

40th Klondike Derby

Information Package and Registration

Introduction to Klondike

The Klondike Derby is an annual event held at the Scouts Canada's Camp Amisk Park, located across from LaBarriere Park on Waverly Street, 6 km south of the Perimeter Highway.

Participating teams run a 3.5 kilometre course through the woodlands of Camp Amisk, using compass and map skills to find ten "Towns" along the trail. At each town a fun and challenging task is given which promotes teamwork, communication, development of outdoor skills, and the collection of "Gold Nugget" rewards.

Why Participate?

The Klondike Derby can be a great way to supplement your weekly program with an opportunity to learn outdoor skills in a fun and controlled environment. Although the Derby is run as a competition, with Gold Nuggets and speed contributing to the final score, many first and second-year teams simply come for the fun and experience.

Who is Eligible?

Participation in the derby is open to all registered Cubs, Scouts, Venturers, Guides, Pathfinders and Rangers.

When Is It?

Scouts, Pathfinders, Venturers, and Rangers <i>Saturday March 5th 2011</i>	Cubs and Guides <i>Sunday March 6th 2011</i>
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Registered teams will be assigned a start time on a first-in, first out basis. You will be notified of your starting time by March 2nd

What is the Cost?

Registration is **\$40.00 per team**, is required in advance, and includes nine Klondike Derby crests and a designated start time.

Do We Need A Sled?

Yes, all teams require a Klondike Sled containing the Equipment listed below.

First Aid Kit	3m light ropes (4)	15m light rope (1)	Compass
Billy Can	Plastic Passport Bag (30 x 24 cm)	Blanket	Triangular Bandages (4)
Fire Pan	Bush Saw with safety guard	Small Axe or Hatchet with Sheath	Extra Water
Notebook and Pencil	Nugget Sack	Foilpack or Hot Lunch	Cooking Gear and Utensils
Garbage Bags	Plastic Tarp (min 2.5 x 3 metres)	Wood for lunch fire	SnowShoes (2 pair)
<i>Winnipeg Harvest Donation</i>	2 m Solid Wood Stave (1 per member)		Team Identification

Hand-made team flag with your team name displayed - attached to the sled (minimum size 30.5cm per side.)

How Are We Scored?

Points are earned through a formula combining the "Gold Nuggets" earned at each town with the total time taken to run the course. Gold Nuggets are ultimately worth more, so it is to your advantage to perform tasks well, rather than run through the course quickly. You will not be penalized for time spent waiting for an activity to begin. The judgement of Klondike Town Mayor is final when nuggets are awarded. ***Points may also awarded at the start line (e.g. team members are properly dressed, team identification, team flag and team name)***

When Would Klondike Be Cancelled?

The Klondike Derby is never cancelled due to the large number of people involved in running, volunteering, and participating in the event.

The Klondike Derby organizers urge leaders and parents to monitor the weather and make their own determination whether they should participate in the Derby or cancel. The Derby site is heavily wooded, so wind-chill levels are typically a concern only in the parking lot, along the main road, and starting area. We recommend special precautions be taken to assure proper attire when the wind-chill is expected to exceed -25C. A small warming area is provided for teams waiting to begin, or those waiting for their score.

Note: When the weather is severe, teams should not arrive too far in advance of their start time, and arrangements for timely pick-up after the event is strongly advised.

Note: changes to this years Klondike Derby requirements are indicated in ***Bold Italics*** on this form.

General Rules

1. All participants must be **8 years of age** or over on the day of the event.
2. **Cub** team members must be under eleven (11) years of age on the day of the event, **Guide** team members must be under twelve (12) years of age on the day of the event.
3. Participants must be a *registered* member of **Scouts Canada** or **Girl Guides of Canada** at the time of the Derby.
4. **Leaders are responsible for ensuring the youth in their charge are prepared, supervised, and properly attired (warm and dry clothes, proper footwear, and warm headgear).**
5. **Should a youth be deemed inappropriately dressed for the weather conditions by a member of the Klondike Derby Staff, the team will not be permitted to participate.**
6. Teams are recommended to be composed of eight (8) members. Teams of five (5) members or less, or ten (10) members or less will be permitted, *but may be subject to with a point penalty.*
7. **Special Considerations:** If there are any circumstances that would preclude your team from competing, the leader or adult in charge should inform the town mayor immediately, so required consideration can be given.
8. **Be On Time.** Your total time is calculated from the start time assigned to you, unless there is a delay announced by Klondike Staff.
9. **Teams should ensure they have all of the required equipment as points may be deducted if you are missing any item.**
10. Garbage must be taken with you when you leave a town site, and the park.
11. **In accordance with Scouts Canada policy, domestic animals (i.e. dogs) are prohibited from the Klondike Derby.**

Special Task Rules

1. In all cases, only members of the team are permitted to participate in completion of the task at hand. Help by leaders/outside parties will cost the team nuggets.
2. Teams will be required to spend at least one full hour at the Lunch Stop activity, unless Klondike Staff deem the weather too severe.
3. **Leaders must ensure** that all team members have access to an appropriate meal for Lunch Stop, which should contain a heated component. Ample fluids should be provided, as there is no water access on the site, and dehydration can be an issue.
4. **Scout, Pathfinder, Venturer and Ranger** teams are expected to cook their own meals without adult involvement. Adults should only become involved if a team appears in danger of not eating a hot meal before the end of the allotted time. In these cases adults should speak with Klondike Staff to avoid a nugget penalty.
5. Adults may help with the cooking and preparation of meals for **Cubs and Guides**.
6. Use of Coleman or similar stoves is permitted at Lunch Stop. Open fires are also permitted, however teams must supply their own wood.
7. **Scout, Pathfinder, Venturer and Ranger** teams may use imported tinder, but must use on-site material for any fire building task, with the exception of Lunch Stop. Use of imported material will result in a nugget penalty.
8. **Cub and Guide** teams will be provided necessary material for any fire-lighting task, with the exception of Lunch Stop. Use of imported material will result in a nugget penalty.
9. Teams must use an appropriate fire-pan for fire building tasks.

Other Notes

1. Leaders are encouraged to create well-balanced teams, ensuring there is a good mix of age groups where possible.
2. Accommodation for out-of-town teams, usually in a scout hall with cooking facilities, is available for those who wish to stay overnight. Contact Scouts Canada - Manitoba Council for information.
3. Results will be posted at the Winnipeg Scout Office and on the Manitoba Council website (www.mb.scouts.ca) within a week of the end of the Derby.
4. **Refunds** will only be issued for cancellations received before **February 26th 2011**.
5. **Klondike Workshop to help new leaders to prepare for the Klondike Derby will be held on Saturday Jan.22, 2011 at 11:00 am at Glenwood Community Club, 27 Overton Street Winnipeg,**

Questions about the Klondike Derby can be directed to theklondikederby@gmail.com

Note: changes to this years Klondike Derby requirements are indicated in ***Bold Italics*** on this form.

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Registration Form

All Registration forms must be received by February 25th 2011. Entries submitted past this date may not be approved for competition. Payment must be submitted with this form. Forms submitted without payment will not be assigned a start time until such time as payment is received, or alternative arrangements are made.

Group Information:

Group Name: _____ Leader Name: _____

Team Name: _____

(Note: this is a unique name selected by the youth. It is different from your group or unit name.)

Leader's Address: _____ Postal Code: _____

Telephone: _____ Email: _____

Please choose one:

March 7th Scouts Venturers Rovers Pathfinders

March 8th Cubs Guides

Start Time

Teams begin running between 9:00AM and Noon. Teams leave in pairs every seven minutes. You may indicate a preference for an early start (before 10AM) or a later start (after 10AM). Start times will be assigned on a first-come first serve basis. As registration forms are turned in, the times will be allocated as close to possible to your selected preference. It is important to understand; although we will try to take your preference into account, we may not be able to accommodate your selection.

Preference: Before 10AM After 10AM

Submission Details

Registration Fee: The registration fee is \$40.00 per team. Enclosed please find: \$ _____ Make Cheques Payable to: Scouts Canada - Klondike	Send Registration forms to: Scouts Canada - Klondike 395 Stafford Street Winnipeg, MB R3M 2X4 E-Mail: manitoba@scouts.ca Fax: 1-204-772-5248
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Remember: No start time will be assigned without valid payment.
You will be contacted by email or telephone by Tuesday, March 1st, 2011 with your start time.

Registration is limited to the first 50 teams for each day.

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