

2022 GREAT BLUE HILL HYBRID DISTRICT
KLONDIKE DERBY
UNIT INFORMATION PACKET



March 12, 2022
NEW ENGLAND BASE CAMP
CAMP SAYRE, MILTON MA

2022 GREAT BLUE HILL DISTRICT HYBRID KLONDIKE DERBY

Welcome to the 2022 Great Blue Hill Hybrid Klondike Derby! This information packet will tell you everything that you will need to know about the Klondike.

We are doing things a little differently with the Klondike this year. "Hybrid" means that patrols will have the opportunity to earn points "virtually" starting February 1 and roll them into their score on the day of the "face-to-face-event" in March. When registering for the Klondike, units must also reserve a cabin or a campsite as some of the activities (cooking and shelter building) will be done on the troop's time in the campsite. Even if you are coming for the day, you must reserve a site through the council for the entire weekend. There will be no dinner or Staff lunch service this year, to limit indoor activities. Patrols will plan and cook their own lunch this year as part of the competition!

Date:

The Klondike Derby will take place on Saturday March 12th, 2022. Troops are invited, but it is not necessary, to stay over from March 11th through the 13th. If troops want to come up for just the day, you must remember to register a campsite!

Pre-Registration:

Troops should register online at <https://scoutspirit.doubleknot.com/event/gbh-klondike-derby-2022/2877184> before the deadline of March 7th, 2022. In order to participate this year units must reserve a campsite for the weekend, even if you are coming for one day. This must be done through the council office.

- **Registration:** The fee for the Klondike is \$15 dollars per person. This fee will cover patch, awards and registration.
- **Pool:** The pool will be not be useable this year.

In order to get the Klondike organized and running, we need to know how many patrols each troop plans on bringing, as well as the number of sleds the troop has. This will allow us to have the schedule of Patrols running completed in advance. Please register early. Webelos II scouts are invited to attend provided that they participate with a sponsoring troop.

Miscellaneous Information

- **Be Prepared:** All scouts must be dressed and properly prepared for the weather. **Campfire Wood:** On the sled, each patrol is required to bring wood to build fires at the Bragging Rights and Klondike Trail. Remember to collect enough wood for two small fires. You will also need to build a Dutch oven cooking fire for lunch. You may either gather and cut wood on site or bring wood from home.
- **Updates:** Due to uncertainties of the pandemic be sure to check the District web page for updates on the Hybrid Klondike derby!

We hope that everyone will come and enjoy themselves at the Hybrid Klondike Derby.

Contact Information

Jim Solomon- Chair

james.a.solomon@gmail.com

617-365-9061

Pre-Klondike Meeting:

One change to the "hybrid" format is that we are going to have check-in and information meeting the Thursday before the Klondike Derby begins. This will allow units to ask questions and get starting times for patrols well in advance. It will also allow units/staff a little more time to get settled in at the derby. The meeting will take place on Thursday March 10th at 7:30pm. Link to the zoom meeting will be sent out via email later.

The Klondike Derby:

Saturday morning, we will have opening ceremonies around 8:30am. Any general announcements will be heard at the end of opening ceremonies.

The Klondike Day events are discussed in greater detail below:

Face to face events:

- The Klondike Trail
- Alpine Race
- Alpine Race
- Bragging Rights
- Patrol Flag Competition
- In Site Shelter Building Challenge
- In Site Cooking Challenge

Hybrid Events (to be done before the Klondike)

- Patrol Service Projects
- Patrol Outdoor Activity
- Patrol Photo Scavenger Hunt

Starting Times:

There will be two running times for patrols participating in the Klondike Derby. These times will be given out during the SPL meeting. For the shelter building and cooking, those will be done in your campsite on troop time. Patrols should plan on the cooking being done around lunch time, and the shelter to be done during down time.

Patrols will have one time in the morning and one time in the afternoon for the Trail and Bragging rights. Patrols will have enough time (around lunch) to do the cooking challenge, and should have plenty of time during the day to work on the shelter building.

The earliest a patrol will begin on the Klondike Trail or Bragging Rights, at 9:00 am. The last patrol we will run will start no later than 4:30 pm.

Face To Face Klondike Derby

The Klondike Trail:

The Klondike Trail is comprised of 5 stations.

The patrol will begin at the starting line and run to each of the stations every 15 minutes, depending on the number of patrols participating. At the end of the last station the patrol must complete the Alpine Race to the Finish Line

Each patrol will be given a score sheet, which they must carry around with them until the end of the trail. After the patrol completes the tasks at each station, the judge will mark their score on the score sheet. When the patrol reaches the finish line they must turn in their score sheet.

The stations are loosely defined as follows: all skills and information will be taken from the handbook. Each station's score will be based on a certain number of points. The score will be based how well the scouts accomplish the tasks given to them, how quickly they complete these tasks, how much scout spirit they show, etc.

For the Fire Station, patrols can bring non-chemically treated fire starters. All fire starters are subject to the approval of the Fire Station Judge. Extra points will be given for starting a fire without matches (e.g. flint and steel, bowstring, battery with steel wool, magnifying glass, etc.)

If anyone (adults or older scouts) would like to help run a station, please contact Jim Solomon.

Klondike Sled:

Each patrol must have a Sled to run the Klondike trail.

- The Sled used in the Klondike Derby must carry enough wood to light a small fire, a winter first aid kit, at least one compass, and a scout handbook.
- The sled itself cannot be a plastic sled, toboggan or the like.
- The sled may not have wheels on it.
- See <https://skcscouts.org/wp-content/uploads/2017/01/Klondike-Derby-Sled-Plans-791x1024.jpg> for an example of a sled.
- The sled must be dragged on the ground. (Except in those areas where there are rocks) If there is no snow, then the sled may be carried.
- If you don't have a sled already made, use this opportunity to build one, or borrow one from another unit.
- Contact Jim Solomon for any questions regarding sled construction or for arranging to borrow one.

Station Descriptions:

Each station on the Klondike Trail will be based on a particular scouting Skill. The skills are (in no particular order): Fire Building; First Aid; Knots and Lashings; 2 Challenge Stations. Patrols will be asked to do various tasks that will involve problem solving, some of their scout skills

and a lot of teamwork. Anything in the Scout Handbook is fair game.

Upon arrival at each station, the patrol leader will be given a set of instructions, which he/she must convey to their patrol.

Klondike Trail Rules

Each patrol must follow these guidelines while on the Klondike Trail:

- There is a 6-scout minimum per sled.
- All scouts that start the race, barring injury, must finish.
- All Patrols must show scout spirit on the trail. They will be given a score by the judges that will count towards that station (This means no foul language, fighting, being rude to the judges, etc.).
- Patrols must enter and leave stations together and must stick together on the trail (No one is left behind).
- All patrols are encouraged to bring and attach a patrol flag to their sled. This an important indicator of Scout spirit. Patrols will be judged for the Flag Making Contest.

Alpine Race

The patrol must leave the last station when the horn blows. They must race back to the starting line or designated finish line should the road conditions be bad. Points will be awarded depending on the amount of time the patrol takes to get to the end of the race. All patrol members must cross the finish line for the time to be counted, and all members must be close to the sled.

Bragging Rights:

Patrols will have the opportunity to brag to us about what Scouting skills they are really good at! At the end of this packet are a list of activities. They must rank the activities with what they feel is their best skill to their least-best skill. Depending on how they do in each of the skills, will determine how many points they will get. (See Scoring standards at the end of the packet)

Patrols must bring with them:

- Wood to light a small fire
- Something to light the fire with... no lighters. Steel wool and batteries, matches or flint and steel, magnifying glass.
 - Fire starters are allowed as long as they are not treated with chemical accelerants.
- A Compass
- This exercise focuses on skills discussed in the Scout Handbook; so please be prepared for anything mentioned there.
- The patrol does not need their sled, but it could help to bring materials.

In-Site Cooking Challenge:

Patrols will be able to compete in our Klondike Derby cooking challenge. In site, the patrols must cook themselves a lunch in a Dutch oven. This meal must be a healthy meal using the guidelines set for meals in the scout handbook. The scouts must also use a list of ingredients from the staff. These items are:

- Onions
- Italian Seasoning
- Garlic

Once the patrol is done with the preparation of their meal, Unit leaders and the Klondike staff will judge the meal. The unit leaders will score the preparation and teamwork of the meal. The unit leaders will also, along with the Klondike staff, judge the healthiness and quality of the meal. See the score sheet at the end of the packet for how the Cooking will be judged.

In-Site Shelter Building Challenge:

Patrols will be tested in their knowledge of building a shelter. This activity must be done in site and will be judged by their unit Klondike staff. See the end of the packet for a score sheet. There is no set time for a patrol to do this, they can work on it throughout the day, but it must be judged and turned into the Klondike Staff by 4pm. If a troop has more than one patrol, we ask that each patrol work on their own shelter.

Bonus Points:

Flag Making: Patrols will be judged in 3 different areas each worth 8 points. (And you get 1 point for bringing your flag) Scout Patrol Spirit; Creativity and Including the Date and Klondike Derby 2022 in a creative way. We don't want you to ruin your patrol flag... so come up with a way to show the derby date on it or create a whole new flag for the event!

Klondike Derby Awards:

Several awards will be given out in recognition of patrol accomplishments throughout the Hybrid Klondike Derby. The following is a list of awards:

- **Flag Making Award** – Given for the best flags entered in the flag contest.
- **Spirit Awards** – Given to those patrols that the Klondike Staff thinks showed the best spirit throughout the day.
- **Best Performance (@ Each Station)** - The judge of each station will give the name of the patrol that gave the best performance at the station. (Points will accrue for accomplishing the task, teamwork/effort and scout spirit.)
- **1st – 3rd Alpine Race** – The three patrols with the best score in the Alpine race will be given awards.
- **1st - 3rd Scavenger Hunt** – The three patrols with the highest scores in the Scavenger Hunt will be given awards.
- **1st – 3rd Shelter Challenge**– The three patrols with the highest scores in the shelter challenge will be given awards.
- **1st – 3rd Cooking Challenge**– The three patrols with the highest scores in the cooking challenge will be given awards.
- **1st – 3rd Bragging Rights**– The three patrols with the highest scores in the Bragging Rights will be given awards.
- **1st – 3rd Klondike Trail** – The three patrols with the highest scores in the Klondike Trail will be given awards.
- **1st – 3rd Overall** – The three patrols with the best combined score of all the Klondike events will be given awards. (Virtual events, Alpine Race, Scavenger Hunt, Klondike Trail, Compass Challenge, Bragging Rights, and All of the bonus activities mentioned above.)

Volunteers:

If anyone, adults or older Scouts, in your troop would like to volunteer for any of the above, or would like to help in general on the Klondike staff, there's plenty to do. Please contact Jim Solomon for details
See you at the Klondike - 2022 Klondike Derby Staff

Pre-Klondike Events:

We are offering some events this year to be done before the Klondike Derby. From February 1st to March 11, patrols can participate in a few events that will earn them points towards the face-to-face Klondike Derby.

There are 3 activities for the patrols to participate in:

Winter/Outdoor Activity: Patrols can participate in a winter/outdoor activity with their patrol. Be creative and adventurous! Ideas include building a snow fort, going on a hike, downhill or cross-country skiing, snow shoeing, skating, or playing a field game (snowball fight!). Patrols must bring proof to the Klondike Derby. This can be a video, or a picture of the activity. Patrols will earn 25 extra points for the Klondike for each activity they do (up to a maximum of 4 activities)

Service Projects: Patrols that participate in Service Projects in their community can also earn bonus points or a conservation project. This can be something as simple as helping shovel a neighbor's sidewalk in your community (if it snows!). For each service project that a patrol participates in, they will earn 25 points for the Klondike derby (up to a maximum of 4 projects). Patrols must bring proof to the Klondike Derby. This can be a video, or a picture of the project. (Eagle Project will not count for this.) Projects can be done at NEBC but not the day of the Klondike.

Photo Scavenger Hunt

The Photo Scavenger Hunt list is attached to the end of this packet. Photos/videos will be used to show completion of the event. The items are all skill related. Patrols should take pictures of what is asked of them. (The more pictures the better... so that the judges can clearly see the work) These can be brought in on a camera, phone, or printed photos.

Required Gear for the Klondike Derby:

Patrols must bring the following to each of the events.
The events will not be providing any of the following.

Klondike Trail:

- Wood to light a small fire
- Winter First Aid Kit
- Scout Handbook

Bragging Rights:

- Wood to light a small fire
- Compass
- Scout Handbook
- Winter First Aid Kit

Shelter Building

- Anything you might need to build a shelter

Cooking

- Dutch Oven
- Utensils to prepare meal
- Mess kits to eat meal
- Food to cook for lunch including
 - Onions
 - Italian Seasoning
 - Garlic

Thursday March 10th

7:30pm Pre-Klondike Meeting

Saturday Schedule:

8:30

Opening Ceremonies

9:00am – 5:00pm

Events & Activities

5:30pm

Awards



BRAGGING RIGHTS SCORING STANDARDS

Patrols will be rated on their performance in several scout skills. It is up to the patrol to decide, before they start, which of the skills they will brag are their best ones. Patrols will get more points for the skills they brag about more than others. The rank is multiplied by the score for each skill to determine their final score. Points are also added for patrol Efficiency and Spirit.

Patrols will be given a score sheet when they arrive at the event.

The Patrol ranks each skill they feel is their best (5) to their least (1) using each rank once.

The score sheet will look something like this:

Patrol name:

Skill	Rank	Points	Total points Earned
Fire Building			
Knots			
First Aid			
Compass			
Lashings			
Spirit			
Efficiency			
Total			

Once the score sheet is filled in, turn the score sheet into the official score person at the klondike.

The following are the guidelines used for determining the score for each category.

Fire Building

Patrols must boil water in a cup. Patrols must bring their own wood and something to light the fire with. Something to light the fire with means... no lighters. It could be steel wool and batteries, matches or flint and steel, magnifying glass. Fire starters are allowed as long as they are not treated with chemical accelerants.

Patrols will earn points for the following:

Successfully Boil the water with	
0 to 3 Matches	6 Points
4 to 6 Matches	4 Points
6 to 9 Matches	2 Points
10 + Matches	1 Point
Bring your own wood	2points
Bring your own matches/fire starters	1 Point

Knots

Scouts must do a task to tie the following knots: square knot, sheetbend, clove hitch, bowline, two half-hitches and tautline hitch)

Patrols will earn points for the following:

Knots Tied	
Square Knot	1 Point
Sheet Bend	1 Point
Two Half Hitches	2 Points
Taught Line Hitch	2 Points
Clove Hitch	2 Points
Bowline	2 Points

First Aid

Patrols must perform basic first aid tasks.

Patrols will earn points for the following:

First Aid Administered	
Send someone for Help	2 Points
Bandage an Ankle	2 Points
Treat for shock	2 Points
Immobilize Head	2 Points
Transport Victim	2 Points

Map and Compass

Patrols must demonstrate their knowledge in using a map and compass from the requirements in the Scout handbook.

Patrols will earn points for doing the following:

Orienteering Task	
Demonstrate Usage of a compass by following a simple course.	4 Points
Orient a Map	2 Points
Find Directions w/o A Compass - Day or Night	2 Points
Measure the height of an object	1 Point
Measure the width of an object	1 Point

Lashings

Patrols must use basic lashings to perform the following task.

A can with a handle on it will be placed behind a line 10 to 15 feet. The patrol must make camp gadget using sheer, tripod, square and/or diagonal lashings to get the can from beyond the line back to the start and off the ground. But... the can will be filled with radioactive slime which must not spill out.

Lashings Used Properly	
Sheer	2 Points
Diagonal	2 Points
Square	2 Points
Trip Pod	2 Point
Toxic slime successfully moved from beyond the line and stored properly	2 Point

Patrol Efficiency

Patrols will also be judged on their teamwork and ability to work together

Efficiency	
Patrol Leader show excellent leadership by delegating tasks and managing their performance; and patrol works together efficiently	25 Points
Patrol has some trouble working together efficiently; or Patrol Leader shows some leadership	10 Points
Patrol has a lot of trouble working together efficiently; or Patrol Leader shows little leadership; or patrol focuses on only one task at a time	5 Points
Patrol does not work together ; Patrol Leader shows no leadership	0 Points
Fighting or yelling	-10 Points

Scout Spirit

Patrols will be judged on their scout spirit.

Efficiency	
Scouts are cheerful and are focused on their tasks	25 Points
Scouts are reluctant to help where needed, or are unfocused on their tasks	10 Points
Scouts are unenthusiastic or arrogant, or treat the event as a joke	5 Points
Scouts have a sullen attitude; are discourteous; or use foul language (except inadvertently)	0 Points
Scouts show open disrespect to the event staff	-10 Points

Scoring Example:

For example: Patrol A comes in and says that they are best at fire building. Their next best skills are compass, knots, lashing and first aid. They would assign a rank of 5 to Fire, 4 to Compass, 3 to Knots... etc.

Let's say using the guidelines above Patrol A earns the following points:

Fire Building: 8

Compass 10

Knots 6

Lashing 6

First Aid 10

And they earned 10 points for efficiency and 25 for spirit.

The rank they assigned to each skill would be multiplied by their score.

Their score sheet would look like the following:

Patrol name: Patrol A

Skill	Rank	Points	Total points Earned
Fire Building	5	8	40
Knots	3	10	30
First Aid	1	10	10
Compass	4	6	24
Lashings	2	6	12
Spirit		25	25
Efficiency		10	10
Total			151

Cooking Event Scoring and rules.

At lunch time, each patrol must create a meal for their patrol to eat. The meal can be anything the patrol wants, but it must be a balanced meal. The meal must include the following ingredients. Onions, Garlic and Italian Seasoning. Be creative and use them how you see fit.

Unit leaders and Klondike Staff will be judging your meal on the following criteria.

Unit Leaders Score	Max Score	Score
Taste of the Meal	10	
Use of Ingredients	10	
Teamwork	10	
Balanced Meal	10	
Preparation	10	
Spirit	10	
Total Unit Leaders Score	Out of 60	
Klondike Staff Score		
Taste of the Meal	10	
Use of the Ingredients	10	
Presentation of the Meal	10	
Balanced Meal	10	
Total Klondike Staff Score	Out of 40	
Total Score	Out of 100	

Once you have finished your meal, present it to you leader and have them score it, then bring a portion of your meal to the judges for them to sample and score. Turn the score sheet into the judge of the event.

Shelter Event Scoreing and rules.

During down time patrols should create a shelter in their tent site. This shelter must be made using materials gathered around the campsite. It must be big enough to hold a maximum of 2 people in the shelter. It must also be strong enough to not fall over, covered enough to block water and a wind. If your troop is running multiple patrols, each patrol must build their own shelter.

Criteria	Max Score	Score
Can 2 scouts fit in it	10	
Use of Materials	10	
Teamwork	10	
Strength of Shelter	10	
Protection from Water	10	
Protection from Wind	10	
Scout Spirit	10	
Total Score	Out of 70	

Once your shelter is built, please find Klondike staff members and arrange for them to come to your site to judge the Shelter. All shelters must be judged by 4pm, please find a staff member early and arrange a time to come by. The judge will take the score sheet with them once they judge the event.

Photo Scavenger Hunt Rules

Before the Klondike Derby, patrols are encouraged to participate in the Photo Scavenger hunt. This can be done by taking pictures and bringing the camera, phone or print outs of the following items. The Scavenger hunt can be turned into the Klondike Staff member assigned to Scavenger hunt the day of the event for judging.

Item	Max Score	Score
Tie the following knots and take pictures of the finished knot		
Bowline on a bight	5 points	
Double Fisherman's knot	5 Points	
Constrictor Knot	5 Points	
Construct a Camp Gadget with at least 3 different lashings		
Lashing 1	5 Points	
Lashing 2	5 Points	
Lashing 3	5 Points	
3 Different unlit Campfire Lays		
Campfire Lay 1	5 Points	
Campfire Lay 2	5 Points	
Campfire Lay 3	5 Points	
Make a blanket stretcher and carry a scout in it	5 Points	
Show Head, Arm, Knee and Ankle Bandages on scouts		
Head bandage	5 Points	
Arm Bandage	5 Points	
Ankle Bandage	5 Points	
Knee Bandage	5 Points	
Patrol members demonstrating 3 different carries		
Carry 1	5 Points	
Carry 2	5 Points	
Carry 3	5 Points	
Photo of a trail hike that your patrol was on. (Sign must not be at NEBC)	5 Points	
Photo of your patrol participating in an outdoor sport	5 Points	
Photo of your patrol doing a service/conservation project	5 Points	
Total Score	Out of 100	