

**Chesapeake District
Boy Scout Klondike Derby**

**Scottish Highland
Games**

**January 17-19th 2020
Camp Saffran-Broad Creek MSR**

To Register or for more information contact:

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Chesapeake District Klondike Derby Activities

This is a Boy Scout Patrol and Venture Crew activity, all Patrols and Crews must travel as a Patrol while on the trail. Your Patrol flag should be flying from your sled at all times. The flag should also be brought to campfires, meetings, camp or wherever else the Patrol gathers. The Patrols performance at each event will be scored for their level of knowledge or accomplishment and for teamwork. The goal is to see how well teamwork is displayed by each Patrol.

Friday January 17

6 – 9 pm	Troop check in, Camp set up
9 pm	SPL & Leaders Meeting at RHQ

Saturday January 18

7 – 8:50 am	Breakfast
9 am	Opening at Flag Pole
	Patrol Sled/Patrol Decoration Judging (Award)
9:15 – 12:25	Program Stations (Award)
12:30 – 1:00	Lunch
1:05 – 4:15	Program Stations
4:30 pm	Sled Race (Award)
5:00	Flag Lowering
7:30 pm	Camp Fire/Award Ceremony

Sunday January 19

8 – 11 am	Cabin Clean Out/Check Out
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Rules and Preparation

A sled team consists of a minimum of 5 and a maximum of 8 scouts. If a team has more than 8 scouts, only 8 can participate for scoring at a station. If there are less than 5 scouts, we can try and merge you with another small scout group to form a full team of 8. If a sled team needs a sled, please contact the Event Planning Team.

Each team must travel on the trail using the sled. The Patrol flag must be on the sled. The sled must carry all the equipment for the scout team. A bridle rope needs to be attached to the front of the sled with sufficient length so that all members of the team can pull the sled. Each team must be together before entering a Program area and MUST ask for permission to enter. Once they enter, they need to perform their Patrol Cheer before beginning the program.

Each team will be responsible for their lunch while they are on the trail for the day. So a lunch must be packed and carried appropriately on the sled. Lunches can be either hot or cold. If you elect to have a hot lunch, pack a stove and gas on the sled to heat the lunch up. If you have cold items, make sure they are properly kept during the day, (i.e. If they should be in a cooler, pack the cooler on the sled).

Each Patrol is asked to put together a SKIT plus a SONG or a CHEER for the Saturday evening campfire. These can be submitted Friday evening at the SPL meeting or at the latest when the Patrols come to Station 2 as there will be time to practice at that time. Make sure you have a couple of ideas so that we not have any duplicate skits, songs or cheers.

Items to bring for check-in or Leaders Meeting

- 3 copies of your Troop Roster (check-in)
- Patrols from your Troop entering Klondike with Patrol Name (check-in)
- Requested skit to perform at Saturday Evening Fire (Leaders Meeting)

The following will be Awards will be presented at our Campfire:

New* Tug of War Award** – 1st, 2nd, 3rd Places – based on heats among all of the Klan's and who comes out the strongest. This will replace the annual sled race.

Patrol Teamwork Award – 1st, 2nd, 3rd Places – based on total points accumulated from the day

Patrol Spirit Award – Decorate your sled, dress us as a Superhero, show Scout spirit. All of this will be part of the judging for this award – judged based on input from staff for the day.

Sled Equipment Required

All sleds must have the following equipment on their sled for the day. Points will be awarded towards the Patrol Teamwork Award for having all the items on board. Sleds will be inspected thoroughly at some time in the day

ALL SLEDS must have a **HELMET** packed on the sled. If a sled does not have a helmet, they will not be permitted to enter the sled race. The sled rider **MUST** wear a helmet, no exceptions.

The following equipment must be carried by each Scout team:

- Patrol cheer
- Patrol flag
- Patrol roster
- **HELMET**
- Time device (watch/phone) to track the rotation schedule
- GPS or phone with GPS enabled
- 1 tarp, size 8' x 12' or larger
- 2 6' poles
- Minimum 50' length of rope
- 1 big blanket or sleeping bag
- Plastic garbage bag
- 1 drinking cup per scout for hot chocolate
- 1 water bottle per scout
- 1 gallon of water
- Small pot for boiling water
- Boy Scout Handbook
- First Aid Kit
- Clipboard
- Pen/Pencil and paper
- Camp Stove (optional for lunch)
- Lunch
- 1 Mess Kit per scout (for lunch)

Stations:

Patrol Spirit Award-Sled/Patrol Decoration Contest – all patrols will participate in putting together the decoration for their sled and patrol. The sled that is decorated the best with the patrol dressed up the best in the Scottish theme will win this award. This station will be scored separately and given its own award.

1. **Gaga Ball** – What better way to have some fun than to play Gaga Ball.
2. **Escape Room** – It's important to see how smart your Scottish Klan is and able to get out of this tight situation. Scoring will be based on if you can solve the puzzles to get out of the room and how quick you do it.
3. **Rifle Shooting** –Let's see if there are any Scottish sharp shooters in your Klan. Points will be awarded based on the target scores of your top 5 scorers.
4. **Skits, Songs and Cheer** – Let's see how much fun your Scottish Klan has with coming up with for our evening campfire program. This time will allow all patrols to get their Skit ready for the campfire program plus add a song or cheer as well.
5. **Caber Toss** – What better fun for a Scot to have than take part in this traditional event. Scoring will be based on how well your Klan can toss the caber.
6. **Atlatl** – A little different weapon to learn how to use for the Scottish but how well can your Klan master the ability to throw an Atlatl as well as become accurate with it. Points will be awarded based on the ability to properly throw the Atlatl as well coming near the target score of your top 5 throwers.
7. **Tomahawk/Knife Throw** – Another weapons opportunity to see how well your Klan can perform. Scoring will be based on patrol members sticking their tomahawk in the target and where they score on the target.
8. **Maide-leisg** – What better way to test your Scottish strength than to go one on one with your other Scots. Scoring will be based on how strong your Klan is.
9. **Action Archery** – How better to test a Scots accuracy skill than shooting an arrow at a moving target. Scoring will be based on how accurate your Klan is.
10. **Haggis Toss** – Let's see how well your Klan can do in taking this traditional toss atop a platform. Scoring will be based on how well your Klan does with this activity.

In Lieu of the Sled Race – Having an old fashioned Scottish Tug of War amongst the Klans to see which one is the strongest. This will be scored separately and given a separate award.

NOTE – Changes could be made to the stations or times before the event, everyone will receive a final program that Friday evening during the Klondike.

Program Station Times

1. 9:15 – 9:45

2. 9:55 – 10:25

3. 10:35 – 11:05

4. 11:15 – 11:45

5. 11:55 – 12:25

Lunch 12:30 – 1:00

6. 1:05 – 1:35

7. 1:45 – 2:15

8. 2:25 – 2:55

9. 3:05 – 3:35

10. 3:45 – 4:15

Sled Race 4:15 – 4:45