



It starts with Scouts.



### Carleton Area - Klondike Derby - February 25, 2012

## **Klondike Derby Contacts**

Jim MacDonald	FRS + Cell 613-867-8893	Camp Chief, Game coordinator
Melanie Gladwin	Cell 613-889-1192	Registration & Game Scorer, permits and school contact
Jim MacDonald	FRS + Cell 613-867-8893	Camp Chief, Game coordinator
Carrie Geling	Home 613-591-2596	Finance
Marie Cotter	FRS	Banquet logistics
Janice Scott	FRS + Cell 613-878-1165	Klondike First Aid Team Prime
Peter Smith	FRS + Cell 613-219-2496	Logistics, Guidance

## **Klondike Derby Schedule**

Activity	Start	Finish	Duration (mins)
Registration & Sled Inspection (at Entrance Gateway)	8.30am	9.15am	45 + 15
<b>Opening Ceremony – Welcome remarks &amp; flag raising</b>	<b>9:30am</b>	<b>9:45 am</b>	15 + 10
Activity 1	9:55 am	10:25am	30 + 5
Activity 2	10:30 am	11:00am	30 + 5
Activity 3	11:05 am	11.35am	30 + 5
Activity 4	11:40 am	12:10am	30 + 5
<b>Lunch</b>	<b>12:15 pm</b>	<b>1:15 pm</b>	60 + 5
Activity 5	1:20 pm	1:50pm	30 + 5
Activity 6	1:55 pm	2:25 pm	30 + 5
Activity 7	2:30 pm	3:00 pm	30 + 5
Activity 8	3:05 pm	3:35 pm	30 + 5
Activity 9	3:40 pm	4:10 pm	30 + 5
Activity 10 - Closing Sled Race	4:15 pm	4:45 pm	30 + 5
Event Close – submission of score sheets, put sleds away, dress for banquet	4:50 pm	5:30 pm	40
<b>Seating and Grace</b>	<b>5:30 pm</b>	<b>5:45 pm</b>	15
Banquet	5:45 pm	6:45 pm	60
Presentation of awards, flag lowering	6:45 pm	7:15 pm	30
Clean up	7:15 pm	7:45 pm	30

\* Schedule subject to change based on registered sleds

\*\* Patrol schedule will include the Soup Kitchen (SK) as an activity



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## Event Overview

### KLONDIKE DERBY THEME:

WELCOME BACK TO THE DAYS ON THE NORTHERN FRONTIER! JOIN US ON OUR WINTER SCOUTING EVENT AND COMPETITION... THE KLONDIKE DERBY - A SERIES OF OUTDOOR ACTIVITIES TO TEST YOUR SCOUTING SKILLS AND TEAMWORK.

THIS YEAR'S THEME IS **Northern Lights**

PATROLS WITH THEIR MUSER SLED CARRYING THEIR GEAR, WILL TRAVEL ALONG THE ARCTIC TUNDRA AND PARTICIPATE IN A VARIETY OF COMPETITIVE EVENTS, USING SCORECARDS TO KEEP TRACK OF THEIR PROGRESS.

EACH EVENT WILL TEST THE PATROLS ON THEIR TEAMWORK, WINTER CAMPING SKILLS, SCOUTING KNOWLEDGE AND PROBLEM SOLVING ABILITY.

### GENERAL INFORMATION:

SCOUTERS ARE TO ENSURE THEIR YOUTH ARE PROPERLY INSTRUCTED PRIOR TO THE DERBY DAY. ANY SCOUT NOT DRESSED APPROPRIATELY OR PREPARED FOR THE DAY WILL NOT BE ALLOWED TO PARTICIPATE.

SCOUT PATROLS ARE TO BE INDEPENDENT AND SELF-SUFFICIENT DURING THE KLONDIKE DERBY. SCOUTERS SHADOW THEIR PATROL FOR SAFETY PURPOSES ONLY. PLEASE NO HELPING, PROBLEM SOLVING, COACHING, ETC.

SCOUTERS SHOULD INCORPORATE KLONDIKE DERBY PREP. ACTIVITIES IN THEIR UPCOMING PROGRAM AGENDA TO ENSURE THE SCOUTS HAVE AMPLE OPPORTUNITY TO PREPARE (IE. HOW TO DRESS; BUILD A SLED & A HOBBO STOVE, WHAT TO BRING FOR LUNCH, PRACTICE BASIC KNOTS AND FIRST AID TECHNIQUES, WHAT TO BRING FOR THE BANQUET, ETC).

### SLED CATEGORIES:

THIS YEAR, WE ARE ATTEMPTING TO EVEN OUT THE SENIOR AND JUNIOR CATEGORIES BY INTRODUCING A NEW WAY OF DETERMINING SLED CATEGORIES. AT REGISTRATION, EACH YOUTH'S YEAR OF BIRTH **MUST** BE PROVIDED. THE SENIOR AND JUNIOR SLED DESIGNATION WILL BE DONE ON THE BASIS OF THE AVERAGE OF THE BIRTH YEARS. HALF OF THE SLEDS IN THE DERBY WILL BE PLACED IN THE JUNIOR CATEGORY AND HALF IN THE SENIOR CATEGORY BASED ON THE SLED'S AVERAGE AGE. IF THERE ARE MULTIPLE SLEDS AT THE MEDIAN, THEY WILL BE RANDOMLY AND EVENLY DISTRIBUTED TO JUNIOR AND SENIOR CATEGORIES.



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### SCORING:

GAME SCORING FOR ALL ACTIVITIES IS BASED ON A 10-POINT SCALE AS FOLLOWS:

- TEAMWORK = MAXIMUM 3 POINTS
- RESULTS = MAXIMUM 3 POINTS
- KNOWLEDGE = MAXIMUM 3 POINTS
- BONUS = 1 POINT TO BE AWARDED FOR PATROL SPIRIT OR EXTRA EFFORT

SLED SCORING IS BASED ON THE FOLLOWING CRITERIA (12 POINTS IN TOTAL):

- PROPER EQUIPMENT (NEEDS TO BE USEFUL IN THE ACTIVITIES)
  - 2X ROPE NEEDS TO BE 15 METERS LONG FOR THE BEAR LINE ACTIVITY
  - SHOVEL NEEDS TO BE USEFUL IN DIGGING THROUGH ICE AND SNOW
- NEATLY & SECURELY PACKED
- INNOVATIVE DESIGN
- SLED TEAM DRESSED PROPERLY FOR THE CONDITIONS
- SEE SCORING RUBRIC ON WEBSITE

### PATROL READINESS INSPECTION:

AFTER REGISTRATION, EACH PATROL WILL HAVE THEIR SLED AND GEAR INSPECTED BEFORE THE OPENING CEREMONY. THEY WILL BE ASSESSED FOR: PROPER WINTER DRESS, HAVING THE REQUIRED PERSONAL GEAR & EQUIPMENT, AND THEIR SLED'S INNOVATIVE DESIGN & SECURE PACKING.

### LEADER LUNCH:

THE LEADER LUNCH WILL BE PROVIDED.

### SOUP KITCHEN:

ONE OF THE **KANATA COMPANY** HAVE VOLUNTEERED TO RUN THE SOUP KITCHEN.

### ACTIVITY LEADERS:

VOLUNTEERS FROM EACH PARTICIPATING TROOP WILL LEAD THE PLANNING, ORGANIZING, AND RUNNING OF AN ACTIVITY. EACH ACTIVITY SHOULD BE SUPERVISED BY 2 ADULTS FOR RATIO AND BREAKS.

THE ACTIVITY LEADERS ARE ENCOURAGED TO ADD THEIR OWN "NORTHERN LIGHTS" STORY LINE TO THE ACTIVITY.



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PLEASE ADVISE GAME COORDINATOR (CONTACT INFO ABOVE) IF SET-UP ASSISTANCE IS REQUIRED.

### ACTIVITIES:

**THE ARCTIC TRAIL BEGINS!** THERE WILL BE 8 CHALLENGING ACTIVITIES (4 IN THE AM; LUNCH; THEN 4 MORE, PLUS AN "ALL-PATROL" SLED RACE IN THE PM) SPREAD OVER THE ARCTIC TUNDRA AND BOREAL FOREST. A TIME SLOT WILL ALSO BE ALLOCATED FOR A VISIT TO THE SOUP KITCHEN.

EACH ACTIVITY IS 30 MINUTES LONG PLUS 5 MINUTES FOR DEPARTURE/ARRIVAL.

ACTIVITIES WITH A STRONG FOCUS ON SCOUT SKILLS ARE PREFERRED. TRIAL THE ACTIVITY ON YOUR TROOP TO ENSURE IT HOLDS THE YOUTH INTEREST FOR THE FULL DURATION.

GAME LOCATIONS ARE ILLUSTRATED ON MAP BELOW.

**PLEASE NOTE: EACH ACTIVITY WILL NEED TO ACCOMMODATE UP TO 2 PATROLS.**

### GAME COORDINATOR:

ANY QUESTIONS ON THE KLONDIKE DERBY ACTIVITIES, PLEASE CONTACT

SCOUTER JIM MACDONALD 1<sup>ST</sup> KANATA,  
HOME #: (613) 592-8893,  
**JIM.MACDONALD@1STKANATASCOUTS.ORG**



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### Map of Klondike Derby Event Area

**Legend:**  
 A= Quick Sled Drop-off  
 B= Vehicle Parking  
 C= Sled staging area  
 D= Sled Inspection Area  
 E= HQ/First Aid/Registration/Opening  
 F= Banquet Hall  
 G= Washrooms  
 H= Emergency Gathering Area  
 #= Activity Location

**Klondike Derby 2012 Event Map**

The map shows an aerial view of the event area with various locations marked. A dashed line outlines a large area containing activities 1 through 10. A blue arrow indicates a path from area B to area A. A box labeled 'Ice Rink' is located on the right side of the map. Three blue arrows at the bottom point to areas 4, 5, and 6.

**Activity List:**

1. Bear Safe Food Storage
2. Travois / lashing
3. Grappling hook
4. Fire Building \*
5. Orienteering \*
6. Ice Ravine Crossing \*
7. Arctic Signaling
8. Find the Hidden Gold
9. Soup Kitchen
10. Sled Race

\* Activity in the woods