



2023 FISHAWACK DISTRICT KLONDIKE DERBY!
At Camp Somers, Mount Allamuchy Scout Reservation, Stanhope NJ

February 4, 2023

2023 FISHAWACK KLONDIKE DERBY DETAILS

Event Particulars:

Date: **Saturday, February 4th, 2023**

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

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

Times: Check in between 7:45 a.m. and 8:30 a.m. and to receive instructions - Camp Somers, Mount Allamuchy Scout Reservation Dining Hall.

Start at: 9:00 a.m.

Finish at: 3:30 p.m.

Awards ceremony: 4:30 p.m. (camp office / trading post area)

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 AND must hold a rank of First Class or lower.
3. All scouts regardless of age or rank can compete in a senior Scouts BSA team.
4. A scout age 14 and up, regardless of rank, must be on a senior team.
5. A scout of Star, Life or Eagle rank, regardless of age, must be on a senior team.
6. Venture crews will compete in their own class and run the same course.
7. Use of sleds is mandatory. As long as the sled can hold all equipment, there is no minimum size, weight or design requirement.
8. Sleds must either have wheels, skids or a combination of skids and wheels.
9. Sleds must be manually pushed and pulled by team members only.
10. All equipment that will be used during the competition must be carried in the sleds. Personal equipment like pocket knives, compasses, Scout Handbooks and pens can be carried on person. Spot checks may be made at various checkpoints to ensure that all equipment items are with the team at any given time.
11. Unless otherwise indicated at a town, a maximum of 30 minutes will be allowed for a team to complete a town's skill event. Ideally teams should aim to complete their activity within 25 minutes.
12. Material for the skills tests will be based on the syllabus for Klondike 2023. The syllabus is available on the Fishawack District website (<https://ppcbsa.org/districts/fishawack-district/>).
13. All equipment needed for the Klondike Derby are listed in the gear lists – one for Junior crews and one for Senior / Venture crews - that are available on the Fishawack District website (<https://ppcbsa.org/districts/fishawack-district/>).



14. Each crew must take a mandatory “lunch period” between 12:00 a.m. and 1:00 p.m. This period will be a minimum length of 20 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.
15. Team / sled captains must have a completed and accurate Check-In form for his or her team / sled.
16. The name of the unit leader or designated unit leader at the Klondike Derby, with his or her telephone number, must be on each team / sled Check In form.
17. Team / sled captains must do at least one check in with the Klondike Derby HQ during the competition to verify scores (can be done at any time between 9:30 a.m. and 3:00 p.m.)
18. Team / sled captains must hand in their score sheets at the Klondike HQ immediately after finishing.
19. All sleds and equipment must cross the finish line, even if the sled or equipment becomes broken along the way.
20. 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 at the Klondike Derby HQ.
21. The attending unit leader or designated unit leader must have access to the medical forms for the youth and adults of his or her unit in attendance at the Klondike Derby.
22. Each unit vehicle must bring a snow shovel.
23. 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.
24. No equipment, trash, or food may be left along the trail.
25. Teams may not use two-way radios.
26. 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.
27. Proper behavior is expected. A mayor or official may disqualify any scout or team for improper behavior.

Emergency Procedures:

28. In case of emergency, call the EMT emergency number given on the event map.
29. Inform the Klondike Derby HQ or Health Officer of any injuries or safety issues.
30. Assembly point in case of an emergency will be at the Camp Office. A continuous wail of the Camp Somers siren will be the signal that there is an emergency and everyone should assemble at the Camp Office.

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