

# Mountain Territory 2024 Klondike Derby Game Leader and Staff Guide

February 16-18, 2024

## #1 Be Prepared

**Objective:** Patrol/Den will demonstrate how prepared they are for this winter event. You will be inspected for the proper winter equipment and outdoor essentials as well as cooperation and scout spirit.

### Procedure:

Patrol/Dens will be asked to produce certain items of essential scout gear, Klondike gear. The judge will award one point for having correct gear items.

The scout spirit activity will be timed. Max allowed time is 3 min.

### Scoring criteria:

- 1 Point for Nugget pouch – Show me your Nugget Pouch.
- 1 Point for Unit Number on the sled – Show me your unit number on your sled.
- 1 Point for Patrol Leader Knowing names and ages of all scouts in the Den/Patrol – Patrol Leader – tell me the names and ages of all the scouts in your Patrol.
- 1 Point for all Patrol/Den members properly clothed for this winter outing (**no Cotton!**)
- 1 Point for all 10 essentials – Show me your 10 essentials.
- Game Points
  - 3 Points for completing in under 1 min.
  - 2 Points for completing in under 2 mins.
  - 1 Point for completing in under 3 mins.

#### Scout - Outdoor Essentials

1. First-aid Kit
2. Map and Compass
3. Water
4. Flashlight (and Batteries)
5. Sun Protection (sunscreen, sunglasses, lip balm and wide-brimmed hat)
6. Matches and/or fire starters
7. Rain Gear
8. Extra Clothing
9. Extra Food (Trail food)
10. Pocket Knife

#### Webelos handbook – Outdoor Essentials

1. First aid kit
2. Filled water bottle
3. Flashlight
4. Trail food
5. Sunscreen and sun protection
6. Whistle
7. Map and Compass
8. Rain gear
9. Pocket knife
10. Matches or fire starters.

### Timed Event:

Spirit Game – “All Aboard”

Patrol is to get all members onto the “safe spot”.

No body parts and nothing else can touch the ground.

**\*\* Everyone must remain on the “safe spot” for at least 5 seconds.**

This is a timed event. There is a time limit of 3 minutes.

Teamwork and good spirit are needed to be successful.

Time starts when you say you are ready to go.

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## #2 First Aid Transport

**Objective:** A scout has been injured from a confrontation with a moose. Work as a team to transport one “injured” scout on a stretcher from the victim area to the Medic Station (~40 yards).

**Requirements:** 4 or more scouts – one brave victim and 3 or more strong rescuers.  
Patrol supplies: bandages, poles, blankets, teamwork

**Procedure:**

Patrol/Den provides the bandages, splints, poles, blanket, and a brave scout victim. Scouts will line up at the Medic Station at the starting line with injured scout beside the Moose Trail (where he got stomped). With the “start” command from the judge the scouts will Sprint the 40 yards to the injured scout and treat his broken Arm, broken Leg, and assist him into the stretcher in a comfortable position for transport. Utmost care must be taken to ensure the injured scout does not become... more injured! Any dropping or serious jostling of the victim will result in further injury and the loss of points. Then the patrol carries the victim to the medic station. The whole patrol has crossed the finish line the scouts will set the injured scout down for the Medic Review (scoring). Time stops at the time the last scout crosses the finish line. Do not drop your injured victim. Watch out for moose on the trail!

**Timed Event:**

The judge will start the clock when they yell “start” and the clock will stop when the Patrol safely crosses the end line. The victim must not be dropped. The victim must be kept free from additional harm. Think Teamwork and Victim Safety.

**Scoring criteria:** (Max number of Points is 8)

- 1 Point for a satisfactory Arm splint and sling
- 1 Point for a satisfactory Leg splint
- 1 Point for keeping the victim scout warm during transport.
- 5 Points for the safe and successful transport of the injured scout on the stretcher to the medic station.
- 1 Point will be deducted each time the victim is dropped.

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## #3 Knot Tying

**Objective:** Tie all the knots in the fastest time.

**Equipment:** Patrol supplies the ropes  
Judge supplies the Knot Cards

**Procedure:**

Get your Patrol in a circle with the ropes they brought as a patrol.  
Each scout will reach into the sack pull out a card with a knot assignment  
The knot that is picked out of the sack is the one the scout will tie.

**No trading of the knot picked.**

After everyone has his knot and the patrol leader says they are ready the judge will say “start”.  
Everyone ties their knot and puts the knot on the ground when they are finished tying the knot.  
Time stops when the **Patrol Leader** states they are DONE.

If necessary, hitches may be tied around staves, nearby trees or someone’s arm or leg.

If the patrol does not have 8 scouts, a scout may tie more than one knot – drawn from bag.

The patrol will attempt to tie all 8 knots.

**Note: Scouts can help each other by talking only to other scouts. (Hands off)**

There are 8 knots that are to be tied:

1. Square Knot
2. Bowline
3. Clove Hitch
4. Two Half Hitches
5. Taut-Line Hitch
6. Sheet Bend
7. Timber Hitch
8. Lash 2 sticks together

**Timed Event:** This is a timed event. 10 min maximum.

Time starts when the judge says “START”.

Time stops when the patrol leader tells the judge “DONE”

**Scoring criteria:**

1 Point awarded for each correctly tied knot/lashing. (8 maximum)

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## #4 Iron Chef Egg Fry

**Objective:** To work as a team to make a fire, fry an egg, and Patrol Leader eat it. The Cook (not the Patrol Leader) will have to flip the frying egg over to cook the top side of the egg and the Patrol/Den Leader will have to eat the egg after it has been cooked (a spatula is recommended, salt and pepper are optional). The judge will determine when the egg is cooked sufficiently to eat.

**Equipment:** The Patrol/Den must supply:

Wood (tinder, kindling etc.),

Fire starter

Spatula to flip the egg

Clean frying pan

Cooking mitt or glove, which will be used to hold onto the frying pan.

This mitt/glove must be able to withstand the heat of a campfire long enough for the egg to cook in the frying pan and to flip the egg in the pan with the spatula. The scouts will not be able to use their snow mitts/gloves for this game.

The judge at the game station will supply the egg.

### **RULES:**

You may stage materials & equipment outside of the fire ring before the judge starts the event.

No stacking of wood or building the fire until the judge says, "Start".

The fire must be built and lit inside the designated fire ring area.

**NO PATROLEUM OR MAGNESIUM-BASED ACCELLORANTS.**

Only matches may be used to ignite fire – (wax fire starters allowed).

Use of cooking oil in the pan to keep the egg from sticking is highly recommended.

Cook the egg, flip it over with spatula and cook other side.

The judge will determine when the egg is cooked sufficiently

The Patrol Leader must eat the egg (or a designated alternate if PL is allergic)

Patrol/Den will also be responsible for putting the fire out

Patrol must clean up **all debris** after the fire is extinguished (Leave No Trace).

### **Timed Event:** 15 Minute Time Limit.

The judge will start the clock when they yell "start" and the clock will stop when the Patrol/Den Leader has eaten the fully cooked egg. If you reach the time limit your event is done, finish cooking the egg and eat it if you have started cooking. Don't crack the egg until you are ready to cook it.

### **Scoring criteria:** (Max. number of Points is 8)

1 Point for bringing all necessary materials and equipment.

1 Point for successfully starting a fire.

2 Point for successfully cooking an egg.

1 Point for successfully eating the fully cooked egg.

1 Point for cleaning up the fire area.

2 Points max for good Patrol Teamwork (all involved and have a job – good leadership)

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## #5 Ice Rescue

**Object:** To pull patrol member and sled off the ice to safety using joined lengths of rope.

**Equipment:** Patrol provides:

- Ten lengths of rope.
- Sled (containing all other patrol gear)
- Victim on sled.

**Procedure:**

- Patrol Leader organizes patrol.
- Patrol chooses a scout to be on the sled.
- Patrol positions sled with scout on ice behind rescue line, 40 feet away. (25 feet for Webelos)
- The rescued scout cannot leave the sled or touch the ice for any reason.
- The rest of the patrol lays rope (ten 6' lengths) out in front of them.
- When ready the judge says "Rescue" and time starts.
- Patrol members pick up the lengths of rope and tie them together.
- One member throws the line to the scout on the sled (reaching devices are allowed)
- Loss of the rope or insufficient length (not enough to reach sled) will end the event.
- The rescued scout must fasten the rope to the sled in some fashion.
- The Patrol/Den then pulls the sled and scout to safety.
- Time ends when the scout and sled are pulled off the "ice" (completely across the line).
- Patrols will be penalized one point for each patrol member who crosses the "safety" line
- Patrol will lose one point each time the scout on the sled touches the ice.
- If the rope is thrown 3 times from a 40-foot distance unsuccessfully, the sled is moved to the 25-foot distance (timing continues from the initial start time).
- Patrol Spirit is demonstrated at the end with the Patrol Yell to celebrate the successful rescue!

**Timed Event – 10 minute** maximum Time limit.

- Time starts when Patrol Leader says they are ready and judge yells "Rescue!"
- Time ends when the sled is pulled completely across the safety line.

**Scoring criteria:** Maximum of 6 Points

1 Point for successfully tying the ten sections of rope together.

(Type of knots do not matter. Loss of rope or loss of sufficient rope to do rescue ends event.)

Up to 5 Points for a successful throw and rescue:

- 5 Points for 1st throw at 40 ft. (25 ft. for Webelos Dens)
- 4 Points for 2nd throw at 40 ft. (25 ft. for Webelos Dens)
- 3 Points for 3rd throw at 40 ft. (25 ft. for Webelos Dens)
- 2 Points for 4<sup>th</sup> throw at 25 ft
- 1 Point for 5<sup>th</sup> throw at 25 ft.

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## **#6 Mail Run**

**Object:** Patrol/Den will pull their sled through a short course (~100 yds.) to deliver or pickup mail.

**Recommended:** Minimum of 3 Patrol/Den members and a sled with all gear in sled

**Procedure:**

Patrol Leader will steer the sled from the back and remain in contact with the sled

All the rest of the patrol will pull the sled by rope and remain in contact with the pulling rope

No riders and nobody left behind.

A sack of mail will be given to the sled driver to deliver to the mail station

OR a sack of mail will be picked-up from the mail station.

At the Start Command the patrol will pull the sled to the appointed mail station

Patrol Leader will pick-up or drop-off the mail

The patrol with sled will then return to the starting point to end time.

Patrol Yell at end of run to celebrate success!

**Timed Team Event.** - Timed from Start to all members crossing Finish Line.

**Scoring criteria:** Maximum of 5 Points

2 Points for successful Mail pick-up or delivery.

3 Points for good teamwork and patrol spirit.

- 1 point all pulling sled together
- 1 point for driver steering & running with sled and team
- 1 point for all crossing together

**-1 point lost for each member that loses contact with sled or gets left behind at any time**

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## #7 Alaska Pipeline

**Preparation:** The judge will provide everything for this event.

**Objective:** To work as a team to transfer a tennis ball through sections of pipe and into a bucket at the end point. The scout with the tennis ball stands 30ft from the bucket. He cannot touch any of the pipes to help the ball along the way. The ball must go through all 7 pipes in the direction of the fuel flow. The pipes must have one bend greater than 30 degrees (approx.). The idea is for the tennis ball “oil flow” to go through all 7 pipes and to be delivered to the bucket. If the ball falls out of a pipe it can be picked up only by the “ball scout” and placed back into the inflow end of the pipe it fell out of. It is up to the scouts to decide what bends and corners they will need to make with the pipeline.

**Requirement:** Minimum of 4 scouts per Patrol/Den with pipe (house gutter) handling ability.

**Procedure:** 7 sections of Pipe will be lying on the ground. The scouts designate who will be the “ball scout” and the rest will “man” the pipes as needed to transfer the ball.

**Timed Event:** Time starts when the ball is dropped into the first pipe and stops when the ball drops into the bucket at the end.

**Scoring criteria:** (Max. number of Points is 8)

- 1 Point for each successful transfer of the ball from one pipe to the next. (6 total)
- 1 Point for delivering the ball into the bucket (ball must stay in and not bounce out of the bucket.)
- 1 Point for having at least one corner in the pipeline of at least a 30 degree angle.

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## #8 Panning for Gold

**Preparation:** The judge will provide everything for this teamwork event.

**Objective:** Sourdough Willie and his crew are panning for gold (tennis balls) in the Yukon. The banks of the creek are quite deep and being that gold is heavy, Willie decides the quickest way to get the gold to solid ground is to throw it up onto the high bank with their gold pan (Tarp). Your task is to throw as many chunks of gold, one at a time, over the rope suspended between the 2 poles. You have 60 seconds to accomplish your task.

**Equipment:**

- Tarp (8x8' or 10x10')
- 2 poles and rope tied across the top of the poles.
- Tennis Balls
- Stakes or Anchors may be needed to hold up the poles.

**Requirement:** Patrol/Den.

**Procedure:** Patrol/Den uses the tarp to launch a tennis ball over the rope. All scouts must hold onto the edges of the tarp with both hands and work together to pull the tarp outward at the same time to launch the tennis ball. Only one tennis ball can be launched at a time.

**Timed Event:** Time starts when the tennis ball is picked up.

**Scoring criteria:** No Maximum (based on # of tennis balls within time limit)  
1 Point for each successful toss of a tennis ball over the rope.