"HAWAIIAN WONDERLAND"
2020 KLONDIKE DERBY

Friday, January 31 to Sunday, February 2, 2020
(Derby Only: February 1, 2020 - 8:30a-4:00p)

Horace A. Moses Scout Reservation
310 Birch Hill Rd, Russell, MA 01071

Program Host Unit: South Hadley Troop 303

SENIOR PATROL LEADER & PATROL LEADER MANUAL
Updated 01/26/2020
Many years ago men traveled across the frozen wilderness of Alaska’s Klondike searching for gold using sleds pulled by dogs. The 2020 Metacomet District "Hawaiian Wonderland" Klondike Derby is an experience based on those original travels into the snow covered interior of Alaska, but this year with a Hawaiian twist. This Klondike Derby can be a winter camping experience or just a day event.

Each patrol will be a separate expedition, following a course to various Alaskan towns and outposts. The Klondike adventure begins, in advance of the event, with each Patrol building a sled similar to the dog sleds used in the Iditarod and preparing supplies and equipment. The sled is loaded with patrol and personal equipment and is pulled with Scout power instead of dog power. Patrols journey through woods and fields, up and down hills, to Alaskan towns where the Scouts' knowledge, skills, teamwork, and problem solving will be challenged. Patrols will be at each town for about 20-30 minutes.

After check-in and sled inspection, the patrol will receive an envelope with a scorecard, map, and instructions to reach their first destination. Patrols line up at the starting line, and at the roar of the starting signal are away down the trail to their first destination. From there they will proceed to additional towns as designated in their orders.

Each town has a Mayor, who runs the town and will brief the patrol about the challenge before them. After the patrol completes the challenge, they are given gold nuggets and their scorecard is marked by the mayor. Be certain to get your scorecard marked!

GENERAL INFORMATION

Location: Horace A. Moses Scout Reservation, 310 Birch Hill Rd, Russell, MA 01071

Registration: $10 per person. To provide necessary information for planning, pre-registration is expected. Use the Pre-registration form on page 8 or register online at www.wmascouting.org/Hawaiian_Wonderland.

Unloading and Parking: Cars and trailers will park in the main parking lot at the top of the hill, across from the Manor House. Sleds and unit equipment will then be unloaded in that parking area. Units arriving on Friday night should first check in with the Campmaster for their camping and parking assignments.

Camping: Camping will be available both Friday and Saturday nights for an additional fee. Cabins and campsites can be reserved online at https://www.wmascouting.org/hamsr.

Adult Participation/Town Volunteers: This event is only successful because of the efforts of all of our volunteers! The Klondike team asks adults to volunteer with the following exceptions: if an adult is required to monitor a campsite or is required to be with a patrol to assist a Scout with special needs. Doing so will provide the opportunity to observe other patrols in action and to pick up some tips that may help their program.

Adults should not accompany the patrols. Coaching by the adult leaders could lead to disqualification of the Patrol for that town.

All participating units are asked to contact the host unit to make arrangements to Mayor and staff a town to facilitate and judge the associated challenge. Contact: Greg Williams, Scoutmaster of South Hadley Troop 303, greg.allen.williams@gmail.com, 413-297-4963.
**Patrols:** A minimum of 5 scouts is recommended and a maximum of 8 scouts for each patrol. All members must be properly clothed for cold and stormy weather. Each unit must submit a roster of each patrol at check-in.

**Emergencies:** Contact Klondike staff at the Gold Mine Headquarters (Magee Pavilion)

**Webelos:** Arrow of Light Webelos may participate as members of a Scouts BSA patrol or, if not associated with a Troop, may participate as their own patrol.

**Patches:** All registered participants will receive the Klondike Derby patch.

**Patrol Flags:** The flag must display the patrol name, unit number, and patrol symbol, but they are also encouraged to be adorned with Hawaiian-related items. The flags will be judged at sled inspection. There are no specific flag guidelines. The best looking patrol flag, in the opinion of the staff, will win.

**Leave No Trace:** Whenever we gather, we should leave the site better than we found it. Our good relationship with the Horace A. Moses Scout Reservation depends on our respecting and caring for their property. Use the principles of Leave No Trace to protect this land.

**General Advice for Patrol Leaders**
- Remember this is a competitive event. Patrol scoring is based on the sled inspection, lunch, Scout and Patrol Spirit, and the scoring at each town based on your challenge performance.
- Patrol identity will be judged, including patrol flag and uniforming.
- Patrol Spirit including leadership and teamwork is a major factor in scoring. Do all your members participate? Are they encouraging the other members? Do you incorporate a Hawaiian style into your sled, flag, and dress?
- Do not assume anything. Follow the directions at towns; some challenges are designed where you can utilize methods other than the conventional methods to complete them.
- Use your imagination, impress the judges. They love to see a patrol come up with a different way to complete a challenge.
- Try to think outside the box! There may be more than one method to complete a challenge.
- Do not ever argue with a judge.
- We cannot emphasize enough: **Do not start the derby without ALL your sled items!**
- Be courteous and respectful of other Patrols, staff, and guests.

**ABOVE ALL ELSE SHOW SCOUT SPIRIT AND HAVE FUN!**
Sleds
Designing, building, and practicing with sleds can form a rewarding and enjoyable part of your early winter program. The sled should be designed to navigate the trail in either snow or dry conditions because winter is not always kind to us.

Sleds must:
1. Be constructed by, or at least mostly by, scouts with adult supervision. There are several different plans available online.
2. Display the patrol flag on a removable staff.
3. Have a harness or pull rope for each Scout (except musher).
4. Have a brake or brake rope for musher.
5. Have two ropes about 25 feet long to assist in up-hill, down-hill, and side-hill maneuvers.
6. Have ropes or straps for securing the load to the sled.
7. Have a tarp to wrap sled contents for protection against weather and loss and use in challenges.

Sled Inspection:
When gold-seekers came to the gateway to the Yukon they were inspected by the North West Mounted Police before being allowed entry into the wilderness. Those that did not have enough supplies where turned back for their own safety. So it is at the Klondike Derby. Any patrol without the required equipment, or a sled that is unsafe and does not have brakes, will not be allowed to participate until they correct the key safety items. The same is true for scouts without proper clothing. The sled will be inspected for all required equipment and for proper packing; nothing should fall out when the sled is turned over. Every Scout must be wearing appropriate clothing and footwear.

Sled Safety:
The Patrol Leader is expected to be in complete control of the team at all times. At no point in the derby should the safety of others around or in front of the sled be compromised. Do not try to go so fast you cannot control the sled.

The Course:
The site for the 2020 Klondike is provided by the Horace A. Moses Scout Reservation. It will be varied and will test the adaptability of the Scouts. The course has some hills that have to be climbed and descended including spots that are steep. This requires the Scouts to use their creativity with ropes and “backwoods engineering” to move their sled.

Sled Practice:
One of the important features of a Klondike Derby is that the scouts participate as a patrol, relying on each other, building and testing teamwork. It is important that the scouts prepare and practice for the big day, including Scouting skills and teamwork skills. Patrols must practice maneuvering their sled. They should try going up and down hills, as well as side-hill techniques. They should practice the commands that the musher (see below) uses to direct the team.

Patrols should take responsibility for ensuring that they have everything they need for the day. They should learn how to pack the sled so that nothing falls out even if the sled is inverted.
Mushing:

Driving a Klondike sled is called mushing and requires the scouts to work together as a coordinated team. This is one of the reasons why a derby is such a good Scouting activity. One Scout is the musher. The musher is the Scout at the back of the sled and usually helps to push. When traveling fast, it may work better for the musher to stand on a ski with one foot and push with the other. This is called kicking. The musher position should rotate among the Scouts during the day. The musher is in charge of the team. Use the commands below to direct the team. To give a command to the entire team, just say it. To give it to one person or a few people, say the name of the person followed by the command.

- Hike: Start moving.
- Haw: Turn left ("Haw, like southpaw").
- Gee: Turn right ("Gee, that's right").
- Good: Keep doing what you're doing.
- Easy: Slow down, but keep moving. Don't let the rope go slack.
- Pick it up: Go faster.
- Gee over: Move to the right side of the trail.
- Haw over: Move to the left side of the trail.
- On By: Keep going straight, passing other teams.
- Whoa: Stop

It is important to remember that the musher is not the boss, but the leader of the team. The musher cannot just decide to go fast and expect the team to do so. Rather, the patrol must decide together how fast they want to go and their route of travel. Once the decision is made, the musher is responsible for coordinating the team to carry out what they have all decided to do. Patrol practice should include: Descent control using a brake or rope belay line, hill climbing using rope and pulley, and side hill maneuvering using stabilizing ropes.

The rest of the Scouts are the team. Each team member has a harness attached to the sled. Harnesses each tied to the sled rather more than one harness branching off a single rope may be more effective for pulling.
Patrol Equipment List for Sleds:

- Copy of the Official Patrol Roster
- Score card (issued at check-in)
- Nugget Pouch
- Notebook and Pencil
- Scout Handbook
- Scout Field book (optional, but highly recommended)
- 2 #10 cans with bail (handle) (or cook kit pots)
- Enough wood (with tinder and kindling) to bring 2 number ten cans to a boil
- 6 Six Foot Poles (at least 1 hiking stick or Scout stave per Scout) provided by camp.
- 8 Ropes, 10-12 feet long
- 1 Tarp (10 x 12 ft. recommended)
- 2 Compasses
- 8 Neckerchiefs or triangular bandages (at least 1 per Scout)
- 2 non-cotton blankets
- First aid kit & supplies for first aid challenges
- Camp axe
- Saw
- Pocket knife
- Flint and Steel (Hot Spark)
- Stick Matches (strike anywhere are recommended)
- Camp Shovel
- A can of SPAM (or Tofu) for lunch (optional: pineapple and/or coconut ingredients)
- A fresh pineapple for shooting sports challenge
- In an accessible pack on the sled: Mid-morning snack: trail mix and hot drink in a thermos; Toilet paper; Patrol first aid kit; Plastic bags & duct tape (to make gaiters & boot liners for wet feet)
- Packed for lunch: Patrol cook & utensil kit; Scout mug, dish/bowl, and utensils for each patrol member; Stove & fuel (or wood for a cooking fire); Gallon of drinking water (minimum); Ingredients for lunch; and Hot drink mix (hot chocolate, hot cider, tang)

CLOTHING LIST (Scouts, Scouters, and Visitors) - AVOID COTTON

- Base layer of long underwear or other warm layer
- Insulating layer of wool sweater or fleece
- Winter coat
- Snow pants
- Winter hat
- Neck gaiter or scarf
- Mittens/Gloves AND liner gloves
- Insulated winter boots that keep out the snow (wear gaiters, or seal with duct tape)

**No athletic sneakers, running shoes, or rain boots permitted.**

- Rain Gear (also used for wind protection)
- Extra socks
- Extra mittens/gloves
The Klondike Derby Event

The towns and their challenges

Complete detailed descriptions of the stations challenges are not included in this packet, though a list of possible activities with a brief overview are provided on the following page. The final challenges will be created and staffed by participating Troops. Weather and snow conditions may also affect which events can be provided.

At each town the challenge will require problem solving and teamwork and scouting skills and knowledge. Patrons will receive instructions from the mayor when they check-in at each town. Make sure the mayor enters your challenge results on your scorecard.

Scoring

The patrol will be awarded gold nuggets based on their performance at each town. Scoring at each town will be based on completion of the task and the use of the patrol method (leadership and teamwork.)

Please note: scoring is not just on performance at the stations. In addition to skill and knowledge, your patrol will be scored on teamwork and Scout spirit throughout the event. Your Patrol will be judged and scored almost from the moment your unit arrives.

Lunch

Lunch will be a judged challenge. At noon each patrol will proceed to the nearest town to prepare and eat lunch. Include an extra serving for judging by the Mayor of your lunch spot. Each patrol should cook a quality lunch, which should include SPAM or a tofu substitute for the special cook off challenge. Plan a balanced meal of good, hot food including at least one meat, one vegetable, and one starch, that will provide plenty of fuel to keep each Scout warm. Make sure mayor marks your score for your lunch on your scorecard. Patrols earn nuggets based on the menu, cooking techniques, and cleanup.
**Challenges:** Patrols should prepare for Hawaiian Wonderland themed challenges like those below.

**Skills to Practice**

Lashings, Fire building, First Aid, Knots, Map and Compass, and General Scouting Knowledge

- **Fruit Shoot:** A pineapple rifle. Patrols are requested to bring a pineapple with them. Scoring will be based off of a target attached to your pineapple.

- **Tiki Torch Fire:** Patrols are given a wick (twine) and have to use it as their fire starter. They may use firewood from their sled supply to use as additional tinder, kindling, and fuel. They cannot gather any other wood. Patrols who can start a fire in under 10 minutes with a flint and steel will earn maximum points.

- **Spam Cook Off:** Each patrol is to bring a can of SPAM to use in their lunch menu. It will be judged by the nearest town. The use of pineapple and coconut are recommended, but not required.

- **String a Ukulele:** A knot tying and lashing challenge. Patrols build a "ukulele" from supplies provided at the town and ropes from their sled to tie lashings and various knots.

- **Heat Stroke! and Shark Attack!:** A first aid scenario challenge. One of the locals has come down with heat stroke! How will you protect him from the elements? Another local has been experienced a shark attack! How will you tend to his wounds?

- **Hurricane Shelter:** A shelter building challenge using only the supplies found on your sled.

- **Island Hopping:** A disappearing floor teamwork challenge game.

- **Flip Flop Relay:** A snowshoe relay race.

- **Volcano:** A town where your patrol can grab a hot drink! Check-in at this town grants automatic points. 1 drink per person per patrol.

- **Break a Coconut!:** No description needed...

- **Canoe Rescue:** A blindfold teamwork challenge. The water has frozen over, and the canoes are stuck! To make things worse, there a blizzard has set in that makes it impossible to see.

- **Cool Runnings:** An all out sled race before closing!
Schedule

Friday, January 31
05:00 p.m. Units begin check in with Campmaster for camping assignments
07:30 p.m. Fellowship Fires (Units are encouraged to visit with each other)

Saturday, February 1
08:30 a.m. Registration at The Gold Mine (Headquarters)
   - Sled Inspection
   - Receipt of envelope with Patrol scorecard and instructions
09:15 a.m. Colors and Opening
09:30 a.m. Patrols start travel to first Town on their journey
   - Challenges, patrols are at each town for 20-30 minutes with 10-15 minute travel time
12:00 p.m. Lunch
   - After lunch, continue on to remaining Towns and Challenges
03:00 p.m. All stations close and patrols return to The Gold Mine Headquarters
   - Turn in Patrol Roster/Scorecard and count Gold Nuggets
03:30 p.m. Cool Runnings Sled Race (remove all gear from sled, except Patrol Flag)
03:45 p.m. Awards and Closing
04:00 p.m. Departure or Camp setup and dinner
07:30 p.m. Fellowship Fires (Units are encouraged to visit with each other)

Sunday, February 2
Break Camp, Site Cleanup, and Depart for Home at Scoutmaster's Discretion before 11:00am
**Metacomet District 2020 Hawaiian Wonderland Klondike Derby**

PRE-REGISTRATION Please complete online or fill out and send with payment to:
Greg A. Williams, 84 Hadley Village Rd, South Hadley, MA 01075

Please provide a reasonable report of the number of Scouts and Leaders you expect to attend.

Final Unit Rosters and balance of fees are due at registration.

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**SCOUTMASTER**

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| Camping: □ Friday Night □ Saturday Night □ Day Event Only |

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Total Number Anticipated Attending: _____ x $10 = $________ Fee Due

Payment Included $__________ unit account/cash / check # _____ by_________
**Metacomet District 2020 Hawaiian Wonderland Klondike Derby**

**Unit Roster**

Please bring one completed copy to registration.

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**SCOUTMASTER**

**ASSISTANT SCOUTMASTERS AND LEADERS**

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**FEES**

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Received $ __________ unit account/cash/check # ___ by ____________________________