

**Crossroads of the West**  
**Boy Scouts of America**  
**Oquirrh Mountain District**  
**Klondike Derby**

January 27 to 28, 2023

Camp Maple Dell

V 1.0 12/06/2022



**Prepared. For Life.®**



BOY SCOUTS OF AMERICA®  
CROSSROADS OF THE WEST COUNCIL



# Klondike Derby

January 27 to 28, 2023

Camp Maple Dell

## Event Description

The Klondike Derby reenacts the rush to the gold fields of Alaska. The patrol must work together to solve the hardships of surviving the wilderness in the winter with only the supplies on your sled. Working together the Patrol may make it to their goal.

"Be Prepared" is the thing your patrol needs to take away from this event.

### A few things to note about Camp Maple Dell

- 1** The Scout Law is the Law of this camp.
- 2** Camps will be filled in on a first come first served basis.
- 3** We will utilize all camping spots available in the camp
- 4** Depending upon conditions, gear may need to be carried into camp.
- 5** No fires unless they are contained in a fire barrel 18 inches above ground. There are no fire pits.
- 6** You will also be assigned a service duty to ensure that camp is clean.
- 7** There is no refunds due to weather or no shows.
- 8** Troops will be responsible for their own food.
- 9** Consider winter conditions when you plan your meals.
- 10** Please see the Scouts Needs page for what will be needed for each Scout, Patrol, or Troop.
- 11** Bring Patrol spirit with you. Uniforms, Patrol calls, yells, cheers, and flags.
- 12** Please follow the current COVID-19 guidelines and be safe.
- 13** Troops are responsible for their own basic First Aid, any large emergencies please contact 911.
- 14** Troops are allowed to camp until Sunday, but there is no formal program.

The cost \$10.00 per person for early bird registration. Walk-in's will be \$15.00 per person  
Walk-ins are not guaranteed to receive patches. The registration fees pay for patches and the camp facilities.

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## Schedule

<b>Friday</b>		<b>From</b>	<b>To</b>	<b>Location</b>
	<b>Check In</b>	5:00pm	8:00PM	District Headquarters
	<b>SPL Meeting</b>	8:30pm	9:00pm	District Headquarters
	<b>Cracker Barrel</b>	9:30pm	10:00pm	District Headquarters
	<b>Lights Out</b>	10:30pm		

<b>Saturday</b>				
	<b>Reveille</b>	7:00am	8:30am	
	<b>Assembly</b>	8:30am	8:45am	Bowery
	<b>Klondike Games</b>	9:00am	12:00pm	Game Field, Bowery
	<b>Break</b>	12:00pm	1:00pm	
	<b>Scout Races</b>	1:00pm	4:00pm	Game Field, Bowery
	<b>Awards Ceremony</b>	4:30pm	5:00pm	Bowery

## Saturday

Troops are allowed to camp until Sunday, but there will be no formal program.

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## Scout Needs

The patrols and Scouts will need the following in order to Be Prepared for the Klondike Derby

### Sled Items needed for Patrol Competition

- 1 30 Feet of Rope
- 2 Ace Bandage
- 3 Bear Bag
- 4 Blanket
- 5 Tinder
- 6 Small fuel wood
- 7 Pie Tin
- 8 Fire Starter
- 9 Tarp
- 10 Tent Pegs
- 11 Scout Handbook

### Scout need or need to know...

- 1 Use team work to complete events
  - 2 Diagnosis and treatment frostbite
  - 3 Diagnosis and treatment hypothermia
  - 4 Make a fire
  - 5 Light a fire by primitive means
  - 6 Set up a tarp shelter
  - 7 How to set up a Bear Bag
  - 8 Bowline Knot
  - 9 Square Knot
  - 10 Troop or patrol yell
  - 11 Scout Uniform
- 1 Scout Shirt
  - 2 Pants or Shorts
  - 3 Belt
  - 4 Socks
  - 5 Scout Hat
  - 6 Patches correctly placed
  - 7 Neckerchief
  - 8 Neckerchief Slide
  - 9 Warm Gear
  - 10 Knife

**Please bring your troop flag for the awards ceremony**

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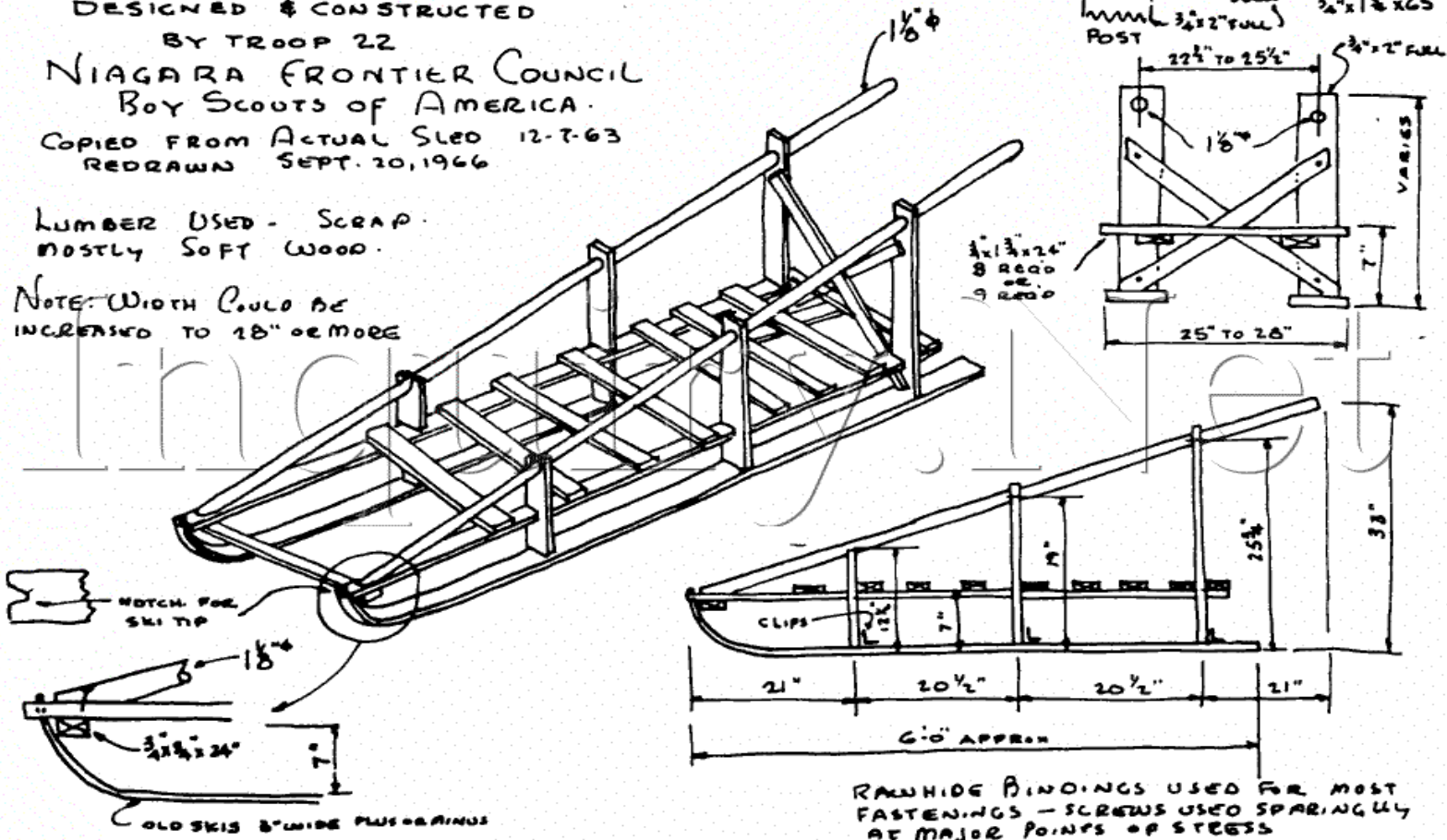
## Klondike Sled Plans

# KLONDIKE SLED "SLEDGE"

DESIGNED & CONSTRUCTED  
BY TROOP 22  
NIAGARA FRONTIER COUNCIL  
BOY SCOUTS OF AMERICA.  
COPIED FROM ACTUAL SLED 12-7-63  
REDRAWN SEPT. 20, 1966

LUMBER USED - SCRAP.  
MOSTLY SOFT WOOD.

NOTE: WIDTH COULD BE  
INCREASED TO 18" OR MORE



RAWHIDE BINDINGS USED FOR MOST  
FASTENINGS - SCREWS USED SPARINGLY  
AT MAJOR POINTS OF STRESS

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## Games and Activities

### Klondike Derby Games 9a to 12p

- 1 Sled Inspection
- 2 Scout Rescue
- 3 Bear Bag
- 4 Fire Starting
- 5 Hypothermia
- 6 Frostbite
- 7 White out
- 8 Sled Over the River
- 9 Sled Rescue
- 10 Shelter Building

### Scout Games 1pm to 4pm

#### Races

- 1 Patrol Sled Pull
- 2 Three Man
- 3 Iron Man
- 4 Sled Slalom
- 5 Marshmallow Gun Biathlon
- 6 Sled for Distance (Luge or Skeleton.)\*
- 7 "Curling"\*

### Other Events

Uniform Inspection

Camp Inspection

\* Game is Snow Dependent. No snow, no play.

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## Games Rules

### Klondike Derby Games

- 1 Scout Rescue**

A scout has become trapped on thin ice and must be rescued. Use the rope on your sled to throw it to the scout. The scout must then tie a bowline around their waste. Once the bowline is tied, the patrol may pull them in.
- 2 Bear Bag**

The troop must protect their food by using a bear bag. The troop will use the rope on the sled to throw it over a tree branch and hoist the bag up to the branch.
- 3 Fire Starting**

The patrol needs to start a fire using the pie tin, kindling, fuel wood, and fire starter. When told to go, you will have 5 minutes to get the fire built, started, and burn through a string that is 12 inches above the ground. Extra points for a fire lit without matches or lighters. You are not allowed to use lint, batteries, or steal wool.
- 4 Hypothermia**

Choose a Scout to have Hypothermia. The patrol will then need to describe the symptoms and treatment. You will then treat the Scout, wrap them in a blanket, and transport to the next station. High penalty points will be taken against the patrol for using the Scout Handbook.
- 5 Frostbite**

Choose a Scout to have Frostbite. The patrol will then need to describe the symptoms and treatment. You will then treat the Scout, wrap them in a blanket, and transport to the next station. High penalty points will be taken against the patrol for using the Scout Handbook.
- 6 White out**

The patrol has been caught out in whiteout conditions. Luckily, they were smart enough to rope their path. The patrol will be blindfolded and will need to get from their location back to the safety of their sled. All patrol members must participate and time ends when the scout returns to the sled.
- 7 Sled Over the River**

The patrol must negotiate a river crossing using found items or items on the sled. The patrol and the sled must be able to make it to the other side safely. Any foot in the river will cause penalty points that will deduct from the total score.
- 8 Sled Rescue**

The sled has drifted out onto thin ice. In order to save it the Scouts must crawl flat onto the ice with the Scout behind them holding their legs. The rope must be used to tie a square knot to the sled and the rope passed back to the bank. All scouts must leave the ice before the sled can be pulled to safety. Points deducted for the knot being tied improperly.
- 9 Shelter Building**

The patrol has arrived in the gold fields. They must now set up camp. The patrol will use the tarp and tent pegs on the sled and make a shelter. You only have five minutes to complete this task. Use anything you have on the sled to complete this task. Be quick and creative. Time ends when the entire patrol is in the shelter.

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## Scout Winter Games Rules

### Races

- 1 Patrol Sled Pull**

This race will be for all members of the patrol. The patrol will run the race against other patrols. Each patrol must have a driver, a passenger, and the rest are pullers. The race will be ran three patrols at a time, with the three fastest patrols racing the final race to determine place
- 2 Three Man**

This race will be for three members of the patrol. The team will run the race against other teams. Each patrol must have a driver, a passenger, and one puller. The race will be ran three teams at a time, with the three fastest teams racing the final race to determine place
- 3 Iron Man**

This race will be for one member of the patrol. The racer will run the race against other racers. Each racer must push from the driver position. The race will be ran three racers at a time, with the three fastest racers racing the final race to determine place.
- 4 Sled Slalom**

This race will be for all members of the patrol. The patrol will run the race against other patrols. Each patrol must have a driver, a passenger, and the rest are pullers. The race will be ran by weaving between the flags two patrols at a time, with the three fastest patrols racing the final race to determine place

### Biathlon

- 5 Marshmallow Gun Biathlon**

This race will be ran by individual members of the patrol. The race is ran by running three laps and between laps shooting targets with a marshmallow blow gun five times. Each miss adds time to the runner. The race will be ran with five people at a time with the three fastest times placing.

### Games

- 6 Sled for Distance (Luge or Skeleton.)\***

Snow will determine if this event can happen. Using a sled, the Scout will go down a hill and see how far they can go from the starting point. The three farthest will place
- 7 "Curling"**

This game will be played with a Bocci Ball set. This will be a single elimination tournament. The top three teams will be the winners.

\* Game is Snow Dependent. No snow, no play.



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The Order of the Arrow (OA) is Scouting's National Honor Society. The OA emphasizes servant-leadership while having fun. OA candidates who have been elected by their peers must complete an "Ordeal" to become members. The Ordeal is a structured and safe event where candidates have an opportunity to reflect on their journey in Scouting and the values of the Scout Oath and Law through a series of tasks. The Ordeal consists of service, inspirational ceremonies, and time for self-reflection and improvement. At an Ordeal, candidates join other OA members in providing service to the Scout camp where the Ordeal is held and enjoy participating in the fellowship that is found at OA events.

To be eligible to be inducted into the Order of the Arrow, Scouts must be elected by their fellow Troop, Crew or Ship members at a an election conducted election conducted by the Order of the Arrow.

Requirements include:

- 1 Be a registered member of the BSA
- 2 Have experienced 15 nights of Scout camping within two years prior to the election; the nights must include one long-term camp of five consecutive nights.
- 3 Be under age 21, holding at least the rank of First Class (Scouts BSA), Discovery (Venturing), or Ordinary (Sea Scout) and approval of their unit leader

At the conclusion of the election, the elected Scouts will be notified about upcoming opportunities to go through an induction weekend, or Ordeal, where they officially become members of the Order of the Arrow and receive the sash and Order of the Arrow Flap patch.

The Order of the Arrow will be available at camp to hold a troop election. Please see the election form following this page.



# Unit Election Report

Council name \_\_\_\_\_ Lodge name \_\_\_\_\_  
 Unit type & no. \_\_\_\_\_ Date of election \_\_\_\_\_  
 No. of registered active youth \_\_\_\_\_ No. of youth present \_\_\_\_\_

**NOTE:** At least half of the registered active unit members must be present to hold an election.

(Fill in names and ranks of eligible youths before election.)

Name	Rank/Award	Check if Elected	Name	Rank/Award	Check if Elected
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
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		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>

I certify that the above youth members are eligible and approve them as nominees for election. I also understand that the election results will be final for the year.

\_\_\_\_\_  
Unit leader's signature

Number of members eligible \_\_\_\_\_  
 Number of votes required to be elected \_\_\_\_\_

Number of ballots turned in \_\_\_\_\_  
 Number elected \_\_\_\_\_

**Mail or email election report to**

**Election team members' signatures:**

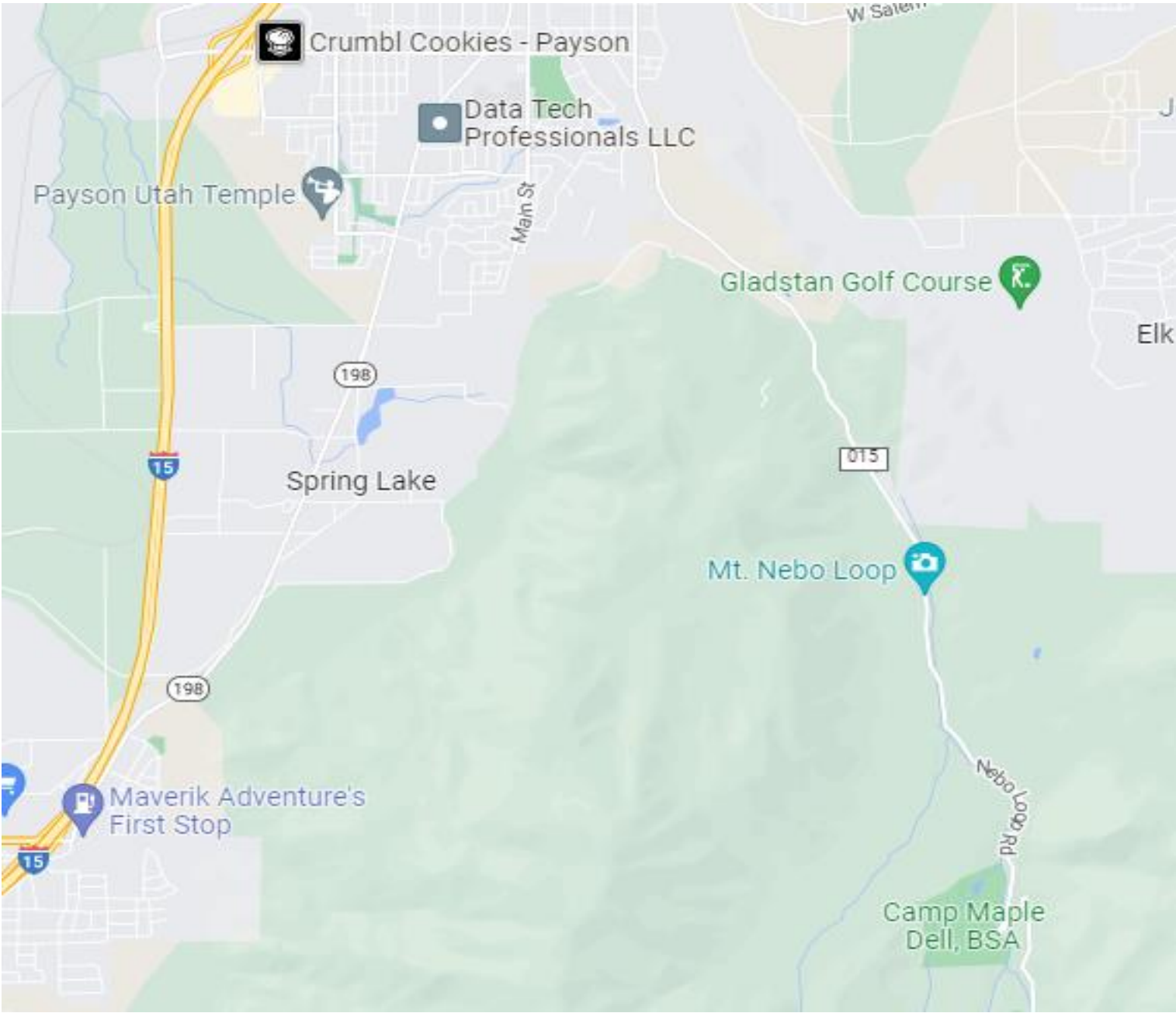
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## Direction to Camp

**Camp Address:** 14166 S Payson Canyon Rd, Payson, UT 84651  
<https://www.google.com/maps/@39.9990463,-111.7147572,13z>



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## Camp Map



Bowery/District Headquarters/Restrooms



Assembly Area

