

2020 Massabesic Klondike Derby

Rules, Instructions, and Information

*(Patrol Leaders, Unit Leaders and station staff should read and know before the event.
Be aware changes have been made since last year.)*

The Klondike Derby is a test of scout skills and of the patrol method. If your troop routinely practices traditional scout skills and is “scout-led”, you’ll find nothing unfamiliar with what is expected of you to score well. No matter your score, your participation in this event will help make you a better troop and will strengthen the bonds that make good patrols. Ideally, scouts will learn their strengths and weaknesses and have a fun weekend. We are very proud of all our participants.

CHANGE FROM PREVIOUS YEARS:

Senior patrols have been eliminated in favor of a rank handicapping system. In previous years, patrols of higher ranking scouts were segregated into a “senior” division. However, they still completed the same challenges as “regular” patrols at all stations, and typically only a very small number of patrols were identified as a senior patrol. This year all patrols will be handicapped based on the ranks of patrol members, which will level the playing field for all patrols. Details of the handicapping system are described in the scoring section below. Patrols should be “natural” patrols as much as possible; if natural patrols need to be merged to crew a Klondike sled, efforts should be made to average out ranks as much as possible. Troops must submit a patrol roster including each scout’s rank at registration, at which time the patrol’s handicap will be determined.

No roster changes are allowed after the event starts

Any units with special needs scouts should notify Klondike staff in advance so appropriate accommodations can be made.

PATROL SIZE LIMITS:

No fewer than 4 scouts and no more than 8 scouts per sled for any station. If circumstances dictate that scouts may be otherwise left out of the competition, you may then have up to 11 scouts per sled. In all cases only 8 may work on a station problem. The remaining scout(s) must wait away from the station challenge area, but are allowed to observe provided they do not give away answers. Any indication of help from the non-participating scouts could result in no points being awarded. The patrol leader of an “oversized” patrol (over 8 members) must submit a duty roster for rotation of members to participate as equally as is possible in all stations. Only the patrol leader is exempt from rotating out of any stations. A copy of this duty roster must be submitted by the unit leader along with the signed roster at check-in. The patrol leader must have another copy

of this duty roster with him for the competition, and be prepared to show station staff upon request.

NEW CROSSOVERS:

In the event a unit has new crossovers who wish to participate the following guidelines will apply:

- New Scouts may participate and not camp if the SPL and/or the SM feel the Scout is not ready for winter camping. In the event the Scout does not camp Friday night he will not be counted towards the patrol size for Friday night Winter Camping scoring. New Scouts who will not be camping should have a rank designation of "NS" noted on the patrol roster.
- New Scouts should be included in the rotation if patrol sizes are greater than 8. Make it fun for the Scout so they return.

SCOUTS BSA:

As of Feb. 1st 2019, Scouts BSA has officially launched. Patrols from a Scouts BSA Girl Troop are welcome to participate in Klondike Derby. All patrols must be single gender, per BSA National policies.

ADULT INVOLVEMENT:

This event is staffed by adult volunteers from units throughout the district. Each participating unit is asked to contribute toward the effort in offering the best event possible. Many units have committed many hours of time and effort toward developing station challenges. We therefore expect that any adults attending, whether your unit has committed to running a station or not, are prepared to help score at any stations which may be understaffed, or otherwise help event staff.

No adults (18+ years old) are allowed to follow patrols on the course, nor will they discuss Klondike problems or coach patrols in any way. They must travel in a clockwise direction (against the flow of competition). They are encouraged to offer moral support, promote enthusiasm, and take photos as desired. Any extended contact between them and their patrols must take place at a complete stop of the entire patrol. Any patrol found in violation of this rule will lose points. Any exceptions to this rule, on medical, emergency, or special needs grounds only, must be cleared with the event staff beforehand. Any such adults will be given a pass, which they must present to any event or station staff upon request. They still must not coach nor discuss Klondike problems. Any patrol found in violation will lose 5 points per occurrence, which means that it can happen multiple times during the day. Event staff and station staff are empowered to make any such deductions.

SLED DESIGN:

The Klondike Derby sled must be home-made and of a design similar to a dog sled. All patrols must have a sled to compete. It should be approximately 6 ft. long and should be able to hold all patrol equipment and lunch items listed on the sled inspection score sheet. Personal items should be carried by patrol members in their own day packs. There are resources for Klondike sled design on the web. Toboggans, wagons, and other sleds not designed specifically for this event, are prohibited.

The Derby will take place on Saturday, but there are two optional nights of camping:

Friday night:

This is the Winter Camping Station. The patrols will be scored based on the quality of their camp site and their preparedness for cold weather camping. This score (up to 20 total points and up to 5 “nuggets”) can be used to replace your lowest **non-zero** station score on Saturday, resulting in a greater potential point total for the event. (Note: Patrols must make a good-faith effort at all stations on Sat. The Winter Camping score is not to be used as a “pass” to skip a station.) On Saturday morning, patrols may proceed directly to their starting station from their campsite. See Scoring section below for more details.

You must have at least 75% of the boys listed on your signed patrol roster camping Friday night to receive the maximum possible score for your winter camp. (See *exception above for New Scouts.*)

Saturday night:

This is the Freeze Out. After the results are announced and awards given, those troops signing up for Sat. dinner and paying a small fee will get dinner and a movie in the Dining Hall. They will then return to their campsites for the night. This night does not earn any points for the Klondike Derby. It is, however, a very good opportunity to practice and refine a unit’s cold weather camping skills with the added safety and comfort of eating a nutritious, hot meal indoors along with a fun movie to entertain.

SATURDAY MORNING ARRIVALS:

Unit leaders and patrol leaders must check in at the Dining Hall and submit their signed rosters. They will receive their scorecard and a copy of this document. Starting stations will be indicated on the scorecards. (See “SCORE CARD” above)

ON THE COURSE:

A cannon blast will signal the beginning and end of the competition and the beginning and end of lunch. In the event you cannot hear the cannon, you should adhere to the scheduled times that have been handed out.

Stations open at 8:30 am and close for the day at 4:00 pm. Any patrol which has entered a station before the ending signal will be given a reasonable amount of time to complete it without penalty.

Once the competition starts, patrols must advance around the course in a counterclockwise direction. The exceptions are when passing an overloaded station or you've completed the course. You may only bypass a station if directed to by the mayor of that station; if you've bypassed an overloaded station, you must return to that station immediately after finishing the next station on the course. Sleds returning from a bypass will be given priority as next to enter a station. Your score card should have the stations listed in the proper order of travel.

No adults (18+ yrs. old) are allowed to follow sleds, nor will they discuss Klondike problems or coach them in any way. (See "ADULT INVOLVEMENT" above)

Maintain the buddy system at all times.

Once you've completed your last station, you should ask the station mayor/scorer to mark the finish time in the appropriate space on the scorecard, since time completed may be a tie-breaker. Then send a buddy team directly to the Dining Hall to turn in your scorecard. Sleds that have completed the course may take the shortest way back to the parking lot or their troop campsite, while being careful to not impede any sleds still competing.

STATION PROCEDURE:

Patrols must ask permission to enter the station. (A patrol cheer would be most appropriate at this time!)

The patrol leader will approach the mayor, and present his patrol name and scorecard. The mayor will then either begin the problem himself, or assign station staff to do so.

The patrol leader may allow another Scout to lead the patrol through the station challenge. Empowering patrol members is a sign of good leadership. For example, if another patrol member is exceptionally skilled in first aid, he can allow this Scout to lead the challenge at the first aid station. The PL should notify the scorer that he's doing this and enthusiastically support him throughout the challenge. This way, the scorer can still give good marks for leadership and teamwork.

Time begins when the scorer has finished explaining the problem to the patrol leader, or when the scorer designates. Patrols will have a maximum of 20 minutes to do the problem.

The patrol leader should inform scorers when his patrol is finished with the problem. Scorers will confer briefly, as needed, between them and mark scores and any comments on the score sheets and the patrol scorecard.

Scorers may offer a brief explanation of the scores, but will not take too much time in the interest of keeping the patrol moving along and reducing back-ups in the station.

It is the patrol leader's responsibility that the correct scores are marked on their cards.

BE SURE TO GET YOUR SCORECARD BACK AFTER EACH STATION!

FAILURE TO PRESENT SCORECARD AT ANY STATION WILL RESULT IN A 1 POINT DEDUCTION FROM STATION SCORE.

The Scout Handbook, Field book, or other such reference material may be used at some stations, but only with permission of scorer(s).

SCORING:

SCORE CARD:

You will receive a scorecard **when we have received your patrol roster** and you check in at the Dining Hall upon your arrival. This will include your starting station, event map, schedule of events, and table for you to fill in your patrol roster. It is your responsibility to fill in the roster before your first station. You should list only those members who are present. You may exclude any "no shows." Anyone listed on this roster must be on the roster signed by the Scoutmaster and already submitted at check-in. Station staff may choose to verify your roster at their discretion. Failure to have the roster properly filled out will result in a 1 point deduction per station.

FRIDAY NIGHT WINTER CAMPING SCORING:

Winter Camping inspectors will have a copy of the signed patrol roster, already submitted by the unit leader, with them when they inspect your camp. They'll be taking attendance as part of the inspection procedure. Be prepared to verify your patrol members' presence. These members must all be included on the signed roster. We would prefer that all patrol members present be available for inspection, but understand that some may wish to turn in early, before the inspector arrives. You must still be prepared to prove any such member's preparedness for scoring purposes.

You must have 75% of your patrol, and at least 4 members, present at time of inspection to receive the maximum possible score for camping inspection (*see New Scout exception above*). Patrols may have fewer than 75% and 4 members present to be inspected and scored for Winter Camping, but they will be assessed a 2 point deduction from their score.

Request for inspection may be made until the end of cracker barrel at 9:30pm.

Patrols should make an effort to get their campsite set up and scouts ready for inspection as early as possible, so that they may be inspected and get their scouts to bed at a reasonable time.

Winter Camping inspections will be performed Friday night only.

Sled Inspection will be performed during Winter Camping inspection if the patrol is ready, and inspected patrols may bypass the Saturday morning inspection. Inspection will be recorded on a patrol's scorecard; patrol leaders should show their score at their start station Saturday morning to verify they have been inspected.

SLED INSPECTION:

Will take place at your first station at 8:00am-8:30am. All Scouts at this event must be properly clothed for winter (cold/wet) weather. **If, in the opinion of the inspector and event staff, a Scout is not properly clothed nor does he have the proper footwear (waterproof and/or insulated boots or overshoes required, no light or medium weight, i.e. canvas or mesh material sneakers!), he will not be allowed to participate.** Part of Scouting is learning to adjust to or deal with adverse weather conditions and this event will be held whatever weather conditions exist at the time. Even those members who may not be present at the time of inspection may be removed from the event by event staff later in the day if they appear unprepared. Do not put yourself or others at risk, **BE PREPARED.**

STATION SCORING:

Patrols will be scored on their skill, their leadership, and their teamwork in completion of the station problems. Most stations will score your patrol based on a mix of how well you solve the station challenge, and how well you work together as a patrol. For example, a patrol who solves the problem correctly using one or two boys, while the rest are uninvolved, may receive a lower score than one who uses as many members as possible and may not necessarily solve the problem as well.

You will also be awarded up to 5 nuggets per station for Scout spirit. Nuggets will be used to break any ties in the scoring at the end of the competition. Time to complete the course will be the second tie breaker.

HANDICAP SYSTEM:

Each patrol will be assigned a “handicap” based on their average rank, calculated with a numerical weighting system:

<u>Rank</u>	<u>Points</u>	<u>Rank</u>	<u>Points</u>
• Eagle:	7	• Second Class:	3
• Life:	6	• Tenderfoot:	2
• Star:	5	• Scout or below:	1
• First Class:	4		

A patrol’s handicap against overall score is assigned based on the following scale:

<u>Avg. Rank</u>	<u>Handicap</u>	<u>Avg. Rank</u>	<u>Handicap</u>
• >6.5:	-20 points	• 3.5 – 4.5:	- 8 points
• 5.5 – 6.5:	-16 points	• 2.5 – 3.5:	- 4 points
• 4.5 – 5.5:	-12 points	• <2.5:	no handicap

Example: a patrol of six scouts with two Life Scouts, two First Class Scouts, one Tenderfoot and one new cross-over would have the following average rank:
 $(2 \times 6) + (2 \times 4) + (1 \times 2) + (1 \times 1) = 23/6 = 3.8$, so the patrol’s handicap is 8 points deducted from their overall score.

(Thank you to Val Toubia for the details of the handicapping system!)

LUNCH SCORING:

Lunch should not begin before the lunch signal unless mayor approval is given; for example, if there is not enough time to complete the station or to get to get to the next station.

Lunch must be done entirely within a station. If a patrol is between stations when the lunch signal sounds they must proceed to their next station before beginning lunch. They will then have the full hour allotted to complete their lunch.

Lunch will be scored based on the following categories:

- A Scout is Hungry – maximum 5 points
- A Scout Is Prepared – maximum 5 points
- A Scout is Reverent – maximum 2 points
- A Scout is Helpful – Maximum 5 points
- A Scout is Clean – maximum 3 points

- No nuggets are awarded for lunch
- Patrols are allowed one hour for lunch. If a patrol is finishing a station when the lunch cannon sounds and they start lunch late, they will still be allowed a full hour from when they started (note times on lunch score sheet). Lunch times over one hour will result in a score deduction.

Lunch must begin with the patrol leader approaching the mayor with the duty roster and menu, if they have them, and their scorecard. The mayor or other scorer(s) will keep these in their possession for the duration of the meal. They may ask questions throughout the course of the meal regarding the duty roster and menu for scoring purposes, but will keep this to a minimum.

The cook will offer the scorer(s) a sample of their meal once the patrol has deemed it ready and hot enough for them to eat. The scorer(s) will determine if it has been heated enough and score accordingly.

Lunch will be considered complete, for maximum possible points, when the area is completely cleaned and the sled is loaded and ready to move. The patrol leader will then inform the scorer(s) that they are done and will receive scores.

If the Patrol finishes lunch and have received their score, then they are free to proceed to their next station before the signal for the end of lunch. They may not enter the next station before the end of lunch cannon, however.

AWARDS:

At the end of the competition, we will recognize the top ten scoring sleds, honorable mention in each station, and Scout spirit (most nuggets).

There will be trophies for the top three finishers; the first place patrol will also have their names engraved on the “Stanley Cup” style trophy. This trophy will be a rotating trophy. Each year, the winning patrols’ members’ names will be engraved. **The winning patrol will be able to keep this trophy until the last District Roundtable before next year’s competition.**

Plaques will be awarded for best in station.

“Smiley” will be awarded for Scout spirit.

SAFETY:

We’ll have Emergency First Responders near HQ all day. There will also be free hot chocolate and coffee there to help warm any Scouts and adults. Be sure to recognize the signs of hypothermia and get anyone there immediately with a buddy. Please report any injuries, no matter how minor, to event staff. Event and station staff are empowered to remove a boy from competition for obvious safety reasons. If event staff observe any signs of hypothermia, injury, or any other safety issues, they will send the boy, with a buddy, directly to headquarters. If not possible, they may keep him at the nearest station and first responders will be dispatched.

Med Forms: All participants (youth and adult) should have a BSA Med Form, Parts A & B filled out and present. Unit leaders will be responsible for carrying forms for their

members; forms will *not* be collected at HQ or by station staff, but should be available for emergency personnel if requested.

Tips for Success

- **Keep track of time.**
- **Don't spend too much time in any one station. Time spent there is time lost elsewhere!**
- **Work as a team. Make sure that as many patrol members as possible are involved in the solution of the station problems.**
- **Don't argue. Your patrol leader is in charge; suggestions should be welcomed, but in the end A Scout Is Obedient. Also, don't argue with station staff – you may ask questions but respect the decisions of the staff.**
- **When in doubt, ask questions.**
- **Keep your sled organized.**
- **Cheer a lot!**
- **Don't get discouraged if things don't go as well as planned. Keep your Scout spirit up!**
- **Don't skimp on lunch! Take the time to eat a good, hot one. The rest of your day will go much better.**
- **Complete the course.**
- **BE PREPARED for anything.**
- **HAVE FUN AND GOOD LUCK!**

Summary of Rules and Regulations

(for more details, refer to above "Rules, Instructions, and Information")

1. Patrols must be:
 - Natural patrols only, mixed ranks if combined patrols.
 - **No Stacking. Unit roster must be provided.**
 - No more than eight (8*) and no less than four (4) Scouts. Each Patrol must submit a final roster of patrol members at check-in. Rosters must be signed by the Scoutmaster. No substitutions or add-ons after the start of the event.
2. No adults (18+ years old) are allowed to follow patrols on the course, nor will they discuss Klondike problems or coach patrols in any way.
3. All Scouts at this event must be properly clothed for winter (cold/wet) weather.
4. **NO PARTICIPANT, GUEST, SCOUT OR ADULT** is allowed to wear/carry **SHEATH KNIVES - FIXED BLADE OF ANY LENGTH** at any District or Council events. Folding knives with blade length not to exceed four and one half inches (4 1/2") are appropriate for all legal or practical uses. (Daniel Webster Council, Knife Policy Approved Sep. 1994)
5. **National policy prohibits smoking in front of youth members, the use of alcohol, illegal drugs or related substances at encampments or activities. (Guide to Safe Scouting)** Adults needing to smoke will do so out of sight of participants.
6. Language and conduct of **All Participants and Guests** will at all times be in accordance with the **Scout Oath and Law.**
7. Sleds will be used no matter what the ground cover, whether it is bare, snow, or ice. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your patrol).
8. All equipment needed for the competition must fit into sled! Personal gear may be carried in a day pack.
9. Radios, pagers, cell phones and/or other electronic equipment or devices shall not be used for sharing information between and amongst unit sled crews and adult leadership during the competition. All electronics equipment must be declared by sled crew at the inspection station. Failure to do so will lead to forfeiture of points at that station and any other stations at which that sled is seen communicating with the equipment before or after questioning. All electronic devices will be turned off while at any of the stations including in the Dining Hall. **Adults:** If you must answer your pager or phone, be courteous and ask to be excused from the station area, and then return when your conversation is over.
10. **ONLY EVENT STAFF, STATION PERSONNEL AND RED CROSS PERSONNEL ARE PERMITTED THE USE OF RADIOS FOR LOGISTICAL SUPPORT, SCOREKEEPING AND EMERGENCY CALLS.**
11. **FIRST AID: ALL INJURIES**, no matter how minor, are to be reported to first aid personnel at the First Aid Station (at the Dining Hall) where they will be properly treated and logged in the District First Aid Book. **Hot chocolate and coffee will be provided for free at Manning Hall to anyone that may need it.**

* See "Patrol leader Rules, Instructions and Information" for exceptions