

**2008 IROQUOIS TRAIL COUNCIL  
KLONDIKE DERBY  
February 15-17, 2008**



**Where's everyone going?  
Wilson Conservation Club  
2394 Wilson Cambria Road  
Wilson NY 14172**

# Klondike Derby Setting

In August 1896, prospectors George Washington Carmack, Skookum Jim, and Dawson Charley discovered gold on Rabbit Creek (renamed Bonanza Creek) in the remote Klondike region of Canada's Yukon Territory. News of the Klondike discovery spread slowly over the next year until miners began to return with their fortunes. In July 1897, the *S.S. Portland* arrived in Seattle, Washington, with more than a ton of Klondike gold on board. This event touched off the great Klondike Gold Rush as thousands of people who dreamed of becoming wealthy began booking passage on steamers heading north from Seattle and other West Coast ports. Upon arriving at the northern end of the Inside Passage, however, these adventure-bound stampeders found no easy route leading to the still distant Klondike region. The most direct route involved climbing over either the White Pass Trail from Skagway, Alaska, or the Chilkoot Pass Trail from Dyea (pronounced Die-ee) to Bennett Lake, the headwaters of the Yukon River. Stampeders then had to build a boat to navigate 500 miles down the Yukon River. Their final destination was Dawson City, a town that developed near the gold fields. *So load up you sled with supplies, harness up your huskies and make your way to Dawson City for thars gold in them thar hills!*

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## BSA Requirements

Youth must be a registered Scout or Venturer to participate in the Klondike for insurance purposes. If you have prospective members as guests of your unit and they are not currently registered, you must have a completed Boy Scout or Venturing registration form at the Klondike.

Two Klondike Unit Leaders (adults) are required to be responsible for all youth accompanying a unit. All leaders are required to be trained in youth protection. One leader must be at least 21.

## Visitors

Visitors are welcome and encouraged to attend. Members of your troop committee or parents of the scouts may attend many of the day's activities at no cost. Invite your unit commissioner. All visitors need to sign in and out at Skagway.

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## GENERAL KLONDIKE INFORMATION:

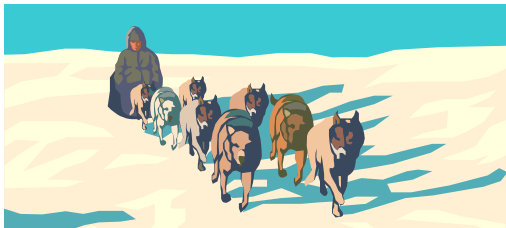
Each "Dog Team" (so-called because Scouts act as Huskies), will follow a course along as outlined on a maps given to the acting dog team leader in Skagway. The maps guide the teams over a field course from Skagway to Dawson.

To survive this arduous journey you will need to be on top of your Scouting skills. The trail is a brutal one, you will need your entire team involved to quickly assess the challenges along the way, devise a plan, and execute it to survive. Depending on how well the team works out this

challenge, it will be awarded a number of "gold nuggets". Each stop MUST be visited in the correct order for the patrol to participate. All patrols must follow the entire trail from Skagway to Dawson. Demonstrating proper mushing commands and the use of patrol cheers may result in additional rewards.

After the completing the trail, report to the Canadian Imperial Bank in Dawson to register your gold.

## Sled Operation



Driving a Klondike sled is called mushing and requires the huskies to work together as a coordinated team. One Scout out of the patrol is called the musher. This position should rotate among the Scouts during the day. 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 rest of the Scouts are called huskies. Each team has a harness (usually a loop of nylon webbing) which is attached to the front of the sled by a rope. Each team should have their own rope, rather than branching a single rope to more than one harness. The sled should also be equipped with a 10-15 foot brake line on the back. The musher is in charge of the team. They use the commands below to direct the team. To give a command to the entire team, they just say it. To give it to one person or a few people, they 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"). Pronounced "jee".

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 that they want to go fast and expect the team to do so. Rather, the team must decide together how fast they want to go, that is, what their objectives are. Once the decision is made, the musher is responsible for coordinating the team to carry out what they have all decided to do. Teams should consider how they will work together to control descents, hill climb and manoeuvring side hills.

## **Klondike Derby 2008 Schedule**

### **Friday, 15 Feb.**

5:00 pm Check-in registration begins

9:00 pm Cracker Barrel

### **Saturday, 16 Feb.**

7:00 Reveille

8:00-8:30 Late registration

8:30 Station set up by sponsors.

8:45 Flags / Opening

9:00 Morning Activities

12:00 – 1:30 Lunch

1:30 Afternoon Activities

4:30 – 7:00 Dinner

6:00 (sunset) Flags

8:00 Vespers and Campfire

### **Sunday, 17 Feb.**

7:00 Reveille

8:45 Flags

8:00 Sled Race

9:00 Awards Ceremony

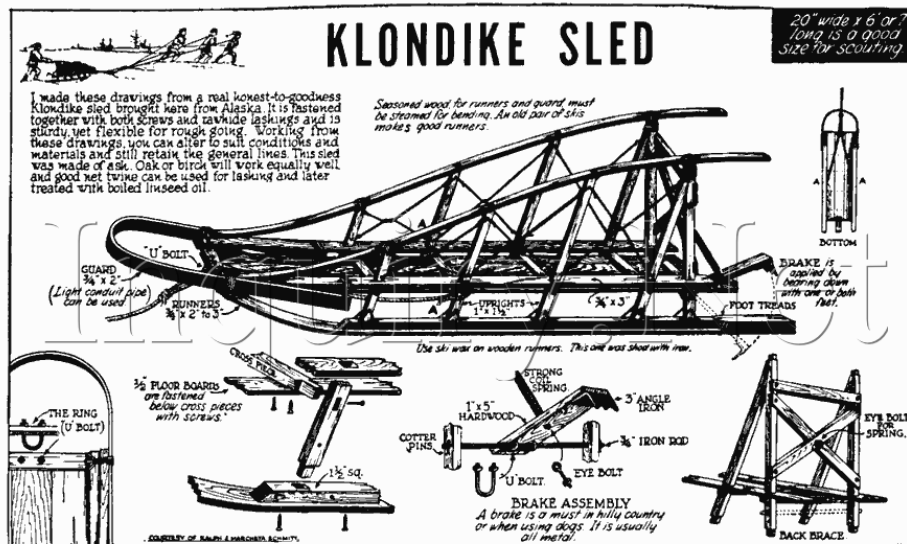
10:00 Check out

## **BE PREPARED**

**CLOTHING:** One of the most important requirements is knowing how to keep warm and dry. Each scout must know what to wear. Winter weather is very changeable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard. Just before the turn of our century, men raced by means of dogs and sleds across the frozen wastes of Alaska in search of gold. They camped out in all kinds of winter weather. They had to be prepared with adequate survival knowledge. Utilizing the knowledge of the native Eskimos, the "gold rushers" survived. Scouting has capitalized on this theme and has developed the Klondike Derby as an activity for Boy Scouts. Traditionally the purpose of which has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Your best piece of cold weather clothing is your mind! Dress to be dry, don't do any activity fast enough to sweat, remove layers or add layers to accomplish this. Cold weather camping requires adequate clothing and waterproof boots to protect the camper and yet be versatile enough to prevent sweating during activity and keep the boy warm during idle periods. Layered clothing meets this requirement. A second and third change of inner clothing will be required for your boy's personal safety and comfort. A wool stocking cap or similar head covering is necessary both during the day and at night in the

sleeping bag to retain warmth. Note for Scout Leaders: Please realize that boys do not "feel the cold" as adults do, if they are uncomfortable, they will bundle up. It doesn't hurt to remind them, however.

**SLEDS:** Klondike style sleds or sledges must be built or put back in shape (don't forget to wax the runners). If a patrol does not have a sled, build one (many plans available on the web). Toboggans and store bought sleds will not be allowed to participate. Incidentally, don't let the idea of sleds scare you. It is not essential to have snow for this event -- many of our best derbies have been held without snow.



## KLONDIKE RULES, EVENTS AND SCORE KEEPING

### 1. CLOTHING INSPECTION

Each boy will be inspected BY YOU (Scoutmaster or adult leader present) before he takes off on the trail. The unit leader will be required to file a form indicating that his unit is ready for the trail. If any boy is not adequately dressed, he will not be allowed on the trail. An adult leader will be required to remain with any Scout not allowed on the trail. This ruling will be rigidly enforced. Please save the hard feelings and see that your Troop is prepared.

- a) Clothing - proper and warm for existing conditions. Dress in layers of clothing.
- b) Footwear - proper for existing conditions, no tennies. Wear wool socks over a pair of cotton or even better wicking ones. Do not wear low cut shoes (no tennis shoes) unless covered by a pair of galoshes.
- c) Headgear - to cover head and ears (scarves recommended). Wear a head protector which has ear covering. An added scarf will protect the face from the cold and biting wind.

d) Hand gear - to protect a vulnerable part of the body. Hands should be protected with wool mittens covered with a water repellent shell. Gloves may be worn, but are not as warm as mittens.

## **2. FIRST AID STATION**

Located at the Skagway. This area is manned throughout the derby. Also, there is a warming area for your "EMERGENCY" use NOT to be used for other purposes. The whole idea of the Klondike is to train boys for OUTDOOR WINTER ACTIVITY. Hot Chocolate is available OUTSIDE at this location as well as at the other side of the park.

## **3. WEATHER**

Traditionally the purpose of the Klondike Derbies over the years has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Therefore, unless weather reaches dangerous conditions -- the DERBY WILL GO ON! (This will be determined at the site).

## **4. PRE-REGISTRATION**

Send in the pre-registration form to Council Office with your unit's \$8/boy fee so it will be delivered prior to the "Early Bird" date of 2/1/08. An additional late fee of \$2/boy will be assessed any unit registering after early bird date.

➤ Included in the fee:

- Patch (first 100 registrants will get patch at event, others 4 weeks after event)
- Porta-Potties
- Hot Cocoa
- Water Available
- Straw
- Firewood

## **5. COMPLETED REGISTRATION**

Bring a copy of the completed Klondike Registration Form with you to the Derby. Boy Scout Troops register FRIDAY after 5 p.m. then proceed to their campsites to set up their REGULAR TENT camps. Troops start Klondike competition at 9 a.m.

## **6. PATROLS**

This year's Klondike will be a traditional Boy Scout patrol-based event. Let the patrol succeed or fail on the strength of its members. Boy Scout leaders DO NOT accompany their boys. Patrol members must work together to navigate the course and complete the events. The ideal patrol size is six (6) to eight (8) scouts. Patrols with more than six scouts will have to "sit out" members at each event on a rotational basis. The Patrol Leader will have to track the order of who does not participate at each event. The decision of who sits out must be made before the event task is given to the patrol.

## **7. PATROL EQUIPMENT (must be on your sled throughout the day)**

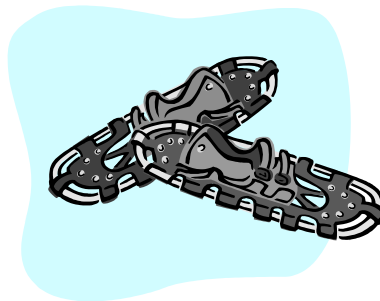
- Klondike sled.
- Compass – 2 per sled
- Patrol Flag
- 6 ft. length of knot tying rope per scout
- Poles and lashing twine (4 – 5 ft lengths, 4 – 3 ft lengths, and approx. 70 ft of twine)
- One 20 ft. rope per sled
- Matches
- First Aid Kit, triangular bandages and Splints
- One Blanket
- Scout Handbook
- Clip Board, Pencil and Paper
- Two signaling devices.
- At least 2 gallons of drinking water contained in a 2 or 2.5 gal. jug.
- Tarp
- Every participant will need his cook kit (cup, bowl and spoon) for meals.
- One 2 qt. pot to make 6 – 9 cups of hot chocolate in over an open fire.
- Sack to hold your gold.
- Spare coat, hat, gloves and boots.

### **ADDITIONAL EQUIPMENT NEEDED**

**PERSONAL:** Recommended – TWO (2) Sleeping Bags & Ground insulation pad (if sleeping overnight) Pocket Knife, Compass, 2 Flashlights, Spoon, Bowl, & Drinking Cup (no paper products supplied), Scout Handbook, Adequate layers of clothing, Adequate footgear, headgear, and hand gear.

**TROOP:** For your camp please bring Dry firewood (or chance picking it up)

**EQUIPMENT:** All meals will be cooked in your troop/patrol camp site. Bring cooking gear, tents, rope, twine, waterproof ground covers, adequate tarps for shelters, lanterns, and other troop gear needed for winter camping. Consider erecting a warming tent or shelter for your site.



## 8. EVENT SPECIFICATIONS

Teams will be rewarded with gold for each skill event. "Gold" will be awarded for participation in these activities. Here's How To Earn "GOLD" at the Klondike:

### The Events

Location	Challenge	Description
Skagway	RCMP inspection.	To begin the journey the Royal Canadian Mounted Police will inspect your sled and huskies to make sure you are prepared for the trail ahead.
	Whiteout.	Guide your team along a torturous path in a complete whiteout.
	Flood.	The sluice gates are breached. The water is rising. Get your sled secured at a height equal to their shortest scout.
	Ravine Crossing	The bridge is out and you must make a crossing.
	Your team is separated.	Send a message up the trail. Receive a message back.
	Fire building.	Build a fire, hard boil an egg.
	Hide your gold.	Nugget toss. Launch a nugget to avoid confiscation.
	Tie up your dogs.	Demonstrate your ability to tie scout knots to secure your load of gold and provisions for transport.
	Where the heck am I?	The team must find themselves and the mother loads on the frozen tundra.
	The great serum rescue.	Transport serum to your dying leader. Mush your team through frozen tundra to take the vital serum to their dying leader.
	Get the gold.	Recover a bucket of gold from the middle of a dangerous sinking bog.
	Claim Jumper.	Be wary of the unscrupulous claim jumpers. If you know your scout facts it won't cost you.
Dawson	Cash out.	Bring your take to cashiers desk at the Canadian Imperial Bank to register it.
	Spend the night.	One nugget per team member/night.
	Sing and act.	Five nugget for song and five for skit performed at Saturday night's campfire. You must file a claim at Dawson by 6 PM Saturday.
	Sled race.	Ready, set, hike, pick it up if you know what I mean! Sunday morning warm up starts at 8 AM.
	Sponsor stations.	Five nuggets for each station sponsored by Troop leaders. Must come prepared with any equipment necessary and sign up in advance.

**2008 Iroquois Trail Council Klondike Troop Roster and Registration  
15 – 17 February  
Wilson Conservation Club**

Troop # and Town \_\_\_\_\_

**Adult Leaders**

<b>Scoutmaster</b>	_____	No charge.
<b>Asst. Scoutmaster</b>	_____	No charge.
	_____	No charge.

**Scout Leaders**

Senior Patrol Leader	_____
Asst. Senior Patrol Leader	_____

**Patrols**

<b>Patrol Name</b>	_____	<b>Patrol Name</b>	_____
Patrol Ldr – 1	_____	Patrol Ldr – 1	_____
Asst. Patrol Ldr – 2	_____	Asst. Patrol Ldr – 2	_____
Scout – 3	_____	Scout – 3	_____
Scout – 4	_____	Scout – 4	_____
Scout – 5	_____	Scout – 5	_____
Scout – 6	_____	Scout – 6	_____
Scout – 7	_____	Scout – 7	_____
Scout – 8	_____	Scout – 8	_____

<b>Patrol Name</b>	_____	<b>Patrol Name</b>	_____
Patrol Ldr – 1	_____	Patrol Ldr – 1	_____
Asst. Patrol Ldr – 2	_____	Asst. Patrol Ldr – 2	_____
Scout – 3	_____	Scout – 3	_____
Scout – 4	_____	Scout – 4	_____
Scout – 5	_____	Scout – 5	_____
Scout – 6	_____	Scout – 6	_____
Scout – 7	_____	Scout – 7	_____
Scout – 8	_____	Scout – 8	_____

**Number Attendees and Registration Payment**

<b>Total Adults</b>	_____	
<b>Total Scouts</b>	_____	
<b>Scouts x \$8.00</b>	_____	<i>Make check payable to Iroquois Trail Council</i>
<b>plus \$2 after 2/1/08</b>	_____	