

NORTHERN STAR COUNCIL

Northern Lights District

Klondike Derby

Ice Road Truckers



January 11th, 2014

Stearns Scout Camp

Leader's Manual as of 11/4/2013

**Northern Star Council
Northern Lights District
Ice Road Truckers – Klondike Derby**

Mark your calendars, wax the sled and fire up your winter attitude. This year's Klondike Derby is bigger and better! Join us on January 11th, 2014 at Stearns Scout Camp for a day of fun winter activities and a chance for scouts to show off their scouting skills while having a great time.

This year's theme is "Ice Road Truckers". Our events are geared to situations that might happen in the frozen north while hauling equipment in winter weather.

Date: January 11th, 2014

Where: Stearns Scout Camp

Cost: \$8 per attendee Scout & Adults (Includes Camping fee, patch, and awards.)

Lunch: Hot lunch available for an extra \$5 each (must pre register for lunch). Otherwise, lunch is on your own at a troop level.

Bring: Winter gear, Troop food and cooking heat source (hot lunch recommended – See above), one equipped Klondike Sled per patrol, and the materials needed if you are sponsoring a competition station.

Each sled should bring supplies listed on page 10. These supplies may be used in various events.

Reservations: Online payment and reservations by January 4th, 2014. Register Soon!!!

Sled Design Check out this new sled design at

http://scoutdocs.ca/Klondike/Klondike_sled_plans.php

Questions: Contact ??? xxx@yyy.com or 763-nnn-nnnn

Note:

We highly encourage that each unit have an OKPIK trained member to ensure the safety of your scouts.

We highly encourage that each unit have an adult with Outdoor Leaderships training to improve the outdoor experience of your Scouts.

To make the event happen, we need 7 troops to step up and run events. Please say yes, when we contact you (or make our job easy and contact us!)

We hope to have a stellar Northern Lights turnout for the 2014 Klondike!!!!!!

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General Information

Although Klondike is not being held in the back country, winter camping is still a physically demanding activity. Unit attention should be directed toward the physical condition and abilities of each participant, youth and adult. Before this event would be a good time for unit review of all troop Scout/Scouter medical records and discuss any concerns with parents.

As a safety precaution and courtesy to the Klondike staff, units should bring any medical conditions or concern to the attention of the Klondike staff at time of check-in. Local phone numbers and maps to the nearest medical providers are available at camp.

Make it fun. Keep is safe! Please look at new (Safer) Sled Designs! (See link on page 1)

Clothing:

AVOID COTTON. Keep warm and dry. Weather conditions can be variable. Be prepared for a blizzard but utilize 3-5 layers of clothing to be able to adjust to the weather. Proper footwear is essential (waterproof). This means NO cotton socks. Stocking caps and scarves help hold in warmth. Mittens or gloves with waterproof shell. Mittens are actually warmer but more difficult to wear during events.

Awards / Scoring

Troops running games will judge and score their game. Each game presents its own scoring requirements. Ribbons awards are for first, second and third places for their events. Awards are given out at the closing flag ceremony (after the all troop sled race)

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ACTIVITY SCHEDULE

SATURDAY January 11th, 2014

8:45-9:30	Check-in and Registration at Diamond Lake Lodge– Health Forms a must!
9:30	Opening Flags
9:45-12:15	Morning Events
9:45–10:15	Event Slot 1
10:25-10:55	Event Slot 2
11:05–11:05	Event Slot 3
11:45–12:15	Event Slot 4
12:15–1:00	Lunch
1:00-1:30	Event Slot 5
1:40-2:10	Event Slot 6
2:20-2:50	Event Slot 7
3:00	Grand Sled Race – All troops
3:20	Flags and Awards
4:00	Break Camp

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History of the Klondike Gold Rush

In 1896 a rugged prospector working in an area near the Arctic Circle called “the Klondike” found gold in the bottom of his miner’s pan. He rushed to the nearest settlement to stake his claim and called the place where he found the gold “Gold Bottom”. Soon other prospectors made “strikes” in different locations, and a rush of people from all over the world headed for Canada’s Yukon Territory, where the Klondike is located. This became the greatest gold rush in history.

Many of the gold rushers arrived by ship in the Alaskan port of Skagway, which was the quickest way for most people to join the rush. From here they had a difficult and hazardous journey of at least 500 miles overland to the goldfields. The first step was to cross the mountains that surrounded Skagway. This meant climbing either the White Pass or the much more famous Chilkoot Pass, both which were perilous and difficult, especially in winter. There was not only the fierce cold that plunged to 50 degrees below zero, but also avalanches of snow and ice that buried many parties of trekkers.

After a thirty-mile struggle, the gold rushers arrived at the Yukon River that eventually would lead them to the Klondike. But guess what? There were no boats!! They had to build their own! But there were lots of trees, so many boats were built, and the gold rushers headed downriver to Whitehorse, the capital city of the Yukon Territory. Then they went north through Lake Labarge, mentioned in Robert Service’s “Cremation of Sam Magee”, and then further down the Yukon River to Dawson City, the Klondike’s capital. “Down” in this case means north, as the trail came ever closer to the Arctic Circle. From here the gold rushers spread out to various goldfields such as Ketchikan and Grand Forks.

Shortages of food soon caused the Canadian authorities to regulate people coming into the Klondike. The Northwest Mounted Police inspected each prospector before he entered Canadian territory to make sure he had all of the supplies he would need for about a year, up to 2,500 pounds. This included 100-200 lbs bacon; 400 lbs flour; dried fruits 75-100 lbs; 50 lbs cornmeal; 20-40 lbs rice; 10-25 lbs coffee; 5-10 lbs tea; 25-100 lbs sugar; 100 lbs beans; 1 case condensed milk; 10-25 lbs salt; 1 lb pepper; 25-50 lbs rolled oats; 25-100 lbs potatoes; 25 cans butter; plus additional dried meats and vegetables.

For equipment, they must have a stove, miner’s pan, buckets, picks, handles, saws, chisels, hatchet, drawknife, shovels, frying pan, matches, medicines, eating utensils and compass. Clothing needs included a heavy mackinaw coat, 3 suits of heavy underwear, 2 pairs of heavy mackinaw trousers, 12 pairs of heavy wool socks, 6 pairs of heavy wool mittens, 2 heavy over shirts, 2 pairs of rubber boots, 2 pairs of heavy shoes, 6 heavy blankets, 2 rubber blankets, 4 towels, 2 pairs of overalls, a suit of oil clothing, and assorted summer clothing.

All of this had to be carried over one of the passes. Horses and mules were in short supply, so most gold rushers carried the goods over the pass on their backs. This required many trips up and down the pass. A person could have traveled as much as 2,500 miles just to get his required supplies into Canada! This situation lasted until 1899, when a railroad was completed from Skagway, Alaska to Whitehorse, Yukon Territory.

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Competition Summaries

Please e-mail or call xxxxx with the event you would like to host.

Sled Race, Equipment Check and Gold Nuggets will be conducted or provided by Klondike Staff. Please let staff know if there are any special materials you will need that staff may be able to assist with. Rules provided are those mentioned in this guide. If you conduct the event, you are welcome to modify the rules or event to meet your needs as long as the same rules apply to all patrols. Please e-mail any modifications at your earliest convenience so that we can share with all the Troops attending so that they can be prepared.

Gold Nuggets:

Event Staff

Each event host will be provided gold nuggets. Up to five may be awarded to a patrol when they have finished competing in an event. Nuggets are awarded for Scout Spirit. A patrol may not receive gold nuggets more than once per event even if they redo the event later. Claim Jumpers will be along the trail and attempting to steal gold nuggets. Each patrol confronted by a claim jumper will need to answer a series of Scout related questions. Wrong answers will result in the forfeiture of gold nuggets to the claim jumper. Only designated claim jumpers may take gold nuggets. All Patrols will be queried the same number of times. At the end of the day, nuggets can be traded in for Magic Cards

Events

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Ice Floe Rescue

Sponsor Troop 590

“The ice road runs top of frozen lakes. In the spring, the ice is melting and the lakes may open up at any time. Reckless truckers still try to run the ice road and can get in trouble. If they go through the ice, they must be rescued by the next trucker in line”

The goal: Get stranded scout off the ice floe before he floats away.

Equipment: Patrols provide the rope. See sled equipment list on page 10. It must be at least 50 feet long (Sponsoring troop should have a backup rope just in case).

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Scoring: Scout spirit 10 pts, Knots (joining and bowline) 20 pts, successful rescue 10 pts. Fastest time is the tiebreaker. 10 seconds added for every square knot or granny knot.

A scout playing the starts 25 feet out from “shore” and starts floating away at about five feet every five seconds after first 30 seconds. Using joining knots, join ropes and throw your buddy a line so he can tie a bowline around his waist and be pulled to safety. If knot fails and falls completely in “water” it may not be reused.

Knot Snow Shoe Relay

***Sponsor Troop* 610**

“When securing loads on the flatbed, a variety of knots is used. If the knots are not tied correctly, the load shifts, potentially sliding off the trailer”.

Minimum of 3 and maximum of 5 scouts.

Equipment: Sponsoring troop needs to get snowshoes from the staff (they come from the camp master). Each patrol provides their own ropes from their sled.

The first scout dons snowshoes and goes to the first station, removes snowshoes and hands to second scout, second scout hands first scout a rope, first scout ties designated knot, and second scout puts on snowshoes while he is tying the knot. Once the knot is tied, the second scout has the go ahead to go to the next station. Repeat for third, fourth and fifth scout. Fifth scout must return to start, remove snowshoes and stand with them in his hand to stop time. Knots required: square knot, bowline, clove hitch, taunt line hitch. No throwing snowshoes. All straps must be secured properly before leaving a station. Judges at each station will approve knots and properly secured snowshoes and give verbal OK before the scout may continue.

The patrol with the best time wins.

Spaghetti Tie

***Sponsor Troop* _____**

“When stranded out in the middle of the Arctic, a trucker must keep warm and make something to eat. Building fires on the snow is nothing new. Heat rises, so the snow underneath never melts. In this way, truckers can keep warm and heat food”.

Time determines placing.

Equipment: Patrols should provide a pot, match, wood and tinder. No other fire materials allowed. See the sled equipment supplies on page 10. The sponsoring troop provides snow to melt and spaghetti and a short stick to test spaghetti.

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Each patrol must use only the above materials. The patrol provided the above materials. The patrol must start a fire, melt snow and cook 5 strands of spaghetti. Time stops when a spaghetti strand can be tied around a stick or pole.

Snow Snakes

***Sponsor Troop* _____**

“Sometimes, truckers just like to relax and have fun. While waiting for lads to deliver, they spend tier time whittling Snow Snakes. At the end of a long week, a snow snake race lets the truckers let off some road rage”

Just what is a snow snake anyway?

Equipment: Sponsoring troop needs to layout the course. Make 2 channels 4 inches wide by 100 ft long on a flat area in the snow (use a 2/4 to make the channels). The straighter they are, the better. Use flags or lath to mark every 5 feet.

Patrols bring their own snow snakes.

You can see examples and plans at <http://northernlights.nsbbsa.org/???>

If you have never seen a snow snake race, you’re in for a treat. Snow snakes are strips of wood, usually cut from 2x4s, thin and wide (1 inch tall, 2 inches wide) and 6 feet long. Each snake is carved with a head and sometimes a tail. Once painted, they almost look real. The snow snake race is held using parallel tracks/channels carved in the snow. The snakes, usually waxed or otherwise made slick, are then pushed, shoved, tossed down the track channel. The farther they slide the better the score. This event has been a mainstay of the Klondike Derby for many years.

Arctic Circle:

***Sponsor Troop* _____ 299**

“Knowing your bearings when in the middle of the wilderness is crucial. Moss does not grow on trees when it is 40 below. Using a compass is key to survival”

Timed Event, scoring based on the time it takes to form and orient the Arctic Circle.

Equipment: Sponsor troop provides 60 Feet of heavy rope. Join the two ends of the rope with red tape forming a giant loop; 8 Blind folds;

Patrols provide a compass. See sled equipment list on page 10.

Using the rope Patrols must form a large circle replicating the Arctic Circle. The red taped section that joins the loop must be oriented to the North. The Patrol Leader stands to the side and can only give verbal instructions to all the other members. He cannot touch anyone or the rope during the scoring

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event. He has the compass to orient the circle. All the other patrol members are blind folded. This game promotes teamwork, communication and orienteering skills.

Patrols have 3 minutes (180 seconds) to complete the task. The task begins when all members are blind folded and standing in a circle. The rope is in a pile in the center. Patrols will receive one point for each second left on the clock once the task is completed. Once the patrol leader is satisfied with the orienting task, he calls stop and the time is noted for scoring. Up to 10 points are given for the “roundness” of the circle.

Ice Road Truckers:

***Sponsor Troop* 582**

“Many times, trucks must maneuver rough roads, potholes and mud flats. Test your skills maneuvering a huge load over a treacherous course.”

Timed Event, scoring based on lowest time to navigate vehicle over course, with the highest cargo score.

Equipment: Sponsor troop needs to provide: Two (2) four foot long by two foot wide sleds to replicate a big rig flat bed trailer, cardboard boxes, 5 gallon buckets, tin cans, empty milk jugs, and other cargo objects to load on the rig’s trailer. Assign and mark a point value for each object. There should be enough cargo items to over fill the rig. Tie a thick rope loop so scouts can pull the rig through the course.

Establish a course at the site. The course loop should have hills, holes, bumps, and curves so the truckers have a difficult road to cross. Use markers/obstacles to keep truckers in their lanes. Scouts may arrange their cargo anyway they want prior to the timed run. Once the run and clock begins, scouts may not adjust their cargo. Cargo that falls off the rig is lost.

Patrols need to navigate a loaded “vehicle” through the course without losing the payload. At the end of the run, time and cargo points are recorded. Determine a Course maximum time. Patrols get one point for every second left on the clock plus the cargo points. Each time a piece of cargo slides off the trailer, you lose points. If your rig takes too long to complete the run, you will be disqualified. Skillful teamwork and a steady hand on the throttle will get your load safely over the icy road.

Divide and Conquer:

***Sponsor Troop* _____**

“Trucks must be evenly loaded when traveling slippery slopes and frozen lakes. An off balance load can mean going off the road, or though the ice. By dividing the load among multiple trucks, no one truck is overloaded.”

Timed event, scoring is based on the number of points earned by dividing up the load into 4 parts with equal weights.

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Equipment: Sponsor troop needs to provide several camping equipment items (Tent, Dutch oven, small stove, lantern, food, etc.), Clock timer, Scale.

Patrols are given two minutes to divide up the camping items in four equally weighted groups. Patrols will receive points based on their ability to judge accumulative weights and divide the “Eskimo pie” up equally. This game promotes teamwork, communication, and judgment when dividing up equipment for backpacking. As part of the event, explain why it is important to divide gear for a long hike.

Scoring is based on the following: The total weight of all the equipment is known before hand. Each weight group must weigh 25% of the total weight to get a perfect score. Incorrect “cutting up of the pie” cost points.

Scoring Example: Total equipment weight is 100 lbs. (Each group must weight 25lbs.) Score is based on number of pounds difference from the ideal of 25 lbs per person. For example:

The Patrol arranges the groups according to the following:

- Group 1 weighs 20 lbs. Deduction: $25-20=5$
- Group 2 weighs 26 lbs Deduction: $26-26=1$
- Group 3 weighs 19 lbs. Deduction: $25-19=6$
- Group 4 weighs 21 lbs. Deduction: $25-21=4$

Deductions -16

Patrol’s score: $100-16= 84$ points

Grand Sled Race:

Sponsor: Klondike Staff

“Breakdowns do occur on the ice road. Sometimes, truckers must use an old form of transportation to get to civilization as fast as possible. For that, they turn to the old standby, the dogsled”

Equipment: Each troop / patrol provides their own sled.

This is the last event of the day after all patrols finish other events.

There are multiple heats, with up to 4 teams per heat.

Rules:

- Each patrol may have up to 5 scouts per patrol.
- Equipment list items must be removed from the sled before the race.
- Each sled should have pulling harness of rope or webbing to pull sleds, NO wood poles are allowed. Wood runners and snow ski WITH FILED EDGES are allowed. The secret is plenty of wax and pulling together.
- Up to 3 scouts in front of sled to pull.

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- No more than 1 scout in the sled.
- No more than 1 scout pushing sled.
- Scout in sled and scout pushing sled must switch halfway through race. Sled is not required to stop while switching but can. Switch must occur between designated course markers. Failure to switch or switch within markers will disqualify team.
- All persons must cross the finish line to finish.

The number of sleds and safety determine number of heat winners in the final race.

If space allows, a troop may use same sled for more than one patrol to race, but a scout may not be on more than one team.

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Sled Materials

Materials Required:

- Patrol Yell
- Patrol Flag, on a pole or stave of some type
- Troop Number on sled
- Container to carry gold nuggets
- Notebook and pen or pencil
- Working Flashlight for emergencies
- Boy Scout Handbook (can always be used to figure things out)
- Patrol First Aid Kit, including at least two triangular bandages and splint material
- Two blankets, for stretchers, emergencies.
- Tarp
- Pot or metal container to melt snow in
- Empty one quart water bottle (to measure the water you make from snow)
- Matches, strike anywhere type (no lighters!)
- Natural Tinder (no metal, wax, accelerants!)
- Emergency Firewood (enough to melt snow to make a quart of water)
- Compass, because you should always have one with you in the wilderness
- Watch
- Rope, 10 lengths, about 1/4", each 8 to 10 feet long

Sled inspections will begin at 8:00 AM and run until morning flags. Patrols with full sleds according to materials list receive the maximum points. Points are deducted for missing equipment. Some equipment is needed at the various events.

Rule # 1- Have fun!

Rule # 2- See rule # 1