

Klondike Derby!



DC vs. Marvel **Superheroes**



January 28, 2012



Camp Master: Paul Hughes

Asst Camp Master: Thomas Van Horn

Camp Advisor: Rick Valli

Welcome all Scouters!

On Saturday, January 28, 2012 the Pathfinder District will be holding its 17th Klondike Derby at Beaumont Scout Reservation in the Lane camping area. The theme of this Klondike will be DC vs. Marvel Superheroes! The following is what will be covered in this manual:

Schedule and Side-Info
Events with Details
Miscellaneous
Registration Forms

All questions about Klondike can be directed to Campmaster Paul Hughes (paulhughes1595@yahoo.com / 314-780-2544) or Campmaster Advisor Rick Valli (Vallirick@yahoo.com / 314-210-3598).

Yours in Scouting,
Paul Hughes

ATTENTION ALL SCOUTS

As most of you know, Klondike has always taken place in the lovely season of winter. Now, what many people tend to forget is that winters have the bad habit of being cold. To keep all scouts warm and safe please remember **COLD**.

C --- Clean, Keep yourself and your clothes clean.

O --- Overheating, Avoid putting on too many layers.

L --- Layers, Wear clothes that are loose and in layers.

D --- Dry, Keep dry.

Please remember to dress in layers from the inside out. Wear layers of loose, light clothing instead of one heavy layer. This helps regulate your body temperature. Fleece is a recommended middle layer. Cotton against skin is **FROWNED UPON!** Especially cotton socks. Don't forget rain gear: Mother Nature is very unpredictable. Wear a stocking hat and gloves. Wear boots that are water-proof. Lastly, just to be on the safe side, it is recommended to bring an extra pair of clothes and boots.

Rules & Regulations

We will use the Guide To Safe Scouting as a baseline for safety and compliance issues to keep out Scouts and Scouters safe while on Council property.

Camp Code – The Scout Oath and Law is the camp code

Fires – Ground fires are allowed and should be placed in existing fire pits.

Pressurized Fuel – Pressurized fuel lanterns and stoves are allowed, but must be operated by Scouts with proper training and adult supervision must be trained. All fuel must be property stored.

Garbage – All trash must be put into trash bags and disposed of property off of the Klondike site. Pack out all trash!!

Alcohol – Alcohol and drugs are simply not allowed.

Fireworks – Fireworks are not allowed on scout property.

Sheath Knives – Sheath knives are not permitted on Council property or at any Council activity.

Transportation – When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding the back of trucks or on tailgates is prohibited.

Parking – Parking is allowed only in the parking areas designated by the staff. Parking on the road is strictly prohibited and vehicles will be ticketed.

Schedule

8:15 am – 8:55 am	Turn in canned goods/check in
9:00 am	Meet at flags for opening
9:15 am – 12:00 pm	Events Part I
12:00 pm – 1:00 pm	Lunch
1:00 pm – 2:00 pm	Events Part II
2:00 pm – 2:15 pm	Turn in score cards/coins/totems
2:20 pm	Super Hero Showdowns begin
3:30 pm	Meet at flags for closing

Canned Goods

We are requiring that each patrol turns in at least one canned good for each patrol member. Canned goods will be worth 50 points. Not turning in enough canned goods will result in a deduction based on the size on the patrol and how many canned goods they didn't turn in. Turning in "more than necessary" canned goods will be acceptable, but not worth extra points. Canned goods will be turned in at patrol check in.

Lunch

Lunch will be provided at Klondike and will be chili and hotdogs, along with a drink. You will get a ticket at check in, which you must present at lunchtime to get your food. No ticket, no lunch! *Troops registering the day of the event are not guaranteed lunch.*

Point System

8 events worth 50 each...	400 points
Canned Goods...	50 points
Coin Management...	50 points
Totem Collecting...	50 points
Turning in “feedback” papers	50 points

600 points total

Coins

Each patrol will be given 40 points worth of coins at check in. Staff members will also have coins to trade with patrols. Throughout the day, each patrol will have the option of using those coins to trade, buy stocks, etc. When all score cards and coins are turned into HQ at the end of the day, your patrol will be scored on how well you managed your coins. The top 3 patrols with the most coins will receive 10 extra points. For example, if a patrol turns in 70 coins and they're in the top 3, they will receive all 50 points. If a patrol turns in 41 coins but they're not in the top 3, they will receive 40 points. Lastly, if a patrol turns in 25 coins, they will receive 25 points.

Gold coin = 1 point
Silver coin = 5 points
Red coin = 10 point

The Stock Market

At Gotham City Bank, patrols will have the option of using their coins to buy “Kryptonite Mining Company” shares. Shares will be bought for 1 coin during the 1st fifteen minutes of events. Every half an hour, the value of the stock market will shift, making a patrol’s shares worth more or less. This will be shown on a dry eraser board at Gotham City Bank. If the value moves up (from 1 to 2 for example) a patrol can sell them back to the bank to make a profit of coins. So, if a patrol watches the stock market closely, they could easily get more coins than they started with. BEWARE though! The stock market is a delicate thing and will also shift down, making shares worth less than what they previously were before. The Bank closes during lunch, and will not make any transactions with patrols after events end.

Totems

When patrols check in, they will be handed one totem. Staff members and a trader will have other totems. The goal of the patrols is to find the staff member or trader who will give them the next totem. One totem will get you another, but only the totem you received will get you the next totem in the progression. There are 10 totems, including the one the patrols will start out with. Each totem is worth 5 points. So to get all 50 points, a patrol must find and turn in all 10 totems with their score cards.

Events

LOOK HERE: Materials for events WILL NOT be provided by staff. If your patrol comes to an event unprepared, they will be asked to leave until they are prepared. Thank you.

Also... the patrol flag and yell will be worth 10 points of every event. The other 40 will be up to the event heads.

1) Flame... on?

Okay... The Thing is getting hungry and the Human Torch isn't around to start a fire. So what are we waiting for??? Let's make a fire! - Patrols will have to make a certain sized fire in a certain amount of time. (Bring matches, wood, etc.)

2) Tangled up like Mr. Incredible...

This is a team building exercise. The patrol will form a circle and 1 person will grab 2 people's (who are across from them) wrists. They will not be allowed to let go until the "knot" they have created is broken. (No materials required)

3) Getting to the Bat Cave is the hardest part.

The underground bridge that leads into the Bat Cave has collapsed! But remnants of the bridge are still there. Build a small bridge to get across. (Bring Spars and rope)

4) Aren't these guys supposed to be helping us?

These injured super heroes need first aid until other super heroes will arrive to help them! (Bring a First aid kit, spars and a tarp)

5) If we're going to be heroes, we're going to know our heroes!

Just a few simple questions about your obvious DC and Marvel Heroes. (Bring your A game)

6) The Justice League needs a new meeting place.

Build a shelter and fit your patrol under it. (Bring Spars, Rope, and a tarp)

7) Side Kick Training Camp

One Patrol Member (the hero) sends his patrol (the sidekicks) through an obstacle course blind-folded. (Bring bandanas to cover your patrol members' eyes)

8) It turns out heroes do know their knots...

Patrol members will be given a list of knots they have to tie. (bring small ropes to tie with)

The Super Hero Showdown!

This year at Klondike, the final event will be the Super Hero Showdown. Here's how it works:

When Patrols turn in their scorecards, coins, and totems, they will be put into a team: DC or Marvel. There will be 3 events to determine what team will be the winner. The team that wins 2/3 events will be the winner. All patrols that are on the team that wins the showdown will receive a small prize. A patrol is required to participate in at least one event besides the tug of war.

1) EGG TOSS

A patrol will choose two kids from their patrol and participate in an egg toss. Which ever two kids can keep their egg the longest without dropping or breaking their egg will be the winner and will earn one point for the team.

2) RELAY RACE

A patrol will choose 5 kids from their patrol to participate in a relay race. The patrol that has the fastest time will earn one point for their team.

3) TUG OF WAR

To end the showdown, all kids will play a huge game of tug of war. Also, if enough adult leaders want to, there will be an adult tug of war afterwards for the fun of it.

What did you think?

Troop: _____ Patrol Name: _____

Adult Leader's Signature: _____

Did your patrol have fun at this Klondike?

Did your patrol enjoy the theme?

What would you change about this Klondike? (if anything)

Did your patrol or leaders encounter problems with the staff? If so, what?

Did your patrol thank the nice people who made you lunch? If not, DO IT PLEASE.

Comments, Questions, etc. :

*** TURN IN WITH YOUR SCORECARD TO RECEIVE POINTS**

TROOP CAMP ROSTER

EVENT _____

DATES: _____

Unit # _____

District _____

Each unit must turn in a roster at check-in. You may use your own list printed from a computer software program such as Troopmaster, or fill out this form.

Name	Address	Phone	Rank	Age
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				
Adult Leaders (2 minimum)	Address	Phone	Position	Gender



Klondike Derby 2012

Registration form

All units must have their registration turned in to a Council office no later than Friday, January 20, 2012. Klondike takes place on Saturday January 28, 2012 at Beaumont Scout Reservation in the Lane camping area.

The registration fee is **\$8.00** per Scout or Adult leader. **This fee includes lunch.** Since the Quartermaster will need to know how much food to buy, **it is imperative that troops register prior to the event.** After making payment at the scout office, keep a copy of your receipt, and bring it with you when checking in at Klondike.

If the registration form is received after Friday, January 20, 2012, the fee per Scout/Scouter will be \$11.00 and there will be no guarantee of a patch or LUNCH!

If you make a payment by the deadline and add any additional Scouts, you will not be assessed the additional fee for those Scouts.

Troop# _____ Scoutmaster _____ Phone# _____

Each team has a minimum of six Scouts and a maximum of ten Scouts.

- Patrol# _____ Patrol Name _____ # of Scouts _____
- Patrol# _____ Patrol Name _____ # of Scouts _____
- Patrol# _____ Patrol Name _____ # of Scouts _____

Total # of Scouts _____

Total# of Adult Scouters _____

Total # of people _____ x \$8.00 = \$ _____

• Return this form with payment to:

- Greater St. Louis Area Council BSA
- Attn Pathfinder District
- 4568 West Pine
- St. Louis, MO 63108-2179

=====

• FOR OFFICE USE ONLY

• Troop _____ Date _____ Receipt# _____

• Pathfinder District Account # 1.6801.533.20