

**The Battlefield District
2024 Klondike Derby and Camporee
Search for the Spirit**



Patrol Leader's Guide

Note: revised 12/13/23

Patrol Program Outline

A **Klondike derby** is an annual event held by some Boy Scouts of America and Scouts Canada districts during the winter months and is based on the heritage of the Klondike Gold Rush. BSA units have been running Klondike derbies since 1949. This year will mark the 75th anniversary of the Klondike. The event varies by district, but the typical Klondike derby consists of several stations where patrols/units must test their Scoutcraft skills and their leadership abilities, earning points towards a total score. Units with one or more patrols will navigate between stations. The unit must transport their gear on a homemade sled pulled by the Scouts. Districts may have specific guidelines for the construction of sleds. As we celebrate another year of the Klondike, we will send your patrol in search of the spirit. Rank requirement - Demonstrate Scout spirit by living the Scout Oath and Scout Law. So, what is spirit? The nonphysical part of a person which is the seat of emotions and character; the soul. Having spirit and showing spirit has been a big part of scouting for over 100 years. Your patrol will need to demonstrate that scouting spirit in your quest to earn the Klondike Championship Plaque this year. Below you will see a summary of the challenges your patrol will have to face. Patrols are encouraged to practice your scout skills and teamwork in preparation for the Battlefield District Klondike 2024. Good luck.

“SEARCH FOR THE SPIRIT”

Misery Whip – Up until the 1880s, lumberjacks felled trees with axes. The custom of using the crosscut or "misery whip" saw began in Pennsylvania and spread from there. The unhappy name for this tool comes from the difficulty and frustration of using a saw that they could not keep sharp enough. Misery whips came in a variety of sizes, depending on the tree to be cut down. The saws ranged from the one-man saw (which could be as short as three feet) to the two-man saw (which could be as long as 16 feet). Felling saws were the flexible and relatively light saws lumberjacks used for cutting the trees down. Bucking saws were the heavier and less-flexible saws used for cutting logs on the ground. Can your Patrol measure up to the old timers?

Patrols will need to cut four two-inch thick pieces of wood from a log. This is a timed event. Each patrol will need to team up in pairs to man the saws.

From Here to There- How well can you sight in the height of a tree or step off short distances? Measuring heights and distances when measuring devices such as tape measures or measuring wheels aren't available can be a challenge. Refer to your Scout Handbook pages 328-331 for help. Knowing the approximate height of something or someone can help to determine the height of a tree, building or other object. Knowing the distance of your steps would be helpful in measuring distances. Patrols will be given objects and locations to measure using these methods. Your patrol will be scored on how close you come to the correct answers. Teamwork and good concentration skills would be helpful here.

The Flapjack Fling – In North America, Flapjacks and Pancakes Mean the Same Thing. Here in the US, it's perfectly OK to refer to thin cakes made from batter as both pancakes and/or flapjacks. While the latter feels somehow less formal (probably because "pancake" functions more descriptively), there's nothing to really distinguish them.

Each patrol will need to mix and fry a total of 8 flapjacks. Flapjacks should measure at least 4" in diameter and be thoroughly fried so that they don't fall apart when you pick them up, make sure they are cooled enough before touching them with your bare hands. This is a timed event with a twist or should we say a fling. Patrols will be responsible for bringing their own pancake mix. Water and cooking supplies will be supplied by staff.

Build It and They Will Come – Lashing is one of the most practical and easy knots tying skills to learn. At its basic, lashing is a method used to secure two things (often poles or pole-like items) together. A knowledge of lashing requires an understanding of two terms: wrapping and frapping. A wrap and a frap are two different techniques used when lashing. To wrap is to wind your binding material, usually rope, around your poles. To frap is to wind your binding material around itself, usually in-between your poles. Wrapping brings the poles together, while frapping generally tightens the lashing and helps prevent the poles from rotating in place. Before you start practicing your lashing skills, brush up on how to tie a clove hitch and a timber hitch, as they come in handy when beginning or ending your lashing

This activity will require lashing skills and teamwork. Your patrol will be shown a diagram of a lashing project that you will build. You will have 20 minutes to build it. When done, your patrol will be responsible for untying and separating the ropes and poles for the next patrols. Your patrol will be scored on completeness and quality of the project.

Wolf Attack - (First Aid) Wolves are dangerous, powerful predatory animals. They usually do not show aggression toward people, but it never hurts to be prepared for the worst when you find yourself in wolf territory. If you are attacked by a wolf, do not run away. Maintain eye contact, make yourself look large, and make loud, intimidating noises. Get to a safe place as soon as you can. Wolves vary in temperament and their reaction to humans. Those with little prior experience with humans, and those positively conditioned through feeding, may lack fear. Most attacks occur when they are provoked but unprovoked wolf attacks could be motivated by hunger are categorized as "predatory". In some such cases, a cautious wolf may launch "investigative" or "exploratory" attacks to test the victim for suitability as prey. As with defensive attacks, such attacks are not always pressed, as the animal may break off the attack or be convinced to look elsewhere for its next meal. What would you do if one of your patrol members was the victim of a wolf attack?

Overnight Accommodations – Setting up a tent at night is a demanding task. Not only is it dangerous, but the poor conditions can cause you to make mistakes which can ruin your camping trip. And this is something you will want to avoid at any cost.

So, how to set up a camp at night?

Overcoming the challenges of setting up a tent at night will take some preparation, improvisation, and persistence. Get to know your tent and prepare redundancies of the most necessary items to overcome the conditions you'll be facing.

Each patrol member will be in the dark and guided by the voice of a single patrol member whose job will be to sit idly by and instruct the rest of the patrol in setting up a tent with only verbal instructions. Teamwork and good communication skills will be needed at this station.

Search for the Spirit:

(Reverse Map and Compass Course) WE give you the target and your patrol must figure out the coordinates.

Your patrol's search for the Spirit of Scouting is just getting started. You must map your target and immediately begin to find your landmarks before setting your Coordinates. Prompt and accurate mapping will ensure that other patrols don't beat you to the Spirit. While the Spirit is not a physical object that you can hold, the symbolism of the Spirit is deep with-in your scouting heritage.

Your Challenge: Determine the magnetic compass bearing from your starting point to each of two marked objects ahead of you. Through accurate pace counting, determine the distance in feet to each object. Using your clear-based compass and ruler, mark the location of each object on your map.

Suggested steps:

From your starting point, send a patrol member to each marked object. Each should count their pace to the object. Using their pre-measured distance per pace, they will estimate the distance. They will remain at each object until compass bearings are determined.

- 1) Using each patrol member as a landmark, read the two magnetic bearings on your compass. If the patrol has additional compasses, have the two landmark members read the compass bearings back to the starting point. These should be exactly 180 degrees opposite the bearings taken from the original starting point. This will provide a double-check on accuracy.
- 2) Ask the two patrol members to return to the starting point, counting their paces back. By averaging the two counts, a more accurate distance can be determined to each deposit.

- 3) Set each bearing on your clear-based compass. Using the map, hold the corner of the straight edge on the compass on the starting point. Move the entire compass until the parallel lines inside the compass circle are parallel with the magnetic north lines on the map. Use your pencil to draw a line along the edge of the compass indicating the magnetic bearing. Use your ruler to extend the line to the length needed to reach the distance marking the location of each deposit. Use the scale on the map to convert feet to inches.
- 4) Mark each object clearly with an "X." The center of each X will mark the exact spot.

You will be scored according to how close you mark each location! PRACTICE is highly recommended at a troop meeting or other event. Designate a center spot and hang a colorful shirt or other marker on multiple tree limbs or stakes a few hundred feet away. Challenge scouts to determine bearings and distances and correctly mark the points on the practice map (included here).

MEASURING PACE: Help each scout determine his or her pace on a measured course. Mark out a specific distance (100, 200, or 300 feet). Have each scout walk the course in a normal gait, counting every other foot-fall. That is - every time the left or right foot touches the ground, whichever the scout prefers to count. This is simpler than counting every foot-fall. This provides the traditional "pace," which for adults is often about five feet. Divide the paces counted by the measured distance to determine the average pace for each scout. Smaller scouts will naturally have a shorter pace.

Equipment Required for the reverse map and compass course

Clear-based compass with marks on the ring for every two degrees

12-inch ruler

Pencil

Snowball Award – Every scout that survives a night or two of winter camping in a tent will receive a Snowball Award. Awards will be given out at Campfire or time of check-out. Units staying in a cabin may participate by setting up their tent near their cabin. Experience in cold weather camping will help prepare you for future wilderness camping or other challenges that may seem very tough.

The Sled Race

No Klondike would be complete without a sled race. While wheels are allowed throughout the day's event, they must be removed for the race.

Rules:

- Sled teams will consist of 5 members, 4 pulling and 1 pushing.
- Preliminary heat winners will race again in the championship heat.
- The winning teams will be determined by the first team to cross the finish line with all 5 members. If any member falls and or fail to cross the finish line or if the team crosses into another lane that team would be disqualified from winning.
- All sleds will need to meet the new minimum dimensions as follows.
 - The Sled's platform must be no less than 60" long (not including the ski length)
 - 24" wide and no less than 32" high.
 - Sleds may exceed these dimensions.
 - The before-mentioned dimensions do not include the wheels.
 - Note: Sleds not meeting our minimum requirements may be used for the day's activity but will now be allowed to race.