

Indian Waters District

BSA KLONDIKE DERBY

- When:** *March 1st 2nd 3rd, 2019*
- WHERE:** *Park Station - Erin, New York*
- TIME:** *Check-in begins at 5:00 P.M.*
Registration Deadline – February 26th
- COST:** *\$10.00 per person (Lunch Provided)*
- QUESTIONS:** *Contact Dave DePrimo at (607-796-9263)*

What is a Klondike Derby? A Klondike Derby is a winter event where the best Scouting skills are shown. A patrol of Scouts pulling a sled with their equipment lashed to it, heads out on the trail following a map.

While on the trail, the patrol will come across different locations. At each of these locations, patrols will find orders to complete before passing through each location. The patrols should continue along the course, visiting all the locations and then return to the finish line.

Each patrol should be prepared to, travel the Klondike Trail with sled or backpack, be able to build and start a fire, survive the Klondike winter, identify trees on the trail, and climb a hill. Sled inspection will take place before and after traveling the trail. **(All fire building materials needs to be gathered along the trail the day of the event. Do not bring any fire building materials for the competition with you. Absolutely no cutting of live trees!)**

Always remember to use the Scout Oath and Law while on or off the trail.
Be Prepared

General Information

Please register at the Klondike derby headquarters upon arrival. Upon completion of the registration process; you will receive your patches.

No patches will be issued unless payment of registration is received.

Please bring with you a check or appropriate amount of cash.

We will not charge unit accounts at the service center.

Sleds will be inspected on a first come, first serve basis. Please try to limit each sled to eight (8) Scouts. In order to ensure safety; all participants will be checked for **proper winter clothing including proper winter boots, no sneakers aloud** at start point.

This is a weekend event and you still need to contact the park station ranger at (739-9164) for a campsite before February 26th.

Lunch will be provided.

– All Scouts please bring one can of soup for local food pantry. –

Absolutely no one is allowed on the lake.

“Scouts or adults”

Troops will be sent home if any such infraction does occur.

All sleds should have at least one Scout handbook.

In case of no snow, we will backpack the course.

Scoutmasters must refrain from interfering with patrols while on the course. Please let your Scouts learn from this experience and let them achieve their own results.

Saturday night dinner will be a dish to pass, pot luck style, at the ballfield pavilion at 6:00 PM.

Absolutely no cutting of any trees!!!

SCHEDULE

FRI:

5:00-8:00 PM Units arrive and check in at headquarters.
5:00-10:00 PM Campsite set-up.
9:00 PM Cracker barrel (SPL/SM) Maintenance Bldg.
10:00 PM Taps / lights out

SAT:

6:00 AM Reveille
6:00-8:00 AM Breakfast and cleanup.
8:00 AM SLEDS HEAD FOR INSPECTION
8:45 AM OPENING CEREMONY Flag area (main gate)
9:00 AM Start of Klondike "Shotgun Start"

9:00-11:30 AM All stations open.
11:45-1:00 PM LUNCH
1:00-4:00 PM All stations open.
4:00 PM All stations CLOSED.

4:00-6:00 PM Prepare Dinner and set up at the Ballfield Pav.
6:00-7:00 PM Dinner and cleanup
7:15 PM Scouts own service
7:30 PM Campfire Ceremony with Awards

9:00 PM Cracker barrel (SPL/SM) Maintenance Bldg.
10:00 PM Taps

SUN:

6:00 AM Reveille
6:00-8:00 AM Breakfast & Clean-up
8:00-11:00 AM Pack up and Depart

EQUIPMENT NEEDED

4 SIX FOOT STAVES

6 EIGHT FOOT LENGTHS OF ROPE 1/4"

2 BLANKETS

COMPASS & WHISTLE

FIRST AID KIT

1 BACKPACK

PATROL FLAG (ATTACHED TO SLED)

TARP FOR WINTER SURVIVAL.

PENCIL & PAPER

25 FOOT LENGTH OF RESCUE ROPE (1/2" OR BIGGER)

OUTDOOR GPS (WITH EXTRA BATTERIES)

SCOUT HANDBOOK

INDIAN WATERS DISTRICT KLONDIKE DERBY REGISTRATION FORM

Unit _____ Contact _____

Patrol _____ Patrol _____ Patrol _____

Name

Name

Name

Adults

Payment

Boy/Adults _____ X \$10.00 = \$ _____

Check# _____ Cash \$ _____ Receipt # _____

Account 6IWKD