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Fourth of July at the Jersey Shore

Ramapo Valley District 2017 Klondike Derby

Event Date: January 21, 2017

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What is a Klondike Derby? - 2017 Information and Details

Many years ago, men raced across the Canadian frozen wilderness to an area called the Klondike by means of dogs and sleds in search of gold. Scouting has taken this idea and came up with the idea of the Klondike Derby as an activity for Scouts. Since last year's theme was WhiteOut Winter and it caused a huge blizzard on the scheduled day of the Klondike Derby, this year's theme for the Ramapo Valley District (RVD) Klondike Derby is ***Fourth of July at the Jersey Shore!!!***

The Klondike will be a day packed with activities that mimic what these explorers might have encountered in the Klondike Gold Rush – or maybe you experienced at the Jersey Shore on the Fourth of July!. Some of the activities test life-or-death skills such as first aid and building a fire, and some are just fun like spinning a game wheel at an arcade.

Cost per Sled - \$55 per sled if registered and paid by 1/8/17. \$70 for late registration. Each sled must have 4-8 Scouts per sled. Register on the Ramapo Valley District website.

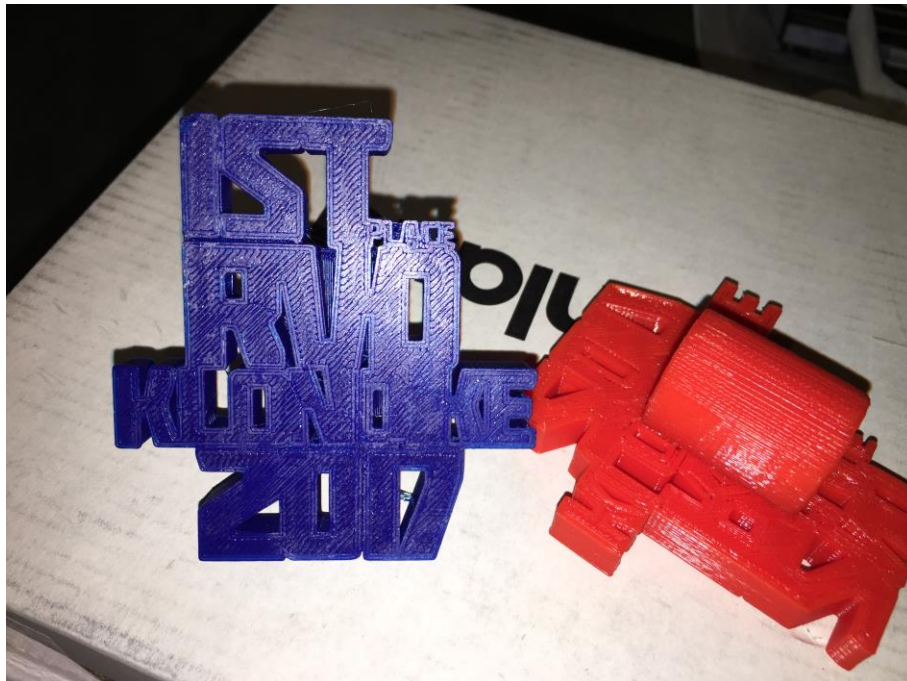
NEW FOR 2017 – If you have 1-3 Scouts that want to participate, we will TRY to match your scouts up with other Units who are under the 8 Scout per sled limit (if available). If your Unit has a sled with room for one or more additional Scouts please note that at registration!!

Participants will receive a special collector's edition RVD Klondike Derby Patch!! (Maximum of 8 per Sled or Town). Additional patches may be available for sale in the Lodge if there are any left.

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At the Klondike, Awards will be given for:

- Top 3 Boy Scout sleds based on score,
- Top first year Boy Scout/Tenderfoot sled based on score,
- Top 3 WEBELOS/AOL sleds based on score.
- In the event of tie scores, the earlier sled to finish and register their score wins.
- Awards will also be given for best sled design and best sled team uniform/costume (both consistent with the *Fourth of July at the Jersey Shore* theme).
- Each Scout on a winning sled will receive a special, custom neckerchief slide created just for this Klondike Derby:



- Each sled will meet the challenges presented at towns, and receive a score of 0-10 for each town visited
- **SPECIAL SCORING OPPORTUNITIES FOR this *Fourth of July at the Jersey Shore Klondike Derby!!!* In the past, one or two points meant the difference from first to fourth place so take advantage of these addition point-scoring opportunities:**
 - Each sled can earn one extra point if the sled is all Red White and Blue (excluding ropes, hardware and skis).
 - Each sled can earn one extra point if everyone on the sled team is dressed mainly in either beachwear (OVER CLOTHING APPROPRIATE FOR THE WEATHER) OR ALL IN Red, White and Blue. (Any color boots are acceptable). Guides accompanying First Year Boy Scout Sleds and Leaders accompanying WEBELOS sleds do not need to be in matching beachwear or Red/White/Blue but it is suggested they also do so.
 - Decision of the Sled Check towns (B1 and W1) judges is final for awarding these additional points.

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Scouting for Food

The 2016 Klondike derby will be a “Scouting for Food” event. We ask all participants to bring non-perishable food items to be collected and donated to the Center for Food Action (CFA) in Ringwood. The CFA will have a collection truck on site at our Klondike to accept food donations.

Founded in 1976, the Center for Food Action in New Jersey (CFA) has as its mission, “preventing hunger and homelessness and improving the lives of individuals and families living in poverty.” To this end, CFA provides emergency food packages, rental and utility assistance, counseling, advocacy and other essential services to those in need living in northern New Jersey.

We ask that every sled bring a bag of non-perishable food to be donated to the CFA. The CFA collection point is in the Lodge near where sleds and towns check in

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Schedule for Boy Scouts, Venturing, Varsity:

7:30-8:30 AM	All Town operators visit Troop Registration in Lodge during this time. Roster and Permission slips for all youth participants on sleds AND towns are to be handed in.
7:30-8:30 AM	Towns are set up
8-9 AM	All Other Troops (except WEBELOS) go to Troop Registration in Lodge to get Sled packets. Roster and Permission slips for all youths on each sled to be handed in
9 AM	All Boy Scout Towns open. Sleds must go to assigned town to start
12-12:30 PM	All Towns closed for HALF HOUR lunch. Sled participants eat on the trail
12:30 PM	All Towns reopen
2:30 PM	All Towns close
2:30-? PM	Final scoring immediately followed by Awards Ceremony

Schedule for WEBELOS and WEBELOS towns:

8:30-9:30 AM	All WEBELOS Town operators visit Troop Registration in Lodge during this time. Roster and Permission slips for all youths in town and on sleds to be handed in. (Note: if a Boy Scout Troop is also running a sled they need to register the sled on the Boy Scout schedule above.)
8:30-9:30 AM	WEBELOS Towns are set up
9-10 AM	One WEBELOS sled per Pack goes to Troop Registration in Lodge to pick up Sled packets for all WEBELOS sleds in the pack. Roster and Permission slips for all youths on each sled to be handed
10 AM	All WEBELOS Towns open. Sleds must go to assigned town to start
12-12:30 PM	All Towns closed for HALF HOUR lunch. Sled participants eat on the trail
12:30 PM	All Towns reopen
2:30 PM	All Towns close
2:30-? PM	Final scoring immediately followed by Awards Ceremony

Note – As sleds finish they MUST go to the Scoring Check-in inside Lodge to report scores. Remember - if there is a tie for highest score, the earlier sled to check in their score wins.

Shotgun Start: At Sled Check Town, each sled will be assigned a starting Town. The sled MUST start at that town immediately following Sled Check. They may choose to visit all required Towns in any order after that. (Boy Scouts only go to Boy Scout towns – those with letter “B” in town number; WEBELOS only go to WEBELOS towns – those with “W” in town number.)

- If a Boy Scout sled has all Tenderfoot Scouts, a more senior Scout can be a Guide with sled, but may not help the sled during stations. (He can help prep between Towns.) **At Towns, Guides must be “hands in pockets” and silent – no verbal or hand gesture help.** An award will be given to best finish for a first-year/Tenderfoot sled. The Guide does not count towards the 8-Scout limit.
- WEBELOS sleds may be accompanied by one or two Leaders or Den Chiefs. (Leaders and Den Chiefs must abide by same rules as Tenderfoot Guides above.)

Ramapo Valley Klondike Rules

1. Sled **minimum** dimensions of 18” wide and 54” long.

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2. Any design may be used but NO WHEELS. Be creative - Best Sled Design and Best Team Sled uniform will receive an award!
3. Sleds will be inspected for neatness and equipment at the starting line.
4. It is the policy of the Boy Scouts of America that no alcohol or drugs will be allowed at any Scouting function. Anyone using these chemicals will be asked to leave immediately.
5. Appropriate winter dress will be enforced. Scouts will be sent home if not appropriately dressed. (Confirmed at Sled Check)
6. This event will not be canceled unless the roads to the site are closed. Use your own judgment as to traveling conditions and clothing. Note however that all Scouts MUST have raingear (see equipment list).
7. Patrol size: At least 4 Scouts, with a maximum of 8 per sled – natural Patrols are encouraged. We will try to assign Scouts from units without enough Scouts to run a sled, to sleds with excess capacity but cannot guarantee placement.
8. Each Scout should bring their lunch to eat on the trail at lunch break, when all activity will stop. **Bring plenty of water – dehydration occurs quickly in cold, dry weather.**
9. Each Troop/Pack is responsible for the Scouts in their Troop/Pack.
10. Please notify the Klondike Governor in advance of any Scouts with special medical or other needs.
11. We need to know of any special conditions. Your cooperation will help prevent serious problems.
12. As always, the Scout Oath and Law is our code of conduct. THE SCOUT OATH AND LAW WILL GOVERN ALL PARTICIPANTS AT THIS EVENT.
13. Fires must be 6 inches or more above ground if Scouts and/or Leaders want a fire or are cooking at Towns (bring your own wood).
14. All participating Scouts on Sleds must be under 18 years of age.
15. Each Town's Mayor has the final say on scoring for that Town. The Klondike Derby Governor has final say on overall scoring.
16. **When course is completed all sleds must report immediately to the Registration desk in Lodge to finalize their score. In the event of a tie score the sled checking in earlier wins the tiebreaker!!!**
17. Derby regulations are necessary to ensure that every Scout and Leader has not only an enjoyable experience, but a safe one as well. The above list is not intended to be complete, but is important and must be agreed upon by the adult and boy leaders of the Troop/Pack to insure the safety of all present and to protect the land for all to enjoy.
18. **THERE IS NO SELLING OF FOOD OR OTHER ITEMS ALLOWED IN THE PARK. However, towns are encouraged to share hot chocolate and/or coffee without requesting a donation.**

Mandatory Sled Equipment

This list will be updated as Units set the requirements for Towns they are operating. Scoring will be based on the final Town Equipment List published before the Klondike, so please check the registration website for updates to this document frequently

All the following equipment will be checked at Sled Check and points will be deducted for missing items (from maximum 10 points). Individual items must be with EACH scout on sled and patrol items must be on the sled. Each sled should have no less than 4 participants and no more than 8. (Note: Tenderfoot sleds may have 4-8 Tenderfoot Scouts and one non-participating Boy Scout guide accompanying the sled. Webelos sleds may have 4-8 Webelos plus 1-2 adults as guides.) See also Town Info section for additional town equipment.

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1. Sled (no wheels)
2. Lunch for each participant
3. Water for each participant (Note that latrines will be set up centrally but water may not be available.)
4. Rain gear for each participant (***Bring regardless of weather or risk losing points!!!***)
5. Blindfold for each participant (can use neckerchief or triangular bandage)
6. Triangular bandage for each participant
7. First aid kit including large triangle bandages and other items from Handbook (for patrol)
8. Clipboard, paper and pen or pencil (for patrol)
9. Pen or pencil for each person on sled
10. Boy Scout or WEBELOS handbook (for sled)
11. One Compass for every 3 Scouts on sled (3 compasses for a sled of 8 Scouts)
12. Fire building material – (See also Firebuilding Town Info section later in this document.) Tinder, kindling and 3 or 4 pieces of fuel wood. All materials must be natural and must have enough to keep fire burning. Fire starter (matches, sparker, etc.). Blanket or other wind breaks are optional, NO DRYER LINT, VASELINE, LIGHTERS, ACCELERANTS or COMERCIAL FIRESTARTERS!!! No batteries/steel wool.) (for patrol)
13. Fire bucket (Water for fire buckets will be provided)
14. Fireman's Chit for each Boy Scout, Varsity or Venturer participant.
15. Patrol (sled) Cheer
16. Patrol flag (Be creative!!) Remember sled participants are eligible to get an award for best costume, so tie your patrol flag to that theme.
17. Four - 5' poles and 6 lengths of rope for lashing
18. Two 6' staves to use as rollers or levers (Not needed for WEBELOS)
19. Length of rope suitable for tying and pulling (Not needed for WEBELOS)
20. Five pieces of rope 10" each (Not needed for WEBELOS)
21. Five pieces of rope (4 ft lengths) and a necktie (WEBELOS ONLY)
22. GPS or phone with GPS (sled) (Not needed for WEBELOS)
23. Scouts must wear appropriate clothing and boots for weather day of Klondike. (Raingear required regardless.)
24. Roster (of Sled and Town separately). Must include Unit leader name and cell phone number Scout name, unit, town, Emergency contact number for each Scout. These rosters are to be turned in at registration.)
25. Mess Kit/cup (some towns may offer refreshments, but will not provide cups)
26. Permission Slips for each Scout (Town and Sled). You may use your unit's approved **permission slip or the one on Part A of the Annual Medical form:**
<http://www.scouting.org/scoutsourc/HealthandSafety/ahmr.aspx> **Permission slips will be handed in at the sled equipment check for Scouts on Sleds and at Town check in for Scouts working in Towns.**

Also see Town Info section for additional equipment needed for each town!!!

Optional material (Not counted in scoring):

- Flint and steel kit (for patrol)
- Char cloth (for patrol)
- Magnifying Glass for fire starting (for patrol)

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- Mess Kit/cup (some towns may offer refreshments, but will not provide cups)
- Blanket or other item to use as windbreak for firebuilding

Regardless of the above - Scouts not dressed appropriately for weather may the day of the event be turned away!

Town Information

Town Operators: Does your unit want to operate at town at the 2017 RVD Klondike derby? See 2017 RVD Klondike Town Request form on the Klondike registration page.

Sled Operators: When town information comes available as units volunteer to run towns, information and map will be posted on updates to this document. Please return to registration webpage for updates.

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Boy Scout Towns

Town	Name	Unit type/#	Description and scoring	Equipment
B1	Sled Check-in			
B2	Firebuilding	Troop 192	Safely build a fire using the listed materials and burn the string within the time limit. Scoring on the rules sheet prepared by Tr 192.	
B3	Pioneering			
B4	Team Building	Troop 157	Using 4 poles and ropes, 4 scouts must move the center log around the 15 foot square. 2 points for team spirit, 2 points for coordination of team, 0-6 points based on the time to complete	None required, to be provided
B5	Map and Compass	Troop 309		
B6	First Aid			
B7	Log Pull			
B8	Animal Track Identification			
B9	Knot Tying	Troop 76	Scouts must demonstrate proficiency in tying essential scout knots. Points awarded for each knot tied successfully; easier knots will carry a value of " 1 " and more difficult knots a point value of " 2 ".	None required, to be provided
B10	Obstacle Course	Troop 130	A blind-folded Troop member is guided by verbal instructions to navigate an obstacle course to pick up beach objects, point an object. Scoring: 1 point for each object collected.	Blindfold

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B11	Height, Distance estimating			
B12	Model Campsite	Troop 151	Scouts to observe a campsite and identify issues within the site. Points awarded for observations made within the time period.	None required, to be provided
B13	Life Saving Rope Throw			
B14	Scouting Lore	Troop 132	Questions on history of scouting. Five questions, 2 points each	None required.
B15	Geocaching	Troop 308	Find 1 of 4 hidden caches on the grounds using GPS coordinates within the time limit and answer questions about geocaching.	GPS or phone with GPS App
B16	Wood Tools	Troop 114	Answer questions regarding care and safety of woods tools. Points given for correct questions.	None required, to be provided
B17	Scrat's Revenge	Crew 1204	There will be a walnut attached to a square frame with strings. The frame will also have bells attached. The scouts will be given 10 minutes to make as many attempts as they want. If the Troop completes the task without ringing the bells, they will not have more attempts and get a perfect score.	2 poles

WEBELOS Towns

W1	Sled Check-in			
W2	Firebuilding			
W3	Map and Compass	Troop 309		

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W4	First Aid			
W5	Team Building	Troop 157	Using 4 poles and ropes, 4 scouts must move the center log around the 15 foot square. 2 points for team spirit, 2 points for coordination of team, 0-6 points based on the time to complete	None required, to be provided
W6	Knot Tying	Troop 76	Scouts must demonstrate proficiency in tying essential scout knots. Points awarded for each knot tied successfully; easier knots will carry a value of " 1 " and more difficult knots a point value of " 2 ".	None required, to be provided
W7	Scouting Lore	Troop 132	Questions on history of scouting. Five questions, 2 points each	None required.
W8	Geocaching	Troop 308	Find 1 of 4 hidden caches on the grounds using GPS coordinates within the time limit and answer questions about geocaching.	GPS or phone with GPS App
W9	Wood Tools	Troop 114	Answer questions regarding care and safety of woods tools. Points given for correct questions.	None required, to be provided
W10	Obstacle Course	Troop 130	A blind-folded Troop member is guided by verbal instructions to navigate an obstacle course to pick up beach objects, point an object. Scoring: 1 point for each object collected.	Blindfold