

# KLONDIKE DERBY 2017

February 10-12



GENERAL SCORING RULE:

5 points...1st Place  
4 points...2nd Place  
3 points...3rd Place  
(in addition to score)

EVENT: Sled Judging

PROBLEM: You have been asked to “Be Prepared” for the weekend. You should have at least these items.

ITEMS: Patrol Flag

Pencil/Paper

Compass

Flashlight

2 6' Staves

First Aid Kit

Pocket Knife

Water

Flint/Steel

100” of Rope

Scout Handbook

Rain/Snow Gear

Cup

Tarp/Canvas

Trash Bag

Day Pack

Matches

Hat/Gloves

Patrol Cheer/Song

SCORING: 1 point per item

EVENT: Snipe Hunt

PROBLEM: You must capture the elusive Ice Snipe, who is nesting in the middle of a river, without waking it up.

RULES: 1. Scouts must only use the assigned materials (rubber band, rope).

2. If a scout steps into the river, he is disqualified.

3. Time Penalties may be given when a player or any equipment touch the ground.

4. All scouts must be silent.

SCORING: General Scoring Rule applies.

EVENT: Bear Bag Relay

PROBLEM: You need to hoist a bag from your patrol by throwing a rope over a crossbar, tying a bowline knot and fastening the rope to the bag, then hoisting the bag using the knot you tied.

Repeat for each Patrol.

SCORING: 1 point per correct knot. General Scoring Rule applies.

EVENT: Pioneering Sprint

PROBLEM: You and your patrol must run 50 yards with your sled, set up a tripod, wait for inspection, dismantle it, and then run back.

RULES: 1. Lashings are not allowed to be pre-tied.

2. Tripod must be approved before being disassembled.

3. All lashings must be removed from tripod.

4. Lashings are not allowed to be cut from tripod.

5. All patrol members must cross the start/finish line.

6. All equipment must be stored back on the sled before finishing.

SCORING: 3 points for proper lashing. General Scoring Rule applies.

EVENT: First Aid

PROBLEM: You've come upon a victim of a skiing accident. He has either a broken collarbone or sprained ankle. You must treat the victim and create a makeshift stretcher to transport him to the hospital.

SCORING: 1-10 points for Treatment of Injury (determined by judges), 5 points if stretcher holds victim, 10 points if it holds the entire transportation time (30 seconds).

EVENT: Blind Tent Challenge

PROBLEM: You have encountered a blinding snowstorm, making it difficult to continue. One scout will not be blindfolded but will be in a sleeping bag, telling each scout how to set up the tent.

SCORING: 1st Place...25 Points

2nd Place...15 Points

3rd Place...10 Points

Participation...5 Points

EVENT: Ladder Lashing

PROBLEM: Your Patrol must lash together a ladder and use it to retrieve an object from a tree.

SCORING: 5 points per proper lashing, 10 points if object is retrieved, 15 points if completed under 5 minutes, 10 points if under 10 minutes, 5 points if under 15 minutes.

EVENT: Ice Rescue

PROBLEM: Your patrol leader has been separated from your patrol. You must tie together as many 6 inch lengths of rope as it takes to reach the lost member. You must pull him to safety.

SCORING: 1-10 points for Scout Spirit (determined by judges), 5 points for participation, 10 points for completion of mission. Extra 5 points awarded for every Sheet Bend, Square, or Bowline knot tied properly.

EVENT: Fire Building

PROBLEM: You must build a fire hot enough to hard boil an egg.

SCORING: 15 points...1 match, 10 points...2 matches, 0 points ...3+ matches. Boiled under 10 min...50 points, boiled under 15...25 points, boiled under 20 min...10 points. Participation...5 points.

EVENT: Log Pull/Toss

PROBLEM: You must cut a log using a two man saw and then toss a log ten feet and have it land on a line.

SCORING: General Scoring Rule applies, 1 point per log tossed landing on the line.

EVENT: Obstacle Sled Race

PROBLEM: You must maneuver through an obstacle course with your whole team and sled.

SCORING: 25 points...1st Place, 15 points...2nd Place, 10 points...3rd Place, Completion...5 points.

EVENT: Radioactive Isotope

PROBLEM: You have encountered a dangerous material and have to dispose of it without being within 10 feet of the container. All participants are blindfolded, except the team leader.

SCORING: General Scoring Rule applies.

EVENT: Human Knot

PROBLEM: Everyone joins hands with a different person, creating a knot. Without letting go, your team leader must guide you to untangle yourselves.

SCORING: General Scoring Rule applies.

EVENT: Crate Stacking

PROBLEM: You and your team must stack as many crates as you can, only using one hand each.

SCORING: General Scoring Rule applies.

EVENT: Flapjack Flip

PROBLEM: Your Patrol must build a fire to cook a pancake and flip it over an 8' string.

SCORING: General Scoring Rule applies. If pancake is dropped...0 points.

EVENT: Centipede Race

PROBLEM: Your Patrol must work together to walk from one end of the field to another using poles. You must complete the event in a timely manner.

SCORING: General Scoring Rule applies, based on time.

EVENT: Claim Jumper

PROBLEM: You will be asked a few questions all scouts should have knowledge of.

SCORING: 1 point per correct answer.

EVENT: Kim's Game

PROBLEM: Your Patrol will be shown and asked to memorize several items that are under a tarp. You will see them for 15 seconds, then asked to tell which ones you remember.

SCORING: 2 points per correct item. 1 point taken off for wrong answers. General Scoring Rule applies.

EVENT: The Great Race

PROBLEM: All sleds will race through the camp. Campwide competition.

SCORING: 1st...25, 2nd...15, 3rd...10, Participation...3 points