



Mid-America Council 2022 Klondike Derby INFORMATION PACKET

Friday-Sunday, February 4-6, 2022

Little Sioux Scout Ranch
32977 Larpenteur Memorial Road
Little Sioux, IA 51545

Come join your fellow Scouts BSA and Venturing members for our 2022 Klondike Derby at Little Sioux Scout Ranch.

Price per Person – \$15 per youth, \$10 per adult if registered and paid by January 21st.

Price on January 22nd increases to \$20 per youth, \$15 per adult.

Late registrations after that will be done at the event and the cost is \$30 per youth, \$20 per adult.

There will be woodcarving demonstrations, lumber jack competitions, merit badges and more! Scouts, and Venturers will have the chance to learn about woodcarving and snow sports. Attendees will also have the chance to build Scout Skills, earn their Tote'n Chip & Fire Chit while at camp. Plus, we'll have a Hungry Man and Dessert cook-off featuring a special ingredient (SWEET POTATO)!

Check-in starts at 5:00 PM Friday and the event runs through 9:00 AM Sunday morning. See detailed schedule in packet.

Tent campsites will be assigned at check-in.

LUNCH of Soup & Sandwich will be provided on Saturday.

Activities Include:

- Woodcarving Demonstration
- Klondike Derby
- Log Pulling Contest
- Crosscut Competition
- Nail Driving Competition
- Tomahawk Throwing Competition
- Snowshoe Racing

- Merit Badges (all are partial)
 - Wood Carving
 - Snow Sports
- Scout Skills Stations



- Tote'n Chit
- Fire'n Chit
- Paul Bunyan Award



- Hearty Dish & Dessert Competition
- Campfire
- Camporee Patch!

CAMPOREE DESCRIPTION

Come join your fellow Scouts BSA and Venturing Scouts and their parents/leaders from the Mid-America Council for our Klondike Derby – Lumberjack themed! **Don't forget to bring your flannels!**

There will be woodcarving demonstrations, lumber jack competitions, merit badges and more! Scouts and Venturers will have the chance to learn about woodcarving and snow sports. Attendees will also have the chance to build Scout Skills, earn their Tote'n Chip & Fire Chit while at camp. Plus, we'll have a Hungry Man and Dessert cook-off featuring a special ingredient **(SWEET POTATO)!**

Activities - Program and activities will include, KLONDIKE Derby, Lumber Jack themed unit competitions such as log rolling, tomahawk throwing, nail driving, cross cut sawing, campfire program & award. There will be a service project as part of the activities rotation.

Snowshoeing/Cross Country Skiing - There are miles and miles of trails (get that 2 miles done to earn your badge!). Snowshoe race will be held. If you have your own snowshoes, you are more than welcome to bring them.

Merit Badge Opportunities - Partial credit will be given for the following merit badges: Woodcarving and Snow Sports. We will provide blue cards for those who participate. Those working on snow sports should plan on bringing cross country skis or snow shoes. Those working on Wood Carving, ensure that you have your pocket knife and Tote'n Chip cards with you. If you don't have your Tote'n Chip you can earn it at camp!

Hungry Man & Dessert We are looking for the best troop Dutch oven hearty dish and a dessert. This competition will be held Saturday after program concludes. This can then be your unit dinner.

Campfire program: Your troop is encouraged to do a skit or song at the Saturday night campfire program. Must be approved by the Campfire Master by Noon on Saturday.

GENERAL INFORMATION

1st Aid	Please have the proper medical forms and permission slips handy for every Scout when you check in.
Uniforms	Scouts and leaders are expected to be in full uniform for official meetings and flags.
Bring	<ol style="list-style-type: none">1. Bring your tents, shelters, sleeping bags, pads, rain gear, food, stoves, cooking utensils, insulated containers, beverages, cups and silverware. Ensure your scouts are prepared for the winter weather conditions that may arise.2. Bring your Dutch ovens for the Hungry Man and dessert cooking contest. See the "Cooking Contest" rules found below.
Parking	Parking for your vehicle and trailer is available on site. Your unit will be directed upon check-in.

2022 Winter Camporee Klondike Derby

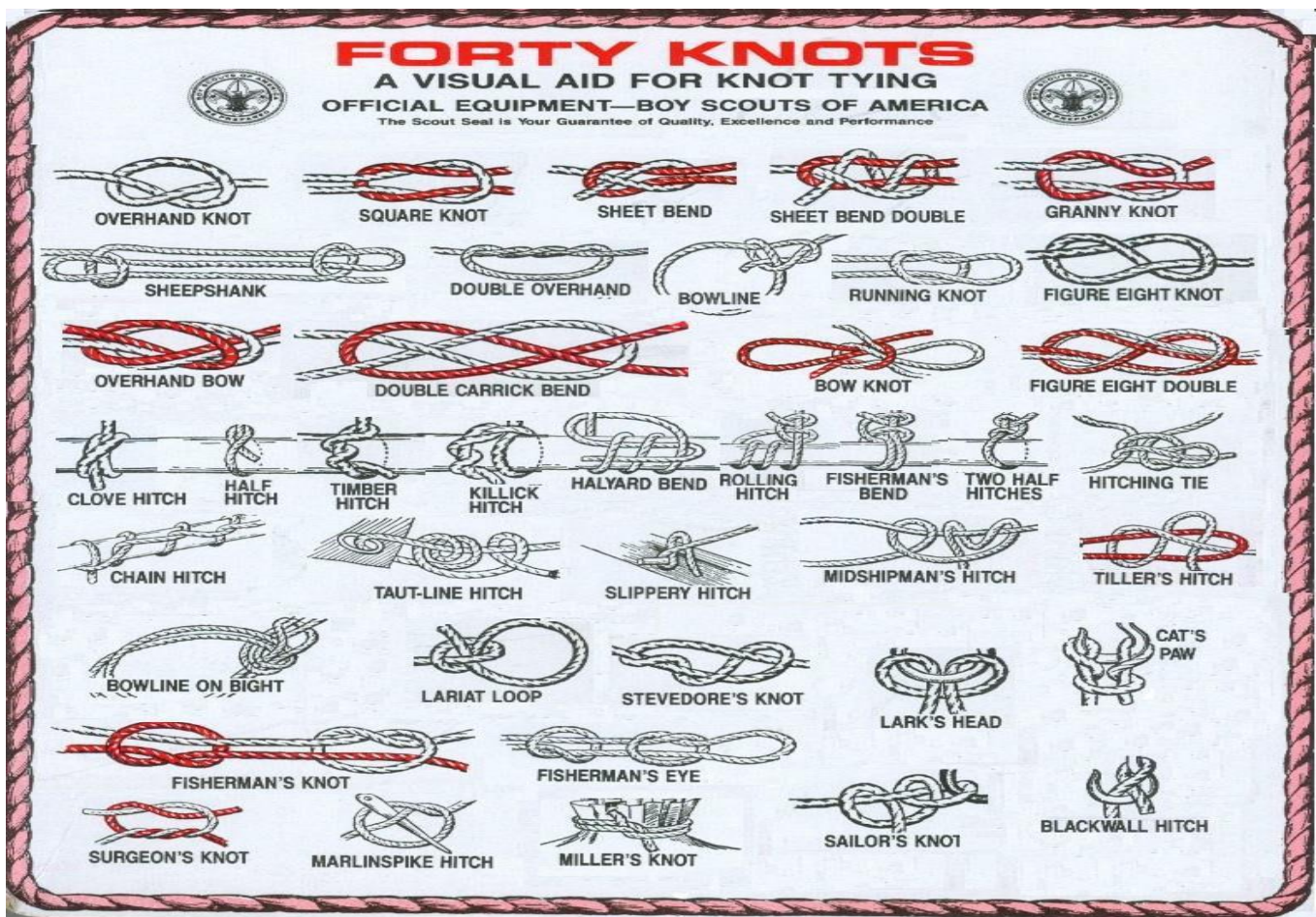
RULES AND PROCEDURES

- **REGISTERED SCOUTS.** All participants must be registered with the BSA.
- **ADULT PARTICIPANTS:** Any adult participants must be registered as an adult within their respective unit and have completed youth protection training
- **CODE OF CONDUCT:** The Scout Law applies. Leaders please remind Scouts beforehand that failure to observe the Scout Law (e.g. through hassling other Scouts or swearing), will not be tolerated and may result in a time penalty, loss of nuggets, or disqualification.
- **A SCOUT IS TRUSTWORTHY:** Tampering with or removing trail markers or placing obstructions on the trail will result in disqualification and discipline. Obstructing the trail for following teams will result in a substantial time penalty.
- **A SCOUT IS COURTEOUS:** Passing is permitted. Slower teams being overtaken should pull to the side and yield to the faster team.
- **EQUIPMENT INSPECTION.** There will be an inspection for health and safety purposes prior to the Start. Team members must be dressed appropriately for the weather.
- **JUDGES:** In the event of a conflict or rules dispute the decision of the event judges is final and cannot be appealed

SLED RULES

- Sleds should be fashioned to look like an Alaskan dog sled. This rule will be liberally construed.
- The sled should be large enough to carry all required equipment plus “passenger”.
- A harness for pulling the sled by the scouts should be attached to the front of the sled. Ideally, looped ropes should come off a single main/trunk rope similar to the way in which branches on a tree come off a common trunk.
- Due to strangulation risk and the risk of being trapped under a run-away sled if a scout slips, **ROPE LOOPS MUST NOT BE LARGER THAN A HAND HOLD (APPROX. 6-9" LONG)** in order to assure that loops are not able to be placed over any scout's neck or around a scout's waist.
- The sled may be constructed of any materials (wood, timbers, pvc, fiberglass, aluminum, etc.).
- Ski runners are legal.
- Wheels on the sled are allowed.
- The sled must be returned to the start/finish line. If the sled breaks on the trail, the team must carry all the parts to the finish or be disqualified.
- Sleds from a previous year's derby **WILL** be allowed
- Commercially purchased sleds meeting all safety requirements **WILL** be allowed.
- If building your own sled, please do not use nails. (Other fastening means, such as screws or nuts and bolts, are preferred and much safer.)
 - **There are many Klondike sled plans on the Internet, check out the following links:**
 - www.lmdbsa.org/WinterCamporee
 - <http://inquiry.net/outdoor/winter/gear/sleds/>
 - <http://home.earthlink.net/~scouters/sled.html>
 - <http://scoutdocs.ca/Klondike/>
 - <http://media.scouting.org/boyslife/workshop/sledplans.pdf>

- **SCORING** – Teams will face challenges along the way and will be evaluated, timed and scored as they compete. The exact nature of the challenges is not to be revealed ahead of time, but teams competing in the Klondike Derby should be prepared with at least the following items:
- **Fire Starting** – Teams should be prepared to start a fire and are allowed to bring tinder, a knife, a small hatchet, and a device or method to start a fire. But note that no lighters are allowed. Matches are perfectly acceptable; however, additional points will be awarded for teams that start fires **WITHOUT** matches (using flint & steel, friction, battery & steel wool, etc.) Liquid fuel, candles, or wax fire starters are **NOT ALLOWED**
- **Knots** – Team members may be challenged to tie any of the knots included in the Scout handbook and should be prepared to tie these when requested at a challenge station. All team members should have a length of rope (approx. 18” – 24”) with them in order to be able to demonstrate they have mastered these basic knots. Teams may also be challenged with additional knots such as the ones listed below.



- **First Aid** – All team members should be familiar with the First Aid requirements up through First Class Rank. Teams may be challenged with requirements from First Aid and/or Emergency Preparedness Merit Badges.
- **BSA Knowledge** – All team members should have memorized the BSA oath, law, promise & motto.
- **Orienteering** – All teams should bring a compass (not a GPS), and should know their stride length and be able to estimate distance so they are able to complete an orienteering course similar to First Class requirement #2. This includes being able to estimate the height of an object.

- **Outdoor Preparedness** – **ALL** team members should be prepared to explain the “10 essentials” and the team should be ready to display any of the 10 items if requested. Teams should also either carry or be able to create a “signal” to attract attention if rescue is required (whistle, signal mirror, etc.)

Klondike Sled Gear recommended – this is a typical list of what would be included on an actual Klondike Competition Sled.

- **Navigation.** Map in waterproof container and magnetic compass
- **Sun protection.** Sunglasses, sunscreen for lips and skin, hat, clothing for sun protection.
- **Insulation.** Hat, gloves, jacket, extra clothing for coldest possible weather during current season.
- **Illumination.** Headlamp, flashlight, batteries. LED bulb is preferred to extend battery life.
- **First-aid supplies**
- **Fire.** Matches in a waterproof container.
- **Repair kit and tools.** Knives, multi-tool, scissors, pliers, screwdriver, trowel/shovel, duct tape, cable ties.
- **Nutrition.** Emergency food
- **Hydration.** At least 2 liters of clean water
- **Emergency shelter.** Tarp, bivouac sack, space blanket, plastic tube tent, jumbo trash bags, insulated sleeping pad.

Camporee Policies

The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that Scouts know and understand these rules. Anyone violating them may be asked to leave the camp.

Behavior: Scout Oath and Scout Law – applies to all Scouts and Scouters. Please emphasize the “good sport” and “do your best” aspects of Scouting. First and foremost, we’re here to have fun.

Vehicles: Speed limit is 15 mph. No passengers in back of truck or trailer. Vehicles are limited to main roads and parking areas only. Trailers, if brought, must stay with vehicle parking in designated parking areas.

Firearms: Personal firearms, ammunition (live or expended), explosives, fireworks and toy weaponry are prohibited.

Conservation: Please conserve our natural resources. No cutting of brush or standing timber is allowed. Firewood will be provided.

Adults: At least one responsible adult (21 or older) must be in camp at all times.

Knives: NO straight-bladed knives are allowed in camp.

Lights out: Scouts are not allowed out of their site after lights-out with the exception of to-and-from the latrines. Please respect others during lights-out. Scouters are asked to bring roaming Scouts to the headquarters at Shelter B after lights-out.

Radios: No radios, stereos, tape players, headsets, Game boys or related electronics, etc. are allowed in camp. Cell phone use by youth should be kept to a minimum.

Tentative Schedule of Events

Friday

5:00 - 8:00	Check-in and set-up camp
8:30- 9:00	Cracker-barrel for Staff, SPLs and SMs at HQ Food will be provided.
	Get Schedule changes and details
10:00	Taps/Lights-out

Saturday

7:00	Reveille
7:00 - 8:30	Breakfast and clean-up
8:00 - 8:45	Check-in for Saturday-only participants
8:30	Staff Briefing in HQ
8:50-9:00	Flag raising at HQ
9:00-11:30	Morning Competition activity rotations: Log Rolling, Cross Cut, Nail Driving, Tomahawk throwing, Snow race. Scout Skills: Tote'n Chip and Fire-n-Chit, Paul Bunyan Award Merit Badges: Woodcarving and Snow Sports
10:00-11:00	Wood Carving Demonstration
12:00 - 1:00	Lunch – (Troops turn in skits and songs to HQ for campfire program)
1:00-2:00	Wood Carving Demonstration
1:00 - 5:00	Afternoon activity rotations: Tomahawk throwing Klondike Derby Race: (See competition details/rules) Scout Skills: Tote'n Chip and Fire-n-Chit, Paul Bunyan Award Merit Badges: Woodcarving and Snow Sports
5:30	Colors retired
5:00 - 7:00	Meal Preparation
6:30 - 8:00	Dinner and Clean-up
6:00 - 8:00	Dessert competition judging in HQ
8:00 - 9:30	Campfire Program, Cracker Barrel and Awards
9:30	Troop reflection
10:00	Taps/Lights-out

Sunday

7:00	Reveille
7:00 - 8:00	Breakfast and clean-up
8:30 - 9:00	Break camp, clean-up and checkout

Hungry Man & Dessert Cooking Competition

Your hearty dish & dessert must be prepared on-site on Saturday, February 5.

Both dishes must be prepared in a Dutch Oven. Hearty dish must have the SWEET POTATO in it. Dessert can be either a pie or cobbler. To Win, units need to enter both items. Good Luck!

Grading Criteria

I. Plate Presentation

A. Overall Taste (flavor)	____/25
B. Texture*	____/25
C. Plate Layout / Space Ingredient*	____/20
Total	____/70

II. Scout Presentation

A. Clean Hands/Fingernails	____/10
B. Pride/Scout Spirit / Story*	____/10
C. Recipes (typed neatly/easy to read)	____/10
Total	____/30

Grand Total ____/100

Comments:

***Definitions:**

Texture – Mouth feel. Is it mushy when it should be firm (for example, in a stew a carrot should be “al dente” or firm to the bite and the carrot should not be mushy).

Plate Layout – Eye appeal. Are there a variety of different colors or is there one color that overpowers all the other colors on the plate? There should be a variety of different colors. Does it look appetizing? How does it use the SWEET POTATO ingredient (be creative!)

Lumber Jack Competition Rules

Information for rules to be distributed at the Check In

Snowshoeing Contest -

Log Pulling –

Tomahawk Throwing –

Cross Cut Competition -

Nail Driving Competition -