

# Klahaya District 13<sup>th</sup> Annual Klondike Derby Event



## Ensign Ranch, Cle Elum, WA Saturday, February 11, 2012

<b><u>Table of Contents</u></b>	<b><u>Page</u></b>
Cover	1
Overview	2
Directions	2
Facilities	2
Event Schedule	2
Event Staff	3
Required Provisions	3
Towns/Mayors/Deputy Mayors	4
Towns Descriptions	4
Sledge Design	6
Scorecards and Scoring	6
Patches and Awards	6
Registration Forms and Fee Info	6
Event Cancellation	6
Registration Form	7

Overview

Welcome to Klahaya District's 13<sup>th</sup> Annual Klondike Derby! The purpose of Klondike Derby is to compete in Scout skills competitions, while traveling from town to town with your sled team in a winter environment.

Troops, Teams and Crews are also invited to stay overnight on Friday and/or Saturday night to help with towns set up and to allow Webelos Scouts to join them in an overnight camping experience.

We will be giving out event patches to all registered Scouts, registered leaders and event staff.

There will be first, second and third place ribbons for Troops/Teams/Crews with the highest overall points, and first, second and third place ribbons for the top three Webelos Dens with the highest overall points.

### Directions

Drive Interstate 90 east to Exit 78  
Turn left (north) at end of exit  
Turn left (west) onto Hundley Road  
Drive to the end of Hundley Road

Ensign Ranch  
3551 Hundley Rd  
Cle Elum, WA 98922  
(509) 656-2344

### Facilities

Cooking/Eating: units to bring and cook their own food. Scouts are responsible for their own lunches.  
Water: to be provided on site  
Restrooms: to be provided on site  
Overnight accommodations: make your own arrangements with Ensign Ranch  
Parking/Equipment Staging: on site by directions

### Event Schedule

#### Friday Night

Scout Patrols/Webelos Dens can arrive at any time  
10:00 pm: lights out

#### Saturday

Eat breakfast at home before arriving in the morning or, if overnight, at the ranch

#### Registration

9:00 am: Juneau check in and inspection of all Scouts, Leaders and equipment.  
9:30-4:00 Klondike sled teams travel from town to town competing in Scout skill events.  
Lunch can be eaten anytime during the day by each patrol/den.  
Saturday only attendees leave anytime after all towns are completed.  
Saturday night dinner is on your own.

### Sunday Morning

Sunday morning breakfast is on your own.

Overnight units leave anytime

### Event Staff

Event Director: David Read (360) 805-5841 [readdm@aol.com](mailto:readdm@aol.com) (home)

Assistant Event Director: Denny Van Dorn (425) 870-1328 [dennyvd@hotmail.com](mailto:dennyvd@hotmail.com) (home)

Medical: Each Patrol/Den is required to carry a first aid kit. There will also be a medical station.

District Executive: James Monroe (425) 508-2317 [JMonroe@mountbakerbsa.org](mailto:JMonroe@mountbakerbsa.org) (office)

### Required Provisions for each Patrol/Den

1. Klondike Sledge to transport equipment (No sharp edges)
2. Natural fire starting materials, and wood to build a fire (Liquid fuel, or wood soaked in liquid fuel not acceptable)
3. A 2011 or 2012 Mount Baker Council FOS Patch
4. Sack lunch for Patrol/Den members
5. Pocket knife per member and least one sharpening stone
6. One piece of rope 40 feet long with ends properly whipped or spliced
7. One six foot piece of rope per Patrol/Den member for a total of least five pieces of rope per sledge
8. First Aid Kit, including materials to make a field stretcher, splints and field bandages
9. Materials and equipment to cook a pancake (including batter) (Webelos don't need this item unless they want to go to Sam Magee's Oven)
10. Materials and equipment to cook cocoa (including cocoa) for the town mayor
11. A one man backpacking camp stove with fuel should be used to heat cocoa
12. A two or three man tent and a 5' x 7' tarp
13. Sack for gold coins and gold bars (earned at each town)
14. One can of soup (red or white) per team member (do not bring any kind of seafood soup); any unused soup will be donated to a local food bank
15. A picture of Iditarod Jack or Denali Dave
16. Flashlight with extra batteries
17. Mail addressed to Iditarod Jack or Denali Dave
18. Patrol/Den flag and suggest that you have a Patrol or Den yell prepared and rehearsed
19. Optional: gifts for the Town Mayors and event staff

### Klondike Towns

### Mayors

### Deputy Mayors

- |   |                 |             |
|---|-----------------|-------------|
| 1. Juneau (starting point for all sled teams) | Dennis McNamara | Dennis Ives |
| 2. Sam Magee's Oven                           | Denny Van Dorn  |             |
| 3. Skagway Theater                            | Mark Hallerman  |             |
| 4. White Horse Log Lift                       | Roger Eastman   |             |

5. Bennett Wood Yard	Ted Alstad	
6. Frozen to Death Valley	Rob Keasel	
7. Yukon Knots	Howie Aikins	
8. Donner's Pass Message		
9. Compass Rose		
10. Nugget Junction		
Last Race	Neal Kazmi	Bev Kazmi

### Klondike Towns Descriptions

- 1. Juneau:** The gold rush is on! This is the starting point of your journey to the Klondike gold fields. At this town your patrol/den will be checked for the following before you head out on the trail: on-time check in, event paperwork, final payment, valid Tour Plan, Guide to Safe Scouting, safe sledge, proper equipment and stored correctly, and team members dressed appropriately for the weather (NO TENNIS SHOES). You may also be asked to show several items on your equipment list to make sure you're ready for the perilous journey ahead.
- 2. Sam Magee's Oven:** As you arrive in Dyea, Mayor Sam is cold and hungry. You will need to build him a fire and cook him a flap jack, flip it, and offer it to Mayor Sam who will check it for taste and quality. Bring your own equipment and fix-ins for your tasty flap jack. Or, Mayor Sam likes hard boiled eggs cooked in a paper cup over a fire. Who brought the salt and pepper?
- 3. Skagway Theater:** Entertain the Skagway Mayor for five minutes with a skit, song, etc. Be creative because the Mayor hasn't seen a good show since leaving Seattle on a steamship.
- 4. White Horse Log Lift:** Watch out for Kodiak bears! Your team needs to suspend your bear bag (small log) ten feet high. Throw a 40 foot rope over a 10 foot high spar and tie the following knots: clove hitch, timber hitch, and sheepshank. The town mayor has logs and bears. You bring the rope.
- 5. Bennett Wood Yard:** Welcome to the wonderful world of the two man buck saw. Using a saw provided by the Mayor, your entire team will be required to cut rounds of wood to keep the town fires burning.
- 6. Frozen to Death Valley:** Brrrrr, it's cold out here! To make camp for the evening, your team will need to pitch a tent and boil a cup of water to make cocoa for the Mayor. Bring your own water, cocoa, and cooking gear. Don't forget the tent.
- 7. Yukon Knots:** To survive in the Yukon, you must know your knots. Your team will be given five (5) minutes to tie eight (8) knots and explain their purpose. The town Mayor will determine which knots are to be tied by your crafty team, so you don't lose your stuff along the journey.
- 8. Donner's Pass Message:** Your sledge has broken down and you need to get a message back to Skagway. Since radios don't work in the Yukon, you will have to leave a message using snowshoes. If you ask nicely (or bribe), you may be able to use the town Mayor's snowshoes.

9. **Compass Rose:** Looks like your team needs to stop at the next town to get some more gear for the journey ahead. The town Mayor will show you some tools (for a very short time) then ask you to make a list of what your team saw. Did you bring a good memory and something to write on?

10. **Nugget Junction:** It has rained for days and your 5' x 7' tarp is really soaked. To dry it out, your team will need to use the tarp to throw an object over a line between two trees. Raccoons will be waiting on the other side to steal your item!

**The Last Frontier Race:** After your team has visited every town and recovered the gold, it's time to head home. Your team will be given a starting point and then GO!! Mush Mush your fully loaded sledge as fast as you can past the Canadian Mounties to the Canada/U.S. border (the finish line) to cash in your gold!

### Sledge Design

See district and internet websites for sledge designs. Also, design your sledge for optional wheels in case there's no snow on the day of the event. If you have any questions regarding sledge design, contact Dennis McNamara at [ispydoo@aol.com](mailto:ispydoo@aol.com).

### Scorecards and Scoring Guidelines

Town Mayors will determine the score for each activity at each town. Gold coins and bars may be handed out by town Mayors and Klondike staff for exceptional performances and/or gifts. Gold bars are worth 10 points each and gold coins are worth 5 points each at the finish line. Hint: camp director likes cookies!

Each town mayor will describe the task to be accomplished, in which the scoring for each activity will be based on the following: preparation, attitude, accomplishing the task, speed, spirit, flag, yell, cooperation, teamwork, leadership, equipment, cleanup and bonuses.

Points will be awarded for each town completed, in which the total points from all 10 towns will determine the top three places in each division. The "Last Race" will be used as a tie breaker.

### Patches and Awards

Every registered Scout/Scouter and event staff member will receive a 2012 Klondike Derby patch. There will be 300 patches with button loops and 100 patches without button loops.

1<sup>st</sup> Place Ribbon: Patrol with highest total points

2<sup>nd</sup> Place Ribbon: Patrol with second highest total points

3<sup>rd</sup> Place Ribbon: Patrol with third highest total points

1<sup>st</sup> Place Ribbon: Webelos Den with highest total points

2<sup>nd</sup> Place Ribbon: Webelos Den with second highest total points

3<sup>rd</sup> Place Ribbon: Webelos Den with third highest total points

1<sup>st</sup> Place Patrol Prize: \$100.00 gift certificate to REI

2<sup>nd</sup> Place Patrol Prize: \$50.00 gift certificate to REI

3<sup>rd</sup> Place Patrol Prize: \$25.00 gift certificate to REI

1<sup>st</sup> Place Webelos Den Prize: \$100.00 gift certificate to Scout Store

2<sup>nd</sup> Place Webelos Den Prize: \$50.00 gift certificate to Scout Store

3<sup>rd</sup> Place Webelos Den Prize: \$25.00 gift certificate to Scout Store

All ribbons and prizes will be given out at the March District Roundtable.

### Registration Forms and Fees

Please submit a Klondike Derby registration form to the Scout Office (James Monroe) as soon as possible, so that we can get an accurate count for the event. Registration fees are non-refundable.

**Tour Plans are required for each participating unit, since this event is located outside Mount Baker Council limits. Tour plans must be submitted 21 DAYS before the event for council review and approval.**

Additional site information and cabin rental:

Ensign Ranch [ensignranch2010@gmail.com] or (509) 656-2344

### Event Cancellation

If both mountain passes (Stevens and Snoqualmie) are closed during this weekend due to weather, etc., the event will be cancelled.

*On behalf of the Klahaya District, we would like to thank you for attending and wish everyone lots of learning and fun!*

David Read

Activities and Civic Service Chair

Klahaya District, BSA

**13<sup>th</sup> ANNUAL  
KLAHAYA DISTRICT KLONDIKE DERBY  
FEBRUARY 11, 2012**

EXIT 76, I-5 EAST  
ENSIGN RANCH, CLE ELUM, WASH.

REGISTRATION FORM PACK/TROOP # \_\_\_\_\_ DISTRICT \_\_\_\_\_

Leader in Charge \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

We will have \_\_\_\_\_ Webelos Dens  
We will have \_\_\_\_\_ Scout Patrols

Enclosed are our fees for the Klondike Derby:

_____ Scouts (and Webelos)	X \$10.00 each	=	\$ _____
_____ Adults	X \$5.00 each	=	\$ _____
	TOTAL		\$ _____

- Unit Tour Plan will be required at the Klondike Derby.
- Please present the Tour Plan upon arrival and will be checked for entry and derby participation.

**Units will not be allowed without the validated Tour Plan.**

---

Lunch will not be provided.

Registration is due no later than 27 January 2012, to be paid at the Everett Scout office.

Refunds will be made for up to 4 Scouts and Adults providing written notification no later than the day of the Derby.

**ATTACH COPY OF TOUR PLAN TO THIS FORM**

If you want to stay overnight in a Cabin you must contact Ensign Ranch directly at: Ensign Ranch [ensignranch2010@gmail.com] OR phone # 509-656-2344

Make checks payable to Mount Baker Council, BSA  
(Bring your receipt to the Derby...Patches will be distributed at the Derby)

**IF WE RUN SHORT OF PATCHES WE CANNOT REORDER, SO THOSE WHO PAY FIRST WILL GET THEIR PATCHES FIRST.**

Mail or deliver to: Klahaya Klondike Derby  
Mount Baker Council, BSA  
1715 – 100<sup>th</sup> Place SE # B  
Everett, WA. 98208