

Green River District
2019 Klondike Derby
Game Leader and Staff Guide

January 12, 2019

#1 Be Prepared Skill (timed event)

Objective: Patrol/Den will demonstrate how prepared they are for this winter event. You will be inspected for the proper winter equipment and outdoor essentials as well as cooperation and scout spirit.

Procedure: Patrol/Dens will be asked to produce certain items of essential scout gear, Klondike gear and participate in scout spirit activities.

The judge will award one gold nugget for having correct gear items and showing scout spirit.

The scout spirit activity will be timed. Max. Allowed time is 3 min.

Awarding of gold nuggets:

- 1 Nugget for Nugget pouch – Show me your Nugget Pouch.
- 1 Nugget for Unit Number on the sled – Show me your unit number on your sled.
- 1 Nugget for Patrol Leader Knowing names and ages of all scouts in the Den/Patrol – Patrol Leader – tell me the names and ages of all the scouts in your Patrol.
- 1 Nugget for all Patrol/Den members properly clothed for this winter outing (**no Cotton!**)
- 1 Nugget for Patrol Flag – Where is your Patrol Flag?
- 1 Nugget for Patrol Yell – Give me your Patrol Yell?
- 1 Nugget for all 10 essentials – Show me your 10 essentials.

Scout - Outdoor Essentials

1. First-aid Kit
2. Map and Compass
3. Water
4. Flashlight (and Batteries)
5. Sun Protection (sunscreen, sunglasses, lip balm and wide-brimmed hat)
6. Matches and/or fire starters
7. Rain Gear
8. Extra Clothing
9. Extra Food (Trail food)
10. Pocket Knife

Webelos handbook – Outdoor Essentials

1. First aid kit
2. Filled water bottle
3. Flashlight
4. Trail food
5. Sunscreen and sun protection
6. Whistle
7. Map and Compass
8. Rain gear
9. Pocket knife
10. Matches or fire starters.

Timed Event:

- 1 Nugget for completing the Spirit game (COPE)
Spirit Game – “All Aboard”
Patrol is to get all members onto the “safe spot”.
No body parts and nothing else can be touching the ground.
**** Everyone must remain on the “safe spot” for at least 5 seconds. (new)**
This is a timed event. There is a time limit of 3 minutes.
Teamwork and good spirit are needed to be successful.
Time starts when you say you are ready to go.

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#2 Knot Tying (Timed Event)

Objective: Tie all the knots in the fastest time.

Equipment – Patrol supplies the ropes
Judge supplies the Knot Cards

Procedure:

Get your Patrol in a circle with the ropes they brought as a patrol.

Each scout will reach into the sack pull out a card with a knot assignment

The knot that is picked out of the sack is the one the scout will tie. **No trading of the knot picked.**

After everyone has his knot and the patrol leader says they are ready, the judge will say, “start”.

Everyone ties their knot and puts the knot on the ground when they are finished tying the knot.

Time stops when the **patrol leader** states they are DONE.

If necessary, hitches may be tied around staves, nearby trees or someone’s arm or leg.

If the patrol does not have 8 scouts, a scout may tie more than one knot – drawn from bag.

The patrol will attempt to tie all 8 knots.

Note: Scouts can help each other by talking only to other scouts. (Hands off)

There are 8 knots that are to be tied:

1. Square Knot
2. Bowline
3. Clove Hitch
4. Two Half Hitches
5. Taut-Line Hitch
6. Bowline on a Bight
7. Timber Hitch
8. Figure 8 Knot

Timed Event: This is a timed event.

Time starts when the judge says “START”, time stops when the patrol leader tells the judge “DONE”

OK – Lets draw the Knot Cards.

Patrol Leader – Tell me when you are ready. I will say “START” – Don’t forget to tell me when you all are “DONE”

OK? Start –

Done –

Awarding of gold nuggets:

- 1 gold nugget awarded for each correctly tied knot. (8 maximum)

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- **#3 COMPASS POINTS** (Timed Event)

Objective: Your Long Lost Uncle left you the directions to his stash of gold. Follow the Compass Points Course to obtain the hidden Gold. Work together as a Patrol team to run the Compass Points and record the correct compass points for each leg of the course to obtain the maximum amount of gold. Don't be fooled by the tracks in the snow. Many people have tried to find the gold, and many have failed.

RULES:

1. You Have 10 Minutes Maximum to complete the event.
2. You must follow the course correctly to obtain the maximum gold reward.
3. You must involve your entire patrol in the activity.
4. Time Starts when the Patrol Leader says you are ready to start
5. Then you are given the course directions.
6. Patrol is responsible to record the stations as you proceed on the course.
7. Time Ends when your Patrol Leader say you are done.
8. Then finish with Patrol Yell for Patrol Spirit Points.

Requirements:

Patrol must supply a Compass and Pencil or Pen
Patrol spirit and
100% Patrol Participation
NO GPS units
NO electronic Compasses

Procedure:

1. Patrol Leader says when the patrol is ready to start.
2. Starting at the central Start point,
3. Set your compass to the indicated heading.
4. Find the correct heading direction.
5. Travel the indicated distance to the next station.
6. Write down the Station Compass Point. At the end of each leg on score sheet.
7. Repeat Steps 3-6 for the next leg starting from your last Compass Point Station.
8. When completed Tell Judge you are done and do your Patrol Yell.

Timed Event:

Maximum Time Allowed is 10 Minutes.
Time starts when the patrol leader says he is ready to start.
Time ends when Patrol Leader says the Patrol is done.

Awarding of gold nuggets: (Max. number of Nuggets is 10)

- 1 Nugget for participating and showing good patrol spirit.
- 1 Nugget for involving the entire patrol in the course, 100% participation.
- 1 Nugget for reaching the correct 1st station
- 1 Nugget for reaching the correct 2nd station
- 2 Nuggets for reaching the correct 3rd station
- 2 Nuggets for reaching the correct 4th station
- 2 Nuggets for reaching the correct 5th station

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10 Nuggets Maximum

#4 1st Aid Transport (Timed Event)

Objective: A scout has been injured from a confrontation with a moose. Work as a team to transport one “injured” scout on a stretcher from the victim area to the Medic Station (~40 yards).

Requirements: 4 or more scouts – one brave victim and 3 or more strong rescuers.
Patrol supplies: bandages, poles, blankets, teamwork

Procedure: Patrol/Den provides the Bandages, Splints, Poles, Blanket and a brave scout victim. Scouts will line up at the medic station at the starting line with injured scout beside the Moose Trail (where he got stomped) With the “start” command from the judge the scouts will Splint the 40 yards to the injured scout and treat his broken ARM, broken Leg, and assist him into the stretcher in a comfortable position for transport. Utmost care must be taken to ensure the injured scout does not become... more injured! Any dropping or serious jostling of the victim will result in further injury and the loss of points (nuggets). Then the patrol carries the victim to the medic station. The whole patrol has crossed the finish line the scouts will set the injured scout down for the medic review (scoring). Time stops at the time the last scout crosses the finish line. Do not drop your injured victim. Watch out for moose on the trail!

Timed Event: The judge will start the clock when the Patrol leader yells “start” and the clock will stop when the Patrol safely crosses the end line. The victim must not be dropped. The victim must be kept free from additional harm. Think Teamwork and Victim Safety.

Awarding of gold nuggets: (Max. number of Nuggets is 10)

1 Nugget for a satisfactory Arm Splint and sling

1 Nugget for a satisfactory Leg Splint.

1 Nugget for keeping the victim scout warm during transport.

5 Nuggets for the safe and successful transport the injured scout on the stretcher to the medic station.

2 Nuggets possible for good patrol teamwork.

-1 Nugget will be deducted each time the victim is dropped.

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#5 Iron Chef Egg Fry (Timed Event)

Objective: To work as a team to make a fire, fry an egg, and Patrol Leader eat it. The Cook (not the patrol leader) will have to flip the frying egg over to cook the top side of the egg and the Patrol/Den Leader will have to eat the egg after it has been cooked (a spatula is recommended, salt and pepper are optional). The judge will determine when the egg is cooked sufficiently to eat.

Equipment The Patrol/Den must supply:

Wood (tinder, kindling etc.),

Fire starter

Spatula to flip the egg

Clean frying pan

Cooking mitt or glove, which will be used to hold onto the frying pan. This mitt/glove must be able to withstand the heat of a campfire long enough for the egg to cook in the frying pan and to flip the egg in the pan with the spatula. The scouts will not be able to use their snow mitts/gloves for this game. The judge at the game station will supply the egg.

RULES:

You may stage materials & equipment outside of the fire ring before the judge starts the event.

No stacking of wood or building the fire until the judge says, "Start".

The fire must be built and lit inside the designated fire ring area.

NO FLAMMABLE FLUIDS –NO MAGNESIUM.

Only matches may be used to ignite fire – (wax fire starters allowed).

Use of cooking oil in the pan to keep the egg from sticking is highly recommended.

Cook the egg, flip it over with spatula and cook other side.

The judge will determine when the egg is cooked sufficiently

The Patrol Leader must eat the egg (or a designated alternate if PL is allergic)

Patrol/Den will also be responsible for putting the fire out

Patrol must clean up **all debris** after the fire is extinguished (Leave No Trace).

Timed Event: 15 Minute Time Limit. The judge will start the clock when he yells "start" and the clock will stop when the Patrol/Den leader has eaten the fully cooked egg. If you reach the time limit your event is done, finish cooking the egg and eat it if you have started cooking. Don't crack the egg until you are ready to cook it.

Awarding of gold nuggets: (Max. number of Nuggets is 8)

- 1 Nugget for bringing all necessary materials and equipment.
 - 1 Nugget for successfully starting a fire.
 - 2 Nugget for successfully cooking an egg.
 - 1 Nugget for successfully eating the fully cooked egg.
 - 1 Nugget for cleaning up the fire area.
- 2 Nugget max for good Patrol Teamwork (all involved and have a job – good leadership)

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#6 Flag Pole Raising (Timed Event)

Object: For the Patrol/Den to work together to construct and raise a flag pole.

Equipment:

The Patrol furnishes all the equipment:

2 poles plus patrol flag pole (3 poles in all)

Ropes for lashing and staking out your flag pole.

Stakes or Anchors may be used - Improvise. (No nails or holes in the ground)

Procedure:

Each Patrol will be given **15 minutes** to complete the project.

Lash your patrol flag and 2 other poles together to create a single tall pole with patrol flag on top.

NO more than 2 poles lashed together at any one lashing joint.

Once assembled – attach 3 to 4 support ropes to the pole to help you tie to stakes or anchors.

Raise the Pole and Stake or anchor the pole with 3 or 4 ropes.

The Pole must be free standing. – No holding ropes or pole while patrol does patrol yell.

Patrol does the patrol yell when the patrol is done – not touching the flag pole or ropes.

Flag pole must remain standing during patrol yell until Patrol Leader says “DONE”

Patrol disassembles and removes all their equipment before leaving.

Timed Event: This is a timed event.

Your patrol will have **15 minutes** to complete the project.

Time starts when you are ready and the judge says “START”,

Time stops after the Patrol Yell when the Patrol Leader says – DONE.

Awarding of gold nuggets: Up to 10 gold nuggets can be earned in this event.

- 1 gold nugget for getting **each** pole lashed (**2 max**)
- 1 gold nugget for getting pole raised with Patrol flag on top
- 1 gold nugget for getting pole staked or anchored out with 3-4 ropes.
- 1 gold nuggets for releasing flag pole to stand by support ropes
- 1 gold nugget for pole remaining standing
- 1 gold nugget for patrol yell at end.
- Up to 3 gold nugget for TEAMWORK, SPIRIT and GOOD ATTITUDE (at judge’s discretion).

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#7 Ice Rescue (Timed Event)

Object: To pull patrol member and sled off the ice to safety using joined lengths of rope.

Equipment: Patrol provides: ten lengths of rope.
Sled (containing all other patrol gear)
Victim on sled.

Procedure:

Patrol leader organizes patrol:

Patrol chooses scout to be on the sled

Patrol positions sled and scout on ice behind rescue line, 40 feet away. (25 feet for Webelos)

The rescue cannot leave the sled or touch the ice for any reason.

The rest of the patrol lays rope (ten 6' lengths) out in front of them.

When ready the Judge says "Rescue" and time starts.

Patrol members pick up the lengths of rope and tie them together.

One member throws the line to the scout on the sled (reaching devices are allowed)

Loss of the rope or sufficient length (not enough to reach sled) will end the event.

The rescuee must fasten the rope to the sledge in some fashion.

The patrol/den then pulls the sled and scout to safety.

Time ends when the scout and sled are pulled off the "ice" (completely across the line).

Patrols will be penalized one nugget for each patrol member who crosses the "safety" line

Patrol will lose one nugget each time the scout on the sled touches the ice.

If the rope is thrown 3 times from a 40-foot distance unsuccessfully, the judge will move sled to the 25-foot distance (timing continues from the initial start time).

Patrol Spirit is demonstrated at the end with the patrol yell to celebrate the successful rescue!

Timed Event – 10 minute maximum Time limit.

- Time starts when Patrol Leader says they are ready and Judge says "Rescue!"
- Time ends when Sled is pulled completely across safety Line.

Awarding of gold Nuggets: Maximum of 9 Gold Nuggets (points)

- 1 Nugget for successfully tying the ten sections of rope together
(Type of knots do not matter; Loss of rope or loss of sufficient rope to do rescue ends event.)
- Up to 5 Nuggets for a successful throw and rescue:
 - o 5 nuggets for 1st throw at 40 ft. (25 ft. for Webelos Dens)
 - o 4 nuggets for 2nd throw at 40 ft. (25 ft. for Webelos Dens)
 - o 3 nugget for 3rd throw at 40 ft. (25 ft. for Webelos Dens)
 - o 2 nugget for 4th throw at 25 ft
 - o 1 nugget for 5th throw at 25 ft.
- 3 Nuggets teamwork –
 - o Working together,
 - o Patrol spirit (positive attitude),
 - o Patrol yell.

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#8 MAIL RUN (Timed Event)

Object: Patrol/Den will pull their sled through a short course (~100 yds.) to deliver or pickup mail.

Recommended: Minimum of 3 Patrol/Den members and a Sled with all gear in sled

Procedure:

Patrol Leader will steer the sled from the back and remain in contact with the sled,
All the rest of the patrol will pull the sled by rope and remain in contact with the pulling rope
no riders and nobody left behind.

A sack of mail will be given to the sled driver to deliver to the mail station

OR a sack of mail will be picked-up from the mail station.

At the Start Command the Patrol will pull the sled to the appointed mail station

Patrol Leader will pick-up or drop-off the mail

The Patrol with sled will then return to the starting point to end time.

Patrol Yell at end of run to celebrate success!

Timed Team Event. - Timed from Start to All members crossing finish Line.

Awarding of gold Nuggets: Maximum of 7 Gold Nuggets (points)

2 nuggets for successful Mail pick-up or delivery.

5 nuggets for good teamwork and patrol spirit.

- 1 nugget All Pulling Sled together
- 1 nugget for Driver steering & running with sled and team
- 1 nugget for positive attitude of patrol team
- 1 nugget for All crossing together
- 1 nugget for Patrol yell at successful end of run

-1 nugget loss for each member that loses contact with sled or gets left behind at any time

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#9 Alaska Pipeline (Timed Event)

Preparation: The judge will provide everything for this event.

Objective: To work as a team to transfer a tennis ball through sections of pipe and into a bucket at the end point. The scout with the tennis ball stands 30ft from the bucket. He cannot touch any of the pipes to help the ball along the way. The ball must go through all 7 pipes in the direction of the fuel flow. The pipes must have one bend greater than 30 degrees (approx). The idea is for the tennis ball “oil flow” to go through all 7 pipes and to be delivered to the bucket. If the ball falls out of a pipe it can be picked up only by the “ball scout” and placed back into the inflow end of the pipe it fell out of. It is up to the scouts to decide what bends and corners they will need to make with the pipeline.

Requirement: Minimum of 4 scouts per Den or Patrol with pipe (house gutter) handling ability.

Procedure: 7 sections of Pipe will be lying on the ground. The scouts designate who will be the “ball scout” and the rest will “man” the pipes as needed to transfer the ball.

Timed Event: Time starts when the ball is dropped into the first pipe and stops when the ball drops into the bucket at the end.

Awarding of gold nuggets: (Max. number of Nuggets is 8)

- 1 Nugget for each successful transfer of the ball from one pipe to the next. (6 total)
- 1 Nugget for delivering the ball into the bucket (ball must stay in and not bounce out of the bucket.)
- 1 Nugget for having at least one corner in the pipeline of at least a 30 degree angle.

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#10 Panning for Gold (Timed Event)

Preparation: The judge will provide everything for this teamwork event.

Objective: Sourdough Willie and his crew are panning for gold (tennis balls) in the Yukon. The banks of the creek are quite deep and being that gold is heavy, Willie decides the quickest way to get the gold to solid ground is to throw it up onto the high bank with their gold pan (Tarp). Your task is to throw as many chunks of gold, one at a time, over the rope suspended between the 2 poles. You have 60 seconds to accomplish your task.

Equipment:

Tarp (8x8' or 10x10')

2 poles and rope tied across the top of the poles.

Tennis Balls

Stakes or Anchors may be needed to hold up the poles.

Requirement: Den or Patrol with pipe (house gutter) handling ability.

Procedure: Den or Patrol uses the tarp to launch a tennis ball over the rope. All scouts must hold onto the edges of the tarp with both hands and work together to pull the tarp outward at the same time to launch the tennis ball. Only one tennis ball can be launched at a time.

Timed Event: Time starts when the tennis ball is picked up.

Awarding of gold nuggets: Max. number of Nuggets is 10 (based on # of tennis balls and time)

- 1 Nugget for each successful toss of a tennis ball over the rope. (8 total)

- 1 Nugget for Good Patrol Teamwork (working together, gathering up balls at end of game, etc.)

- 1 Nugget for Patrol Yell.