

LENAPE TRAIL DISTRICT

2018 Klondike Derby Town Instructions



Dear Klondike Town Mayor,

Thank you for sponsoring a town at this year's Klondike Derby!

There is no special theme this year – just the traditional Klondike

gold rush – and plenty of fun! *This is updated on January 15, 2018 and the event is taking place on 2/03/18.*

YOUR ROLE AS MAYOR

As the Mayor, you are the head and host of your town. Please be visible and welcome each patrol as they arrive in your town. You will then check them in and assign them to one of your staffers to conduct the skill challenge for your town. Kindly recruit sufficient staff so that you can focus on managing the town. Ham it up as much as you like and encourage the boys to have fun too!

TOWN SETUP

Please have your town set up and ready for competition by 8:45 am on Saturday 2/03. We will offer continental breakfast and coffee at the HQ tent at 7:45 am and would ask you be with us at 8 am at the tent for quick briefing and distribution of score sheets for your town. Please make every effort to make this briefing to ensure all your questions are answered and we can efficiently conduct the check-in and score processing.

During set-up you may temporarily park in the paved lot on Cherry Lane opposite the lake prior for the purposes of set-up, but we ask that your staff park in the Safari Mini-Golf lot at the corner of Northfield Ave during the day (Do **NOT** park at McLoone's Restaurant). You may keep one vehicle in the HQ parking area.

You will notice that our Klondike venue, the Oakdale area of South Mountain Reservation, has been re-landscaped since 2016's event with new trees and fencing. Our competition area is therefore arranged somewhat differently so kindly adjust your town's configuration accordingly. Please also consider how patrols will access your town, and use caution tape or other items to ensure patrols are routed so as to not damage any saplings or fencing.

Please do your best to ensure that no patrol is in your town for more than 30 minutes. You should set up your town so that at least four (4) patrols can compete at the same time. This could be set up where you have three teams of judges who each monitor a patrol. If the skill you are testing can be broken into distinct parts, have two or three stations monitored by judges so that more than one patrol can be working to get through the town simultaneously. You might consider having a small skill game in reserve (not for judging) for patrols to pass the time in case your town gets occasionally backed up. As an overall reminder, the challenges should be attainable by 1st Class scouts, and might include things that were part of their rank advancement to 1st Class or a simple variation. Again, please send any patrol on its way after 30 minutes so that they can complete other towns.

If anyone in your town is a certified First Aider, RN or MD, please let the HQ know and give us their cell contacts just in case their skills are needed!

TOWN SCORE SHEETS

Each town will have several copies of a master score sheet showing space to record information for the estimated number of patrols competing. There are 4 copies of the master score sheets in the package that will be ready for you on Saturday morning. Use one sheet at a time as score sheets will be picked up periodically so we can get an early start on adding the final scores.

1. The patrol leader from each patrol will present you with their patrol *passport* when they come to your town.
2. Record the patrol name and troop number from the scorecard to your town's master score sheet next to the corresponding pre-printed patrol number on the master score sheet. The patrol number is indicated on the patrol passport. Put the numerical score on the master score sheet.
3. When the patrol is finished at your town, please indicate how you think the patrol performed your challenge on the scorecard. You will see check-offs for "great work," "nice job," or "please review" that the Mayor will complete so as to give the patrols feedback. You may give the patrol their score on their passport if requested, and sign the patrol's passport to indicate they came to your town.
4. *The paper score sheets maintained by the towns are the official score instruments.*

TOWN SCORING

You can award a maximum of 100 points. We recommend that you outline the skills you are testing and assign a score range for each skill. Each patrol should be scored against a pre-determined set of criteria and not upon how other patrols have performed. Thus, if you have a timed event, set an optimum time for awarding 100 points and then specific time frames and scores for those who take longer to complete the task. We ask you to score up to 50 points for patrol spirit and teamwork, and 50 points for the skills involved in the challenge, for a possible perfect score of 100. Scoring is not relative to the "best patrol today," simply on how each patrol completes the task, its teamwork, and patrol spirit.

You may, at your option, prepare a bonus question that patrols may answer or perform a small skill, and be awarded 10 bonus points.

The HQ scorekeepers will 'drop' the one (1) lowest score recorded by each patrol, but each patrol should strive to reach each town and do their best!

Make sure that all those helping with the judging are familiar with the scoring criteria so that scoring is consistent. It's acceptable for patrols to refer to their Scout handbook. It's ok to encourage a patrol to keep an eye on the time if they are working the problem for more than about 20 minutes, and then send them off after 30 minutes.

New for this year is a 'Best in Town' award determined by you and your townspeople! Kindly select a patrol that you saw that was exceptional - not necessarily technical skill, and not from your home troop – but was an exemplary patrol in all senses of the word. *We ask you to also have a "back-up" patrol(s) as we would prefer to make the Best in Town award to a patrol that is not otherwise one of the top three Panner or Prospector patrols.* We will have you make that award in the form of a certificate at the 4:00 pm ceremony.

COMPETITION TIMES

Participation at any town cannot begin until 9:00 AM.

Lunch period – we will not take a fixed lunch break so that patrols can set their own schedule.

All activity must end at 3:00 PM and the patrols scored on what they have accomplished at that point.

GENERAL INFORMATION

Each patrol will receive a passport and a camp map when they check in the morning of the Klondike. The passport is a card that will contain the assigned patrol number, the patrol's troop number and their patrol name (needed for your score sheets). The passport will list the Klondike town names in the competition. There will be a key on the Klondike map indicating where each Klondike town is located.

Patrols are assigned to visit a first town. The first town will be marked with a star punch out next to the town name. There are no extra points to be assigned for this task but if you have patrols showing up at your town at 9:00 AM who do not have a star punch next to your town name please make them wait until after those with the star are processed through your town. You may deduct up to five (5) points for those who show up at the wrong first town. I expect that if we have the regular number of patrols competing, you will have three (3) to five (5) patrols assigned to you for their first town.

We have suggested that the Scouts carry a non-breakable mug and a packet of hot chocolate or soup mix with them. To the extent possible, please have some cold or hot water available for them to drink.

Warming fires - To the extent that you need to have a warming fire at your town, in addition to following the BSA campfire guidelines, please cover the surface to protect the grassy area from charring. We have no real guidelines from the county on this so use whatever works best for you.

We will provide a large tent for the day that will be the headquarters location and also available for scouts and adults who need to warm up.

Runners will come around and collect the master score sheets during the course of the day so we can get a jump start on the scoring. If someone does not show up around 3:00 PM to pick up the last of the score sheets, please try to get them to the HQ tent as soon as possible. If you are running short of supplies please let the runners know and we will get a delivery to you. Please do not leave until the Closing Ceremony in case we need to confirm a score question with you.

The equipment list has been circulated earlier. **One addition change is the need for six poles for pioneering not four (the pioneering station may have extra poles, but if you can bring six).** If there is other equipment

needed to complete the skill, you will need to provide it or let me know what is needed and I will see what I can do to get it for you. It's acceptable for boys to use their Scout handbook, but keep an eye on the time and consider nudging them along after about 20 minutes so they don't bog down at any one town.

WEBELOS TRACK –

In order to promote interest in current Webelos to crossover to Boy Scout troops and continue their Scouting adventure, we will once again offer Webelos track of activities. The Webelos activities will take place "inside" the hours of the overall Klondike, that is, Webelos will start at 10am, visit some towns and try activities geared to their experience, and then wrap up about 1pm. Please prepare an age-appropriate activity for your town. Dens may observe, "try it," or take an age/rank specific challenge – at the town Mayor's discretion – based on the volume of Scout Patrols in your town at the time. Patrols have priority!

As an example, Troop 2 WO has prepared a map/compass activity based on the new Webelos Adventure activities, such First Responder, Castaway (fire building, shelter building) etc. Try-it's are very good for the co-operative challenges in certain towns. Examples of Webelos challenges in Fire, First Aid and Knots might include:

Knot Tying – Tell the use of the knot and then tie them – (All info in Webelos Manual) -

- a. All boys in patrol are assigned a number, and slips of paper with all four knots are put in a "hat"
- b. Boy #1 will pull a knot to tie from the "hat"
 - c. 4 points if boy #1 ties it
 - d. If not, 2 points if boy #2 ties it
 - e. If not, 1 point if boy #3 ties it
 - f. If not, no points for that knot
- c. Next boy in rotation (#2, #3 or #4) picks the next knot and the cycle continues
- d. Maximum 16 points for knot tying & 4 points for knowing the use
 - Square Knot
 - Two Half Hitch
 - Bowline
 - Sheet Bend

NOTE: There will be two sites doing knots for Webelos, High Mount and Dawson City, the stations will both cover the material above so Webelos only need to go to one of the two stations.

Fire Building -

- a. Know and explain the fire Tetrahedron – **(Info available on the internet)** – 4 points
 - i. Oxygen
 - ii. Fuel
 - iii. Heat
 - iv. Chain Reaction
- b. Know and define the three types of materials that make up Fuel - **(All info in Webelos Manual & BS Manual)**– 6 points
 - i. Tinder
 - ii. Kindling

iii. Fuel

c. Build a fire lay – can use box, tee-pee or other - we will supply the materials - (All info in Webelos Book & BS Manual) – 10 points

- We may light the fire lay depending on conditions and time

First Aid – (All info in Webelos Book) -

a. Demonstrate the Heimlich Maneuver and tell when it is used – 5 points

b. Show how to treat for shock – 5 points

c. Show what to do for these “hurry cases”

i. Serious bleeding – 5 points

ii. Stopped breathing – 5 points

Referring to the map file attached, please note your proposed locations:

Sponsor	Town #	Town name	Event	Leader	Contact email
Tr 2 Verona	1	Ft. Sparks	Fire building	Rich Sinton	rsinton@comcast.net
Tr 12 Liv	2	Thunder Bay	Land measurement	Rich Waxman	twohandsomeguys@gmail.com
Tr 60 SOMA	3	High Mount	Lashings	Jeff Bryant Jeff Goldsmith	jlbryant_aia@hotmail.com jgoldsmithbsa@gmail.com
2 W. Orange	4	Destruction Bay	Map & Compass	Tim Brennan Vince Gonnella	Timb07052@yahoo.com ruvag87@gmail.com
350 Belleville, 506 Newark	5	Yellow Knife	First Aid	Hilson Cuevas, John Taylor	justonehilson@aol.com
17 Short Hls	6	Old Crow	Kim's Game	Brendan Middleton	Brendan@brendanmiddleton.com
Tr 65 CG/Tr 6 W. Orange	7	Ross River	Scout Lore/Nature	Dave Baratta, Raul Arrazcaeta	Dbscouting65@gmail.com raul.arrazcaeta@mac.com
Tr 5 Mplwd	8	Whitehorse	Co-op Games	Roger Brauchli	Brocktroop5@aol.com
8 E. Orange	9	Dawson City	Knots	Glen Brown Larry Jenkins	Glennbrown125@gmail.com Lawrence.Johnson@fda.hhs.gov
Tr 16 Liv	10	Duck City	Tomahawk toss	Jon Anderson	jon_anderson@verizon.net
	HQ/A	Skagway	Mounties-Check in	Staff- Will Gonzalez	wilgee@msn.com
District Webelos	A	HQ	Webelos meeting place	Martin Vreeland	mv.bsa22@gmail.com

Many thanks for your support in making this the best Klondike ever!

William Gonzalez
Klondike Governor
wilgee@msn.com

Jerry Murnane
Chief Assayer (scorekeeper, that is)

Martin Vreeland
Klondike Lt. Governor
mv.bsa22@gmail.com

Peter Kirk
Senior Provincial District Executive
peter.kirk@scouting.org

2018 Lenape Trail District Klondike Derby Town Map

