

Information for Derby Patrol Leaders

Radio Communications Policy

At previous events, Patrols have carried "walkie-talkies" and, unfortunately, chose our EMERGENCY channels on which to communicate. While it escapes us why you need to carry these devices at this event, we decided not to ban them but to request that everyone follow this rule:

Patrol Communications: **ODD#** channels

Staff Emergency Communications: **EVEN#**

If we can successfully share the airwaves, then Patrol radios will be OK at future events.

Thank you for your cooperation...

Congratulations Mr. Patrol Leader!

You have accepted leadership responsibility for a Patrol of Scouts in your Troop and are committed to getting them ready for the Klondike Derby and Deep Freeze! It's going to be a lot of work, but we have designed this Brochure to give you lots of help. Share this information with members of your Patrol as soon as possible. Get them thinking about winter camping and start planning some activities before the Klondike Derby/Deep Freeze event so that you will be a well-practiced group and ready for the Derby competition. Get your Patrol Sledge out and make any necessary repairs and/or improvements. Or build a new one! Dust off your Patrol Flag. If your Patrol competed last year, review the post-Derby summary we sent to you and your Scoutmaster. Work particularly hard to improve those skills that were not quite up to par last season. It really doesn't matter what color ribbon you take home. Just show improvement over last year and your Patrol will be a Winner.

Be Prepared!

For those of you who have participated in the Klondike Derby, you will find the events to be pretty much the same as in past years. However, you can expect the judges to throw you a couple curves, just to keep you on your toes. For those of you who are participating for the first time, we hope that our instructions are clear. The best advice we

can give is (in the words of Scouting's founder Lord Robert S. S. Baden-Powell of Gilwell): "**Be Prepared... for any old thing!**"

Registration

Your Scoutmaster should pre-register your Troop as soon as possible, so be certain that he knows you are planning to participate. He will also register your Patrol for the Klondike Derby on Saturday morning when you arrive at Camp. At that time he will be given a Route Card, a Map of "Klondikaven" and Final Instructions for you to read and share with your Patrol members.

Getting Started

Six Alaskan cities will be listed on the Route Card. You must go to them in order, so study the map and plan your route to complete the journey in the shortest possible time. You should have an hour or more before your assigned Start Time to do this planning. Your Patrol's assigned Start Time will be written on the envelope containing your Route Card and on the Route Card itself. Be at in the Nature Lodge - Norris Hall area at least thirty (30) minutes early with your sledge, Patrol and all the equipment you will need for the day, packed and ready to go.

Clothing Inspection at Chilkoot Pass

The adequacy of your Patrol's clothing will be checked at the Starting Line, before you are allowed to hit the Derby Trail. Get there at least 30 minutes before your assigned start time so that clothing inspectors can check you out and tell the Starters that you are prepared to head out on the Trail. Klondikaven is no place for sneakers, cotton jeans or sweat-pants! You are responsible for training your Patrol in proper dress for this event and winter camping and hiking in general. More details are included in the clothing section of the Derby Events descriptions. Again this year, Clothing Check will be a SCORED event, that is, you will earn points that will be added to your total Derby Score.

Patrol Flag & Derby Sledge Contests

While your Patrol is undergoing the Clothing Check, our Starting Line judges will also be conducting their assessments of your Patrol Flag and Derby Sledge. A sample score sheet is included in this brochure so that you know all the important criteria beforehand. Note that first and second

place patrol flags and Derby sledges from the previous three Derby contests are Retired Champions and are ineligible for this year's awards.

The Patrol Flag

The unique item that identifies your Patrol is the Patrol Flag. It sets you apart from all the other Patrols that are participating in the Klondike Derby and Deep Freeze. Your Patrol Flag is your "calling card" to other Patrols, to other Troops, and to the "Mayor" of each of the Klondikaven cities you will visit on Saturday. There are five important features that will be considered in judging your Flag: Design, Workmanship, Material, Visibility, and Identification. Refer to the sample score sheet in this brochure for details.

Derby Scoring

At each Klondikaven city your Patrol will be given a winter camping problem to solve. The Mayor and his assistants will score your performance and award points accordingly. They will also record your score on your Route Card that you will turn in at the Finish Line. "Commemorative Coins" will be awarded for Safe Arrival. Bring along a small bag in which to safely store them! It might be a good idea to appoint a Keeper of the Coins! Points are also awarded for leadership and teamwork. It's your job to see that the Patrol runs smoothly, that everyone participates and, when necessary, that orders are given. A Patrol that works well together is always a winner!

Total Patrol scores will be calculated to include points earned for skill, leadership and cooperation at the Derby skill stations, and points earned for lunch preparation and clean-up. Points are also awarded based on your time around the Derby course. Shorter times get more points, so don't waste time! Blue, red and white ribbons will be presented to Patrols at the Sunday morning awards ceremony for overall performance in the Klondike Derby and ribbons will also be awarded for outstanding performance in each of the Derby events. Scoutmasters of day-only Patrols who leave on Saturday will receive any earned ribbons in the mail with their Derby Patrol Report Cards.

Patrol Spirit

When your Patrol enters a Klondikaven City, ask to see the mayor, greet him, and tell him your Patrol

Name and Troop Number. Then show him your Patrol Flag and give him and his staff a rip-roarin' rendition of your Patrol Yell! Extra points will be awarded if you can remember to do all these things! Let's see some Patrol Spirit on Derby Saturday!

Ted Brown "Ace Patrol" Award

The patrol with the highest overall score in the Klondike Derby gets to take the Snowshoe award home for a year and display it at their meeting place. Their patrol name and troop number will be inscribed on a plaque that is attached to the Snowshoe.

Renegades

Klondikaven is wild country, infested with "Renegades" who stop Patrols along the trail to check the physical condition of Scouts and their Scout Knowledge. You will collect one Silver Coin for each correct answer you give to questions on First Aid and Camping. Each Patrol is limited to earning four Silver Coins, two in the morning and two in the afternoon. If the Renegades find that one or more of your Patrol members are wet and/or cold, he/they will be immediately escorted to a Warming Hut (Horsley Lodge or the White House) for treatment. If your Patrol size drops to three or fewer, you may not continue in the Derby competition. All participating Patrols must be at least four (4) in number at all times. So, it is advisable to enter the Derby with a Patrol of six to eight Scouts.

Trail Lunch

At noon you will stop at one of the skill stations for lunch. **Be sure to tell the Mayor that you need a Lunch Judge!** Using firewood, food and cooking equipment that you have with you, your Patrol must prepare a trail lunch for each member of the Patrol consisting of at least hot soup and hot pasta. This is a judged event and you can earn up to ten points for your efforts including the patrol's skill in firebuilding and your leadership abilities. Lunchtime is also a good time to relax for a few minutes before getting back on the Derby Trail for a busy afternoon.

Finish Line

When you have completed the skill event at the last city on your route card, proceed back to Norris

Hall by the fastest route you can identify on the map. Turn in your Route Card so that the judges can tally up your Derby score. All members of the Patrol must cross the finish line. Patrols should return to their campsite or pre-arranged meeting place as soon as they have completed the Finish Line check-in process. Commemorative and Renegade coins received during the day should be distributed to Patrol members. They are your event souvenirs!!

YOUR PATROL MUST REPORT TO THE FINISH LINE JUDGES AFTER 1:30 REGARDLESS OF WHEN YOU DECIDE TO END YOUR "DERBY DAY" ACTIVITIES.

Communication

The Klondike Derby/Deep Freeze event is quite complex and good communication is extremely important. Share the information in this brochure with all members of your Patrol. When your Scoutmaster gives you the Patrol information packet on Derby Saturday, get your Patrol together and read the instructions to them. To be successful, every Scout in the Patrol needs to know what's going on! And good communication goes a long way toward fostering good Patrol Spirit!

Preparation for the Derby

Practice the skills! Many of you have participated in the Derby before so you know pretty much what to expect. We may throw a couple new curves at you but, for the most part, the events will be the same as in past years. Read the descriptions and expectations for each event included in this Brochure. Plan practice sessions at meetings and fall outings. With the other Patrol Leaders in your Troop, plan and run a Troop Klondike Derby in early January to get all your Patrols ready! It will be a lot more fun to come to Klondikaven with a skilled and practiced Patrol than with a last-minute thrown-together mix of Scouts who have not worked together before.

Deep Freeze

Your Scoutmaster is ultimately responsible for making sure that all Deep Freeze participants are properly equipped and sufficiently experienced for camping overnight in a tent. But he can use your help in getting your Patrol ready. If you are 16 or older, ask your Scoutmaster if you can attend the

OKPIK Winter Camping School. If you're younger, sign up for OKPIK-GAWASA. Or ask for information and help from senior Scouts and/or adult leaders who have attended OKPIK. Help create and distribute winter camping equipment checklists in the fall so that unprepared Scouts can ask "Santa" to help get them ready! Make preparing for the Deep Freeze and winter camping an integral part of your Patrol Program. Remember, you ARE the Patrol LEADER!

Rules

NO SNOWBALLS. There will be no snowball throwing. Scouts found disobeying this rule will be asked to leave Camp Boyhaven.

NO SLEDDING. Sleds and Derby sledges may be used only for transporting equipment. No Scout sledding or sledging on Klondikaven hills is allowed.

NO FIREWOOD from Camp woodsheds or woodpiles for outdoor cooking or campfires. If you don't bring your own, scavenge dead-and-down fuel in the woods around Camp.

NO FLAMES IN TENTS.

And, of course, the **Scout Law, Scout Oath, Motto, Slogan** and the **Outdoor Code** are always in effect at Camp Boyhaven.

Wrap-up

Shortly after the Derby/Deep Freeze weekend, your Scoutmaster will receive a summary of your Patrol's performance in each Derby event and how your score compares with other Patrols' scores. Be sure to have him go over this information with you and your Patrol. Identify your weaker skills and get to work on improving them.

Klondike Derby on the Web

All event information has been posted to the web at www.CampBoyhaven.org. Tell your Patrol members so they can read this information, too.

~ REMEMBER ~

Have your Patrol, patrol flag and Derby sledge (loaded and ready to go) at the Nature Lodge Area Starting Line at least 30 minutes before your assigned Klondike Derby start time!
See you there!!