

# 2023 Klondike Derby Leaders Guide



**Saturday February 25, 2023**

**Akeland Cub Scout Camp**

**Trexler Scout Reservation**

**February 17<sup>th</sup> Registration Ends**

**Cost: \$10 per person**

## Day of Event Schedule

7:30am-8:30am - Registration in the dining hall (SPL and Scoutmaster) with two rosters

8:30am - Opening ceremony on parade field

8:45-9:00am - Sled Race and Sled Inspection

9:00-9:30am - Station 1

9:30-10:00am - Station 2

10:00-10:30am - Station 3

10:30-11:00am - Station 4

11:00-11:30am - Station 5

11:30-12:00pm - Station 6

12:00-12:45pm - Lunch, each unit will need to provide their own lunch

1:00-1:30pm - Station 7

1:30-2:00pm - Station 8

2:00-2:30pm - Station 9

2:30-3:00pm - Station 10

3:00-3:30pm - Station 11

3:30-4:00pm - Station 12

4:00pm - Drop off score cards at Dining Hall

4:30pm - Scores will be announced and trophies will be given out to the top 3 sleds. Depart from camp after closing

## **What Is Needed for The Sled**

1. Fire starters and kindling for fire building using bird's nest
2. One first aid kit
3. One Scouts BSA Handbook
4. Two compasses per sled
5. 25 two-foot-long pieces of rope, enough pieces for lashing
6. Notebook
7. Two 50-foot lengths of rope
8. Flint and steel
9. Knife
10. Box of matches
11. Poles for lashing/stretchers, at least 6ft long
12. Blanket
13. Tarp
14. Bandages for head injuries and broken arms
15. Camp shovel
16. Gallon of water
17. Paper towels
18. Axe
19. Patrol Flag
20. Pen

## Rules

1. 8 Scouts maximum per sled (sled can include Arrow of Light scouts but they count towards maximum).
2. NO Webelos sleds will be allowed.
3. Each sled will be checked to make sure they have all the items. Points will be deducted if items are missing.
4. Every station, patrol can earn up to 20 points. Some stations will have the chance to earn up to 5 bonus points. At the Flap Jacks station, the patrol can earn up to 25 points.
5. No adult participation but adults may accompany sleds.

We are asking each unit to volunteer at least one leader to run a station or switch out with someone. Sleds will have 25 minutes at each station, with 5 minutes to get to the next station.

All Scouts and Scouters should dress for the weather and wear appropriate footwear. Sneakers are NOT recommended. Be prepared for cold or wet weather as well as changing conditions.

## **First Aid and Stretcher Rally**

At this station the scouts will be timed on three different injuries they have to treat and build a stretcher. They must carry the scout 20 feet on the stretcher. The injuries will be a head injury, a broken leg, and a broken arm they must treat for in this scenario. Points will be based on if they make their splints and bandages correctly, carry the scout 20 feet, and on the strength of the stretcher.

## **Fire Building**

At this station the scouts will have to build a fire to burn through two pieces of string. One string will be twelve inches off the ground and the other will be eighteen inches off the ground. Points will be based on the number of matches used. If one match is used, then there will be no points deducted. If a second match is used, 5 points will be deducted, and so on. Five bonus points will be awarded if the scouts use flint and steel to light the fire.

## **Compass**

There are two different compass courses that the scouts must complete. Scoring is based on time and accuracy. If they hit all the points in under 10 minutes, then they will receive 20 points. 11-13 minutes earns 15 points. 13-15 minutes earns 10 points. Greater than 20 minutes earns 5 points.

## **Lashing**

At this station the scouts will have to build three things using a shear lashing, square lashing, and diagonal lashing. Scoring is based on correctness of the lashing and sturdiness of the lashing. Points will be deducted if station leaders help and/or use of Scout books (including electronic).

## **Flap Jacks**

At this station the scouts will have to flip and catch a small wooden "pancake." Each scout will have 5 chances to flip and catch the pancake. There are 5 points earned for each pancake flipped and caught. The highest score will count for the sled.

## **Log Raising**

The scouts will have to throw their rope over a bar and tie a timber hitch to the log. Then they must raise the log at least 3 feet off the ground and secure it to an anchor point using a clove hitch. If the scouts raise it on their first try, then 20 points are earned. If the log comes undone and falls, then 2 points are deducted. They may try multiple times, with 2 points deducted each time after the first attempt.

## Log Run

At this station one scout runs out and ties a timber hitch to a log. Then a second scout runs out, and using the same rope ties a two half hitch knot to a piece of wood. Then a third scout runs out and ties a clove hitch onto a stick. Then the scouts will have to pull on the rope and get all three items over the line.

## Whipping and Fusing

The scouts will have to whip and fuse rope in the correct and fastest way possible. Each scout will be timed. The scout with the fastest time will be used for scoring. If between 40-60 seconds, 20 points will be given. For 61-80 seconds, then 17 points, and so on with 3 points deducted every 20 seconds. If the patrol runs out of time or if station leaders help then no points will be earned.

## Tracking/ Kim's Game

At this station the scouts will have to identify 20 animal prints. If they identify all 20 prints, they will earn 20 points. For every print missed they will be deducted a point. Then if they can identify the five types of Pennsylvania oak tree by their leaves, they will be rewarded up to five bonus points, one point for each correct answer.

At Kim's Game the scouts will have 20 seconds to look into a pizza box and then have to write down as many items they can remember with one point per each item. The scout that has the most correct items will be used for scoring for the sled.

### **Height and Distance**

At this station the scouts will have to measure a tree's height. If they determine it correctly or within five feet, they will be awarded 10 points. If off by 6 feet then they will get 8 points, 11 feet 6 points, and so on. The scouts get one attempt at this. Then the scouts will have to pace off the distance between two signs. A maximum of 10 points will be rewarded for the exact distance to within 5 feet. For every 5 feet off, they will be deducted 2 points

### **Milk Crate Stacking**

At this station the patrol will have to stack milk crates into a tower without knocking any down. If a milk crate is knocked down, they will get deducted two points. The stack must be disassembled at the end

### **Radioactive**

The patrol will organize the group around the marked off area. In the center of the area is a bucket containing deadly radioactive isotopes (plastic balls). The team must work together to lift the bucket and tip the isotopes (plastic balls) into the safety bucket. They are not allowed to enter the radioactive zone (marked out). The only way to lift and tip the bucket is to use the ropes provided. If a scout enters the radioactive zone, then 2 points will be deducted per entry. If they retrieve all ten balls within 12 minutes, 20 points are earned. Retrieve all ten balls in 15 minutes receive 15 points, all ten balls retrieved in 18 minutes earns 10 points, and so on. Retrieve 0 balls in 25 minutes receive 0 points.





Patches will be ordered when registration closes. They will not be available the day of the event. They will be given out at the next roundtable or mailed out. If you have any questions, please feel free to contact Anthony Garguilo

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