

WESTERN MASSACHUSETTS COUNCIL, BSA

**2023 KLONDIKE DERBY
“International Mystery”**

FEBRUARY 4th 2023

Horace A Moses Scout Reservation

**LEADER MANUAL
for
SENIOR PATROL LEADERS
PATROL LEADERS
UNIT LEADERS**

Many years ago, men raced across the frozen wilderness of Alaska and the Yukon to reach the remote gold fields. Their gear and supplies were transported with sleds pulled by dogs. The Klondike Derby is an experience based on those original travels into the snow covered interior of Alaska. The Klondike Derby can be a winter camping experience or just a day event.

Each patrol will be on a separate expedition, following a course to various Alaskan towns. The Klondike adventure begins with each patrol building a sled similar to the dog sleds used to transport supplies to the gold fields and are used today in remote areas of Alaska and the annual Iditarod Sled Race.

The sled is loaded with patrol and personal equipment and is pulled with scout power instead of dog power. Patrols journey through woods and fields, up and down hills to Alaskan towns where the scout's knowledge, skills, teamwork, and problem solving will be challenged. Patrols will be at each town for about 45 minutes.

After check-in and sled inspection, the patrol will be handed an envelope with a map and instructions on reaching their first destination. Patrols line up at the starting line, and at the roar of the starting signal are away down the trail.

Each town has a Mayor, who runs the town and briefs the patrol about the challenge before them.

GENERAL INFORMATION

Location

This Klondike will be held at the beautiful Horace A. Moses Scout Reservation. The activity sites will be distributed around the camp.

Registration

\$15 per person. To provide necessary information for planning **pre-registration is required**. Use the Registration form on page 10 or register online.

Registration is due **by midnight Wednesday 1/25/2023** to allow the staff time to assemble the "International Mystery" packets for each patrol.

THERE WILL BE NO REGISTRATIONS ON THE DAY OF THE EVENT!

THE NUMBER OF PATROLS WILL NOT BE ALLOWED TO INCREASE ON THE DAY OF THE EVENT!

Check In at Klondike

Required items for check in at the Event

- Payment if not provided online or at Council Office
- SPL and adult leader
- Patrol Sled(s) ready for inspection (Check the patrol equipment list!)
- Patrol Flag (Pictures will be taken at registration for flag competition)
- Filled in Roster

Parking

Enter and follow the road to the parking area. Watch for Klondike staff to direct you to the designated parking area.

Camping - <https://www.wmascouting.org/admin2/facilities/1020/Horace-A--Moses-Scout-Reservation>

The Klondike this year is a day event however, Troops are encouraged to camp Friday and Saturday nights. Reservations for campsites and cabins can be made through the council office. Cabin and campsites are first come first served with the council office, event staff will have no ability to make or change camping reservations. Each Troop will be responsible for making their own reservations. ***Troops that camp Friday night may register that night and gain an advantage of readying their klondike packet early.***

Patrols

Each patrol will have a minimum of 4 scouts and maximum of 8 scouts. All members must be properly clothed for cold and stormy weather. Each team must submit a roster of each patrol at check-in.

Adult Participation

Adults should not accompany the patrols. Coaching by the adult leaders could lead to disqualification of the Patrol for that event.

They are instead encouraged to join the staff at one of the Towns and judge patrols performance at the challenge. Doing so will provide the opportunity to observe other patrols in action and to pick up some tips that may help their program.

In the unlikely event that additional staff is needed for any activity sites, a call for volunteers will be held at the flag ceremony and the events will not start until staffing needs are filled.

Emergencies Contact Klondike staff at headquarters.

Arrow of Light/Webelos

According to the “Age Appropriate Guidelines for Scouting Activities” and the “Camping” Section of the “Guide to Safe Scouting”, Cub Scouts may not attend camporees, **Webelos and Arrow of Light** dens may visit during the day Saturday (no overnight camping) but they **will not be allowed to participate in the activities.**

Awards

Ribbons will be presented for unit participation, overall first through third place, and best patrol flag.

Patches

All registered participants will receive the event patch. Patches will be ordered AFTER the klondike and sent to the participating Troops.

Patrol Flags

The flag must display the patrol name, troop number and patrol logo. The flags will be judged. There are no specific flag guidelines. The best-looking patrol flag, in the opinion of the staff, will win.

Leave No Trace

Whenever we gather, we should leave the site better than we found it. Our good relationship with our host depends on our respecting and caring for their property. Use the principles of Leave No Trace to protect this land.

Sled Requirements

Designing, building, and practicing with your sled is an important and enjoyable part of preparation for the derby. The sled should be designed to navigate the trail in either snow or dry conditions because we don't know if our order for 5 feet of snow will be processed in time.

Sleds must:

- Be scout constructed. There are several different plans available
- Display the troop number
- Display the patrol flag on a removable staff
- Have a harness for each Scout (except musher)
- Have a brake or brake rope for musher
- Have two ropes about 25' long to assist in up-hill, down-hill, and side-hill manoeuvres
- Have ropes for securing the load to the sled
- Have a tarp to wrap sled contents for protection against weather and loss

Sled Inspection

When gold-seekers came to the gateway of the Yukon they were inspected by the North West Mounted Police before being allowed entry into the wilderness. Those that did not have enough supplies were turned back for their own safety. So it is at the Klondike Derby. Any patrol without the required equipment, or a sled that is

unsafe and does not have brakes or Scouts without proper clothing will not be allowed to participate until they correct the key safety items. The sled is inspected for all required equipment and for proper packing; nothing should fall out when the sled is turned over. Every Scout must be wearing appropriate clothing and footwear.

Sled Safety

The Patrol Leader must be in complete control of his team at all times. At no point in the derby should the safety of others around or in front of the sled be compromised. Although time may be a component of scoring, do not try to go so fast you cannot control the sled.

The Course

The route will be varied and will test the adaptability of the scouts. The course may have some hills that have to be climbed and descended including spots that are steep. This requires the scouts to use their creativity with ropes and “backwoods engineering” to move their sled.

Preparing the Scouts

One of the important features of a Klondike Derby is that the scouts participate as a patrol on their own, relying on each other, building and testing teamwork. Scouters or parents must not accompany the Scouts during the derby.

It is important that the Scouts prepare and practice for the big day, including scouting skills and teamwork skills.

Patrols must practice manoeuvring their sled. They should try going up and down hills, as well as side-hill techniques. They should practice the commands that the musher (at the back of the sled) uses to direct the team. Patrols should take responsibility for ensuring that they have everything they need for the day. They should learn how to pack the sled so that nothing falls out even if the sled is inverted.

Mushing

Driving a Klondike sled is called mushing and requires the Scouts to work together as a coordinated team. This is one of the reasons why a derby is such a good Scouting activity. One Scout is the musher. The musher is the Scout at the back of the sled and usually helps to push. When travelling fast, it may work better for the musher to stand on a ski with one foot and push with the other. This is called kicking. This musher position should rotate among the Scouts during the day.

The musher is in charge of the team. Use the commands below to direct the team. To give a command to the entire team, just say it. To give it to one person or a few people, say the name of the person followed by the command.

Hike: Start moving.

Haw: Turn left ("Haw, like southpaw").

Gee: Turn right ("Gee, that's right").

Good: Keep doing what you're doing.

Easy: Slow down but keep moving. Don't let the rope go slack.

Pick it up: Go faster.

Gee over: Move to the right side of the trail.

Haw over: Move to the left side of the trail.

On By: Keep going straight, passing other teams.

Whoa: Stop

It is important to remember that the musher is not the boss, but the leader of the team. The musher cannot just decide that they want to go fast and expect the team to do so. Rather, the patrol must decide together how fast they want to go and their route of travel. Once the decision is made, the musher is responsible for coordinating the team to carry out what they have all decided to do. Patrol practice should include: Descent control using a brake or rope belay line, Hill climbing using rope and pulley, side hill manoeuvring using stabilizing ropes.

The rest of the Scouts are the team. Each team member has a harness attached to the sled. Harnesses each tied to the sled rather more than one harness branching off a single rope may be more effective for pulling

Hints for Patrol Leaders

- Remember this is a competitive event. Patrol scoring is based on many variables, including being on time, sled inspection, lunch, Scout Spirit and performance at the challenges.
- Patrol identity will be judged including patrol flag and uniforming.
- Patrol Spirit is a major factor in scoring. Do all your members participate? Are they encouraging the other members?
- Remember that leadership is a factor in scoring.
- Do not assume anything. Follow the directions provided at challenges. Remember, there may be more than one method to complete the challenge. You can utilize other methods, other than the conventional methods to complete them.
- Use your imagination with the events. Impress the judges. They love to see a patrol come up with a different way to complete the challenge.
- Be courteous and respectful of other Patrols, staff and guests.
- Do not ever argue with a judge.
- Adult Leaders will not be permitted to follow or coach Patrols as you navigate the course.
- We cannot emphasize enough your Patrol must have all the required gear.
- Above ALL ELSE have fun!

The Challenges

A few hints. Remember the events from years past? Well, there will be some of those this year. There will also be some new events. As long as your Patrol has items on the equipment list then you should do fine. Detailed descriptions of the challenges are not included in this packet since it is an “International Mystery”, and also weather and snow conditions will affect which events can be done. The challenges at each Town will be based on scouting skills and knowledge, problem solving and teamwork. Patrol will receive instructions from the mayor when they check-in upon arrival at each town.

Skills to Practice

Lashings
Fire building
First Aid

Knots
Map and Compass
Scouting knowledge

Gourmet Lunch

Lunch is a scored event. Each patrol is required to cook a QUALITY lunch. Plan a balanced meal of good, hot food that will provide plenty of fuel to keep you warm. The patrol should include one extra serving for judging by the mayor at the designated lunch spot. Scoring includes lunch area cleanup.

Scoring

The patrol will be awarded gold nuggets based on their performance at each town. Scoring at each town will be based on completion of the task, time required and patrol method. Please Note: scoring is not just on events. In addition to skill and knowledge, your patrol will be scored on teamwork and scout spirit. Your Patrol will be judged and scored almost from the moment your troop arrives.

Patrol Equipment List

Copy of the Official Patrol Roster and Score card (issued at check-in)
A copy of this SPL Manual
Notebook and Pencil
Scout Handbook
Scout Fieldbook (optional, but highly recommended)

2 Blankets
6 Six Foot Poles (optional, but highly recommended)
8 Ropes, 10-12' long
1 Tarp (10 x 12 ft.)
2 Compasses
Ruler
8 Neckerchiefs or triangular bandages (usable for First aid or blindfolds)
First aid kit & supplies for events
Pocket knife
Flint and Steel (Hot Spark)
Stick Matches (strike anywhere are recommended)
Camp Shovel
In an accessible pack on the sledge:
 Mid morning snack: i.e., trail mix and hot drink in a thermos
 Toilet Paper
 Patrol First aid kit (for emergencies)
 Plastic bags & duct tape (boot liners for wet feet and to make gaiters)

Packed for lunch:
 Cook & Utensil Kit
 Mug for every Scout
 Stove & fuel
 Gallon of drinking Water
 Ingredients for lunch
 Hot Drink Mix (hot chocolate, hot cider, tang)

CLOTHING LIST- Scouts, Scouters and Visitors

 Base layer of long underwear or other warm layer
 Insulating layer of wool sweater or fleece
 Winter coat
 Snow pants
 Winter hat
 Neck gaiter or scarf
 Mittens (wear)
 Insulated winter boots that keep the snow (have right tops, wear gaiters, or seal with duct. No rubber boots or running shoes.
 Rain Gear (wind protection)
 Extra socks
 Extra mittens
 Cup, eating utensils and bowl

TENTATIVE Schedule

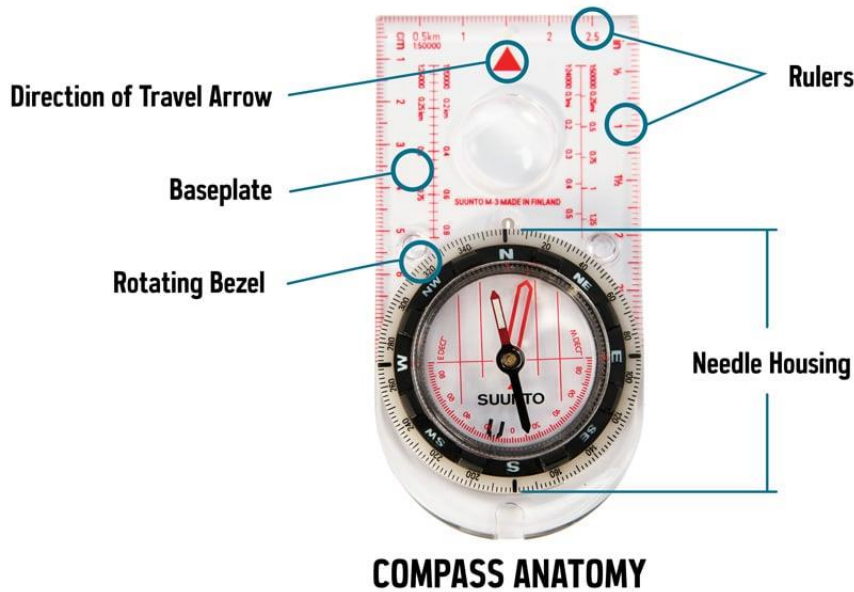
Friday, February 3

8:00 p.m. Early Check in for camping units begins (Klondike staff will coordinate with you as this is prior to the start of the Klondike)
10:00 p.m. Taps (Early Check in ends)

Saturday, February 4

6:30 a.m. Reveille and breakfast
8:00 a.m. Klondike starts:
Check In (SEE SECTION ON CHECK IN!)
Receive your Patrol Itinerary
Sled Inspections
8:45 a.m. Colors and Opening
9:00 a.m. Patrols travel to the first town on their journey
Patrol Challenges, 30-45 minutes at each town
12:00 noon Lunch
1:00 p.m. Patrol Challenges continue
3:30 p.m. All Patrols Meet at the North Pole
4:00 p.m. Closing

How to Use a Compass

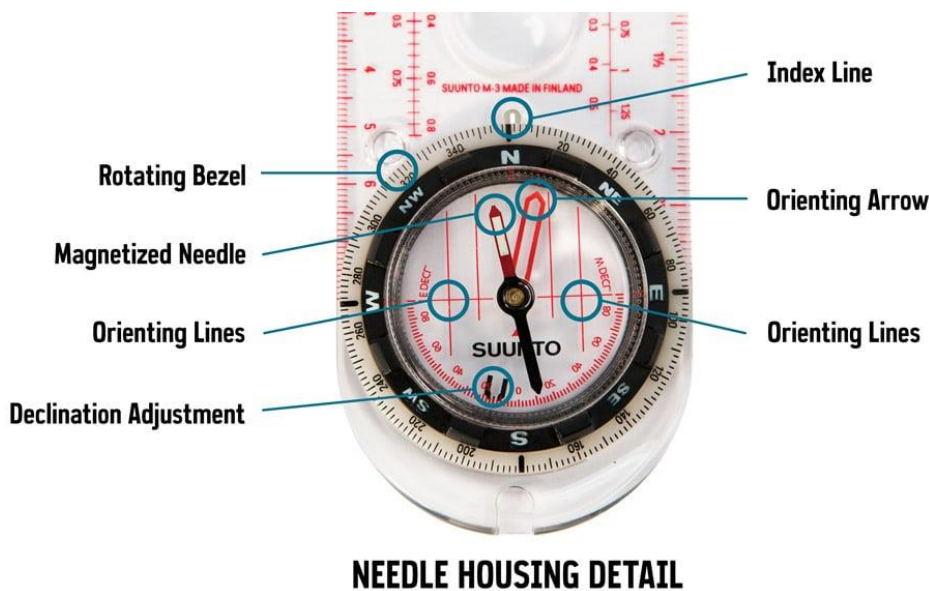


Baseplate: Clear, so you can see the map below it, it has at least one straight edge for taking bearings and transferring them to your map.

Ruler(s): Used with your map's scale to determine distances.

Direction-of-travel arrow: Tells you which direction to point the compass when you're taking or following a bearing.

Rotating bezel: Also called the "azimuth ring," this outer circle has 360 degree markings.



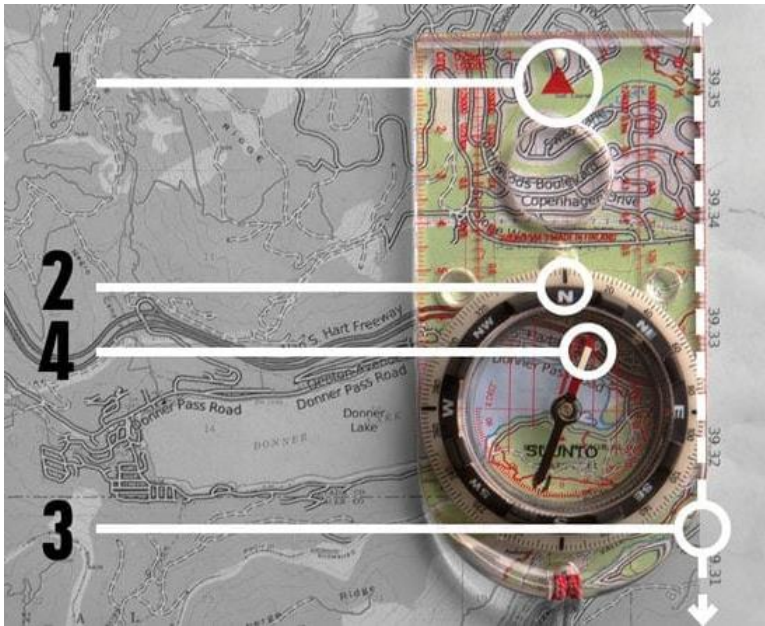
Index line: Located directly above the bezel, it's also called a "read bearing here" mark.

Magnetized needle: The end that always points to the magnetic pole is usually colored red or white.

Orienting arrow: Used to orient the bezel, it has an outline shaped to exactly fit the magnetized end of the needle.

Orienting lines: Parallel lines that rotate with the bezel; correctly aligning these with the north-south lines on a map aligns your orienting arrow with north.

Map reading—correlating what you see on paper to what you see around you—is a foundational skill that you should practice early and often. Before you can do that, though, you must have your map oriented correctly.



Orienting a Map is relatively simple:

1. Place your compass on the map with the direction of travel arrow pointing toward the top of the map.
2. Rotate the bezel so that N (north) is lined up with the direction of travel arrow. Now rotate the bezel to adjust for the local magnetic declination (13° West for Russell MA in 2023, so the travel arrow should line up with 13° on the rotating bezel).
3. Slide the baseplate until one of its straight edges aligns with either the left or right edge of your map. (The direction of travel arrow should still be pointing toward the top of the map.)
4. Then, while holding both map and compass steady, rotate your body until the end of the magnetic needle is within the outline of the orienting arrow.

Now that the map is oriented, **DO NOT ROTATE THE MAP!**



Finding your target when given a bearing and distance

1. Rotate bezel so that the travel arrow lines up with the desired direction
2. rotate compass so that N (north) is lined up with the end of the magnetic needle
3. align one edge of the compass with your starting point, you can draw a line along that edge from your starting point
4. using the rule and the map scale measure how far along the line from your starting point to your target

Hint, Hint: This is important enough that we put it in the SPL Guide!

REGISTRATION

Unit/Patrol Registration is due Wednesday, January 25, 2023.
No additional units or patrols may be added after this.

Preferred: Online registration at <https://www.wmascouting.org/klondike23>

Please provide a reasonable report of the number of Scouts and Leaders you expect to attend.

Final Unit Rosters and balance of fees are due at Check In.

Troop/Crew	Number:	District:
SCOUTMASTER		
Address		
Phone		
e-mail		
Camping: <input type="checkbox"/> Early Check in Friday Night <input type="checkbox"/> Day Event Only		
Estimated Number of Scouts:		
Estimated Number of Patrols:		
Estimated Number of Adults:		
\$60 non-refundable deposit due to register. Final payment of \$15/pp collected at check-in.		
Received \$	unit account/cash/check #	by

NOTE: This is registration for the Klondike Day event only,
Camping Site/Cabin Reservations are handled separately.

CHECKING IN FRIDAY NIGHT WILL GIVE YOUR PATROL AN ADVANTAGE OF
READING THE CHECK IN PACKET EARLY AND LEARN WHAT YOU HAVE TO
DO TO GET TO YOUR FIRST ACTIVITY!

Unit Roster

Please bring one completed copy to Check In

Troop/Crew	Number:	District:
SCOUTMASTER (or Acting SM)		
ASSISTANT SCOUTMASTERS AND LEADERS		
PATROL NAME:	PATROL NAME:	
1.	1.	
2.	2.	
3.	3.	
4.	4.	
5.	5.	
6.	6.	
7.	7.	
8.	8.	
PATROL NAME:	PATROL NAME:	
1.	1.	
2.	2.	
3.	3.	
4.	4.	
5.	5.	
6.	6.	
7.	7.	
8.	8.	

FEES	
Total Number of Scouts and Leaders ____ x \$15 =	\$ Total Fee
Amount Paid with Pre-Registration	\$
Total Fee Due at Check in	\$
Received \$ unit account/cash/ check # by	