

## 2012 Mad River District

### Klondike Derby – Camp Mattatuck

Saturday, February 4th, 2012



To: ALL PATROL LEADERS OF MAD RIVER DISTRICT

From: KLONDIKE IKE



Over a century ago, determined men traveled to the Alaskan Wilderness to find a treasure...GOLD!!

Your patrol now has the same opportunity at the upcoming Mad River District Klondike Derby!!

Fix up your sled, polish the runners, and hone your Scout Skills to a fine edge, for the Klondike Derby is the greatest challenge your patrol will face!

#### **Klondike Contacts on the day of the Klondike:**

**Bob Thatcher - 203-804-1303; Brian Castler - 203-215-6266**

**John Begina - 203-415-1497**

## What's New for Klondike 2012:

We are doing pre registration of patrols again this year, in an effort to better forecast our attendance and control our costs. We now have two registration forms this year – one for the patrols from your Troop, and one for the Adult Scouters attending that will be running the towns.

**Please fill out the appropriate form and forward, with payment, to the Klondike Committee no later than MONDAY, JANUARY 30th.** There is no on line registration for this event. All Checks are to be made payable to Connecticut Rivers Council.

Send Klondike preregistration to:

John Begina

25 Round Hill Road

Cheshire, CT 06410

Additional registrations may be made the day of the Klondike.

Last year we had revamped the Klondike Wilderness and renamed the towns, to make the event a little more realistic. There is also a history of the towns at the end of this packet.

In addition, we moved the locations of 2 towns, to streamline the course:

Scales (formerly Anchorage) has been moved to be near Outpost #1;

Caribou Crossing (formerly Fort Yukon) has been moved from Arrow South to Mohawk Cabin/Pioneering Area.

The Klondike Map has been updated with these changes, and is part of the packet. Additional copies will be available at the Klondike registration.

Finally, the Klondike Committee wants to emphasis and remind patrols of a few important rules –

There are to be a minimum of 4, and maximum of 8 Scouts in each patrol.

Cook Towns: A reminder that all food must be cooked on the premises. **NOTE: NO HOTDOGS, OR PRE COOKED MEATS ALLOWED.**

Dress appropriately for the weather - including proper footwear – no sneakers allowed at the Klondike.

Have a safe Klondike – the Klondike Committee:

**Bob Thatcher - 203-804-1303; Brian Castler - 203-215-6266**

**John Begina - 203-415-1497**

### Section 1 - Be Prepared

**Equipment:** The following equipment is required:

Sled on runners or wheels	Flint and Steel
Patrol Flag on pole	Firewood (kindling size, with natural tinder)
Eight (8) 10 ft ropes	Cook Pot
Three (3) 6 ft poles	Lunch Ingredients (see Section 2 - Cooktowns)
Compass	2 Qts water per Patrol Member
Three (3) Triangular Bandages	Ziplock bag or plastic sleeve for paperwork
Blanket	Pen/Pencil
One (1) 3 ft x 6 ft plastic sheet	First Aid Kit
Matches	Nugget Pouch
Hot Cup for Each Scout	

## Section 2. The Challenge:

Klondike Wilderness	<b>Governor:</b>	Railroad "Silent Bob" Thatcher
	<b>Chief Elf:</b>	"S. Claus" J P Begina
	<b>Sheriff:</b>	L. (for Legal) Brian Castler

### Town

Carson City  
Sheep Camp  
Scales  
Stone Crib  
Lindeman City  
Bennett  
Caribou Crossing  
Casmacks  
Forty Mile  
Pleasant Camp  
Happy Camp  
White House

### Challenge

Map & Compass  
Fire Building  
First Aid  
Fun Skill  
Chasm Crossing  
Knots and Lashing  
Surprise Skill Challenge  
Sling Shot  
Climbing Wall  
Cook Town #1  
Cook Town #2  
Cook Town #3

### Town Buildings

Dyea	Registration - Finish - 49er's Cabin
Finnegan's Point	Start Line – Pine Grove
Dawson City	Dining Hall
Lynn Canal	Sled Check / Weigh In

### **A Note about Cooktowns:**

You can stop at any cooktown between 11 am to 1 PM but you must be out by 3 pm. You must spend at least 1 hour in your cooktown. You are advised to bring kindling wood and tinder. Your meal must include meat or poultry, vegetable, and hot drink or soup. All food must be cooked on the premises. **NOTE: NO HOTDOGS, OR PRE COOKED MEATS ALLOWED.**

Every Patrol will be judged as follows:

- A. Menu Choices, Food properly cooked: 1-5 points
- B. Clean up: 1-3 points
- C. Low Impact – leave no trace practices: 1-2 points

### **Mounties, Mountain Men and Sled Dog Teams**

There will be Mounties and Mountain Men roaming the Wilderness. You may be challenged to answer Scouting related questions - BE PREPARED. Sled Dog Teams will also be traveling the trails. Be on the lookout for them.

## **Section 3. Procedures**

Patrol final registration at Dyea (49er Cabin) will open at 7:15 am, on a first come, first serve basis. Your Scoutmaster will give you a time to assemble your patrol at Camp Mattatuck. *Please Carpool to Camp.* Once assembled, patrol leaders will register at Dyea, which is visible from the parking lot. Registration cost is \$8.00 per Scout, and \$8.00 per Adult Scouter. Cash, Check, or Real Gold is accepted. (Preregistration is strongly advised, to avoid delays on the day of the Klondike.) Here you will receive a map and your patrol itinerary, and assigned a starting time. The first wave will start at 8 am. Towns must be open and operational by 8 am.

Your sled and your Scouts will be inspected before being sent out on the trail. The sled must contain the equipment listed above in section 1, plus any other gear you think is needed. Your patrol will be scored on this inspection – 1-10 points.

Scouts must dress for the weather - **UNDER NO CIRCUMSTANCES WILL ANY SCOUT BE ALLOWED ON THE COURSE WEARING SNEAKERS.** Appropriate winter gear must be worn, including boots, hats and gloves/mittens.

**IN THE EVENT IT IS DETERMINED BY THE KLONDIKE COMMITTEE THAT THERE IS NOT ENOUGH SNOW GROUND COVER TO RUN SLEDS, OR YOUR SLED DOES NOT HAVE WHEELS, EACH PATROL MAY DECIDE TO BACKPACK THEIR GEAR AROUND THE WILDERNESS COURSE. HOWEVER, PATROLS MUST STILL PRESENT THEIR SLEDS FOR INSPECTION PRIOR TO STARTING THE COURSE.**

You will visit the towns in the order they are listed on your itinerary. You will receive 10 bonus points for going to the correct town first.

This is a timed event, however, your primary concern should be the quality of your work. **The time starts when you leave the starting line, and stops when you turn in the patrol score sheet at Dyea.** You may travel in any direction to go to your next town.

Stay off the lake unless officials at Dyea tell you it is safe. Any patrol that ignores this warning will be disqualified (or much worse)!!

If you are staying in a cabin for the weekend the cabin is off limits while the competition is underway.

You will receive up to 10 points (Gold Nuggets) at each town according to the quality of your work and your spirit and teamwork.

Total Score = total points x 10, minus number of minutes on the trail.

Upon finishing the route, each patrol is to report to Dyea to turn in its paperwork and nuggets. Your sled should stay at the top of the hill, near the parking lot, and your patrol is invited to entertainment and refreshments at the Dawson City Saloon.

Report any injuries to the closest town. The Town Mayor will then take over and decide on a course of action. First Aid is available at Dyea (49ers Cabin), and Dawson City Saloon (Dining Hall).

All towns will close at 3 pm. If your patrol is already in a town and checked in, you may finish the challenge and receive your score.

All visitors must register with the Dyea Savings Bank before going out on the trails.

Hot Cocoa and snacks will be available at Dawson City Saloon after 1 pm. **Scouts need to bring their hot cups with them for Hot Cocoa.**

All Patrols will gather at Dawson City Saloon no later than 3:45 for the Awards Ceremonies

Awards will be presented as follows:

Standard Patrol: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place

Senior Patrol: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

Red Lantern Award for Scout Spirit – one patrol will be selected by the mayors for the Red Lantern Award, symbolizing the best in Spirit and Teamwork. The Red Lantern is returned the next year, so it can be presented to another patrol.

Best Sled (Craftsmanship, Style and Creativity)- One Trophy presented to Best Overall Sled.

**The Program will conclude and Patrols dismissed No Later than 4:30 PM.**

To be completed by Registration Staff:

Klondike Patrol Registration Number: \_\_\_\_\_

### Klondike 2012 Patrol Registration

Patrol Name: \_\_\_\_\_ Patrol Type (Standard or Senior) \_\_\_\_\_

Troop Number \_\_\_\_\_

**THERE IS A MINIMUM OF 4 / MAXIMUM OF 8 PATROL MEMBERS PER PATROL ALLOWED.**

Scouts Name (Please Print)

Age as of Jan 1, 2012

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

Scoutmaster's Name \_\_\_\_\_

Scoutmaster's Signature \_\_\_\_\_

To be completed by Juneau Staff:

Total Scouts \_\_\_\_\_ X \$8.00 = \$ \_\_\_\_\_

Total Adults \_\_\_\_\_ X \$8.00 = \$ \_\_\_\_\_

GRAND TOTAL PAID: \$ \_\_\_\_\_

## Klondike 2012 ADULT SCOUTER Registration

Troop Number \_\_\_\_\_

Adult Scouters' Name (Please Print)

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

11 \_\_\_\_\_

12 \_\_\_\_\_

Scoutmaster's Name \_\_\_\_\_

Scoutmaster's Signature \_\_\_\_\_

*To be completed by Juneau Staff:*

Total Adult Scouters \_\_\_\_\_ X \$8.00 = \$ \_\_\_\_\_

GRAND TOTAL PAID: \$ \_\_\_\_\_

## Summary of Patrol Instructions

1. Patrol Leader registers Patrol at Dyea (49er's Cabin) starting at 7:15 am – Receive Starting Time, Map, Itinerary, and these summary instructions
2. **Patrols are to consist of a minimum of 4 members, and a maximum of 8 members in either the Senior Patrol (those in high school), or Standard Patrol (grades 5 through 8) category.**
3. Patrol has sled / gear/clothing inspected at Lynn Canal– PROPER FOOTWARE, NO SNEAKERS. Proceed to Finnegan's Point -Starting Line
4. Towns are to be visited in the order of your itinerary. You will get 10 bonus points for going to the correct town first.
5. Patrol Leader to check in with the Mayor of each town, and complete the task required.
6. Cook Towns: Patrol can report to any of the three cook towns from 11 am – 2 pm, must spend 1 hour minimum in cook town, and must be out by 3 pm.
7. Patrols must report back to Dyea Bank when course is finished to complete the event.
8. **Report any injuries to the closest town.** The Town Mayor will then take over and decide on a proper course of action. First Aid is available at Dyea (49ers Cabin), and Dawson City Saloon (Dining Hall).
9. Stay off the lake unless officials at Dyea tell you it is safe. Any patrol that ignores this warning will be disqualified (or much worse)!!
10. **Snowball throwing is prohibited, especially around and near Dawson City Saloon (Dining Hall)**
11. Hot Cocoa and snacks will be available at Dawson City Saloon after 1 pm. **Scouts need to bring their hot cups with them for Hot Cocoa.**
12. All Patrols will gather at Dawson City Saloon at 3:45 for the Awards Ceremonies.
13. **The Program will conclude and Patrols dismissed by 4:30 PM.**

## Mayors' Instructions

1. Towns are to be operational no later than 8 am. Use of Vehicles is restricted – none are to be on any camp road during Klondike operations, with the exception of access to Dawson City Saloon ( Dining Hall).
2. Mayors are to check in each patrol, by leader. Issue instructions for task to be completed, and judge task effort. Mayor awards up to 10 nuggets based on teamwork, leadership, Scout Spirit, and time. Patrols will receive 10 bonus points for going to the correct town first.
3. Scouts only are to be working on tasks. Leaders, Parents, other visitors, etc. are not to be helping Scouts.
4. Mayors should plan on having sufficient equipment and resources to handle 3 to 4 patrols minimum at the same time.
5. Keep patrols moving. If a backup develops at your town, send patrols on to their next towns, with instructions to come back later to your town.
6. Inspect for the well being of each Scout. If a Scout is cold, send them to Dawson City Saloon ( Dining Hall) to warm up. If any Scout is Injured, First Aid is available at Dyea (49ers Cabin), and Dawson City Saloon (Dining Hall).
7. **Red Lantern Award:** Mayors are to be observant and look for a Patrol that, in your opinion, stands out and best exemplifies the Ideals of Scouting in the areas of Leadership, Teamwork, and Scout Spirit. You are to recommend that Patrol for consideration of the Red Lantern Award by the Klondike Committee. We will be asking for your input throughout the day.
8. To Contact one of the Klondike Chairs, cell phones located on front page of this packet.
9. Ground fires – please do not have ground fires on any of the camp trails or roads. They should be located in established fire rings, off trails. All fire safety rules need to be followed.

10. Leave no trace – all evidence that you were here must be taken out with you
  - a. Fires put out and dispersed
  - b. Take out any wood you brought in
  - c. All trash, and all equipment you brought in for your town is to be taken out with you.
11. Towns will close promptly at 3 pm. Runners will pick up score sheets during the day, and at 3 pm. If a patrol has signed in before 3 pm, let them finish task.
12. Report to Dawson City Saloon at 3:45 for awards ceremony.
13. **The Program will conclude and Patrols dismissed by 4:30 PM.**

## 2012 KLONDIKE DERBY

### History of Towns

MORE THAN 30,000 MEN AND A FEW HUNDRED WOMEN, RUSHED TO THE KLONDIKE REGION OF THE YUKON WHEN WORD OF A MAJOR GOLD DISCOVERY REACHED SEATTLE AND SAN FRANCISCO IN 1897. THE FIRST LEG OF THE JOURNEY WAS BY SHIP TO THE COAST OF ALASKA. THE SHIP CAME INTO:

- **TAIYA INLET-** (PARKING LOT) THE INLET WAS AN IMPORTANT WATERWAY DURING THE KLONDIKE GOLD RUSH OFFERING PASSAGE TO THE TOWN OF DYEA.
- **LYNN CANAL** – (TO SIGN IN) THE CANAL IS AT THE INLET INTO THE MAINLAND OF SOUTH ALASKA. HISTORICALLY, DURING THE KLONDIKE GOLD RUSH IT WAS A MAJOR ROUTE TO THE BOOM TOWN OF DYEA.
- **DYEA – (49ER CABIN, SIGN IN/FINISH)** DURING THE KLONDIKE GOLD RUSH PROSPECTORS DISEMBARKED AT ITS PORT AND USED THE CHILKOOT TRAIL TO BEGIN THEIR JOURNEY TO THE GOLD FIELDS AROUND DAWSON CITY.
- **FINNEGAN’S POINT – (START)** FINNEGAN’S POINT CONSISTED OF A HUDDLE OF TENTS SURROUNDING A HARD CORE OF BLACKSMITH SHOP, SALOON, AND A RESTAURANT. IT GOT ITS NAME FROM PAT FINNEGAN WHO TRIED TO COLLECT BRIDGE CROSSING TOLLS FROM STAMPEDERS.
- **CANYON CITY** – (TOWN) CANYON CITY USED TO BE A TENT CITY DURING THE GOLD RUSH AND THE RUINS ARE STILL VISIBLE. TO GET TO THE RUINS ONE MUST CROSS THE RIVER ON A SUSPENSION FOOTBRIDGE. THIS LEADS TO THE FOUNDATIONS OF MANY BUILDINGS, A RESTAURANT STOVE AND A LARGE BOILER.
- **PLEASANT CAMP** – (COOK TOWN) PLEASANT CAMP MARKS THE REUNION OF THE TRAIL AND THE TAIYA RIVER
- **SHEEP CAMP** – ( TOWN) SHEEP CAMP IS THE FINAL RESTING STOP BEFORE THE LONG TREK UP TO THE CHILKOOT PASS AND THE LAST CAMPGROUND ON THE AMERICAN SIDE.
- **SCALES** – (TOWN) THE SCALES WAS AN AREA WHERE LOADS WOULD BE REWEIGHED BEFORE THE TREK UP TO THE PASS. THE SCALES WAS ALSO A TENT CITY SPORTING SIX RESTAURANTS, TWO HOTELS, A SALOON AND MANY FREIGHTING OFFICES AND WAREHOUSES.
- **STONE CRIB** – (TOWN) JUST AFTER THE PASS IS STONE CRIB WHICH WAS THE TERMINUS OF AN AERIAL TRAMWAY AND CONSISTED AS A HUGE ROCK REPOSITORY TO COUNTERBALANCE THE TRAM.

- **HAPPY CAMP** – (COOK TOWN) HAPPY CAMP GETS ITS NAME FROM THE RELIEF PROSPECTORS EXPERIENCE WHEN COMING ACROSS THE FIRST OUTPOST AFTER THE PASS
- **LINDEMAN CITY** – (TOWN) LINDEMAN CITY IS LOCATED AT LAKE LINDEMAN AND THE OUTLET RIVER FROM DEEP LAKE. A PERIOD CEMETERY OCCUPIED BY UNFORTUNATE PROSPECTORS WHO LOST THEIR LIVE DURING THE GOLD RUSH ERA. A QUICK WALK THROUGH THE SURROUNDING WOODS ALSO REVEALS NUMEROUS FOUNDATIONS OF NOW NONEXISTENT BUILDINGS, FORMER FIRE RINGS, AND OLD LATRINE HOLES.
- **BENNETT** – (TOWN) BENNETT IS THE END OF THE CHILKOOT TAIL (33 MILES). AT BENNETT IS THE STILL-STANDING ST. ANDREW’ S PRESBYTERIAN CHURCH. IT IS A REMMANT OF THE GOLD RUSH. HERE, GOLD-SEEKERS PURCHASED OR BUILT RAFTS TO FLOAT DOWN THE YUKON RIVER (470 MILES) TO THE GOLD FIELDS.
- **CARIBOU CROSSING** – (TOWN) CARIBOU CROSSING WAS NAMED AFTER THE MIGRATION OF HUGE NUMBERS OF CARIBOU ACROSS THIS AREA. THAT CARIBOU HERD WAS DECIMATED DURING THE KLONDIKE GOLD RUSH. THE MODERN VILLAGE BEGAN IN 1896, DURING THE KLONDIKE GOLD RUSH. AT THE TIME, CARIBOU CROSSING WAS A POPULAR STOPPING PLACE FOR PROSPECTORS GOING TO AND FROM THE GOLD FIELDS OF DAWSON CITY.
- **WHITE HORSE** – (COOK TOWN) AT THE HEAD OF NAVIGATION ON THE YUKON RIVER, THE CITY WAS AN IMPORTANT SUPPLY AND CENTRE DURING THE KLONDIKE GOLD RUSH.
- **CASMACKS** – (TOWN) CARMACKS IS A VILLAGE ALONG THE YUKON RIVER WITH A TRADING POST IN 1893. GEORGE WASHINGTON CARMACK SOON DISCOVERED GOLD IN THE DAWSON REGION WITH TWO OTHERS A FEW YEARS LATER, STARTING THE KLONDIKE GOLD RUSH.
- **FORTY MILE** – (TOWN) FORTY MILE IS THE OLDEST TOWN IN CANADA’S YUKON. IT WAS ESTABLISHED IN 1886 BY PROSPECTORS AND FORTUNE HUNTERS IN SEARCH OF GOLD.
- **DAWSON – ( DINING HALL)** DAWSON CITY, YUKON IS THE HEART OF THE WORLD-FAMOUS KLONDIKE GOLD RUSH. IN AUGUST OF 1896 THREE YUKON “SOURDOUGHS” FOUND GOLD IN RABBIT CREEK AND CHANGED THE HISTORY OF THE YUKON FOREVER. THIRTY THOUSAND PICK AND SHOVEL MINERS, PROSPECTORS, STOREKEEPERS, SALOON KEEPERS, BANKERS, GAMBLERS AND CON MEN FROM EVERY CORNER OF THE CONTINENT Poured THROUGH SNOW-CHOKED MOUNTAIN PASSES AND DOWN THE YUKON RIVER TO STAKE THEIR CLAIM TO FORTUNE.