

Brooklyn Council Klondike Derby 2022

Schedule of Events:

9:00am - 10:00am: Check-in and Event Station Set-UP
10:15am - 10:30am: Opening Ceremony at the Boardwalk
10:45am: Event Stations Open
1:00pm: Event Stations Close
1:15pm - 1:45pm: Pack Sled Race
1:45pm - 2:15pm: Troop Sled Race
2:30pm - 3:00pm: Awards and Closing Ceremony

Units should plan to arrive at Coney Island between 9:00am and 10:00am. Upon arrival, all units should line up their sleds on the boardwalk for inspection. **Unit leaders must proceed to the Check-in table to check-in and submit their Covid Screen Forms (one form per person attending the event).**

For Scouts BSA there should be a minimum of 6 Scouts and a maximum of 8 Scouts per Patrol (each patrol must have their own sled).

Dress Code: Plan for the weather accordingly. Scouts will need to dress for an outdoor winter activity. Good outdoor clothing, such as warm coats, hats, gloves, long johns (thermals), multiple pairs of socks, waterproof boots, rain gear (if necessary), etc., should be worn. Be prepared for the cold! Dress in layers, keeping in mind that layers can be removed if you're hot or added if you're cold. Scouts will not be allowed to participate in sneakers or improper clothing.

Sled Guidelines: Each Pack/Troop/Patrol needs to have a sled in order to compete. No Exceptions. **Sled sharing will not be allowed!** The sled that is inspected must be the same one used for competing in the event. Sleds must be made primarily of wood.

Sled/Equipment/Safety Check: Each Pack/Troop/Patrol must have their sled prepared for an equipment check (please see next page for a check list of required equipment). It is suggested that the tarp be used to secure most of the equipment in the sled. The sled must be lashed prior to inspection and must contain all gear on the equipment list for the maximum points to be awarded. A box may be used to hold the equipment.

Sled Equipment List: (one point awarded for these items)

- First Aid Kit
- Blanket
- American Flag
- Pack/Troop/Patrol Flag on a pole
- Scout Handbook
- 20-foot rope (sled pulling rope accepted)
- Neckerchief (or triangle bandage)

Additional - For Troops Only:

- Patrol Roster
- Pencil and Clipboard
- Flashlight
- Digital Watch
- 6 ropes (6 feet in length each)
- Three poles (between 5-6 feet in length each)
- Tarp (for shelter)
- Shovel

Sled Race Guidelines: There will be separate races for Cub Scout Packs and Scouts BSA Troops/Patrols. Only registered Scouts can participate in the sled race. Eight (8) scouts are required for the race: 6 pullers, 1 passenger, 1 pusher. A Pack/Troop/Patrol will complete the sled race when the sled crossed the finish line. This event will challenge your Scouts' physical endurance, teamwork, and Scout skills. For this event you will need a sled capable of transporting one of your Scout members, plus a blanket and 20 feet of 1/2 or 3/4 inch rope. No motorized sleds!

Scoring:

First Place = 25 Points

Second Place = 20 Points

Third Place = 15 Points

Note: In the case of a tie on the overall scoring, the winner of the sled race will be used as the deciding factor in deterring the winner of the overall competition.

Pack Events

(Maximum time per station = 20 minutes)

1) First Aid

While riding the sled, on person falls and has a leg injury (broken leg or ankle). Identify, immobilize, and transport the injured person to medical facility.

Bring ALL material necessary to complete this event, e.g. Survival Bag.

Timed event starts off with 20 points. 1 point is dedicated for every minute over 3 minutes.

2) Harpoon Throw

A Cub Scout will throw a harpoon into a measured field. Each Cub in turn will throw the harpoon (there will be 15 throws per Pack). Points will be awarded based on the distance.

Points:

Under 5 feet = 0 Points

6 - 10 Feet = 5 Points

11 - 15 Feet = 10 Points

16 Feet and up = 20 Points

3) What's on the Board

The whole Pack can participate in this event. Cubs will be presented with a covered board with ten (10) items on it. The items on the board will be revealed for 20 seconds, and then covered once again. The Pack will then have one (1) minutes to name the items on ht board. Each Cub Scout will name an item until the minute is completed.

Points:

Each item named correctly = 2 points

4) Winter Storm Obstacle

The obstacle course requires 2 Cub Scouts, one will wear a blindfold and the other will not. There will be 5 points

marked on the field. While standing outside the course, one Cub Scout will VERBALLY guide the blindfolded Cub Scout to touch each marked point on the course. Each Pack will have four (4) turns on the course. Points will be awarded according to the time through the course

Please ensure that each Cub uses their own Neckerchief as a blindfold.

Points:

2 minutes = 20 Points

3 minutes = 10 Points

4 minutes = 5 points

5 minutes = 1 point

5) Penguin Relay

(Timed Event) Eight (8) Cub Scouts will participate from each Pack. A Cub Scout will walk 20 feet with a ball between their legs. The Cub Scout will then pass the ball to the next Cub Scout. If the ball is dropped, the Cub Scout will need to start over.

Points:

2 minutes = 10 Points

3 minutes = 9 Points

4 minutes = 8 Points

5 minutes = 7 Points

6 minutes = 6 Points

7 minutes = 5 Points

8 Minutes = 4 Points

9 minutes = 3 Points

10 minutes and over = 2 Points

Troop Events

(Maximum time per station = 25 minutes)

1) Build a Survival Shelter

Troops/Patrols must construct an emergency shelter using the items they have on their sled. They must work together to: 1) locate a suitable location given the conditions as outlined by the event leader, 2) make use of tripod lashing and square lashing in the construction of the shelter, and 3) erect the shelter and transform their Klondike sled into a winter storm shelter for three (3) people.

Bring any equipment necessary to complete this event

Points: 25 Points

Creativity = 5 Points

Safety = 5 Points

Speed = 5 Points

Knots & Lashings = 5 Points

Scout Spirit (Teamwork) = 5 Points

2) Orienteering

Troops/Patrols will be given a map and compass, and must orient their way to the finish where they will determine the height of a distant object.

Points: (Timed Event)

First Place = 25 Points

Second Place = 15 Points

Third Place = 10 Points

Fourth Place = 5 Points

Measuring the object correctly = 5 Points

3) Ice Rescue and First Aid

Each Troop/Patrol will answer questions on Hypothermia, how to perform CPR, how to stop bleeding, treatment for shock, and provide a First Aid Kit. The Troop/Patrol must then demonstrate the use of a human chain to rescue a

person using the bowline to throw a rope to rescue a person on ice or in the water. After they rescue the survivor, they find the survivor can not walk. The Troop/ Patrol must find out what the injury is, treat the injury, secure the patient, and transport to medical facility.

Bring any extra equipment necessary to complete this event, e.g. Survival Bag.

Points:

Each Correct Answer = 2 Points

Completed Scenario = 20 Points

5 Extra Points will be given to the Troops/Patrols not using the sled as transport.

4) Ice Fishing

Troops/{patrols must construct a flagpole with a weighted knot at the end of the pole (the weighted knot must be heavy enough to trip a mouse trap). Each Troopp/Patrol must work together to:

Use round lashings to tie together three (3) poles to construct a flag pole.

Make a weighted knot and tie it to the end of the pole with four (4) feet of rope between the pole and the weighted knot.

There will be a ten (10) foot space between the standing line and the mouse trap area that can not be touched.

If any Scouts or poles touch the ten (10) foot area, it will signal the end of the event and that Troop/Patrol will only be awarded the points earned up until that point.

Points:

Teamwork = 5 Points

Knowledge = 5 Points

Use of Lashings = 5 Points

Construction of Knot = 5 Points

Scout Spirt = 5 Points

Each Mouse Trap Tripped = 2 Points

An additional four (4) points will be earned if the Troop/Patrol uses a monkey fist for their weighted knot

5) Signals

Troops/Patrols will be given a message. They must go to a predetermined distance and signal the message to the rest of the Patrol/Troop. Key words will be given on the Flyer to be learned by participating Troops/Patrols.

Points:

All (4) Correct = 20 Points

3 Correct = 15 Points

2 Correct = 10 Points

1 Correct = 5 Points

Scouts will be asked to signal four (4) of the following:

ATTENTION

ERROR

JUMP

STOP

FIRE

SOS

SAFE

YES

NUMBERS FOLLOW

END OF WORD

Semaphore flag signals



