



2024 Northern Light District Klondike Derby

First Edition

When: February 2 - 4, 2024

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

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 nldbsactivities@comcast.net or by calling Committee Chairman Paul Taylor at 603-819-1897.



Northern Light District 2024 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. Absolutely, 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 occasional water runs for units who need more, when we can. 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. Sledges should be able to have wheels in case there is no snow on the ground to slide on.

At the end of the program, patrols will go to the "Assay Office" to turn in their gold nuggets.

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

1. A patrol flag with patrol name and troop number.
2. First aid kit
3. Drinking water for all patrol members
4. A money bag (to carry earned gold)
5. Two six-foot poles
6. Six 8' to 10' pieces of rope. 10' will work best. 3/8" suggested
7. A 12' x 12' tarp
8. Compasses

NOTE: There may be other items that you need other than the above eight items. Please read through each activity carefully to be sure you have what you need.

Lake LeBarge

Knot Tying

As a prospector using the Yukon River to take supplies from Whitehorse to Dawson City and the gold fields. You will probably build a flat-bottomed boat on the shores of Lake LeBarge. So, you better know your Scout knots to properly secure your gear! At the Lake LeBarge station all members of your Patrol must demonstrate the ability to tie all seven of the basic Scout knots - Square Knot, Two Half Hitches, Taut-line Hitch, Sheet Bend, Bowline, Timber Hitch, Clove Hitch.

Bring one eight-foot or more length of rope per patrol member suitable for knot tying.

Leadership

In the middle of winter there are often white-out blizzards blowing off Lake LeBarge. Your prospector group must be able to operate in an emergency in a white-out. To demonstrate your ability as a group to follow directions, your Patrol Leader will direct other members of the Patrol to layout a square with a forty-foot (40) length of rope. The rope will be supplied, but the patrol must have blindfolds to simulate a white-out. Bring scarfs or blindfolds for each patrol member.

Extra Credit

One, or more, patrol members recite at least one stanza from Robert Service's poem "The Cremation of Sam McGee"

Deadhorse

Compass

You've lost your way and left the Yukon Trail. You must use your compass to find your way back onto the trail and to the next town.

Each patrol member must be able to read a compass, learn their pace, and follow a pacing line.

Home Cooking

Lashing, cooking, and fire building

Your patrol has reached your campsite for lunch at 11:00 AM. It takes the whole patrol to prepare and cook lunch.

The patrol must lash together a tripod to hang a cooking pot over the cooking fire. A cooking fire must be built over which the patrol's lunch will be cooked. Oh, and by the way, the quartermaster forgot matches and lighters, so the fire must be started without said fire-starters. You may use items such as flint and steel, char cloth, tinder, kindling and other items that you may have in your sled to help start the fire. You can either bring your own firewood or forage for it on site. No live trees are to be cut. Fire must be built off the ground. You can also use charcoal if you think that will get you a cooking fire quicker.

The lunch can be a stew, soup, or chowder. While ingredients can be prepared ahead of time and properly stored, the soup, stew, or chowder must be put together and cooked at the campsite. There must be enough so that some will be served to the camporee staff at the Klondike HQ for judging. The meal must be submitted no later than 12:55pm.

Leadership

A member of the camporee staff will be at your campsite for judging leadership, methods and teamwork.

Extra Credit

Extra credit if the patrol cooks a small tin foil dessert using the same fire.

Iditarod

Teamwork and Fitness

Each Patrol will race against time on a course by pulling and/or pushing their sled from start to finish. Sleds should be equipped with wheels and axles that can be attached to the sled runners if there is insufficient snow. Wheels can be no larger than 10 inch outside diameter. No bicycle or buggy wheels. It is suggested that each sled is equipped with a pull line of sufficient length to allow 5 to 6 ft between pullers. All patrol members participate. One Scout will ride on the sled during the race as the musher. However, there will be multiple laps and the musher must be changed for each lap.

Utqiagvik

Upon reaching Utqiagvik, scouts will learn some of the history of the community formerly known as Barrow, Alaska and then play a traditional Inupiaq game of one foot kick. To play, a scout begins in a standing position, with both feet together, and jumps up to kick the hanging target with one foot, landing on the same foot that kicked the target. The scout must maintain his balance on landing.

All players attempt to kick the target in the same way, completing the first round. Scouts who do not successfully kick the target are eliminated. For the second round, the target is raised a few inches. Rounds are continued until one scout remains.

Note: There is a video on You Tube showing the game being played.

Trapper Creek

Your patrol has arrived at Trapper Creek. Due to the snowstorm forecast, all the rooms in town are filled. You will have to erect a shelter near a barn for the night. All you have on your sled is a 12 x12 tarp, two 6' poles, six 10" ropes, and some stakes. You are to erect a shelter that will keep your group out of the heavy snow. The shelter should be strong enough to withstand 40 mph winds and blowing snow.

Skagway

You've arrived at Skagway. You've been told there is gold scattered around and a list of clues to the gold has been offered to your patrol. As you read the clues, you realize that all of the clues have to do with local nature which make it more like a scavenger hunt.

Arctic Circle

You are a family of polar bears trying to hunt seals in the arctic. Global warming has caused the ice to break up into chunks making it hard to get to the solid ice. You all need to navigate the ice pieces successfully (hopping on one foot, not falling off and avoiding other polar bears) to capture the seal. The ice is melting so you need to move fast and safely or you may go hungry. Any problem on the way and you have to start again.

Scoring

Each activity will be scored on 10-point basis except for Home Cooking, which will have a possibility of 30 points. Gold nuggets will be given to each patrol for the number of points earned. All patrol must turn in their gold nuggets at the Assay Office. See the schedule for times when the assay office is open.

Event Schedule

Friday, February 2

- 6:00 PM Registration/check-in begins – Check-in the Mill Pond building
 Units set up campsites
- 9:00 PM Leader (SMs and SPLs) meeting and cracker-barrel – Mill Pond Building

Saturday, February 3

- 8:45 AM: Opening ceremony (In the main camping area)
- 9:00 AM: Patrols depart -- Klondike Derby begins
- 9:10 - 9:40 AM Period 1
- 9:50 – 10:20 AM Period 2
- 10:30 – 11:00 AM Period 3
- 11:00 AM – 1:00 PM Period 4 (Includes lunch) in unit campsites
- 1:10 – 1:40 PM Period 5
- 1:50 – 2:20 PM Period 6
- 2:30 – 3:00 PM Period 7
- 3:10 – 3:50 PM Period 8
- 4:00 PM Assay Office opens
- 4:30 PM Assay Office closes
- 7:30 PM Campfire