



2012 KLONDIKE DERBY

Winter Camporee, Camp Illinek, January 27-29

Klondike Derby Saturday, January 28

For more information call

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What is the ALC Klondike Derby?

Carrying all their equipment on a sled, Scouts will solve problems involving basic Scouting skills and patrol teamwork at each station. Depending on how well the team works out each contest problem, they will be awarded a number points. Points will also be awarded based on teamwork, patrol spirit, and scout spirit. After completing the tasks at each station, they will be off to the next event, visiting each station in rotation to participate in all events. Points earned during the day at each station will be used by patrols to bid on patrol items at the Saturday night auction. At least \$1000.00 worth of camping gear will be up for auction.

Schedule of Events

Weekend of Jan. 21st

Shelter Construction

Friday Jan. 27th

5:30-9:30pm Campsite Setup
6:00-9:00pm Registration
9:00 SM/SPL Cracker Barrel

Saturday Jan. 28th

7:00-8:45 Hot Breakfast Provided
7:30-9:00 Patrol Check-In
9:00-12:00 Klondike Derby
12:00-1:00 Lunch — On Your Own
1:00-4:30 Klondike Derby
5:30-6:30 Dinner Provided
6:45-7:15 Chapel Services
7:30-9:00 Auction



All patrols will win! Gear for all!

GOLD DISCOVERED AT CAMP ILLINEK!!!

The Abraham Lincoln Council will field Expeditionary Teams to search for the gold strike reportedly discovered at Camp Illinek. The course is rugged, the weather brutal. Every scout skill will be tested to the limit. However, the potential rewards for each team are unlimited. Fight your way through snow-choked mountain passes and down the Yukon River to stake your claim to a fortune in gold on creeks with names like Eldorado, Bonanza, Last Chance, and Too Much Gold.

Each patrol is formed into a "Dog Sled Team", and is a separate expedition. The expedition follows a course outlined on a map/score sheet given to the Patrol leader. The map guides the team over a field course, and through simulated "towns", solving problems and overcoming the hazards of the Yukon.

Practical problems involving basic Scouting skills or patrol teamwork will be encountered at each town. Depending on how well the team works out each contest problem, they will be awarded a number of points, and have their score sheet marked. Points will also be awarded based on teamwork, patrol spirit, and scout spirit. After completing the tasks at each town, they will be off to the next event or town, visiting each town in rotation to participate in all events. Those at station 15 would then proceed to #4, unless you're finished for the day. Nome (#16) is the last station of the day. Report to the Assay Office station to have your score sheets checked and recorded.

Saturday night after church services, points earned during the day at each station will be used by patrols to bid on patrol items at the Saturday night auction. At least \$1000.00 worth of available camping gear will be up for bid.

Every Boy Scout will want to be in on the Gold Rush. Look over the enclosed plan, talk it up, and get the patrols working now!!



Abraham Lincoln Council 2012 Winter Camporee / Klondike Derby

January 27-29, 2012

Camp Illinek, Springfield IL

Theme: Race to Nome

Once again, our weekend Polar Bear Camporee will include the Saturday Klondike Derby, Saturday breakfast and dinner, and the spectacular Saturday evening Patrol Auction, where each patrol will have an opportunity to bid on at least \$1,000 worth of patrol camping gear. **We are encouraging all troops to camp out the entire weekend, from Friday night until Sunday morning.** Troops or Patrols are encouraged to build shelters to live in during the Camporee. Camp Illinek will be open on Saturday, January 21st for this purpose. Troops can come back the next day (Sunday) or other days to finish shelters if they wish. Try not to place shelters where Klondike Derby station events will be held. Previously cut wood for shelter building from last year will be available on a first come first serve basis or wood can be brought in by troops. Troops **must** check with the ranger before cutting any wood at camp.

The cost of the Polar Bear Camporee will be \$12.00 per person through January 20. After January 20, the cost will be \$17.00, Day of the event \$20.00. Place all adults who will be eating in an adult patrol and list the adult patrol on the final registration form (at \$12.00 each). Any adults who help as judges will not be charged a registration fee, and should not be listed on the registration form (online or turned in to the Scout Office). They should, however, be listed on the on-site registration list if they plan on camping with the troop, so that we have a correct head count, in case of emergencies.

The \$12 price will include:

Cracker-barrel Friday Night (for SM & SPL), breakfast Saturday morning, dinner Saturday night, Klondike event booklet (available for download), a patch for each attendee, and auction items for the Saturday night auction.

Pre-registration of patrols is important so that we know approximately how much food to purchase. Registration of the Scouts in each patrol (including adults) will be done in advance so we know how many will attend; changes can be made at the Camporee. All persons will be charged the \$12.00 fee whether they camp or not.

No refunds will be given for those who choose not to participate in the breakfast, dinner, or auction.

Registration will take place at Booth Lodge both Friday night from 6:00-9:00pm and Saturday morning from 7:00-8:45am. A cracker-barrel and informational meeting will be held at Booth Lodge Friday night at 9:00pm for Scoutmasters and Senior Patrol Leaders.

Participating patrols will consist of at least 4 and not more than 8 Scouts. Each patrol is expected to have a Klondike derby sled. A travois will be accepted only in an emergency situation.

Breakfast and dinner will be provided Saturday at Booth Lodge. Each troop will be assigned a dining time, and leaders will be given a meal ticket for each registered participant. Please come at your designated time, and make sure each person has his own ticket. Each person will need to provide his own drinking cup/mug.

As always, Rotary Lodge will be a Polar Bear Cabin for the weekend. A wood stove will be going, and hot cocoa will be provided by the Order of the Arrow during the event Saturday. In order to maintain a clean camp, they will not provide cups. Each person will need to provide his own drinking cup/mug.

Lunch is on your own. It is suggested that troops arrange to provide a hot lunch for their Scouts.

Chips worth (A)500, (B)100 or (C)50 points will be awarded at each station. Saturday, at approximately 7:30pm, an auction will be held, and patrols will use the points they earned during the day to bid on camping gear. The more points earned, the more the patrol will have to spend bidding on gear. Items will vary from Coleman lanterns to bow saws and other patrol-oriented gear. To keep it fair, patrols may **not** combine their points during bidding.

An equipment list for stations will not be provided. To determine what equipment will be needed at the Klondike Derby, each patrol will need to read this booklet, checking out each event and making their own determination as to what equipment they should bring along. **Good Luck!**

Each person will need to provide his own drinking cup/mug.

Klondike Derby Safety Procedures

1. Troop number **MUST** be marked in large letters on the outside of the shelter.
2. Camping **will not be allowed** in or around any of the pavilions, permanent AND temporary ranges, or in program areas. The area North of the road, from the Caretaker's house to the Sailing Center will be completely **OFF LIMITS** for camping. This includes Pioneer Point, which has been reserved for staff/support..
3. It is mandatory that troops check-in when they arrive, no matter what time of night or early morning.
4. When checking in, there will be a large map of Camp Illinek on the wall. Troops will need to mark the location of their shelter on that map. You will not be considered checked in until you verify the location of your shelter.
5. At least one leader per Troop should have a working cell phone with them at all times, and that number must be on the check-in form.
6. Anyone that has to leave early, or anyone arriving later, should check in/out at Booth Lodge. This helps us know who is in camp in case of an emergency. Patches will be handed out at final troop checkout.
7. Cars will not be allowed at Campsites, and are not to be driven on the roads during the event.
8. Campfires are only permitted in the metal fire rings, or in a raised metal firebox, if you have one.
9. No trailers, cars, or shelters will be allowed on the Activity Field. Along the edge is fine.
10. These rules are meant to help ensure that everyone has a SAFE and enjoyable time at the Klondike Derby.

ALL VEHICLES PARKED ALONG THE ROAD SHOULD BE ON THE OUTGOING SIDE OF THE ROAD. This allows room for fire/rescue vehicles to get down the road, in the event of an emergency.

TROOP CHECK-IN/CHECKOUT

Please stop at Booth Lodge on your way into camp Friday night to complete your registration. Even if you register online, it is important that you let us know exactly how many you have in camp.

We encourage every unit to stay the entire weekend, but if you must leave early, please let the staff know, so that we can make sure to get you all the patches for your troop.

STRAW

You are welcome to use straw as bedding material, but it must be completely removed from camp when you take down your shelter. (Please do not burn it or place it in the dumpster.) As Scouts we are to leave a campsite **BETTER** than we found it. Camp cleanliness is **EVERYONE'S** responsibility. Please help us keep our camp looking good.

WEEKEND HEADQUARTERS

Booth Lodge will serve as Headquarters for the weekend. Any items requiring attention of the Program Director should be reported there. A list of phone numbers will also be given out at the Friday night meeting.

HEALTH OFFICER/WARMING STATIONS

We will have a designated Health Officer for the weekend, to take care of minor injuries and cold-related emergencies. This person will be stationed at Booth lodge.

Each Klondike Derby station will have a fire, and everyone is welcome to share the cheerfulness. However, please remember that these fires are primarily intended for the judges, who are stationary throughout the day, and may need to warm up periodically.

INJURY OR ILLNESS

In the event of accident or injury, do not move the victim. Keep them warm and comfortable by covering with clothing or sleeping bag. Note exact location and condition of victim and then send a runner to the nearest city or contact a Klondike staff member. They will call for emergency assistance as needed. Good Scout first aid is the expectation. The first responder will need to report what happened including a description of injuries, the victim's name, age, troop number, what first aid has been given, and the time of the accident.

PROPER CLOTHING

If during the day, a patrol arrives at a station, and not all patrol members have the proper clothing/shoes (tennis shoes or other improper footwear), they will **NOT** be able to continue until **ALL** patrol members are properly dressed.

REMEMBER - Each person will need to provide his own drinking cup/mug.

#1 Trail Head - Toll Gates A & B

Preparedness

Each patrol sled will have the following:

1. All of the equipment needed for the day (including 1 cup/mug for each patrol member!)
2. All equipment packed securely with proper knots and lashings
3. Troop number identification
4. Patrol flag on pole of three feet or higher

All patrol members should be properly equipped and dressed for the weather and conditions; footwear, clothing & outer clothing. Each patrol member should know his personal measurements.

No patrol may leave the starting point without at least a minimum of equipment.

Sled Design & Construction

Patrols will be given up to 100 points for innovative sled design and construction.

Scoring:

Patrol Preparedness	200 points
Sled Design/Construction	100 points
Total	300 points

NOTE:

Patrol Check-in will be from 7:30am – 9:00am at both Lyman Grove AND the Activity Field. Patrols will be assigned a check-in point when they register, and a starting point near their check-in point. These will be printed on their Patrol scorecards. If they show up at the wrong check-in or starting location, they will be sent to the correct one before they can start. Breakfast will be served in Booth Lodge from 7:00am – 8:45am. Breakfast shifts are assigned at registration Friday night. Patrols may check in, leave their sled near their starting point, and go eat breakfast, if they wish. This will only apply to the third breakfast shift, as well as those arriving Saturday morning.

There will be a shotgun start at 9:00 when all Klondike Derby stations open.

It is recommended that all patrols run the course in numerical order.

We will make every effort to ensure that there are no delays or “bottlenecks” at each station.

#2 Wasilla A & B - Emergency Medicine Run

A & B Supply depots in Wasilla, Alaska have antibiotics that are desperately needed for a diphtheria outbreak in school children in Nome, Alaska. This medication can freeze or break if not handled properly.

Patrols will come to the event prepared to carry two raw eggs. These will represent the medication. The eggs must not freeze, crack or break. The eggs will be judged at the end of the day's events, when you reach Nome (#16).

NOTE:

**Eggs will be handed out at check-in at both Lyman Grove *and* the Activity Field.
Patrol eggs must be turned in at #16 Nome (Booth Lodge) between 4:00pm and 5:00pm
when done with Klondike stations. Points will be awarded at that time.**

#3 Kodiak – Reverse Claim Jumpers

Patrols Beware! A couple of sets of “claim jumpers” have been spotted in the area, and can pop up anywhere along the trail. The jumpers are known to “hold up” patrols as they pass. These scoundrels, however, are a little mixed up. Patrols will be asked Scout related questions. Answer all three questions correctly and the claim jumpers will *give* you **300 points**. No points are lost for incorrect answers. Sleds are then marked so they will not be jumped again.

#4 Skagway – First Aid

Your patrol is out having fun with your dog sleds. The snow is several inches deep and although the temperature is in the 30’s, the warm sun is melting the top layer of snow. About two miles outside of town, you run across an accident.

A sled has overturned and rolled down an embankment injuring two people. They call out for help as you approach.....

Materials list (patrols to provide)

Padded Splints, Compresses, Cravats, Cloth Strips, Tarp, Blankets, Matches, Fire starters, Kindling

Scoring:

Patrol has required materials	50 points
Examination, reassurance, EMS	50 points
Head/spinal treatment	50 points
Fracture treatment	50 points
Hypothermia/Frostbite treatment	50 points
Treatment for Shock	50 points
Patrol leader exhibits leadership	100 points
Teamwork/Patrol Spirit displayed	100 points

Total 500 Points

#5 Talkeetna - Ice Rescue

While on a hike, one of your patrol ventures out on the frozen lake. The thin ice begins to crack, and before he can make it back to shore, the ice breaks, and he falls into the frigid water. You have no staves or poles to use, and the only piece of rope you have is too short to reach by throwing. You only have a short time to react. How will you save him?

Scoring:

Rescue the victim	200 points
Show patrol spirit and teamwork	200 points
Show Scout Spirit	100 points

Total 500 Points

#6 Last Chance - Water Boil

Patrols properly construct a fire which will be used to boil a container of water. Points are awarded for each part, was the fire properly built, did the fire start with two matches or less, and did the water boil, also teamwork, and scout spirit. Extra credit will be given if the fire is started with an alternative method to matches or a lighter.

Scoring:

Fire properly built	100 Points
Fire started with 2 matches	100 Points
Water boils	100 Points
Scout Spirit and Teamwork	100 Points
Extra Credit	100 Points for using flint and steel or other method besides matches or a lighter

Total 500 Points

#7 Soapy Smith's Watering Hole

During the course of the day one of your patrol members suffers from an accident and must be bandaged before he can continue. You must use a cravat to tie a head bandage on him. You decide that it would be best to keep the group together instead of splitting them up. Over the ridge, you can see the smoke from the Cripple Trail House used by the Illinek Lodge natives. Your patrol heads in that direction and stops over for some hot cocoa and a friendly chat with the locals.

Each Scout will need to provide his own drinking cup/mug.

They are impressed with your team spirit and consideration for your sick comrade, and since they have been living in solitude for many moons and are pleased to have your company, they reward you with some points for your patrol.

Complete one-half of the problem correctly	100 points
Complete entire problem correctly	200 points

Total 200 points

#8 Dawson City – Kim's Game

This will be a Kim's Game centered around cold weather necessities. Each patrol will be given 1 minute to view the 30 items on the table.

Scoring:

Identify 10 items	100 points
Identify 15 items	200 points
Identify 20 items	300 points
Identify 25 items	400 points
Identify all 30 items	500 points

Total 500 points

#9 Chilkoot – Turkey Shoot

Each patrol member gets 5 shots to hit a target with a slingshot. Points for hitting the target and for correctly answering questions about gun safety. Extra Points...Patrol leader gets one shot at a special target. Hit the target for 100 extra points. Slingshots and ammo are provided.

Scoring:

Each Patrol member hits two of the targets	200 points
Correctly answering gun safety questions	100 points
Patrol and Scout Spirit	100 points
Patrol Leader hits special target	100 points

Total 500 points

#10 Yukon - Bridge Out!

You're mushing down the trail when you realize that the bridge is washed out up ahead. There is no other place to cross for miles. Your only chance is to string a rope across the ravine, attach your sled to it, and pull your sled across. You must make sure that all your gear is securely lashed to the sled. You don't want to lose anything.

Long rope will be provided.

Scoring:

Gear securely lashed to sled	100 points
Sled attached to rope using proper knots	100 points
Patrol spirit and teamwork	100 points
Show Scout Spirit	100 points

Total 400 points

#11 Ruby – Tomahawk Throw

Each patrol member throws a tomahawk, then the sequence continues until 10 throws have been made. 50 points will be awarded for every tomahawk that sticks in the target. Tomahawks are provided.

Scoring:

All tomahawks stick in the target	500 points
Patrol Spirit and Teamwork	100 points
Show Scout Spirit	100 point

Total 700 points

#12 Dyea - Emergency Shelter

As you are making your way, you are alerted to blizzard conditions approaching quickly, so you decide to stop and prepare for it. The patrol must construct an emergency shelter using only the items they have on their sled/person. Teams must work together and get into the shelter as quickly as possible. Bonus points given for correct use of knots and lashings.

Scoring:

Build shelter and get all patrol members inside – 200 points

Patrol Spirit and cooperation – 100 points

Scout Spirit – 100 points

Extra Credit – use proper knots and lashings – 100 points

Total 500 Points

#13 Bonanza - Map and Compass

You find yourself in a blizzard with whiteout conditions. You must be able to find your way using a topographic map and compass bearings. We will supply the “topo” map and Camp Ilinek map. Patrols should have their own compasses.

Show that each member in your patrol can do the following:

- | | | |
|---|---|------------|
| 1 | Identify 10 map symbols on a topographic map | 100 points |
| 2 | Identify 8 principle points on a compass | 100 points |
| 3 | Orient a map of Camp Ilinek | 100 points |
| 4 | Show bearings and direction of travel on Camp Ilinek map between Dawson City and Nome | 100 points |
| 5 | Show Scout Spirit | 100 points |
| 6 | Extra Credit - identify all 16 points of a compass | 100 points |

Total 600 points

#14 White Mountain – World’s Longest Ski’s

Worlds Longest Ski’s – Your Patrol needs to get down the mountain. The problem is there is only one set of skis for your whole group. Only with teamwork and good coordination will you make it. The Patrol must navigate a short slalom course with a turn-around.

Scoring:

Complete course in allotted time 300 points

Patrol spirit and teamwork 100 points

Show Scout Spirit 100 points

Total 500 points

#15 Shaktoolik - Panning for Gold

Patrol uses a tarp co-operatively to toss a "nugget" over a horizontal rope 3 meters above the ground. The nugget (tennis ball) will have to be caught in a bucket by other members of the Patrol. Each Patrol will get six chances.

Scoring:

Catch all 5 nuggets	300 points	(50 points each)
Patrol spirit and teamwork	100 points	
Scout Spirit	100 points	

Total 500 Points

#16a Trail's End – Nome, Alaska Emergency Medicine Delivered

You've made it to Nome! Hopefully, the "antibiotics" you've been carrying made it intact. The eggs will be checked to make sure they didn't break or freeze.

Scoring:

Ingenuity of packaging	100 points
Safe delivery of both eggs	200 points (100 per egg)
Contents kept from freezing	100 points
Patrol/Scouting Spirit	100 points

Total 500 Points

#16b Ranger Inspection (Shelter score)

While you were out on your run, your shelter was inspected. As you end your day here at Nome, points for the Ranger Inspection below will be handed out.

Responsibility for the construction of a base camp shelter was given to your troop. Sometime during the last week, your troop could have come in and built a shelter to house participating members for the weekend. Tents will be acceptable for #4 below.

1. Quality of workmanship of your shelter will be checked. A check is made to see if your lashings (if any) have been done properly, neatly, and are secure.
2. A sturdy design can withstand strong winds and the weight of snow from a major snowstorm. Your shelter is checked to see how it has been designed, and how well it will stand up to the harsh weather.
3. A creative design can save time and materials, and be an interesting and esthetic place to live. Your shelter is inspected for creativity and design innovation.
4. Having a campsite to call home can be important whether shelters are constructed or traditional tents are used. Points will be awarded to all that set up a campsite and are camping at least one night this weekend.

Scoring:

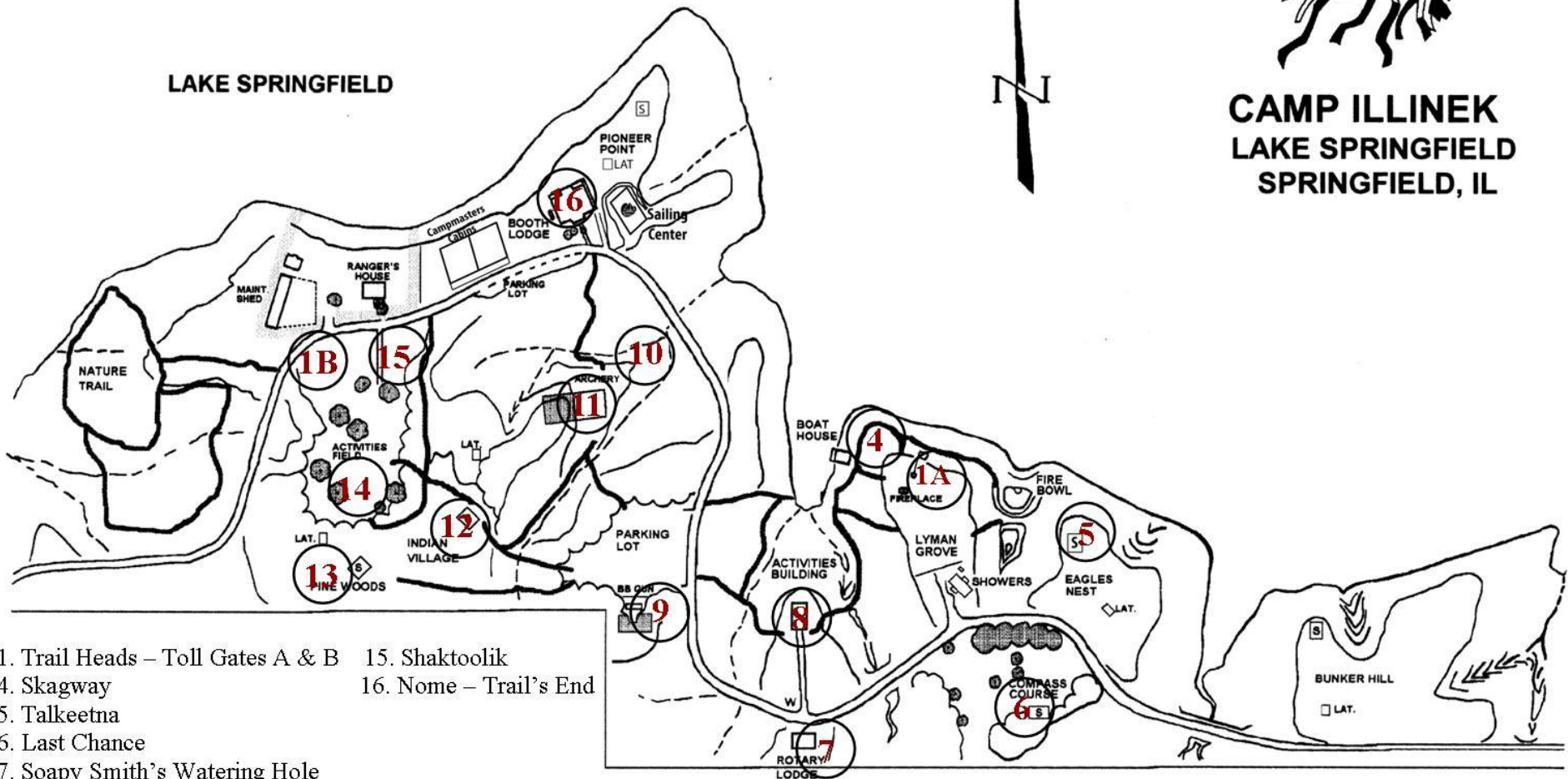
- 1) 100 points
- 2) 100 points
- 3) 100 points
- 4) 200 points

Total 500 Points

ABRAHAM LINCOLN COUNCIL, BSA



CAMP ILLINEK
LAKE SPRINGFIELD
SPRINGFIELD, IL



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|-----------------------------------|------------------------|
| 1. Trail Heads – Toll Gates A & B | 15. Shaktoolik |
| 4. Skagway | 16. Nome – Trail's End |
| 5. Talkeetna | |
| 6. Last Chance | |
| 7. Soapy Smith's Watering Hole | |
| 8. Dawson City | |
| 9. Chilkoot | |
| 10. Yukon | |
| 11. Ruby | |
| 12. Dyea | |
| 13. Bonanza | |
| 14. White Mountain | |

04/08/86 - RLN

Klondike Derby 2012