



**Des Plaines Valley Council
Voyageur Trace District
KLONDIKE DERBY
February 12, 2011
Bemis Woods South,
Western Springs**

TIME: 8:00AM TO 8:45AM - Registration & Patrol check in at the Pavilion
8:45AM TO 3:30PM - Patrol Competition

COST: 1 CAN OF (NON-CREAM) SOUP PER PERSON
\$6.50 PER PERSON BOTH SCOUTS AND ADULTS

PROGRAM: This year's Klondike Derby will feature Scout skills as well as games and contests. Each patrol should be ready for FUN AND CHALLENGES. Adult Leaders are asked to Help where needed.

QUESTIONS: Event Chair - Joe Ficner e-mail: smtroop32@aol.com, phone: 708-484-5020.

Registration Deadline: Feb. 4th, 2011 - Every Unit Needs to Pre-Register

Please submit bottom portion along with the registration form and payment to the Des Plaines Valley Council, 811 Hillgrove Avenue, LaGrange, 60526. When paying by American Express/Discover/MasterCard/Visa, Fax to 708-354-3615 attn. Mary.

PLEASE PRINT

TROOP # _____ UNIT LEADER NAME _____

ADDRESS _____ CITY _____ ZIP _____

E-MAIL ADDRESS: _____

TOTAL SCOUTS _____ @ \$6.50/SCOUT= _____

TOTAL ADULTS _____ @ \$6.50/ADULT= _____

TOTAL DUE DPVC= _____

CIRCLE TYPE OF CARD: American Express/VISA/MATERCARD/DISCOVER

CARD NUMBER# _____ - _____ - _____ EXPIRATION DATE _____

CARD HOLDER ADDRESS:
_____ CITY _____ ZIP _____

SIGNATURE: _____

Voyageur Trace District KLONDIKE DERBY
Saturday, February 12, 2011

LEADER IN CHARGE:	PHONE:
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SENIOR PATROL LEADER:	COST \$6.50 ADULTS & SCOUTS
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#	Scout/Adult Name	Age	Rank	Patrol	Unit #	Fee Paid
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Return form and fee by February 4, 2011 to the
 Council Service Center

Total fees this page

\$

THEME: Just before the turn of the century, men raced by means of dogs and sleds across the frozen wastes of Alaska in search of gold. They camped in all kinds of winter weather. They had to be prepared with adequate survival knowledge. Scouting has capitalized on this theme and has developed the Klondike Derby as an activity for Boy Scouts. Traditionally, the purpose has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. But, Scouts also enjoy games, so this year's Klondike features games and challenges as well...

TOWN EVENTS: Saturday events will be hosted by the **Town Mayors** and feature Scouting skills. Maps will show patrols the way from town to town for each series of events. Each town will have at least one major scoring event as well as other skill events and fun activities.

SLEDS: Troops must be alerted, patrols have to be prepared!! Klondike style sleds or sledges must be built or put back in shape (don't forget to wax the runners). If a patrol does not have a sled, use the attached plans to build one. Toboggans and store bought sleds will not be allowed to participate. Also, sleds must have runners. ***Wheels are not allowed.*** Sleds should weigh a minimum of 50 pounds, (including all troop and personal gear carried on sled.) Incidentally, don't let the idea of sleds scare you. It is not essential to have snow for this event -- many of our best derbies have been held without snow. All town games will run whether or not there is snow.

Each Patrol follows a course outlined on a map given at registration. The map guides the team over a field course to simulated "towns". Scout games will be encountered at each town. Some problems will involve skill while others will be speed orientated. Scores will be earned at each station, and kept by the Town Mayor. At the end of the tour, points will be awarded to each Patrol team who participated in an event. Additional points will be awarded to the highest or best scores at each event.

LUNCH: Each person is to bring a sack lunch and a can of non-cream base soup. Soup will be cooked in the Klondike Kettle. Each team can return to the soup area at the Soupy Smith's Saloon for lunch before going on to another town. Patrols may also bring their own lunch materials and equipment and use a town fire or a fire ring at a camp site to prepare their own hot meal.

THE RACE: In the afternoon, we will once again conduct the ultimate Klondike event: The Voyageur Trace Ditterod. Please inform your patrol leaders and patrols of the race rules:

- All sleds will be checked at Soupy Smith's Saloon site for correct minimum weight and specifications. The Patrol's Sled Passport ID card will then be marked for approval in the race. **NO SLED WILL BE ALLOWED TO ENTER THE RACE WITHOUT THE NECESSARY STAMP ON THEIR SLED PASSPORT!!**
- The progress of each patrol will be monitored during the race. **ALL MEMBERS OF EACH PATROL MUST REACH EACH CHECK POINT BEFORE THEY WILL BE ALLOWED TO PROCEED PAST THAT CHECK POINT.**

EVENT GUIDELINES

PREPARE NOW!

Every Boy Scout will want to be in on the Derby. Look over the enclosed plan, talk it up and get the patrols **working now!!**

CLOTHING:

One of the most important requirements is knowing how to keep warm and dry. Everyone must know what to wear. Winter weather is very changeable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard (or even a rainstorm!). Your best piece of cold weather clothing is your mind! Dress to be dry, don't do any activity fast enough to sweat, remove layers or add layers to accomplish this. Cold weather camping requires adequate clothing and waterproof boots to protect the camper and yet be versatile enough to prevent sweating during activity and to keep warm during idle periods. Layered clothing meets this requirement. Beneath pants and shirts a second layer of inner clothing will be required for your boy's personal safety and comfort. Warming areas will be provided along the trek.

Each boy must be inspected by his unit leader before he takes off on the trail. If any boy is not adequately dressed, he will not be allowed on the trail. An adult leader will be required to remain with any Scout not allowed on the trail. This ruling will be rigidly enforced. Please save the hard feelings and see that your Troop is prepared.

INSPECTION

- Clothing
 - Proper and warm for existing conditions. Avoid cotton jeans.
 - Wear the Scout uniform, it is a rugged piece of equipment.
 - Supplement it with additional layers of clothing.

- Footwear
 - Proper for existing conditions, No tennis or gym shoes, etc.

 - Wear wool socks over a pair of synthetic ones.

 - Do not wear low cut shoes unless covered by a pair of galoshes or boots.

- Headgear
 - Cover head and ears (scarves recommended)

 - Wear a head protector which has ear covering.

 - An added scarf will protect the face from the cold and biting wind.

- Gloves or Mittens
 - Protect a vulnerable part of the body.

 - Hands should be protected with wool mittens covered with a water repellent shell. Gloves may be worn, but are not as warm as mittens.

- Sled
 - Contains a COMPLETE extra set of warm dry clothes and socks (wrapped in a water proof covering) for EACH patrol member to change into if necessary.

NATURAL PATROLS:

This year's event will again stress the natural patrol. Let the patrol succeed or fail on the strength of its members. However, if absolutely necessary and if you do not have enough Scouts for a full patrol, your Scouts may elect to combine two patrols to make one Klondike Derby Patrol in order to take part in this year's Derby. Artificial "Super" patrols are not fair.

FIRST AID STATION

The first aid station will be located at Soupy Smith's (Klondike headquarters).

WEATHER

Traditionally, the purpose of the Klondike Derbies over the years has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Therefore, unless weather reaches dangerous conditions -- the DERBY WILL GO ON! (This will be determined at the site)

REQUIRED

Back pack (s) for all equipment

PATROL

Klondike style sled (patrol made, if possible)

EQUIPMENT:

Flint & Steel

Tinder and Kindling (you will not be able to acquire this on site!)

Patrol Flag

Staves - 4 per Patrol

6 ft. rope per Scout

One 25 ft. rope per sled

First Aid Kit and Splints

Blanket - 2 per group

Scout Handbook

Clip Board

Pencil and Paper

Compass

Complete change of clothes on sled in waterproof wrap for each patrol member.

FOOD LIST

One can of soup per boy (turn in at registration)

PER PATROL:

Lunch for Saturday Noon meal

PERSONAL:

Drinking Cup

Scout Handbook

Adequate layers of clothing

Adequate footgear (No low cut athletic shoes)

Headgear which covers the ears

Wool Scarf for face and neck OR Stocking Cap with face cover

Lined mittens (extra gloves)

Rain Gear AND Boots

KLONDIKE SLEDGE PLAN

Paint your sledge bright colors — varnish the bottom of the runners — then wax before use. The Eskimos iced their runners. Accessories may be added — a canvas show curtain as a snow guard front and sides will keep equipment dry. Use screws in place of nails; drill first to avoid splitting!!!

BILL OF MATERIAL

- 2 pcs. 4" x ½" x 6'6"
- Runner
- 4 pcs. 1⁵/₈" x 18"
- Cross Support
- 4 pcs. ½" x 4 x 5'
- Floor Cover
- 8 pcs. 1" x 2" x 6'
- Upright Support
- 2 pcs. 1" x 2" x 40"
- Rear Upright
- 2 pcs. 1" x 2" x 38"
- 2nd Rear Upright
- 2 pcs. 1" x 2" x 26"
- 2nd Front Upright
- 2 pcs. 1" x 2" x 12"
- Front Support
- 2 pcs. ½" x 2" x 6'
- Hand Rail
- 1 pc. ½" x 2" x 30"
- Front Curved Guard
- 1 pc. 2" x 2" x 18"
- Tow Bar
- 1 pc. 1" x 3" x 30"
- Pushing Handle

