

Chesapeake District Boy Scout Klondike Derby



January 12-14th 2018
Camp Safran-Broad Creek MSR

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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 clan while on the trail. Your Clan (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 Clan (Patrol) gathers. The Clans (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 Clan (Patrol).

Friday January 12

5 – 9 pm	Troop check in, Camp set up
9 pm	SPL & Leaders Meeting at RHQ

Saturday January 13

7 – 9 am	Breakfast
9:15 am	Opening at Flag Pole
	Clan (Patrol) Sled/Patrol Decoration Judging (Award)
9:30 – 12:40	Program Stations (Award)
12:40 – 1:10	Lunch
1:20 – 3:50	Program Stations
4:15 pm	Sled Race (Award)
5:00	Flag Lowering
7:30 pm	Camp Fire/Award Ceremony

Sunday January 14

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 will also be asked to put together a skit for the Saturday evening campfire. All skits must be submitted to the Troops SPL before the Leaders Meeting on Friday evening. The SPL will present a list of skits for the Patrols in their Troop to the Programs Chair to ensure that there are no duplicate skits.

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 Awards will be presented at our Campfire:

Sled Race Award – 1st, 2nd, 3rd Places – based on fastest times around the sled course

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 Zombie, 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 Zombie theme will win this award. This station will be scored separately and given its own award.

1. **Zombie Target (Archery)** – Bows and arrows are popular weapons for protection against Zombies. We can access your skill level on the archery range to prepare you against Zombies. Points will be awarded based on the archery score of your top 5 scorers.
2. **Zombie Whip It (Bull Whip)** – A Bull Whip could be your weapon of choice since it doesn't require the time to load. We'll test how good you are with the whip and if you can hit the target. Scoring will be based on clan members hitting and popping a balloon with the end of the bull whip.
3. **Moving Zombie (Sporting Arrows)** – The Clans continue their training with bows and arrows against Zombies but this time with a moving target since we know that Zombies won't just stand still for you. Participation points will be awarded as well as extra points for targets hit.
4. **Zombie Marksmanship (Rifle Shooting)** – Part of the Clans survival will depend on marksmanship in order to thin out the Zombie Hoards. Points will be awarded based on the target scores of your top 5 scorers.
5. **Zombie Escape (Climbing Wall)** – A skill every clan needs to know to escape Zombies is climbing. The Climbing Wall will give each member an opportunity to see how fast they can climb out of the way of danger. Scoring will be based on the average of the top 5 climbers. This will take up 2 Program Times to ensure everyone has time to climb.
6. **Tomahawk Throw** – To enhance your Zombie survival skills, each clan member needs to know how to accurately throw a Tomahawk. Scoring will be based on clan members sticking their Tomahawk and where on the target they hit.
7. **Knife Throwing** – Another skill to learn to help with your survival, you'll never know when a Zombie will be coming upon you and your clan. Scoring will be based on clan members sticking their knife in the target and where they score on the target.
8. **Zombie Fire** – The biggest survival skill needed to survive the Zombie Apocalypse is the ability to build a fire. Fire will be needed to for warmth as well as possibly for clean drinking water. This is a timed event to see how fast a team can build the fire and get your water boiling. Points will also be given for properly building and lighting the fire as well as having water boiled.

Sled Race – After a long day training for Zombie survival, let's see what team has the speed and energy left running from the Zombies to win the sled race. Riders in the sled **MUST** wear a **HELMET (NO EXCEPTIONS)**. This will be scored separately and given a separate award.

Program Station Times

1. 9:30 – 10:00

2. 10:10 – 10:40

3. 10:50 – 11:20

4. 11:30 – 12:00

5. 12:10 – 12:40

Lunch 12:45 – 1:25

6. 1:30 – 2:00

7. 2:10 – 2:40

8. 2:50 – 3:20

9. 3:30 – 4:00

Sled Race 4:15 – 4:45