Chillicothe Klondike Derby
Information Guide
January 25-27, 2019
Camp Hugh Taylor Birch
Dear Scouts and Scout Leaders,

The Chillicothe Activities Committee challenges your unit to compete in the 2019 Chillicothe Klondike Derby. This event is one of the area’s most popular activities, held annually for many years. The program is designed to give Scout Patrols the chance to compete and work together as a team to solve problems and work out team-oriented solutions, while having an Antarctic blast! Patrols will be challenged with leadership, skills, and teamwork activities to score points in the day’s scouting competitions.

We are proposing an exciting array of activities for this year’s Klondike and, as in the past, we need your support.

First, please take the time to read this information guide and become familiar with its content. There are changes from previous Klondike Derbies. The format will be slightly different from previous years. As long as Patrols/Teams follow the guidelines that are contained in this booklet, they will be fine and have a great experience at this event.

Secondly, as Scoutmaster, be aware of the limited role that you and other adults actually have once the Klondike Derby begins. This is a Scout only event that is conducted using the Patrol method. We need to keep it this way. Any assistance from adults, Leaders or otherwise, will result in penalization to the Patrol.

Finally, don’t be afraid to ask questions prior to the event. It will help make it a better event for everyone involved. The main purpose of this event is to have fun and test the Scouts on their knowledge of Scout skills. Our aim is to help you, as a Leader, to find out where your Scouts excel and where they could use help. At the end of the Derby, we will make available to all leaders that want it, a copy of the score sheet. That way you will be able to see how your Patrol(s) scored at each station.

Yours in Scouting,
Dave Perez
2019 Klondike Derby Chair
david.c.perez@gmail.com

*Tecumseh Council
http://www.tecumsehcouncilbsa.org/*
What is a Klondike Derby?

A Klondike Derby is a Boy Scout winter skill and camping event, held in January in the snow (hopefully this is the year). It involves an overnight campout and multiple Camporee-type competitions, where Boy Scout Troops and Patrols (and Webelos) compete against one another. Each Patrol will use a dog-type sled which they have made and will use Scout power to pull it instead of dogs. The Scouts will pull the sleds that are loaded with their personal and patrol equipment. The Scouts will journey through the woods and fields, up and down the hills, and stop at different activity stations where they will be tested on different Scout skills. When they arrive at these stations they will be tested on their Scouting knowledge, teamwork, and problem solving skills.

History of the Klondike Derby

A Klondike derby is an annual event held by some Boy Scouts of America and Scouts Canada districts during the winter months and is based on the heritage of the Klondike Gold Rush.

The Klondike Gold Rush, also called the Yukon Gold Rush, the Alaska Gold Rush and the Last Great Gold Rush, was a migration by an estimated 100,000 prospectors to the Klondike region of the Yukon in northwestern Canada between 1896 and 1899. Gold was discovered here on August 16, 1896 and, when news reached Seattle and San Francisco the following year, it triggered a "stampede" of would-be prospectors. The journey through rough terrain in cold climate, frequently while carrying heavy loads, proved too hard to many and only between 30,000 and 40,000 managed to arrive. Some became wealthy; however, the majority went in vain and only around 4,000 managed to strike gold. The Klondike Gold Rush ended in 1899, after gold was discovered in Nome, prompting an exodus from the Klondike. It has been immortalized by photographs of prospectors in the snow, by books like The Call of the Wild, and films such as The Gold Rush.

BSA units have been running Klondike derbies since 1949. The event varies by district, but the typical Klondike derby consists of stations where patrols/units must test their Scoutcraft skills and their leadership abilities, earning points towards a total score.

In honor of the Klondike Gold Rush and the heavy emphasis on skills, all skill stations will focus on items which can be found in the Boy Scout Handbook.

Any Scout unsure of any skill at a station should be able to turn to their Scout Handbook for guidance

Patrol leaders will receive a map of the towns and their sled's starting point at checkin / registration. The station requirements are included in this information guide so that Scouts can work on the skills required to compete. In order to prepare your patrols, emphasize skills found in the Handbook. All stations will make use of either skills as found in the Handbook or their functioning as a patrol. All skills tests will be age appropriate no matter what your rank is.
FACT SHEET

Date  January 25-27, 2019  
Location  Camp Birch, 4057 Swimming Pool Road, Yellows Springs, OH  45387  
Theme  Antarctica  

<table>
<thead>
<tr>
<th>Cost</th>
<th>By January 14, 2019</th>
<th>After January 14, 2019</th>
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<tr>
<td>Scout</td>
<td>$15.00</td>
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<td>Adult Leader</td>
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Register your unit online at


Includes patch, lunch on Saturday, and camping fees

Cabins are available at additional cost; $60 event discount will be given if cabin is reserved by contacting Karen Vance, 937-325-6449 x100

Early Bird Discount ends January 14, 2019

**Early Early Penguin Bonus:** Any Scout or Adult Leader that registers by December 14, 2018 will receive a FREE Hat with Klondike Derby Patch

Scouts will have the opportunity to demonstrate their Scout skills competing in various fun and challenging activities as well as winter camping as they try to reach the Mount Erebus. The most successful Troops at this year’s Klondike Derby will have thoroughly read and attained a complete understanding of all the information covered in this handbook.

**Klondike Awards**

Grand Champion Award for 1st, 2nd, and 3rd place  
Sled Team Race for 1st, 2nd, and 3rd place  
Sled Team Events for 1st, 2nd, and 3rd place  
Smartest Scout for 1st, 2nd, and 3rd place

**Sled Team**

Sled Team Size — Sled Teams are to be 4-8 Scouts  
Sled Team Equipment — Sled plus equipment required for events  

NOTE: for sled team race, all equipment that was carried during the events portions of Klondike must still be on your sled for the race; the only exception is the canned food, which you should have donated to the Antarctic Food Drop during the skills portion of the event.
ARRIVAL & CHECK IN

Please plan to arrive at Camp Birch between 5:00-9:00 PM Friday night. Units should have their Senior Patrol Leader check in their unit at Klondike Headquarters (HQ) at the Turner Building. If camping please report to HQ before driving equipment to camp site. When your SPL checks in, he will need to hand in or show the following forms:
  1. Klondike Derby Sled Team Forms (1 for each team)
  2. Signed Camp Birch vehicle policy form

If you are not camping on Friday night we understand; but we would like to encourage you to camp so that the Scouts in your Troop can get the most out of the Klondike Derby. If you don’t camp on Friday please check in at HQ no later than 8:30 AM on Saturday.

WEATHER

The Klondike Derby will be held snow or no snow. There will be no camping if the temperature drops below zero.

CAMPSITES

**Campsites are included in the cost of the Klondike Derby.** Boy Scout Troops can request a specific campsite when they register, but campsites will be assigned based on size of units participating. The committee will do our best to assign campsites as requested by units. If your unit desires to spend the night in a cabin we understand; but would like to encourage you to camp so the Scouts in your Troop can get the most out of the Klondike Derby. If you decide to spend the night in a cabin, please reserve the cabin through Karen Vance at the Council Office, 937-325-6449x100. The cost of the cabin is not included in the cost of the Klondike Derby, but a $60 discount will be given if the cabin is reserved through Karen - discount will NOT be applied if reservation is made online!

**Venture Crews** will camp in or around the Adams building. Any Venture Crew that does not have adequate adult leadership should still be able to attend by coordinating with other Crews attending.

CAMP SET UP

Organize and set up your camp site for the Klondike. Return all vehicles to the main parking lots by 10:00 PM (see vehicles below).

UNIFORMS

Scouts should travel in their BSA Activity Uniform. Scouts are not required to wear official Scout uniforms during the Klondike Derby; however, it is important that they wear appropriate winter clothing (see winter camping guide). Scouts will not be allowed to compete if not wearing boots.
VEHICLES

Units can drive vehicles as required to move their gear to their campsite, but they must obtain a vehicle pass from HQ at the Turner Building for each vehicle they need to drive on camp. Vehicles are allowed to drive on camp only until 10:00 PM Friday and Sunday after 7:00 AM. No vehicles will be allowed to park at camp sites; all vehicles must be returned to main parking lot by 10:00 PM Friday. There will be no driving on camp Saturday!

AWARDS

Awards will be presented to Sled Teams for Race Time, Events Score, Smartest Sled Team and Grand Champions.

MEDICAL

A trained First Aid person will be available at the Turner Building on camp. Troops/Crews will be responsible for having a medical form on-site for all participants. Medical forms will stay with each unit - do not turn forms into Klondike Derby Leaders.

CAMPFIRE

Each Troop should plan on a campfire at their campsite Saturday night. This is a great opportunity to teach newer Scouts skills and practice the patrol method. It also allows the Scouts to relax after a long day out in the cold. ALL FIRES must be in the designated campfire rings at the campsites. Please observe all safety rules when using fires, including having fire control/extinguishing equipment nearby.

WATER

You should bring ALL the water you need for your camp. Most water is turned off at Camp Birch for the winter. There will be limited water available at the Turner building.

GARBAGE AND TRASH

You must haul out all garbage and trash from your unit when you leave the Klondike. Bring plastic bags and or garbage cans. Leave no garbage or trash (including food scraps) on the ground at the Klondike site.

SANATARY

Kybos are available at all campsites. Running water restrooms are only available at the Adams Building for Venture Scouts and the Turner Building for Staff, and activities at the Turner building. Please help us keep the insides of the facilities clean and neat.

TOBACCO POLICY

The use of tobacco is not allowed within Camp Birch. Adults, who must partake in tobacco products, are required to exit the camp area past the parking lot and onto Swimming Pool Rd.
WHAT NOT TO BRING

Unit adult advisors, we need your help to ensure that none of these items (listed below) are brought to the Klondike. Please look over this list carefully and make sure your unit does not bring these items:

- Fireworks of any kind
- Pets of any kind
- Air Horn Generators or other noise generating devices of any kind
- Electronics (except for cameras and cell-phones)
- Sheath Knives

Above items observed by camp staff, will be collected and returned to the unit adult advisors at the end of the Klondike. *A Scout Is Obedient.*

**NOTE:** Sheath knives ARE allowed at this event, primarily because they are an excellent tool for breaking down 2x4s for the Kettle Boil event.

CHECK-OUT PROCEDURES

Please ensure your campsite is clean.

Tear down your campsite, remove all trash and debris, disassemble any pioneering projects, and patrol your site. Self inspect your campsite and send word to HQ that your campsite is ready. Once everything is completed, your Troop is free to go.

TO ALL ADULT LEADERS

Klondike Derby is a great place to see old friends and meet new ones; however, it is not the staff’s responsibility to maintain discipline of your Scouts or ensure that they are properly cared for. You need to be aware of their actions at all times. Ensure that your Scouts act like Scouts, keeping the Scout Oath and Scout Law foremost in their minds. This may require you to visit less and monitor your Scouts more.

**We need your participation and help to make this a great Klondike Derby!!**
KLONDIKE DERBY

"SCOUTMASTER" (Adult) EVENTS

KETTLE BOIL - Skagway

Note: This year adult leaders will compete at the same time and place as the Scout sled teams.

Description: Boil 2 cups of water using two 2x4 sections and a book of matches. Fastest time wins. Typical time: 1 hour, fastest 15 minutes.

Equipment: very sharp hachet(s), knives (preferably sheath knife), mallet (or log), gloves, and much lighting if at night. If raining, rig a tarp or use umbrellas, and bring a platform to keep tinder dry. No fire starters or other flammables allowed.

Requirements: This event is NOT about starting a fire, rather it’s about building and tending a fire. A team will break down dry pine 6x2x4” and 12x2x4” blocks into kindling, tinder, and fuel, arrange them to heat a #10 tin can, and then light the wood. Time starts when they first split the wood and sends when the soap water is bubbling. Team will extinguish the fire, clean up the area, return tools, and put waste into the fire ring / pit.
KLONDIKE DERBY BOY SCOUT EVENTS

TEAM RACE - Parade Field

Description: Your team is racing to be the first to arrive at Mount Erebus. The Antarctic people are very helpful and willing to provide directions when asked but they are very wary of outsiders and generally only give enough information to get outsiders to the next village and not all the way to Mount Erebus. You need to seek out the first Antarctic village for support and ask directions to the next village. Once you reach Mount Erebus, you need to report back to the start of the race.

Equipment: SLED and up to 8 Sled Team members
Required equipment on Sled to compete in Race:
- 2 – eight foot poles
- 1 – 8’ x 10’ tarp
- 1 – gallon water
- 1 – first aid kit
- 1 – 50 foot length of rope
- 1 – blanket or sleeping bag
- 1 – lashed ladder
- canned food goods

Requirements: Given directions to a village you need to get new directions at each village until you reach Mount Erebus and report back to the start.

Scoring: 100 maximum points for first place and reduction of 2 points for each succeeding place. Time added for missing sled gear. Time added for noncompliant sled.

Awards: Top Three Finishers recognized. Points are also included in the competition for Grand Champion.

SHELTER BUILDING RACE – Seward

Description: On the way to Mount Erebus the weather is getting worse and your team needs to obtain shelter as fast as possible but the temperature has dropped so much that you need to build shelter with mittens on since you would risk frostbitten fingers in gloves.

Equipment: To receive full points, teams should bring supplies to build a simple shelter that can house all of the Scouts on their sled team. Alternatively, Canvas Tent will be provided by Klondike Derby team, but with 25 point deduction. Six pairs of socks provided by Klondike Derby team.

Requirements: While wearing socks your 6 person sled team needs to set up a tent as fast as possible on frozen ground. Hint: tent stakes will not penetrate frozen ground and tent must be free standing once completed.

Scoring: 100 maximum points for first place and reduction of 2 points for each succeeding place. 25 point deduction if use Klondike provided tent instead of bringing own supplies.

Awards: Points are included in total Event competition and also included in the competition for Grand Champion.
ICE RESCUE – Soldatna

**Description:** On the way to Mount Erebus one your sled team members attempts to cross open water on ice flow, but drifts away quickly and uncontrollably, ending up holding onto a tree with one hand. The other Scouts must throw him the rope from your sled, which he must tie in a bowline around himself **one handed** so he can be pulled to safety.

**Equipment:** ROPES carried on Sled.

**Requirements:** Without leaving shore use the rope from your sled to bring your team member to back to safety. Any team member that enters the water will require medical attention for hypothermia and result in a reduction of points

**Scoring:** 100 points; 25 point deduction if unable to tie the bowline one handed.

**Awards:** Points are included in total Event competition and also included in the competition for Grand Champion.

KETTLE BOIL – Skagway

**Description:** Sled team works together to boil 2 cups of water using two 2x4s and a book of matches. Team with shortest time gets 100 points, second shortest 98 points, etc.; every pot that boils get some points. Typical time: 1 hour, fastest 15 minutes.

**Sled Team Equipment:** very sharphachet(s), knives (preferably sheath knife), mallet (or log), gloves, and much lighting if at night. If raining, rig a tarp or use umbrellas, and bring a platform to keep tinder dry. No fire starters or other flammables allowed.

**Town Mayor Equipment:** pop-up shelter from rain, hanging area lighting, cut wood for 80 teams, many books of matches, many #10 cans, 2x pump dish detergent bottles, 2-cup measuring cup, jugs of water, chopping platforms (old wood flooring boards), smartphones not watches for time, 11x9” aluminum pans from Sam’s for burning platform (if on grass or wet), 2 rolls aluminum foil, FAK, plastic tubs to hold all, and some audaciously marked tools for loan. All gear waterproofed and box of trash bags (for hypothermic Scouts) in case of cold or rain.

**Requirements:** This event is NOT about starting a fire, rather it’s about building and tending a fire. A team will break down dry pine 6x2x4” and 12x2x4” blocks into kindling, tinder, and fuel, arrange them to heat a #10 tin can, and then light the wood. Time starts when they first split the wood and sends when the soap water is bubbling. Team will extinguish the fire, clean up the area, return tools, and put waste into the fire ring / pit.

**Scoring:** 100 maximum points for first place and reduction of 2 points for each succeeding place.

**Awards:** Points are included in total Event competition and also included in the competition for Grand Champion.
GRAPPLING HOOK CHALLENGE – Ketchikan

**Description:** The boxes containing the flags and banners you plan to raise at Mount Erebus fell into an ice crevace. You need to recover your equipment or you will loose your funding from Boys Life magazine. You found a grappling hook and some rope that you can use to retrieve your equipment without descending into the crevace.

**Equipment:** Crates to be retrieved, grappling hook, and rope provided by Klondike Derby team.

**Requirements:** Using the grappling hook and rope retrieve the crates from the crevace without enterig the chasm.

**Scoring:** 100 maximum points for first place and reduction of 2 points for each succeeding place.

**Awards:** Points are included in total Event competition and also included in the competition for Grand Champion.

FIRST AID – Barrow

**Description:** On your way to Mount Erebus some of your sled team members were injured and require wilderness first aid.

**Sled Team Equipment:** First aid equipment and common camping equipment items that could be used in an emergency first aid situation carried on Sled.

**Requirements:** One of your team members will be selected to simulate a wilderness first aid situation. Your team will need to use their wilderness first aid skills and equipment to effectively treat that team member.

**Scoring:** 100 maximum points, up to 25 points effective use of first aid kit, up to 25 points creative use of common camping equipment to treat injured team member, up to 25 points properly treating team member, and up to 25 points for preparing team member to continue on adventure.

**Awards:** Points are included in total Event competition and also included in the competition for Grand Champion.
MARKSMANSHIP – Denali

Description: Travel to Mount Erebus is very challenging and will require marksmanship. Before you complete your mission you will need to demonstrate your marksmanship skills.

Equipment: Rifles, targets, ammunition and safety gear provided by Klondike Derby team.

Requirements: Your team has ten shots to hit ten targets. You can have one to five Scouts shoot. To keep things moving, please know before you arrive which Scouts will be shooting.

Scoring: 100 maximum points, 10 points per target struck.

Awards: Points are included in total Event competition and also included in the competition for Grand Champion.

Safety:

Range Rules
1. ALWAYS KEEP GUN POINTED IN A SAFE DIRECTION.
2. ALWAYS KEEP YOUR FINGER OFF THE TRIGGER.
3. ALWAYS KEEP THE GUN UNLOADED.

WHEN USING A GUN, ALWAYS FOLLOW THESE RULES:
1. KNOW YOUR TARGET AND WHAT IS BEYOND; MAKE SURE THE "DOWN RANGE" IS UNOCCUPIED.
2. BE SURE THE GUN IS SAFE TO OPERATE.
3. BE THOROUGHLY FAMILIAR WITH HOW THE GUN OPERATES.
4. USE ONLY THE CORRECT AMMUNITION FOR THE GUN.
5. WEAR APPROPRIATE EYE AND EAR PROTECTION.
6. NEVER USE ALCOHOL OR DRUGS BEFORE OR WHILE SHOOTING.
7. UNATTENDED GUNS SHOULD NOT BE ACCESSIBLE TO UNAUTHORIZED PERSONS.
   REMEMBER: TREAT EVERY GUN AS A LOADED GUN.

KNOT TYING SKILLS - Fairbanks

Description: Travel to Mount Erebus is very challenging. In order to survive the challenges expert knotting skills will be required. Demonstrate your skills.

Equipment: ROPE carried on sled.

Requirements: Each team member will be required to tie a different knot. This is a relay race and each Scout must wait until the previous Scout finishes tying their knot before they can start their knot. The required knots are: Square Knot; Timber Hitch; Sheet Bend; Two-Half Hitches; Taut-line Hitch; Clove Hitch.

Scoring: 100 maximum points, 10 points for each correctly tied knot plus 40 points for first place and reduction of 2 points for each succeeding place.

Awards: Points are included in total Event competition and also included in the competition for Grand Champion.
OBSTACLE COURSE – Nome

**Description:** Travel to Mount Erebus is very challenging and requires you to traverse numerous obstacles in the tundra to reach your destination safely.

**Equipment:** Blanket and two poles at least 8 feet long carried on sled.

**Requirements:** Using the equipment on your sled build a stretcher to transport an injured team member through some of the obstacles commonly faced traversing an Antarctic environment.

**Scoring:** 100 maximum points for first place and reduction of 2 points for each succeeding place.

**Awards:** Points are included in total Event competition and also included in the competition for Grand Champion.

ANTARCTIC FOOD DROP – Kodiak

**Description:** The Antarctic natives were very generous and shared their food with you. You want to show your appreciation when you return to Tecumseh Council. So your team decides that they want to do a good deed and provide a head start for Scouting for Food.

**Equipment:** Non-perishable canned goods.

**Requirements:** Each team member should bring one non-perishable canned good to the Klondike Derby. Carry the canned goods on your sled throughout the day and turn in your canned goods at the end of the Race.

**Scoring:** 100 maximum points, 20 points per canned good turned in.

**Awards:** Points are included in total Event competition and also included in the competition for Grand Champion.

IGLOO HOTEL DELIVERY – Alkutan

**Description:** On your Klondike Journey you come across an Igloo hotel where a person on the second level will need supplies delivered.

**Requirements:** In order to succeed at this task your patrol will need to:
1) have constructed prior to the Klondike event, a minimum 8 foot tall wooden ladder which is made from wood poles and wooden rungs lashed together by rope which will allow a scout to ascend 4 feet up the ladder using at least 3 rungs

**Scoring:** 100 maximum points for successfully completing the challenge; judging will focus on overall ladder design and construction, quality of lashings, strength of ladder, tamwork and safety perspectives of the challenge.
Klondike Derby Awards and Scoring

SMARTEST SCOUT TEAM – 1st, 2nd, and 3rd place

GRAND CHAMPION – 1st, 2nd, and 3rd place

EVENTS – 1st, 2nd, and 3rd place

- SHELTER BUILDING 100 points
- ICE RESCUE 100 points
- KETTLE BOIL 100 points
- GRAPPLING HOOK 100 points
- FIRST AID 100 points
- MARKSMANSHIP 100 points
- KNOT TYING 100 points
- OBSTACLE COURSE 100 points
- ANTARCTIC FOOD DROP 100 points
- IGLOO HOTEL DELIVERY 100 points

Max Score 1000 points

SLED RACE – 1st, 2nd, and 3rd place

- First Place 200 points
- CAMPING 200 points
- UNIT LEADERS VOLUNTEERED 200 points
- ATTEND SCOUT’S OWN SERVICE 200 points

TOTAL POINTS 1800 points
Klondike Derby Boy Scout Awards and Scoring

GRAND CHAMPION REQUIREMENTS

CAMPING

Units are encouraged to camp so that the Scouts in your Troop get the most out of the Klondike Derby. To that end points are award toward the Grand Champion award based on nights spent camping at the Klondike Derby. 100 points per night camping in tents and 50 points per night spent camping in a cabin. Scouts that camp Friday night but can’t camp on Saturday night in order to attend Sunday services can be credited with camping both nights if the Scoutmaster provides the Klondike Derby chair a signed document with that information.

UNIT LEADERS VOLUNTEERED

Our Scouts can’t enjoy and learn from the Klondike Derby without our adult leaders volunteering their time to help run the Klondike Derby. Each Sled Team that has at least two Adult Leaders from their unit volunteer to support the Klondike Derby will be awarded 200 points.

ATTEND SCOUT’S OWN SERVICE

Scouts are reverent and thus encouraged to attend Scouts Own Service. Each Sled Team that has at least 3 Sled Team Members at the Scouts Own Service will be awarded 200 points. Scouts can receive credit for Scouts own service by attending a service on Saturday or Sunday at the event or at their home unit.
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<th><strong>Boy Scout Klondike Derby Schedule</strong></th>
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<tr>
<td><strong>Friday</strong></td>
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<td>5:00 – 9:00 PM</td>
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<td>8:00 – 9:30 PM</td>
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Welcome to the Chillicothe District Klondike Derby. It is the goal of the Tecumseh Council Health and Safety Committee to provide as safe an environment as possible for all Council outdoor events. As part of the Committee function, a Camp Emergency Preparedness Plan has been developed for this event. It is requested that all units review the following in order to familiarize themselves with their responsibilities under the Plan.

For the purpose of this document, the following definitions apply:
- Camp Headquarters (Camp HQ) = Turner Building
- Camp Safety Director = Klondike Derby Chair
- Unit Safety Liaison = Scoutmaster (or delegate)

**FIRST AID**

The camp first aid will be located at the First Aid building and / or Turner Building. Safety personnel will be on duty 24 hours a day during the entire event. Any emergency or safety concern should be reported to either a Safety staff member or the Camp Ranger as soon as practical. Camp Headquarters will be located at the Turner Building.

**CAMP EMERGENCY ACTION PLAN**

In the event an emergency is declared, an emergency signal will be sounded. The signal will be three blasts. Upon receiving the emergency signal, all Scouts and leaders must recall to their campsites and wait for further instructions from the Unit Safety Liaison, unless doing so would place members in immediate danger.

Upon receipt of the emergency signal, the Unit Safety Liaison shall proceed as rapidly as possible to the Camp HQ. Unit Safety Liaisons will then be briefed by the Camp Safety Director as to the nature of the emergency and what corresponding action is to be taken.

**LOST PERSON(S) AND ITEM(S)**

Lost persons should be reported to the Camp HQ as soon as practical. Camp Safety Director will notify the appropriate unit leader and make the necessary determination whether to begin a limited search or to immediately call the Greene County Sheriffs Department for support. In no cases should Scouts be allowed to search for others alone.

Lost and Found will be located at Camp Headquarters – the Turner Building.

**CAMPING**

Unit leaders are expected to inspect their campsite. They will look for safety concerns such as: improper storage of fuels, leaking, loose, or improper fuel fittings, tripping and/or climbing hazards, proper control of axe yards and proper storage and use of axe yard tools, proper use of grease pits, proper storage of foods and cleanliness.
OVERNIGHT UNITS

Units participating in the Klondike Derby by camping must camp by Troop, Contingent Troop, Crew, or Contingent Crew. Cub Scouts to include Webelos can NOT winter Camp in tents. Webelos are permitted to Winter Camp in Cabins if camping with a Troop. No youth will be allowed to stay overnight without appropriate adult leaders.

During unit checkin at the Turner Building each unit participating in the event must designate an adult individual as their Unit Safety Liaison. This person should check in with the Camp Safety Director during the check-in process. A map of the Klondike Derby area will be marked to show each unit’s campsite and will be kept in Camp HQ.

Camp Safety Personnel will need the following information from the Unit Safety Liaison:

- The name of the Unit Safety Liaison and emergency backup [including phone number(s)]. This should be someone not at the camp who can be reached in the event an emergency arises impacting the adult leadership of the unit.
- Where the unit is camping.
- How many youth/adults are camping with the unit.
- Any pertinent medical information concerning individuals in the unit that could affect timely and effective emergency care.

Each unit will be responsible for dispensing any medications to members of their unit and for keeping a copy of the medical forms of their members.

Units leaving the camp, for any reason, should check out with the Campmaster or Camp Safety Director. Individuals leaving camp, for any reason, should check out with their Unit Safety Liaison.

DAY VISITORS

Visitor for the day will be expected to follow the parking restrictions (see Parking section) and follow appropriate instructions in the event Camp Emergency Plan is activated. Day visitors will be instructed to check in at the Camp HQ (Turner Building) where they will be briefed on the Emergency Plan and what to do in the event they need first aid.

PARKING

Parking will be restricted to designated areas only – the main parking lot. There will be no vehicles parked at camp sites or the Adams Building parking area. The road into the camp must be kept clear for emergency vehicle use. Each overnight unit will be allowed to bring in one temporary vehicle to load and unload equipment (please be courteous and reasonable). However, no vehicles may be parked inside the camping area. All vehicles must park at the main parking lot between 10:00 PM Friday and 7:00 AM Sunday. Visitors for the day must park in the main parking lot.
Klondike Derby Sled Information  

Team #____

Troop / Crew ________ District _____________ Council ________________

Scoutmaster ___________________________ Phone _________________

Unit Safety Liaison _____________________ Phone _________________

Campsite / Cabin ________________________

Sled / Patrol Name ____________________________

Patrol Leader _____________________________

Scout _________________________________

Scout _________________________________

Scout _________________________________

Scout _________________________________

Scout _________________________________

Scout _________________________________

Scout _________________________________

Scout _________________________________

Please indicate which events you will participate in

☐ Klondike Skills Events (1000 points)

☐ Sled Race (200 Points)

☐ Scouts Own Service (200 points)

☐ Camping

  Friday  ☐ Tents (100 points)  ☐ Cabins (50 points)

  Saturday ☐ Tents (100 points)  ☐ Cabins (50 points)

  ☐ Exempt (100 points)  ☐ Exempt (50 points)

☐ Unit Leader(s) Vounteered

  ☐ Leader ____________________________ (100 points)

  ☐ Leader ____________________________ (100 points)
Camp Hugh Taylor Birch Vehicle Policy

The safety of our Scouts, leaders and Scouting families at Camp Birch at all times is the upmost importance to our council leadership. After extensive review, Tecumseh Council has implemented safe vehicle guidelines at Camp Birch that are becoming standard protocol at many other youth serving camp facilities. Please understand that the purpose of this policy is to protect the youth and the adults who visit Camp.

In order to ensure the safety of the campers and the staff at Camp Birch, please observe the following during your visit:

1. On arrival, please park in the parking lot and check in with the Campmaster or Ranger at the McMillian building.
2. After dropping off equipment in campsites or buildings, all vehicles must be parked in the main parking lot at the front of camp. Units are welcome to leave trailers at campsites.
3. All passengers must be in seats, with seatbelts. It is not permitted to ride in truck beds, trailers etc.
4. **Camp speed limit is 10 miles per hour.**
5. No vehicle traffic is permitted in camp between 7:00 am Saturday and 7:00 am Sunday. Please contact the Campmaster or Ranger if other arrangements are needed.
6. All vehicles must stay on designated roadways.
7. Special accommodations will be provided to those drivers with a State issued handicapped parking pass or a physician’s note stating restrictions.
8. All non-Camp owned vehicles in Camp other than during move-in and move-out times must exhibit a vehicle permit provided by the Camp Ranger.

**Any failure to follow these driving procedures will lead to immediate loss of driving privileges**

If you have any questions regarding the vehicle policy, please contact Camp Ranger Zachary Phillips at 937-269-4663.

Please share this with your unit’s adults and indicate below that you have read and understand this policy.

In Scouting,
Tecumseh Council
Camp Hugh Taylor Birch

I have read, and agree to observe the Camp Birch Vehicle Policy.

__________________________________  ______________________________ _______________
Printed Name                                  Signature                                   Date