



2022 FISHAWACK DISTRICT KLONDIKE DERBY!
At Camp Somers, Mount Allamuchy Scout Reservation, Stanhope NJ

February 5, 2022

2022 FISHAWACK KLONDIKE DERBY DETAILS

Event Particulars:

Date: **Saturday, February 5th**

Place: **Camp Somers, Mount Allamuchy Scout Reservation in Stanhope**

Parking is limited so please consolidate passengers per vehicle and park tight.

Times: Check in at Camp Somers, Mount Allamuchy Scout Reservation Dining Hall 8 a.m. and receive instructions.

Start at 9 a.m. Awards announced at 4:30 p.m.

Snow number to call if rescheduling appears necessary: **973-765-9322 x229**

Basic rules:

1. A team must consist of between 4 and 9 Scouts from a single unit (troop or Venture crew).
2. All members of Scouts BSA junior teams **MUST** be younger than 14 years of age.
3. Scouts 14 years of age and up will compete in the senior competition.
4. Venture crews will compete in their own class and run the same course.
5. Junior Scouts (less than age 14) may serve on a senior team. A senior Scout (ages 14 – 17) cannot serve on a junior team.
6. Use of sleds is mandatory. As long as the sled can hold all equipment, there is no minimum size, weight or design requirement. Spot checks may be made at various checkpoints to ensure that all items are with the team at any given time.
7. Unless otherwise indicated at a town, a maximum of 30 minutes will be allowed for a team to complete a town's skill event.
8. Material for the skills tests will be based on the syllabus for Klondike 2022.
9. Each crew must take a mandatory "lunch period" between 11:30 a.m. and 1:30 p.m. This period will be a minimum length of 25 minutes and no more than 30 minutes. Teams need to check in with a town (any town) for lunch. A score of 100 points will be awarded to teams that took a break for lunch and had it signed off by a town mayor or representative. Any team that do not take a lunch period will receive a score of zero for this event.
10. Team / sled captains must have a completed and accurate Check In form for his or her team / sled.
11. Team / sled captains must hand in their score sheets at the Klondike HQ immediately after finishing.



12. All sleds and equipment must cross the finish line, even if the sled or equipment becomes broken along the way.
13. Each unit must have at least two responsible adults in camp. Adults attending the Klondike Derby will be encouraged to volunteer to assist one of the town mayors or remain in the Klondike HQ.
14. No adults (anyone 18 or older) are allowed to assist any team in any way. Adults not assisting with the event are not allowed to travel with a team on the trail or to enter any town without permission from the mayor.
15. No equipment, trash, or food may be left along the trail.
16. Teams may not use two-way radios.
17. Penalties and point reductions may be assessed for failure to adhere to rules, including attempting to give/take advantage to/from other teams, horseplay and any behavior observed to be un-scout like. Disqualification may occur for actions such as damaging trail markers, live trees, camp property or another team's equipment; violating the waterfront or lake restrictions; or failure to follow directives of the town mayor or any official.
18. Proper behavior is expected. A mayor or official may disqualify any Scout or team for improper behavior.

If you have questions about the Klondike Derby rules please contact the Fishawack Klondike Governor:
Eduard Mostert, emostertbsa@att.net; 917-335-8639



TIPS FOR SAFE COLD WEATHER CAMPING

Always use the buddy system. If something happens to one, the other can get help.

Dress in layers. You control body temperature by adding more layers when you start feeling cold and removing layers before you overheat.

Stay dry. Damp clothing lowers body temperature and lessens clothing's insulating value. If you start to sweat, you're overdressed. If your clothing gets wet, change into clean, dry gear as soon as possible. Dry socks are especially important – keep an extra pair in a plastic bag. If you are staying overnight, change into clean, dry clothes before you go to bed.

Eat a balance of nutritious foods. Food produces energy to keep you warm. Think of your stomach as being a wood-burning stove. Sugary foods, like burning paper, provide a flash of energy that is quickly consumed. Complex carbohydrates, like kindling, produce energy over a longer period of time. Fats, like logs, produce lots of energy over a sustained period of time. Remember: It's the fire within that keeps you warm.

Drink plenty of fluids. In cold, dry weather, your body uses a lot of liquid, even if you're not active. Don't risk dehydration. Take frequent water breaks. In extreme cold, keep the water bottle inside your clothing to keep it from freezing.

Warm up with exercise, not campfires. Campfires heat only one side of you and tricks the body into believing it doesn't need to generate its own heat. Also, your winter clothing insulates you from the heat just as it insulates you from the cold.

Watch out for elastics. Jackets and pants with elastic cuffs, if too snug, can slow or cut off circulation to fingers and toes, leading to frost bite. Tight waistbands, also, can seriously reduce the body's heating ability.

Protect your face. A scarf, neck gaiter, balaclava, helmet or facemask helps shield your face from dangerous exposure to wind and weather. Lip balm helps keep lips from chapping or bleeding.

Heat rises. Most body heat is lost at the extremities. Wear a hat, earmuffs, hood or a combination of these items. Gloves or mittens are essential (mittens are better for warmth).



Fishawack 2022 Klondike Team Check In Form

(Fill out completely and turn in at check-in for each sled or team)

Unit: _____ **Town:** _____

Sled Number _____ [Assigned at check in]

Circle one: **Junior** **Senior** **Venture**
 Age 13 and under Age 14 and up Age 14 and up

	Scout Name	Age	Parent/Guardian Phone #
1			
2			
3			
4			
5			
6			
7			
8			
9			

Team / Sled Captain Name: _____

- **This Check In form MUST be completed for each team / sled.**
- **Arrive at your last town before 3:00 pm. For late arrivals (after 3 pm) the town mayor has discretion to allow activity in the town.**
- **Leave last town by 3:30 pm (no exceptions), and go to Klondike HQ.**
- **Team / sled captains must hand in their score sheets at the Klondike HQ immediately after finishing.**