

KLONDIKAVEN NEWS

January 22, 2022

Patrol Leader Edition

Welcome to Klondikaven!

Congratulations! You and your Patrol made it! These past several weeks have been busy for you, but that's what it takes to prepare for the "Klondike Derby" and "Deep Freeze". This is the 58th annual Klondike Derby and Deep Freeze event, and the second at Camp Wakpominee. This may indeed be one of the oldest, continuously operating Boy Scout events of its type in the country (we're ignoring the pandemic year)! Maybe even in the world! Many Scouts before you, perhaps even some of your Dads and Uncles, have had their winter skills tested at a Klondike Derby. So read on carefully and make certain that you and your Patrol understand the rules of today's competition. Good Luck. **Do Your Best.**

READ THESE INSTRUCTIONS CAREFULLY AND MAKE CERTAIN THAT ALL MEMBERS OF YOUR PATROL UNDERSTAND THESE RULES AND PROCEDURES BEFORE YOU START ON THE KLONDIKE DERBY TRAIL.

**EVERY PATROL MUST CROSS THE "FINISH LINE" AND TURN IN A ROUTE CARD.
NO ROUTE CARD - NO DERBY SCORE
NO DERBY SCORE - NO AWARDS**

If you decide to quit before 4:30, you still must check in at the Finish Line. If it's before 1:30 PM (and the Finish Line judges are not there), **GO BACK TO THE FINISH LINE AT 1:30 TO SUBMIT YOUR ROUTE CARD.**

Off We Go!

Report to the Clothing Check at Tyonek (**Pioneer Program Pavilion near Trading Post**) at least thirty minutes prior to the starting time shown at the top of your Route Card. Have your sledge loaded with all the equipment you will need today including lunch gear. While you wait for the Klondike Derby Starter to call your time group to the starting line, the staff will conduct a **CLOTHING CHECK.** If your Patrol is judged to be ready for the Derby Trail, you will start at your assigned time. If, however, someone is not prepared, you will have to GET him prepared before you will be allowed to leave the Starting Line. **SO COME PREPARED THE FIRST TIME!**

Patrol Flag & Derby Sledge Judging

Derby Sledges and Patrol Flags will also be judged **BEFORE** you leave the Starting Line. So be in the area at least 30 minutes before your assigned Start Time!! If you're late, we cannot guarantee that you will start out on the Klondike Derby Trail at your assigned time!!

The Envelope, Please!

This envelope contains:

- (1) Instructions
- (2) your Route Card
- (3) a map of "Klondikaven"

Identify Yourself!

On the top of the Route Card, **FILL IN:**

- (1) Patrol Name
- (2) Troop Number
- (3) Number of Scouts in your Derby Patrol
- (4) and CIRCLE the name of your District or State

Plan Your Route

Take some time before your assigned Start Time to **PLAN YOUR DAY.** Decide how you will travel from one Klondikaven City to another. You must visit the six stations **IN THE ORDER SHOWN ON THE ROUTE CARD.** Travel marked trails. **DO NOT** go to any of the stations before 10:00.

Hot Tip: Expert patrols... sometimes spend a few minutes checking out what forest tinder seems to be best for that day's conditions. That preparation can help a lot when your team seeks tinder to build your fire at Egegik.

On Your Mark, Get Set...

When he calls your time group to the Starting Line, hand your Route Card to the Starter so that he can verify your departure time and mark the card accordingly. Take the card back and put it in a safe place! This is your official score card that must be turned in at the Finish Line. **Don't lose it! And make certain that every Mayor you meet today fills in your score before you leave his City!**

When the Starter says "GO", proceed to the first City listed on your Route Card. Remember you must go to the Klondikaven Cities in the order they appear on the Card.

Hello Mr. Mayor!

When you arrive at each City, ask to see the Mayor, tell him your Troop Number and Patrol Name and ask for your two **Safe Arrival Coins**. The Mayor will then assign a Judge to your Patrol and give you instructions for participation in his skill event. Read and follow them carefully! If you don't understand the problem you are to solve, **ASK QUESTIONS**.

Don't forget your "Scout Spirit"!

Show the Mayor your Patrol Flag and give him your Patrol Yell and earn two additional points for "Scout Spirit" at each station!

The Secret to Success

Leadership & Teamwork is important for earning a good score at each of the skill stations. In addition to Skill Points, you can earn up to two more points for good patrol leadership and cooperation as judged by the Mayor and his staff.

No Help from the Peanut Gallery!

Do not allow adults (or Scouts who are not in your Patrol) to help during the Derby Events. Points will be deducted by the Mayors if they feel that you have received help that has given your Patrol an unfair advantage in the competition.

Movin' On

When you have completed the skill event at a station, the mayor will score your patrol and return your route card. Make certain that the Mayor fills in your Route Card before you leave his City: Safe Arrival, Patrol Spirit, Skill, Leadership & Teamwork, and Total Points. Make certain it is your route card! Then, ask for the Mayor's permission to leave the City. Press on to your next stop or, if it's lunchtime...

Hey! I'm Hungry! Let's Eat!

At NOON you must stop for a hot lunch. Remain at the skill station you have just completed or go on to the next station if you are on the trail between cities at noon. For lunch you will be expected to successfully:

(1) Light a wood fire using materials that you have with you (per the Brochure instructions);

(2) Prepare a cup of hot liquid for each member of the Patrol;

(3) Prepare a serving of hot pasta for each member of the Patrol. If you use a "cup of noodles" for both hot liquid and noodles, make sure it is loaded with noodles! Cup of Soup doesn't have enough noodles to keep you going.

(4) Clean up your fire/cooking area before you leave the City.

TELL THE MAYOR that you are going to cook your lunch in his City so that he knows he is responsible for scoring the lunch event for your Patrol.

TAKE AS LONG AS YOU LIKE FOR LUNCH.

It is most important that each of your Patrol members is well fed before the afternoon's activities begin. But don't waste time... Your time around the Klondike Derby course is part of your total score (more points for shorter times).

Emergency Procedures

You, the Patrol Leader, are responsible for the health and safety of all Patrol Members. If a Scout becomes cold or wet during the day, report his condition to the nearest Mayor and have someone ESCORT him to the nearest warming hut for first aid and a hot drink.

Uhh, Which Way'd They Go?

If you get lost and can't find a City or if you lose your map, or if you lose your Route Card, go directly to Gelder Hall for directions, instructions, map or a replacement Route Card.

The Klondike Derby is Over at 4:30!

If your Patrol completes the course before 4:30, proceed directly to the Finish Line (Willow) and hand in your Route Card. Wait for verification of your score by one of the Finish Line Judges before you leave for your campsite.

If 4:30 arrives and you are in the middle of a skill event, the Mayor will allow you to complete it. Then get to the Finish Line pronto!

If 4:30 arrives and you are still on your way to the next station, forget it. Make tracks to the Finish Line!

ALL PATROL MEMBERS MUST CROSS THE FINISH LINE !!

Do Your Best!