

Pathfinder District Klondike Derby 2007



Mount Everest – Elevation – 29,035’

January 27, 2007
Beaumont Scout Reservation
Lane Area
Campmaster: Joe Blair
Adviser: Virgil Heinele

Dear Scouts and Scouters,

This year the 12th annual Pathfinder Klondike Derby will be held on January 27th, 2007 at Beaumont Scout Reservation, Lane area. The theme for this year is Scaling Everest. Mount Everest, the world's highest peak, is on the border of Nepal and Tibet and is named after Sir George Everest, the British surveyor-general of India. In Nepal, it is called Sagarmatha which means Goddess of the Sky. In Tibet, it is called Chomolungma which means Mother Goddess of the Universe. All events and activities will be based around the theme and we are hoping for a very fun and safe experience.

The manual is your guide to the event so I suggest you read it through and keep it on hand.

Overview

- \$ Schedule
- \$ Events
- \$ Equipment lists
- \$ Registration form
- \$ Miscellaneous

Any questions about this years Klondike can be directed to myself, Joe Blair. You can reach me by email at sploser@sbcglobal.net or by phone at 314-614-8390.

Thank you and I hope you have a wonderful time at this year's Klondike.

Yours in Scouting,
Joe Blair. 2007 Pathfinder Klondike Campmaster

Schedule

- 8:30 am - Sled check in and registration
- 9:00 am - Meet at flags for Opening ceremony
- 9:15 am - Events begin
- 12:00 pm - 1:00 pm - Lunch
- 1:00 pm - 2:00 pm - Events
- 2:10 pm - Turn in score cards and gold
- 2:15 pm - Races
- 3:00 pm - Meet at flags for Closing and Awards

Check in

At 8:30 all troops will check in at headquarters, also known as Base Camp, which is at an elevation of 17,600'. The patrol leader and an adult from each troop must be present and have their complete roster and check-in form. We are requiring a single canned good from each patrol member. Patrols that fulfill this requirement will receive their initial gold. Patrols who fail will receive a two gold penalty per patrol member without a canned good.

Lunch is Served

At this year's Klondike, **lunch will be provided.** The menu will probably be hot dogs, chili. (made with Yeti meat), chips, etc. Gold tokens will be provided at registration to be redeemed for lunch. Scouts and Scouters will need to provide their own bowl, cup, and spoon. Those who forget may have to pay the Quartermaster gold coins for these items or eat with their hands.

Turn in Gold and Score Sheets

No late entries will be allowed!! Gold and points take time to calculate and we can not allow late entries due to the short amount of time we are given. Once again **NO LATE ENTRIES WILL BE COUNTED!** They are to be turned in at **2:10 pm** or they will be left out!

Point and Gold Break Down

There are a total of eight events worth fifty points each for a total of 400 points for the events. The races will add points as follows:

First place = 15 pts

Second place = 10 pts

Third place = 5 pts

The system of gold coins will be used this year with each coin being worth five points. Each team will be allowed a maximum of 400 points in gold or eighty coins. Each team will start with two gold coins, depending on whether or not they brought their canned good. Teams will receive a two coin deficit for any patrol member who did not bring a canned good. To obtain more coins trade for them with the Sherpas roaming about the Klondike area.

Traders a.k.a. Sherpas

Sherpas will be roaming about the Klondike grounds, trading gold for various goods and vice versa. But be wary of bad deals. Hagglng is allowed and certain traders will not take certain items. Certain traders will be looking to buy certain items that other traders have. Items to trade should brought by your patrol or obtained from other traders. You may also trade items for gold with other patrols. The object is to get rich with gold.

General Rules

1. The Klondike will proceed regardless of weather unless **EXTREME!**
2. The event head's decision is final. Any arguing with the event head will result in a lower score than you got in the first place, so just don't do it.
3. Parking will only be in Lane parking area.
4. Scouts need to bring their own supplies. Points will be deducted for using ours.
5. Lunch will be provided by a trader (Mr. Lacavich) who will also trade for extra goodies.
6. Sleds must conform to the specifications on the sled design sheet and may not have wheels or springs. A patrol flag must be attached.
7. Patrols should carry all items on equipment list at all times.
8. Scouts are to follow the scout oath and law at all times.

Scaling Everest Klondike Events

Obtaining a Guide

The first person to climb the mountain (via the South Col Route) was Sir Edmund Hillary on May 29, 1953. In order to accomplish this, he needed the assistance of Sherpa Guide Tenzing Norgay. You need a Sherpa, a guide not the trader, to lead you up the mountain. He does not believe you know enough about Mount Everest on your own to climb it. Convince him. All the answers are in this manual. You have one minute to answer each question.

Requirements: your brain - don't forget to bring it!

Questions answered correctly - 4 pts each

Scout spirit - 5 pts

Patrol name and yell related to theme - 5 pts

Warding off the Yeti

Night has fallen and you can hear the Yeti roaring in the distance. Since Yeti are nocturnal creatures, you must build a fire big enough to ward him off for the night.

Equipment needed: matches, dry wood, and that is it, it is a fire building event gosh. **No accelerants will be allowed!**

Speed - 30 pts

Scout spirit - 5 pts

Teamwork - 10 pts

Patrol name and yell are related to the theme - 5 pts

Retrieving Your Sled

Your sled and all your equipment have fallen into a crevasse. You must retrieve them so you can move on.

Requirements: Knowledge of correct block and tackle and a rope that is at least fifty foot long.

Scout spirit - 5 pts

Correct completion - 30 pts

Teamwork - 10 pts

Patrol name and yell related to the theme - 5 pts

YETI ATTACK!!!

One of your patrol was mauled by a yeti. He has multiple puncture wounds, a compound fracture in his right arm and left leg, and is now going into shock. Another member while trying to save him had his coat torn off and hypothermia is now setting in. Treat them both before they become the 186th and 187st to die on Everest (about 120 corpses remain on Everest). OH NO!

Requirements: Correct first aid knowledge, materials to make a splint and a stretcher, and a first aid kit with gauze.

Speed - 10 pts

Correct completion - 30 pts

Scout spirit - 5 pts

Patrol name and yell related to the theme - 5 pts

Braving the Blizzard

A fierce blizzard has blown in! You are unable to reach Camp 2 at 21,350' before nightfall. You must build a shelter to protect your party from the elements.

Requirements: Spars, rope, and a tarp. (Other materials to build your shelter are at your discretion).

Completion and Speed - 10 pts

Correct knots and lashings - 30 pts

Scout spirit - 5 pts

Patrol name and yell related to the theme - 5 pts

Finding Your Way

You and your party got lost in the blizzard. You must use correct orienteering techniques to find your way back to the trail. Bread crumbs not acceptable.

Requirements: compass, duh

Completion and Speed - 40 pts

Scout Spirit - 5 pts

Patrol name and yell related to the theme - 5 pts

Forging Onward

You have reached the most dangerous area on the mountain, the Khumbu Ice Fall, responsible for 19 deaths! You must build a bridge over the crevasse in order to forge onward to the summit. Be careful not to fall in and die!

Requirements: spars and rope

All patrol members make it across safely - 40 pts

Scout spirit - 5 pts

Patrol name and yell related to theme - 5 pts

Five points will be deducted for every patrol member who falls in.

Dead patrol members can not help complete the event or give advice and once everyone has died the event is over regardless of how many people are in your patrol.

Mystery

Of the over 4000 attempts, around 2400 climbers have completed the ascent. You have reached the summit, now what?

Requirements: ??

Point breakdown: ?? (but 50 points total)

ATTENTION SCOUTMASTERS

It is imperative that your Scouts **Be Prepared** for the weather they may encounter. Please review the information below. Have your Patrol leaders teach it. Provide each participant a copy **well before the event**. The most important thing to remember about cold weather activities is to **keep dry**. Moisture will reduce the insulating properties of almost everything. To keep yourself warm, remember the word **COLD**:

C – Clean Keep yourself and your clothing **clean**.

O – OVERHEATING Avoid getting **overheated**.

L – LAYERS Wear clothes that are loose and in **layers**.

D – DRY Keep **dry**.

Remember: Dress in layers from the inside out. Wear layers of loose, light clothing instead of one heavy layer. This way you can regulate your body temperature better. Fleece is a good middle layer. The outer layer should be wind proof. Don't forget the raingear. Never wear cotton against the skin in winter! Especially do not wear cotton socks! Wear a stocking hat. Most of your body heat is lost from your head. Wear gloves or mittens. In rain, these should have a waterproof nylon shell. Wear good boots. **Do not wear athletic shoes**. Have a spare change of clothing and dry shoes or boots in your vehicle.

CAMPING

If your troop wants to camp overnight either Friday or Saturday, remember to make a reservation with the Council office ahead of time.

ADULT PARTICIPATION

Klondike Derbies are a time when Scouts show their skills and ability to work together as a team to overcome obstacles and to challenge their skills.

Adult leaders are welcome to travel with their patrol teams on the Klondike course, but are encouraged not to help or coach their teams during the events. If there are extreme weather conditions during the day, adult supervision will be needed to insure the well being of each Scout. Keep in touch with Headquarters in case a change in weather conditions is predicted. We will announce if there is any change during the day. The reason for the announcement would be so that you are able to check on your Scouts in case they were having problems that could affect their abilities or endanger them.

Two deep leadership is required for each troop attending the Klondike Derby. You should have at least one adult for each patrol participating.

PATHFINDER DISTRICT
Klondike Derby 2007

Sled Check-in (one per team)

Troop # _____

Patrol Name _____

MANDATORY EQUIPMENT NEEDED BY EACH TEAM

Must be inspected by Sled Captain and Scoutmaster before sled check-in.

- | | |
|----------------------------|-----------------------------|
| 1. Gold Pouch | 11. Tote N Chit |
| 2. Patrol Flag | 12. Water |
| 3. Rope | 13. Proper Clothing |
| 4. Spars | 14. Raingear |
| 5. 1 st Aid Kit | 15. Mess Kits and Cups |
| 6. Tarp | 16. Garbage Bag |
| 7. Compass | 17. Scout Handbook |
| 8. Matches | 18. Items For Trading |
| 9. Fire Building Materials | 19. Duct Tape |
| 10. Pocketknife | 20. Cans of Food (1/member) |

Sled Captain Signature _____

Scoutmaster Signature _____

(Have you both personally checked the equipment?)

Sled Check-in Operator's Signature _____

MUST HAVE AT LEAST SIX (6) SCOUTS PER SLED

PATROL MEMBER ROSTER

1. _____
2. _____
3. _____
4. _____
5. _____

6. _____
7. _____
8. _____
9. _____
10. _____

Gold _____

Gold Penalty _____

TROOP ROSTER

EVENT 2007 KLONDIKE DERBY

DATE JANUARY 27, 2007

Unit # _____

District:: Pathfinder

(NOTE: Please list Scouts by Patrol)

Name	Address	Phone	Rank	Age
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				
Adult Leaders (2 minimum)	Address	Phone	Position	Gender

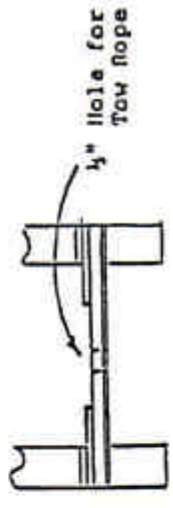
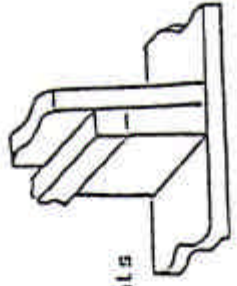
The diagram below is a suggested plan for your Klondike sledge. You may wish to develop your own plans, decorations, and build your sledge from native material. Most of the material can be secured at no cost from lumber yard scrap piles and from materials that may be lying around in garages of parents of boys. Keep these points in mind as you build your sledge.

1. Sledge must be 6' overall length.
2. Sledge must be 24" wide.
3. Sledge must weigh a minimum of 50 lbs. empty.

SUGGESTED MATERIALS

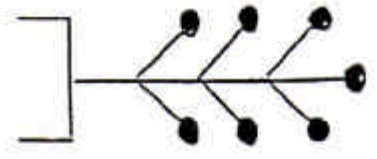
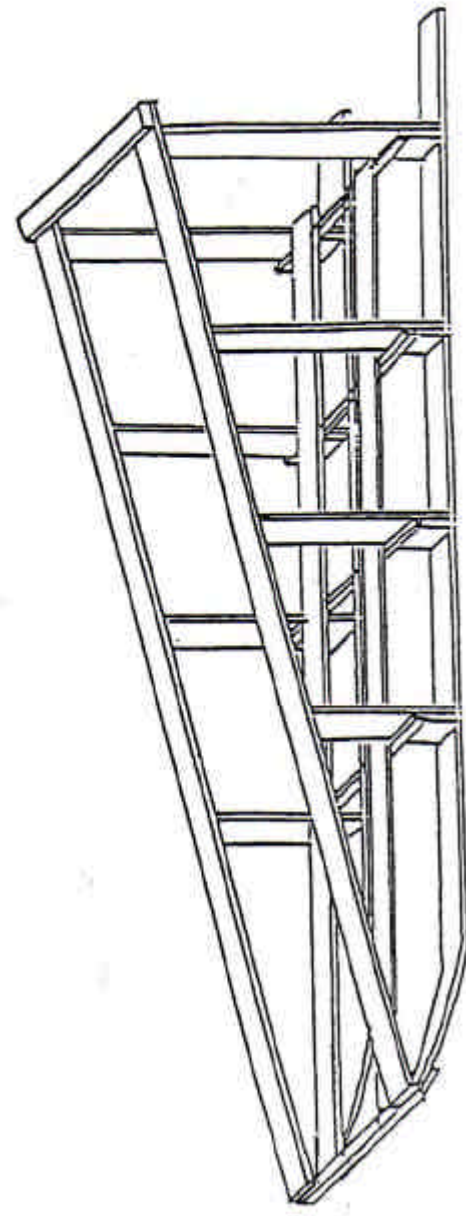
- 2 pcs 4" x 1/2" x 6'-6" Runners
- 2 pcs 1" x 2" x 28" 2nd rear uprights
- 6 pcs 1" x 1" x 24" cross supports
- 4 pcs 1/2" x 4" x 5' floor slats
- 8 pcs 1" x 2" x 6" upright supports
- 2 pcs 1" x 2" x 36" rear uprights
- 2 pcs 1" x 2" x 20" 2nd front uprights
- 2 pcs 1" x 2" x 12" front uprights
- 2 pcs 1/2" x 2" x 6'-6" hand rails
- 1 pc 1/2" x 2" x 24" tow bar

Plywood and metal can be substituted where desired.



Bolts, Screws, Nails as needed.

Front View



Towing Bridle

2007 Pathfinder Klondike Derby Registration Form

All units must have their registration turned in to a Council office no later than Friday, January 19, 2007. The registration fee is \$6.00 per Scout and Adult leader. **This fee includes lunch.** Since the Quartermaster will need to know how much food to buy, **it is imperative that troops register prior to the event.**

If the registration form is received after Friday, January 19, 2007, the fee per Scout/Scouter will be \$8.00 and there will be no guarantee of a patch!

Troops registering the day of the event are not guaranteed lunch!

Troop# _____ has _____ sleds entering the 2007 Klondike Derby, to be held on January 27th at Beaumont Scout Reservation. Each team has a minimum of six Scouts and a maximum of ten Scouts.

Sled# _____ Patrol Name _____ # of Scouts _____

Sled# _____ Patrol Name _____ # of Scouts _____

Sled# _____ Patrol Name _____ # of Scouts _____

Total # of Scouts _____

of Scouters _____

Total # of people _____ x \$6.00 = \$ _____

Scoutmaster _____

Address _____

City, State, Zip _____

Phone _____

Return this form with payment to:

Greater St. Louis Area Council BSA
4568 West Pine
St. Louis, MO 63108-2179
Attn: Pathfinder District

FOR OFFICE USE ONLY

Troop _____ Date _____ Receipt# _____

Pathfinder District Account # 1.6801.533.20

