

# Mad River District Klondike Derby – Camp Mattatuck

Saturday, February 26, 2011

To: ALL PATROL LEADERS OF MAD RIVER DISTRICT

Over a century ago, determined men traveled to the Alaskan Wilderness to find a treasure...GOLD!!

Your patrol now has the same opportunity at the upcoming Mad River District Klondike Derby!!

Fix up your sled, polish the runners, and hone your Scout Skills to a fine edge, for the Klondike Derby is the greatest challenge your patrol will face!

## Section 1 - Be Prepared

Equipment: The following equipment is required:

Sled on runners or wheels	Flint and Steel
Patrol Flag on pole	Firewood (kindling size, with natural tinder)
Eight (8) 10 ft ropes	Cook Pot
Three (3) 6 ft poles	Lunch Ingredients (see Section 2 - Cooktowns)
Compass	2 Qts water per Patrol Member
Three (3) Triangular Bandages	Ziplock bag or plastic sleeve for paperwork
Blanket	Pen/Pencil
One (1) 3 ft x 6 ft plastic sheet	First Aid Kit
Matches	Nugget Pouch
Hot Cup for Each Scout	

## Section 2 - The Challenge:

Klondike Wilderness	<b>Governor:</b>	Railroad "Silent Bob" Thatcher
	<b>Chief Elf:</b>	"S. Claus" J P Begina

### Towns

### Challenge

Firetown  
Sawing  
- First Aid Made Easy  
"Gimme Shelter"  
Those Darn Knots!  
Throwing Stuff  
Sled Race  
Don't Get Lost – Map & Compass  
Flipping out on Pancakes

Cooktown #1

Cooktown #2

Cooktown #3

**Klondike HQ**

**Town Buildings**

Registration - 49er's Cabin

Start/Finish Line – Pine Grove

Dining Hall

**A Note about Cooktowns:**

You can stop at any cooktown between 11 am to 1 PM but you must be out by 3 pm. You must spend at least 1 hour in your cooktown. You are advised to bring kindling wood and tinder. Your meal must include meat or poultry, vegetable, and hot drink or soup. All food must be cooked on the premises. No hot dogs, or other pre-cooked meat allowed.

Every Patrol will be judged as follows:

- A. Menu Choices, Food properly cooked: 1-5 points
- B. Clean up: 1-3 points
- C. Low Impact – leave no trace practices: 1-2 points

**Mounties, Mountain Men and Sled Dog Teams**

There will be Mounties and Mountain Men roaming the Wilderness. You may be challenged to answer Scouting related questions - BE PREPARED. Sled Dog Teams will also be traveling the trails. Be on the lookout for them.

**Section 3 - Procedures**

Patrol Registration at Juneau (49er Cabin) will open at 7:15 am, on a first come, first serve basis. Your Scoutmaster will give you a time to assemble your patrol at Camp Mattatuck. *Please Carpool to Camp.* Once assembled, patrol leaders will register at Juneau, which is visible from the parking lot. Registration cost is \$7.00 per Scout, and \$7.00 per Adult Scouter. Cash, Check, or Real Gold is accepted. Here you will receive a map, receive your patrol itinerary, and be assigned a starting time. The first wave will start at 8 am. Towns must be open and operational by 8 am.

Your sled and your Scouts will be inspected before being sent out on the trail. The sled must contain the equipment listed above in section 1, plus any other gear you think is needed. Your patrol will be scored on this inspection – 1-10 points.

**Scouts must dress for the weather - UNDER NO CIRCUMSTANCES WILL ANY SCOUT BE ALLOWED ON THE COURSE WEARING SNEAKERS.** Appropriate winter gear must be worn, including boots, hats and gloves/mittens.

IN THE EVENT THERE IS NOT ENOUGH SNOW GROUND COVER TO RUN SLEDS, OR YOUR SLED DOES NOT HAVE WHEELS, EACH PATROL MAY DECIDE TO BACKPACK THEIR GEAR AROUND THE WILDERNESS COURSE. HOWEVER, PATROLS MUST STILL PRESENT THEIR SLEDS FOR INSPECTION PRIOR TO STARTING THE COURSE.

You will visit the towns in the order they are listed on your itinerary. You will receive 10 bonus points for going to the correct town first.

This is a timed event; however, your primary concern should be the quality of your work. The time starts when you arrive at the first town on your itinerary, and stops when you leave the last town on your itinerary. You may travel in any direction to go to your next town.

Stay off the lake unless officials tell you it is safe. Any patrol that ignores this warning will be disqualified (or much worse)!!

If you are staying in a cabin for the weekend the cabin is off limits while the competition is underway.

You will receive up to 10 points (Gold Nuggets) at each town according to the quality of your work and your spirit and teamwork.

Total Score = total points x 10, minus number of minutes on the trail.

Upon finishing the route, each patrol is to report to Juneau to turn in its paperwork and nuggets. Your sled should stay at the top of the hill, near the parking lot, and your patrol is invited to entertainment and refreshments at the Ulcer Gulch Saloon.

Report any injuries to the closest town. The Town Mayor will then take over and decide on a course of action. First Aid is available at Juneau (49ers Cabin), and Ulcer Gulch (Dining Hall).

All towns will close at 3 pm. If your patrol is already in a town and checked in, you may finish the challenge and receive your score.

All visitors must register with the Juneau Savings Bank before going out on the trails.

Hot Cocoa and snacks will be available at Ulcer Gulch after 1 pm. **Scouts need to bring their hot cups with them for Hot Cocoa.**

All Patrols will gather at Mess Hall no later than 3:45 for the Awards Ceremonies

Awards will be presented as follows:

Standard Patrol: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place

Senior Patrol: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

Red Lantern Award for Scout Spirit – one patrol will be selected by the mayors for the Red Lantern Award, symbolizing the best in Spirit and Teamwork. The Red Lantern is returned the next year, so it can be presented to another patrol.

Best Sled (Craftsmanship, Style and Creativity)- One Trophy presented to Best Overall Sled.

**The Program will conclude and Patrols dismissed No Later than 4:30 PM.**

**THERE IS A MAXIMUM OF 8 PATROL MEMBERS PER PATROL ALLOWED.**

### **Summary of Patrol Instructions**

1. Patrol Leader registers Patrol (49er's Cabin) starting at 7:15 am – Receive Starting Time, Map, Itinerary, and these summary instructions
2. Patrol has sled / gear/clothing inspected – PROPER FOOTWARE, NO SNEAKERS. Proceed to Whitehorse -Starting Line
3. Towns are to be visited in the order of your itinerary. You will get 10 bonus points for going to the correct town first.
4. Patrol Leader to check in with the Mayor of each town, and complete the task required.
5. Cooktowns: Patrol can report to any of the three cooktowns from 11 am – 2 pm, must spend 1 hour minimum in cook town, and must be out by 3 pm.
6. Patrols must report back to Juneau Bank when course is finished to complete the event.
7. **Report any injuries to the closest town.** The Town Mayor will then take over and decide on a proper course of action. First Aid is available at Juneau (49ers Cabin), and Ulcer Gulch (Dining Hall).
8. Stay off the lake unless officials tell you it is safe. Any patrol that ignores this warning will be disqualified (or much worse)!!
9. **Snowball throwing is prohibited, especially around and near (Dining Hall)**
10. All Patrols will gather at 3:45 for the Awards Ceremonies.
11. **The Program will conclude and Patrols dismissed by 4:30 PM.**

### **Mayors' Instructions**

1. Towns are to be operational no later than 8 am. Use of Vehicles is restricted – none are to be on any camp road during Klondike operations, with the exception of access to Ulcer Gulch Dining Hall.
2. Mayors are to check in each patrol, by leader. Issue instructions for task to be completed, and judge task effort. Mayor awards up to 10 nuggets based on teamwork, leadership, Scout Spirit, and time. Patrols will receive 10 bonus points for going to the correct town first.

3. Scouts only are to be working on tasks. Leaders, Parents, other visitors, etc. are not to be helping Scouts.
4. Mayors should plan on having sufficient equipment and resources to handle 3 to 4 patrols minimum at the same time.
5. Keep patrols moving. If a backup develops at your town, send patrols on to their next towns, with instructions to come back later to your town.
6. Inspect for the well being of each Scout. If a Scout is cold, send them to Ulcer Gulch Dining Hall to warm up. If any Scout is Injured, First Aid is available at Juneau (49ers Cabin), and Ulcer Gulch (Dining Hall).
7. **Red Lantern Award:** Mayors are to be observant and look for a Patrol that, in your opinion, stands out and best exemplifies the Ideals of Scouting in the areas of Leadership, Teamwork, and Scout Spirit. You are to recommend that Patrol for consideration of the Red Lantern Award by the Klondike Committee. We will be asking for your input throughout the day.
8. To Contact one of the Klondike Chairs, cell phones located on front page of this packet.
9. Ground fires – please do not have ground fires on any of the camp trails or roads. They should be located in established fire rings, off trails. All fire safety rules need to be followed.
10. Leave no trace – all evidence that you were here must be taken out with you
  - a. Fires put out and dispersed
  - b. Take out any wood you brought in
  - c. All trash, and all equipment you brought in for your town is to be taken out with you.
11. Towns will close promptly at 3 pm. Runners will pick up score sheets during the day, and at 3 pm. If a patrol has signed in before 3 pm, let them finish task.
12. Report to Ulcer Gulch at 3:45 for awards ceremony.
13. **The Program will conclude and Patrols dismissed by 4:30 PM.**