

Majestic Mesas District

SCOUTS BSA

KLONDIKE DERBY

February 3, 2024

Vega State Park

Cub Scouts, Tigers and above,
are invited along with a
parent or another adult companion
for Saturday only



Everyone entering the Park will need to pay a Daily Vehicle Fee of \$10 unless you have and display a State Park Annual Pass or the Aspen Leaf Annual Pass.

ANY QUESTIONS CALL:

Klondike Derby Chair
District Activity Chair

Eric Langford
Scott Morris

970-596-2279
303-257-1435

WHAT IS A KLONDIKE DERBY?

Many years ago, men raced by means of dogs and sledges across the frozen wastes of Alaska in search of gold! Scouting has capitalized on this theme and has developed the Klondike Derby as an activity for Scouts to use and test the skills they have learned!



Date:

Saturday, February 3rd

Overnight camping will be available Friday and Saturday nights – see the “Vega St Park Information” page for information on the tent sites plus other important information



Time:

Check in: 8:15am

Flag Ceremony: 8:45am

Events start at 9:00am



Place and directions:

Vega St Park

<https://cpw.state.co.us/placestogo/parks/Vega/Documents/Vega-Direction-Map.pdf>

➤ **Everyone entering the park will need to pay a Daily Vehicle Fee of \$10, unless you have and display the Annual Pass or the Aspen Leaf Annual Pass** ◀



Cost:

\$20 per Scouts BSA and Cub Scout

\$10 per adult; parent/adult coming with their Cub Scout must also register.

Covers: patches, lunch, hot chocolate, insurance rider, snacks, prizes.



Registration:

Last day to register is Wednesday, Jan 1st at midnight.



Keep reading for more information!



Cub Scout Participation

- ☞ Cub Scouts that are ranked at Tiger, Wolf, Bear, Webelos or Arrow of Light (AOL) and a parent or other adult companion are welcome to come and participate.
- ☞ Tiger thru Webelos will have their own age-appropriate stations.
- ☞ AOLs will participate with their linked troop or will be matched with a Troop.
- ☞ Arrow of Light Cubs and a parent or other adult companion that would like to Camp overnight may do so as long as they camp with the troop they are linked to. Example: AOLs and a parent, etc, from Pack 485 may camp overnight with Troop 485.

PLEASE READ ALL OF THIS INFORMATION SO YOU AND YOUR SCOUTS COME PREPARED.

- ☞ There will be two Porta-Potties for our use located at the gate to our event site. Vault toilets will be found where we will be parking, by the cabins and by the tent site. (No yellow snow!! This is a State Park, and we would like to be invited to come back)
- ☞ Troops are encouraged to camp Friday and/or Saturday night. There are 10 tent sites (free for our use) by the cabins. The very short path to the sites will not be shoveled out. Be prepared to break a trail. There are fire rings at each site, but depending on the depth of the snow you may have to dig to find it.
- ☞ Cub Scout AOLs may also camp overnight with a parent/other adult and with their linked Troop. Cub Scouts and their parent/adult are the only youth/adult allowed to sleep in the same tent.
- ☞ Scouts BSA participants should be in natural patrols and dressed appropriately.
- ☞ Sled specifications: sleds must be home built
 - : each sled must be at least 6' long and 18" wide.
 - : your sled must display your patrol flag



Schedule:

8:15 Check-In

Station Masters: pick up clipboard with schedule, score sheet and pencil

8:45 Opening Flag Ceremony

9:00 Klondike begins!

12:00 – 12:30 Lunch (Provided)

12:45 Afternoon events begin

3:30 Event ends

3:45 Awards and Closing Flag Ceremony



Check-in information:

- ☞ Unit Leader's - have rosters **AND** med forms for each of your participants – youth and adult - ready to turn in for each Scout, Cub Scout, and adult that is attending Klondike.
- ☞ **Please remember to bring your Med Forms with you for each Scout, Cub, and adult that will be participating.** It is too COLD to fill out blank forms, and each Scout/Webelos/AOL/Adult who does not have a med form will not be allowed to participate. (Please don't make us be the bad guys!!) not only that but the pens don't work so well in those temperatures!
- ☞ **Your Med Forms will be available to pick up at the end of the event.**

Lunch:

- ☞ We are going to serve Klondike Stew, rolls and cookies.
- ☞ Please have everyone that comes bring a can of something to add to the Klondike Stew. [ideas: veggies/soup/tomatoes/potatoes/kidney beans/chicken/did someone say canned Polar Bear??]
- ☞ There will also be hot chocolate available during the event to help us stay warm
Special dietary needs cannot be accommodated at this event. If you require a special diet, please bring the food you will need.

Stations:

At each station for Scouts BSA, a practical problem involving basic Scouting skills will be encountered and must be solved within a specific amount of time for points.

Scouts BSA Stations:

- ☞ Ice Fishing
Each person 16 years of age and older that wants to fish will need to have a current fishing license.
All equipment will be provided
- ☞ Z Drag Challenge
All equipment will be provided – see Z Drag Challenge page
- ☞ Sling Shot
All equipment will be provided
- ☞ First Aid
Have your units' First Aid Kit on your sled. The rest of the equipment will be provided.
- ☞ Fire Building
Equipment to bring: flint/steel; fire starting materials; kindling; 1 or 2 small logs

(calf size – leg, not the animal); small axe or hatchet

You will be building a fire from scratch to get the flame high enough to burn through a piece of twine; timed.

There will be an axe yard. It is designated for 1 scout to process the logs as the others on your team build the fire.

One scout must show a Tote & Chip card to the Station Master before you begin.

☞ Snow / Art Sculpture

Let your creativity run wild! Come prepared to build decorative snow sculpture(s). Your design can be just for fun (snowperson) or it can serve as functional art (couch / igloo). Bring your imagination and have the tools you will need on your sled, as well as extra gloves. Plan on decorating your design with natural materials found in the area. Have fun doing this fun team building (hint) experience!



Cub Scout Age-Appropriate Stations:

- ☞ Fire Building
- ☞ First Aid
- ☞ Compass & Map
- ☞ Art Sculpture – bring appropriate spades, shovels, snow molds, etc
- ☞ Ice Fishing
- ☞ Snowball fight



A SCOUT IS PREPARED!



What to bring:

☞ Scouts BSA:

Water for the duration of your stay

Sleds : be sure to polish the runners on your sled

Each member of your unit or patrol that attends Klondike must participate
(except for medical reasons)

Equipment for your sled as stated in the “Stations” section of this Guide

Trash bags

Refer to appropriate BSA information for Cold Weather Camping information

All scouts must be prepared (clothed) for extreme winter conditions.

- ☞ Cub Scouts:
 - Water for the duration of your stay
 - Refer to appropriate BSA information for Cold Weather Camping information
 - All scouts must be prepared (clothed) for extreme winter conditions.
- ☞ Individuals – both Scouts BSA and Cub Scouts
 - Sunglasses – help prevent snow blindness by wearing them
 - Sunblock – help prevent skin damage by using it
 - Scouts: 10 essentials - which includes a water bottle with water in it – help prevent dehydration by drinking water
 - Cub Scouts: 6 essentials -which includes a water bottle with water in it – help prevent dehydration by drinking water
 - Proper clothing is a must and should be layered so the individual can remove layers if too hot or add layers if too cold.
 - Uniform shirt is not required
 - No inappropriate shoes; ie tennis, athletic etc.
 - Any not having the proper footwear will not be allowed to participate – help prevent frostbite by wearing appropriate footwear
 - Personal items as needed to guarantee a safe and fun Klondike
 - Refer to appropriate BSA information for Cold Weather Camping information
 - All scouts must be prepared (clothed) for extreme winter conditions

🍌 Information for Station Masters 🍌

- ☞ Please have your stations ready to go by 8:30. This will give some leeway for whatever comes up, and you will be ready at 9:00am sharp with the Klondike begins.
- ☞ You will be given a scoring sheet for each unit. Scoring will be based on Skill, Spirit and Time.
- ☞ If you would like, you may bring a thermos of hot chocolate or other hot beverage to help keep you warm.
- ☞ There will be two Porta Potties for our use located at the gate to our event site. (see map)

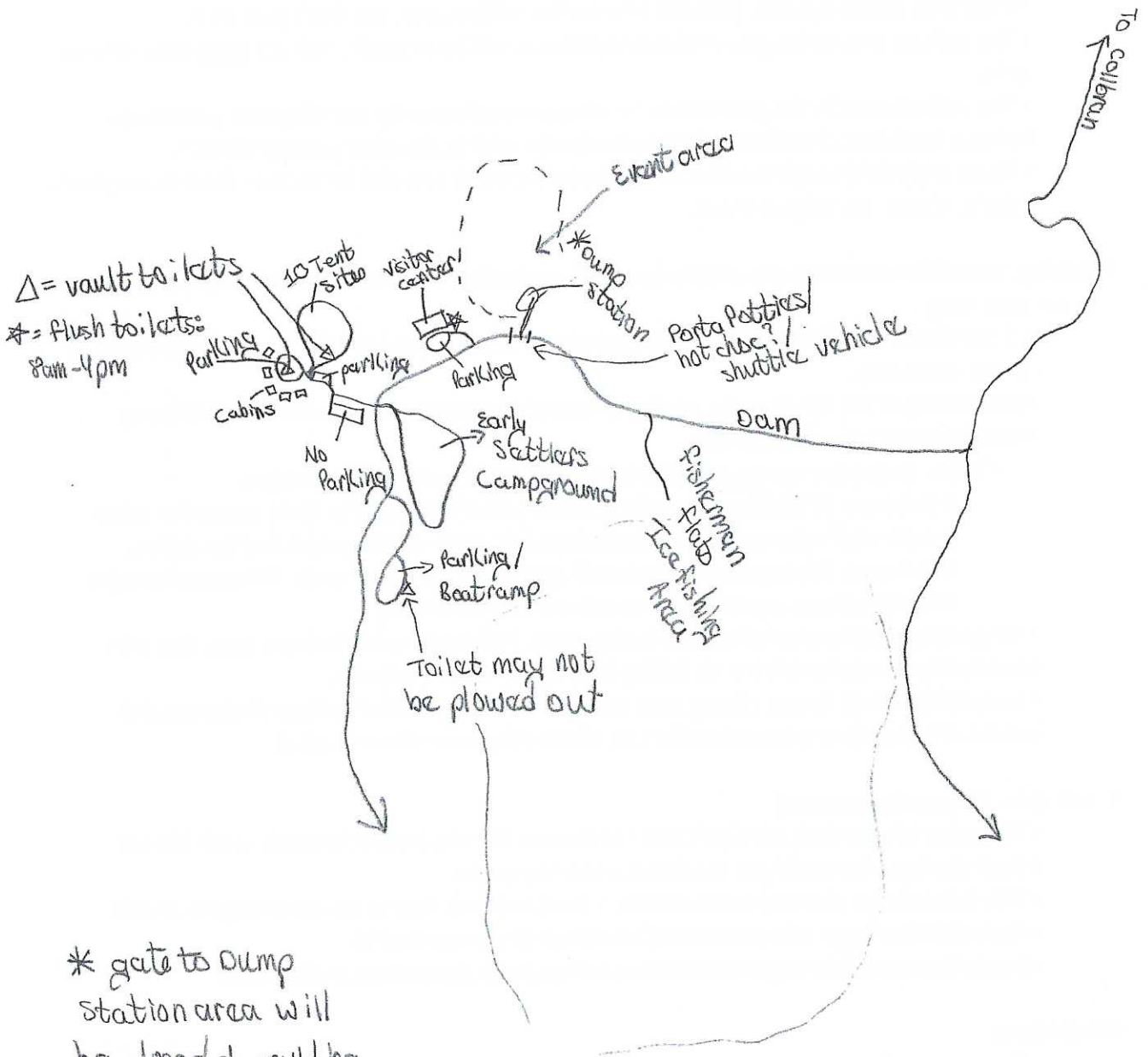


Vega State Park Information: Saturday, Feb 3rd.

See map *on next page*

- ◆ The main road is plowed to just past the entrance to the Early Settlers Boat Ramp
- ◆ There will be no water available. Bring what you will need for the duration of your stay
- ◆ Event area: The field around and to the West of the Dump Station
 - If the gate can be opened, (amount of snow*) it will be open, but don't plan on it.
 - The pull out area to the gate of the Dump Station will be plowed*. This is a quick drop off area only.
 - The pull out area by the gate should be a large enough area for the two porta potties on a trailer, a lunch/hot chocolate station and a shuttle vehicle. No other parking will fit.*
 - There might be enough snow that the gate to the event area will be buried – think snow piles*.
 - We're scouts. We'll figure it out.
- ◆ Parking: we will be unloading unit trailers as quickly as possible at the event area then parking at the boat ramp.
 - if the road is snow packed, sleds and gear can be unloaded at parking area and pushed/pulled to the event area.
 - **NO** parking in the Snowmobile staging area on the way in to the Pioneer Cabin/Tent area
 - Pioneer Campground/Cabin area.
 - These spaces are regular length and will not accommodate trucks/trailers
 - There are 17 parking spaces for the cabin area*. We need to leave spaces for those people who have rented the cabins. Especially if we didn't rent all 4 of the cabins.
 - There are 10 spaces at the tent site* (includes 2 handicap spots. The ranger thought that using these would be ok. No one tents in the winter)
 - No parking at Fisherman's Flats (ice fishing area). The ranger asked that we leave that area open for the general public for ice fishing (and apparently it's popular)
 - Early Settlers Boat Ramp: 15 long sites suitable for trucks/trailers*. [these sites are in the middle of the parking area so shouldn't be affected by snow piles – maybe]
- ◆ Tent sites: Pioneer Campground
 - There are 10 tent sites. We won't need to reserve. No one tents at the park in the winter.
 - Each site has a fire pit (if you can find it under the snow)
 - This fall each site also had a picnic table. It's not known if they're stored during the winter.
 - Each site has a large tent pad at least 3 feet high (if you can find it)
 - Some sites are a little larger than others, but each site should hold several tents
- ◆ Bathrooms
 - There are vault toilets at the tent area and the cabin area.
 - The vault toilet at Early Settlers Boat Ramp may or may not be plowed out
 - We will have two porta-potties at the gate to our event area.
 - There are two flush toilets in the entrance hallway at the Visitor's Center; hours 8am to 4pm.

→ * All of the space/area/parking notes are dependent on the amount of snow and how much room the piles of snow take. ←



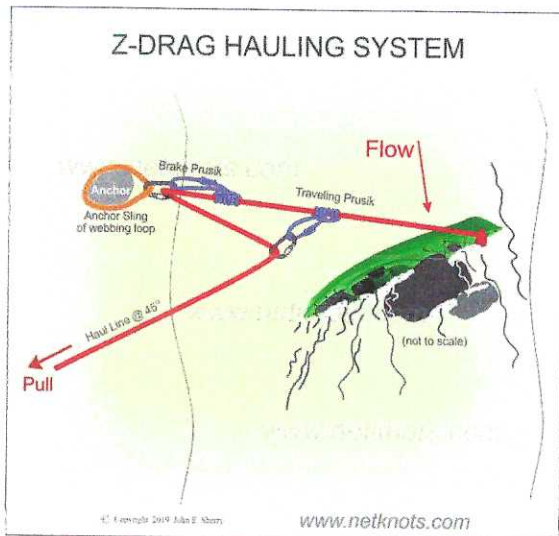
Δ = vault toilets
* = flush toilets:
8am - 4pm

* gate to dump station area will be closed + could be covered with snow

Z DRAG CHALLENGE

A Z drag is one way to increase the pulling power on a rope. It is generally used in boating situations to pull a raft or canoe off rocks after it is pinned. It increases the pulling power by a 3:1 ratio.

In this case we will be using a Z drag to pull your sled and one scout up a steep, snowy hill. This will demonstrate your ability to develop a plan, assign tasks, stay focused, work as a team and for the patrol leader to demonstrate their leadership skills.



Equipment provided.

200 feet of rope, two carabiners, one breaking prusik loop, one traveling prusik and a tree sling with tree saver. The equipment will need to be returned to the starting location. If you drop it in the snow you will need to find it. This will be located at the station starting flag. (Tip – points for Spirit could possibly be enhanced if you do a song/chant while you “pull” your sled up the hill)

Rules

1. Time starts at the bottom of the road.
2. At least one scout must follow the road to the top of the hill and find the flag at the anchor post, carrying the rope, one prusik loop, anchor strap and tree saver.
 - a. You will assemble the anchor, attach the rope with the break prusik and throw the rope down the hill.
3. All remaining scouts must move the sled to the bottom of the hill by the flag, carrying the traveling prusik loop and one carabiner.
4. You must use the tree saver to protect the post and wrap the post twice with the anchor strap.
5. The scouts at the bottom of the hill - other than the sled jockey - must carefully walk up the hill using the rope, hand over hand. The rope will be held in place by the break prusik. All, but the sled jockey, must be at the top before the sled is pulled up.
6. You must use the z drag to move the sled and one sled jockey all the way up the hill. You may not just pull the sled up the hill.
7. Time ends when the sled is on the flat surface at the top of the hill.
8. Collect all gear and bring it back to the starting place.

Scoring

- _____ 1-15 points for your patrol leader to designate and explain the various jobs.
- _____ 1-15 points for spirit including attitude, helpfulness, teamwork and problem solving.
- _____ 30 minus the time it takes to complete the challenge.
- _____ Total

