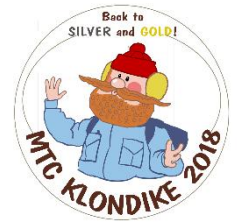




Middle Tennessee Council  
 2018 Klondike Derby  
 “Back to Silver and Gold”  
 Leader’s Guide



Thank you for your interest in this event. This will be the 8th annual Klondike Derby held at Latimer Reservation.

The theme for this year’s Klondike Derby will be “Back to Silver and Gold.” Please read the following pages carefully and completely. This is a competitive event and there are rules governing the designs of sleds and the equipment required of each team and team members. All of these rules are established here so our Venturers and Sea Scouts may have a safe and fun time without any “gray areas” voiding the integrity of the event.

*Please pay careful attention! There is information in this guide that is specific to the youth leaders of the units and other information for the adult leaders. Klondike is expected to be executed by the youth leaders with the adult leaders being the support and safety net for the event.*

**Date, Time and Place:**

The Klondike Derby will be held at Latimer Reservation, 334 Plantation Rd, Spencer, Tn.  
 Check-in will begin on Friday, January 12<sup>th</sup> at 5:00 pm and continue until 9:30 pm. *Late arrivals will be checked in Saturday, January 13<sup>th</sup> – however this will impact your starting position during the event.*

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## Information for Youth Leaders

Just before the turn of the century, Gold prospectors traveled the sub-zero reaches of Alaska by dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which, they learned from native Eskimos. Scouting has incorporated this theme in the Klondike Derby. The point of the Klondike Derby is to make Venturers and Sea Scouts use their heads, to put their Scouting skills to work in the field, to demonstrate teamwork and Scout spirit, and to have fun in the outdoors in the winter.

When gold-seekers came up the Chilkoot Pass, they were inspected by the North West Mounted Police before being allowed entry into Canada and the Yukon. Those that did not have adequate supplies were turned back for their own safety. So it should be at the Klondike Derby. Therefore, the first event will be held in the town of Chilkoot Pass. A thorough safety check of the sled and scouts will take place. For example, any team member wearing inadequate footwear or any sled lacking a brake rope must not be allowed to participate in the Derby until they correct the unsafe conditions. There are many more requirements of the sled teams and sleds and they will be detailed in the sections for **Sleds** and **Equipment**.

It is suggested that you read, re-read, dissect this section carefully as you plan your approach...

### Registration

Registration will begin November 27, 2017 and may be accomplished on-line or in person at the Jett Potter Service Center. All units (e.g. Venturing Crews, Sea Scout Ships, etc) must be registered no later than January 8, 2018 so we can complete our plans. Units may register as many **Sled Teams** as they wish.

The fee for each participant and leader is **\$45.00**. The fee includes all meals and awards. Each participant will also receive a Klondike Derby patch at check out.

Tent city will be available at no cost. There are 46 tents with 92 cots that may be reserved on a first come first serve basis. Please indicate when you register whether you would like to stay in tent city or use your own gear. If you register late you may want to check with the Middle Tennessee Council camping department to verify vacancies at tent city.

Cabins are also available for an addition fee of **\$15.00** per participant. Please check with the camping department when you register to verify vacancies.

### Sled Teams

Crews and Ships may register as many 5-6 person sled teams as they wish. Provisional sled teams are allowed, yet every team member must be a registered youth participant of a Venturer or Sea Scout unit<sup>1</sup>. Each sled team will be responsible for their own sled and gear. Teams may not share gear on the course. Teams will be running the course concurrently and will not be readily available to one another.

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<sup>1</sup> All sled teams must be made-up of 6 registered Venturers or Sea Scouts. Please do not ask to substitute a Boy Scout or sibling who is almost Venturing age. Youth protection guidelines for Venturing and Sea Scouts state the Scout must have graduated the eighth grade and must be a registered Venturer or Sea Scout prior to this event to participate.

One Scout on the team shall be designated as team Captain. At any given time, there will be 4-5 team members pulling the sled and 1 driver called the musher. It is suggested this position be rotated throughout the course. It is important to understand that the musher steers and guides the sled and is the only one calling commands.

All teams require a team name, team flag, and team yell. Please be inventive and imaginative, it will count.

## **The Derby**

The 2-day Derby is made up of several towns which are on the trail. All teams must complete the trail in the order specified on the course. Visiting each town, the scouts will earn gold nuggets for events or activities in each town. The teams will return to the finish line with their sack full of gold nuggets.

The event is about “Silver and **Gold**”. The sled team with the most **Gold** at the end is the bestest, most capablist, likeablist, spiritedest. There will be bragging and bravado awards for “best team spirit”, “fastest team”, “most likely not to die in the apocalypse”, etc.<sup>2</sup>

As the Scouts reach the town entrances they will be greeted by the town Mayor. A cheerful and spirited reply will be expected. (**Note:** it has been noted that some sled teams have been known to bribe the mayor of the town. Some town mayors may be bribable, others may have higher integrity. It is up to the sled team – although it may impact their spirit score...) The town Mayor will explain the event or activity to take place within their town and any special rules or requirements of the event. Some events may be timed events, and others may be judged on the degree of completion. All events are judged on team work and will be designed to reduce speed bottlenecks as much as possible for competing teams. Each town’s exercise is worth a total of 10 gold nuggets.

Adults, Crew or Ship leaders, dads, moms, siblings, pets, etc. are not allowed to escort the teams on the trails.

## **The Course**

The course will be run in one day this year. The course will not be an Iditarod style course as in previous years. In fact, teams may be running portions of the course in opposite directions from each other.

Sled inspection will be a Chilkoot Pass, the start of the course, and end at Juneau. Each sled team will be given a route through the Latimer Klondike terrain. Safety checks will be made at Chilkoot at the beginning and mid-way through the course. Juneau will be the overnight layover for the course, and teams will compete in skits and cooking events at this town.

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<sup>2</sup> Actual awards to be determined. It’s bragging rights, so...

## Course Preparation

The course is primarily (but not exclusively) a test of wilderness and outdoor skills. Noting that this is for Venturers and Sea Scouts, we realize that there may be variation due to each unit's focus and group identity. It is recommended that each sled team practice the following skills prior to hitting the Klondike Trail:

- Fire building
  - This may not be limited to the use of matches
  - This may likely forbid many modern conveniences (e.g. butane lighters, etc.)
- Rope work
  - Knots
  - Lashings
- Shelter building
- First Aid
- Food (gathering, preparation, storage, cleaning, not getting dysentery...)
- Wood skills
- Entertainment
- Projectiles (e.g. archery skills, rifle/shotgun/pistol skills, knife throwing, etc.)
- Miscellaneous skills everyone should try at some point in their life (e.g. throwing, catching, juggling, balancing, levitation, illusion, card tricks, memory games, the alphabet song, frying pan skills, etc.)

## Towns and Scoring

Each event will be worth a maximum of ten gold nuggets. Each team will be judged on 3 areas during a Town's event. A spirited greeting at the entrance to each town is worth 1 gold nugget. Teamwork in each event is worth up to 3 additional gold nuggets. The final 5 gold nuggets are awarded based on the effective completion of the event. Exception: There will be multiple events in Juneau – Greeting will only be counted once during this town.

### Greeting

No greeting/Weak Greeting	0 gold nuggets
Spirited Greeting (Cheer/Song)	1 gold nugget
Outstanding Team Greeting (Above and Beyond)	2 gold nuggets

### Teamwork

No teamwork	0 gold nuggets
Little teamwork	1 gold nugget
Good teamwork	2 gold nuggets
Great teamwork	3 gold nuggets

### Event Completion

Not completed	0 gold nuggets
Ahwright	1 gold nugget
Fair	2 gold nuggets
Good	3 gold nuggets
Dang	4 gold nuggets
Perfect	5 gold nuggets

## **Event Rules and Information**

1. All event requirements will be explained at the entrance to the towns by the town Mayors.
2. Make sure the gear list is followed exactly. All gear will be useful on the trail and will be verified at the first event.
3. Teamwork is a keyword in the towns as well as the trail. The town Mayors will keep an eye on the trails and how well the teams work together on it.
4. There will be a team orientation Friday night between 9:30 and 10:30 pm at the Dining Hall. Maps, event descriptions, etc. will be publicized. All team members should be at this meeting.
5. Sleds requiring repair should pull off the trail and not impede the progress of other teams. The sled must cross the finish line with the team.
6. Slower sleds who are about to be passed by a faster team should make room for the faster sled. Do not obstruct the faster sled. No rubbing racing or trading paint. This ain't NASCAR.

## Sleds

The Klondike sled is the main tool of the gold-seekers of the Yukon. Therefore, it must be strong enough to carry all of the team's gear and durable enough to handle the hills of The 1<sup>st</sup> Strike Trail. There are a variety of websites on the internet with sled plans. Choose whichever one you like. All sled teams must have their sled inspected at Chilkoot Pass. The town Mayor and assistants will use the following specifications.

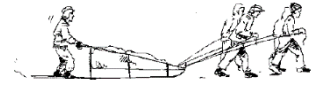


Fig. 1

1. Sleds should resemble Fig 1.
2. Sleds may be made of wood or PVC.
3. Sleds must measure a minimum of 60" to a maximum of 84" in length.
4. Sleds must measure a minimum of 18" to a maximum of 24" in width.
5. Sleds must measure at least 36" in height.
6. Sleds must have a tow rope attached to the front of the sled. Do not use eye bolts or any metal hardware to attach rope.
7. Sleds must have a brake rope attached to the rear of the sled. Do not use eye bolts or any metal hardware to attach rope.
8. Sled runners should be made of a strong wood such as ash or oak, but not mandatory. These hard woods will last much longer on the trail than soft woods like pine. Sled runners may also be a set of skis.
9. Sleds may be assembled using glue and screws or lashings. No metal "L" brackets or metal supports may be used.
10. Do not assemble sleds using nails.
11. There should be no sharp objects protruding from the sled such as screws or sticks. The only exception is staves.
12. All sled and team gear may be lashed to the sleds. Bungee cords are not permitted.
13. Sleds may be decorated, painted, or stained. The Crew or Ship number, team name, and team flag **must** appear on the sled.
14. Sleds are not authorized to use any form of wheels, rollers, tracks, levers, motors, or any other feats of engineering that are inherently designed to provide a mechanical advantage and detract from the spirit of the race.

Resources for Sleds are provided in Appendix A. *Note: the rules above apply, the resources are only for ideas/references to make things go simpler!*

All sled and personal gear will be inspected at Chilkoot Pass. Corrections must be made prior to beginning of the Derby. As previously stated all sleds must meet these standards plus, the personal gear listed in the following paragraphs must also be on the sled. This is a scored event and missing sled or personal gear, or a sled that does not meet the outlined specs will lose gold nuggets until all deficiencies are corrected.

## Sled Gear

Each team must have these items on their sled. The team may use anything on the sled to complete any given task. If there is a change to any town's task or material needed for the sled, the Crew Advisor or Ship's Skipper will receive a call from the activities chair advising of the change. **PLEASE NOTE: the events are designed for sled teams of 6 members. All gear on the sled is expected to support a 6 member sled team, if you are a 5 member team, Mayors will assume that a team member met an untimely demise in the Latimer Alaskan Wilderness.**

- Team flag, Crew or Ship number and team name
- Team Roster (Teams will receive at Check-in; it must be filled out for event)
- Pencil and paper
- One (1) three-gallon liquid container/bucket (easily filled and dumped)
- Clipboard with Plastic cover (or equivalent)
- Watch or time piece
- Compass
- Flashlight
- Two (2) six-foot staves (or equivalent) [note a Scout stave is generally 1 1/8" diameter]
- Blanket (1)
- Padded splints for arms or legs
- First-aid kit, including gauze pads
- Bandanna or neckerchief, large enough to use as a blindfold (6)
- Pocketknife
- Aluminum foil
- Flint and steel or hot spark kit
- Matches
- Fire starters (no enhanced wood products)
- Four (4) twenty-foot lengths of rope (whipped)
  - Additional rope is suggested.
- Cup for each Scout
- One (1) five-gallon liquid container/bucket (easily filled and dumped)
- Plates, forks, for 6
- Waterproof ground cover (plastic or canvas)
- Tarp for shelter (at least a 10' x 10')
- Trash bag
- Spare rope or cord for sled repairs
- Duct tape
- Whistle
- Bow saw or folding saw
- Hatchet or small axe
- Full water bottle for each team member (Each sled should be carrying at least (6) 32 oz water bottles or the fluid equivalent)
- Personal Gear as noted in the next section

## **Personal Gear**

*Sled Captains:* make every effort to ensure your sled team are properly dressed on the trail.

At the town of Chilkoot Pass, all Scouts will be inspected for proper clothing. All scouts must be properly dressed and wearing adequate footwear. The following gear must be on the sled for each team member.

A complete extra set of warm, dry clothes and socks, for each team member including:

- Pants
- Long sleeve shirt or sweatshirt
- Socks
- Raingear (if predicted weather requires)

Wear clothing in layers. Layers can be removed and carried on the sled. They can be put back on if the sun goes down or it begins to get cooler on the trail. Since our Scouts will be racing around the course it is possible for them to build up a sweat. Therefore, cotton clothes should not be worn close to the body.

## **Sunday Service**

There will be a non-denominational service offered by the VOA and held in near Juneau directly after breakfast. All are invited to attend.



## Information for Adult Leaders

Every year, the Klondike Derby for Middle Tennessee Council is put on by the adult leaders for the youth. Throughout the rest of the year, the Venturing Officers Association (VOA) plans and executes the events. This leads to events that are generally high in youth leadership and service and adults are secondary. *Klondike is the exception!* We need adult leaders to actively lead and serve for this event. All adult leaders in attendance shall be used in some way to help with the activities.

### Campsite

For Crews and Ships not staying in tent city or cabins there will be a campsite located close to mess hall and the bathrooms. Ground fires will be allowed in the campsite. All Crews and Ships will receive adequate space for their teams. Advisors and Skippers are responsible for two deep leadership as well as co-ed camping.

### Meals

Meals will be served either in the First Strike Chalet or on the trail. The following schedule is a guideline and we will try to stay on target. Lunch on Saturday will be left up to the discretion of the sled teams. Lunch will be issued to the sled teams prior to the start of the Derby. Teams will receive dinner rations at Delta Junction.

Meal Schedule				
Friday	Social	8:00 pm	Derby Staff	1st Strike Chalet
Saturday	Breakfast	7:00 am	Derby Staff	1st Strike Chalet
Saturday	Lunch	Open	Sled Team	1st Strike Trail
Saturday	Dinner	5:00 pm	Derby Staff	1st Strike Chalet
	Dessert	8:00 pm	Sled Team	Somewhere near Juneau
Sunday	Breakfast/Banquet	8:00 am	Derby Staff	1st Strike Chalet

## Klondike Derby Schedule

\*\*\*Timeline is tentative, and will be finalized by check-in\*\*\*

<i>Friday, 12 January 2018</i>				
<u>Time</u>		<u>Event</u>	<u>Town</u>	<u>Notes</u>
5:00pm	to 9:30pm	Check-in	1st Strike Chalet	Yukon Explorers/ Chilkoot Pass Staff
8:00pm	to 10:00pm	Social	1st Strike Chalet	VOA
10:00pm	to 10:30pm	Sled Team Meeting	1st Strike Chalet	All sled team members
10:30pm	to 11:30pm	NRA training course	1st Strike Chalet	All sled team members
10:30	to 11:30pm	Town Mayor and townspeople	1st Strike Chalet	All adult leaders
11:30		Lights Out		Tent City
<i>Saturday 13 January 2018</i>				
6:30am	to 6:50am	Flag Raising / Opening Ceremony	Chilkoot Pass	VOA
7:00	to 8:00am	Last minute Check-in	Chilkoot Pass	Yukon Explorers/ Chilkoot Pass Staff
7:00am	to 7:45am	Breakfast	1st Strike Chalet	1st Strike Staff
8:00am	to 12:00pm	Derby	Chilkoot Pass	Sled Inspection
12:00	to 1:00pm	Lunch	Klondike Trail	Sled Team
9:00 am	to 2:00p,	Safety Check	Chilkoot Pass	Sled Team
1:00pm	to 4:00pm	Derby	Klondike Trail	Arrive at the First
5:30pm	to 6:00pm	Dinner event	1st Strike Chalet	All Sled Teams
6:30pm	to 8:30pm	Night time events	Somewhere near Juneau	All Sled Teams
8:30pm	to 11:00pm	Campfire	Somewhere near Juneau	VOA
<i>Sunday 14 January 2018</i>				
6:30am	to 6:50am	Flag Raising	Chilkoot Pass / Somewhere near Juneau	VOA / Sled Teams
7:00am	To 7:50am	Non-Denominational Service	Klondike frontier (place to be announced)	VOA
8:00am	To 9:15am	Breakfast / Banquet	1 <sup>st</sup> Strike Chalet	Yukon Explorers
9:00am	to 11:30am	Additional range time	Klondike Trail	Yukon Explorers
9:00am	to 11:30am	Service project (TBD – if weather allows / if interest allows	Klondike frontier	Yukon Explorers
11:30am		Race to escape the northern Wilds (a.k.a. Pack, Load, Depart)		Yukon Explorers
<b>Latimer Alaskan Wilderness will close ~ 12:17 pm 14 January 2018</b>				

### Revision History:

Revision	Date	Notes
0	8 Oct 17	Initial draft. Edited from Klondike Derby 7. Consider major revision
1	25 Oct 17	Confirmed cost information. Tweaked errors in schedules. Consider minor revision

## Directions to Latimer Reservation

Latimer Reservation is located at 334 Plantation Road (Mapblast shows as Evans Road) in Spencer, TN (Van Buren County). We are approximately 45 minutes from I-40 at exit 288.

**From the north,** Take I-24 E to Nashville, follow I-40 E to 288. Turn right onto highway 111. Travel through Sparta and follow signs to Spencer at State Highway 285E (24.5 miles from I-40). Turn left, travel 7.5 miles on highway 285 to the intersection of highway 30. Turn left (E) and travel 3.4 miles to highway 285E. Turn left at the waste disposal site (there is a brown and white Latimer Reservation sign with a left arrow on your right). Travel 6.0 miles on Highway 285E to Midway Church of Christ (white church on your left just after mile marker 13). The left/straight (there is another sign here) onto Lewis Wilson Road for 2.3 miles (pavement ends in .3 miles – turns into gravel). Follow the gravel road bearing left at the intersection to the entrance of Latimer Reservation.

**From the south,** (Chattanooga), follow Highway 27 N to Highway 111 N to Highway 30 E. Follow Highway 30 E to Highway 285 E (don't be confused with the intersection of Highway 285 W which is the first Highway). Turn left at the waste disposal site (there is a brown and white Latimer High Adventure Reservation sign with a left arrow on your right). Travel 6.0 miles on Highway 285E to Midway Church of Christ (white church on your left just after mile marker 13). The left/straight (there is another sign here) onto Lewis Wilson Road for 2.3 miles (pavement ends in .3 miles – turns into gravel). Follow the gravel road bearing left at the intersection to the entrance of Latimer Reservation.

**From the west or east,** From Nashville take interstate 40 East or from Knoxville take interstate 40 West to Exit 288, turn south onto Highway 111. Follow Highway 111 towards Spencer for 28.3 miles, turn left onto spur for .1 miles, turn right onto Highway 30, follow Highway 30 East for 7.8 miles, turn left onto Highway 285 East, follow Highway 285 East for 7.1 miles, turn left onto Van Winkle Road (Lonewood Church on your left), follow Van Winkle Road for .8 miles, turn right and continue on Van Winkle Road for 1.0 mile, then you have reached your destination.

Camping equipment should reflect the time of year. Being cold all day is bad. Being cold and wet can make for a miserable time. All Crew Advisors and Ship's Captains should be familiar with their Scout's camping ability. If an inexperienced Scout is participating, please make sure their sleeping bag is suitable for the weather.

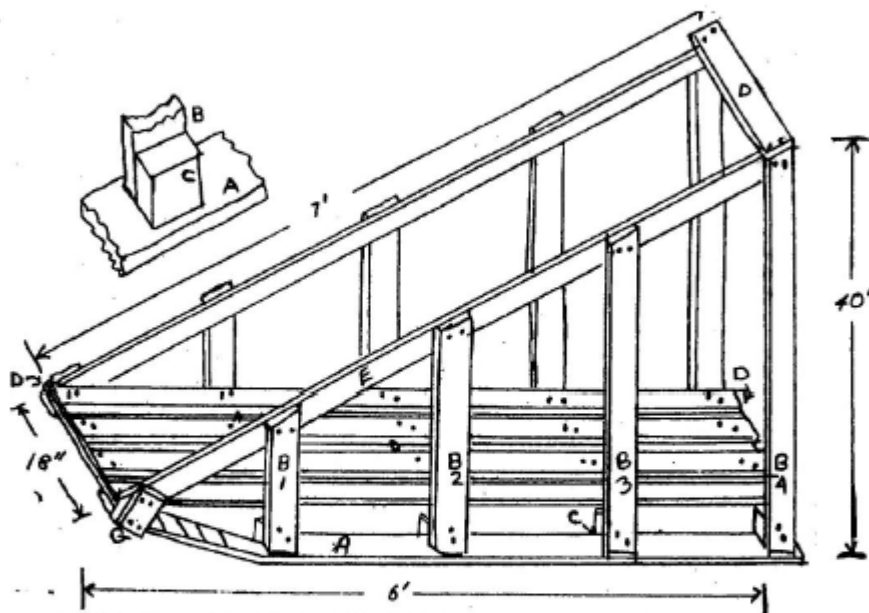
## Appendix A – Sled Resources

**Remember! Safe Surf the Internet! These links have been purused, yet we cannot guarantee that they will not change and that links from the pages are safe. Use adult guidance and good judgement when searching!**

- <http://media.scouting.org/boyslife/workshop/sledplans.pdf>
- [https://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.php](https://scoutdocs.ca/Klondike/Klondike_sled_plans.php)
  - [https://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.pdf](https://scoutdocs.ca/Klondike/Klondike_sled_plans.pdf)
  - <https://scoutdocs.ca/graphics/sled-bindings-front.jpeg>
  - <https://scoutdocs.ca/graphics/sled-bindings-rear.jpeg>
- <http://www.scouters.us/sled.php#anchorTOP>
- (NOTE dimensions in this drawing may not meet rules!)

### SLED DESIGN

This drawing will give you an idea of what kind of sled you can build. The use of varnish or wax on the runners will give you greater speed. Your troop number should be prominently displayed on the sled. See mandatory item on page number 5 of this manual.



BILL OF MATERIAL			
PART	KEY	# PIECES	DIMENSIONS
Runners	A	2	1" x 4" x 6'
Uprights	B1	2	1" x 4" x 3'6"
	B2	2	1" x 4" x 2'8"
	B3	2	1" x 4" x 1'9"
	B4	2	1" x 4" x 10"
Upright Supports	C	8	2" x 4" x 4"
Cross Supports	D	6	1" x 4" x 1'6"
Floor Strips	E	4	1" x 4" x 6'
Hand Rails	F	2	1" x 2" x 7'
Front Supports	G	2	1" x 4" x 6"

- <http://www.inquiry.net/outdoor/winter/gear/sleds/>
- <http://tumbledrose.com/woodworking-plans/scout-klondike-sled-design/>