

Transatlantic Council Klondike Derby 2019 “Snowpocalypse!”



Leader's Guide, v.1

Jan. 18 - 21, 2019

Kandersteg International Scout Centre,

Wagetiweg, Switzerland

Prices: (Youth and Adult)

3 nights: \$225

2 nights: \$190

Saturday Only: \$45

Transatlantic Council's Klondike Derby 2019

I. Overview & Registration Information

What is a Klondike Derby?

A Klondike derby is an annual winter event held by many some Boy Scouts of America councils, and is based on the heritage of the Klondike Gold Rush. Scout patrols visit stations along the route and compete in the various events. In the Transatlantic Council (TAC), we have a unique opportunity to conduct our Klondike in the Swiss Alps, where our theme can focus on some of the unique opportunities we enjoy in Europe. A patrol's performance at each event will be scored for their level of knowledge or accomplishment and for teamwork.

This year's theme is SNOWPOCALYPSE! Our stations will be playing off this theme and Scouts will spend much of the day competing in a round robin style event.

Dates and Location

January 18 to 21, 2019
Kandersteg International Scout Centre
Wagetiweg 7 | CH-3718 Kandersteg, Switzerland

Who Can Attend

All Boy Scouts, Venturers and Scouters registered with the Transatlantic Council. Unfortunately, Cub Scouts cannot participate in this event.

General Policies

Only scouts properly prepared and dressed for cold weather activities should attend this event. The outdoor competition takes place on Saturday during the day, with patrols moving from station to station. Unit leaders are responsible to instruct all participants beforehand as to the proper clothing to wear and gear to bring when winter camping. Be prepared for the worse-case scenario, which would be a cold, driving rain all weekend long. Dressing in layers and a good pair of winter boots is mandatory at this event.

Note: Units are required to provide their own 2-deep leadership; otherwise, it is up to the camp leadership's discretion to put units together to form 2-deep leadership for each group. Units may coordinate with each other in advance to camp together, as well, but please let camp leadership know.

Klondike Derby Staff

Below is the primary leadership for this Klondike Derby:

Event Chair	Jared Alden
Staff Advisor	John Erskine
Camp Commissioner	Scott Hooper
Camp Medical Officers	John and Jessica Perez

If you are not coming with a unit, but would like to help staff the Klondike Derby, please email Event Chair jared_alden@hotmail.com or Staff Advisor john.erskine@scouting.org for a separate Staff Registration link to be sent to you.

Emergency Contact Numbers:
+44 739 162 8336 (Jared Alden)
+32 472 02 6857 (John Erskine)

Pre-Registration Forms (Appendix A)

Each unit (Troop, Crew) will be required to turn in a pre-registration form no later than December 21, 2018. Please send the pre-registration to john.erskine@scouting.org. Pre-registration numbers can be modified until Monday, January 7, 2019. Please note that KISC requires Passport Numbers. Bring this information with you as well.

Payment and Deposit

Final Payment is due online by January 7th. Deposits and Payments can be made here: <https://scoutingevent.com/802-Klondike2019> Sorry- Registration payments are not accepted at the door.

IMPORTANT: Units who have not submitted their 2019 charter will not be permitted to attend the Klondike Derby.

Payments will be made in the amount of the reservation as of Monday, January 7, 2019. Cancellation and/or refunds will be negotiated with the Camp Director and only in the case of health and natural events. The standard TAC refund policy can be found at <http://tac-bsa.org/camping/>.

Deposits

A \$100 deposit per expected youth and adult are due online by November 15th. Here is the link to the payment page: <https://scoutingevent.com/802-Klondike2019>

Cost

\$225 per person for 3 nights

\$190 per person for 2 nights

Costs include meals for the weekend, lodging, a hat and a patch.

Volunteers

This program cannot run without volunteer support. Upon initial registration, each Unit with more than 2 adult leaders in attendance will need to provide volunteers to assist with running program stations. If possible, please identify those individuals ahead of time then please let the staff know so that we can contact them and prepare ahead of time for the position that they will fill.

If you are not coming with a unit, but would like to help staff the Klondike Derby, please email Event Chair jared_alden@hotmail.com or Staff Advisor john.erskine@scouting.org for a separate Staff Registration link to be sent to you.

Food

Meals are provided by KISC; therefore, we must have food sensitivity information by December 21, 2018 so that we have time to order. Registrants who drop after December 21, 2018 will be considered a Late Drop and will be charged late drop fees to include the price of food ordered unless a last minute additional person can be found to replace the late drop. We understand last minute emergency medical and military situations – those usually do not get charged a late drop fee. Please email food sensitivity/allergy information to john.erskine@scouting.org.

Klondike Derby Reception (Appendix B)

Upon arriving at camporee, the Senior Patrol Leader & Primary Adult Unit Leader should report to the reception center area by the Coffee Bar. A main Office area will be set up in the High Adventure Room.

The Unit Leader should have in their possession the following items during registration:

1. BSA Medical Forms **A, B and C** for each person (adult & youth) attending Klondike Derby for the 3-night reservation. BSA Medical Form **A and B** for those registered for the 2-night reservation and for those coming out for just the Saturday registration.
2. Klondike Registration Form (Appendix B)
3. Payment (if not paid through Kintera)
4. Participant passport numbers (for KISC)

Contingencies

During the event, there is medical help available. During 0730-2300, come down to the check-in desk and a staff member will be able to assist. After hours, come to the staff quarters for help. Scouts will report all injuries to their Troop adult leader in charge who in turn will inform camp staff.

Scouts suffering from cold or wet extremities or other non-life-threatening ailments should be treated by leaders unless additional help is needed. In the case of minor injuries, scouts should be instructed to use their own first aid kits or go back to their campsite/room and use their troop's first aid kit. If a scout cannot recover without medical assistance, please inform the medical coordinator. If no other option exists, a troop leader will be asked to call his parents, so he may be treated or evacuated as necessary. In the case of a life-threatening emergency, leaders should immediately use their cell phone to dial 112 and send a runner to the Camp Office to report the emergency to a staff member.

II. PROGRAM

Overview

This year's theme is SNOWPOCALYPSE! Our stations will be playing off this theme and Scouts will spend much of the day competing in a round robin style event. Once the opening ceremony occurs, Scouts will not be allowed to leave the event area to retrieve forgotten items. They should ensure they are familiar with all required items. They should be dressed and prepared for the weather, which can be cold and wet. All stations will be running both sessions, so patrols will complete them round robin style with a lunch break in the middle.

Klondike Patrols

Each patrol will have a minimum of four but no more than eight scouts. Each patrol will be made up of scouts from all different ranks and units are responsible for ensuring senior and junior scouts are each equally divided between patrols if more than one patrol is entered. Every scout will have an opportunity to participate in every station. Each patrol needs to have a patrol name and Scout Spirit (i.e. cheer, song, chant etc.) is mandatory!

Clothing

Be prepared for the worst-case scenario, which would be a cold, wet snow all weekend long. Dressing in layers and a good pair of winter boots is mandatory at this event; Scouts in trainers, jeans and/or cotton tops as their only layer may be removed from the event until suitable weather-appropriate clothing is obtained and worn. New and unprepared scouts will need to work with their units to prevent being miserable or potentially a casualty of the weekend. The use of neckerchiefs over snow gear during Program Sessions is encouraged to enhance patrol/team unity. The Boy Scout Field Uniform (Class A) is required for Meals.

Personal Equipment*

- The Boy Scout Ten Essentials
 - Pocketknife with Totin' Chip
 - Remember Europe's laws; <2.5", non-locking, not one hand opening**
 - If unable to bring a knife due to laws/transport, the opportunity to purchase one exists or can be waived by adult staff
 - Personal First Aid Kit
 - Flashlight or Headlamp
 - Water Bottle with water
 - Fire starter w/ Firem'n Chit
 - Compass (GPS optional for individual Scouts but not an acceptable replacement)
 - Sun Protection
 - Weather Appropriate Gear
 - Snow or wet weather Pants/Jacket
 - Gloves
 - Base/thermal layer
 - Snow Boots
 - Hats
- A cup and mess kit (a cup is essential for hot drinks during event)
- Scout Handbook
- Notepad/Pen or Pencil

- Class A Uniform
- LAYERS!!!
- Extra underclothes and socks (wet socks are dangerous and ruin fun, don't short on this!)
- Warm clothes for indoors
- Pajamas/Sleeping Clothes*
- House shoes/slippers (Boots are not to be worn indoors!)
- Toiletries
- Towel(s)

There are always several items turned into lost and found at this event. To help return lost items to their owner, all personal items, water bottles, hats, gloves, knives, mess kits, etc., should be permanently marked with the scout's name and troop number.

Patrol Equipment:

- Sled and pulling rope (for gear) (if your patrol cannot bring this, please email us so we can make arrangements for your group)
- Basic First Aid Kit as described in the BSA handbook
- One personal backpacking stove and fuel (if your patrol cannot bring this, please email so we can make arrangements for your group).
- Blanket or tarp
- Handheld GPS

* If your unit is assigned to the Tower or Bunkhouse dormitories, each person will be required to bring sleeping bags. Your unit will be notified ahead of time.

Leader Participation

Unit leaders who are not working a station will be free to accompany patrols around the stations. They will be forbidden to offer advice, coaching, or assistance during the event. Leaders who are found to be interfering will be asked to leave the program area and teams will be docked 50% of the points available for the station.

Program Notes

Stations:

0. Gear Check: Patrols will start with a gear check according to the included list by a staff member. This is scored on a yes/no criteria. If not all requirements are met there will be a 10 point deduction from overall score. Staff approved modifications to gear will NOT result in score deductions (i.e. troop from England did not bring pocket knives).
1. Crevasse Crossing: Patrols will demonstrate knots and lashings to create a frame for crossing a crevasse and a rope to secure team members.
2. Storm Shelter: Patrols will need to build a shelter to survive the Snowpocalypse. If conditions permit it may be a snow shelter otherwise it will be a constructed shelter.
3. Critical Care: Patrols will demonstrate a range of first aid skills from Tenderfoot through First Class requirements. There will be triaging injuries and treating cases in order of priority. (demonstrate first aid in cold weather situations such as hypothermia, frost bite, etc.)
4. Warm Your Belly: Patrols will build a fire, procure water and make rice. They will then be able to use more water and make hot cocoa.
5. Ski and Snowshoe Through Kandersteg: Patrols will utilize teamwork to cross a distance on parallel skis and then talk partners around a set course while blindfolded.

6. Navigate the Alps: Patrols will need to orient a map, use triangulation and landform identification to locate their position, plot a bearing to a “safe” location and measure an approximate height or distance.
7. Avalanche Aware! Patrols will be asked to perform/discuss a variety of survival and safety skills.
8. Flora and Fauna Fun: Patrols will need to identify plants and animals local to Switzerland either by picture or track. A good reference is <http://Intreasures.com/switzerland.html>
9. Stretcher to Safety: Patrols will need to work together to construct a stretcher and splints then move patients over a fixed course utilizing the stretcher and sleds.
10. Villager Rescue: Patrols will need to demonstrate rescue techniques contained within the Scout Handbook to “save” villagers that are being swept away.

Scoring

All Patrols will be given a scorecard that they must keep with them throughout the event. Patrols will progress through the stations to survive the Snowpocalypse and teams will need to pay special attention to teamwork, safety, skill, and completion. Each station is worth 10 points, and Station Leaders will sign the card representing the score each team receives. Points will be awarded as follows: 5 for completion of the challenge, 3 for 50% completion and 1 for attempting the problem. 2 points for all team members participating and 1 if less than all members participate. The remaining 3 points will be determined by correctness of the solution (i.e. proper lashing/knot, correct way to splint etc.) at the station leader’s discretion. There will be the opportunity for bonus points and Scout Spirit and knowledge will go a long way to helping each patrol.

Campfire/Scouts’ Own

Each patrol is requested to lead a skit or song for the Saturday Evening gathering. All awards will be given during the gathering. Troops should submit their “Klondike themed” songs and skits upon check-in but no later than opening ceremony. Questions/clarification will be addressed with units during lunch. Please keep all songs/skits appropriate; no toilet jokes, foul language, sexual innuendo, death skits, or drug or alcohol innuendo, and no water may be used.

On Sunday, prior to everyone proceeding to their activity, there will be a Scouts’ Own service. If any unit would like to contribute or has a part of a service they would like to include please provide that at check-in or prior to lunch on Saturday.

General Rules

All Scouts will participate, regardless of skill level.

Leave No Trace principles will be in effect during the weekend. Debris and garbage will be the responsibility of each person, and any teams found littering or not following LNT will lose points from their overall scores.

The following items are strictly prohibited: real or toy firearms; sling shots; B-B guns; bows and arrows; "paint ball" guns; crossbows; real or toy throwing or stabbing weapons (except for pocketknives) or items which could be used as such; explosives; sheath knives; fireworks; model rockets; alcoholic beverages; narcotics; hazardous materials. Scouts should not bring electronic entertainment devices such as: iPads, gaming systems, or MP3 players. Phones are recommended but not during any activities or meal.

Medical Checks

Each Scoutmaster/Advisor or his designee shall have in his possession the **Medical Forms, Parts A - C** for each Scout and Scouter. Unit leaders should maintain a binder with their Unit info. Make sure that each Scout is registered. If you do not know who is registered in your troop, please contact District Director John Erskine for a roster. Youth who are not registered are not considered Scouts and will not be covered under BSA insurance. **Please alert Klondike Derby Medics of any outstanding health requirements, needs and/or concerns.**

Winter Sports Day

On Sunday, units have opportunities to do winter programs on their own. This is separate and in addition to the Klondike Derby fees. Winter Sports include sledding, skiing, snowshoeing, hiking, etc. and are not covered by Klondike Derby Staff. Some units choose to bring their own gear and others choose to rent through KISC.

KISC has a variety of winter programs to offer our units, often with discounts you can not receive on your own. Arrangements are made separately through KISC – emails will go out to each unit after successful registration for Klondike Derby; additional fees will be charged by KISC to each unit. Units should check <http://www.kisc.ch/programme/winter/winter-activities/> for Winter Activity Programs and Prices.

Keep in mind that scouts wearing visible neckerchiefs can ride the local busses for free.

Trading Post

There will be a TAC Trading Post available during the weekend. Our preferred methods of payments are US dollars cash credit cards. We can take euros, but a 1:1 exchange rate. And if you bring lumps of gold, we can talk offline.

KISC has their own trading post/gift shop. They take Swiss Francs or credit cards.

Check Out

Whether you are departing on Sunday or Monday, units must have their room inspected by the Pinkies before you depart. Units will bring **initialed** Sign Out Sheets with Pinkie initials to Klondike Derby Staff to receive check-out packets and your weekend's patches. KISC will assess fees to units if rooms are not cleaned or maintained to their standards.

SCHEDULE (SUBJECT TO CHANGE)

FRIDAY

1700-1830 Light Dinner

Dining Hall or Reception Room will have light refreshments available.

2100 Volunteer Staff Meeting

There will be a volunteer meeting for all volunteers on Friday night in the staff area. This is for scouters or /parents who would like to help or have already volunteered to assist. Meeting location: Main Hall.

2200 Chaplain/Chaplain's Aid Meeting Main Hall

Each unit will send an adult and youth (beyond the SM and SPL) to serve as a Troop Chaplain and Chaplain's Aide.

2200 SPL/Scoutmaster Meeting Main Hall

There will be a mandatory Camporee SPL meeting the SPL & Scoutmaster (or substitute leader) are required to attend.

2300 Lights Out

SATURDAY

0730-0845 Breakfast New Chalet Dining Hall

0900 Opening Ceremony Outside in front of Chalet Stairs

0930-1200 Morning Program Sessions

1200-1300 Lunch outside the Chalet

1300-1530 Afternoon Program Sessions

1530-1700 Equipment Rental Scouters rent equipment through KISC

1700-1830 Dinner New Chalet Dining Hall

2000-2100 Campfire/Awards Program OA will host a traditional campfire program. Campfire will last approximately 1 hour. Since it is outdoors, please ensure that everyone dresses accordingly.

2130 OA/WB Cracker Barrel

There will be a Cracker Barrel fellowship for all Order of the Arrow (OA) members and beaded Wood Badge members. Meeting location: Main Hall unless otherwise noted.

SUNDAY

0730-0830 Breakfast Dining Hall

0830 Scouts' Own Interfaith Service Reception Room

0915-1000 Sunday Check-Out

1000-1700 Winter Sports Day Units have opportunities to do winter programs on their own. This is separate and in addition to Klondike Derby fees. Winter Sports include sledding, skiing, snowshoeing, hiking, etc. and are not covered by Klondike Derby Staff. Some units choose to bring their own gear and others choose to rent through KISC).

Arrangements should be made separately through KISC – emails will go out to each unit after successful registration for Klondike Derby; additional fees will be charged by KISC to each unit. Units should check <http://www.kisc.ch/programme/winter/winter-activities/> for Winter Activity Programs and Prices.

1700-1730 Check-In Units must with Camp Staff upon their return to KISC

1700-1830 Dinner New Chalet Dining Hall

2100 SPL/Unit Leader Meeting (check out procedures) Reception Room

MONDAY

0730-0830 Breakfast

0945 Check Out must be completed by units – A KISC Pinkie will check out units and may charge units a cleaning fee if their rules were broken (i.e. USE YOUR MATTRESS PROTECTORS!!!!)

Units will bring initialed Sign Out Sheets with Pinkie initials to Klondike Derby Staff to receive check-out packets.

DON'T LEAVE WITHOUT GETTING PATCHES AND CHECKING FOR BOOTS IN BOOT ROOM!!!!!!!!!!!!!!!

See Appendix for check out form

Appendix B

Campfire Skit/Song Proposal

Unit Number	
Patrol Name	
Patrol Leader Name	

Description of Song or Skit to be presented at the Campfire

Patrol Skit/Song proposals will be accepted from check in thru opening ceremonies on Saturday morning. Please give this form to the Event Staff.

Appendix C

Klondike Derby Check Out Form

- Clean room and restroom, following the instruction sheet located in your room.
- Check the Boot Room for Boots.
- Clean any common areas
- When you are finished, locate a Pinkie to check you out of your room.
- Please have the Pinkie initial this page

Pinkie Initials _____

Take this sheet to Camp Administration to receive your check out packet and event patches.