

Klondike Derby

And Bean Hole Bake



**Hosted by Troop 31 Crompton
Camp Champlin
February 20, 2016**

I. General Information

To register for this year's Klondike please visit
<http://www.narragansettbsa.org/>

All questions related to the Klondike Derby, except for registration/payment questions can be directed to the Host Troop:

Dave Samos (SM) at (401) 523-4727
or dwsamos@gmail.com

Chris Izzo (CC) at (401) 595-9116
or chris@izzofamily.net

A. What is a Klondike Derby?

A Klondike derby is a weekend long competitive event which uses a Klondike Gold Rush themes to complete a multiple "Town" course and sledge race, pitting each team's skills and team work against the clock.

Only in case of extreme bad weather will the derby be postponed or cancelled.

B. Registration and Inspection Procedures

Troops are encouraged to camp for the weekend, each troop may enter as many patrols as they can support. Minimum patrol size is 4 scouts, maximum size is 8 scouts.

Each patrol will begin with a sledge inspection at the Camp office beginning at 7:30 AM until 9:00 AM. All sledges will be checked to insure all requirements are met and all equipment is present. For a list of required equipment please see section C.

Only the patrol leader will be allowed to register his patrol. He must bring a waterproof map holder, an orange arm band with the letters "PL" on it, and a completed registration form signed by his scoutmaster.

Each Patrol leader will be issued an official map, with a starting town, and an official score sheet. The order of the town's is up to the patrol leader.

C. Equipment to be carried on the sledge

1. Patrol leader arm band (must have "PL" on it).
2. Patrol Flag.
3. Notebook or clipboard & method to keep score sheet neat and dry.
4. First Aid Kit (contents per BSA Field Book page 21).
5. Survival Kit (contents per BSA Field Book).
6. Flint and Steel.
7. Hard hat, or bicycle helmet for each scout.
8. One walking stick for each scout.
9. One Compass.
10. One 20 x 20 tarp, it can be larger.
11. One 20ft length of ¼ diameter rope.
12. Two 7' poles and two blankets.
13. One length of 6' rope ¼ diameter per patrol member.
14. One Boy Scout Handbook and or BSA Field Book.

D. Awards and Scoring

Trophies will be awarded to the first place patrols.

Plaques will be awarded to the second & third place finishers.

Trophies will be awarded to first place troop in the beanhole bake and the sled race.

E. Scoutmasters Notes

All stations should have 2 judges and be ready to go by 9:30 AM.

All score sheets must be turned in Saturday at 3:15 PM by the patrol leader, before the great race.

All station score sheets should clearly identify the station, the troop hosting, 1st, 2nd, and 3rd place finishers and be turned in by 3:15 PM.

The Mayor's word on all matters is final. The Patrol Leader is the only member of the team that may communicate with the mayor or judges of the town.

Firewood must be supplied by each unit.

II. Official Klondike Derby Regulations

The following regulations are in place to ensure a safe and enjoyable event. Please follow directions, and respect other individuals competing in the days' events.

- A. All walking sticks are for walking and to be used as tools where they will be needed. They may be stored on the sledges until they are needed or a scout may use them to assist in walking the course throughout the day. Patrols or scouts caught swinging sticks, WILL lose 25 points and a warning will be issued. In the event a second warning is issued the patrol will be dismissed from the event.
- B. Each troop is required to either host a town or have at least two adults serve on the Klondike staff in some capacity.
- C. Each scout must be dressed appropriately for the days' weather conditions.
- D. Each unit must submit a roster for each team signed in by the patrol leader at the time of check-in.
- E. No team will be allowed to begin before 9:30AM or after 12:45 PM.
- F. Adults will not be allowed to physically help, aid verbally, or assist in anyway, with any team during the days' events.

Mayors, Judges, Scorers may deduct up to ½ the points earned at that Town.

- G. Any injured or ill scout or scouter must present himself to the Klondike medical staff located at the Kuwe Cabin.
- H. The registration fee for each scout and scouter is \$. A scout dismissed because of behavior and or lack of proper clothing will not be entitled to any refund.
- I. Each patrol leader must wear an arm band displaying the letters "PL."
- J. Each Mayor must wear an arm band displaying the word "Mayor" supplied by the Klondike staff.
- K. All bodies of water are entirely off limits to everyone in camp, including staff and unitleaders. This rule is in effect whether the ponds are frozen or not. This includes throwing rocks, sticks or other objects. Any team or individual not in compliance may be disqualified.

III. Schedule Of Events

Friday Night

7:00 PM to 8:30 PM Registration for any troops staying overnight. (Camp Office)

Saturday

7:00 AM to 9:00 AM Registration for troops not staying overnight Friday. (Camp Office)

7:30 AM to 9:00 AM Sledge registration and inspection for troops not staying overnight Friday. (Camp Office)

9:15 AM Opening Ceremony in the field behind the Camp Office.

9:30 AM – 12:00 PM Klondike underway.

12:00 PM to 12:45 PM Lunch Break

12:45 PM to 3:00 PM Klondike underway.

3:15 PM Bean Judging in the Leidman Lodge

3:45 PM Great Sledge Race at the base of the flag pole on the Parade Field.

4:30 PM to 5:00 PM Closing Ceremony in the field behind the Camp Office.

Sunday Morning

10:00 AM Check out and Departure.

IV. Special Notes, Reminders & Changes

Please note that any station outlined below may be changed without notice due to staffing requirements.

Some picnic tables will be available. If you move a table please return it to its original location when done.

ABSOLUTELY NO VEHICLES OR TRAILERS WILL BE ALLOWED TO STAY IN THE KLONDIKE ACTIVITY AREA. ALL VEHICLES AND TRAILERS MUST BE RETURNED TO THE PARKING AREA BY 6:45 AM.

Any staff member not affiliated with a participating troop can eat a hot lunch and have a warm drink or just warm up at the Leidman Lodge.

V. Towns and their Tasks

1. Cheechaku - Shelter Set-Up

Location –

Task: There's a major storm coming that's going to last a day or two. Utilizing the equipment on your sledge, you must build a sturdy shelter to keep you team safe until the storm passes. Your shelter must fit your patrol, sledge and remaining gear. For each proper lashing you can earn extra points.

Scoring:

1.	less than 3 minutes	10 points
2.	3 minutes to 3:59	9 points
3.	4 minutes to 4:59	8 points
4.	5 minutes to 5:59	7 points
5.	6 minutes to 6:59	6 points
6.	7 minutes to 7:59	5 points
7.	8 minutes to 8:59	4 points
8.	9 minutes to 9:59	3 points
9.	10 minutes to 10:59	2 points
10.	11 minutes to 13 minutes	1 point

2. Whitehorse - Stretcher Building

Location –

Task: Your patrol leader becomes delirious with fever. You must transport him to the nearest doctor. By using your walking sticks, tarp or blankets and 6 foot lengths of rope from your sledge, you will need to assemble a stretcher, and transport your patrol leader 50 yards (150 ft.) without dropping him.

Scoring:

1.	under 4 minutes	10 points
2.	4 minutes to 4:59	9 points
3.	5 minutes to 5:59	8 points
4.	6 minutes to 6:59	7 points
5.	7 minutes to 7:59	6 points
6.	8 minutes to 8:59	5 points
7.	9 minutes to 9:59	4 points
8.	10 minutes to 10:59	3 points
9.	11 minutes to 11:59	2 points
10.	12 minutes to 15:00	1 point

Two bonus points can be had here if you can tell the mayor 2 signs of frostbite.

3. Crooked Creek - Milk Crate Stacking

Location –

Task: Try your hand at stacking milk crates, the higher you stack the more points you get. **SCOUTS MAY USE ONLY ONE HAND, NO ROPES WILL BE USED IN STACKING THE CRATES, NO STANDING ON CRATES; ALL SCOUTS MUST HAVE BOTH FEET ON THE GROUND.** Scouts may use only one hand and all scouts may participate. This will be a timed event; you have a total of (5) Five minutes to complete your task. If a stack falls you may try again. Please note that the tallest stack will be the one that is scored and you may stop at any time. All participants must wear a hard hat or bicycle helmet. Ask any questions before starting the event.

Scoring:

18 crates high	10 points
17 crates high	9 points
16 crates high	8 points
15 crates high	7 points
14 crates high	6 points
13 crates high	5 points
12 crates high	4 points
11 crates high	3 points
10 crates high	2 points
1-9 crates high	1 point

4. Attu - Snow Shoe Relay

Location –

Task: Your patrol is caught in a snow slide. Most of the equipment is lost. The snow is waist deep and the only means of transportation is on snow shoes. You have been able to make one long pair of snow shoes from salvaged equipment from your sledge.

When the event is completed, all knots must be untied on each snow shoe. Four scouts at a time minimum.

Scoring

1.	1 minute	10 points
2.	2 minutes	9 points
3.	3 minutes	8 points
4.	4 minutes	7 points
5.	5 minutes	6 points
6.	6 minutes	5 points
7.	7 minutes	4 points
8.	8 minutes	3 points
9.	9 minutes	2 points
10.	10 minutes	1 point

5. Skagway - Wood Splitting

Location –

Prerequisite: Totin Chip/Whittling Chip will be required
Task: At this town you will need to cut and split your own wood in preparation for the Kodiak station. You must use a bow saw to cut and an axe to properly split the wood provided. You will also need to show and demonstrate the proper use, storage, and sharpening of each tool.

Each scout working in the axe yards are required to bring and wear eye protection and leather work gloves.

Objectives to be completed:

1.	Produce Totin Chip/Whittling Chip	10 points
2.	Knows how to sharpen hatchet	5 points
3.	Proper use of tool saw/hatchet	5 points
4.	Clears area before sawing/chopping	5 points
5.	Identifies parts of hatchet	1 point/part

6. Kodiak - Fire Dousing

Location –

Prerequisites: Fir-em Chit/Outdoorsman Badge & complete wood splitting at Skagway.

Task: At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire. **Flint and Steel only will be allowed.** You will be timed from the first attempt to light the fire until the release of the water. You must tell the judge when you are ready to start; the judge will inform you when you may start. After starting the fire you may not add fuel.

You will be allowed to fan and /or shield your fire from the wind. **Lint will be provided by the Mayor.** Once the fire is lit for 2 minutes then the string will be strung and the timing of the event will begin.

Scoring:

1.	1-19 seconds	10 points
2.	20-39 seconds	9 points
3.	40-59 seconds	8 points
4.	1 minute – 1:59	7 points
5.	2 minutes-2:59	6 points
6.	3 minutes-3:59	5 points
7.	4 minutes-4:59	4 points
8.	5 minutes-5:59	3 points
9.	6 minutes- 6:59	2 points
10.	7 minutes-10:00	1 point

One point will be awarded for each team member who shows the Mayor their fir-em chit. It will not be the responsibility of the mayor to ask for a fir-em chit from any team member not involved directly in the lighting of the fire.

7. Satan's Landing - Chasm Crossing

Location -

Task: You come across a bridge that has been washed out by a storm. The only things spanning the 100ft Chasm are 2 railroad planks laying side by side and 6 poles to use as rollers. Your problem is to get the entire patrol, along with your sledge and equipment, across safely without falling into the chasm. If a scout falls or steps off the planks and his feet touch the ground, he is considered dead and cannot continue to help. If your sledge falls off, you must start again.

Scoring:

1.	less than 1 minute	10 points
2.	1 minute to 1:59	9 points
3.	2 minutes to 2:59	8 points
4.	3 minutes to 3:59	7 points
5.	4 minutes to 4:59	6 points
6.	5 minutes to 5:59	5 points
7.	6 minutes to 6:59	4 points
8.	7 minutes to 7:59	3 points
9.	8 minutes to 8:59	2 points
10.	9 minutes to 9:59	1 point

8. Dead Horse - First Aid

Location -

Task: In this town you will be given 5 scenarios at check-in. When you check in with the mayor a scenario will be selected at random and your team will be required to demonstrate treating a person with an injury. The questions & demonstration will come from Boy Scout handbook.

You will be given 2 points for each correct answer.
You will be given up to 12 points if the sequences are correct.

Be ready for bonus questions!

The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, or to avoid these types of problems in the future. The scenarios will be provided to the patrol leader at registration.

Total _____ for correct answers

Total _____ for correct sequence

Total _____ points for first aid.

9. Fort Yukon – Rifle Competition*

Location – BB Range

Task: Using a BB rifle each scout will be given 5 shots at targets. Each target score will be added together and then divided by the number of shooters to arrive at an average score.

1.	Score 1 - 10	1 point
2.	Score 11 - 20	2 points
3.	Score 21 - 30	3 points
4.	Score 31 - 40	4 points
5.	Score 41 - 50	5 points

10. Axe Throwing*

Location –

Task: Using a tomahawk each scout will be given ??? throws at targets. Each target score will be added together and then divided by the number of throwers to arrive at an average score.

Bull's Eye	5 points
The next ring	4 points
Outer most ring	3 points
Outside ring (but on the target)	1 point

In the event that the tomahawk lands between 2 values, the score should be the higher value.

* **Zero tolerance for horseplay of any kind on the range. Anyone caught will be asked to leave the range. If a person is asked to leave, his score will not count, and the total number of shooters will not change.**

13. Valley Forge - Ice Rescue

Location -

Task: One of your patrol members has fallen through the ice with the sledge while trying to cross a frozen lake. You must rescue him and sledge by joining 8 lengths of rope to make one length long enough to reach. You must join the lengths of rope together using as many of the following knots as you can.

Each different knot used is worth 10 points. A knot can be used more than once, but will be counted/scored 1 time. Once the lengths of rope are joined together the rope must be coiled and thrown to the sinking sledge. The driver will then tie the rope to the sledge using a bowline knot, and then be pulled to safety by the team.

Scoring:

Less than 1 Minute	10 points
1 Minute to 1:59	9 points
2 Minutes to 2:59	8 points
3 Minutes to 3:59	7 points
4 Minutes to 4:59	6 points
5 Minutes to 5:59	5 points
6 Minutes to 6:59	4 points
7 Minutes to 7:59	3 points
8 Minutes to 8:59	2 points
Correct knots: SHEET BEND; SQUARE KNOT; BOWLINE; CARRICK BEND	10 points per distinct knot
Team work	0-5 points

14. Call of the Wild – Nature Scavenger Hunt

Task: Your patrol leader will be given a list of 15 items. These items will be nature related and readily available throughout the day. You should not need extra time during the day to find these items. They will all be easily found either between towns or nearby while you are waiting to participate in a town. A maximum of 20 points can be earned for this activity.

A Nature Scavenger Hunt list will be provided the day of the Klondike Derby at registration.

15. The Great Sledge Race

Starting at 3:45 PM at The Parade Field is the last push of the day. No points will be given for this race.

The race will be based off individual times .

KLONDIKE SLEDGE

While your own design will be accepted, this diagram shows an authentic sledge. You may paint them bright colors but varnish or wax the bottom of the runners. Accessories may be added, canvas snow guard for front and sides. Use bolts or screws instead of nails - drill first to avoid splitting. Make towing bridle of rope, about 20 feet.

Bill of Material

Pt.	Qty.	Description
1	2	-4"x½"x6'6" - runner
2	6	-1"x1"x18" - cross support
3	4	-½"x4"x5' - floor cover
4	8	-1"x2"x6" - upright support
5	2	-1"x2"x40" - rear upright
6	2	-1"x2"x30½" - 2nd rear upright
7	2	-1"x2"x21½" - 2nd front upright
8	2	-1"x2"x12" - front support
9	2	-½"x2"x6'0" - hand rail
10	1	-½"x2"x30" - front curved guard
11	1	-2"x2"x18" - rear hand rail
12	1	-½"x10"x18" - Pocket holder
13	2	-1"x2"x to suit bracing

Envelope type pocket tack or staple, so Assay Report (6"x8") can be slipped in.
OR
CLIPBOARD

REAR VIEW

TOWING BRIDLE

SNOW SHIELD (front view)

drill 1/2" hole for towing bridle

bevel

shape to suit

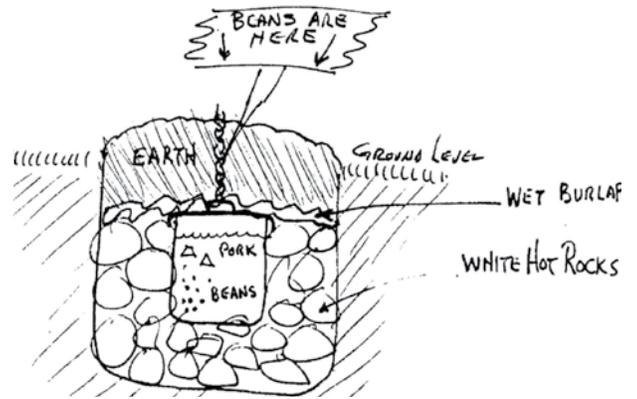
skis can be used as runners

**NOTE: SLEDGE MUST BE MADE OF WOOD WITH THE EXCEPTION OF SKIS AS RUNNERS.
SLEDGE MUST BE CONSTRUCTED BY THE BOYS WITH ADULT SUPERVISION**

Length = not less than 6 feet Width = not less than 18 inches

16. The Great Bean Hole Bake

1. Beans will be inspected at each troop's site between 8:00 and 9:00 AM by an adult representative from the neighboring troop to its right. Beans should NOT be boiled prior to inspection.
2. Beans must be underground by 10 am and baked for a minimum of 2 hours, but must be out by 3 PM.
3. Only navy pea beans can be used.
4. An adult from the troop to your left has to be at your site when you open your hole.
5. At 3:15 PM the covered bean pots will be brought to the inspection table in the Leidman Lodge by the Senior Patrol Leader or his designated representative along with the Scoutmaster or his designated representative who has the ladle.
6. The pots will be opened one by one by the SPL or his designated representative will be given a numbered cup and he will take one scoop out of the pot and put in.



See diagram above and tips and suggestions.

SUGGESTIONS FOR NOVICE BEAN HOLE BAKERS THE BEAN HOLE

1. Dig hole of sufficient size to allow eight (8) inches from bottom of hole to the bottom of the bean pot and the same distance on each side of the bean pot and one-half feet (1 ½') from top of bean pot to level of the ground.
Example: 13" x 15" bean pot, dig a hole three and one-half (3 ½') feet deep and from two and one-half (2 ½') to three feet (3") in diameter. Build a small fire in bottom of hole.
2. Build cross section fire of sufficient heavy wood to heat stones to white heat and to be time properly with the placing of bean pot in bean hole. Build fire close to bean hole so that stones may be lifted easily into bean hole.
3. Select only close grained field stones four inches (4") to eight inches (8") in size and place on top of fire before lighting in such a position that as the wood burns, the stones will fall into the center of the fire to obtain maximum heat.
4. Parboil beans over separate conking fire at a campsite, add seasoning, keep hot until time to go into bean hole.
5. **IMPORTANT:** Plan the placing of beans in bean hole in sufficient time to allow them to be properly cooked when taken out at assigned time. The time that beans are to be in the bean hole is optional with each Troop, whether it be two, three, four, five, six, or more hours.
6. Before placing stones in hole, put some hot coals in bottom, to a depth of a couple of inches.
7. **HOT STONES:** Place some flat heated stones at bottom of bean hole. Put bean pot in hole on top of flat stones, being careful not to get any dirt under cover. Place stones around pot up to the level of the beans in pot.
8. Saturate burlap with water and cover bean pot and stones with at least three layers, sloping from pot.
9. Fill in hole immediately with dirt and mound until no steam is seen escaping.
10. Mark spot with sign.
11. In removing from ground, be careful not to let any dirt around top of pot as it may get under cover. Blow off dirt on cover if any.

2016 Klondike Derby Registration Check List

Please give this form to the check-in station mayor

Troop # _____ Patrol Leader _____

Total # Boys on Sledge _____ Patrol Name _____

#	Item	X
1.	Patrol Leader arm band (must have "PL" on it)	
2.	Patrol Flag	
3.	Notebook or clipboard and method to keep score sheet dry	
4.	First Aid Kit (contents per BSA Field Book page 21)	
5.	Survival Kit (contents per BSA Field Book	
6.	Flint and Steel.	
7.	Hard hat, or bicycle helmet for each scout	
8.	Walking stick for each scout	
9.	One Compass	
10.	One 20 x 20 tarp, it can be larger	
11.	One 20ft length of ¼ diameter rope	
12.	Two 7' poles and two blankets	
13.	One length of 6' rope ¼ diameter per patrol member	
14.	One Boy Scout Handbook and or BSA Field Book	
	Points scored: (Max. 14) (Subtract 1 point for every item missing, **Subtract 10 points each for first aid kit)	
	Points scored (max 14)	

Klondike Derby Sledge Registration

Please have this form ready for registration at the Camp Office the day of the event.

District _____ Troop/Pack _____ Adults _____ Adults as Staff _____

Total Paid Adults _____ Total Paid Scouts _____ Total Patches _____

#1 Patrol Name _____

#2 Patrol Name _____

Scout Name	Age
Average Age	

Scout Name	Age
Average Age	

Division: Scout Senior Division: Scout Senior

#3 Patrol Name _____

#4 Patrol Name _____

Scout Name	Age
Average Age	

Scout Name	Age
Average Age	

Score Sheet

2015 Champlin Klondike Derby

Division: SCOUT SENIOR

Patrol Name: _____ Troop: _____

of Scouts: _____ Town: _____

Start Line Time: _____ All Stations Complete: Yes No

Start Time: _____ End Time: _____

Start at X after Weigh-in	Station	Event	Time In	Time Out	Points
-> -> ->	Camp Office	Check-in	XXX	XXX	
	1	Cheechaku (shelter setup)			
	2	White Horse (stretcher building)			
	3	Crooked Creek (milk crake stacking)			
	4	Attu (snowshoe relay)			
	5	Skagway (wood splitting)			
	6	Kodiak (fire dousing)			
	7	Satan's Landing (chasm crossing)			
	8	Dead Horse (first aid)			
	9	Fort Yukon (rifle)			
	10	Axe Throwing			
	11	Sourdough (knots)			
	12	Compass Course			
	13	Ice Rescue			
	14	Scavenger Hunt			
			XXX	XXX	
			XXX	XXX	
			XXX	XXX	
			XXX	XXX	
			TOTAL SCORE		

- Station layout map provided.
- Scavenger Hunt and Compass Course may be handed in
- Lunch will start at 12:00 Noon

- All patrols must start at first assigned station.
- Scavenger hunt starts after weigh-in at the Camp Office anytime after lunch.

CHAMPLIN SCOUT RESERVATION

223 Scituate Avenue
Cranston, R.I. 02920

