

Kosher Klondike Derby Rules

Each Patrol will be awarded wampum beads throughout the weekend for a variety of categories. Each patrol will designate a wampum holder who will be in charge of the bag of wampum. The patrol with the most wampum by dinner on Sunday evening is the winning patrol. All Patrols will assist with food preparation, clean up, and table waiting and will receive beads from designated leaders according to their performance. Beads will also be awarded for Patrol Spirit, Uniform Inspection, Team Work, & Prayer Leadership among other categories. Beads will, naturally, also be awarded for the Klondike competitions. Designated leaders can also take beads away for un-Scout like behavior. Patrols that loose more than 5 beads may at Program Chair's choice, forfeit all prizes and ranking.

Patrols will be assigned duties to assist with running the camp. ALL PATROLS are required to assist. Patrols will compromise members of different troops. Each Scout will be assigned to a patrol upon registration.

Klondike Events and Competitions:

Lunch Station:

Scouts to make their own cooking fire.

Scouts will have: 2 matches, tinder, and a bag of charcoal briquettes, foil & HPTs (Food will be pre-wrapped in Aluminum foil).

They CANNOT use lighters, lighter fluid or any liquid fire starter.

Description: Scouts are to make a fire and cook their lunch at one of the fire pits provided. They may bring a sandwich sized zip bag worth of dry kindling to camp. They may use a sparker/fire starter and up to 2 water proof matches. OR For two extra beads Scouts can use Flint and Steel.

Judging: - Meal for Patrol is safely cooked. (Available beads = 14) (up to 2 additional Bonus beads can be awarded or subtracted by the judge for team spirit.)

Fire Started using 1 match or Sparker - (Must have 2 inch steady flame for 5 minutes) = 6 beads (8 beads for using Flint & Steel).

Fire Started using 2 matches = 4 beads.

Fire Started by any additional means including judge = (-4) beads (The boys do need to eat, so if they fail to light the fire, Judge will help.)

Fire stays lit for 30 minutes = 2 beads (Scouts must have enough fuel to cook their meal.

Fire has to be re-lit or Judge has to help keep the fire going = (-2) beads

Meal successfully cooked on fire = 4 beads

Ice Rescue (up to 2 additional Bonus beads can be awarded or subtracted by the judge for team spirit.)

Description: One Scout will be taken from the group. That Scout is now the victim. Our victim is on an ice break in the middle of a body of water (pretend). The victim must be successfully pulled to shore. The Scouts will have to tie a bowline and successfully toss that bowline to the victim.

Judging: Bowline created, rope tossed, victim safely pulled to shore.

Bowline tied = 2 beads

Rope tossed (1 try) = 6 beads.

Rope tossed (2 tries) = 4 beads.

Rope tossed (3 tries) = 2 beads.

Rope tossed (4+ tries) = 0 beads.

Victim pulled to shore = 2 beads.

Note: The victim may not tie his own bowline. As is the case with any “rescue” scenario, time is of the essence. The more times a Scout takes to throw the rope, the fewer beads he receives. Successful throwing of the rope is determined by this: can the victim, without stepping off of his iceberg reach the rope?

Emergency Winter Shelter - (up to 2 additional Bonus beads can be awarded or subtracted by the judge for team spirit.)

At minimum Patrol should successfully create a shelter that will keep the whole patrol out of wind/snow/rain. Patrols may use staves, rope, tarps, local vegetation, snow, and ground formations to create their shelter.

Crossing the Ravine – (up to 2 additional Bonus beads can be awarded or subtracted by the judge for team spirit.) Patrol to get across Ravine using single rope to cross.

Blindfolded stretcher carry (up to 2 additional Bonus beads can be awarded or subtracted by the judge for team spirit.)

Four Scouts (blindfolded) carry a fifth Scout (not blindfolded) on a stretcher around a course following directions given by the Scout on the stretcher. If a patrol has fewer than five Scouts, leaders at the station will serve as the missing stretcher bearer(s).

Judging - Scouts successfully navigate a course carrying the victim on the stretcher.

Victim can not touch ground.

Get stretcher to end point in 5 minutes = 10 beads

Get to end point in 10 minutes = 5 beads

Get to end point in 15 minutes = 3 beads.

(If none of the patrol members is less than 100 lbs, can use a volunteer or substitute an inanimate weight. The "victim" will then walk along with the 4 bearers and give directions.

Treasure Hunt

A treasure hunt will be held where Patrols will have an opportunity to hunt for additional buried wampum to boost their total score. Up to 6 separate treasures will be buried on the camp grounds. Patrols that opt for the hunt will be given 1 of 6 random maps that will allow them to find the hidden treasure through the use of compass and map reading

skills. (Compasses will NOT be provided – if no compass is available to the patrol they may not attempt the hunt.) Treasure will contain an undisclosed number of beads.

Susquehanna Relay!

Final competition – all patrols line up at starting line and compete for 1st. 2nd. And 3rd. place arrivals at finish.

1st Place = 12 Beads

2nd Place = 8 Beads

3rd Place = 6 Beads

4th – 6th Place = 4 beads

A 7 station relay race –

Station 1 – Latch two staves into a minimum 12 foot tall flag pole and attach patrol flag.(Patrols will make their flags in the morning.) – (Minimum two participants).

Station 2. – Flag is run through an obstacle course to a waiting member of the team. (One runner).

Station 3 – Pole is carried by two patrol members down a 100 foot dash to the next station with their legs tied to each other's. (Like a 3-legged race). (Minimum two participants).

Station 4 – Patrol member spins 20 times around the flag pole while reciting the Scout law and then dashes for 100 feet to the next station. (Missing any parts of the law results in 10 more spins each time. Max 50 spins and then must WALK to next station)

Station 5 – Flag carried by patrol along with Full Pack (40 lbs) up to top of Hill. (Max two patrol members, can be done with one.)

Station 6 – Blind folded patrol member carries the flag (and he may speak). A non-speaking guide gets him up the hill to station 7. (Whistling, tapping, snorting allowed. Just no words.)

Station 7 – All Patrol members mount their flag pole so that it stays. (pictures to be taken at that time!) Patrol with their flag up and steady in organized formation around the pole is done.

Additional bead earning/losing opportunities:

Trustworthy: Patrol caught cheating or stealing beads will be disqualified or may be penalized beads depending on severity and full involvement of entire patrol.

Loyal: Patrol that is in full uniform on Shabbat can earn and extra 5 beads.

Helpful: Patrol that assists above and beyond the assigned duty roster may earn additional beads per adult leader at duty station. (Maximum of an extra 10 beads in total.)

Friendly: Patrol where every member knows every other member's nickname, favorite color, favorite sports team and movie can earn and extra 5 beads.

Courteous: Patrol exhibiting appropriate Scout table manners and courtesy to other patrols may earn as many as 5 extra beads.

Kind: A patrol that offers to help another patrol with duties and with the Klondike itself may be eligible for up to 5 extra beads.

Obedient: Patrol caught breaking Klondike rules may lose as much as 5 beads per instance and severity. (Safety violations such as missing buddy, playing with fire, open pocket knives in sleeping areas etc... are doubled)

Cheerful: Patrol spirit: patrol that stays together (Sleep in same tent/cabin/area throughout the Klondike can earn up to 10 extra beads.

Thrifty: Patrol caught wasting resources, such as paper or food may be penalized as much 5 beads per instance.

Brave: Overnighter: Weather permitting and at program directors discretion, Patrol that does one overnight as in a tent can get an extra 10 beads.

Clean: Patrol that keeps its sleeping area in Jambo condition can earn an extra 5 beads.

Reverent: Patrol that helps lead services can earn an extra 5 beads.

Klondike Merit Badges:

(Prerequisite list to be sent in advance)

Communications

Computers

Personal Management

Photography