

MIDNIGHT SUN COUNCIL
BOY SCOUTS OF AMERICA



Klondike Derby

Hosted By Troop 20B & 20G

Midnight Sun Council, BSA

April 21-23, 2023

Version 2.1- 4/16/23

Important Information

Pre-Registration Information

1. Pre-registration is REQUIRED for ALL units. Changes can be made prior to or on Derby Day for added or dropped participants.
2. Contact the Council office by phone, fax, mail, email, or in person.
3. **REGISTRATION FEE STRUCTURE – PER PARTICIPANT**
 - a. Early Bird fee is **\$15.00 per Scout, \$15.00 per Leader**, payable through Fri., April 7th
 - b. Regular fee is **\$20.00**, payable through Fri, April 21st
4. Registration form and team rosters are required when paying fees for discounts to apply.
5. Council refund policy: Any cancellations made within seven (7) days of event will receive a full refund.

Virtual Derby Presentation:

- ❖ The Klondike Derby video presentation will be on Thursday, 2 February. The video is also available to watch on the [Troop 20 Facebook Page on the Spring Camporee event](#) (link below).

PRE-REGISTRATION – Contact the Midnight Sun Council:

For PRE-REGISTRATION or questions on camping, facilities, etc.:

Midnight Sun Council Office -- (907) 452-1976

1400 Gilliam Way, Fairbanks, AK 99701

For Pre-Registration only: email

Pre-Register Online at : <https://scoutingevent.com/696-67931>

To Contact the Derby Chair: (will usually respond within 1 day)

For questions on the derby specifically:

MARK SMURDA – Call or Text (719)213-7535

Email at: Troop20AK@Gmail.com

On the Web at: [**https://scoutingevent.com/696-67931**](https://scoutingevent.com/696-67931)

GO TO: EVENTS → KLONDIKE DERBY

The electronic version of this book in PDF format and important updates

Spring Camporee event on Troop 20's Facebook page:

<https://www.facebook.com/ScoutsBSATroop1020/events>

On the Council's FACEBOOK page at:

<https://www.facebook.com/midnightsuncouncil>

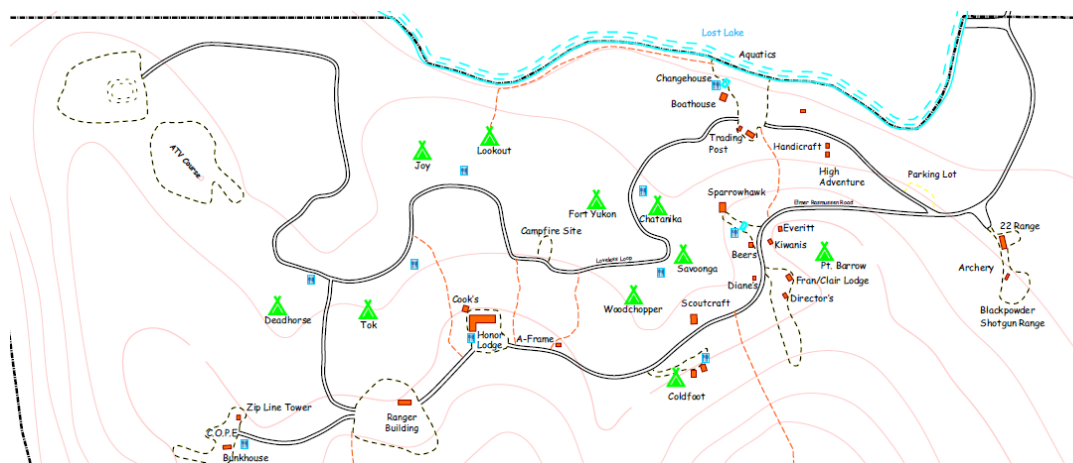
Find updates and other information on the derby

Important Information for Leaders...

This packet contains information you will need to prepare your unit. Be sure to read this packet carefully, as this is our first Klondike Derby. This packet contains information you will need to prepare your unit.

ITEMS TO NOTE:

- ▶ **PRE-REGISTRATION** – You must pre-register for the derby. See page 1 for details of how-to pre-register. On derby day, it is planned that you will be able to move through registration faster.
- ▶ **COOKING STATIONS** – All teams may use a camping stove for cooking their meal. You can cook on an open fire, but the fire rings are still buried in the snow at LLSC. A backpack or camp stove is suggested..
- ▶ **RANGE STATIONS** – Tomahawk throwing - This will take place at the range. We are still in need of adults to run and judge this station.
- ▶ **DERBY STARTING AND ENDING TIMES** – Note that the Klondike Derby start time is 8:30 am. So that our staff can get in to open the stations on time, please plan on arriving closer to the start time to help ease congestion. Registration will open around 8:00 am, so being there at 6 am will gain no advantage. The Derby will end at 5 pm.
- ▶ **LIMIT VEHICLES IN CAMP - ALL UNITS** – please keep the number of vehicles to the minimum necessary for transporting equipment and participants. The derby is a very large program, with many participants, staff, and visitors, filling the camp to capacity. This request includes those units staying in camp for the weekend. Derby staff will be given priority in parking in camp.
- ▶ **ONE WAY TRAFFIC** - Loveless Loop around camp has been plowed down to dirt. It is still only a single vehicle wide so camp is ONE WAY! Enter camp and proceed up the hill to Honor Lodge. Pass the ranger station then down the hill to the campsties. Leave the campsite and proceed towards waterfront. Then back up the hill to Honor Lodge for Parking (unless the parking lot at the Y intersection got plowed).
- ▶ **UPDATES AND OTHER INFORMATION** - updates made to MSC Spring Camporee website: <https://sites.google.com/view/msc2023springcamporee-klondike/home>
If you need a question answered, please feel free to email Mark Smurda - Troop20AK@Gmail.com



Midnight Sun Council Lost Lake Scout Camp

Legend:

- Campsites
- Buildings/Cabins
- Property Line
- Restrooms, Changerooms and/or Showers
- Open/Cleared Areas
- Roads
- Trails
- Topographic Contour lines, Elevations in feet (50 foot contour interval interpreted from USGS Big Delta (B-6) Quadrangle, 1987)

Approximate Scale (feet):

Check-in

Registration Information:

1. **PRE-REGISTRATION** - Units ARE REQUIRED to pre-register for the derby. See page 1 for details and fee structure.
2. **Pre-Register Online** at <https://scoutingevent.com/696-67931>
3. **REGISTRATION FORMS** - Submit the completed KLONDIKE DERBY REGISTRATION FORM - 2023 and proper TEAM ROSTER (Scout), bound in this book, to the Service Center for pre- registration.

Check-In Information:

1. **DERBY HEADQUARTERS** - is located in the HONOR LODGE. Check-In opens at 5:00 pm on Friday.
2. **INFORMATION PACKET** - Each unit will be issued a packet of information at check-in, including the Instruction & Scorebook, and map of the camp.
3. **HEALTH FORMS** - Unit leaders MUST have health forms with them for all participants and be available to the first aid and council staff if necessary to treat a participant.
 - ◆ **ALL PARTICIPANTS** – Use **Part A and B**.
 - ◆ **Leaders retain these records. Registration does not collect them.**

Derby Information:

1. **NO PETS** -- It is council policy that pets are not permitted in camp or at council events.
 - ▶ Service Animals are permitted per the Americans with Disabilities Act.
2. **COMPETITION BEGINS** - Teams are sent out from the starting line at 8:30 am.
3. **COMPETITION ENDS** - at 5:00 pm. Any teams working on a station problem are allowed to complete the station but may not start the problem after 5 pm.
4. **DROPPING OUT** - If any of your teams drops out, please notify Headquarters immediately.
5. **PUT EQUIPMENT IN BACKPACKS** - All equipment must be packed into backpacks and carried on the sled until you finish. Items too large for backpacks need not be packed in backpacks.
 - ▶ This requirement helps to secure equipment and reduces loss during the event.
6. **SCOUT OR WEBELOS HANDBOOK** - You may use your handbook, unless specified otherwise.
7. **PENALTY FOR NOT HAVING STATED EQUIPMENT** - There is a score penalty for not having equipment stated in the equipment list.
8. **FREE COCOA** – Cocoa will be available throughout the day, as supplies last. And there is always water. **WATER!**
9. **WAX RUNNERS** in case of no snow. **REMEMBER**, the derby runs -- **SNOW OR NO SNOW!**
10. **STATIONS** - Stations are located at or near camp landmarks, such as cabins, campsites, or activity areas. A map is provided in the Information packet teams receive on derby day. If you are unsure where to go, you may ask any staff member for assistance.
11. Due to liability insurance and National BSA policy, only registered Scouts and Scouters 11 years of age or older will be permitted to throw the tomahawks. Webelos **WILL NOT BE PERMITTED** to throw tomahawks whether registered or not.

Team and Sled Specs

Team Specifications:

ALL TEAMS:

1. Ideally, teams should consist of natural patrols within their units. This allows the patrol to succeed or fail based on the strength or weakness of its members.
2. Teams may consist of any number of Scouts between 3 and 12. However, it is recommended that teams be made up of between 6 to 8 team members.
3. All-girl and mixed teams will compete with all other teams.
4. Unit leaders are responsible for making sure their teams are adequately clothed for the weather.
5. In the event of inclement weather or a cold exposure emergency, see station leaders.
6. Therapeutic Support persons may accompany individual participants as needed and assist them to participate to their best ability with support, but not to do the task for them.

Sled Specifications:

ALL TEAMS MUST USE A SLED AS SPECIFIED BELOW TO PARTICIPATE IN THE EVENT

SUGGESTION – Do not use plastic pipe (e.g., Schedule 40) for the sled. In the cold, it becomes brittle!

1. The design is up to you but should generally resemble an Alaskan style dog sled.
2. A “generic” sled plan is available upon request.
3. You may decorate your sled as you please (remember there are awards for the best ones!)
4. Wax runners in the event of no snow.
5. Sled must be large enough to hold all of the Patrol’s gear. Typically this would be 6’ long by 18 inches wide.

Scoring and Awards

Station Scoring:

1. **SCORING** - is based totally on points earned at the stations. Each team's score is added, and the top teams win place awards according to the chart below.
2. While each station score is based on performance criteria, the station leaders (aka "mayors") have the judgment to deduct points for obvious lack of teamwork.
3. All participants are expected to have an equal chance to participate on each problem.
4. Teams have only one chance to complete a problem.
5. Teams need not be present at the awards ceremony to win.
6. **TIE-BREAKERS** - are used only with the "place" teams. The following procedures apply:
 - a. If all tying teams are present at the awards ceremony, a question based on the derby is given to each team. If all answers are correct or all incorrect, another question is given. This continues until one team gives a correct answer and the other team(s) gives an incorrect answer. The winning team is given 1 point. If multiple teams, incorrect answers drop from running, and will be placed in reverse order.
 - b. If only one team is present, then a question is given. If correct, the team is awarded one point to break the tie.
 - c. If no teams are present, then a coin toss is used to break a tie.
 - d. In no instance can a team "bump" their way to a higher place. That is, if a team, in breaking a tie by the addition of the extra point, ties with the next higher team, then it is not considered a tie.
7. Station scores are considered final and unchangeable at the derby headquarters. **ONLY** the leader issuing the score may change station scores. If a score is entered in error, you must return to the station and talk to the station leader in question. If you still feel that you did not resolve the dispute, you may appeal to the Derby Chairman. However, the chairman will not change a score without verification from the station in question. **NO EXCEPTIONS.**

Place and Special Awards:

NOTE: It is derby policy that the sled judges have full discretionary control over the judging, within established criteria in their instructions. They are as impartial as is possible. The derby chairman **CANNOT** and **WILL NOT** change the results of the judges. **PERIOD.**

PLACES:

Top 3 teams.

SPECIAL AWARDS

SPIRIT AWARD

MOST RUGGED DESIGN SLED

MOST LIKELY TO COLLAPSE*

* This award is intended as a tongue-in-cheek award in pure fun

ACTIVITY AREAS:

The following outline will help your team better prepare for the station problems. Part of your score will be based on the ability of your team leader to organize your patrol to complete the task given by the mayor/station leader.

SLED INSPECTION - Before your journey up north you will be inspected on the required gear you need to pack for the series of challenges you will face along the route.

SKAGWAY - FIRECRAFT – Be able to start a fire without matches or lighter. Use the fire and pop popcorn.

FORT YUKON - OBSTACLE COURSE – Be able get your team and your sled through an obstacle course.

DEADHORSE - FIRST AID – Be able to treat multiple victims of an accident using information found in the FIRST AID section of your Scout Handbook. Be prepared to know treatment for: broken bones, severe laceration, shock, dehydration, and/or cold exposure. Be versed on forms of transportation of injured victims.

DYEA - SHELTER CONSTRUCTION – Construct a shelter using what you have available in your surrounding area and in your sled. Time is of the essence, a storm may be coming.

WRANGELL - FLIP FLOP WINCH – Construct a Flip Flop Winch and move your sled that is “stuck”.
Rope is provided.

CIRCLE CITY - TOMAHAWK THROW – Each team member will throw a tomahawk at a target. Practice throws are allowed. Totin Chip required. Review the Tomahawk Range Safety Rules on pages 11-12 with the station staff and be able to answer four questions on the rules.

COOKING “LUNCH”

- ❖ Cooking : Prepare and cook a meal for the entire team within an hour.
- ❖ You will be judged on five categories for this station:
 - A scout is hungry: The patrol should have a lunch. Hot preferred over cold.
 - A scout is prepared: The patrol will plan a nutritionally balanced, menu planned, and a dry dining area.
 - A scout is reverent: The patrol has given a respectful grace.
 - A scout is helpful: The patrol has a duty roster for preparing and cleaning up the meal.
 - A scout is clean: The patrol leaves the site clean.
- ❖ NOTES:
 - The cooking problem doubles as a meal on the trail.
 - Enough food must be cooked to serve everyone in your team.
 - The choice of the menu is up to you, but it must be fully prepared and cooked ON-SITE.
 - You may serve anything beyond the requirements without penalty.
 - Therapeutic Support persons may help individual Scouts.
 - You may cook on an open fire or use camp or backpacking stoves. **Fire rings are currently buried in the snow at LLSC. Camp or backpacking stoves are suggested.**
 - After cooking, properly dispose of your garbage, clean utensils, and leave a clean cooking area.

EQUIPMENT LIST

HAVE IT

IN SLED

Ax, small
Backpack for each participant (Frame or Daypack Acceptable)
Bandages, assorted
Blankets (1)
Bowsaw
Camping Stove (optional)
Cell Phone*
Cookware for lunch
Cookware for cooking popcorn
Dinnerware or mess kit for each participant
Firecraft kit
Firem'n Chit
Firewood for firecraft and cooking
First Aid Kit
Gallon Size Zip-Lock style bag, (2)
Garbage Bag
Lashing Kit
Notepad
Pencils, (2)
Pocket Knife
Scout Handbook
Shelter Kit (ie. tarps)
Snow shovel
Sleeping Bag
Splints
Totin Chip

- NO COTTON or SNEAKERS, Automatic one-point deduction. Consult with Klondike Mayor if there is a Health & Safety concern as Scout may be asked not to participate.
- ALL scouts have appropriate dress and equipment. See the inspection scorecard for details.
- Any item missing from any Scout or for each scout wearing cotton.

SOME EQUIPMENT IS FOR EMERGENCY USE ON THE TRAIL.

You may carry any additional equipment you desire.

* NOTE: –Each team is to carry one cell phone for emergency use only. A derby phone number will be included in the score packet. Please do not use for making or receiving regular calls, texts, etc. The number of this phone is to be recorded on the team roster sheet; in case we need to contact you.

Arrival, Parking, and Equipment

As you arrive at Lost Lake, check in will be at the Honor Lodge. Upon arrival at the camporee, the unit must send an adult leader to the Honor Lodge. A leader needs to check in the entire group.

Loveless Loop around camp has been plowed down to dirt. It is still only a single vehicle wide so camp is ONE WAY! Enter camp and proceed up the hill to Honor Lodge. Pass the ranger station then down the hill to the campsites. Leave the campsite and proceed towards the waterfront. Then back up the hill to Honor Lodge for Parking (unless the parking lot at the Y intersection gets plowed).

All parking shall be in the designated parking area only. Minimizing vehicles in the camping area improves the outdoor experience for all, improves safety, and reduces damage to the unimproved ground.

Vehicles that arrive on Saturday after 8:30am MUST PARK at the bottom parking area. The patrols and their sleds will be coming down the hill and around the course after this time.

Code of Conduct

Participation in this camporee requires only a few rules:

- Youth Protection and Guide to Safe Scouting
- The Scout Oath and Scout Law
- Leave-No-Trace Ethics and the Wilderness Code
- Fire Safety, Tote-n-Chip, and Cyber Chip
- Follow applicable laws and restrictions. Use of open flames may be restricted based on local or state-wide weather restrictions.
- Use of tobacco products within the view of Scouts is prohibited by BSA rules. Adults needing to partake should retire to their vehicles.

Failure to comply with these rules may result in the individual or the unit being asked to leave the camporee event.

Uniforms

Field Scout uniforms are encouraged to be worn during arrival and departure, and color ceremonies. Activity uniforms may be worn during competitions, games, and other activities. Arrowmen are encouraged to wear their sashes when appropriate.

Electronic Communications

Like a sharp Scout knife, today's smartphones can be great tools. We encourage Troops to set their own policy for electronics use and expect unit leaders to monitor smartphone use to ensure that phone use does not detract from the Camporee experience and follows appropriate use.

Photography and Social Media

We encourage Scouts to take pictures while at Camporee and share them on social media using the hashtag #BSAcamping. We will also be using the Midnight Sun Council Facebook group page where pictures can be shared. Again, we encourage and stress the importance of the appropriate use of technology.

Leadership Meeting and Cracker Barrel

On Friday evening, we encourage all units to send at least one youth and adult leader to the leadership meeting. At this meeting, we will review the following:

- Update of schedules and activities
- Details of competitions and games, including schedules and locations
- Safety review and Admin notes

Saturday Night Program

Campfire and awards will begin at 8:00pm at the Fire Bowl. Each Patrol is to bring a skit or song to share.

Check-Out

When ready to depart, the unit must ensure that the campsite is properly cleaned up and all participants, equipment, and trash are taken out.

Ask the youth and the adults to complete the evaluation forms. To check out, you must have your campsite approved by Ranger Rick.

SHOOTING RANGE SAFETY RULES

SAFETY IS OUR #1 PRIORITY

RANGE RULES ARE AS FOLLOWS:

1. The Three Rules of Range Safety – applies to all ranges:
 - a. All - Always keep guns (22 rifles, BB guns), bow and arrows, and tomahawks pointed in a safe direction (e.g., down range/towards targets), and NEVER at a person.
 - b. Guns - Always keep your finger off the trigger until ready to fire. Archery - Never draw the bow until ready to fire.
Tomahawk - Always hold and carry a tomahawk by the head with the blade pointed away from you (except when getting).
 - c. Guns - Always keep the gun unloaded until ready to use.
Archery - Never nock an arrow until ready to use.
Tomahawk - Stay clear of the tomahawks until ready to use.
2. The Range is always under the control of the Range Safety Officer and Instructors (Range Officer). Immediately follow any and all instructions given by them and any other designated staff.
3. Please keep noise and talking to a minimum while on the range, so you can hear and understand range commands. Quiet talking will be allowed in the waiting area. Do not talk or shout to shooters at the firing line.
4. Stay in the waiting area while awaiting to shoot. Do not advance to the firing line until instructed to do so.
5. Always walk on the range. No running or horseplay.
6. Shooters are required to wear/use eye protection and any other necessary safety equipment (as required), as distributed and instructed by the staff.
7. Know which target you are to shoot at. Be sure the area around and beyond your target is clear before you shoot.
8. Do not handle equipment (e.g., guns, ammo, bow/arrows, tomahawks) until told to do so by a Range Officer.
9. Never cross or straddle the firing line or reach for objects that fall beyond the firing line. Never aim or shoot if anyone is in front of the firing line.
10. Remember, guns, bows and arrows, and tomahawks are dangerous and lethal. They are not toys. Do not joke with them. Never fire into the air or in any direction other than at the target.
11. No “dry firing,” defined as:
 - a. Guns – shooting the gun with no ammunition loaded.
 - b. Archery – drawing and releasing the bowstring with no arrow nocked.
 - c. Tomahawks - pretending to throw a tomahawk.
12. If any person or animal enters the range, or there is an emergency on the range, immediately alert the Range Officer. Anyone can call a cease fire.
13. If you have a question, have a misfire, need assistance, advice or help, or have a concern, stop firing, remove finger from trigger, and raise your non-shooting hand to alert a Range Officer
14. When instructed to do so, follow the steps given by voice command (as below) by a Range Officer. Additional instructions may also be given before and after the voice commands during the firing session.
15. Failure to follow these rules can mean you will be told to leave the station and not return, nor earn a score.

RANGE EMERGENCY PROCEDURES

1. Range Officer/Instructors ensure that all firing has ceased.
2. Range Officer/Instructors ensure that all tomahawks are in a safe condition.
3. In case of emergency and/or if there is an injury:
 - a. Evaluate its seriousness.
 - b. Apply whatever first-aid is necessary to the level that you or any other on-site person is qualified to perform.
 - c. Make the injured person as comfortable as possible.
 - d. Any adult person on the range may call for EMERGENCY SERVICES. Youth are to immediately tell an adult for response. There is EMERGENCY PERSONNEL on the Klondike staff to respond to emergencies. They can call/contact 911 if deemed necessary. Council designated staff will also be contacted.

SHOOTING RANGE VOICE COMMANDS

TOMAHAWK VOICE COMMANDS

1. SHOOTERS TO THE FIRING LINE – advance to the firing line in an orderly fashion (do not touch the tomahawk) and get into position.
2. PROTECTIVE GEAR ON – put on eye protection and any other gear given to you (e.g., ear protection, etc.)
3. YOU MAY PICK UP YOUR TOMAHAWK - pick up the tomahawk and practice sighting the target (do not throw)
4. LOAD – you may ready yourself to throw the tomahawk.
5. IS THE LINE READY? - If you are not ready, stop sighting, lower the tomahawk to a safe position, and raise your non-shooting hand to alert a Range Officer.
6. LINE IS READY – All are ready to throw.
7. COMMENCE FIRING (or THROWING) – You may throw the tomahawk(s). When finished, take a step back from the firing line.
8. CEASE FIRE! or EMERGENCY – CEASE FIRE IMMEDIATELY – do not throw the tomahawk, instead, lower the hawk and assume a safe position.
9. RANGE CLEAR – The Range Safety Officer tells shooters that all tomahawks are thrown.
10. THROWERS RETRIEVE TOMAHAWKS – you may advance forward of the firing line and retrieve your tomahawks.

NOTE: These rules are current as to the date of publication and are subject to change without notice.