

Valley Highlands Klondike Derby Proposal for 2005

Executive Summary

The purpose of this document is to put forth a proposal for a Valley Highlands Klondike Derby event for the Scouts in January of 2005. Buy-in from the Scout leaders to participate in this event is required to ensure organising the event will be worth while. This event has been very successful in other areas across North America. In Heritage area, 120 Scouts and 60 adults participate every year.

Document Life

All information in this document is subject to change and should be considered as a proposal only. This document should be discarded when the official registration package is released.

Overview

A Klondike Derby is a Scout winter skills event. It involves multiple competitions, where Scout Troops and Scout Patrols compete against each other. Each patrol has a dog type sled that uses Scout power to pull it instead of dogs. The Scouts pull the sleds that are loaded with their personal and patrol equipment. The Scouts journey through woods and fields, up and down hills and stop at different activity stations where they are tested on different Scout skills, their team work, and their problem solving skills.

Objectives

- Provide a mechanism for Scouts to demonstrate and practice their Scouting skills.
- Provide an opportunity for the patrol system to be in operation.
- Increase use of the Whispering Pines Scout Reserve.
- Improve team spirit within the Scout troops through inter-troop rivalry.

Logistics

Location: Whispering Pines Scout Reserve.

Date: Late January 2005.

Time: 8:00am – 5:00pm

Weather: The event would proceed regardless of most weather conditions.

Cost

- Cost is estimated to be in the \$5-\$10 range per Scout.
- A custom crest would be included.

Participation

- Entries in the event are on a patrol basis.
- Each patrol should contain 4-8 youth.
- The event is open to all Scout troops in Valley Highlands.
- The event may be opened up to adjoining areas (e.g. Loyalist) depending on participation.
- Target attendance is 60-80 youth.

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Awards

- The patrol with the highest score will be presented with an annual trophy.
- Certificates for best overall troop, best teamwork, etc may also be awarded.
- Points are awarded to each patrol based on time taken, accuracy, teamwork, leadership.
- Points normalised by number of Scouts in the patrol where appropriate.

Crest

- A custom crest will be manufactured for this event.
- A contest will be conducted to all the Scouts to design the crest.
- Each participating Scout will receive a crest.
- Additional crests will be available for purchase.

Sleds

- Each patrol must have their own sled.
- Several plans are attached at the end of this package.
- There are no rules with respect to size or construction.
- Sleds may be built (preferably by the Scouts) or borrowed from another troop.

Timeline

Promotional package distributed	May 2004
Participation interest received from Troops	June 2004
Registration package distributed	September 2004
Crest contest submissions	November 2004
Registration deadline	January 2005
Klondike Derby	End of January 2005

Leader Requirements

- Troop Scouters should ensure the appropriate Scouting skills are worked into their program. These are “standard” Scouting skills.
- On the day of the event, Scouters and other adults will be required to run the various events. Probably one event in the morning and one event in the afternoon.
- Some help on the weekend prior to lay out the course and setup the events would be appreciated.

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How it Works

- On event day, all the sleds are checked for the required supplies. All Scouts are checked for appropriate clothing (e.g. no rubber boots). The patrols are then started at intervals on the course. Leaders do not travel with the patrols. The patrols pull their sled from event to event, navigating the trail. The trail will be approximately 5km in length.
- The Scouts will cook their own lunch over their own stoves, and will be feeding a judge.
- Awards will be presented at the end of the day.
- A heated shelter will be available.
- A hot lunch may be prepared for the leaders; if a Venturer company can be found to take on this task.
- Military radios will be sought for communication amongst the bases.

Uniform

- Given that everybody will have winter coats, the only uniform requirement is the necker.

Further Reading

- <http://scoutdocs.ca/Klondike/>
- <http://www.voyageur.scouts.ca/heritage/Klondike.html>
- <http://sne.tripod.com/klondike.htm>

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Events

The following are potential ideas for the events. Approximately 20 would be chosen.

Sled preparation and equipment check

- Sled is inspected for all required equipment and proper packing.
- Nothing should fall out when the sled is inverted.

Blindfolded stretcher carry

- Four Scouts (blindfolded) carry a fifth Scout (not blindfolded) around a course following directions given by the Scout on the stretcher.

Compass bearing and map symbols

- Follow a short orienteering course and identify a variety of topographical map symbols.
- Sight on an object and report it's bearing.
- Lay off a bearing and report the object on the bearing.

First aid and survival kit inspection

- The patrol kit and several individual kits are inspected. Scouts to comment on the use of various items.

First aid and survival quiz

- Questions on first aid and survival skills.

First aid splint and transport casualty

- Patrol required to care for a casualty with a broken leg. After splinting, place the casualty correctly on the sled for transport.

Gully/canyon crossing

- Each patrol must get themselves and their sled over a ravine without getting wet. A pre-made postman's bridge may be provided.

Height and distance estimation

- Patrol estimates heights and distances of various objects without measuring tools or approaching the objects.

Ice Rescue

- Rescue of a victim who has fallen through the ice. Marked on complete rescue scenario.

Knife, Axe, and Saw

- Demonstrate use of knives, axes, and saws. Includes both cutting and sharpening.

Knots

- Tie standard Scouting knots.
- Whipping of rope ends.

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Pioneering

- Lash together a simple pioneering structure.

Panning for gold

- Patrol uses a tarp cooperatively to toss a “nugget” over a horizontal rope 10’ above ground.

Rope climb

- All patrol members must climb a rope 10’ high.

Side hill maneuver

- Patrol timed in moving their sled without damage over a steep uphill and downhill course. Going up requires cooperation to push sled and use rope around a tree to hold sled in place between pushes. Going down requires use of a back rope around trees for controlled descent of sled.

Slalom race

- Timed pull of sled around a course on flat ground.

Smooshboard race

- Patrol member’s feet tied to long 2x4 timbers. Timed completion of course on flat ground.

Spider hole

- A vertical spider’s web with a Scout sized hole approximately 3’ off the ground. Constructed using baler twine between two trees. Patrol passes all its members through the hole without destroying the web.

Tree identification

- Identification of about six common trees.

Vagabond/hobo stoves for Lunch Preparation

- Demonstrate safe use of vagabond/hobo stoves.
- Used to heat lunch for patrol and one adult judge.
- Site clean-up.

Fire lighting

- Light a fire using materials on brought on sled. Boil a cup of water. Bonus points in ascending order for flint & steel, magnifying glass, or bow drill. Bonus points for natural water pot.

Fire lighting two feet off the ground

- Same as above, but must be built 2’ off the ground.

Tent pitching

- Pitch the patrol’s tent.

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Snow-blind Tent Pitching

- All patrol members but one are blinded (blindfolded) in a snowstorm. But the Scout who can see is injured. That Scout must direct the rest of the patrol to pitch their tent.

Constellation Identification

- Identify common constellations from pictures.

Obstacle course

- Timed relay race around obstacle course.

Shelter Construction

- Build a shelter that will keep the entire patrol warm and dry.

Snowshoe race

- Timed relay race on snowshoes. Bonus points for Scout made snowshoes.

Tracking

- Recognize and follow a trail marked with tracking signs.

Blindfold Rope Square

- Blindfolded patrol makes a square on the ground with a long piece of rope.

Flag Raising

- Construct a flagpole and raise a flag following proper etiquette.

Animal track identification

- Identify a number of animal tracks from drawings or plaster casts.

Animal identification

- Identify a number of common animals from pictures.

Toxic Flood

- Patrols must secure their sled at least as high as their shortest Scout.

Shooting

- Pellet rifle shooting for accuracy.

Two man saw

- Scouts must saw through a 6" log against the clock.

Ox Pie Toss

- Throw an object into a distant container.

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Signaling

- Patrols have to signal a silent message to a line-of-sight outpost.

Inner Tube Rescue

- Victim sits on inner tube. Rope is thrown and victim is pulled by the patrol across the finish line.

Blindfolded Target Touch

- Scouts using 6' poles try for a bull's eye on archery like target suspended from trees.

Wall Crawl

- Patrol must work together to get all members over an eight foot high plywood wall.

Search & Rescue

- Patrol is given the hiking plan for a missing solo hiker. Patrols follow the hiking plan to find a partially buried dummy that is too severely injured to move. Scouts must diagnose the dummy's medical problems and determine it's exact location.

Slingshot

- Shooting for accuracy.

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Equipment List for each Patrol

- Sled with tow harness.
- Four ropes, 6' long, to secure everything.
- Two ropes, 50' long, to assist in up-hill , down-hill, and side-hill maneuvers.
- Tarp or plastic sheet to wrap sled contents securely; also handy to sit on during lunch.
- Material for the “splint and transport” event: triangular bandages and splints.
- Small shovel.
- Water (in insulated jug) for drinking on the trail and for lunch preparation.
- Home-made stoves – hobo stoves, buddy burners, etc.
- Kindling, tinder, etc for lighting a fire.
- Matches.
- Pot(s) to heat beverage and/or lunch.
- Compass.
- Duct tape.

Equipment List for each Scout

- Warm clothing appropriate to the weather, snow pants, scarf, hat, mitts
- Boots with tight tops to keep snow out. Use duct tape around boot tops if necessary, but note that the tape needs to be applied at room temperature. NO rubber boots or running shoes.
- In a knapsack
 - Extra mitts, socks, and t-shirt.
 - Plastic bags (foot sized).
 - Sweater or fleecy.
 - Notebook & pencil.
 - Survival/First Aid kit.
 - Lunch.
 - Hot beverage or water in a thermo
 - Substantial mid-morning snack (e.g. trail mix)
 - Eating utensils.
 - Bowl and mug with a big handle (helps when drinking with mitts on).

Equipment List for Leaders

- Everything the Scouts need (except for perhaps the lunch).
- Physical fitness forms for all their Scouts and leaders.