



2023 Northern Light District Klondike Derby

Fourth Edition

When: February 10 - 11, 2023

Where: Mill Pond Recreation Area
West Newbury, MA

Cost: \$9.00 per Scout or Scout Leader
\$5.00 per Arrow of Light Scout or Leader (non-overnight)

Competitions: Klondike Derby with Cooking

NOTE: The specifications and rules which follow are subject to change. Any changes will be published as soon as possible. If any changes are made, they will be made primarily for clarification or safety reasons.

Any questions may be directed to the Northern Light District Activities Committee at nldsactivities@comcast.net or by calling Committee Chairman Paul Taylor at 603-819-1897.



Northern Light District 2023 Klondike Derby

Check-in

All units must check in at upon arrival. Headquarters will be the building down by the pond. All units shall submit a roster of all participants and note the location where in camp that they have set up their camp. All participants – youth and adults - must be properly registered. All units are responsible for their own health forms.

End of Event

Note that the event will end at 9:30 PM on Saturday. After 9:30 PM, any units staying past then are considered to be on a troop overnight campout.

Parking

All unit vehicles must be parked in the parking lot as directed by event staff. No parking will be allowed in camping areas. Some cars may be directed to park at the ball field lot above the area.

For each vehicle, units will be given a form on which to show their name and unit number and are asked to put this form on the dashboard of each vehicle. This will aid event staff in contacting the driver should the car need to be moved or any other problem arises.

Camping Areas

Camping areas will not be assigned; units are welcome to set up most anywhere in the camping field, though some areas are reserved for program. No vehicles are allowed in the camping areas.

Leader Meeting and Crackerbarrel

This is a mandatory meeting for Scoutmasters and SPLs beginning at 9:00 PM on Friday at the building by the pond. Any unit not in camp overnight must send representatives to this meeting.

Campfires

Units should bring their own firewood with them, though some can be found in the wooded areas. No live trees are to be cut. Campfires are to be off ground. Ashes and other fire remnants must be properly disposed of.

Trash

Carry in and carry out. Units must take all trash out of camp with them. Be sure to police your camp site for trash before leaving.

Water

Water is not available on the property. Bring water with you. We will make water runs for units who need more. Water jugs should be brought to the building and left by the back porch. Please mark all water jugs with your troop number.

Saturday Night Campfire

It is planned to have a traditional campfire on Saturday evening in front of the building by the pond. All units are asked to perform a skit or lead a song. Troop ? is the service unit and will host the campfire. Units are to submit their plans for the campfire to the campfire emcee who will be named at the Friday Leaders' meeting.

Program

Patrols will travel through the "Klondike" from town to town to take part in activities. Patrols will earn gold nuggets according to how well they do on each activity. Patrols must have a sledge (sled) for the event.

At the end of the program, patrols will go to the "Assay Office" to turn in their gold nuggets for Klondike script. They will use the script to purchase food ingredients to make and cook a one serving meal for judging.

For the cooking, patrols must bring their own base protein, such as a meat. Patrols can only use the base protein, the items purchased at the Klondike General Store, and spices and condiments from their patrol box. Anything else will detract from their score.

Note that the cooking portion is not a separate competition, it is part of the overall competition and all patrols must take part to score in the competition.

Patrols must have the following items with them, either on their sled or on their person:

1. First aid kit
2. 8 eight-foot lengths of whipped rope (recommend a minimum of 3/8 inch thick rope)
3. Drinking water for all patrol members
4. A money bag (to carry earned gold)
5. Two six-foot poles
6. A current "Scout Handbook, 14th Edition, Boys or Girls

7. See Lashings/Camp Furniture at Trapper Creek in the activities list.
8. Compasses

See the games list below for more needed items

Each patrol's sled will be inspected at the first activity to be sure they have all items with them.

Activities

"Lashings/Camp Furniture" at Trapper Creek (Mayor Bob Fox)

Each troop should bring supplies to make a camp table with 2 x 4ft top, 36-inch table height. Troop supplied, Needed supplies: wood staves of appropriate length and suitable rope for lashings. No nails, screws or finished lumber allowed. No preconstructed parts. Table designed by Scouts. Scoring based on Scouts cooperation/participation when building, appropriate lashings, knots, whipping, sturdiness of table, closeness to required dimensions.

Duck Rescue at Valdez (Mayor David Carvill)

An oil tanker has spilled oil in the bay. The patrol must rescue the ducks and clean them so they can be returned to the wild.

Snow Blind at Lake Laberge (Mayor John Morgan)

In the Yukon, every prospector must be able to tie all the Scout knots to properly care for themselves and their buddies, even in a blinding snowstorm!!

Lost!! at Deadhorse (Mayor George Dionne)

Your patrol got lost in the Alaskan wilderness: Working in small groups (two or three scouts), your patrol members must use a compass to find your way back to the trail.

Hot Tea at Utqiagvik (Mayor James Venetsanakos)

It's cold in the Yukon. The patrol, working as a team, must build a fire and make a cup of hot tea. You must find the materials from the local woods, but can use fire starter materials that you have brought. No accelerants allowed. You must also supply the metal cup to heat the water in.

You Can't Call the Doctor at Skagway (Mayor George Plouffe)

Before leaving your camp, the local doctor asked you to pick up some medical supplies to bring back to him. But no one had anything to write the list on and there's no phone service to call him, so your patrol has to remember the list from having looked at the items.

Information Scavenger at Hoonah (Mayors Don and Craig Milligan)

You need information, look for that information, and tell the mayor where it can be found. A current “Scout Handbook, 14th Edition, Boys or Girls” will be necessary.

Storm’s coming!! at Barrow (Mayor Charles Bruderer

There’s a storm brewing. Build a shelter for your patrol before the storm gets to you.

Event Schedule

Friday, February 10

6:00 PM Registration/check-in begins – Check-in the Mill Pond building
Units set up campsites

9:00 PM Leader meeting (SMs and SPLs) and cracker-barrel – Mill Pond Building

Saturday, February 11

8:45 AM Opening ceremony – In front Mill Pond Building

9:05 AM Patrols depart -- Klondike Derby begins

12:00 PM Lunch Period begins 1:00 PM Klondike Derby continues (Lunch ends)

3:00 PM Klondike Derby ends

3:15 PM Grand Sled Race (if conditions allow)

3:30 PM Assay Office opens

4:00 PM Harvey’s General Store opens for business

7:00 PM Cooking competition entry deadline – no more accepted

8:00 PM Campfire

9:30 PM End of Camporee