

Hornet's Nest District

Klondike Derby

Leader Guide and Guide for Troops
Hosting Klondike Cities

Camp Grimes
Mecklenburg Scout Reservation

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The Klondike Derby Leader Guide

The Klondike Derby is an annual Scouts BSA camporee style event sponsored by the Hornet's Nest District of the Mecklenburg County Council, Charlotte North Carolina. The event is held on the last full weekend in February. The purpose of this Leader Guide is help participating troops (and unit leaders) prepare for the camporee event and help troops hosting a Klondike city/station understand their responsibilities and utilize some of the "best practices" that have been passed on from experience. It is intended that all leaders and participating troops become familiar with this leader guide and the corresponding "Sled Team Handbook" which is intended to assist patrol leaders and patrol advisors

Table of Contents

The Klondike Derby Leader Guide	2
1. Klondike Derby Basics.....	4
1.1. Age Requirements.....	4
1.2. Registration	4
1.3. Patrol Size	4
1.4. Competition	4
1.5. Performing Well at a Klondike Derby.....	5
1.6. Scoring	6
1.7. The Sled Team Handbook	6
2. Camporee Participation/Troop Responsibilities	6
2.1. Troop Responsibilities	6
2.2. Troops not Hosting a City.....	7
3. Camporee Organization and Responsibilities.....	7
3.1. Chief and Vice Chief.....	7
3.2. Troops hosting a City and Station	8
4. Klondike Derby Best Practices	11
4.1. Health and Safety.....	11
4.1.1. Guide to Safe Scouting and Youth Protection	11
4.1.2. Medical Officer	11
4.1.3. Annual Health and Medical Record (AHMR)	11
4.1.4. Safety Concerns.....	11
4.1.5. Weather.....	11
4.1.6. Vehicles in Camp	12
4.1.7. Driving to Campfire and Sunday Worship	12
4.2. Planning to Host a City/Station.....	12
4.2.1. Sweet 16 of BSA Safety	12
4.2.2. Activities That Require Certification.....	12
4.2.3. Choosing an Event/Scenario	12
4.3. Running the City and Station.....	13
4.3.1. Youth Participation	13
4.3.2. City Adult Leader.....	13
4.3.3. City and Station Scoring.....	13
4.3.4. City Awards	13
4.3.5. Overall Patrol Spirit Awards.....	14
4.3.6. Yukon Rangers:.....	14
4.3.7. Patrol Schedules	14
4.4. Scoring Best Practices	15
4.5. Raising Concerns and Feedback	16
4.6. Conflict resolution.....	16
4.6.1. Youth/Patrols.....	16
4.6.2. Other Conflicts.....	17
5. Appendix.....	18
5.1. Patrol Score sheet	18
5.2. City Score sheet	19
5.3. Links to BSA Documents	20
5.4. Sled Specifications	20

1. Klondike Derby Basics

The Klondike Derby is a Scouts BSA camporee style competition for younger Scouts with a focus on Tenderfoot through First Class skills, and a leadership event for older experienced Scouts who are eligible to participate as “city staff” members or Yukon Rangers. Patrols of scouts or “sled teams” pull a Klondike style dogsled on a course that passes through cities and stations named for cities in Alaska and perform tasks related to scout skills to accumulate points.

1.1. Age Requirements

Scouts who meet the following criteria are eligible to compete as part of a Klondike sled team:

1. Under the age of fourteen as of March 1 of the year the event is held
2. OR under the age of fifteen AND First Class Rank and below as of March 1 of the year the event is held

Scouts who do not meet these criteria are eligible to participate as a staff member or a Yukon Ranger. Scouts who are eligible to compete as part of a sled team can also participate as a staff member or a Yukon Ranger, at their Scoutmaster's discretion.

Troops that field more than 1 sled team will be required to evenly distribute Scouts by age across their sled teams. To keep the competition fair for all Scouts, a single sled team should not be comprised of a majority of older Scouts when it is possible to evenly distribute them across a Troop's other sled teams.

1.2. Registration

Prior to registration, participating troops will be asked to estimate the number of sled teams and total paid participants. This event can accommodate up to 36 sled teams on the course and will be prioritized by paid registrations received in the council office on or before the due date.

1.3. Patrol Size

Patrols should be no more than 8 and no less than 5 scouts to participate. (The camporee staff may grant an exception with advance notice.) The camporee staff will go to extraordinary measures to provide every scout who wishes to participate, a position on a sled team including but not limited to asking smaller patrols to consolidate.

1.4. Competition

The Klondike trail passes through as many as 12 cities and stations named after cities in Klondike region. Each patrol is assigned a “home base” or starting point where the city staff will score the patrol's sled team checklist before and after the competition. The home base is similar to baseball where batters start and finish at home. Every 40 minutes patrols will be instructed to pull their sled to the next city and perform the city

and station task. Some cities may not contain a “station” task, and stations are optional or “time permitting” for each patrol competing. The staff in each city should help patrols keep track of their time and insure they do not fall out of rotational order. At each city and station, patrols will use scout skills, leadership, and teamwork to complete tasks and score points. Some specific scout skills include camping, cooking, first aid, hiking, knots, lashings, map & compass, and Scout Spirit. Most skills and leadership tasks in the competition can be traced to common BSA publications such as “the Scout Handbook”, “Scouts BSA: Handbook for Girls” and “Introduction to Leadership Skills for Troops”. There may be “puzzle” or “teamwork” challenges that are new, but their roots and desired learning outcomes will align with the scouting aims and methods.

Scout leaders are discouraged from “coaching” patrols beyond the first city as this may take away from the competition for the Scouts. During city and station events, any patrol aided from outside the patrol that is not a representative of that city, may be penalized at the discretion of the adult staff at each city. The staff at each Klondike city is responsible for answering questions and providing instructions to the patrol leader for their city and station task. All Klondike staff members and Yukon Rangers are instructed to assist and/or redirect patrols lost on the trail.

In the spirit of the scouting mission and “having fun with a purpose”, troops should consider that the competition is secondary to providing a safe environment where boys and girls can learn, grow and develop important skills that will last a lifetime. At the end of the day patrols should feel like they were challenged, had an opportunity to prepare, learn and grow as a team and were treated fairly and had a lot of fun in the process. As leaders, staff and scouts prepare for the camporee they may want to consider the words of Ernest Hemingway, “There is nothing noble in being superior to your fellow man; true nobility is being superior to your former self.” If competition and winning becomes an end to itself, this may take away from the spirit of the camporee and cause bad feelings. Troops, leaders and patrols should keep in mind this event is planned, run and judged by volunteers with youth assistance. Every staff member should “do their best” to score events consistently and without bias, but it should be noted that mistakes will be made, as we are all volunteers, and human.

1.5. Performing Well at a Klondike Derby

The key to performing well at a Klondike Derby camporee - most of the tasks presented at Klondike cities are directly related to “learned” tenderfoot through first class scout skills, the patrol method (teamwork) and leadership. (along with some problem solving thrown in) Note - advanced skills that are typically beyond tenderfoot through first class should not be part of the event. Patrols that do well at the Klondike are not necessarily “First Class” and 13 1/2 years old. The patrols that do well have learned and practiced the skills presented in their scout book, and have worked together or have been exposed to games and inter-patrol activities that reinforce skills, leadership and teamwork through their program. At this point you may begin to understand that a patrol with great skills may lack leadership, spirit, or the ability to work together to solve a problem and may not perform as well as expected. Also, each Klondike city should present a unique challenge that most scouts have not seen or practiced so some patrols may perform well and one city’s event and poorly at the next city. Trophies are awarded,

(1st, 2nd, 3rd) but the bigger competition is the patrol against the course (and themselves) and the opportunity to learn and grow and possibly improve year over year.

1.6. Scoring

Each patrol that attempts a city and station will be scored by the staff in the City. City scores (up to 20 points) are normally judged on 4 main categories, Leadership, Teamwork, Scout Sprit and Task Completion. With the current scoring system, it is possible (but not probable) for a patrol to score up to 15 points (leadership, scout spirit and teamwork) and not complete the task. Stations (up to 10 points) are scored by performing a task or answering questions. Breakfast and the sled team checklist are also scored. On each score sheet, troops running a city have the responsibility to provide constructive feedback on the patrols performance that may be used as a teaching tool by the Scoutmaster.

In addition to trophies (authentic gold pans), awards will be presented at the Campfire Saturday night for overall best spirit and each Klondike city present a "city award" to the patrol that performed well in their city. Please see City awards section 4.3.4 for guidelines.

1.7. The Sled Team Handbook

The Sled Team handbook was created with the patrol leader and patrol advisor in mind. (Adults and troop leaders will also find it helpful.) It contains information specific to competing patrols and scheduling information for leading up to the event. The handbook is updated annually and it should contain specific information for each annual event and the latest updates.

2. Camporee Participation/Troop Responsibilities

All troops that participate in a Klondike Derby camporee are ultimately responsible for the troop's participants (adults and youth) that attend the camporee. Similar to planning a troop camping trip or activity, each troop is responsible for following the BSA Guide to Safe Scouting, adhering to BSA Youth Protection policies and filing tour plans as required. In addition to BSA guidelines, participating troops are responsible for keeping up-to-date with the Klondike Chief regarding scheduling, registration, fees and information included in but not limited to the contents of this leader's guide, the Sled Team Handbook and the district web site <http://www.mccscouting.org/Districts/HornetsNest.aspx>

2.1. Troop Responsibilities

Each troop should assign an adult leader to coordinate the troop's participation in the camporee. The troop's responsibilities include but are not limited to:

- **Maintaining and having in their possession (at the event) the Annual Health and Medical Record (Parts A&B) for each participant (youth and adult) from their troop**
- Insuring the troop adheres to and follows the BSA Guide to Safe Scouting and BSA Youth Protection policies
- Assigning an adult leader to coordinate planning and be the emergency contact during the camporee event (Provide contact name and mobile phone number to the Klondike Chief)
- Communicating with the Klondike Chief regarding scheduling, registration and questions by attending roundtable meetings and monitoring district website/email
- Provide the camporee staff with preliminary/final headcount and sled teams and notify the camporee Chief as soon as possible if numbers change significantly
- Coordinate and submit troop registration forms and payments at the council office
- Participate in camp cleanup to insure the camp property is policed and left in good condition
- Encourage troop participation in all scheduled camporee events, programs and worship service
- Insure that the troop campsite is properly policed before departing on Sunday

2.2. Troops not Hosting a City

Adult leaders and youth staff who do not have host city responsibilities will be asked to attend camporee leader meetings and volunteer to assist at understaffed locations.

3. Camporee Organization and Responsibilities

The Klondike Derby staff is comprised of the Klondike Chief and Vice Chief, medical officers, Yukon Rangers, quartermaster, and most importantly Troops hosting city and station events. (Staff includes advisors, district program chairperson and district professionals.) The success of each Klondike Derby event is the culmination of leadership and teamwork put forth by the camporee staff and the host troops. The troops that host city and station events make the Klondike Derby memorable for youth, staff, and participants.

3.1. Chief and Vice Chief

The Klondike Chief and the Vice Chief are ultimately responsible for coordinating and managing the resources needed to hold the Klondike Derby. Their responsibilities include but are not limited to:

- Scheduling and coordinating the event with district and council support
- Recruiting Troops dedicated to hosting cities and station
- Creating and collecting sign-up sheets
- Recruiting medical officers, cook teams (if applicable), worship service team, campfire team and campfire program
- Creating an emergency contact list and building an emergency notification plan.
- Layout of the Klondike course coordinated with the camp ranger
- Procurement of all needed camp facilities coordinated with the camp master

- Coordination of the type of event that will be held at each city and insuring that it is safe and age appropriate
- Preparation of course maps and finalizing the event schedule
- Communication to host troops and participating troops/patrols including camping assignments
- Organizing the Klondike walk through/practice event for troops hosting cities and providing Klondike trail signs to host troops
- Distribution of the patrol rotation schedule and overall competition schedule and associated information to participants and troops
- Coordinating and chairing the Friday evening leaders meeting
- Coordinating and chairing the Saturday evening campfire
- Monitoring Saturday competition events and providing support as necessary
- Conflict management between staff and participating troops
- Working with scorekeepers and presiding over the spirit award and city awards
- Procurement of awards and trophies
- Budgeting and coordinating the budget for the event with the district professional
- Recruiting, managing and training youth staff (Yukon Rangers)
- Making camp resources available and coordinating with camp master
- Verifying camp has been properly closed down and all areas have been left clean.
- Responsible for inventory, inspection and storage of Klondike signs and equipment that is used to hold the event
- Recruiting and supporting the Vice Chief for the following year's event
- Training and assisting the Yukon Ranger program

3.2. Troops hosting a City and Station

Troops hosting cities and stations are essential to the success of a Klondike Derby camporee. Each host troop plans and carries out the scenario or event that will be presented to individual sled teams as they navigate the course through each city. Host troop responsibilities include but are not limited to:

Planning

- Assigning an adult leader to coordinate planning and be the point person responsible for communications before and during the event with the camporee Chief
- Attending roundtable meetings and staying informed of the planning schedule by way of the camporee Chief and/or district website/email
- Developing a scenario or situation that the patrols will perform in their city based on one of the broad categories as assigned by the Klondike Chief. (The Chief will have available a book of appropriate events that were used in past events)
- Working with the Klondike Chief and Vice Chief to insure camp equipment needed for your city and station are available and on site or within budget
- Prepare for up to 3 patrols to visit your city and station at a time (per the rotation schedule)
- Determine how the city/station event will be scored based on the 4 scoring categories and insure that scoring and score sheet comments are constant throughout the event
- Recruit staff to run the event in their city and insure that every patrol participating has the same challenge presented to them in a consistent manner

- Prepare your city's "City Award" to be presented at the campfire Saturday night
- Identify the adult leader who will be the lead contact for the camporee staff – this contact person will person should be an adult leader who is involved in planning and will be onsite and engaged during the event
- Review Leader guide with assistants and staff and ask questions

City/Station run-through

- Set up and verify the event can be performed by scouts and that the time allotted is appropriate (one of many reasons for the run-through)
- Walk the trail from the previous city and install city signs leading to your city location and insure the trail leading to your Klondike city is clear and appropriate for scouts
- Check to make sure the trail from the last city is not too difficult and that the time allowed to travel from the last city is reasonable based on the event being held – work with the Klondike Chief to adjust if necessary

Event/competition

- Insure score keepers provide consistent and appropriate feedback on the supplied score sheets
- Provide qualified adult leadership during the competition and throughout the weekend
- Provide leadership and guidance to youth staff and Yukon Rangers
- Assist patrols as necessary to insure they stay on the correct rotation and do not get lost on the trail
- Monitor the rotation schedule and inform the Klondike Chief of rotation discrepancies
- Keeping track of patrols with exemplary Klondike spirit – this is similar but different than the scout spirit category on the individual patrol city score sheet
- Communicating with the Klondike medical officer and Klondike Chief as necessary
- Understanding, promoting and modeling good sportsmanship throughout the event
- Transferring individual patrol scores to the master score sheet and keeping all patrol score sheets up to date to insure they are delivered to the Klondike staff on time.
- Scoring breakfast for patrols that are camping within your city limits
- Scoring the sled team checklist at the beginning and the end of the competition

After the completion ends

- Completing and validating the city master score sheets, including patrol breakfasts and sled team checklists
- Take down of your city/station event including returning camp equipment to the quartermaster
- Policing the trail from the previous Klondike city and collecting your city's Klondike signs/signposts and lost patrol items (from the previous city) and delivering to the quartermaster
- Policing the campsite for trash and lost patrol items
- Participate and provide feedback to the camporee staff at the leader meeting following the Saturday campfire
- Monitor behavior of all youth staff and participants
- Final inspection of troop and patrol campsites

4. Klondike Derby Best Practices

Over the course of many years the Klondike Derby has provided countless memories for scouts and scouters. During that time the event itself has grown, changed and adapted based on feedback from scouts and adult leaders. The best practices that follow were born out of observations, experience and necessity.

4.1. Health and Safety

4.1.1. Guide to Safe Scouting and Youth Protection

When planning and executing any scouting event you should have in your possession and utilize the Guide to Safe Scouting and insure Youth Protection guidelines are followed.

4.1.2. Medical Officer

Each Scout camporee will have a medical officer on staff. In most cases the person has advanced medical training and/or first responder training. The medical officer will be onsite and available throughout the camporee. All incidents beyond basic first aid should be brought to the attention of the medical officer and specific instructions and contact information will be provided for leaders at each camporee event.

4.1.3. Annual Health and Medical Record (AHMR)

Per the Guide to Safe Scouting each troop is responsible for having in their possession the AHMR for each participant. As part of the camporee check-in process, each troop is encouraged to provide the camporee medical officer with their unit's AHMRs to be kept in the health lodge. The medical officer should have direct access to the AHMRs in an emergency and will maintain strict confidentiality. All AHMR's will be returned to unit leaders at the close of the camporee.

4.1.4. Safety Concerns

All safety concerns either perceived or actual should be brought to the attention of the adult leader "in charge" of the "city" and subsequently to the Camporee Staff. Most safety concerns can be addressed and discussed several yards from the event in progress without impacting the event in progress. If there is an imminent chance of bodily harm, (to oneself or another participant), then as responsible adults we are called to stop the task or action until it can be judged safe.

4.1.5. Weather

The weather in late February is unpredictable and participants should monitor forecasts and be prepared for changing conditions. The camporee staff will monitor the weather conditions throughout the weekend and communicate schedule changes as necessary.

4.1.6. Vehicles in Camp

Each campsite can have 1 equipment trailer and 1 vehicle located in the campsite during the event in case of an emergency. All other vehicles should be moved to the camp parking area after unloading troop equipment and personal gear. For the safety of the scouts and sled teams, vehicle traffic will be restricted to the medical officer and designated members of the camporee staff. (vehicles in camp create an unacceptable condition where Scouts and vehicles try to share the road.) During the event barricades may be placed at key locations to limit vehicle traffic. All visitors will be instructed to park vehicles in the designated parking area.

4.1.7. Driving to Campfire and Sunday Worship

Driving youth to and from the Saturday Campfire and Sunday worship is strongly discouraged. Adults who require transportation should meet in the camp parking lot and carpool to the campfire ring to reduce vehicle traffic. All vehicles should maintain 5 MPH as scouts may be camping near the dam and will use the road. Scouts will be instructed to gather at the open shelter flagpoles and walk to the campfire ring through camp by patrols or troops. After the campfire adults in vehicles should wait for scout traffic to clear before returning to the parking area.

4.2. Planning to Host a City/Station

4.2.1. Sweet 16 of BSA Safety

When planning and executing a Klondike event, understanding and utilizing the 16 points, which embody good judgment and common sense, can be applied to all activities and events. In addition to the general rules, certain BSA activities, ex., climbing and shooting sports programs, have additional detailed guidelines. All leaders should review and comply with such guidelines in the respective activities. Sweet 16 of BSA Safety can be found online at <http://www.scouting.org/healthandsafety/GSS.aspx>

4.2.2. Activities That Require Certification

When planning an event for your city, keep in mind that some activities may require that certified instructors are supervising the event.

4.2.3. Choosing an Event/Scenario

Typically each troop will be assigned a general category relating to scout skills or teamwork on which to base their city and station event. By working with the Klondike Chief who has access to past events and scenarios, the troop can build an event that is realistic and has not been used in the past 3 – 4 years. (most scouts can attend up to 3 Klondike Derby's so it is important to keep the events fresh, the Chief will have available a book of appropriate events that were used in past events)

4.3. Running the City and Station

4.3.1. Youth Participation

Providing leadership opportunities for older scouts is a key aspect of many troop programs. Utilizing qualified older scouts to run and score the Klondike cities and stations can be beneficial to their development and is highly encouraged. However, learning to score and evaluate performance in a situation where the criteria is ambiguous and open to interpretation can be challenging to navigate even for the most experienced scouts. (and for many adults)

As a best practice, qualified adult leaders should remain actively engaged and supervise the youth who are involved with running and scoring your city's events. If youth are involved in scoring the event, the adult leader should use the opportunity to guide and coach the youth (the adult leader is ultimately responsible for scores and comments). The adult leader should work directly with the scorekeepers by asking questions and using guided discovery.

4.3.2. City Adult Leader

Each troop running a city and station will identify an adult leader who will be the person "in charge" of the "city" where the event is being held. As a best practice, this contact person should be able to provide qualified leadership to adults, youth staff and Yukon Rangers, and as one who is familiar with the city event, they should be the contact person available to answer questions from staff, leaders and adult observers. The adult leaders are also tasked with monitoring behavior to insure that safety and consistency are maintained throughout the competition.

4.3.3. City and Station Scoring

The staff in each City will score their city and station event. The decision of the staff in each city is final and it is the responsibility of each city/station staff to determine how the city's events will be scored (based on the scoring categories) and insure that scoring and score sheet comments are consistent throughout the event.

Each patrol will receive a score for:

- Saturday breakfast judged by the staff in the city where the patrol camped
- Each city and/or station attempted

4.3.4. City Awards

Awards will be given for each city at the discretion of the city's staff. The intended purpose of a city award is not necessarily to recognize the top scoring patrol, (which in many cases results in a tie settled by a coin toss) but to spread the awards around to many patrols as possible by recognizing patrols that showed outstanding character or overcame adversity or has the best teamwork, or scout spirit, or leadership, or built the best widget. Host troops are strongly discouraged from presenting their city award to

one of their own patrols at the camporee to avoid the appearance of favoritism, but, troops are strongly encouraged to build and present an award to be presented to their patrols at any troop event or troop court of honor. If you are unsure about how to select a patrol for your city award, please review with the Klondike Chief. (The Klondike Chief may also ask that you chose an alternate patrol based on the criteria or based on a positive or negative incident on the course)

4.3.5. Overall Patrol Spirit Awards

The overall Patrol Spirit Award(s) will be selected by the Klondike Chief and Vice Chief based on the nominations submitted on the City score sheets and observed behavior throughout the day (hint: you can read into this best regalia/costume, best cheer, and overall best spirit.)

4.3.6. Yukon Rangers:

Up to two rangers will be posted in each city to assist the host troop. Rangers are event staff and must be treated as such by competing patrols and city staff.

4.3.7. Patrol Schedules

Up to 36 patrols will be competing in the Klondike Derby. Each patrol is assigned a home base (or starting location) and they must follow a pre-determined rotation schedule. (Similar to the one shown below) If a patrol gets lost or falls out of rotation for any reason, they must be taken to the city that corresponds to the time on the master schedule. Failure to get a patrol back on rotation will impact the patrols ability to complete the competition as each city is equipped to handle up to 3 patrols at a time.

The Klondike Chief will explain the course to each patrol leader at check-in, but it is the responsibility of the patrol's troop leaders to get them to their assigned home base. If you have a brand new patrol that has not familiar with the Klondike rotation you should escort them to their assigned home base and shadow them through the first rotation. Most patrols usually catch on after one or two rotations and learn to follow the signs.

Klondike 2011 - Patrol Schedule

10 - Vikings				13 - Aracnids			
<u>Time</u>	<u>City</u>	<u>Location</u>	<u>RunBy</u>	<u>Time</u>	<u>City</u>	<u>Location</u>	<u>RunBy</u>
09:00 - 09:40	Nome	Scoutcraft / Campsite 13	777	09:00 - 09:40	Stoney River	Archery Range/Campsite4	35
09:40 - 10:20	Sitka	Handicraft / Campsite 6	58	09:40 - 10:20	White Horse	Campsite 1	122
10:20 - 11:00	Stoney River	Archery Range/Campsite4	35	10:20 - 11:00	Wrangell	Staff Area	744
11:00 - 11:40	White Horse	Campsite 1	122	11:00 - 11:40	Anchorage	Campsite 11	19
11:40 - 12:20	Wrangell	Staff Area	744	11:40 - 12:20	Big Delta	Adirondack Shelter/Frontier	97
12:20 - 01:00	Anchorage	Campsite 11	19	12:20 - 01:00	Fairbanks	Homets Nest Field/First yea	70
01:30 - 02:10	Big Delta	Adirondack Shelter/Frontier	97	01:30 - 02:10	Ft. Yukon	Homets Nest	23
02:10 - 02:50	Fairbanks	Homets Nest Field/First yea	70	02:10 - 02:50	Iditarod	Earth Dam Field/Campsite	107
02:50 - 03:30	Ft. Yukon	Homets Nest	23	02:50 - 03:30	Juneau	Cope / Cope	10
03:30 - 04:10	Iditarod	Earth Dam Field/Campsite	107	03:30 - 04:10	Kodiak	Campsite 8	51
04:10 - 04:50	Juneau	Cope / Cope	10	04:10 - 04:50	Nome	Scoutcraft / Campsite 13	777
04:50 - 05:30	Kodiak	Campsite 8	51	04:50 - 05:30	Sitka	Handicraft / Campsite 6	58

4.4. Scoring Best Practices

A best practice for running and scoring a city/station is to set up the event and have some of the older scouts who will not be competing give it a few trial runs to help work out the kinks before the derby. Independent of a patrol arriving late to your city, it is important to present the same scenario to each patrol throughout the day. Basically this means you should not adjust your event to make it run smoother as that may penalize or benefit patrols that competed before the change.

In order to ensure consistent scoring throughout the day, especially if youth will be involved with the scoring, establish a set of objective questions for each category involved in the scoring (Leadership, Teamwork, Patrol Spirit, Completed the Task). The score will be based on the number of positive responses to the questions.

Below is a sample scoring template that has been used by a unit for the previous Klondike's that has been proven very successful. This unit uses youth to do the scoring. By utilizing the objective based questions for each category, the scoring is consistent among all the youth leaders.

		Patrols		
Leadership		1	2	3
1	Did Patrol Leader ensure everyone participated?	Y	Y	Y
2	Did he communicate the tasks to the entire patrol?	Y	Y	Y
3	Did he manage disagreements among patrol members	N	Y	Y
4	Did he delegate tasks to different patrol members?	N	Y	Y
5	Did he introduce himself as patrol leader?	N	Y	N
Total Leadership Points		2	5	4
Teamwork				
1	Did the patrol work together?	N	y	Y
2	Did they help each other complete the task?	N	Y	Y
3	Did everyone continue to work until the task was complete?	Y	Y	N
4	Were there no arguments among patrol members during the task?	N	Y	Y
5	Did the patrol arrive to the city as a group?	N	N	N
Total Teamwork Points		1	4	3
Patrol Spirit				
1	Did the patrol have a patrol yell?	N	Y	Y
2	Did the members of the patrol have a positive attitude?	N	Y	Y
3	Did all members try their hardest to complete the task?	N	Y	N
4	Did the patrol members respect each other?	N	Y	Y
5	Did the patrol have a patrol flag?	Y	Y	N
Total Patrol Spirit Points		1	5	4
Completed Task (this will be customized for each particular city)				

	1	Correct round lashing	N	Y	Y
	2	Correct clove hitch	Y	Y	N
	3	Correct 2 half hitch	Y	Y	Y
	4	Patrol caught at least 1 fish	Y	Y	N
	5	All members attempted to catch a fish	N	N	Y
		Total Completed Task Points	3	4	3
		Total City Score	7	18	14
Station Score (this will be customized for each particular city)					
		# of Red Snappers Captured - 1 pt each	5	6	4
		# of Goldfish Captured - deduct 1 pt each	-1	-1	0
		Penalty if all members did not participate - deduct 3 points	-3	0	0
		Total Station Score	1	5	4

After each session, the scores are transferred to the Patrol Score Sheet along with constructive feedback for the patrols captured from the Adult Leaders. A good example of constructive feedback is *“the patrol leader did not explain the task to the patrol or ask for input from the patrol, and he yelled at his patrol for standing around”* gives some insight into performance, states facts, and helps justify the score.

4.5. Raising Concerns and Feedback

As noted above, safety concerns should be brought to the attention of the adult leader “in charge of the city” and subsequently to the Klondike Chief and Camporee Staff. Scoring concerns due to weather or other conditions that have prevented a patrol from competing in a city or station should be directed to the Klondike Chief and Camporee staff. Individual cities should not change or adjust a patrol score for any reason, even if the patrol seems to have a valid reason or argument. In rare cases the Klondike Chief and Camporee staff with the consent of the city staff will overturn or nullify the city scores in the event of a weather condition or equipment malfunction or other extenuating circumstance. Overall feedback can be shared with the Klondike Chief and the Camporee staff at any time and at the leaders meeting at the close of the campfire.

4.6. Conflict resolution

4.6.1. Youth/Patrols

Conflict within a patrol and conflicts between competing patrols can usually be handled by an experienced older youth or Yukon Ranger with the advice and consent of an adult leader. Talking through the problem with the patrol usually helps them solve the problem on their own. Problems that have escalated should be brought to the attention of the adult leader in charge of the city who should involve the city adult leaders. If the problem cannot be resolved and there is not a threat of harm to themselves or other

patrols, the patrol should be allowed to continue but the city staff should immediately contact the Klondike Chief/Camporee Staff and the patrol's Scoutmaster who should intercept the patrol at the next city to discuss/resolve the situation.

4.6.2. Other Conflicts

The Klondike Chief and Camporee Staff have the responsibility to bring to bear all resources necessary to review and resolve any and all conflicts above and beyond youth and patrol conflicts.

5. Appendix

5.1. Patrol Score sheet

A patrol score sheet will be provided for each patrol that visits your city and station. Notice that each sheet is numbered (1-36) and it includes the patrol name and the time (rotation) the patrol is expected in your city. Each patrol is scored in the 4 categories shown below. Host cities can devise their own scoring system but total points must equal 20 points for a city and 10 points for a station. An important tool that each Scoutmaster utilizes back in his home troop after the event is the *Comments* section in each category. These comments are invaluable when reviewing the patrol's performance and both positive and negative (be constructive) feedback should be provided. Patrol Spirit on this section is different than overall Spirit on the next page, the patrol spirit score on this patrol score sheet, relates to "Scout Spirit", i.e., how well the patrol followed the scout oath and law.

Klondike 2020

09:00 to 09:45
EVENT: 1

Anchorage

Run By: Boy Troop 19 Activity: First Aid

Boy Troop 42 - Fast Food

Leadership

Patrol Leader leads his patrol during the village event. Did he ensure that everyone participated in the event? If issues arose during the event, did he manage the disagreements among the patrol members?

1 2 3 4 5

Score: _____

Comments: _____

Completed Task

Did the patrol work together? Did they help each other to complete the task? Did everyone continue to work until the task was completed?

1 2 3 4 5

Score: _____

Comments: _____

Patrol Spirit

Patrol Leader leads his patrol during the village event. Did he ensure that everyone participated in the event? If issues arose during the event, did he manage the disagreements among the patrol members?

1 2 3 4 5

Score: _____

Comments: _____

Completed Task

Did the patrol complete all parts of the task?

1 2 3 4 5

Score: _____

Comments: _____

Station Score: _____ 1 2 3 4 5 6 7 8 9 10

5.2. City Score sheet

As patrols work through your city and station their scores are transferred from the patrol score sheet to the master “city” score sheet. Keeping the master score sheet updated throughout the event helps with consistency. Notice on the Stoney River sheet below that the first rotation 09:00 – 09:45 consists of the Scorpions, Rabid Raccoons and A Team patrols. The “Patrol Spirit Award” at the bottom of the page is used to identify best spirit for the top 3 patrols that visited your city and station throughout the day. Unlike “Patrol Spirit” on the patrol worksheet, each city can determine how overall spirit is to be judged in their city. Some example categories include costumes, cheer arriving/leaving, patrol flag, patrol yell, Patrol teamwork, and attitude throughout, do they appear to be having fun, and did they have good overall “Scout Spirit”. Note, we do not use the “Reason Patrol Didn’t Get Full Points” section (LTSC) on the city score sheet. (Please use comments on the Patrol score sheet)

Klondike 2020

Scoring Sheet - Stoney River

Run By: Boy Troop 98 Activity: Knots

L = Leadership, T = Team Work, S = Patrol Spirit, C = Completed Task
 Check box(es) that prevented patrol from receiving a full score

Order	Time	Troop-Patrol	L	T	S	C	Station Score	City Score
1	09:00 to 09:45	10 - Scorpions						
1	09:00 to 09:45	58 - Rabid Raccoons						
1	09:00 to 09:45	200 - A Team						
2	09:45 to 10:30	58 - Fire-Breathing Lizards						
2	09:45 to 10:30	148 - Gold						
3	10:30 to 11:15	58 - Laser Sharks						
3	10:30 to 11:15	148 - Blue						
4	11:15 to 12:00	42 - Fast Food						
4	11:15 to 12:00	107 - Wakanda Patrol						
5	1:00 to 1:45	19 - Warriors						
5	1:00 to 1:45	98 - Space Pandas						
5	1:00 to 1:45	323 - The Flashes						
6	1:45 to 2:30	19 - Cobra						
6	1:45 to 2:30	98 - Lit Llamas						
6	1:45 to 2:30	323 - Venemous Vipers						
7	2:30 to 3:15	19 - Falcon						
7	2:30 to 3:15	97 - Ravenclaw						
7	2:30 to 3:15	321 - Atomic Biscutes						
8	3:15 to 4:00	19 - Flaming Arrows						
8	3:15 to 4:00	70 - The Competitors						
8	3:15 to 4:00	321 - Atomic Dukies						
9	4:00 to 4:45	10 - White Tigers						
9	4:00 to 4:45	67 - Sled Team						
9	4:00 to 4:45	321 - Night Howler Patrol						

Patrol Spirit Award (Choose the top three patrols in order that showed spirit)

	Troop Number	Patrol Name
1st		
2nd		
3rd		

Nominate up to 3 patrols for Patrol Spirit Award (1st, 2nd, and 3rd)

5.3. Links to BSA Documents

5.3.1. Guide to Safe Scouting:

<http://www.scouting.org/filestore/pdf/34416.pdf>

5.3.2. Scouting Safety

<https://www.scouting.org/health-and-safety/>

5.3.3. Sweet 16 of BSA Safety (also included in GTSS):

<https://www.scouting.org/health-and-safety/gss/sweet16/>

5.3.4. Annual Health and Medical Record:

http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

5.3.5. Managing Risk:

<http://www.scouting.org/scoutsource/HealthandSafety/Resources.aspx>

5.4. Sled Specifications

Sleds must be designed to carry supplies and be pulled using a rope or tow bridle. Sleds should be about 6 feet long, 1-½ feet wide and resemble the sled on the right. Sleds should be sturdy enough to carry a patrol's provisions during the event. The frame including runners must be made of wood to reflect the history of the Klondike gold rush. Sleds should have patrol name and troop number displayed. A tow bridle can be made of rope or webbing.

