

Boy Scouts of America
Brooklyn Council

Klondike Derby 2016



Saturday, February 6th, 2016
Coney Island Beach @ Stillwell Avenue
9:00 AM To 3:00 PM

Event Registration: 9:00am – 10:00am

RACE YOUR SLED & COMPETE IN EVENTS!

Each unit is *required* to send one adult to assist with staffing.
All volunteers are greatly appreciated!

Online pre-registered fee: \$10.00 per Scout
Registering day of event fee: \$15.00 per Scout
(Includes event patch & prizes)

\$1.00 out of every fee paid goes to *Friends of Scouting* to help support
GNYC Scout Camps

To pre-register for the event, follow this link for payment: www.bsa-gnyc.org/2016brooklynklondike Along with payment, we will need the following information: Troop or Pack number, Key leader name, Key leader contact number, Key leader e-mail address, name of adult volunteer who will assist with event and number of scouts attending. You will receive a receipt upon payment. Please print it out and bring it with you on the day of the event. Deadline for online registration and discounted payment is: Sunday, January 31st, 2016.

For further information and to volunteer to help, call:
Milton Davis, Breukelen District Activities Chairman (917) 861-2055
Kent Woo, Member, District Activities Committee (718) 368-0128

Brooklyn Council Klondike Derby 2016

Schedule of Events:

9:00am – 10:00am	→	Registration and Event Station Set-Up
10:15am – 10:30am	→	Opening Ceremony at the Boardwalk
10:45am	→	Event Stations Open
1:00pm	→	Event Stations Close
1:15pm – 1:45pm	→	Pack Sled Race
1:45pm – 2:15pm	→	Troop Sled Race
2:30pm – 3:00pm	→	Awards and Closing Ceremony

Units should plan to arrive in Coney Island between 9:00am and 10:00am. Upon arrival, all units should line up their sleds on the boardwalk for inspection. Unit leaders should proceed to the Registration Area to register their Packs/Troops for the days' events. For Boy Scouts there should be a minimum of 6 scouts and a maximum of 8 scouts per patrol (each patrol must have their own sled).

Dress Code: Plan for the weather accordingly. Scouts will need to dress for an outdoor winter activity. Good outdoor clothing, such as warm coats, hats, gloves, long johns (thermal underwear), multiple pairs of socks, waterproof boots, rain gear (if necessary), etc... should be worn. Be prepared for the cold! Dress in layers, keeping in mind that layers can be removed (if you're hot) or added (if you're cold). Scouts will not be allowed to participate in sneakers or improper clothing.

Sled Guidelines: Each Pack/Troop/Patrol needs to have a sled in order to compete. No exceptions. ***Sled sharing will not be allowed!*** The sled that is inspected must be the same one used for competing in the event. Sleds must be made primarily of wood.

Sled/Equipment/Safety Check: Each Pack/Troop/Patrol is to have their sled prepared for an equipment check (please see below for a check list of required equipment). It is suggested that the tarp be used to secure most of the equipment in the sled. The sled must be lashed prior to inspection and must contain all gear on the equipment list in order for the maximum points to be awarded. A box may be used to hold the equipment.

Sled Equipment List: (one point awarded for these items)

- ☐ First Aid Kit
- ☐ One (sealed) gallon of water
(will be used for hot chocolate)
- ☐ Blanket
- ☐ American Flag
- ☐ Troop/Patrol or Pack Flag on a pole
- ☐ Scout Handbook
- ☐ 20 foot rope (sled pulling rope accepted)
- ☐ Neckerchief (or triangular bandage)

Additional: For Boy Scouts Only:

- ☐ Patrol Roster
- ☐ Pencil and clipboard
- ☐ Flashlight
- ☐ Digital Watch
- ☐ 6 ropes (six feet in length each)
- ☐ Three poles (between 5 to 6 feet in length each)
- ☐ Tarp for shelter
- ☐ Shovel

Sled Race Guidelines: There will be separate races for Cub Scout Packs and Boy Scout Troops/Patrols. Only registered scouts can participate in the sled race. 8 scouts are required for the race: 6 pullers, 1 passenger and 1 pusher. A Pack/Troop/Patrol will complete the sled race when ***the sled*** crosses the finish line. This event will challenge your Scouts' physical endurance, teamwork and Scout skills. For this event you will need a sled capable of transporting one of your Patrol members plus a blanket and 20 feet of ½ or ¾ inch rope. No motorized sleds!

Scoring: First Place = 25 Points Second Place = 20 Points Third Place = 15 Points

Note: In the case of a tie in the overall scoring, the winner of the sled race will be used as the deciding factor in determining the winner of the overall competition.

Pack Events

(Maximum time per station = 20 minutes)

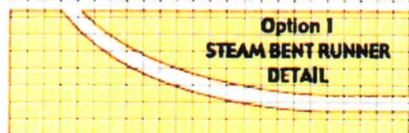
- Harpoon Throw** – A Cub Scout will throw a harpoon into a measured field. Each Cub Scout in turn will throw the harpoon (there will be 15 throws per pack). Points will be awarded based upon longest distance.
Scoring: Under 5 feet = 0 points 6 – 10 feet = 1 point
11 – 15 feet = 2 points 16 feet and above = 3 points
- What's on the Board?** – Timed Event – The whole pack can take part in this event. Scouts will be presented with a covered board. The items on the board will be revealed for a period of 20 seconds and then covered once again. The pack will then have one minute to name the items on the board. A Cub Scout will name one item and, in turn, each Cub Scout will name an item until the minute is complete.
Scoring: Each correctly named item = 1 point
- Hang the Fish Out to Dry** – A Cub Scout will need to hook a fish on a pole and hang it on the line to dry. Two boys from your pack will hang fish at the same time. Each Cub Scout in turn will hang fish (there will be two fish attempted per turn with a total of 15 turns per pack). Points will be based upon number of fish hung.
Scoring: Each successfully hung fish = 1 point
- Winter Storm Obstacle** – Timed Event – 8 scouts to participate from each pack. The obstacle requires two scouts, one of whom is blindfolded. There will be a number of boards put on the field. The seeing scout will verbally guide the blindfolded scout, from a position outside of the course, across the boards to complete the obstacle course. Each pack will have four turns at the course. Points will be awarded for the two fastest times through the course. Please provide a neckerchief to be used as a blindfold for your pack.
Scoring: 2 minutes = 10 points 3 minutes = 5 points
4 minutes = 3 points 5 minutes and over = 1 point
- Penguin Relay** – Timed Event – 8 scouts to participate from each pack. A Cub Scout will walk a distance of 20 feet with a ball between his legs. The scout will then pass the ball to the next Cub Scout. If the ball is dropped, the scout will need to start over again.
Scoring: 2 minutes = 10 points 3 minutes = 9 points
4 minutes = 8 points 5 minutes = 7 points
6 minutes = 6 points 7 minutes = 5 points
8 minutes = 4 points 9 minutes = 3 points
10 minutes and over = 2 points

Troop Events

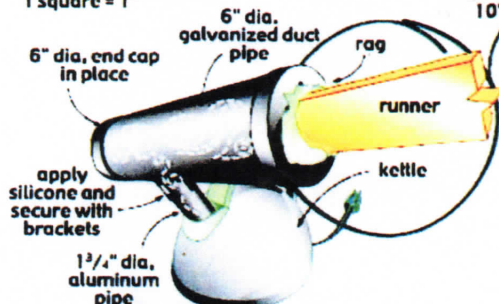
(Maximum time per station = 25 minutes)

1. **Knots** – Picking a knot card at random, Troops/Patrols will demonstrate the tying of six (6) knots: Square, Clove Hitch, 2 Half Hitches, Bowline, Taut-line Hitch and Timber Hitch (the Timber Hitch will need to be tied to a log and dragged 20 feet without loosening). Troops/Patrols need to provide the ropes used in this event.
Scoring: Five (5) points for each successfully tied knot. (Three (3) points will be deducted from any knot that an adult and/or scouts assisted in tying).
2. **First Aid** – Troops/Patrols will need to answer the following questions: 1. explain what Hypothermia and Dehydration are and describe their symptoms, 2. explain how to perform basic CPR, 3. explain how to stop bleeding, and 4. explain the treatment for shock Troops/Patrols need to provide a First Aid Kit.
Scoring: Two (2) points for each successfully answered question. (One (1) point will be deducted for any question that any adults assisted in answering).
3. **Water Rescue** – Scenario: A person has just slipped on ice and fallen into the river. 1. Demonstrate how to form a human chain and pull a victim to safety and 2. demonstrate an un-weighted rope rescue. Once rescued, you find that he twisted his ankle (it hurts if he puts weight on it) and there is also a possibility that he has broken his arm. Immobilize his arm and put his ankle in a splint; then transport him to medical assistance. This will demonstrate basic first aid in the field, transportation techniques and addressing minor injuries. Troops/Patrols will need a 20 foot length of rope, padding for splints, triangular bandages (neckerchiefs), and a blanket with 2 poles to make a stretcher.
Scoring: Twenty-five (25) points for a successfully completed scenario. (There will be up to a ten (10) point penalty for any adults assisting with this exercise).
4. **Build a Survival Shelter** – Troops/Patrols must construct an emergency shelter using only the items they have on their sled. They must work together to 1. locate a suitable location given the conditions as outlined by event staff, 2. make use of tripod lashings and square lashings in the construction of the shelter and 3. erect the shelter and transform their Klondike Sled into a winter storm shelter for three (3) people. **Scoring:** Twenty-five (25) points will be given for creativity, teamwork, speed & safety, use of knots & lashings and Scout spirit. (There will be up to a ten (10) point penalty for any adults assisting with this exercise).
5. **Ice Fishing** – Troops/Patrols must construct a flag pole with a weighted knot at the end of the pole (the weighted knot must be heavy enough to trip a regular mouse trap). They must work together to: 1. Use round lashings to tie together three poles to construct a flag pole, 2. Make a weighted knot and tie it to the end of the pole with 4 feet of rope between the pole and the weighted knot and 3. Working as a team, extend the flag pole to trip a mouse trap with the weighted knot. Each mouse trap tripped will score 2 points. There will be a 10 foot space between the standing line and the mouse traps area that can't be touched. If any Scouts or poles touch any of the 10 foot area, it will signal the end of the event and that troop/patrol will only be awarded the points scored up until that point. **Scoring:** Twenty-five (25) points will be given for teamwork, knowledge, use of round lashings, construction of the weighted knot and Scout Spirit. (There will be up to a ten (10) point penalty for any adults assisting with this exercise). Each mouse trap tripped will score 2 points. An additional 4 points can be earned if the Troop/Patrol constructs and uses a Monkey Fist for their weighted knot.

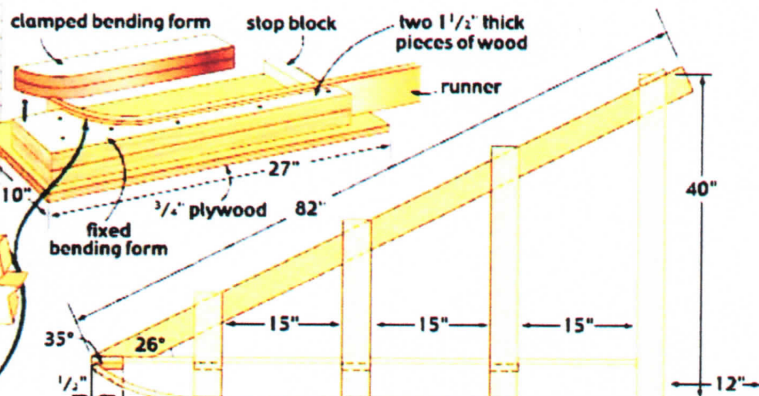
RUNNER TIP DETAIL



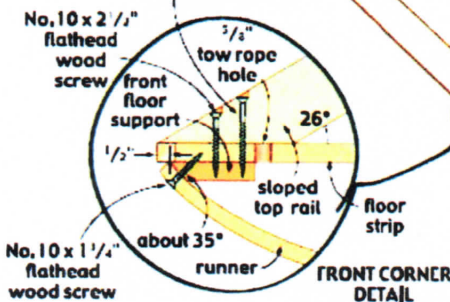
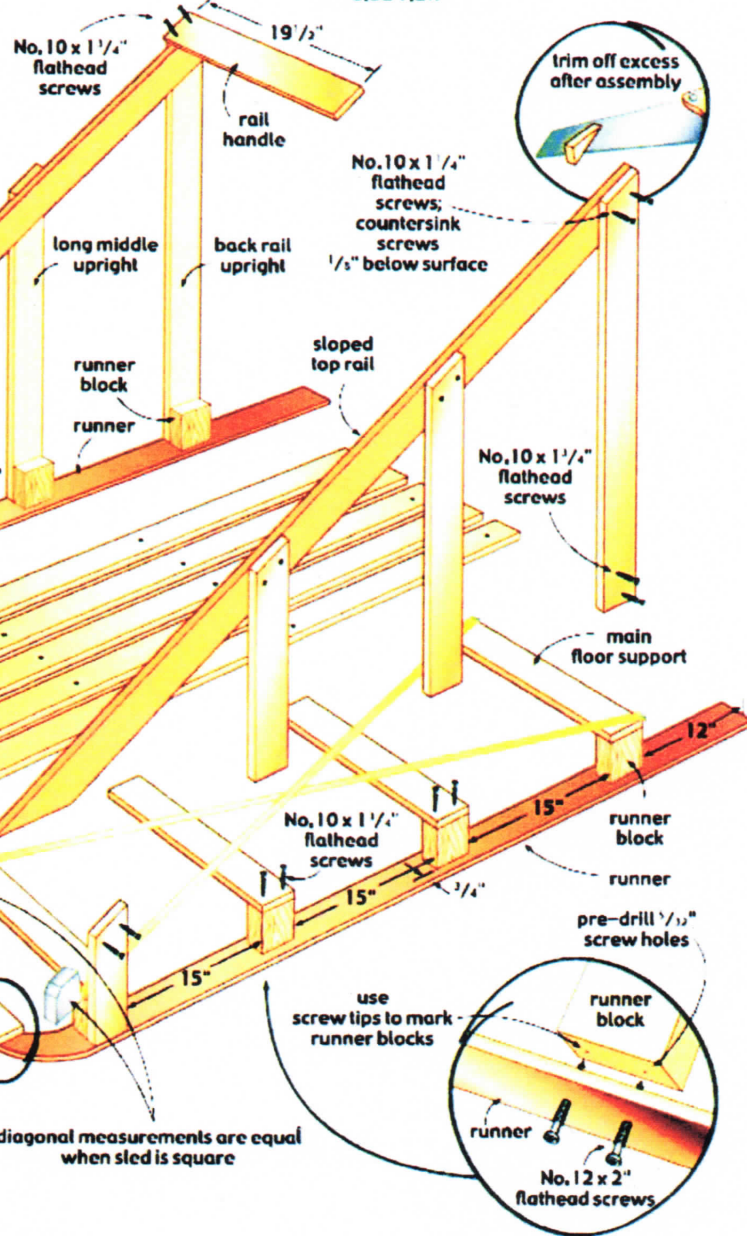
1 square = 1"



DON'T STEAM WOOD WITHOUT AN ADULT!



SIDE VIEW



diagonal measurements are equal when sled is square

