

MARK TWAIN & HOCKANUM RIVER DISTRICTS
KLONDIKE DERBY RULES 2019

The Klondike Derby is a winter competition in which the Patrols are judged on their winter camping skills, their navigation ability and their basic Scouting skills. Final Patrol scores are based on the total elapsed course time a Patrol requires to reach five (5) Klondike towns (stations), and the total number of points (nuggets) awarded to the Patrol by the mayor of each town for skills demonstrated. Competing Patrols cannot include any Webelos (Scouts BSA policy prohibits Webelos from competing with Scouts).

The theme for this year will be traveling and camping in a fragile, alpine environment emphasizing the principles of Leave No Trace (LNT). You can expect that these principles will be incorporated into one or more event stations, as well as while navigating between stations. For guidance, refer to the Scout Handbook; the requirements for rank advancement up to First Class will be the minimum standard applied. In keeping with this theme, two-runner “dog-sled” style sledges will not be used. Lower environmental impact “pulk” sleds will be allowed, snow conditions permitting, but are not required. You can learn about “pulk sleds” by Googling the term. For tips on using a pulk sled the following article from Backpacker Magazine may be useful:

<https://www.backpacker.com/skills/skills-pull-a-sled>

Two events, an Overnight and a Day course, will be held this year to make the Klondike Derby a challenging event for all Troops. Each participating Troop must provide at least two adult leaders who will be registered and on-site for the full duration of the activities of the Troop.

The Klondike Derby is designed to test a Patrol’s ability to navigate using a map and compass. The use of GPS devices of any kind, to include smart phone apps, is prohibited and is grounds for disqualification.

OVERNIGHT COURSE

- A. The Overnight course is for Patrols experienced in map, compass and winter camping skills. The course for this event requires two days for completion.
- B. All participating Patrols must have a minimum of four (4) Scouts. Patrols need not be natural, but no ringers please.
- C. First, second and third place Patrol ribbons will be awarded to winning Patrols. In addition, each Scout in a winning Patrol who completes the course will receive a District Medal to wear on his uniform.
- D. Patrols in the overnight course are required to prepare hot substantial meals for Saturday lunch and supper, and Sunday breakfast and lunch. Meals must be cooked on stoves in keeping with the principles of LNT.
- E. Saturday lunch will be judged. All Patrols must have a hot beverage and a hot meal started before 1:30 in the afternoon. Patrols can cook this meal at any station for full credit. Those unable to find any station should prepare their lunch on the trail, but will not receive full credit for the lunch. It is the Patrol leader's responsibility to check in with the station mayor so that the time required for lunch will not be included in the Patrol's total elapsed time. Patrols are required to take one hour for lunch; a Patrol may not leave earlier. Patrols taking more than one hour will not be penalized but the additional time will count as part of their total elapsed course time for the Derby.

- F. At 3:30 p.m. on the first day (Saturday afternoon), Patrols will be held at a station. Their course time will be logged, and they will be required to set up camp for the night. It is the responsibility of the Patrol leader to inform the mayor of the station that he is stopping for the night so that his Time-In can be recorded. Patrols without recorded start and stop times may be disqualified. Patrols making it to all of their stations on the first day must check in and stay at their last station. Patrols will not be allowed to return to the start line on Saturday except in the case of an emergency.
- G. Patrols will be judged on their evening campsite by the mayor of the station. Judging will be on the following items:
1. Adequacy of meals (2): A hot substantial meal and hot beverage are required for both meals.
 2. Demonstration of sound, applicable LNT principles, to include the proper handling and disposition of human waste.
 3. Use of adequate insulation between sleeping bag and ground such as foam pad.
 4. Availability of season appropriate clothing (wicking layer, insulation layer, wind/rain layer, extra socks).
 5. Use of adequate sleeping bag or sleeping bag and blanket combination.
 6. Good Patrol organization is evident. Well organized in the morning, campsite clean and Patrol ready to leave without requiring multiple inspections by Mayor.
 7. Evidence of good Scout-like conduct and good Patrol leadership at all times.
- H. Patrols will be started at 9:00 a.m. on Sunday for the second day of the event. Patrols must have their time-out recorded by the mayor of their overnight station. No Patrol may leave their overnight station prior to having a hot substantial breakfast and prior to receiving the mayor's approval. Approval to leave will only be given after the campsite is returned to its original state, i.e. it should be impossible to tell that the site was used for camping.
- I. Patrols must complete the course by 12 noon on Sunday. If a Patrol has not completed all the stations by that time, it is the responsibility of the Patrol Leader to return his Patrol to the start line prior to 12 noon. NOTE: *Depending on snow conditions and the length of the course, course time can vary. Therefore, not completing the course by noon does not necessarily mean that a Patrol is not still in the competition.* Patrols finishing after 12 noon will incur a scoring penalty.
- J. To qualify for awards, Patrols must do the following:
1. Check-in at the finish line with the judges and have Check-In Time, Total Elapsed Time and Gold Nugget Count recorded.
 2. The Patrol Leader must present the score sheet in good condition to the finish line judge. Patrols that have lost their score sheet or otherwise have defaced their score sheet may lose points.
 3. Patrols must have the proper number of gold nuggets. Patrols which present too many or too few nuggets may lose points.
- K. After check-in at the finish line, Patrols are required to move to the designated area and prepare a hot lunch. All scoring should be completed by 12:30 p.m. Parent pick-up should commence at 1:00 p.m. Patrols remaining in the immediate area of the finish line after they have checked in only cause confusion and will be subject to disqualification.
- L. Any Patrol encountering difficulty is strongly encouraged to seek assistance from Derby officials, mayors or personnel at the start line. There is no penalty for seeking help when in trouble. A Patrol in difficulty which elects not to seek aid runs the risk of being disqualified as well as being in deep personal jeopardy.

- M. Patrols discovering that they have received incorrect course directions are instructed to return to the start line for a restart. There will be no penalty.
- N. Under no condition should a Patrol proceed if any member of the Patrol is in danger of sustaining a cold weather injury. Check in immediately at the nearest station and obtain aid.
- O. In the event of difficulty between stations, Patrol Leaders are instructed to keep the Patrol together in a safe location. Two Scouts, never one in this situation are then to be sent for help.

DAY COURSE

- A. The Day Course is a shorter one day event. Patrols should elect to run this course if they cannot camp overnight or have less experienced Scouts that have done little winter camping.
- B. All Patrols participating must have a minimum of four (4) Scouts. Patrols need not be natural, but no ringers please.
- C. All day course Patrols must carry one set of equipment required for an overnight trip (tent, sleeping bag, sleeping pad, any other equipment necessary to treat cold weather injuries).
- D. First, second and third place Patrol ribbons will be awarded to winning Patrols.
- E. Patrols are required to prepare a hot, substantial meal and a hot beverage for lunch.
- F. The following Overnight Course items apply to the Day Course event:
Item **E**, Item **J**, Items **L through O**.
- G. The Day Course event will conclude at 3:30 p.m. on Saturday. It is the responsibility of the Patrol to return to the start line by this time even if it has not reached all five (5) of its stations. Rules pertaining to check-in requirements are outlined in Item J of the Overnight Course Rules.
- H. After check-in at the finish line, Patrols are required to move to the designated area and wait for the results of the scoring. All scoring should be complete by 4:00 p.m. and parent pick-up should commence at 4:30 p.m. Patrols remaining in the immediate area of the finish line after they have checked in only cause confusion and will be subject to disqualification.

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If these rules are followed, this year's Klondike Derby should be fun for all with less delays at critical times and with greater safety for all units.