

**METACOMET DISTRICT  
WESTERN MASS BOY SCOUT COUNCIL**

**2022 KLONDIKE DERBY**

# **FINDING BIGFOOT**



**FEBRUARY 12**

**SANDERSON ACADEMY  
808 Cape Street, Route 112  
Ashfield**

**LEADER GUIDE**

Many years ago men traveled across the frozen wilderness of Alaska's Klondike to reach the remote gold fields. Their gear and supplies were transported using sleds pulled by dogs. The Metacomet District Klondike Derby is an experience based on those original travels into the snow covered interior of Alaska.

Each patrol will be a separate expedition, following a course to various Alaskan towns. The Klondike adventure begins with each Patrol building a sled similar to the dog sleds used in gold rush and in the Iditarod Dog Sled Race. The next step is preparing the supplies and equipment you need for the journey. 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 Scout's knowledge, skills, teamwork and problem solving will be challenged. Patrols will be at each town for no more than 35 minutes

After check-in and sled inspection, the patrol will be handed an envelope with a map and instructions on reaching their first destination. Patrols line up at the starting line, and at the sound of the starting signal are away down the trail to the first town on their itinerary. From there the patrol will to the other towns in the order designated on their itinerary.

Each town has a Mayor, who runs the town and will brief the patrol about the challenge before them. On arrival, check in with the Mayor for instructions. After your patrol completes the challenge, you will be given gold nuggets and your score card is marked by the Mayor. Your Patrol travels to the next town on your journey.

### **GENERAL INFORMATION**

**Location:** Sanderson Academy, 808 Cape Street/ Route 112, Ashfield  
The site is provided by the Mohawk Trail School District and the Ashfield Highway Department.

#### **Registration**

\$10 per person. To provide necessary information for planning pre-registration is required. Register online at the WMC website or use the pre-registration form on page 8

**Camping:** This is a day event. No camping at the derby site

**Patrols:** A minimum of 5 scouts is required and a maximum of 8 scouts for each patrol. Each unit must submit a roster of each patrol at check-in

**Webelos:** Arrow of Light Webelos may not participate per BSA policy. Webelos invited to visit for the day.

**Patches** All registered participants will receive the event patch. Council policy is to purchase patches after the event registration is complete.

#### **Adult Participation**

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

Scouters, parents and Senior Scouts are encouraged to help staff the activities and judge the patrol challenges. Doing so will provide the opportunity to observe other patrols in action and to pick up some tips that may help your troop program

#### **Code of Conduct**

Each participant is expected to behave in a scout-like manner in accordance with BSA principles and the Scout Law at all times. Inappropriate behavior is not acceptable at any time and may be cause for removal from the Klondike. Unit will be responsible for removing non-compliant participant(s)

### **Leave No Trace**

Wherever we gather, we should leave the site better than we found it. Our good relationship with our host depends on our respecting and caring for their property. Use the principles of Leave No Trace to protect this land.

### **Arrival and Parking**

Watch for signs and for Klondike staff for directions to the unloading area. After unloading all vehicles must be moved to the designated parking area.

### **Check-In**

Registration begins at 8 a.m. The Senior Patrol Leader and the Scoutmaster check-in at headquarters. Bring with you: Troop and Patrol Roster (P. 9) and balance of payment

**Emergencies** Contact Klondike staff at headquarters

## **DERBY INFORMATION**

### **Sled Requirements**

Designing, building, and practicing with sleds is an important and rewarding part of preparing for the Klondike. The sled should be designed to navigate the trail in either snow or dry conditions because we don't know if our order for deep snow will be filled.

Sleds must:

- Be constructed by the Scouts with adult supervision. There are several different plans available.
- Display the troop number and the patrol flag on a removable staff
- Have a harness or pull rope for each Scout
- Have a brake or brake rope for musher
- Have two ropes about 25' long to help maneuver and control the sled in up-hill, down-hill and side-hill travel
- Have ropes or straps for securing the load to the sled
- Have a tarp to wrap sled contents for protection against weather and loss

### **Sled Safety**

The Patrol Leader must be in complete control of his 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.

### **Sled Inspection**

When gold-seekers came to the gateway to the Yukon they were inspected by the Northwest Mounted Police before being allowed entry into the wilderness. Those that did not have enough supplies were 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 key safety items. Scouts without proper clothing and footwear will not be allowed to participate until they are properly clothed for the weather.

The sled will be inspected for safety, for all required equipment and for proper packing; nothing should fall out when the sled is turned over. And that every Scout is wearing appropriate clothing and footwear.

### **The Course**

The terrain is varied with uphill and downhill runs, some steep, which will test the teamwork of the Patrol and require the Scouts to use their creativity to swiftly and safely move their sled.

## **Preparing Your Patrol**

One of the important features of a Klondike Derby is that the Scouts participate in a patrol, relying on each other, building and testing teamwork. It is important that the scouts prepare and practice for the big day. 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 must take responsibility for ensuring that they have everything they need for the day and that the sled is packed 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 travelling 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 shout it in a loud voice. 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

## **Hints and Advice for Patrol Leaders**

- Remember this is a competitive event. Patrol scoring is based on many variables, including being on time, sled inspection, lunch, Scout Spirit and performance at the challenges
- Assign the duties of Timekeeper to a Patrol member to ensure you stay on schedule
- Patrol method is a major factor in scoring. Do all your members participate and working as a team? Are they encouraging the other members? Does your patrol show leadership?
- Patrol identity will be judged including patrol flag and uniforming.
- Do not assume anything. Follow the directions at towns; some challenges are designed where problem solving is part of the challenge.
- Impress the judges. Use your imagination, think outside the box! There may be other methods than the conventional ones to complete a task. They love to see a patrol come up with a different way to complete a challenge
- Do not argue with a judge
- Adult Leaders are not permitted to follow or coach Patrols as you navigate the course and work on the challenges.
- Be courteous and respectful of other Patrols, staff and guests
- Above all else show scout spirit and have fun!

### **Patrol Equipment List**

Official Patrol Roster and Score card (issued at check-in)  
Nugget pouch  
Watch (to help stay on schedule)  
First aid kit (for emergencies)  
Notebook and Pencil  
Scout Handbook  
Scout Field book (optional, but highly recommended)  
Tinder, kindling and fuel wood for Noodle Bowl challenge  
Pocket knife  
Camp axe  
Saw  
Small Shovel  
Non-flame fire starter (i.e. Flint & Steel, Hot Sparker, Bow & Drill)  
Pots, utensils, individual eating kits, clean up kit  
Ingredients and spices to add to the Ramen noodle base  
6 Six-foot staves  
8 Ropes, 10-12 feet long  
    “Baling Twine” or similar  
3 Compasses  
8 Pillow cases or balaclava (hoods for White Out challenge)  
150’ ¼” rope or 550 cord. May be multiple pieces tied together  
1 Tarp (10 x 10 ft. recommended)

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 (boot liners for wet feet) and to make gaiters)

### **Packed for lunch:**

Cook & Utensil Kits; Mug, dish or bowl, and utensils for every Scout; Stove & fuel; Gallon of drinking water; Ingredients for lunch (see Lunch page 5); Hot Drink Mix (hot chocolate, hot cider, tang)

### **CLOTHING**

**NO COTTON! NO SNEAKERS!**

Base layer of long underwear  
Insulating layers of wool or fleece  
Winter coat preferably with hood  
Snow pants  
Winter hat  
Neck gaiter or scarf  
Mittens, Gloves, glove liners  
Insulated winter boots  
Gaiters to keep snow out (improvise with plastic bag and duct tape)  
Rain Gear (wind protection)  
Extra socks  
Extra mittens

## **The Patrol Challenges**

At each Town the challenge will require problem solving and teamwork and scouting skills and knowledge. Patrol will receive instructions from the mayor when they check-in upon arrival at each town.

### **Scoring**

The patrol will be awarded gold nuggets based on their performance at each challenge task and patrol method, leadership, teamwork and Scout Spirit

### Improvised Snowshoes

Your Patrol has encountered fields of waist deep snow, too soft to walk on. To continue your journey, each member of the patrol must make snowshoes from locally available materials and cross the first snowfield.

### Feed the Polar Bear

Your Patrol has met a Polar bear along the trail. The bear is hungry and would very much like to eat the food on your sled. The only way to protect your food is to feed the Polar bear special food pellets, without getting too close. Using the equipment on your Patrol sled, construct an apparatus to put up to 8 servings of food in the Polar Bear's mouth

### White Out

Your Patrol has been caught in a sudden blizzard that has reduced visibility to zero. Your patrol must move about 50 yards to a sheltered area to wait out the storm. You must ensure the safety of the patrol members; account for members at all times and avoid hazards along the path.

### Smoosh Board

Patrol members step into the harness of the Smooshboards. The Patrol walks a course that requires teamwork to make turns and maneuver around objects. Scoring is based on teamwork and time to complete the course

### Noodle Bowl

Make a cooking fire to boil water in a food safe container or pot. Light the fire with no flame (without matches, e.g. with a flint and steel, magnifying glass, or bow drill) method. Each patrol will be given a packet of flavored Ramen Noodles from which they will create an original and tasty snack. Your "Noodle Bowl" will be judged on taste and originality.

### Where is Bigfoot

Your Patrol has received reports of Bigfoot sightings and vocalizations. The information you have is the coordinates, in latitude/longitude or UTM format, where the hikers heard Bigfoot. They took bearings of the direction to the Bigfoot calls. Using this information, locate Bigfoot and travel to his location.

### Gourmet Lunch

Lunch is a scored challenge. Check-in at the nearest town. Provide the Mayor with a copy of your menu. Cook a lunch suitable for a winter outing. Plan a quality, balanced meal of good, hot food and drinks that will provide plenty of fuel to keep each scout warm. Scoring will be based on a balanced menu, quality of the food, preparation, cleanup and Patrol Method.

## Schedule

Saturday February 12

7:00 a.m. Staff arrive to set up challenges

8:00 a.m. Registration at Headquarters

8:45 a.m. Colors and Opening

9:00 a.m. Patrols leave for first town

Challenges; visit 4 Towns

Patrols are at each town for 35 minutes plus 10-minute travel

12:00-1:00 Lunch

1:00 p.m. Patrols Travel to the next town

Challenges; visit 2 Towns

Patrols are at each town for 35 minutes plus 10-minute travel

2:30 p.m. All Patrols return to Headquarters

Present you nuggets at the Assay Office for counting

Prepare for the sled race

2:50 p.m. Sled Race. Report to the starting line

3:45 p.m. Awards and Closing

Metacommet District 2022 Klondike Derby

**Pre-Registration is necessary!**

Pre-registration is available on the Council website or mail this form and payment to the Council office. Only the number of Scouts and Leaders need be provided at the time of pre-registration. The Klondike Committee realizes that final numbers may change; Registrations will be finalized at check-in.

**NOTE:**

Staffing and purchase of supplies and materials is based on the estimate of the number of scouts and adults attending. Troops that do not pre-register may not be able to participate in all the activities.

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

Troop Number	Town	District:
SCOUTMASTER		
Address		
Phone		
e-mail		
Number of Scouts:		Number of Adults:
Number of Patrols:		
Fee Due: Total Number Attending: x \$10 = \$		
Payment Included \$	unit account/cash / check #	by

### Unit Roster

Troop:	Town	District:
SCOUTMASTER		
ASSISTANT SCOUTMASTERS AND LEADERS		
PATROL		PATROL
PATROL		PATROL

<b>FEES</b>	
Total Number of Scouts and Leaders x \$10 =	\$ Total Fee
Amount Paid with Pre-Registration	\$
Total Fee Due at Registration	\$
Received \$ _____ unit account/cash/ check # _____ by _____	