



**WATCHUNG MOUNTAIN DISTRICT
2022 KLONDIKE DERBY
WATCHUNG RESERVATION
MOUNTAINSIDE, NJ
JANUARY 29, 2022
7:30 AM – 3:30 PM**

ATTENTION SCOUTMASTER:

The information in this publication should be shared with all members of your troop who will be competing in the Klondike Derby. There is nothing in this publication that should be withheld from the participating Scouts. Doing so will help to ensure a smoother running and FUN event for all involved.

Registration Deadline:

All sledges should be registered by Monday, January 24, 2022.

Upon registration, each patrol needs to:

1. Register with a patrol name
2. Specify whether the patrol is a Scout Patrol or Senior Patrol

Contacts:

Name		Phone Number	Email
Charlie Rose	Governor	(908) 644-9179	wm.klondikederby@gmail.com
Jason Dugan	District Executive	(973) 348-9048	jason.dugan@scouting.org



IMPORTANT INFORMATION

**REGISTRATION WILL ONLY BE ACCEPTED
ONLINE BY VISITING [https://scoutingevent.com/358-
wmderby](https://scoutingevent.com/358-wmderby)**

**The fee for this year is \$15.00 per Scout. No new entrants will be accepted after
January 24th.**

*Every troop entering a sledge in the derby must provide at least two (2) adult volunteers to assist in running the Klondike. You must provide the names and BSA IDs of your volunteers when you submit your registration.

*Troops will be notified of their **CHECK-IN** times by Wednesday January 26, 2022.





**Watchung Mountain District, Patriots' Path Council, Scouts BSA
Snow-Gram 2022**

The Watchung Mountain District's annual Klondike Derby will be held on Saturday January 29, 2022. On that date, the Watchung Reservation will be transformed into the Yukon region of Canada and Alaska. Scout patrols will drag Klondike sledges over predetermined routes, demonstrating their Scouting skills at towns along the way. The Klondike Derby is made possible through the efforts of Scouters who devote considerable time and effort to organize and operate the Klondike.

Procedures:

1. **Patrol leaders** should check in with the Governor, during the assigned ½ hour they are given to check in. Patrol leader will present 2 copies of the patrol roster to the Governor. One copy of the roster will stay at the Capital the second copy will be returned to the patrol leader to keep on the sledge. The Governor will issue the sledge a number.
2. The equipment is checked at the check-in area
3. The patrol sledge is weighed (the sledge must weigh at least 100 lbs.) and measured (must be at least 6 ft. long). The sledge number will be affixed to the sledge at the weigh- in area.
4. The patrol then acquires their map from the Starter.
5. The Starter will signal the beginning of the race.
6. The patrol will visit each required town in the proper order. At each town the **patrol leader** will check in with the Mayor. Each town has a task to be completed. The tasks are compass and orienteering, lashing and knots, first aid, fire building, nature and wilderness survival, camp preparation, and tomahawk throw.
7. When the patrol returns to the Capital, the elapsed time will be recorded after the entire patrol passes through the gateway.
8. The equipment is rechecked at the checkout area, the sledge is then reweighed. (Must weigh at least 75 lbs., *3 nugget penalty for each 5 lbs. underweight.*)
9. The **patrol leader** will then deposit the nuggets at the bank.
10. Patrols that do not complete the course for any reason, must return to the Capital and report to the Governor or the scoreboard before leaving the Klondike site.
11. The race ends at 3:30 PM. Subject to change at the Governor's discretion.



Scoring:

Scoring is based on both proficiency and time. Each of the seven towns yields a **MAXIMUM OF 10 NUGGETS**. Check-in and checkout may also yield a maximum of 10 nuggets each. There is also a 10 nugget bonus for reaching the first town. Any Mayor or Klondike official may assess nugget penalties. The maximum number of nuggets is 100.

Final score = (Nuggets x 10) – Elapsed time

Other Penalties:

1. Not checked in with Governor during assigned ½ hour check in window (early or late) *5 nuggets*.
2. Removing backpack from sledge during race (if sledges are being used) *4 nuggets*.
3. Each incident of improper crossing of the road *4 nuggets*.
4. For each town visited out of order *4 nuggets*.
5. Each incident of littering *4 nuggets*.

Sledges:

Sledges may be of any design. Each design must be at least 6 feet in length, and must weigh at least 100 pounds with all equipment. **No wheels are permitted on the sledges**. If a unit needs to borrow a sledge please contact the Governor.

If the situation arises that sledges may not be used, teams must transfer the equipment to their backpacks. If sledges are being used, teams may bring and pack backpacks, but backpacks must remain on the sledge during the Derby, and be counted as part of the weight of the sledge in check in and check out.

Volunteers:

Each troop entering a sledge in the Derby must supply at least 2 adult volunteers to assist in running the event. Help is needed in numerous areas including but not limited to marshalling the road crossings.

Team Specifications:

The maximum number of members of each patrol is **10**; the minimum number for each patrol is **5** (If you have a patrol with less than 5, a special exemption from the Governor is required and will require a written request from the Scoutmaster attesting that the Scouts can handle the weight/course). This number in each patrol includes a patrol leader and an assistant patrol leader.

The two categories of competitors are:

Scout Patrols: This includes scouts who have not reached the age of 14 on the date of the Derby, *except for the patrol leader and the assistant patrol leader of Scout Patrols, who may be over fourteen. A "Scout" patrol cannot have more than 2 Scouts age 14 and older.*



Senior Patrols: This includes scouts who have reached the age of 14 on or before the date of the Derby. All Explorers and Venturers run in the “Senior” competition. Maximum age for Venturers to compete is 18.

IMPORTANT NOTE – POSSIBLE PENALTIES: *Any patrol registered as a Scout Patrol, that shows up to the Derby with more than 2 Scouts age 14 and older will be considered a Senior Patrol and penalized with additional minutes added to their race time, at the Governor’s discretion. There is no penalty or incentive for registering as a Senior Patrol and showing up to the Derby with a patrol that qualifies as a Scout Patrol.*

It is preferred that natural patrols are entered in the event. Sometimes this is not possible. For example, if a troop has two patrols of four scouts each, the two patrols would have to be combined to compete effectively in the event and the Legislature of the Yukon would not object. However if a Scoutmaster reorganizes his troop for the purpose of running the event so that one patrol contains stronger and more proficient scouts while the other does not, would be improper, unfair, and against the Scouting code of ethics.



Towns:

1. First Aid

- Treat the victim where he lies. Unless the situation warrants movement.
- Treat arterial bleeding before resuscitation.
- Check vitals.
- Remember to treat for shock.

Note: All disputes refer to the First Aid merit badge book, as that will be the "official" source.

2. Compass & Orienteering

- The use of a tape measure or tying a string between one's ankles is not permitted. No laser or sonic measuring devices permitted.
- No GPS devices permitted.

3. Wilderness Survival/Nature

- Patrol will have to solve a problem dealing with a survival situation, may also include a nature task (plant identification, etc.).

4. Camp Preparation

- This stop has a 30-minute minimum.
- Pitch tent including fly.
- Build a fire (no lighter fluid or other chemical accelerants). Solid fuel fire starters are permitted. Low impact, use pan under fire.
- Cook meat.
- Boil cocoa water (must boil cold water, may not use hot dog water).
- Eat.
- Extinguish fire.
- After tent has been checked, strike tent.
- Clean and pack up.
- Excessive time may also be penalized by nugget reduction.

5. Lashing & Knots

- The problem may include recognizing and tying knots and lashings.

6. Fire Building

- Boil water using a fire built with tinder, kindling, and three one-foot lengths of 2 x 4. The Mayor will supply can with the water. No lighter fluid, other chemical accelerants, or hot spark type starters are allowed. For full nugget score (7) up to 4 matches may be used. Extra nuggets (up to 3) may be earned for using flint and steel or bow and drill. Magnesium fire starters are permitted for additional nuggets, but not the full 3 nuggets.
- Kindling must be chopped ON SITE (at this station) from one of the lengths of 2 x 4. The other 2 pieces of 2 x 4 are to be used as fuel for the fire.
- **Work gloves are required for the person chopping the wood.**

7. Tomahawk Throw

- Scoring based upon where thrower hits the target



Awards:

Awards will be given to the top 3 sledges in each category. All sledges will receive a patch for each member.

Registration:

Check-in times are in ½ hour windows, beginning at 7:30 AM. Each sledge checking in prior to, or after, their assigned check-in window will be penalized 5 nuggets. Following check-in, inspection, and weigh in, sledges will proceed to the starting gate to start the race. Starting times will be issued in the order of registration, based upon preferences at the time of registration. **The fee for the 2022 Klondike Derby is \$15.00 per Scout participant. It is advised to register your sledge early to obtain preferred start times. Scouts may be added to already registered sledges up to January 24, 2022. If the addition of Scouts will change the patrol from a Scout Patrol to a Senior Patrol, notify the Governor in writing at wm.klondikederby@gmail.com to run as a Senior Patrol and avoid any penalties related to patrol types.**

Surprise Lake:

Any patrol or member thereof that ventures out onto the ice will be disqualified. This includes patrols that have not started or finished as well as those on the course. Volunteers assigned as “Mounties” will enforce this rule.

Delay Money:

When a patrol arrives at a town, the **patrol leader** should immediately report its arrival to the town’s mayor. If a number of patrols arrive at the town simultaneously a patrol may have to wait before commencing the town’s problem. It is the Mayor’s discretion to issue “delay money” which will compensate the patrol for lost time.

Attire:

Scouts need not be in uniform. Scoutmasters should ensure that Scouts know how to dress for extended exposure to cold, possible wet, snowy weather, and that they are to stay warm and dry! **Individuals or patrols without appropriate clothing of footwear may be asked to leave the trail.** Expect muddy trail conditions.

Bad Weather:

The only way we will postpone this event is if the Park Commission will not permit us on the reservation. The cancellation decision will be made no later than 7 PM on January 28th.



Required Equipment List

Note: One (1) nugget penalty will be assessed per missing item up to a maximum of 5 per check-in. Penalties will be assessed at time of departure and at return if additional items are missing (max of 10 if another 5 items are missing).

1. Sledge with patrol flag (cloth)
2. Notebook with blank paper
3. Pen or pencil
4. (2) Blankets
5. (2) Poles, each six feet long
6. Wire cooking grate (about 12 x 12). Legs must be secured during transport.
7. (8) 12 foot lengths of ¼ inch rope
8. (3) One foot lengths of 2 x 4 lumber, for fire building (**NOT PRESSURE TREATED**)
9. Hand axe, sheathed, AND **work gloves (to be used by Scout chopping wood)**
10. Tent
11. Raincoat or poncho for each person. No plastic bags
12. Lunch for each patrol member. Must include meat to be cooked (hot dogs) and cocoa to be boiled.
13. Cocoa pot, cooking utensils
14. Cup for each member. No disposable cups
15. Gallon of water
16. Abrasive pad for lunch clean up
17. Matches in a waterproof container
18. Garbage bag
19. Nugget pouch bearing the patrol name
20. Roster completed and signed by the Scoutmaster
21. First-aid equipment (packed together in weather resistant container, no cardboard)
 - a. Bio-hazard kit (latex gloves, eye protection, mouth barrier device)
 - b. (4) Sterile dressings, e.g.: 3x3, 4x4 (must have sterile printed on label)
 - c. (2) Compresses
 - d. (8) Triangular bandages
 - e. (2) One foot splints, padded
 - f. (2) Two foot splints, padded
22. Flint and steel, even if you are not intending to use them. Bow & drill and magnesium fire starters may be substituted for flint & steel.
23. Natural tinder for fire building at fire building town
24. Fuel for lunch fire (wood may be pre-chopped)
25. Aluminum foil for fire base at lunch and fire building (suggestion: place on top of fire pan for quick clean-up)
26. Fire pan (old uncoated cookie sheet works well) and supports for lunch fire
27. Compass
28. Clear bag - min 8 ½ x 11 for map
29. Ground cloth (at least 4' x 6')
30. One extra clean dry pair of socks for each patrol member. **NO COTTON SOCKS!**
31. BSA Scouts Handbook



Patriots' Path Council, BSA
Watchung Mountain District
Klondike Derby Roster

TWO (2) rosters are needed for each patrol

Troop _____ District _____

Patrol Name _____

Scoutmaster Signature _____

Patrol Leader (1):

Name _____ Member ID _____ Age _____

Asst. Patrol Leader (2):

Name _____ Member ID _____ Age _____

Scouts

(3) _____ Age _____ Member ID _____

(4) _____ Age _____ Member ID _____

(5) _____ Age _____ Member ID _____

(6) _____ Age _____ Member ID _____

(7) _____ Age _____ Member ID _____

(8) _____ Age _____ Member ID _____

(9) _____ Age _____ Member ID _____

(10) _____ Age _____ Member ID _____

Patrol leader delivers completed form to the Governor at the event



BOY SCOUTS OF AMERICA®
PATRIOTS' PATH COUNCIL

Troops may only register on line at the Watchung Mountain District website: www.wm.ppbsa.org

ALL PATROLS MUST HAVE A NAME WHEN REGISTERING FOR THE KLONDIKE DERBY. THE NAME THE PATROL REGISTERS WITH IS THE PATROL'S NAME FOR THE EVENT. NO CHANGING OF PATROL NAMES IS PERMITTED. HAVE YOUR SCOUTS CHOOSE A PATROL NAME BEFORE REGISTERING.

Deadline is January 24, 2022



Contact:

Name		Phone Number	Email
Charlie Rose	Governor	(908) 644-9179	wm.klondikederby@gmail.com
Jason Dugan	District Executive	(973) 348-9048	jason.dugan@scouting.org

Photo Release

I understand that by attending this program, sponsored by the Patriots' Path Council, Scouts BSA, I consent to the use of photographs, film, videotapes, electronic representations and/or sound recordings made of me during that time by Scouts BSA, at their discretion, and I hereby release the Scouts BSA from any and all liability from such use and publication.

Handicap Accessibility Statement

In compliance with the Americans with Disabilities Act, the Patriots' Path Council, Scouts BSA will make all reasonable efforts to accommodate persons with disabilities at its meetings. Please call Jason Dugan at (973) 348-9048 with your request.

Refund Policy

In all programs offered by the Patriots' Path Council, Scouts BSA, a great deal of planning and purchasing takes place well in advance. These plans include, but are not limited to, staff, food, program materials, patches and awards, rental and purchase of equipment, and in some cases, items of clothing such as T-shirts that are given as part of a program fee.

When an individual or group makes a reservation for an activity or program, these items are included in ordering of materials and staffing for that event.

Refunds: Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a refund of fees paid, less a 15% administrative charge. No refunds will be made after the 30 day cancellation deadline, unless there is a medical or other emergency.

ALL CANCELLATIONS MUST BE MADE IN WRITING AND SENT TO THE PATRIOTS' PATH COUNCIL, 1 Saddle Road, Cedar Knolls, NJ 07927.