

# Klondike Derby

UNIT LEADERS/SCOUTS  
REGISTRATION AND  
INFORMATION PACKAGE

Cost: \$10.00 after 1-8-11 \$15.00

29-31 January 2010



Ben Pavek

**TROOP  
ACTIVITY PARENTAL CONSENT FORM**

**PERMISSION SLIPS AND ALL ACTIVITY FEES MUST BE TURNED IN NO LATER**

**FIRST NAME** \_\_\_\_\_ **M.I.** \_\_\_\_\_ **LAST NAME:** \_\_\_\_\_

**ADDRESS:** \_\_\_\_\_ **BIRTH DATE:** \_\_\_\_\_  
(MONTH/DAY/YEAR)

**CITY** \_\_\_\_\_ **STATE:** \_\_\_\_\_ **ZIP:** \_\_\_\_\_

**HOME PH#:** \_\_\_\_\_ **WORK PH#:** \_\_\_\_\_  
**CELL PH#:** \_\_\_\_\_

**APPROVAL**

**TROOP ACTIVITY:** District Klondike Camporee

**DESTINATION:** Hyde Memorial State Park, Santa Fe, NM

**DEPARTURE DATE:** January 29, 2010      **RETURN DATE:** January 31, 2010

**TYPE OF TRANSPORTATION:** \_\_\_\_\_ **MEETING PLACE:** \_\_\_\_\_

**DEPARTURE TIME:** \_\_\_\_\_ **RETURN TIME:** \_\_\_\_\_

**FATHER/GUARDIAN  
SIGNATURE:** \_\_\_\_\_ **DATE:** \_\_\_\_\_

**MOTHER/GUARDIAN  
SIGNATURE:** \_\_\_\_\_ **DATE:** \_\_\_\_\_

---

---

**MEDICAL RELEASE**

In the event of illness or injury occurring to my son while involved in this activity, I consent to X-ray examination, anesthesia, and/or medical or surgical diagnostic procedures or treatment considered necessary in the best judgment of the attending physician and performed by or under the supervision of a member of the medical staff of the hospital furnishing medical services.

It is understood that in the event of a serious illness or injury, reasonable efforts to reach me will be attempted.

**Insurance Company:** \_\_\_\_\_ **Policy No.:** \_\_\_\_\_

**Hospital Name:** \_\_\_\_\_ **Ph#:** \_\_\_\_\_

**Physician Name:** \_\_\_\_\_ **Ph#:** \_\_\_\_\_

---

---

**PARENTS OR GUARDIANS:**

Permission slips and any costs associated with any Troop activity must be signed by a parent or guardian and turned in by the Troop meeting the Monday prior to departure date. No permission slips may be turned in with out activity fees attached. Any persons arriving on departure date that have not already turned in permission slips the prior Monday will not be allowed to participate in activity.

**NOTE:** Vehicles that are planning to park for the weekend will need to provide the drivers name and a license plate number. This will be turned in with you tour permit and medical forms at the check in desk. Any vehicles that are not reported may be towed by the ranger as we are the only group that will be permitted to use the parking lot.

## **Welcome Scout's**

It's time for this years Klondike and to make it fun for everyone we need to set some ground rules. Please make sure that your Troop follows them. Let's make it a fun and safe event.

**Safety is priority one**, so please make sure you stay bundled up against the cold. Wear a jacket, and remember that if you get wet you need to dry off as soon as possible. Also check your socks frequently to avoid the dampness that could bring frostbite. Drink plenty of water, and if you have any questions please ask one of the adult leaders. We will have a First Aide station set up for treatment of minor accidents and evaluation of injuries for the need of transportation to a medical facility.

1. Please pick up all your trash. No Trace Left Behind will be followed; you take out what you brought. Regardless of whether the trash is yours, put it in the garbage.
2. There are bathrooms located in the camp; please keep those clean. If there is a mess we may not be able to return. If you see or have a problem, talk to an adult leader.
3. AT NO TIME ARE YOU TO LEAVE THE CAMP; if you must leave please notify the Camp Director.
4. If you think something is wrong, tell an adult leader. We are here to help. Being such helpful people, what we say is important to listen and do.

## Rio Grande District Klondike 2010

### Schedule of Events:

#### Friday

6:00 – 8:30 Units Check in  
8:30 Leader Meeting

#### Saturday

0630 Reveille  
0630 – 0830 Breakfast/ Clean up  
0830 – 0900 Opening Ceremony / Announcements  
0900 – 1100 Event  
1100 – 100 Lunch/ Clean up  
100 – 300 Event  
300 – 400 Sled Races no points for events but awards will be given for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.  
400 – 530 Dinner/ Clean up  
600 – 800 Campfire  
830 Leaders Meeting

#### Sunday

0630 Reveille  
0630 – 0800 Breakfast/ Clean up  
0800 – 0830 Scouts own Service  
0830 – 0930 Clean up / Pack out  
1000 Check out complete

#### Notes:

1. Events are as follows: **Polar Bear Fend Off, Snow Blind, Orienteering, Knots, Sled Race, Toxic Waste, Winter Fire Building, First Aide Winter Skills, Lashings** and an **Extra Credit Station**. Scouts should plan to bring things they think they need, for example: pot, rope etc. fire making materials, kindling will be provided at this event you may use your own flint and steel, magnifying glass, or other items to start the fire.
2. Map will be distributed on site after snow conditions are determined where events will be held.
3. Pack out all garbage including ash from fires – recommend bringing fire drum (container) for use on snow since there are only a limited number of designated places for fire building.
4. Troops are responsible for their own food for this event; however, coffee and hot water will be available on a periodic basis throughout the event at the main gazebo.
5. Patrols should bring their flags, sleds, yell, song and enthusiasm!
6. ASM's will be welcome to observe the events, but will be asked to stand back and let the boys compete in the events without help from the ASM's

## Rio Grande District Klondike 2010

**CAMP DIRECTOR:** Leonard Garcia ([leonardg1969@yahoo.com](mailto:leonardg1969@yahoo.com)) 1-505-440-6056  
**PROGRAM DIRECTOR:** Phil Mandeville ([pflipper@msn.com](mailto:pflipper@msn.com))

**PLACE/DATE:** Hyde Memorial State Park, Santa Fe, NM Group Shelter #2

**FEES/REGISTRATION:** The cost is \$10.00 for Youth and Adults (unit accounts will be charged). Cost after 1-8-10 will be \$15.00. Cost includes Official Klondike patch, facility fee, and program materials. Fees are the same whether your troop spends 1 or 2 nights. Use the form in this package for application.

**MEALS:** Each unit is responsible for bringing/cooking their own meals. Lunch will be provided on Saturday.

**TRASH:** Trash cans available on site. Please no HOT ASH in the trash.

**FIRES:** *Open fires are permitted* in the camp sites. Troops can use charcoal grills and propane type fires for cooking. *We will have a closing campfire.*

**MEDICAL:** Medical help will be available for minor problems that may occur; however don't forget the Scouts medical forms in case anything happens.

**UNIFORMS:** All Scouts and Scout Leaders will wear their Scout uniforms at flag ceremonies. **BRING COLD WEATHER CLOTHING/EQUIPMENT.** YOU WILL NEED TO BE DRESSED WARM, UNIFORMS WILL NOT MATTER AT THAT POINT.

**PARKING/GATES:** Parking will be available.

**EVENTS:** Details to follow.

**CAMPFIRE:** Each Patrol will be prepared to provide entertainment via a song/skit. All of the Troops will get to perform a skit or song at the campfire. Troop numbers will be drawn at the campfire and they will be given the option to perform a song or a skit.

**MISCELLANEOUS:** Scouts need to be punctual to all required meetings/events, and also in bringing all required items. In addition, they need to BE PREPARED with pens/paper to take information back to their Troops.

## **ARRIVAL/CHECKOUT PROCEDURES**

**ARRIVAL:** 1 Adult Leader and the SPL need to report to Camp Director **BEFORE** selecting a campsite. Bring 1) the completed attendance roster, 2) your Tour Permits, and 3) the medical forms. You will receive any updated information and maps of the camp at that time. **You will be given an assigned campsite.**

**FOR SUNDAY:** SPLs will designate 5 members of their Troop to patrol the area for a cleanliness walk through; this group will report to the Program Director at the designated time. SPLs will then organize a garbage walk of the 1) Assembly Area, 2) Main Cabin Area, and 3) Camp Parking Area. SPLs will pre-plan at the Cracker Barrel Saturday night to avoid confusion. Upon completion of these duties, the Troops may return to assist packing their own Troop campsites.

**CHECKOUT PROCEDURES:** Finish tasks listed in the above paragraph. Pack/remove all camping gear into your vehicles. Have the Scouts police the area for trash, and remove all garbage. At this point notify the Camp Director or one of the inspectors listed on the paper at headquarters to have them give a final approval. Provide your Tour Permits for final signatures. Patches will be given out at this time to the SPL/Adult Leader present.

## **REQUIRED ITEMS - SCOUTS**

Each Scout **MUST** have these items with them for the camp:

- Uniform (properly outfitted with patches and worn according to the Handbook)
- BSA Handbook
- Pen/paper
- Sleeping Bag
- Tent (may be shared)
- Cold weather clothing
- Rain Gear
- Extra socks/shoes
- Canteen w/water

## **REQUIRED ITEMS - PATROLS**

In addition to/using the individual Scout items, each Patrol must have/be able to produce a:

- Yell
- Compass
- First Aid Kit (outfitted with usable and pertinent cold weather items)
- Knife
- Watch
- Skit/song
- 6 foot piece of line(one for each Patrol Member)

## **REQUIRED ITEMS FOR EACH PATROL**

In addition to/using the individual Scout items, these are the MINIMUM items that will go with each Patrol throughout ALL events

- Water (scouts should have individual canteens)
- 1 Drinking cup per person
- 1 First Aid Kit
- 1 Flash light (bring batteries)
- 1 Blanket
- 1 Compass
- Patrol Flag
- 1 Pocket knife
- Neckerchiefs (one for each patrol member)

## **THINGS THE TROOPS NEED**

- Completed Troop attendance rosters
- Tour Permits
- Scout medical forms
- Usual camping gear (lanterns, propane, trash bags, etc)
- Bear bags
- Permission Slips

## **DAY 1: FRIDAY, 22 JANUARY**

### **6:00 – 8:30: CHECK-IN at the Parking lot**

Please use the instructions above to ensure the Camp Leadership knows you are ready.

### **8:30: ADULT LEADER/SPL CRACKER BARREL LOCATION WILL BE ANNOUNCED AT CHECK IN**

### **10:30: LIGHTS OUT**

Get ready for the fun to begin.

## **DAY 2: SATURDAY, 23 JANUARY**

### **06:00 – 07:30: BREAKFAST**

Troop responsibility.

### **08:00 – 08:30: OPENING CEREMONY**

Be in uniform, and bring your Troop/Patrol flags, yells, and a GREAT ATTITUDE!

### **09:00 – 12:00: SCOUT ACTIVITIES**

### **12:00 – 1:00: LUNCH TO BE PROVIDED BY THE DISTRICT**

**1:00 – 4:00: SCOUT ACTIVITIES (continued)**

**4:00 – 5:30: DINNER/FREE TIME (Troop Responsibility)**  
Time to relax, eat, and practice your skits.

**6:00 – 8:00: CLOSING CAMPFIRE AND AWARDS.....**  
The best part of the camp; you finally get warm (sort of!)

**8:00 – 9:00: ADULT LEADER/SPL CRACKER BARREL**

**8:00 – 10:00: FREE TIME**  
Give the Scouts time to work off some energy.

**10:30: LIGHTS OUT**  
Give the Adults time to work up some energy.

### **DAY 3: SUNDAY, 24 JANUARY**

**0600 - 0800: BREAKFAST/CAMPSITE CLEANUP**  
Start getting yourself ready to leave

**0800-0830:** Scouts own Service in the campsites. Any special needs will try to be met.

**0830 - 0900: TRASH WALKS**  
Have the designated Scouts report to help and perform the trash walks

**0900 - 0930: CHECKOUT**

## **EVENT LISTING**

All event leaders will have a score sheet, which will list points or times. The Program Director will utilize the provided score sheets to determine 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place. **SLEDS ARE NOT REQUIRED FOR KLONDIKE! IF YOU ELECT TO USE A SLED IT WILL NOT COUNT FOR ANY POINTS. BUT IT MAY HELP IN MOVING YOUR EQUIPMENT TO AND FROM YOUR CAMP SITE.**

### **Station “1”                      Polar Bear Fend Off:**

(Estimated Time @ 20 minutes)

The Bears are attacking and your patrol has only Snow Balls to protect yourself. Each Patrol member will have three tries to throw the snow ball and hit the target. Patrols get one point for each time the snow ball sticks the target.

---

### **Station “2”:**                      **Snow Blind:** (Estimated Time @ 20 minutes)

All Patrol members but one is blinded (blindfolded) in a snowstorm. But the scout who can see is injured: He must direct his fellow scouts in raising a tent as a team in less than 20 minutes. Max points for this event are 10 points. The adult in charge will decide how many points to award for incomplete tents.

---

### **Station “3”:**                      **Orienteering:** (Estimated Time @ 30 minutes)

Patrols will navigate to up to five compass bearings and locate a card with a number on it. One point will be given for each card found within the 30-minute timeframe. If the Patrol has time left after locating all five bearings they may earn an extra point by estimating the height of an object. The scouter will be given an object and awarded one point if the Patrol is within one foot of the correct height.

---

**Equipment needed:** One compass (patrol should have)

---

**Station “4”:**                    **Knots:**  
(Estimated Time @ 15 minutes)

Scouts will have 15 minutes to tie as many knots as possible. One scout will run to the scouter who will give the scout a knot card. The scout will then run back to the patrol and they will tie the knot that is listed on the card. Once the knot is tied correctly another scout will race to the scouter and be handed another knot card. This process is repeated until all knots are tied or the 15 minutes has expired. Patrol may pass on a knot and come back to it later if they have time. One point will be awarded for each correct knot tied within the 15 minute time period.

---

**Station “5”:**                    **Sled Race**  
(Estimated Time @10 minutes)

Patrols will need to pull a sled with survival gear (water) through a course with four check points at five points each. How much water spilled will determine the points to be awarded. The patrols are encouraged to switch off and try to get all patrol members involved. The total points will be added to determine the winner.

---

**Station “6”:**                    **Toxic Waste**  
(Estimated Time @20 minutes)

Patrol will move toxic waste balls (5) from one area to a safe container while navigating obstacles. One point will be awarded for completing each ball and one point for team work on each ball. For a total of Ten Points.

---

**Station “7”:**                    **Winter Fire Building**  
(Estimated Time @ 5 minutes)

Each scout will have to attempt to light a fire in the snow using materials that will be provided. The patrol will be allowed to bring Matches, Flint & Steel, Magnifying Glass. A maximum of eight points can be earned by a patrol for using a magnifying glass to start the fire. Points will be deducted for each match used and one point for flint and steel.

**Equipment needed:** Box of “strike anywhere” matches, Flint & Steel, Magnifying glass to be provided by each patrol.

***Note: All patrols should have their Fireman Chip prior to the Klondike.***

---

**Station “8”:**                    **First Aide Winter Skills**  
(Estimated Time @30 minutes)

Patrols will demonstrate how to rescue someone who has fallen thru the ice. The patrol will then administer first aid for immersion hypothermia. Two scouts will carry a stretcher weighted with sandbags and will have to navigate around cones to a designated area. A 25 second time penalty will be added each time a sandbag falls off or if the stretcher hits the ground.

The scouts will be asked winter survival questions for extra credit. Max ten points can be earned if the rescue and first aid are correct. Extra points can be rewarded for answering survival questions.

**Equipment needed:** 5 cones (Provided) stave poles (provided), blanket (patrol)

---

**Station “9”:**                    **Lashings**  
(Estimated Time @10 minutes)

Patrols will be expected to demonstrate five different lashing and to explain why and in what they are used for

**Equipment needed:** Poles (provided) Rope for lashings (provided)

---

**Station “10”:**                    **Extra Credit Station**  
(Estimated Time @10 minutes)

Patrols can earn up to 10 extra points by answering scout related questions asked them by a scouter. Some sample questions are:

1. What is the Scout Oath?
2. Repeat the Outdoor Code.
3. Who is the founder of Scouting?
4. What do the two stars on the Scout emblem signify?

**Good luck, stay safe, drink water, and remember to  
have fun!**

---

