, a pirate would prefer to put the ol' man out of his misery, it was decided by the crew to save him instead. The patrol should be prepared for cold weather first aid. What will the crew plan to do, how will they handle the issue and what will they do with a Captain with a broken leg for the rest of the events?

Equipment: A Patrol Sled, First Aid Kit, Scout Manual, any materials needed to help the captain.

Objective: The objective of this event is to help train scouts in a patrol on first aid in the winter time.

Scoring: Scoring will be based on how well the scout patrol can determine the treatment needed, what they need to do, working together as a team, and providing the best possible solution to the problem

#### 6. **Frozen Roger's Last Words**

Rules: Along the plotted course each way point may or may not hold a piece to Frozen Roger's last words. The goal is to collect all of the clues so that the message can be deciphered.

Equipment: Collection bucket for the frozen clues.

Objective: The object of this game is to teach communication, leadership and trust while working with your fellow scouts.

Scoring: There will be not be a score for this event.



## 7. Scallywag Warm-up

Rules: Each pirate patrol has been collecting clues to a message. Now it is time to thaw the clues so that they can be deciphered. The challenge is to see how quickly you can melt the clues without having any matches or lighters to start a campfire!

Equipment: A small campfire, a tripod and a bucket type container to melt ice, some wood will be provided. The patrol should have enough material to start a fire.

Objective: To start a fire and melt ice or snow in the winter time when you do not have matches or a lighter to start the fire.

Scoring: This is a timed event. Patrols will be placed in order and will receive points based on their time and standing on completion of this event

## 8. Frozen Decoder

Rules: Each patrol will be provided with a decoder in order to decode Frozen Roger's last words. This is a timed event.

Equipment: Frozen Roger's last words, decoder provided to the patrol.

Objective: To teach scouts that communication is critical and having a complete message is important.

Scoring: This is a timed event. Patrols will be placed in order and will receive points based on their time and standing on completion of this event

## 9. Ship-Shape Labyrinth – Indoor Game

Rules: The scouts will need to navigate a maze while being blindfolded. Only one member of the patrol will not be blindfolded. That person will be the leader of the group. The only one able to speak is the leader. There could be dead ends. What will you do if that happens?

Equipment: Blindfolds and a labyrinth.

Objective: The object of this game is to teach communication, leadership and trust while working with your fellow scouts.

Scoring: This is a timed event. Patrols will be placed in order and will receive points based on their time and standing on completion of this event.

## 10. Dinghy Race

Rules: Each Patrol will pull their dinghy ("sled") through a predetermined course with the broken legged Captain on board. The Captain must not fall off the sled.

Equipment: One scout patrol leader and the patrol sled with their everything on it.

Objective: The objective of this event is to help train our patrols in a method that can be used to save the life of a person, i.e. transporting an injured person on a sled to safety.

Scoring: This event is based on time. The timing of the event starts when the first person leaves the line after they are permitted to go until the last scout crosses the finish line. Although speed is critical to finishing this event, the patrol that maximizes efficiency while not wearing out their patrol before the end of the race will win the event.

# Klondike Derby Registration Form

Troop/Pack: \_\_\_\_\_ Town: \_\_\_\_\_

Scoutmaster (Cubmaster): \_\_\_\_\_

Assistant Scoutmaster: \_\_\_\_\_

Assistant Scoutmaster: \_\_\_\_\_

Adult: \_\_\_\_\_

Adult: \_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_

Number of: Patrol(s)\_\_\_ Boy Scouts\_\_\_ Adults:\_\_\_

Scouts / Scouters: \_\_\_\_\_ \$10.00 / \$8.00 (R) = \$ \_\_\_\_\_

Webelos: \_\_\_\_\_ @ \$5.00 /\$3.00 (R) = \$ \_\_\_\_\_

(R) = Registered Rate                      Total Cost: = \$ \_\_\_\_\_

Position	Patrol Name:
PL	
APL	

Position	Patrol Name:
PL	
ASP	

Position	Patrol Name:
PL	
APL	

Position	Patrol Name:
PL	
ASM	