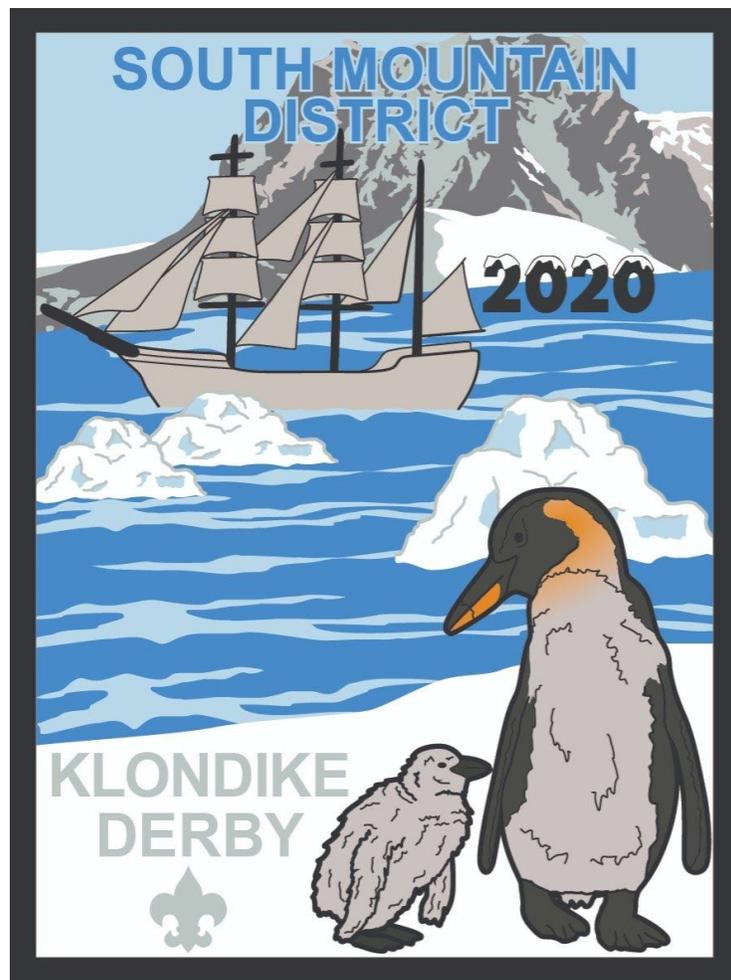


Amundsen's Expedition to the South Pole

Please join Troop 191 for the South Mountain District Klondike Derby on Saturday, February 22th from 8:00 a.m. to 5:00 p.m. at Camp Minsi.

Here's your chance to Explore the South Pole!



Klondike Derby Overview

STATION ACTIVITIES:

- **Supply Retrieval**
- **Find the South Pole**
- **Snowball Roll**
- **Pitch Black**
- **Help! Help me! Help!!**
- **Slingshot Madness**
- **Staying Alive - Hydrate to Live**
- **Stay Afloat**

All troops will supply 2 or more adults or Senior Scouts (16 or older) to help staff events/stations as needed. Provide the names of those adults by February 15th to Tom Stalsitz at smtroop191@hotmail.com.

Rules: The Scout Oath and Scout Law will apply as well as those stated in this guide. The Klondike Derby events have been planned to allow enough time so each patrol will be able to complete the entire circuit. The Patrol Method will be an integral part of the event and scoring. Arrow of Light Cub Scouts are welcome to attend the Klondike Derby with your troop. Please break them up evenly among your patrols. Patrols should stay together with their sled. However, at a minimum, the Buddy System must be used by the Scouts.

Leader Rules: The motto for leaders is: “Look, listen and let them do their best, alone”. Adult leaders are present for the safety and security of the Patrol and help to run the stations impartially. Helping the Patrols in any fashion is not permitted and will risk disqualification. Adult leaders are responsible for their Scouts/Venturers. Adult leaders are responsible for keeping track of the youth at all times during the event. Adult leaders must have the cell phone number and contact instructions for event leaders. Volunteers are expected to maintain Scout Spirit and follow Scouting guidelines during the entire event. If a Unit must leave the event, an adult leader must notify the activity HQ/Event Chair.

Sleds: All sleds will be registered with no spare sleds permitted. Each patrol (8 scouts and no more than 2 AoL Scouts or a combination not to exceed 10 scouts in total) will arrive prepared to transport its gear in/on an approved, non-motorized sled. Sleds are fashioned after dog sleds and are to be pushed, pulled, or dragged by the patrol of Scouts. Sleds must be safe and in good working condition. No toboggan runners are permitted. Metal covered runners or skis are acceptable for use. Wheels are permitted should there be lack of snow on the ground.

Sled Scoring: Sleds will not be scored. However, equipment on the list to bring may be required at certain stations. Failure to bring the required supplies may result in deductions to the score at those stations.

Weather: If the Klondike needs to be canceled or delayed (for snow clearing) due to weather conditions, Troops will be contacted by phone and email, as indicated by the Point of Contact listed on the Registration Form.

Parking: Parking is permitted in the parking lot only. Once all the spaces are occupied, cars must be parked along the access road. Please be considerate and park your vehicles as close to each other as possible. Everyone should try to limit the space between cars, trucks and trailers.

Sign In: The Patrol Leader(s)/Scoutmasters will report to the Dining Hall to Sign-In from 8:00 am to 8:45 am. Please bring a copy of your “Registration form”, showing the name of all adults, and the name and rank of each scout attending. Also indicate which adults will be helping to run events (this should have been done already). At registration, Patrol Leaders will receive a map, score card and specific instructions. Opening ceremony and general instructions will be in the Parade Field from 9:00 am to 9:15 am. The Patrols and their sleds will then go to their designated starting point. We will only be using 1/2 of the parade field for the opening... please stay on the northern side of the field.

Medical Forms: Adult leaders must bring medical forms for all Scouts and adults to this event (Parts A & B (total 3 pages) of the BSA Medical Form). While not required to be submitted they must be readily available, if required by medical personnel.

First Aid: First-aid will be available at the Dining Hall. Any Scout or adult showing signs of frostbite, hypothermia, or any other exposure condition must be sent IMMEDIATELY to the Dining Hall for medical attention.

Dress Requirement: This is an outdoor winter event! Scout leaders must ensure that ALL Scouts are properly dressed for the prevailing weather conditions BEFORE leaving for the event. This includes: warm headgear, waterproof footwear, gloves/mittens and proper outerwear for the conditions.

All Scouts must wear properly fastened waterproof boots, NO SNEAKERS WILL BE PERMITTED.

All Patrols will be checked and asked to correct any improperly attired Scout before the expedition begins.

Scoring: Each Patrol must return their scorecard to the Dining Hall. This must be turned in even in the case of a Patrol not finishing all 8 events (this allows us to account for all participants). These scores will be considered preliminary scores with final scores revealed at the closing awards ceremony.

All activities will have a predetermined maximum possible score of 100 points for a total event score of 800 points per patrol.

NOTE: Patrols will then have a “Patrol multiplier” assigned to them to effect a reduction of the scores of the Scout skill events for high rank Patrols. This is to ensure Patrol stacking (i.e. Eagle patrols) won’t blow away the competition. The reduction will be higher the higher the ranks of the Scouts in the Patrol. (from Scout at 100% to Eagle at 88%.) Natural Patrols are encouraged as much as possible. While it still allows older Scout patrols to do really well and win the overall competition, it won’t allow them to completely dominate the other patrols.

Judging: Event judges will mark each Patrol’s scorecard and keep track of each Patrol that visits their Event, recording their score accordingly. This information will be turned in to verify scores and determine the event outcome based on the patrol modifier. The overall winner of the Klondike will be determined by total points acquired. In the event of a tie, there will be a tie breaker. Other awards will be given in other categories as indicated.

Awards: All registered Scouts and adults will receive a Klondike Derby patch. Awards will be for 1st to 3rd place (based upon points), Best Patrol Spirit, Youngest group (by rank) and Highest troop participation (by percentage of youth members). Awards will be presented during the closing campfire ceremony.

Breaks: Patrols are encouraged to take breaks. The Patrol Leader should determine when a break is needed. You can have a break at any time during the event, at any location. There is no award given for fastest completion of all the events. In fact, the event leader will not allow Patrols to start an event until the appropriate time (to avoid congestion at other events).

Lunch: Please bring a bagged lunch and drink. Scouts can eat lunch anywhere they might want to stop during the lunch period. Adult leaders are permitted to prepare a hot meal for their Scouts in the parking lot. Lunch is not a scored event.

Schedule:

8:00 – 8:45 Registration @ Dining Hall

9:00 – 9:15 Opening in Parade Field

9:15 – 12:15 Activities

12:15 – 1:00 Lunch (not a scored event)

1:00 – 4:00 Activities

4:00 – 4:15 Drop off Patrol scorecard in Dining Hall

4:15 – 4:45 Closing Campfire – each Patrol is asked to bring a song, skit, or cheer.

4:45 - 5:00 Awards

Equipment: Each Patrol must have its own equipment as specified on the attached list to complete the required events. Borrowing equipment during the event is permitted, but will result in a point deduction at the events.

Scout Required Items (for each scout)

- A compass, and a knowledge of your pace
- Writing instrument / paper
- Travel Cup/Mug (no Styrofoam cups)
- Personal First Aid kit - must include Chapstick
- Mess Kit w/eating utensils
- Pocket knife for each scout w/Totin' Chip Card**
- Firem'n Chit Card **
- Water - 2 quarts
- Rain Gear
- Extra Hat and Gloves
- Lunch / Snacks (in suitable container)
- Extra Pair of Socks

** Venture Scouts need not have earned Totin' Chip / Firem'n Chit, but should have reviewed safety guidelines and follow them

Required Sled Equipment:

Each Patrol will be equipped with the following for possible use:

- Klondike Derby sled (conforming to the SLEDS rule)
- Hatchet and saw
- Fire Starters and matches
- Firewood for a 15 minute small fire
- 3 4'-6' Staves
- 20' rope for lashing; 5' rope for hanging a pot
- Small tarp or ground cloth (ideal, 6' x 8')
- A metal wire shirt hanger
- A properly equipped Patrol First Aid kit
- A signaling device
- A blanket and/or sleeping bag
- A small (2-4 person) tent
- A trash bag
- Patrol Identification Armband – Patrol Leader to wear armband on right arm only (only PL to wear it)
- At Least 1 BSA Scout Handbook
- Patrol Flag
- Ronald Amundsen's Country's flag {hint it's RED, WHITE, AND BLUE }
- A skit, cheer, or song for the closing campfire

Point deductions may occur if a Patrol is missing an item(s) necessary for a particular event.

DESCRIPTION: South Mountain District Klondike Derby

DATE/TIME: 2/22/20 8:00 a.m. – 5:00 p.m.

REGISTRATION BEGINS: 1/02/20 9:00 AM

LAST DAY TO REGISTER: 2/16/20 11:55 PM

CONTACT EMAIL: Tom Stalsitz, smtroop191@hotmail.com

COST: \$7.00/Scout/Arrow of Light & \$4/Adult

ACTIVITY LOCATION: Map: 106 Camp Minsi Road, Pocono Summit, PA 18346, US