

Klondike Derby Relays

- 1. Fire Building and Water Boiling (15 min)** 2pts
The patrol is timed in laying and lighting a fire and using it to boil water in a standard container. They will start fires with matches to boil water, and demonstrate one fire starting with Flint and Steel.
Bear Bag demonstration 1pt
Place all food from sled into a bag and suspend from a tree so bears cannot steal it during the night. For maximum points food must be at least 12 feet above ground, 9 feet away from tree, and 6 feet below any branches, and tied off to two trees.
- 2. First Aid and Survival (15 min)** 3pts
Each sled should have a patrol first aid kit. Patrols will need to explain Hypothermia, Dehydration and symptoms. Know basic CPR, some splints and transportation techniques, and address minor injuries.
Ice Rescue techniques 1pt
Scout throws a rope to a "victim" who has "fallen through the ice" and retrieves the "victim". Patrols may be asked to demonstrate other forms of ice rescues.
- 3. Orienteering / height and distance estimation (15 min)** 2pts
(set up in area well traveled so course won't be followed.)
Patrols will navigate a short course, collect a token at each coordinate and return to the starting line.
- 4. Smoosh Board race (15 min)** 1pt
Patrol members strap into 2"x 4"x 8' boards and complete short course on flat ground. (team building)
- 5. Knots and Lashings (15 min)** 5pts
Scouts tie 5 basic scout knots

1 point will be awarded for passing each component thru all 5 stations

Start 2 patrols at each station (Orienteering will need 2 separate courses)
Each Patrol should divide their groups up so each Relay station can be completed as quickly as possible.

Optimum of 10 patrols with 8 members each, number teams for race!
10 pts for 1st, 9 pts for 2nd, 8 pts for 3rd, etc...