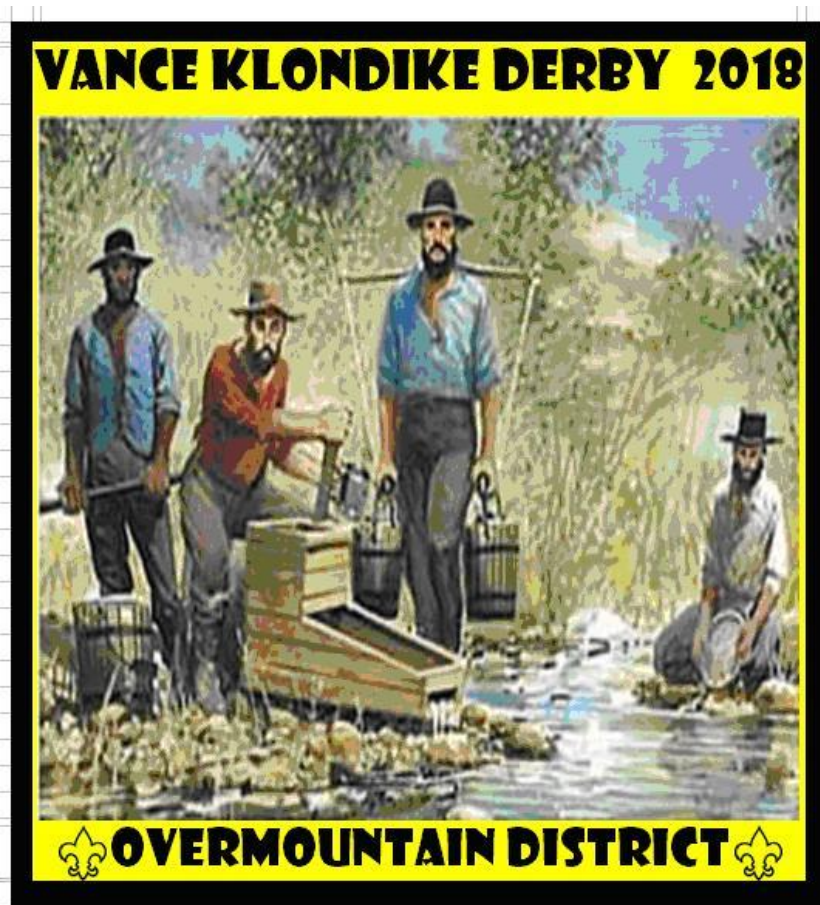


Overmountain District Vance Klondike Derby

February 10th, 2018



OVERMOUNTAIN DISTRICT VANCE KLONDIKE DERBY

FELLOW SCOUTERS:

HERE IS YOUR COMPLETE INFORMATION PACKET FOR OUR **FORTY-NINTH** ANNUAL KLONDIKE DERBY

THE DERBY WILL BE ON **FEBRUARY 10TH, 2018** SO START GETTING YOUR PATROLS PREPARED TO PARTICIPATE IN ONE OF OUR MOST CHALLENGING AND ENJOYABLE EVENTS.

NOW IS THE TIME TO CHECK OUT THOSE SLEDGES FOR REPAIRS, OR YOU MAY WANT TO BUILD NEW ONES. ALSO, YOUR PATROLS CAN START ACCUMULATING GEAR THAT MUST BE CARRIED ON THE SLEDGES AND WHICH WILL BE NEEDED FOR THEIR TRIP THROUGH THE KLONDIKE COUNTRY.

PROBLEMS THAT THE PATROLS WILL FACE AT THE VARIOUS TOWNS WILL COME FROM THE BOY SCOUT HANDBOOK AND OTHER SCOUTING SOURCES SO AS TO MAKE THE DERBY A REAL TEST OF THEIR PREPAREDNESS AND SCOUTING SKILLS.

IN 1970, THE MAYORS OF BRISTOL VA AND BRISTOL TN. OFFICALLY PROCLAIMED THE SATURDAY THAT FALLS IN BOY SCOUT WEEK AS KLONDIKE DERBY DAY IN BRISTOL AND URGED ALL CITIZENS TO LEND WHATEVER ASSISTANCE THEY COULD TO THE DERBY. ALTHOUGH EVERY EVENT HAS BEEN A SUCCESS AND IS CONSIDERED THE PREMIER SCOUTING DERBY IN OUR COUNCIL, WE'LL AGAIN NEED YOUR HELP TO MAKE IT A SUCCESSFUL DERBY THIS YEAR.

AS USUAL, THE PRESS AND TELEVISION WILL COVER THIS EVENT SO LET'S HAVE EVERY TROOP REPRESENTED BY AS MANY SCOUTS IN UNIFORM AS POSSIBLE. LET'S GIVE BRISTOL ANOTHER GOOD LOOK AT "SCOUTING-IN-ACTION." HEADQUARTERS WILL AGAIN BE LOCATED ON THE TRISUMMIT BANK PARKING LOT ACROSS FROM THE TRAIN STATION. THERE SHOULD BE PLENTY OF PARKING AVAILABLE SO COME ON DOWN, INVITE EVERYONE INTERESTED IN SCOUTING TO SPEND PART OR ALL DAY AT THE KLONDIKE DERBY.

ALL SCOUTS AND SCOUTERS SHOULD BE REMINDED THAT THE RULES MUST BE FOLLOWED. PATROL SLEDGES MUST YIELD TO PEDESTRIANS, AND MUST OBEY TRAFFIC RULES. ABOVE ALL, THE SCOUTS SHOULD FOLLOW THE SCOUT OATH AND LAW. PEOPLE WILL BE WATCHING US, AND WILL JUDGE SCOUTING BY WHAT THEY SEE US DO. ALSO REMEMBER, NO RUNNING. SCOUTERS, HELP US HERE. WE DO NOT WANT ANYONE HURT. YOU HAVE THE AUTHORITY TO STOP ANY PATROL VIOLATING DERBY RULES, AND TO REPORT IT TO HEADQUARTERS.

LEADERS SHOULD NOT ACCOMPANY THE PATROLS, OR ATTEMPT TO COACH THEM IN ANY WAY DURING THE DERBY. FOR PATROLS OF "NEW" SCOUTS, LEADERS MIGHT TRAIL THEM, BUT SHOULD NOT ATTEMPT TO LEAD OR COACH.

WE AGAIN PLAN TO AWARD TROPHIES TO THE TOP THREE PATROLS. THERE WILL BE A SPECIAL JUDGING FOR THE BEST SLEDGES AND PATROL FLAGS. PLEASE READ THE PATROL FLAG AND SLEDGE CONTEST GUIDELINES. THIS WILL ASSIST YOUR PATROLS IN PREPARING TO WIN THE BEST SLEDGE AND BEST PATROL, FLAG AWARDS.

LET'S GET BUSY AND MAKE THIS KLONDIKE DERBY THE BEST YET! IT WILL BE, WITH YOUR HELP!

KLONDIKE DERBY COMMITTEE

KLONDIKE DERBY GENERAL INFORMATION

REGISTRATION:

A REGISTRATION FEE OF \$ 4.00 IS TO BE PAID BY ALL SCOUTS AND SCOUTERS TO COVER THE COST OF THE KLONDIKE DERBY PATCH, RIBBONS, INSURANCE, ETC. PATROLS SHOULD START CHECKING IN AT 8:30 A.M. AND THE FIRST PATROL WILL GET THEIR INSTRUCTIONS AND HEAD OUT AT 9:00 A.M.

LEADERS: EACH TROOP SHOULD BE ACCOMPANIED TO THE DERBY HEADQUARTERS BY AT LEAST ONE ADULT. HOWEVER, IN MOST CASES ADULTS SHOULD NOT ACCOMPANY THE PATROLS TO THEIR STATIONS AROUND TOWN. LET YOUR PATROL LEADERS DO THEIR JOB WHILE YOU ENJOY FELLOWSHIP WITH YOUR FELLOW SCOUTERS.

CHECK-IN-BONUS:

TO EARN THE MAXIMUM BONUS NUGGETS AT CHECK-IN, THE FOLLOWING REQUIREMENTS MUST BE MET:

- (1) THE SLEDGE MUST PASS INSPECTION AND CONTAIN ALL REQUIRED EQUIPMENT
- (2) AT LEAST HALF OF THE PATROLS MUST BE WEARING A SCOUT SHIRT AT THE MINIMUM. FULL UNIFORMS ARE ENCOURAGED BUT NOT REQUIRED.
- (3) THE PATROL MUST PASS THE IN-TOWN SAFETY QUIZ.
- (4) THE PATROL MUST SHOW PATROL SPIRIT BY DISPLAYING A PATROL FLAG.

SUGGESTIONS TO SCOUTMASTERS

- A.) PLAN TO ATTEND, AND THEN SELL YOUR SCOUTS ON THE IDEA OF BEING PREPARED ENOUGH TO BRING HOME A TROPHY OR A RIBBON. ALSO, EMPHASIZE THE "FUN ASPECT" OF THE KLONDIKE DERBY.
- B.) BE SURE YOUR SCOUTS UNDERSTAND THAT THIS IS A VERY IMPORTANT TIME FOR THEM TO LIVE THE SCOUT OATH AND SCOUT LAW. THEY WILL BE OBSERVED BY MANY PEOPLE IN THE COMMUNITY. IMPRESSIONS MADE ON THESE PEOPLE CAN HELP SCOUTING TREMENDOUSLY – OR HURT IT!
- C.) TELL THE PATROLS THEY MUST OBEY ALL TRAFFIC AND PEDESTRIAN LAWS. IF THEY JAYWALK, WALK IN TRAFFIC, OR RUN ON THE SIDEWALKS, THEY CAN HURT THEMSELVES OR WORSE, SOMEONE ELSE. SCOUTS ARE PEDESTRIANS... HAVE THEM CROSS AT CROSS WALKS AND WATCH THE TRAFFIC LIGHTS (WE ALMOST HAD A PATROL HIT ONE YEAR WHEN THEY CROSSED ON A GREEN LIGHT WITHOUT LOOKING).
- D.) THE DERBY IS NOT A TIMED RACE. TELL THEM TO SLOW DOWN. KLONDIKE COPS CAN DEDUCT HARD EARNED NUGGETS IF A PATROL IS SEEN SLEDGING RECKLESSLY OR VIOLATING TRAFFIC AND PEDESTRIAN LAWS.
- E.) EACH PATROL MUST **FOLLOW ITS MAP AND STATION SEQUENCE**. WHEN THEY FOLLOW THE STATION SEQUENCE, IT WILL AVOID STACK-UPS AND DELAYS AT THE STATIONS. THE MAYORS ARE INSTRUCTED NOT TO TEST THEM IF THEY HAVE SKIPPED A STATION.
- F.) HAVE YOUR SCOUTS DRESS IN LAYERS. THEY WILL BE OUTDOORS ALL DAY. IT MAY BE COLD IN THE MORNING BUT THEY COULD WORK UP A SWEAT PULLING THEIR SLEDGE. BY NOON IT COULD BE TEE SHIRT WEATHER.

G.) HAVE YOUR PATROL QUARTERMASTER CHECK TO SEE THAT EACH PATROL HAS THE LISTED GEAR. NUGGETS ARE DEDUCTED IF THEY HAVE TO BORROW GEAR AT THE STATIONS.

H.) CONTACT YOUR TROOP COMMITTEE AND HAVE THEM HELP TRANSPORT THE SCOUTS TO AND FROM THE DERBY. ASK THEM AND PARENTS TO STAY AND SEE THE ACTION.

I.) ADDITIONAL GUIDELINES:

1. EACH PATROL SHOULD BRING THEIR OWN WATER
2. EACH PATROL SHOULD BRING ENOUGH FIREWOOD TO COOK THEIR NOON MEAL. THE WOOD DOES NOT HAVE TO BE CARRIED ON THE SLEDGE UNLESS NEEDED TO MEET THE WEIGHT REQUIREMENT. NO LOGS, BUT USE KINDLING THAT WILL BURN CLEANLY AWAY! YOU CAN NOT PREPARE OR SPLIT KINDLING INSIDE OF THE COOKING AREA.
3. FUEL STOVES ARE NOT ALLOWED IN THE DERBY
4. EACH PATROL SHOULD BRING ITS OWN FIRST AID KIT.
5. EACH PATROL MUST USE THEIR FIRE TO COOK OR REHEAT THEIR NOON MEAL. EATING A COLD SANDWICH OR SOMETHING FROM A RESTAURANT IS NOT ACCEPTABLE. USE YOUR FIRE BUT REMEMBER THE TIME LIMIT IS ABOUT 1 ¼ HOURS. USING YOUR FIRE FOR YOUR MEAL IS WORTH 5 NUGGETS!
6. FIRE STARTING: (DO NOT USE CHEMICALS TO START THE FIRE)
 - A.) HOT SPARK (WORTH 5 NUGGETS)
 - B.) SUN OR REAL FLINT AND STEEL (WORTH 10 NUGGETS)
 - C.) FRICTION METHOD (MANUAL METHODS ONLY) (WORTH 15 NUGGETS)
7. THE MAYOR OR AN ASSISTANT MUST WITNESS BOTH 5 AND 6 AND MARK THE PATROL SCORE SHEETS.

AT STATIONS WHERE PATROLS ARE COMPETING, LEADERS MUST STAY OUT OF THE AREA AND NOT COACH THE PATROLS IN ANY MANNER!

J.) PATCHES: EACH SCOUT AND SCOUTER REGISTERED WILL RECEIVE A PATCH ESPECIALLY DESIGNED FOR THE DERBY. PAST YEAR'S PATCHES ARE NOW COLLECTOR'S ITEMS, IF YOU CAN FIND THEM.

K.) KLONDIKE DERBY AWARDS, RIBBONS WILL BE AWARDED AS FOLLOWS:

- 1.) BLUE RIBBON - 150 NUGGETS
- 2.) RED RIBBON - 100 TO 149 NUGGETS
- 3.) YELLOW RIBBON - 50 TO 99 NUGGETS

4.) TROPHIES WILL BE AWARDED TO THE TOP THREE PATROLS. THE TOP PATROL USUALLY SCORES BETWEEN 175 AND 185 NUGGETS. GET READY AND UNSEAT LAST YEAR'S CHAMP!

5.) SINCE PATROLS CONSISTING OF SCOUTS FIRST CLASS AND UNDER ARE TYPICALLY NOT COMPETITIVE FOR THE TOP PLACES, BLUE, RED, AND YELLOW AWARD RIBBONS WILL BE PRESENTED TO THE TOP THREE PATROLS IN THE FIRST CLASS AND UNDER CATEGORY.

6.) PATROLS WILL BE AWARDED GOLD NUGGETS OR GOLD NUGGET NOTES AT EACH TOWN. DEPENDING ON HOW WELL THEY HANDLE THEIR PROBLEM. THE MAYOR OR HIS ASSISTANT WILL BE THE FINAL JUDGE ON SKILLS. THE PATROL WILL NOT KNOW THEIR PROBLEM UNTIL THEY ARRIVE AT THE TOWN. THE TOWNS CAN HAVE NEW PROBLEMS OR

CONTENT EACH YEAR. THIS INCREASES THE CHALLENGE FOR EACH PATROL TO BE UP ON THEIR SKILLS.

SINCE THE DERBY IS A TEST OF SCOUTING SKILLS, **BOY SCOUT HANDBOOKS MAY NOT BE USED, NOR ANY ELECTRONIC DEVICES THAT ACCESS DATA.**

L.) PROBLEMS AT EACH TOWN WILL BE AS FOLLOWS:

1. FORT SELKIRK	20	COMPASS, DISTANCE & HEIGHT
2. FAIRBANKS	20	???? USUALLY A SURPRISE
3. ATTU	20	CAMP TOOLS & SAFETY
4. SHAGELUK	20	MAP READING
5. YAKATAGA	20	KNOTS & LASHINGS
6. BEARPAW	20	NATURE
7. SKAGWAY	20	ADVANCED FIRST AID
8. KODIAK	20	CITIZENSHIP
9. REDDOG	20	???? USUALLY A SURPRISE
10. ULCER GULCH	20	FIRE & COOKING
BONUS POINTS	5	SLEDGE PASSES INSPECTION
BONUS POINTS	5	PATROL FLAG DISPLAYED
BONUS POINTS	5	PATROL IN UNIFORM (1/2)
BONUS POINTS	5	IN TOWN SAFETY QUIZ (MAX)

TOTAL POSSIBLE POINTS 220

M.) WE WILL BE SENDING THE PATROLS OUT AT 9:00 A.M. PATROLS USUALLY FINISH UP BETWEEN 3:00 P.M. AND 3:30 P.M. **ALL STATIONS WILL CLOSE AT 4:00 P.M.**

N.) MAPS OF THE KLONDIKE TOWNS ARE NOT INCLUDED IN THIS BROCHURE. MAPS AND PATROL ORDERS WILL BE GIVEN TO THE PATROLS JUST BEFORE THEY ARE SENT OUT. **PATROLS MUST FOLLOW THE ORDERS.**

O.) **IF A PATROL DROPS OUT**, LET HEADQUARTERS KNOW SO THE MAYORS WON'T BE WAITING FOR THAT LAST PATROL THAT ISN'T COMING!

P.) UPON FINISHING, EACH PATROL MUST TURN IN THEIR SCORE SHEET AT DERBY HEADQUARTERS FOR POSTING OF THEIR SCORES ON THE MASTER SCORE BOARD. PATROLS MAY LOAD UP AND LEAVE. HOWEVER, MOST WANT TO STAY AND SEE WHO WINS THE TROPHIES. PATROLS MUST PARK THEIR SLEDGES SO THEY DO NOT INTERFERE WITH TRAFFIC OR OTHER PATROLS CHECKING IN.

Q.) PATCHES, RIBBONS, AND TROPHIES WILL BE GIVEN OUT AT THE END OF THE DAY.

R.) COME TO ROUNDTABLE TO SHARE YOUR IDEAS WITH US AS TO HOW WE CAN MAKE NEXT YEAR'S KLONDIKE DERBY EVEN BETTER.

THE SLEDGE

THE ENCLOSED SKETCHES WILL GIVE YOU A BASIC IDEA OF HOW TO BUILD YOUR SLEDGE. DO NOT BE LIMITED BY THEM. HOWEVER, USE YOUR IMAGINATION BUT KEEP IN MIND YOU ARE IN THE KLONDIKE COUNTRY.

THE SLEDGE MUST HAVE RUNNERS, NOT WHEELS OR ROLLERS AND THE **RUNNERS MUST BE MADE OF WOOD.**

THE JUDGES LOOK FOR ORIGINALITY. IF YOU USE THE SAME SLEDGE YEAR AFTER YEAR, YOU PROBABLY WILL NOT BE IN THE RUNNING FOR ONE OF THE TROPHIES. REWORKING OR REBUILDING AN OLD SLEDGE TO A NEW THEME OR DESIGN IS OK.

SLEDGES SHOULD BE ABOUT 6 FEET LONG. THEY ARE GENERALLY ABOUT 18 INCHES WIDE. **SLEDGES MUST WEIGH AT LEAST 10 POUNDS PER PATROL MEMBER.** SOME FLEXIBILITY MIGHT BE GIVEN TO FCU PATROLS.

ATTACH STRONG ROPES TO THE FRONT. HANDLES ON THE ROPE HELP AS THE SCOUTS FORM THE "DOG TEAM."

SLEDGES MUST BE STRONG ENOUGH TO STAND THE WEAR AND TEAR OF PULLING AROUND BRISTOL ALL DAY LONG LOADED WITH YOUR GEAR.

FLY YOUR PATROL FLAG FROM YOUR SLEDGE TO IDENTIFY YOURSELVES. SINCE YOU HAVE THE BEST PATROL, LET PEOPLE KNOW WHO YOU ARE!

EVERY SLEDGE MUST CARRY THE LISTED GEAR. IT WILL BE USED! IF THE WEATHER IS BAD, IT IS A GOOD IDEA TO COVER THE SLEDGE WITH A TARP OR PLASTIC SHEET.

- **CLIP BOARD FOR PATROL ORDERS**
 - **BANDAGE MATERIAL**
 - **SPLINT MATERIALS**
 - **TWO BLANKETS**
 - **PENCIL & PAPER**
 - **COMPASS**
 - **BAG FOR NUGGETS**
 - **FOUR SCOUT STAVES**
 - **AN 8' TO 10' ROPE (1/4") FOR EACH SCOUT PLUS 3 EXTRAS.**
 - **PATROL FIRST AID KIT – FOR EMERGENCY OR ACCIDENT.**
 - **PATROL FLAG – TRASH BAG – PERSONAL GEAR – WATER – SCOUT SPIRIT**
- (BELOW ITEMS AREN'T NEEDED ON SLEDGE EXCEPT FOR WEIGHT)**
- **MATERIALS FOR FIRE BUILDING- HOT SPARK, FLINT & STEEL, OR FRICTION, TINDER**
 - **KINDLING AND FIREWOOD FOR NOON MEAL.**
 - **FOOD FOR NOON MEAL.**

NOTE: CHEMICALS MAY NOT BE USED TO START YOUR FIRE! SOLAR POWER IS OK.

HANDBOOKS ARE NOT ALLOWED! PLEASE LEAVE THEM AT HOME

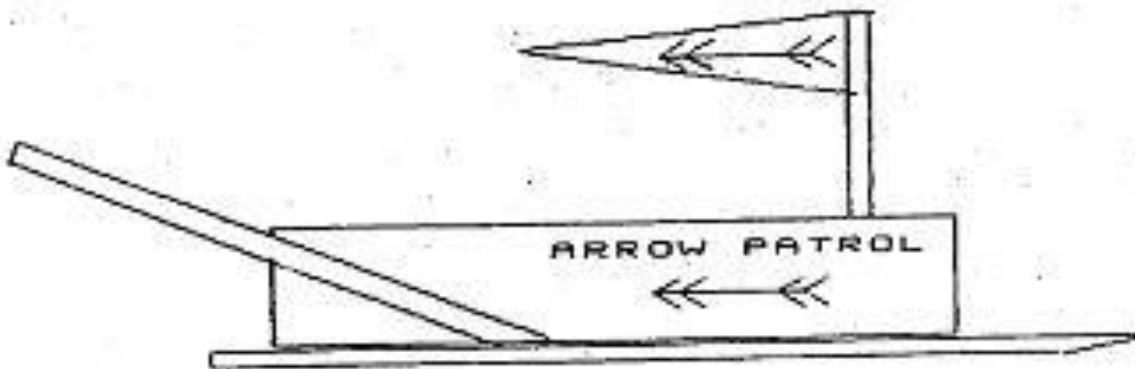
YOUR PATROL MUST BUILD IT'S OWN SLEDGE – SO GET BUSY NOW!

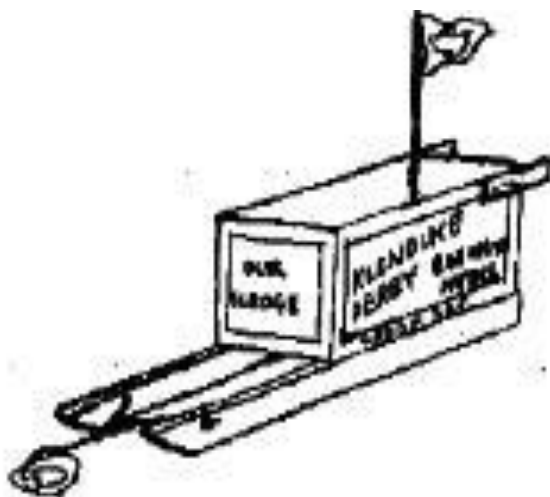
SLEDGES CAN BE EASY TO BUILD OR HARD – BUT ALWAYS FUN!
PAINT 'EM, DECORATE 'EM – USE YOUR IMAGINATION!

TRY RACING THEM – BUT ONLY AFTER THE DERBY!

PATROL FLAG AND SLEDGE CONTEST GUIDELINES

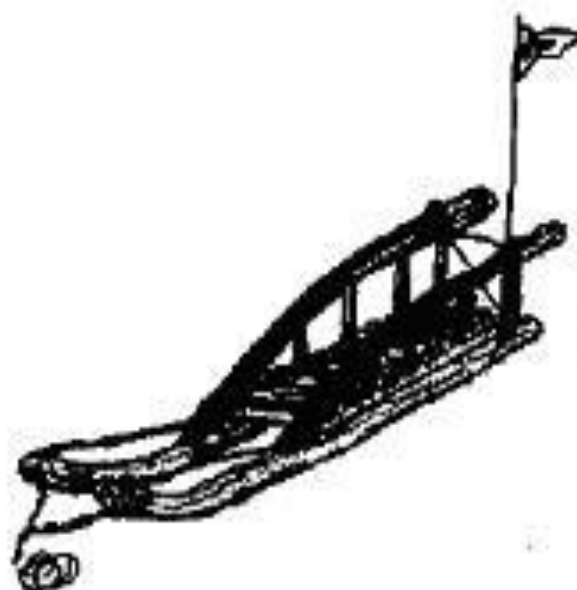
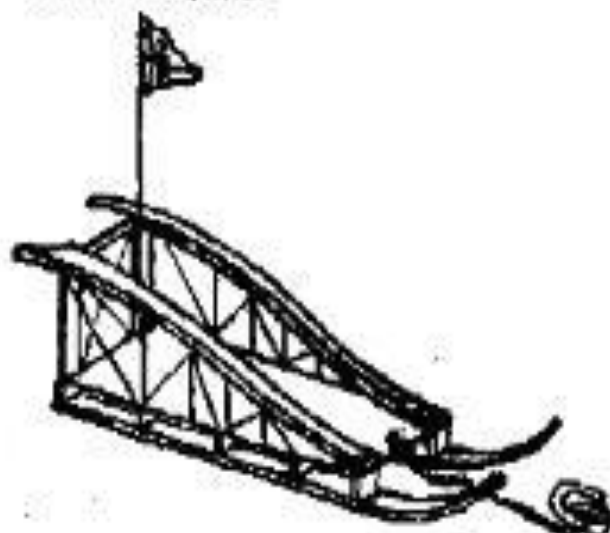
1. PATROL FLAGS AND SLEDGES MUST BE BUILT BY THE SCOUTS. LEADERS AND PARENTS SHOULD ACT AS ADVISORS ONLY. HOWEVER PLEASE FOLLOW SCOUTING SAFETY GUIDELINES FOR THE USE OF POWER TOOLS.
2. PATROL FLAGS AND SLEDGES SHOULD REFLECT THE PATROL NAME. A RACE CAR DOES NOT FIT THE PIONEER PATROL.
3. SLEDGES SHOULD BE CONSTRUCTED TO SERVE THE PURPOSE OF THE KLONDIKE DERBY. SIMPLICITY MAY BE IN ORDER. THEY MUST BE RUGGED ENOUGH TO SURVIVE. PERHAPS YOU WILL WANT TO USE NATURAL MATERIALS. ORIGINALITY HELPS.
4. PATROLS FLAGS REFLECT HONOR TO THE NAME OF THE PATROL. ORIGINALITY AND USE OF NATURAL MATERIALS USUALLY HELPS CREATE A COMPETITIVE FLAG. WORKMANSHIP AND OVERALL APPEARANCE DOES COUNT.
5. PREVIOUSLY USED SLEDGES AND FLAGS CAN BE USED IF THEY ARE PUT IN GOOD REPAIR. HOWEVER, IT'S NICE TO RETIRE PREVIOUS WINNERS.
6. AN IMPARTIAL PANEL OF JUDGES WILL DETERMINE THE WINNERS. THE WINNERS WILL BE ANNOUNCED AT THE END OF THE DERBY.





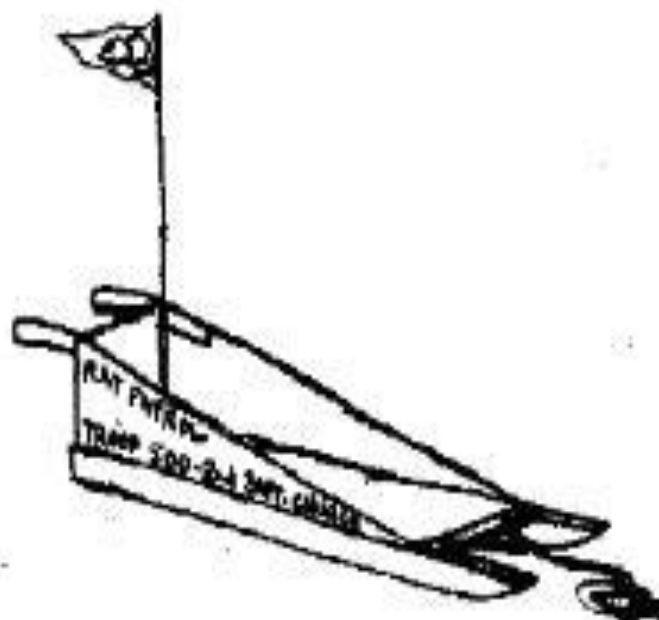
NOTHING MORE THAN A WOODEN BOX, 2 2X4'S, 2 HANDLES AND A ROPE. A QUART OF PAINT WILL DO WONDERS.

A LITTLE MORE ELABORATE. 1X4 RUNNERS, 3/4" PLYWOOD BASE. STEAM THE RUNNERS TO BEND THEM.



MAINLY SAPINGS LAPPED AND NAILED TOGETHER. RUNNERS ARE SPLIT SAPINGS.

THIS ONE IS ALL PLYWOOD EXCEPT FOR RUNNERS (2X4'S) & HANDLES.



ANNUAL OVERMOUNTAIN DISTRICT KLONDIKE DERBY

CHECK- IN SHEET FOR TROOP No. _____

PATROL _____ PATROL _____

- | | |
|----------|----------|
| 1. _____ | 1. _____ |
| 2. _____ | 2. _____ |
| 3. _____ | 3. _____ |
| 4. _____ | 4. _____ |
| 5. _____ | 5. _____ |
| 6. _____ | 6. _____ |
| 7. _____ | 7. _____ |
| 8. _____ | 8. _____ |

PATROL _____ PATROL _____

- | | |
|----------|----------|
| 1. _____ | 1. _____ |
| 2. _____ | 2. _____ |
| 3. _____ | 3. _____ |
| 4. _____ | 4. _____ |
| 5. _____ | 5. _____ |
| 6. _____ | 6. _____ |
| 7. _____ | 7. _____ |
| 8. _____ | 8. _____ |

OTHER SCOUTS NOT LISTED ABOVE _____

ADULT LEADER _____

ASSISTANT SCOUTMASTERS AND OTHER ADULTS _____

TOTAL NUMBER OF SCOUTS _____ TOTAL NUMBER OF LEADERS _____

GRAND TOTAL _____