

KLONDIKE

FALLS DISTRICT KLONDIKE DERBY FEBRUARY 8-9, 2019 | DIAMONDFIELD JACK

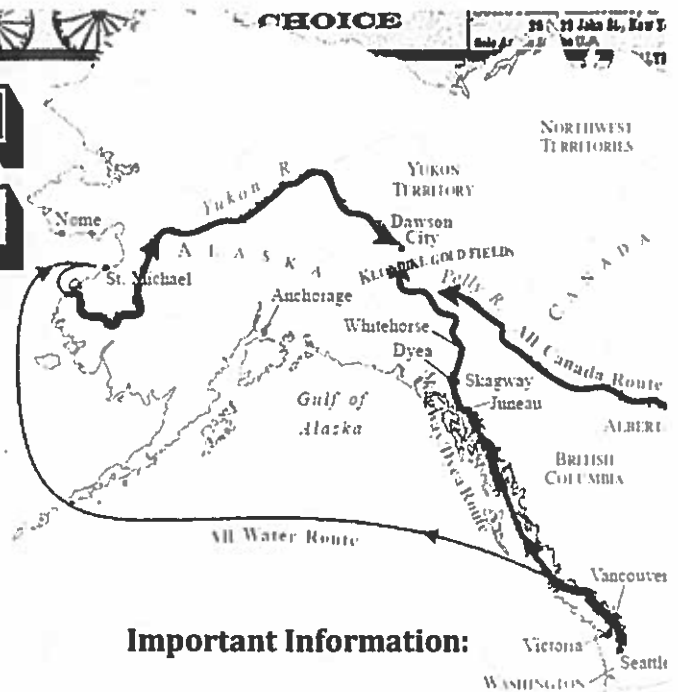
In 1883, gold deposits were discovered along the Yukon River in Alaska and hundreds of miners came to make their fortune. On August 16, 1896, larger deposits were found on the Klondike River and the gold rush was on! Prospectors made sleds to carry supplies to reach the gold fields.

Now it's time for the scouts of the Falls District to test your outdoor and problem-solving skills as a patrol as you travel along the Klondike trail. To compete, your patrol will pull a sled to different "towns" in "Alaska" scattered around Diamondfield Jack.

Each patrol will (ideally) have at least five scouts and two adults. The sled must display the patrol flag and troop number. The sled must be scout constructed. There are only a few guidelines for the sleds: The length of the sled should be between 60" and 78" and the width between

18" and 24". Each patrol must carry a packing list of basic scout/camping items in their sled (see attached).

There are many plans on the Internet. Here are a couple of links:



Important Information:

Our goal is for each scout to have a fun, memorable experience and demonstrate learned skills with his patrol/team.

- prepare using the attached packing lists (individual and patrol/troop)
- discuss winter preparedness and safety
- practice the skills for each activity station

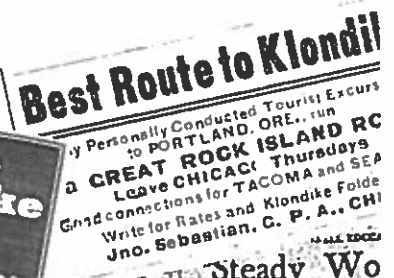
Contact Andrew (andrewmix06@gmail.com or phone/text 208-539-4713) with any questions.

Please register ASAP with the attached form and provide payment to the Scout Service Center. Cost is \$5 for each scout, and includes camp fees, event insurance, patch, and Saturday lunch. Fees must be paid in full before * at the Scout Service Center or the cost will be \$10 at the event.

Snake River Council
2988 Falls Ave E
Twin Falls, ID 83301
(208) 733-2067



- 1) <http://media.scouting.org/boyslife/workshop/sledplans.pdf>
- 2) <http://www.scouters.us/sled.html>



COLUMBIA

BY BLACK STRIPES AND RESERVANT FALL COULDS

Steady Wo

Welcome to the Klondike Derby!

- What is Klondike?** Klondike Derby is based on an Alaskan Dog Sled race. Each Patrol/Crew is a sled team of a musher and dogs. Once they leave the start line they are cut-off from civilization (Troop Leadership) and must overcome challenges on their own. As they travel along the trail they will come to the towns. The mayor will welcome the team and explain the challenge the team must address. Each team is responsible for building a sled they will pull from town to town. Along the way, teams may run into other obstacles and Team Spirit will be evaluated.
- Overview:** A sled team is made up of 5-9 scouts (established Patrols are best). Certain gear is required on every sled. Klondike consists of 5 challenges of different Scouting skills. Each challenge is 45 minutes in duration (including travel time) Sled teams travel the Klondike trail from town to town. Challenges are based upon basic Scout skills. Problem solving, teamwork, and hands on demonstrations are expected. Each challenge will have a max of 5 points. Skill points will determine the Klondike Champion. Awards will be given at the Council lunch at 12:00.
- Starting Process:** All teams gather at the FIRE PIT AREA for flag ceremony. All teams are released at the same time for a shotgun start to a pre-assigned town. Starting towns are randomly assigned via drawing-from-hat at Friday nights senior patrol meeting.
- Awards:** Skill Challenge: 5 skill challenges worth 5 points each plus 25 points for sled race for a maximum score of 50 points. Each Troop will receive a ribbon with either a "GREEN HORN", "PROSPECTOR", OR A "TYCOON " level depending upon their points earned.
- BSA Requirments:** Two Klondike Unit Leaders (adults) are required to be responsible for all youth accompanying a unit. All leaders are required to be trained in youth protection. One leader must be at least 21.

Visitors: Visitors are welcome and encouraged to attend. Members of your troop committee or parents of the scouts may attend many of the day's activities at no cost. Invite your unit commissioner, incoming Webelos. All visitors need to sign in and out at the Klondike Headquarters / Registration station.

General Info: Each "Dog Team", so called because Scouts act as Huskies, follows a course IN NUMERICAL ORDER as outlined on a map/score sheet given to the acting Senior Patrol leader at registration. The map guides the team over a field course to each event.

A practical problem involving basic Scouting skills will be encountered at each stop. Depending on how well the team works out this problem, it will be awarded a number of skill points and be off to the next station. Stations **MUST** be visited in the correct rotation in order for the patrol to participate. All patrols must visit all stations.

After the final station, the team is on the final stretch. Report to the registration station to have your score sheets checked and recorded. Patches will be awarded to each dog team member, along with a ribbon based on their total score.

Location: Diamond Field Jack parking lot area South Hills, Idaho

E-mail: Andrew Mix , andrewmix06@gmail.com
Stuart Sandall, stuart@premierwoodworking.net

Check-In: Dates/Times: Friday, February 8 - 6:00 PM to 8:00 PM
Saturday, February 9 - 7:00 AM to 8:00 AM

All units should send a representative to the Health Lodge to provide the Troop Roster (Scouts and Scouters) and Patrol names.

Event Agenda: The event's agenda is included in this packet. A revised agenda reflecting any changes will be available at registration.

- Vehicles:** Vehicles are not permitted in camp. Please unload your gear in the parking lot and utilize the push carts.
- Derby Stations:** As in past years, descriptions of the various stations to be run during the Saturday competition will not be detailed. In general, there will be stations that use traditional Scouting skills, such as: compass reading, fire building, knots, lashings, and first aid. There will be other stations that require problem-solving or initiative games.
- Adult Participation:** Adults are strongly discouraged from accompanying patrols during the Saturday patrol competition sessions. We would like all adults to work at these stations. Units are required to provide two (2) adults to help out with stations.
- Campsites:** Campsites will be a first come first serve basis
- Food:** Each Troop is responsible for its own meal on Friday night and Saturday morning. Patrol cooking is encouraged.
- Fires:** Open fires **MUST** be kept in the designated fire ring at your campsite. Wood may be obtained from any downed trees, no standing trees may be cut.
- First Aid:** The Health Lodge will be open continuously during the Klondike Derby. It is located near the end of the upper parking lot. All injuries, however slight, must be reported to the first aid station.
- Refunds:** Refunds will only be issued for medical emergencies or a death in the family with proper documentation. **NO show = NO refund.**
- Sled:**
- Sleds should have Troop numbers and patrol names on them.
 - Sleds should be designed to navigate the trails and roadways in both snow and dry conditions because we are uncertain if the order that was placed for at least a foot of snow will be processed in time for the Derby.
 - Tow ropes or leads on sleds should be limited to a length that will allow the sleds to be used in a safe manner.

 - All participants competing are expected to operate and manage the sleds in a manner appropriate to Safe Scouting and to prevent hazards that would result in bodily injury.
 - Scouts participating in the race must be prepared to prevent falling during the race and to respond appropriately in the event they slip and fall during the race.
- Required Sled Items (will not be allowed to participate without these)**
- Water for all sled members
 - Rope for Events
 - Wood for fire building

- Boy Scout/Venturing Handbook
- Compass
- Pen/Pencil and Paper
- First Aid Kit
- Cooking Gear
- Food Pouch
- Misc.-anything else you deem necessary.
- Gear for 1 person, 1 overnight trip—tent, tarp, appropriate clothes, etc. see Scout Handbook

Program Areas

- | | | |
|----------------|---------------|-------------------|
| • First Aid | • Knots | Compass |
| • Orienteering | • Backpacking | • Fire Building |
| • Fire | • Pioneering | • Survival Skills |

Schedule 2019 Falls District Klondike Derby Diamondfield Jack

Friday, February 8th	
5:00-9:00pm	Check-In - Health Lodge
8:00pm	Camp fire
8:45pm	Senior Patrol Meeting
11:00pm	Lights Out
Saturday, February 9th	
6:45am	Reveille
7-8am	Late Check-In
8:30am	Flag Ceremony All sleds ready at fire ring Don't forget your Patrol flag.
8:45am	Derby begins - shotgun start
12:00pm	Lunch, awards
1:00pm	Break down camps

Boy Scout - Winter Camping Checklist

Basics

- Dress in layers, the trapped air helps keep you warm, and you can shed layers if you warm up.
- STAY DRY!! If you get wet, make sure you change into dry clothes as soon as possible. In order to do that, you must have more than 1 article of clothing with you. For example, 3 pairs of wool socks, 2 pairs of pants, etc.
- NO COTTON clothing as your primary clothing. NO JEANS!
- Make sure you have snow pants, nylon wind pants, or wool pants, and polypropylene or wool long underwear

Shelter

- Tent
- Waterproof ground sheet for under your tent
- Sleeping pad (Therm-a-rest or closed-cell foam is recommended. Use 2 pads if they are thin, you want to insulated from the cold ground.)
- Sleeping bag, good to 0 degrees. You can also add a fleece liner to a mid-weight bag.

Clothing

- Wicking bottom layer, made of something other than cotton. Recommend polypropylene or silk.
- Sweater/ long sleeved shirt
- Fleece jacket/ pants/ vest
- Socks/ wool or synthetic (3 pairs), NOT cotton sweat socks.
- Winter camp booties, if you want

Outerwear

- Winter pants (ski or snowboard pants, bibs, shell)
- Winter shell jacket/ parka (layer with vest, sweater, tee shirt, etc.)
- Gloves (leather or nylon covered for water resistance, NOT just fleece)
- Mittens (warmer than gloves) with waterproof shells
- Winter Hat (very important)
- Balaclava and/or neck gaiter
- Winter boots (Sorel's or similar, NOT just summer weight hiking boots)
- Gaiters (sometimes the snow is DEEP)

Miscellaneous Gear

- Day pack with the 10 essentials

STATION 1

KNOTTS /ICE RESCUE

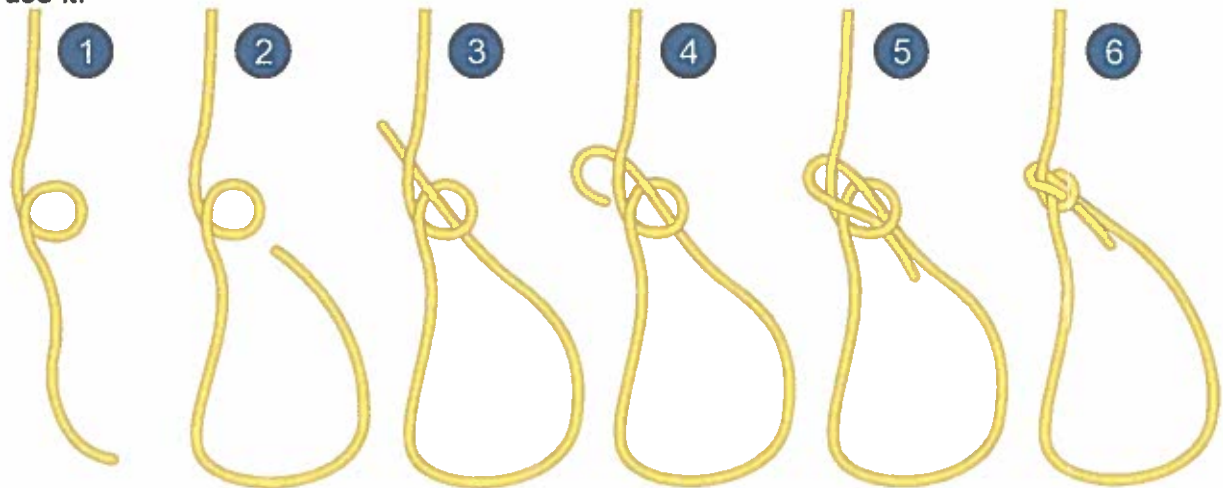
This station the troops will arrive and will receive a brief demonstration of one of the most popular knots for rescue THE BOWLINE. Following the demonstration they will be shown the 6 steps to remember for a SAFE ICE RESCUE.

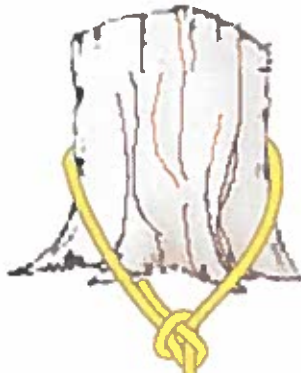
The bowline can be tied quickly and is easy to adjust. It is also very easy to untie, so the tail should always be secured with a backup knot (e.g., an [overhand knot](#)). The bowline can be a little difficult for novices to learn, but it is easy to remember with a little practice.

Tying

This illustration shows how to tie a bowline. The trickiest step is to get the correct strand of the loop on the bottom (step #1 in this illustration) so it will get captured (step #4). (You can click on this illustration to enlarge it.)

Some people learn to tie a bowline using the memory aid, "The rabbit comes out of its hole, goes around the tree, and goes back down its hole." If that works for you, use it!

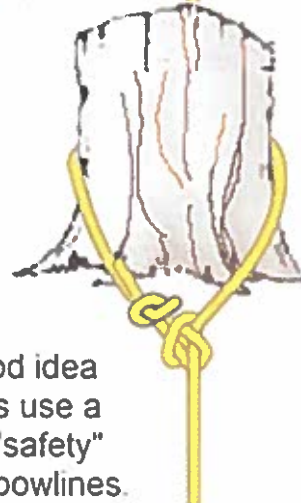




The bowline is often used to create anchors.



"Purists" tie the bowline so the tail is on the inside, but the outside (as shown here) is fine.



It's a good idea to always use a backup "safety" knot on bowlines.

ICE RESCUE

1) PREACH.

It's not about proselytizing. It means to yell instructions to the person. Don't get too close. You don't want to be the next one to fall in by getting too close to the same thin ice. There is a reason the victim broke through, and that's nearly always because the ice is too thin to support the weight of a person.

Encourage the victim to keep trying to stay afloat and not to give up. You're letting him know you're there and you're trying to help, but you're going to do this safely.

2) REACH

If you can talk the victim out of the ice, wonderful! If not, your next best bet is to try to **reach** him.

Reach out to the victim without leaving shore. That means staying on land, not on the ice.

If you can reach the victim without getting on the ice, that's the best. Use ladders, poles or anything handy to reach the victim. In some areas, ice rescue tools are available for the public. Don't go any closer to the victim or further on the ice than you have to go.

3) THROW

If you can't reach the victim with a ladder or a pole, try to **throw** them a line.

Throw something to the victim and pull her out. A throw rope is made for this purpose, but you can also use jumper cables or garden hoses—whatever is handy and strong enough to pull the victim from the water. If possible, have the victim tie the rope around her before [hypothermia](#) makes it difficult for her to maintain her grasp the rope.

4) ROW

If you can't reach and you can't throw something. You'll have to get the victim yourself. Take something to float on. When rescuing a [drowning victim](#), this step is called **Row**. I know you're probably not going to row on the ice, but you should at least float.

Row, or float, out to the victim. In the case of ice rescue, push a flotation device out to the victim. If the ice breaks again, you'll be floating on the cold water underneath instead of swimming in it.

Whatever flotation device you use must be durable enough to handle ice. An inflatable pool mat is probably not going to survive being scraped along the icy

surface of a frozen lake. Professional rescuers have flotation devices designed specifically for ice rescues. These are tough enough to handle contact with the ice and remain ready to keep rescuers afloat if the ice breaks.

5) GO

When all else fails (or is unavailable) you might just have to **go** get him. In this case, it's best if the professionals can do it. However, we all know that the clock is ticking as long as the victim is in the icy cold water.

If you must approach the hole in the ice, *don't walk upright*. Lay down and roll or slide up to the edge. Your body weight will be spread over a larger surface area, making the ice less likely to break more. Combine going with reaching; use whatever you can to reach the victim without getting too close to the hole in the ice.

6) TREAT HYPOTHERMIA

Falling through ice to the cold water below is a truly life-threatening situation and requires quick action. It only takes a minute or two before the victim becomes too weak to escape the water on his own. Once back on the ice, the victim is still in danger of falling through again or of [succumbing to hypothermia](#). He or she might also have [frostbite](#). Saving a victim from icy water is dangerous, but following these few simple tips can help.

If you're going to spend lots of time on frozen bodies of water, get the proper training and make sure you have the right equipment in case disaster strikes. This is a dangerous operation even when done by professionals, but good gear and know-how goes a long way to making this a successful save.

STATION 2

FIRST AID, BEAR BAG, TREE HEIGHT

When the troop arrives, they will be given a brief demonstration of how to perform a splint. After that they will be shown how to measure the height of a tree without a measuring device, then they will be required to hang a bear bag in the tree at a safe height. Each troop will need to bring 25 ft of rope and some sort of bag.

SPLINT

1. Do not push in a broken bone or try to set the fracture. This is extremely important. ...
2. Place the splinting material parallel to the leg as gently as possible. ...
3. Secure the splint with some kind of wrapping. ...
4. Check for a pulse beneath the splint. ...
5. Make sure the splint fits comfortably on the leg.

Measuring a tree height

1. Hold your thumb out of your hand in the hitchhiking mode and back up until you can line the top of the tree with the top of your thumb and the base of the tree with the bottom of your hand.
2. Then twist your hand 90 degrees and keep your hand lined up at the base of the tree
3. With your hand twisted 90 degrees tell your friend to stand at a point where your thumb tip is.
4. Then measure of step off how many steps from your friend to the tree base and then will tell you the height of the tree.

Hanging a bear bag.

1. Select a tree that is at least 200 ft. away from your tent.
2. Pick a sturdy branch that is at least 15 feet above the ground
3. The bag should be 10 feet from the trunk of the tree
4. Put a rock in the bag and hold the rope coiled in your hand and throw over the branch then tie it to the tree

SEARCH AND RESCUE

Station 3

We will be hiding a flag or clothing and we will give the Troops a story about what we know. We want them to ask questions to provide additional information. Then the troop is responsible to organize a search. When they find the item they then will need to explain any First Aid that will be needed. They then will need to explain how they will get the injured person to safety.

Points will be rewarded for how they organize the search, how quickly they find the injured person, and how well they know the first aid techniques necessary to treat the injured and get them to safety.

Falls District Klondike Derby 2109

STATION 4

Fire Building

Concept: Teams will arrive at this station prepared with the knowledge and materials to lay, ignite, and maintain a fire capable of boiling enough water to provide hot chocolate for the group and its leaders. This is not a timed event; units will be scored on their ability to meet certain performance measures and will receive additional points for utilizing more advanced techniques. Units will need to be prepared with their own materials, these materials may include: an ignition source, tinder to be ignited by the ignition source, kindling to build the flame and fuel sufficient to maintain the fire long enough to boil enough water for the unit. Other items to include are a base that will keep the fire from melting into the snow, a way to prevent wind from extinguishing the fire and a container that can contain enough water to supply the unit, if you choose, enough water to fill it and a method of suspending that container above the fire. The items used to keep the fire from melting into the snow, shielding it from wind and suspending the container should not constitute a self-contained stove. Care should be taken to keep these materials in an optimal state, protected from the hazards of winter weather.

Preparation: This document is not intended to provide a step-by-step description of how units are to perform the event or to include an all-inclusive list of materials. Instead it is intended to inspire research into the subject of fire building in winter conditions. The Scout Motto, applies as much to what you carry between your ears as it does to what you carry on your back and in your pockets. An excellent place to start your research is the Boy Scout Handbook, which describes in detail the characteristics and quantities of materials used to build a fire. Troopleader.org is another BSA resource that can help you learn advanced fire ignition techniques. There are too many internet and printed resources to mention. You are encouraged to conduct your own research and to plan your own approach to this station.

Task 1: Ignite a flame, 1/3 points needed to score "greenhorn" level. If the flame achieved in this step goes out in the unit's attempts at Task 2 they will still earn the points and bonus points they earned in

Task 1. Man-made materials are not prohibited in this task, but they will earn fewer points. Remember liquid fuels are prohibited by the Guide to Safe Scouting.

Task 1 Bonus Points:

Level 1: Use an ignition method other than matches or a lighter like a Ferro Cerium Rod to ignite man made materials (like dryer lint), or something judged to be of equal difficulty, like batteries & steel wool, or various chemical methods.

Level 2: Use a more advanced method like a true flint (rock) and steel (iron) to ignite charred cloth or equivalent difficulty, like a magnifying glass and charred cloth.

Level 3: Bow drill or other primitive method of equal difficulty, fire roll, fire piston etc.

Level 4: Hand drill or method of equal difficulty.

Task 2: Use tinder and kindling to ignite fuel wood (BSA= thumb to wrist sized natural materials) 1/3 points needed to score "greenhorn" level.

Task 2 Bonus Points:

Level 1: Do this in three attempts.

Level 2: Do this in two attempts, using natural kindling and fuel.

Level 3: Do this in one smooth attempt, using natural kindling and fuel.

Task 3: Over the fire built in Task 2, boil a quantity of water sufficient for 5 members of the unit to enjoy a cup of hot chocolate. 1/3 points needed to score "greenhorn" level.

Task 3 Bonus Points:

Level 1: Have enough convex containers for each member of the group to drink from.

Level 2: Melt snow to provide the water. (Hint: this is not as simple as just packing snow into a pot, do your research!)

Level 3: Leave your area better than you found it. Leave No Trace.

STATION # 5

Klondike Derby 2019

Orienteering

Finding Direction

At Night

In the northern hemisphere, if it's night and the sky is clear, you can usually pick out the north star (Polaris) as the brightest one in the handle of the Little Dipper. If you're facing that star, you're pointing north.

In the southern hemisphere, find the Southern Cross. Note the direction of the long axis of the cross. Follow that imaginary line for a distance equal to five times the length of the cross and find the point in space where it would end. You're now facing directly south; spin around 180° to find north.

During the Day

Put a stick in the ground vertically and note where the end of its shadow is. Wait a little while, and mark where the end is now. The line going between those two points should run approximately east-west; you can then tell by the direction of the sun's movement which way is north.

Watch the sun, which rises (more or less) in the east and sets (more or less) in the west. But since the exact position of the sun varies by season and latitude, this is rather inaccurate.

In this event we will look for Knowledge in finding directions.

Control Points

There will be a series of Control points that will be set up. Scouts will be given the degree and the distance to the Control Point. Scouts will be asked to track the control point.

In this event we will look for accuracy and speed.

Works Cited

<https://www.orienteingusa.org/us-teams>

<https://store.usgs.gov/map-locator>

Klondike Derby 2019

Orienteering

In this event Scouts will be tested in three different areas. These areas will include, the History of Orienteering, Finding Direction, and in finding Control Points.

Items needed for Klondike: Compass per two boys

History

What is Orienteering? Orienteering is a competitive international sport that combines racing with navigation. It is a timed race in which individual participants use a specially created, highly detailed map to select routes and navigate through diverse and often unfamiliar terrain and visit control points in sequence.

The history of orienteering begins in the late nineteenth century in Sweden, where it originated as military training. The actual term "orienteering" was first used in 1886 at the Swedish Military Academy Karlberg and referred to the crossing of unknown land with the aid of a map and a compass. The competitive sport began when the first competition was held for Swedish military officers in May 1893 at the yearly games of the Stockholm garrison. The first civilian competition was held near Oslo, Norway, in October 1897.

At the end of World War I, the first large scale orienteering meet was organized in 1918 by Major Ernst Killander of Stockholm, Sweden. Then President of the Stockholm Amateur Athletic Association, Killander was a Scouting movement leader who saw orienteering as an opportunity to interest youth in athletics. The meet was held south of Stockholm in 1919 and was attended by 220 athletes. Killander is credited with coining the Swedish word *orientering*, from which the word orienteering is derived, in publicity materials for this meet. Killander continued to develop the rules and principles of the sport, and today is widely regarded throughout Scandinavia as the "Father of Orienteering."



The sport gained popularity with the development of more reliable compasses in the 1930s. The first international competition, between Swedish and Norwegian orienteers, was held in 1932. In 1933, the Swedish compass manufacturer Silva Sweden AB introduced a new compass design, the protractor compass (see left). Until the introduction of the thumb

compass, the protractor compass would remain the state of the art in the sport.

By 1934, over a quarter million Swedes were actively participating in the sport, and orienteering had spread to Finland, Switzerland, the Soviet Union and Hungary. The nations of Finland, Norway and Sweden all established national championships, and remain, along with Switzerland, the dominant nations in the sport today. The Swedish national orienteering society, *Svenska Orienteringsförbundet*, the first national orienteering society, was founded in 1936.

2019 KLONDIKE DERBY

Falls District

February 8-9, 2019
Diamondfield Jack, South Hills

REGISTRATION FORM

Please Print

Unit Number: _____

Adult Leader Name: _____

Position: _____

Address: _____

City, State, Zip: _____

Phone: _____

Email: _____

Number of Youth _____ @ \$5.00 each Total: _____

Number of Adults _____ @ \$5.00 each Total: _____

Grand Total: _____



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