



Tamanend District – Klondike Derby January 21-23, 2022 Ockanickon Scout Reservation

Who: All Scouts, Venturing Crews and Sea Scouts

Fees: \$10.00 per scout (adults are free) if registered by January 14, 2022
\$15.00 per scout if registered after January 14, 2022

Troops may backpack instead of using sleds.

The cost is the same whether the Scout is attending the one-day Klondike Derby event or the winter campout option at OSR for the weekend. All unit registrations and payments are to be made online at <https://bsawcc.org/event/tamanend-district-klondike-derby/#>
Unit rosters must be provided at the time of registration check-in.

If you have any questions or concerns about the event, please feel free to contact either:

Nina Marino – ninab1121@gmail.com

N. Sonnie – smtroop168@gmail.com

Event Headquarters: The location for camporee headquarters will be in Palmer B.

Accommodations: All participants at this event are expected to be sleeping outdoors in a designated campsite. Reservations for, or use of, cabins can be made for this event by contacting the council office.

Check-In: Units may arrive no earlier than 6:00 pm on Friday. Check-in will be at the Manny Marks pavilion. Only the Adult Unit Leader (Scoutmaster, Advisor, Skipper) and the Youth Unit Leader (SPL, President, Boatswain), or their assigned designees, can check in their unit. Other leaders and Scouts not checking in should remain with their vehicles. A unit roster, and final registration numbers must be provided at check-in. Unit Leaders must have BSA Medical Forms (parts A&B) on-hand and for each participant. These are to be kept by the unit leaders and available in the event of an emergency. Late check-in (after 9:00PM) will be at Palmer B.

A roster of all adult vehicles that will be on site must be turned in at the registration table. The roster must list: name, make and model of vehicle, along with license plate number.

Event registration is to be completed by Sunday, January 14, 2022.

Refund Policy: No refunds will be given after January 14, 2022, but substitutions will be permitted. If the Klondike Derby is cancelled due to extreme weather conditions or other circumstances, and not rescheduled, all pre-paid registrations will be returned minus a charge for actual costs incurred.

Lost & Found: Any items found should be turned in to the registration table at Palmer B. Items may be claimed during the event or at the February district roundtable.

OSR's Weekend Camping Policies & Procedures can be found [here](#).

Check-in will be open from 7:00-9:00 PM on Friday night and 7:00 to 9:00 AM on Saturday morning. 50 extra points will be award for Friday night check-in. Senior Patrol Leaders will need to provide a roster of their group members along with their Group Leaders cell phone numbers.

Cold Weather Camping - It is the responsibility of each Scout and adult Scouter to be fully prepared for a wide range of weather conditions that can exist during the winter. It is the duty and responsibility of each unit leader to ensure that all participants from their unit have received adequate cold weather training and are properly equipped including, but not limited to, proper clothing, shelter, food, water and first aid. Dress warm and in layers for the expected weather conditions. Boots must be worn. **NO SNEAKERS** or other unsuitable

footwear will be allowed. If a camper is not properly prepared for the existing weather conditions, the camper is subject to being asked to leave the event by the district staff.

Parking and Vehicles: All vehicles must park in the main parking lot. Please carpool to minimize the number of vehicles. Each unit will be issued a campsite pass to drive one vehicle to their campsite to drop off equipment on Friday night. When driving on any camp road, please proceed slowly and carefully. When dropping off equipment, pull the vehicle off to the side and do not block the camp road. Each unit will be issued one vehicle pass which must be displayed on the dashboard. Only vehicles with this pass will be allowed to drive to the campsites. You must return to the parking lot **AS SOON AS** your gear is dropped off. Please verify with Klondike Event Staff if unit trailers are permitted to remain in camp.

NO VEHICLES ARE ALLOWED TO STAY AT THE CAMPSITES. NO VEHICLES WILL BE ALLOWED TO ACCESS THE CAMP ROADS FROM 11:00PM FRIDAY UNTIL 7:00AM ON SUNDAY. NO EXCEPTIONS WILL BE MADE.

Campsites: Units will be camping in the established wooded campsites. Access to the campsites is via unpaved roads and dirt paths. The campsites are large enough to accommodate dining flies and shelters. Each campsite should be identified with a unit banner, sign, or gateway. Propane is allowed. If you are using liquid fuels, camp policy regarding storage must be maintained. Units may request a particular campsite ahead of time, although that request may or may not be honored, depending on other factors. Based on unit size, some campsites will be shared.

Webelos and Arrow of Light Scouts will be able to participate in the Klondike with their affiliated troops but they cannot camp overnight with the troop.

Water: Hydration is essential. Encourage all your Scouts to bring water bottles and drink from them all day long. Water will be available outside of Totem Lodge and Foster Hall.

Meals: All meals will be cooked in your unit's camp site. Bring your own cooking gear and food. Bring one can of non-creamy soup per scout for the Klondike Derby Hobo soup that will be served during the event.

Sanitation: Secure all food and/or trash around your campsite. Trash can be placed in the camp's dumpster, unless directed otherwise. Directions will be given at the leaders meeting.

Prohibited Items: The following items are strictly prohibited: real or toy firearms, sling shots, BB guns, bows and arrows, "paintball" guns, crossbows, real or toy throwing or stabbing weapons (except for pocketknives) or items which could be used as such, explosives, sheath knives, fireworks, model rockets, alcoholic beverages, narcotics, hazardous materials, tasers, etc. Scouts should be discouraged from bringing any electronic entertainment devices such as: hand-held gaming devices, MP3 players, cell phones, etc. Drones are also strictly prohibited.

Guide to Safe Scouting: Latest version can be found at <https://www.scouting.org/healthand-safety/gss/>

Campfires: Unless otherwise instructed campfires are permitted in the unit campsites. Participants are required to use the existing fire rings located in their campsites if having a fire (please follow Leave No Trace rules for fires). Do not dump the campfire ashes on the ground - put them in a garbage bag to be thrown away with the rest of the trash. Make sure your ashes are dead-out and cold before doing this. This will be confirmed at check-out.

Firewood: No firewood is to be brought on site to Ockanickon. There is enough downed trees and wood for scavenging to build a fire.

First Aid: In the case of a life-threatening emergency to a Scout or adult, an adult (or Scout if necessary) should immediately call 9-1-1 with a cell phone and then send a runner to Palmer B to report the emergency to the Health Officer. In the case of minor injuries or illness to a Scout or adult, they can use their personal first aid kit or their troop first aid kit; however, there also will be medical personnel at Palmer B. All injuries and illnesses will be reported to your unit adult leader and to the event's medical staff.

Check-Out: Units may stay no later than 10:00 am on Sunday. All campsites will be inspected prior to check-out. Each unit must send a representative to the Palmer B when they are ready for inspection. Once inspected, units will be checked-out and allowed to leave. There is no closing ceremony on Sunday morning.

COVID Policy: Social distancing, frequent hand washing, and masks are recommended. Masks must be worn when inside buildings. Those experiencing illness should stay home and not attend the event. **This information is subject to change, based on updates to COVID guidelines from Washington Crossing Council at the time of the event.**

Schedule for the Klondike Derby Events

Friday Night

- 6:00 PM – Registration check-in at Palmer B**
- 9:00 PM – Registration closes**
- 9:30 PM – SPL/Scoutmaster briefing meeting in Palmer B**

Saturday

- 7:00 AM – Reveille - prepare breakfast at Campsite**
- 7:00 AM – Registration check-in for Saturday attendees. (Palmer B)**
- 8:00 AM – Station Managers pick up score sheets and materials at the registration table in Palmer B**
- 8:30 AM – Patrols meet at New Parade field for check point Charlie**
- 9:00 AM – Opening**
- 9:15 AM – Sleds are launched, and all stations will OPEN**
- 11:30 AM – 1 scout from each sled will leave to start fire for lunch**
- 12:00 PM – Stations close until after lunch**
- 12:05 PM – All sleds will prepare a hot lunch for their sleds**
- 1:00 PM – Stations reopen for afternoon**
- 4:00 PM – All stations will CLOSE**
- 4:15 PM – Station Managers and Patrols must return the score sheets to the registration table in Palmer B**
- 4:30 PM – Sleds assemble at the Parade Field for the sled race**
- 4:45 PM – Sled Race begins – Each sled will be timed**

Klondike Derby Event Specific Rules

Group Size: At least 4 Scouts per sled and please try to limit the Patrol size to a maximum of 6 to 8 Scouts

Use of the Handbook and Other References: Patrols are encouraged to bring the BSA Handbook or another reference such as the BSA Field book on their sleds. If a reference is used at a station, the Patrol would lose 10 points from their skill score of the task.

Uniform: No Field Uniforms (also known as Class A Scout uniforms) are required for the event. Scouts must dress appropriately for the anticipated weather conditions and **must wear boots or hiking shoes**. (NO SNEAKERS). Clothing must not contain inappropriate language or graphics. Dress in layers so you can adjust your comfort level. **NO SHORTS.**

Sled Requirements: The sleds have to conform to BSA Klondike Sled design. (see attached designs). The sled may not have wheels. Sleds may not contain inappropriate language or imagery. Sleds must be sturdy enough to carry a Scout and must be able to safely hold all of the required and any recommended gear that the Patrol may bring to the event.

Station Volunteers: Each unit is asked to run one station per sled registered from their unit. Station managers are asked to register their choice(s) of stations to run in advance of the event to either Nina Marino Ninab1121@gmail.com or N. Sonnie smtroop168@gmail.com. After submitting their station choices, they will be provided with information on what the unit will need bring in order to successfully run their chosen stations. If a troop simply does not have the adult resources to run a station, please discuss this issue with the event coordinator ahead of time.

SLED INFORMATION

A properly outfitted Klondike Sled is the most important tool for a Patrol to compete in the Klondike Derby. **NOTE - Pre-assembled sleds may be used for this event.** There will not be any points awarded for pre-assembled sleds.

Required Materials – Patrols may not leave the launch area without these items:

First Aid Kit

One quart of water per Scout and a safe way to drink it

A trash bag to collect garbage found on the trail

Snacks to feed the entire Patrol

Klondike Sled with a well decorated Patrol Flag

Pencil or Pen

Notepad

At least one watch per Patrol

Unit roster with sled members listed and competition age group(s) clearly identified

(note roster must be surrendered at registration check-in)

A mirror or other reflective signaling device

A compass for each sled

Scouts BSA Handbook or Field book

Method of securing gear onto the sled and to hold the items in place (even if the sled were to be turned upside down)

Items to properly splint an arm and a leg

1 stave per scout (poles approximately 5 ft in length) and a sufficient amount of rope to lash the staves together

A method to mark and measure distance

2 ways to start a fire, 1 of which cannot be a lighter, matches, or torch

Fuel for 2 very small wood fires

1 Large Carabiner per scout (does not need to be expensive)

Patrol Cheer

Pocketknife

Supplies needed for lunch.

Backpacking Information

Required

Roster

First Aid Kit

Backpack: Every Scout

Tent: One per two Scouts

Sleeping bag: Every Scout

Backpacking Stove & Fuel: One per two Scouts

Hiking Stick: Every Scout

Water 1 QT: Every scout

Pocket Knife W/Toting chip: One per team

Matches/Lighter in Waterproof container: Two per team

Small fire kit - Kindling & other materials to help start a fire: One per team

Flashlight: Every Scout Compass: Every scout

Map of Ockanickon - One per team

Watch: One per team

Whistle: Every Scout

Note pad & pen: One per team

100' of rope: One per team

Mess Kit: Every Scout

Bear Bag: One per every two scouts

Poncho/Rain Jacket: Every Scout

Dressed for the weather. Proper footwear, Jacket, Gloves, Pants, Hat: Every Scout

Food/snacks for the day: Every Scout

Change of clothes: Every Scout

Water Filtration system

Sleeping Pad: Every Scout

Pack cover waterproof: Every Scout

Toothbrush/Toothpaste: Every Scout

Towel: One per Team

Cooking gear: One per team

Tarp: One per team

Duct tape: One per team

Insect repellent: One per team

Water Containers: One per team

Small trowel/Shovel: One per team

1 Large Carabiner per scout (does not need to be expensive)

Do not bring any personal electronics, fireworks, or other unsafe items to the event.

SKILLS NEEDED

In addition to teamwork, creativity and Scout Spirit, Scouts will typically be rewarded for knowing and successfully demonstrating the following Scout skills:

- Round lashing
- Square lashing
- Diagonal lashing
- A lashing which uses 2 or more staves
- A knot for securing slippery objects
- A knot for tying flat ropes
- A hitch that can be undone quickly
- A knot to secure something to a flat surface
- Winter first aid
- Tree/Leaf identification
- Fish identification
- Animal Track identification
- Bird identification
- How to use a map and map symbols
- Fire starting techniques
- Use of a compass
- How to measure distance and height without an official measurement tool
- Axe throwing technique
- Semaphore Flag Communication
- Blindfold navigation
- Constellation / Star Identification

This list is not exhaustive, but it should be used to guide a Patrol's preparation for the event. Scoring for each station at the Klondike Derby emphasizes teamwork and the patrol method in addition to the ability to complete the specific skill. Extra points will be awarded for demonstration of a Patrol's mental fitness in answering questions relating to the subject of Scouting or of the skill being demonstrated at one of the Klondike Stations. If the members of a Patrol exhibit good teamwork and show good Scout Spirit, they will do well in the competition. The Patrol will be rewarded for understanding what Scouting is all about: **doing your best while living by the Scout Oath and the Scout Law.**

The Patrol leaders will be responsible for the leadership and supervision of their Patrols at each station. Adults are strongly discouraged from accompanying the Patrols through the station activity areas and are instead encouraged to volunteer to assist with the running of the stations.

RUNNING A STATION

Staffing: Troops are asked to provide two adults to be the Station Managers and any other volunteers assisting with the station can either be adults or mature, experienced Scouts (age 16+).

Detailed Event Information: Detailed notes on what is needed to run a particular station will be provided after the troop checks in.

Additional Volunteers: Additional volunteers are needed to help with parking, registration and sled inspection, to judge the sled race, etc. If you would like to help run any of these activities, please contact Nina Marino at ninab1121@gmail.com or N. Sonnie at smtroop168@gmail.com.