

# 2010 Mustang District KLONDIKE DERBY

## INFORMATION PACKET

**Date:** Saturday, February 27<sup>th</sup>, 2010

**Place:** Three Rivers Park District The Landing – Minnesota River Heritage Park, Shakopee. (Formerly Historic Murphy's Landing, see attached map).

**Check-in/Inspection Times:** Check-in will start at 8am for all.

Clothing and equipment inspections will be done at the starting line.

**Event Start Time:** Full team and sled must be at starting line no later than 9:15am

**End Time:** Weather and the number of teams participating affect the Derby end time; however, we are planning on the closing fire to begin at 4:00 pm.

**Fees:**

Scouts: \$14.00

Leaders/Adults with Sled Team \$ 5.00

Staff (Leaders/Adults & Staff) \$8.00 (*Includes lunch*).

**Registration Deadline: Thursday, February 4<sup>th</sup>**

*A \$5 late fee will be charged for each scout after the 4th. No registrations will be accepted after February 18<sup>th</sup>. Walkup registration will not be available for this event.*

Cub Scouts and Webelos Scouts, Pack leaders and parents – Packs, Dens or families – are invited to visit for all or part of the day on Saturday to observe the Klondike Derby. They must coordinate with a host troop for lunch. No activities are planned for Cub Scouts and Webelos, but they are welcome to visit and watch the Derby.

**Contacts:**

Mary Teawalt, Troop 102 e-mail: [tmarymatt@comcast.net](mailto:tmarymatt@comcast.net)  
612-724-1975 (H) 952-261-7417 (C)

Doug McKenney, Troop 695 e-mail: [doug@dmckenney.com](mailto:doug@dmckenney.com)  
952-937-1582 (H) 612-308-7110 (C)

Make checks payable to **Northern Star Council** and mail Registration Form/checks to:

Mustang District, Klondike 2010

5300 Glenwood Avenue

Golden Valley, MN 55422

*Please note cost code 198 on your check*

## GENERAL REGISTRATION INFORMATION

All units/teams must register no later than February 4th, 2010 by mail. If applications are not postmarked by February 4th, a \$5.00 late fee will be assessed per scout.

Please note that if you have a late registration, your unit may not receive the commemorative hat with patch. Your registration is not complete until all fees are received for the number of scout/adult or staff participants listed on your registration form. Klondike teams must be registered as scouts, **not staff**. If you have a station and also have a Klondike team, **members of the team must register as Scouts using the Team Registration Form**. Staff will not be permitted to participate as a member of a sled team except for the final race of the day. If Klondike Station Staff are found to be participating on a sled team, that team will be disqualified.

**Staff fees include** this year's patch / hat and lunch. Staff includes leaders/adults and scouts running a Klondike station. **All leaders/adults/staff working at a Klondike Station must register using the Staff Registration form.**

## BOY SCOUT TEAM EQUIPMENT LIST

### SLED REQUIREMENTS

Every patrol needs a Klondike Derby Sled. The sleds should be fashioned to look somewhat like an Alaskan Dog Sled. Many sled plans are available on the Internet. Some materials that may be used include:

- Plywood, 1x2s, 2x4s, log poles. Skis can be used for the runners.
- Do not use nails in the construction of the sled because they may come loose. Sleds may be screwed, bolted or lashed together. No wheels allowed.
- The sled should be big enough to hold one Scout in your patrol plus all the gear on the equipment list.

### Each Boy Scout team must carry the following equipment:

Each listed item must be on the sled during its inspection. Any team lacking any of listed equipment items at inspection will be subject to a reduction in total points assigned at inspection. Also, items on the list may or may not be necessary for completing stations.

Each team must travel on the trail and carry their equipment with a "sled". Many different plans are available on the Internet. Each team should have a team flag that includes the Troop # and the team name.

1. A bridle rope must be attached to the front of the sled and be of sufficient length so that all members of the team can pull the sled using non-slip handles.
2. Each team must carry a minimum of two (2) gallons of water to be used for on-trail drinking and lunch. (HINT: Each station "mayor" appreciates receiving a gift of water from arriving teams. Remember though, you must carry at least two gallons of water at the time your sled is inspected.)

3. Each team must have a suitable hot lunch for each team member (plus two for town mayor his deputy) to be eaten at one of the towns on the trail. Lunch ingredients and materials to prepare your hot lunch must be carried on the sled. This is to include small stove and fuel, pot large enough to prepare the meal, utensils, (mugs, cups, forks or spoons, water bottles or other individual scout items may be carried by the scout in a day pack). You will also need to clean up your area and haul any trash with you. During your initial inspection, you will be asked questions about your afternoon meal. **NOTE: you will be responsible for feeding the Mayor of the town you are visiting and his deputy. Please plan on enough food for two additional people.**
4. At least one blanket, a tarp large enough for your entire team to be seated on, and two scout staves (hiking size stick).
5. An Official Boy Scout Handbook for each team.
6. At least one compass.
7. Clipboard & large ziplock bag to protect your score card, pen and/or pencil and paper.
8. Patrol flag
9. Watch
10. First-aid kit including four (4) cravats, gauze pads
11. Pocketknife
12. Tent
13. Matches
14. Rope
15. Trash bag
16. Small Mirror
17. 1 bandana for each member of your patrol

Please note that this is a preliminary list. It is designed to give you a basic idea of what will need to be carried on your sled – This is not the final list. You will be given the final list once we receive your registration.

## KLONDIKE DERBY OVERVIEW

The Klondike Derby is a daylong, outdoor event encompassing various scout skill stations that stress teamwork. The Klondike Trail is approximately 2 miles in length over which each team must travel from station to station with their sled and equipment. Remember, the Derby is held outdoors in February...it will be cold. Plan and dress appropriately! Patrols will lose points for incorrectly dressed scouts.

**TOWNS:** A task must be performed at each town. The "mayor" of the town will judge the Patrol's execution of a scouting task or activity. Towns stress teamwork and points are awarded each team for their enthusiasm, teamwork and completion of the town task.

Towns may include the following:

\*First Aid\*Knots\*Lashing\*Orienteering\*Communication\*Winter Survival\*

### Clothing:

The Derby is an all-day, outdoor event. The weather in February is unpredictable; however, every scout and participant should be prepared for cold and/or wet conditions. Pay attention to local weather forecasts in the days leading up to the Derby. **Sneakers are not allowed regardless of weather conditions!** All scouts must wear boots while on the trail. Unit leaders must enforce this rule and proper footwear will be checked during inspections. To accommodate varying weather conditions use layer clothing. Your patrol should carry extra gloves, hats and extra dry socks for use as needed. Patrols will be subject to spot inspections along the trail. Patrol members found to be wet or improperly dressed will be removed and sent to jail. If your patrol drops below 4 members, you will not be allowed to continue.

### Derby Scoring

**Inspection:** All inspections will be done at the starting line. Please make sure to arrive at the starting line no later than 9:15 am. Up to 50 points will be awarded for equipment and sled. Up to 50 points will be awarded for proper clothing.

**Lunch:** Lunch preparation and clean up is worth 10 points.

**Towns:** Each town is responsible for scoring each patrol. A maximum of 20 points will be awarded per town. Some towns may be timed. Tiebreakers will be dependent on timed towns (the tie breaker town will be selected the morning of the event and will be known only to the staff). Patrol cheers/songs and scout spirit/leadership are also awarded points.

At each Town your Patrol will be given a problem to solve. The Mayor and his deputy will score your performance and award points accordingly. They will also record your score on your Route Card that you will turn in at the Finish Line. Points are also awarded for leadership and teamwork. It's your job to see that the Patrol runs smoothly, that everyone participates and, when necessary, that orders are given. A Patrol that works well together is always a winner!

**Patrol Spirit:** When your patrol enters a Town, introduce yourself to the mayor, greet him, and tell him your Patrol Name and Troop Number. Then show him your Patrol Flag and give him and his

staff a rip-roarin' rendition of your Patrol Yell! Extra points will be awarded if you can remember to do all these things! Let's see some Patrol Spirit on Derby Saturday!

Total Patrol scores will be calculated during the final race, and awards will be presented to Patrols at the awards ceremony for overall performance in the Klondike Derby. Awards will also be awarded for outstanding performance in some of the Derby events.

### Trail Lunch

At noon you will prepare lunch at your current town. **Be sure to tell the Mayor that you need a Lunch Judge** and invite him and his deputy to join you for lunch. Using the cooking equipment that you have with you, your Patrol must prepare a trail lunch for each member of the Patrol and the mayor consisting of at least hot soup and/or hot pasta. You will have only 1 hour to prepare lunch, so plan accordingly. This is a judged event and you can earn up to ten points for your efforts including the patrol's skill in meal preparation and your leadership abilities. Lunchtime is also a good time to relax for a few minutes before getting back on the Derby Trail for a busy afternoon.

In the wintertime, it is necessary to be well fed or you will tire quickly. You will be eating outside. The body's premium fuel is complex carbohydrates such as bread, pasta or potatoes. To cook a hot lunch quickly is a good test of a Patrol's ability to feed itself and to continue to operate at full strength. A specified ration of pasta will help you get through the afternoon's strenuous Derby activities and the hot soup will furnish warmth (belly and hands!) and necessary liquids to prevent dehydration.

Opening a can of ravioli, spaghetti, spaghetti-O's, etc. and heating it over an open flame is a slow (and often amusing) process. The juices in the bottom of the can boil and complex carbohydrates become food for the fire and sauce-speckled Scouts go hungry. And the quartermaster always forgets the can opener! Cooking pasta in a pot is a little better but then you have a utensil to clean that is a mess on both the inside and the outside! Boil-A-Bags to the rescue!!

Before you leave home, remove your favorite pre-cooked pasta from the can and heat-seal it in a plastic freezer bag using a seal-a-meal machine. These devices and the heavy-duty heat-sealable bags can be found in Wal-Mart and other fine stores. Check with some gardening Scout Moms who freeze vegetables. Someone is sure to have one that your Patrol can borrow. Keep your boil-a-bag meal cold (but not frozen) until Derby lunch time and then place it in a pot of boiling water. In no time you will have a serving of hot pasta. Just tear open the bag and dig in! Cleanup is a breeze! And what a great hand-warmer on a cold January day!

Soup is conveniently prepared then by adding some of the already boiling water to a pre-measured portion of dehydrated soup such as Cup-a-Soup in individual cups. Each Scout can make his own. Cup-O-Noodles, a favorite Trail Lunch menu item: complex carbohydrates (noodles) and hot liquid in one Styrofoam container. This is an acceptable substitute for the individual soup and pasta servings described above. BUT, don't burn the Styrofoam cup! Put it in your garbage bag and dispose of it properly! **It is advised that you carry with you extra packets of hot chocolate and or coffee bags (bring your own cream/sugar) there will be hot water available at every station to use for preparing a hot beverage.**

## Rules

**NO SNOWBALLS.** There will be no snowball throwing. Scouts found disobeying this rule will be asked to leave the Landing.

**NO SLEDDING ON DERBY SLEDS.** Derby sleds may be used only for transporting equipment.

**YOUR PATROL IS RESPONSIBLE FOR HOLDING ON TO YOUR SCORE SHEET.** No replacements will be provided

## Safety Procedures

The Town Hall is a heated building and will serve multiple purposes as our Registration building, warming house, and as a first aid station. We will keep this staffed with a medical professional during the day. Hot water and Hot coffee will also be available. There will be at least one vehicle on the trail to be used in the event of emergency transport. Outdoor toilets are at various points along the trail and indoor heated toilets are available in town. Patrols will be spot checked during the day to make sure they are keeping warm and dry. Staff members will be identified with name tags and have cell phones and walkie talkies to assist in communication.

## Schedule of Events

Time	Event	Location
8:00-9:00	Registration	Town Hall
9:00-9:15	Scouts make their way to the starting line	Skagway
9:15-9:45	Clothing and Equipment Inspections	Starting Line
9:45-10:00	Scouts make their way to their first town	
10:00-10:30	First Town	
10:30-11:00	Second Town	
11:00-11:30	Third Town	
11:30-12:00	Fourth Town	
12:00-1:00	Lunch	Fourth Town
1:00-1:30	Fifth Town	
1:30-2:00	Sixth Town	
2:00-2:30	Seventh Town	
2:30-3:00	Eighth Town	
3:00-3:20	Scouts make their way to the race area	
3:20-3:45	Sled Race	Just south of Nome
4:00-4:30	Campfire & awards	River Deck in Skagway
4:30	Close – pack up and depart	

# 2010 KLONDIKE DERBY TEAM REGISTRATION FORM

**February 27, 2010 Historic Landing (formerly Murphy's Landing)**

**Unit Number:** \_\_\_\_\_

**Unit Contact:** \_\_\_\_\_

**Address:** \_\_\_\_\_

**Phone Number:** \_\_\_\_\_

**E-mail Address:** \_\_\_\_\_

**Number of Sleds (minimum of 5 scouts/team – maximum of 10 scouts/team)**

## SCOUT & ADULT NAMES:

<u>Team One</u>	<u>Team Two</u>	<u>Team Three</u>
1.	11.	21.
2.	12.	22.
3.	13.	23.
4.	14.	24.
5.	15.	25.
6.	16.	26.
7.	17.	27.
8.	18.	28.
9.	19.	29.
10.	20.	30.

**Total Number of scouts:** \_\_\_\_\_

**Amount Due (scouts \* \$14.00):** \_\_\_\_\_

**Total Number of adults/leaders:** \_\_\_\_\_

**Amount Due (adults \* \$5.00):** \_\_\_\_\_

**Total Due: \$** \_\_\_\_\_

**Please make all checks payable to Northern Star Council.**

Please note cost code 198 on your check

*All fee's are non refundable.*

## Mail to:

Mustang District, Klondike 2010  
5300 Glenwood Avenue  
Golden Valley, MN 55422

# 2010 KLONDIKE DERBY STAFF MEMBER REGISTRATION FORM

*This form is to be used only for Scouts/Adults that will be assisting with the event*

**February 27, 2010 Historic Landing (formerly Murphy's Landing)**

**Unit Number:** \_\_\_\_\_

**Unit Contact:** \_\_\_\_\_

**Address:** \_\_\_\_\_

**Phone Number:** \_\_\_\_\_

**E-mail Address:** \_\_\_\_\_

<b><u>STAFF NAME (adult/Scout)</u></b>	<b><u>Town</u></b>	<b><u>Description</u></b>
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1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

**Total Number of Staff/Leaders:** \_\_\_\_\_

**Total Due: (Staff x \$8.00)** \_\_\_\_\_

**Please make all checks payable to Northern Star Council**

Please note cost code 198 on your check

*All fees are non refundable.*

**Mail to:**

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5300 Glenwood Avenue

Golden Valley, MN 55422

# THE LANDING

Minnesota River Heritage Park

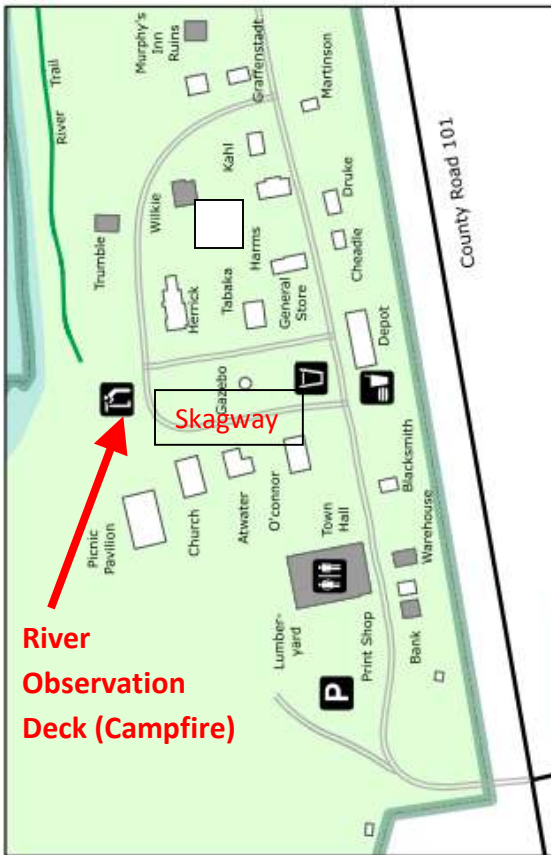
## Legend

- Unpaved Hiking Trail - 1.1 mi
- Interior Exhibit by Guided Tour Only
- Exterior Exhibit Only
- Concessions
- Drinking Water
- Parking
- Reservation Picnic Area - Sheltered
- Restrooms
- Viewing Area
- Visitor Center/Information & Admission

- Unpaved Hiking Trail - 1.1 mi
- Road
- Service Road
- Park Boundary
- Lake

Updated: 08/28/09

[threeiversparks.org](http://threeiversparks.org)

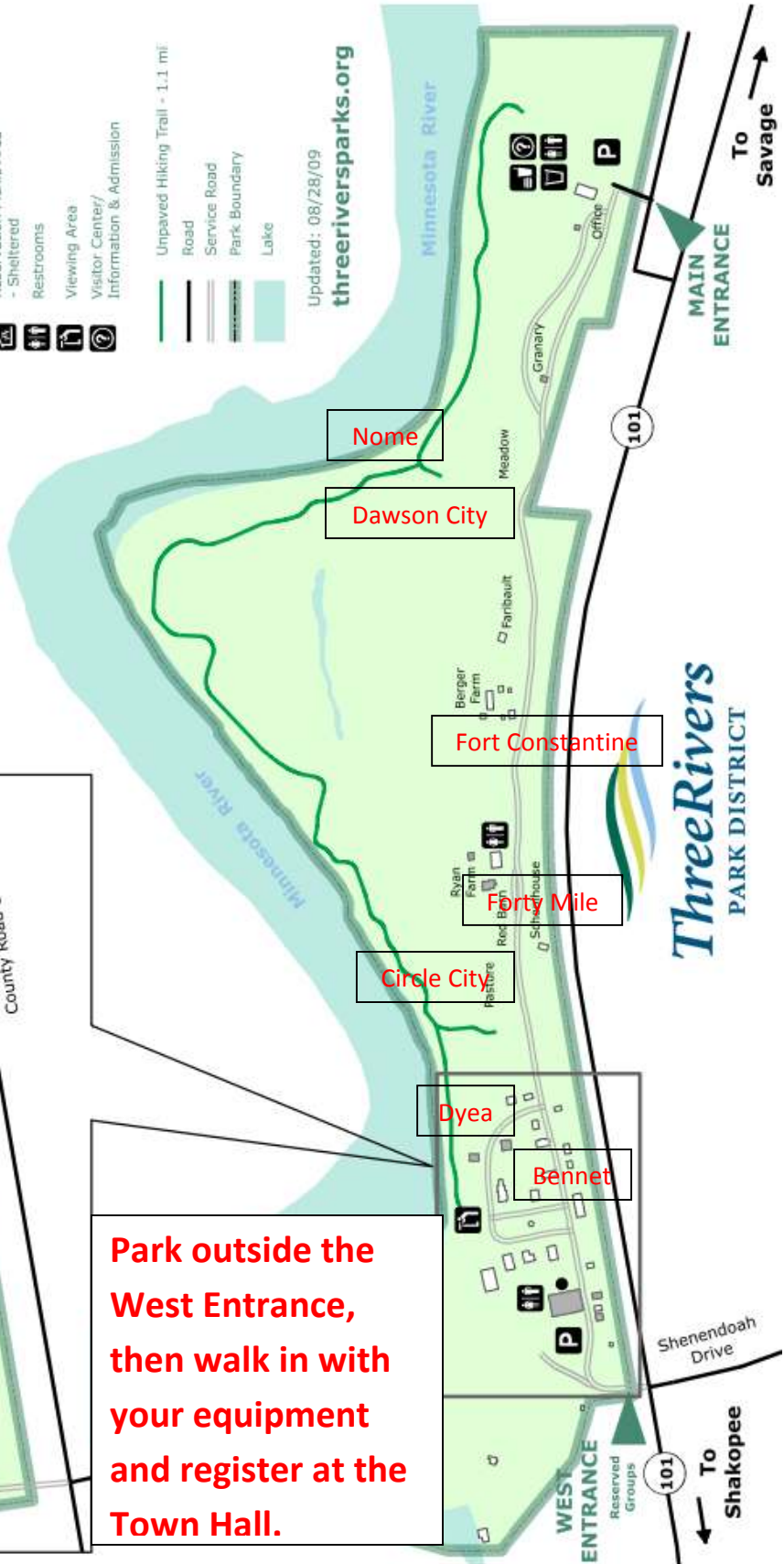


River Observation Deck (Campfire)

Skagway

County Road 101

Park outside the West Entrance, then walk in with your equipment and register at the Town Hall.



Nome

Dawson City

Fort Constantine

Forty Mile

Circle City

Dyea

Bennet

ThreeRivers PARK DISTRICT

WEST ENTRANCE

MAIN ENTRANCE

To Savage

To Shakopee

## Clothing Check at Starting Gate

Please share this information with your adult leaders and visiting parents.

Proper clothing is one of the most important ways to ensure your survival on a winter outing. If you are well prepared you are warm and dry, but if unprepared your feet are wet and freezing and your body loses its heat dangerously fast. The survival rule: when the poorest equipped Scout becomes too cold or wet to continue, the whole Patrol must stop and care for him and return to base camp.

Prepare your Patrol by copying and distributing the checklist included in this brochure. Sometime before the Klondike Derby, conduct a "shakedown" inspection of your Patrol to make certain everyone has the proper clothing. When your Troop meets to leave for the Klondike, check them again.

You should plan to assemble your Patrol in the staging area behind the Starting Line at 9:00. Staff will be judging your Derby Sledge and Patrol Flag at the same time that you are running final equipment and clothing checks for your Patrol. Once you are satisfied, introduce yourself to the Territorial Constable so that one of his aides can be assigned to conduct a clothing inspection for your Patrol before it's time for you to hit the Trail.

When we check your Patrol's clothing at the starting gate, EACH member of the Patrol must meet the following minimum requirements.

- ◊ Wearing insulated & waterproof boots,
- ◊ Wearing a warm hat that covers the ears,
- ◊ Wearing warm & waterproof mittens or gloves,
- ◊ Wearing warm, snow-resistant pants, and
- ◊ **NO COTTON CLOTHING**

If just one Scout is not adequately prepared to head out on the Derby Trail, your Patrol will not be allowed to start the event until he is properly dressed for the weather conditions. You will lose points; you will lose time; you may have to scramble to obtain proper clothing; your Patrol might be disqualified! Patrol leaders, this is your responsibility – check your Patrol before you arrive!

There is much discussion regarding "adequate" clothing. The staff has to consider the variety of clothing worn with respect to the rules, the weather conditions, and ultimately, the safety of the Scouts. The Clothing Checkers are the clothing experts at the Klondike Derby and they will set the standards against which each member of each Patrol will be measured on Derby Day. The rules above are only minimum requirements – the information below will help you understand the philosophy.

**"Cotton kills" is the first rule** of the winter dress code. Cotton jeans, sweat pants, sweatshirts, or long underwear are disqualifiers. Carhartt outerwear is made from cotton!! Cotton absorbs moisture, whether from the snow or from perspiration, and loses its ability to insulate. "Wicking" layers won't help if the moisture flows through them into an outer cotton layer.

The **second rule is "no sneakers."** Everyone needs to have waterproof and insulated footwear for any outdoor wintertime activity. Keep in mind that waterproof, insulated hiking shoes are unacceptable in snow deeper than the shoes, unless you also have gaiters. Remember that you will be

judged as to whether your boots are waterproof. Waterproofing wears off. If we see the boots absorbing water, they may not be accepted.

**Third rule: Be Prepared** – Exceed the minimum. Here's how: Your boots are in contact with the frozen ground all day long. Keeping feet warm and dry is absolutely essential. If you or your Patrol members are going out to buy new boots, spend a little extra and get a good pair. You should also wear two pairs of socks (preferably polypropylene undersock and wool oversock) that will wick moisture away from perspiring feet. Do we need to remind you not to wear cotton socks? Rubber boots or boots with rubber bottoms and leather uppers are best. All-leather boots will leak eventually (even if religiously "waterproofed"). Carry an extra pair of socks and a couple foot-size plastic bags in your daypack, so that if your feet do get wet you can change socks and then slip on the plastic bags to keep water from wet boots from getting the fresh socks wet.

Hats that protect your head and ears are essential for winter activities. No baseball caps. You need warm, wool or wool/poly hats that come down well over your ears. During the day, keep your hat on, even if rolled up for cooling off. Your hat is your thermostat; most body heat is lost from your head and neck. "If your feet get cold, put on your hat" is a good rule to remember.

Please make sure last year's mittens/gloves still fit, and leave cotton work gloves at home! Mittens work better than gloves because the fingers share heat. In colder weather, thick wool or wool/poly ones with water resistant overmitts are great. Fingerless gloves are useful for short periods during skill events – for tying knots or striking matches, for example – but should not be used for the entire day.

You shouldn't need us to remind you that if you're going to be in snow for hours, you'd like your pants to keep you warm and dry. Cotton jeans, dockers, and sweat pants are unacceptable even under nylon overpants or ski pants. Remember the caution about what is judged as "waterproof" – if we see it absorbing water, it will fail inspection! Ski pants over long underwear, snow pants and the like are adequate as long as the long underwear is non-cotton. Wool pants are fine, since they insulate well even when they are a little wet. Pants should be tucked into boots or covered by gaiters or otherwise worn to prevent snow from getting into boots when hiking in 12-15" of fresh powder.

The ideal way to cover your upper body is a layering approach to allow for adjustments in the thickness of insulation required for different activities. Polypropylene or wool/poly blend long underwear is the first layer. Then a poly fleece shirt or wool sweater is next. (Avoid cotton sweatshirts – they get wet, stay wet, and you get cold!) Over the shirt or sweater goes a light to medium weight jacket or "shell" depending on the weather conditions. The fourth layer (which may be in your day pack) is a rain coat or poncho to protect you from the elements. As you work harder, open up or remove layers; when you rest, zip back up or put layers back on.

Finally, consider what you carry inside your clothing. Many inexperienced Scouts are observed drinking "Gatorade slush" pulled from their packs, then shivering uncontrollably. Powerbars can become hard as rock when frozen. Patrols should carry these items inside their layers.