



**Tamanend & Mercer Area District
Joint Klondike Derby
February 16-18, 2024**

Location: Ockanickon Scout Reservation
5787 State Park Rd
Pipersville, PA 18947

Who: All Scouts, Venturing Crews and Sea Scouts

Fees: Registration on or before Feb. 2nd \$15/Scout
Feb 3rd-7th \$20/Scout

Event registration closes on February 7, 2024



Troops may backpack instead of using sleds.



The pricing remains consistent, whether the Scout participates in the one-day Klondike Derby event or opts for the weekend winter campout at OSR.

All unit registrations and payments must be completed online.

<https://wc.tentaroo.com/tam-mad-klondike>

Important: Please provide unit rosters during the registration process.

Check-in Procedures: Head to the Manny Marks Pavilion for check-in. Only the Adult Unit Leader (Scoutmaster, Advisor, Skipper) and the Youth Unit Leader (SPL, President, Boatswain), or their appointed representatives, are authorized to check in their unit. Other leaders and Scouts not participating in check-in should remain with their vehicles. Please present a unit roster and provide the final registration numbers during check-in. Unit Leaders must possess BSA Medical Forms (parts A & B) for each participant, which are to be retained by the unit leaders and made accessible in case of an emergency.

Check-in:

Friday: 6:00 - 9:00 PM

Saturday: 7:00 - 9:00 AM

- **Units may arrive no earlier than 6:00 pm on Friday.**
- **Late check-in (after 9:00PM) will be at Palmer B.**

Event Headquarters:

The location for Camporee headquarters will be 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 the name, make and model of vehicle, along with license plate number.

Parking and Transportation Guidelines:

All vehicles should be parked in the main parking lot, and carpooling is encouraged to minimize the number of vehicles. Each unit will receive a campsite pass allowing one vehicle to transport equipment to their campsite on Friday night. While driving on camp roads, exercise caution and adhere to slow speeds. During equipment drop-offs, pull the vehicle to the side without obstructing camp roads. Display the issued vehicle pass on the dashboard; only vehicles with this pass are authorized to access the campsites. Immediately return to the parking lot once your gear is unloaded. Consult with Klondike Event Staff for approval 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.

Accommodations: All event participants are expected to sleep outdoors at assigned campsites. If you wish to reserve or utilize cabins for this event, please contact the council office for arrangements.

Cold Weather Camping Advisory - Each Scout and adult Scouter is personally accountable for thorough preparedness to confront diverse winter weather conditions. The unit leader holds the obligation to ensure that all participants have received sufficient cold weather training and possess appropriate gear, encompassing but not limited to, suitable clothing, shelter, food, water, and first aid. Adequately dress in warm layers based on the anticipated weather conditions, and it is mandatory to wear boots; sneakers or other inadequate footwear will not be permitted. Participants unprepared for prevailing weather conditions may be asked to leave the event at the discretion of the district staff.

Campsites: Units will be situated in designated wooded campsites accessible through unpaved roads and dirt paths. These campsites offer ample space for dining flies and shelters. Identify each campsite with a unit banner, sign, or gateway. Propane is permitted, and if using liquid fuels, adherence to camp policies on storage is mandatory. While units can request specific campsites in advance, the fulfillment of such requests depends on various factors and may or may not be honored. Some campsites may be shared based on unit size.

Arrow of Light Scouts will be able to participate in the Klondike with their affiliated troops, but they cannot camp overnight with the troop. Arrow of Light Scouts should be part of an existing sled with older scouts. AOLs cannot have their own sled.

Water: Staying well-hydrated is crucial. Urge all Scouts to bring water bottles and regularly hydrate throughout the day. Additional water sources will be accessible outside Totem Lodge and Foster Hall.

Meals: Prepare and cook all meals at your unit's campsite. Bring your own cooking equipment and food supplies.

Sanitation: Safeguard all food and/or waste by properly securing it around your campsite. Dispose of trash in the designated camp dumpster, unless other instructions are given. Detailed guidance will be provided at the leaders' meeting.

Campfires: Unless directed otherwise, campfires are allowed in the unit campsites. Participants must utilize the established fire rings within their campsites, adhering to Leave No Trace guidelines for fires. Please refrain from depositing campfire ashes directly on the ground; instead, place them in a garbage bag for disposal with other trash. Ensure that the ashes are completely extinguished and cold before disposal, a requirement that will be verified during check-out.

Firewood: Bringing firewood onto the Ockanickon site is prohibited. Ample downed trees and wood are available for scavenging to construct a fire.

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

First Aid: In the event of a life-threatening emergency involving a Scout or adult, an adult (or Scout if required) should promptly dial 9-1-1 using a cell phone. Simultaneously, dispatch a runner to Palmer B to inform the health officer about the emergency. For minor injuries or illnesses affecting a Scout or adult, they may use their personal first aid kit or their troop's first aid kit. Medical personnel will also be available at Palmer B. It is imperative to report all injuries and illnesses to both your unit's adult leader and the event's medical staff.

Klondike Derby Activities Schedule

Friday Night

6:00 PM – Registration check-in at Manny Marks Pavilion

9:00 PM – Registration closes

9:30 PM – SPL/Scoutmaster briefing meeting in Palmer B

Saturday

Saturday morning. Senior Patrol Leaders will need to provide a roster of their group members along with their Group Leaders' cell phone numbers.

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 checkpoint 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 –

SLEDS ARE NOT PERMITTED TO HAVE WHEELS

4:45 PM – Sled Race begins – Ranks of Scouts to 1st Class are permitted to race.

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 must 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 the required and any recommended gear that the Patrol may bring to the event.

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

Tarp

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

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

Pocketknife 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

Notepad & 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)

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 guide is not exhaustive but serves as a framework for a Patrol's readiness for the event. Scoring at each Klondike Derby station highlights teamwork and the patrol method, emphasizing both the completion of specific skills and overall collaboration. Points will be given for showcasing a Patrol's mental fitness by answering questions related to Scouting and the demonstrated skill at each Klondike Station. A Patrol excelling in teamwork and embodying Scout Spirit stands to perform admirably in the competition. Recognition will be granted for a deep understanding of the essence of Scouting:

“Doing your best while living by the Scout Oath and the Scout Law”

Patrol leaders will assume the responsibility of leading and overseeing their Patrols at each station. It is advised that adults refrain from accompanying the Patrols during station activities. Instead, we encourage adults to volunteer to assist in the operation of the stations.

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 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

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 roundtables.

Refund Policy: No refunds will be given, but substitutions will be permitted. If the Klondike Derby is canceled 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.



RUNNING A STATION

Staffing: Troops are requested to designate two adults as Station Managers. Additional volunteers supporting the station can be either adults or mature, experienced Scouts aged 16 and above.

Detailed Event Information: Detailed instructions regarding the essentials for operating a specific station will be given after the troop completes the check-in process.

Additional Volunteers:

We are seeking additional volunteers to assist with tasks such as parking, registration, sled inspection, and sled race judging. If you are interested in contributing to the coordination of these activities, please reach out to N. Sonnie at smtroop168@comcast.net.

For any inquiries regarding the event, don't hesitate to contact:

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Mike Wysocki: mikewysocki8189@comcast.net

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