

Klondike Derby 2020



Hosted by Sea Scout Ship 1941
Maine Maritime Academy

Greetings Scouters,

It is nearly time for Klondike Derby again! We look forward to seeing you all again and making this year bigger and better than the last. The 2020 MMA Klondike Derby will be **Saturday, February 1st, 2020**. There are two options to choose from regarding attendance.

OPTION 1:

Arrive Friday, January 31st, any time after 1700 to register at the fieldhouse and spend the night in the fieldhouse. Remember to bring appropriate sleeping bags and pillows. Please eat before arriving as dinner will not be provided. Enjoy our pool, utilize the fieldhouse basketball courts, or climb on the rock wall that Friday night when you arrive. Additionally, we will be offering tours of both the T/S *State of Maine* and upper campus on a first come/first served basis from 1800 to 2100. Spots will be limited, especially for the training ship so please show up early.

NEW THIS YEAR: Troops will have the option to camp outside rather than sleeping in the fieldhouse. It's important to note that winters in Castine can be incredibly cold, so enforcing cold weather camping skills before taking this option is incredibly important. Troops should make sure that every scout planning on camping outside has all the equipment on the attached *Cold Weather Gear List*. Troops should plan on performing a shakedown before they come to make sure all Scouts have the appropriate gear. The scout master will be asked to sign a document acknowledging that the shakedown was performed. Troops should have at least one adult leader trained in Hazardous Weather, with the certificate to prove it, and experience in winter camping.

OPTION 2:

Arrive Saturday, February 1st, between 0715 – 0745 to register in Alford Student Center lobby. Please note that this option does not include time for other Maine Maritime Academy opportunities (pool, rock wall, tours).

SCHEDULE FOR SATURDAY EVENTS:

- 1) The colors will be raised promptly at 0800 during our opening ceremonies, followed by breakfast at our mess deck.
- 2) The Derby will take place from 0900 – 1600, including an hour-long break from 1200-1300 for lunch

- 3) Patrols will break for lunch at 1200, leaving whatever station they currently are, to meet at Fort George. Patrols should plan on cooking a **HOT** (it will be cold outside – hot lunch will warm you up!) sandwich – exactly what kind of hot sandwich is up to each patrol.

Lunch is a scored event and counts toward the point totals for patrols. Meals will be graded based on taste, presentation and the number of dishes used. The judges will be coming around starting at 1230, so be prepared!

- 4) Sleds should be equipped with anything that may be needed. **Be Prepared!**
A few items that are mandatory: orienteering compasses, sleeping bag/blankets, first aid kit, fire starting equipment (matches, flint & steel, bow drill, tinder, wood, etc.), extra water, warm clothes. See the Gear List for full details.
- 5) Saturday evening's will **ONLY** consist of having a 'campfire' in Delano Auditorium. Every patrol should come prepared with at **LEAST** one skit or song.
- 6) Sunday morning will consist of the closing ceremony followed by breakfast in the mess deck.

For the Derby:

The briefing will occur the night before at the cracker barrel/safety meeting. For Troops arriving on Saturday morning, there will be another briefing held just after the opening ceremonies. The Derby will commence at 09:00 on Saturday. The Derby is not a timed event as in years past. Points will be assigned based off the skills observed by station leaders in the time allotted. The 'timed' section of the race will be at the end. See *The Great Race* for further details.

Planned stations:

Orienteering: Your expedition has found shelter! You must now use the directions you found at the shelter, and at each supply drop, to find the supplies left for you. Some of the items are more useful than others but, be wary these objects are also well hidden to prevent theft. You must move quickly; a storm is approaching.

Fire Building: Your ship is stuck in an ice field! You must build a fire quickly, as a storm is quickly approaching.

Shelter Building: The storm is coming ever closer to you, build a shelter big enough to keep your whole patrol warm through the approaching blizzard – but you must do it quickly. Night is approaching fast, and you do not want to be caught in the open when the Artic unleashes it's wrath.

Ice Rescue: A member of your patrol has fallen through the ice! Move quickly to save them because in water this cold, he or she will lose consciousness in under 15 minutes!

Knot Tying/Lashing: Your expedition has come across a crevice! You must fashion a bridge from rope and staves to cross.

First Aid: One of your patrol members has gotten hurt! But you're in the middle of the Artic, far away from any advanced medical help. You must treat their injuries and fashion a stretcher to move them to safety, but be warned... a storm is approaching.

Whiteout Walk: The blizzard has hit! You must find your shelter quickly, but there is whiteout conditions! How will you make it back to your shelter?

Great Race: You must move quickly now! Drag your sled through the Artic and back to your ship! The storm is getting much, much worse, there is not a minute to waste.

****Opportunity to help**** Any Troop Leaders/Scoutmaster who would like to assist with staffing an above-mentioned station or have suggestions for different stations (preferably ones they'd be willing and able to assist us with) are encouraged to contact us. As always, we welcome input that would help better the event. If individuals have credentials to sign-off merit badges or partials that could be done during the course of the weekend, please let us know.

Upon arriving to MMA:

Troops bringing trailers are asked to park in the Public Works lot (indicated in red to the left of the Logan Alexander Fieldhouse on the campus map). Other vehicles can park in the commuter lot between the football field and practice field.

Monetary/Registration:

Registration this year is going to be an online process. Please go to the short URL provided below to sign up for this year's Klondike. The URL is to an online portal where you will complete initial sign-up. There will be a follow-up e-mail with more information sent to the e-mail address you provide during sign-up. There are three methods to pay:

1. Online via credit or debit card. There will be a link to a separate site included in the follow-up e-mail. If you intend to pay this way, please follow the link.
2. Mail in a check to the Maine Maritime Academy Cashier's Office. An address will be provided in the follow-up e-mail.
3. Pay with cash or check upon arrival to the Academy. **Please try to keep this option as a last resort.**

IMPORTANT: Please sign up all participants at once – this includes adults and youth. The price for the Klondike is outlined below.

Short URL: <http://bit.ly/2Z88Z6r>

Early Bird Special: \$30 per head if registered before January 15, 2020. The \$30 includes registration, 3" x 3" Klondike patch and meals at the dining hall.

Normal Registration (after January 15, 2020): \$35 per head. The \$35 includes registration, 3" x 3" Klondike patch and meals at the dining hall.

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Gear List

Please ensure that the following gear is in your sled for the race:

- 1) Orienteering Compass (Ideally one per scout)
- 2) Sleeping Bag or Wool Blanket
- 3) First Aid Kit
- 4) Cooking supplies for lunch
- 5) Lunch food
- 6) Fire Starting supplies (matches, flint & steel, bow drill, tinder, etc.)
- 7) Extra water
- 8) Warm clothes
- 9) Rope
- 10) Staves (for lashing and shelter building)
- 11) Tarp

MMA Klondike 2020 Cold Weather Gear List

NOTE: This is the list of required materials per scout/scouter if you intend on camping outside

Info for this gear list came from: <https://boyslife.org/outdoors/outdoorarticles/6981/checklist-for-a-basic-cold-weather-outing/>

- 1) Long-sleeved shirt
- 2) Long pants (fleece or wool)
- 3) Sweater (fleece or wool)
- 4) Long underwear (polypropylene)
- 5) Hiking boots or sturdy shoes
- 6) Socks (wool or synthetic)
- 7) Warm parka or jacket with hood
- 8) Stocking hat (fleece or wool)
- 9) Mittens or gloves (fleece or wool) with water-resistant shells
- 10) Wool scarf
- 11) Rain gear
- 12) Headlamp and/or Flashlight

Suggested Add-Ons

These items will not required come highly suggested from various winter camping experts

- 1) Bandana
 - a. Your nose tends to run in cold temps, to keep yourself snot-free, use a bandana to wiper your nose
- 2) Winter Boots (Sorel)
 - a. The snow in Castine is always wet, so winter-style boots will do a much better job at keeping your feet dry
- 3) Parka w/ Hood
 - a. The heat generated by keeping the groin and lower body warm will move upwards towards the neck and hands
- 4) Suspenders
 - a. Belts constrict your body, and consequently blood flow. Wearing suspenders will allow the blood to travel more freely, keeping you warmer.
- 5) Rubberized Gloves
 - a. When filling liquid-fuel cooking stoves at below 0°F, the fuel will still be a liquid and can cause instant frostbite if spilled on bare hands or mittens