

The Great Alaska Klondike Derby

GREAT ALASKA COUNCIL

BOY SCOUTS OF AMERICA

When: February 7-9, 2020

Location: Camp Gorsuch. From Anchorage: Take the Glenn Highway approximately 23 miles to the Mirror Lake exit. Turn left at the stop sign. Drive 4/10 of a mile and turn right onto the dirt road at the Rasmuson Scout Reservation sign. On the dirt road, drive 3/10 of a mile, turn right at the fork, and follow the road to the end (about half mile) to reach Camp Gorsuch.

Cost: Ten dollars per Scout. (\$15 after January 28, 2020). \$3 for adults.

Contact Information: Ben Fish fishfamily1@juno.com or 907-952-5090

SCHEDULE

Friday: February 7, 2020

6:00 PM to 9:00 PM – Registration and Check-in.

9:00 PM – Scoutmaster/SPL Meeting and Pot Luck Cracker Barrel

11:00 PM – Taps/Lights Out

Saturday: February 8, 2020

7:00 AM Reveille

8:30 AM Flag Raising

9:00 AM Race Begins

2:30 PM Weight pull

5:00-6:15 Cast Iron Chef Competition

5:15 PM Quinzhee Judging

5:00-7:00 Dinner & Clean up

7:15-8:30 Campfire and Awards Ceremony

9:00-12:30 Hearts tournament

11:00 Taps/Lights Out (except for Hearts finalists)

Sunday:

February 9, 2020

9:00-11:00 AM: Check Out

GREAT ALASKA KLONDIKE DERBY

Welcome to the Great Alaska Klondike Derby. This will be a timed test of your outdoor skills, teamwork and leadership skills. This event is sponsored by the Great Alaska Council of the Boy Scouts of America.

Teams must provide their own dog sleds. Each team must have one rider. The rider must ride the sled and have his hands on the back of sled at all times the sled is in motion. The number of "dogs" (people) pulling is at the discretion of the team. No dogs may be added during the race. Teams will leave at two minute intervals (intervals may change depending upon the number of teams). The team with the fastest time including bonus and penalty points shall be champion.

Each team must provide their own sled for the event. There is bonus time for making your own sled (or using a sled that your troop has previously made). In addition, each team should read the details of each event in order to determine what supplies are necessary to complete each event and carry the supplies on their sled. Unless otherwise specified, the judges will not provide supplies at any of the stations.

There will be two classes in this year's race: The under 15 class for Scouts age 11-14 and the unlimited class.

This is a great opportunity to improve your Scout skills. So PRACTICE, PRACTICE, PRACTICE.

OTHER EVENTS

Quinzhee construction: A quinzhee is a shelter made by hollowing out a pile of settled [snow](#). This is in contrast to an [igloo](#), which is made from blocks of hard snow. Scouts may pile their snow in Scott's Field the week before (put a sign on it) and can work on it during their time Friday night and Saturday. Quinzhees will be judged on inside space, durability and special features (benches, shelves, artwork). Since snow conditions are unpredictable, troops may bring their own snow but may not begin digging until Friday night. Quinzhees must be made of snow only...no supporting posts or planks. Quinzhees must be caved in before leaving on Sunday.

Weight Pull: We will have several hundred pounds of baggage which must be carried on a sled over a short course. Which **two Scout** team can pull it in the shortest time?

Cast Iron Chef Competition: Contestants compete in a 75 minute cooking competition based on a secret ingredient or ingredients in combination with other ingredients at their campsite.

Hearts Tournament: We will have a multi-round Hearts tournament with a trophy for the best Hearts player in the Council. Contestants will play an abbreviated 75 minute game (or to 100 points). After 75 minutes, winners of the first round games will play in the second round games for another 75 minutes with successive rounds until we have one winner. Bring your decks of cards. (P.S. this is not an excuse for Scouts to hang in the dining hall all night; after each round, those eliminated will leave the dining hall and join their troops in their campsites.)

KLONDIKE DERBY

#1 Teams will leave at two minute intervals (intervals may change depending upon the number of teams).

#2 At the start, the team must provide one can of soup for each Scout (no cream soups).

#3 Each team must stay together and complete one station at a time; you cannot send the sled ahead while some stay behind to complete a station.

#4 Each team must carry three pieces of firewood to the lake. We will have a warming fire there.

Ptarmigan Hunt

Using a slingshot, the first team member will slingshot edible ammunition (dog food, Skittles, M&M's) at pie pans. After five shots, the Scout will pass the slingshot to the next team member and then to the next. Continue until the team has scored 10 hits. (**Equipment List:** slingshot, ammunition, eye protection) Hint: practice with different types of ammunition; shape and weight of the pellet determines how well it will fly.

Firebuilding

Using materials from your sled and a magnesium spark striker, your team will start a fire. Pour pancake batter into a frying pan, cook it over the fire and flip the pancake without using any utensils. If the flipped pancake lands outside of the frying pan, you must pour more batter and start a new pancake. Finish cooking the pancake and present it to the judge for approval. Your patrol leader must then eat the pancake. The pancake must be at least four inches in diameter. (**Equipment List:** magnesium spark striker, tinder, untreated firewood, frying pan, oil, pancake batter, burn barrel) **Ten minute bonus if you start your fire with either a bow and drill or traditional flint and steel.**

FLASH FLOOD

A glacier up the valley has burst and a flash flood is coming. You must secure your sled at least three feet off the ground for a period of at least three minutes. ((**Equipment List: ropes, pulleys, carabiners, poles**))

Map Symbols

Correctly identify the map symbols. You will be given a list of map symbols and one minute to identify as many as possible without referring to your resources. Most of the symbols will be from the Scout book. In order to expand the Scouts' horizons, we may use some symbols from:

<http://pubs.usgs.gov/gip/TopographicMapSymbols/topomapsymbols.pdf>

Bonus for those that score well.

Ice Augering and Fishing

Drill a hole through the ice and then spend ten minutes fishing. After ten minutes you may proceed to the next station. If you catch a fish (over 6 inches) in less than ten minutes you may proceed to the next station. If your patrol catches a fish (over 6 inches) bring a picture of it to the finish line for bonus points. Manual ice augers only. (**Equipment List:** manual ice auger, fishing gear, camera or plastic bag for fish)

Snow Shoe Relay

Complete a five person relay over a designated course. (**Equipment list:** snowshoes)

Compass Skills

Upon arriving at the station, the patrol will be given compass problems to solve. Different Scouts must complete each problem correctly. Scouts must solve the problems consecutively. (**Equipment list:** compass)

Obstacle

Your patrol will be required to negotiate your sled up and/or down a steep slope using ropes, carabiners, and pulleys provided by your patrol.

(**Equipment List: ropes, pulleys, carabiners**)

Claim Marking

The patrol will lash together three poles to construct a 12 foot flagpole that will be supported by guy wires (rope) for at least 30 seconds. After the pole has been created, attach your patrol flag and raise the pole. You will then create 3-4 guy wires/ropes to brace the pole. One taut line hitch must be tied on each wire to adjust the rope. (**Equipment List:** 3 5-6 foot staves, rope and anchors, patrol flag, anchors.)

Mandatory Layover

There will be a mandatory 40 minute layover. Judges will have hot coals prepared. Each patrol must bring cornbread mix and make cornbread. Soup will also be available. (**Equipment Needed:** dutch oven, cooking utensils, cups for soup, 17 ounces or more of cornbread mix in the original box, other cornbread ingredients).

Ravine Crossing

Your patrol must get the sled over a creek without getting the sled wet. (**Equipment List:** Ropes, poles, boards)

GOLD

Your patrol will need to collect 10 gold nuggets from the gold fields. You may **need some tools** to dig through the frozen sand **and water** to rinse off the sand. The assay office only accepts clean gold.

SIGNALING

Your patrol will be divided into two groups. The first group will be given a message that it must successfully transmit to the other group via semaphore. (**Equipment List:** note pads and pencils)

Malfunction Junction

Anything that can go wrong will. Carry a first aid kit and make sure that your gear is tied onto your sled. (**Equipment List:** first aid kit.)

Scoring

The team with the best time will win. Bonus times may be earned in order to lessen your time.

Medical Forms: One Minute

Preregistration by January 28, 2020: Two minutes

Campfire: One Minute for having a skit or song for the Saturday campfire.

Provide a Judge: 30 second bonus per judge (maximum two judges)

Make your own sled: Three minute bonus. You may use a sled built for a previous Klondike Derby.

Start your fire with either a bow and drill or flint and steel: Ten minute bonus

Catch a Fish: Five minute bonus.

2020 Klondike Derby Patrol Roster
Please have one roster for each sled.

Choose One

- Under 15 class for Scouts age 11-14
- Small team with four (or less) dogs and one rider)

PATROL NAME _____ TROOP _____

MEMBER NAME _____

BONUS POINTS...Please check the items that apply to your patrol

Medical Forms: One minute.

Preregistration by January 28, 2020: Two minutes

Campfire: One minute for having a skit or song for the Saturday campfire.

Provide a Judge: 30 second bonus per judge (maximum two judges)

Make your sled: Three minutes You may use a sled from a previous Derby.

Item	Label	Quantity	Dimensions
Runners	A	2	1" x 4" x 6'2"
Uprights	B1	2	1" x 4" x 3'6"
	B2	2	1" x 4" x 2'8"
	B3	2	1" x 4" x 1'9"
	B4	2	1" x 4" x 10"
Upright Supports	C	8	2" x 4" x 4"
Cross Supports	D	6	1" x 4" x 1'5"
Floor Strips	E	4	1" x 4" x 6'
Hand Rails	F	2	1" x 2" x 7'
Front Supports	G	2	1" x 4" x 6"

Other Web Sites with sled plans are listed below

<http://www.scouters.us/sled.php#anchorTOP>

http://scoutdocs.ca/Klondike/Klondike_sled_plans.php

<http://www.inquiry.net/outdoor/winter/gear/sleds/>

<http://media.scouting.org/boyslife/workshop/sledplans.pdf>

<http://boyslife.org/outdoors/outdoorarticles/2638/plan-and-run-a-klondike-derby/>

<http://www.scouters.us/sled.php#anchorTOP>