

2010 KLONDIKE SLED RACE RULES & GUIDELINES

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The running of the *2010 Flint River Council Klondike Sled Race* will be in a new format this year. The intent of the changes is to add some measure of additional challenge and fun for the Scouts participating.

The race course will be about $\frac{1}{4}$ of a mile run with 5 stops along the route to test scout knowledge. The total team score will be determined based on Preparedness (40%), Scout Knowledge (45%) and Speed (15%).

SLED TEAM

1. Each Sled Team is to be made up of a Patrol of Scouts
2. Each sled team will select a Patrol Leader or "Musher" that will lead the Team along the course a. It is important to remember that the musher is not the boss, but the leader of the team. The musher cannot just decide that they want to go fast and expect the team to do so. Rather, the patrol must decide together how fast they want to go, that is, what their objectives are. Once the decision is made, the musher is responsible for coordinating the team to carry out what they have all decided to do.
3. The minimum number of Scouts per Sled Team is two (2)
4. The maximum number of Scouts per Sled Team is ten (10)
5. An ideal Sled Team should be between five (5) and eight (8) Scouts
6. Patrols within each Troop may be combined to reach this number
 - a. This event will be extremely difficult with fewer than five (5) Scouts
 - b. The Team will also lose effectiveness with greater than eight (8) Scouts
7. No Scout may change teams once the team roster has been submitted
8. No Scout may participate on more than one team

SLED DESIGN & CONSTRUCTION

1. The intent of the Sled building is to teach the Scouts how to work together as a team to build something useful together
2. The Sled must be a minimum of 6' long
3. The Sled must not exceed 10' in length
4. The Sled must be a minimum of 1 $\frac{1}{2}$ ' wide
5. There is no weight specification for the sled
6. The Sled may be constructed of any material and any manner the Sled Team desires
7. The Sled should be safe for the Scouts to handle and pull. Should the judges determine there is something unsafe about the sled, the Sled Team will be given the opportunity to correct the unsafe condition
8. No Sled Team may compete with an unsafe sled
9. The Sled should be sturdy enough to endure the trail and must be able to carry all of the necessary equipment and supplies

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10. The tow rope should be long enough for all of the Sled Team members to be able to safely pull the sled

11. Gloves for each Scout are recommended but not required

12. Any loops in the tow rope shall be designed so that the rope cannot cinch tight on a Scouts hand

13. The loops can be reinforced with PVC pipe, garden hose or some means to prevent the rope from entrapping the Scouts hand

14. No Scout may place the tow rope around any part of his body. Only his hands may be used to pull the sled

15. A Patrol name and Troop number are recommended on the sled but not required.

16. Sleds may not have wheels

17. Troops may borrow sleds

There are many designs that can be used. Here are two links that can be used to get some ideas.

<http://www.inquiry.net/outdoor/winter/gear/sleds/>

<http://www.scoutingmagazine.org/about/download/klondike.pdf>

PREPAREDNESS

Someone was asked Baden-Powell, the founder of Scouting “Be prepared for what?” “Why, for any old thing,” he replied. In Scouting we place great emphasis on being prepared. Baden-Powell wasn’t thinking just of being ready for an emergency. His idea was that all Scouts should prepare themselves to become productive citizens. Be prepared for life. Live happily, without regret knowing you have done your best.

This part of the race will be done prior to the Sled Team starting on the actual course.

1. Each team when checked into the inspection/staging area will be asked to produce 20 items from their teams sled or team members.

2. Each item will be worth 3 points each.

3. The teams may or may not be asked to produce the same items as other teams.

4. These items are the only items which a Sled Team can be asked to produce.

5. The items will be chosen from the list on the following page.

Preparedness – 60 Event Points Possible

1. Pocketknife, Multipurpose Tool

2. First Aid Kit

3. Extra Pair Of Socks

4. Extra Sweater Or Shirt Or Jacket

5. Wool, Fleece, Knit Cap (Something That Would Keep Your Head Warm)

6. Flashlight Or Headlamp – Must Work

7. Raingear

8. Water Bottle

9. Map of Camp Thunder or Canoe Base

10. Compass

11. Matches And Fire Starter/Tender (Like Dryer Lint or “Fat Lighter”)

12. Sunscreen

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13. Bug Spray
14. Trail Food or Snack
15. Pencil or Pen
16. Paper or Note Pad
17. Blanket or Sleeping Bag
18. 25' Of Rope (Only Requirement Is That It Not Be Smaller Than ¼" In Diameter)
19. 100' Of Twine or String
20. One – 8' X 8' Tarp Or Sheet Of Plastic
21. Some Method To Start A Fire Other Than Matches (Flint & Steel, Hot Spark Fire Starter, BSA Item#01167, \$2.99)
22. Plastic Trash Bag
23. Scout Handbook
24. Scout Field Manual
25. Wilderness Survival Merit Badge Handbook
26. First Aid Merit Badge Handbook
27. Something That Could Be Used To Splint A Broken Leg Or Arm
28. Roll Of Duct Tape
29. Large Rubber Band
30. Plastic Tie-Wraps

Scout Knowledge – 90 Event Points Possible

1. The Scout Knowledge part of the race will be conducted along the race course
2. There will be a total of 5 stations that each Sled Team will be required to stop at
3. At each station will be a question or group of questions that the Team will be required to answer
4. Each team is encouraged to answer every question
5. In case there is a discrepancy in the answer given in the handbook used by any Sled Team, the ***Official Boy Scout of America Handbook, Copyright 1998, Eleventh Edition, Eight Printing*** will be used to determine the correct or most correct answer
6. Each Sled Team will be required to have their answer written on their score card when they cross the finish line
7. Each Sled Team is not required to write their answer down while at the station
8. In case two teams arrive at a station at the same time their will be an adult at each station to ensure the competition goes smoothly
9. The questions will be taken from one of the following books:
 - _ ***Official Boy Scout of America Handbook***, Copyright 1998, Eleventh Edition, Eight Printing
 - _ ***Official Boy Scout Field Manual***
 - _ BSA, ***Wilderness Survival Merit Badge Handbook***, 2001 Printing
 - _ BSA, ***First Aid Merit Badge Handbook***, 2002, 2007 Printing
 - _ ***Knots and How To Tie Them***, 2005 Printing
10. The Scout Knowledge questions will be asked from the following categories:
 - _ Knot Identification
 - _ First Aid

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- _ Wilderness Survival
- _ Citizenship
- _ General Scout Knowledge

Speed – 70 Event Points Possible

1. Every Sled Team that enters the race will be required to provide one adult leader to assist with the race competition
2. No Sled Team will be allowed to compete without an adult assisting on the course
3. Each Sled Team along with one Scout Leader will be required to attend the Drivers Meeting on Friday night
4. Each Sled Team will provide a Team Roster at the Drivers Meeting on Friday night
5. Every Sled Team will have a Patrol Leader or Musher
6. Every Sled Team will choose their starting position. This will be done by the Musher drawing a number from bucket. The number he draws will be that Sled Team's starting position.
7. Every Sled Team will be given a starting time
8. It will be the responsibility of each Sled Team to be in the staging area before their starting time
9. Any team not represented at the Drivers Meeting will be penalized 5 points from their final score
10. Every Sled Team member will be required to cross the finish line with there team
 - a. The only exception would be if a Scout suffers an injury and could not complete the race
11. The Sled Team's time will be determined from a time clock at the start-finish line
12. The Sled Team's time will start once the Starting Line Judge says go
13. The Sled Team's time will stop once the back of the sled crosses the finish line and every team member has crossed the finish line including the musher
14. The Finish Line Judge will call the time once the team crosses the start-finish line
15. Each Sled Team will be issued a card or placard that has their race number on it
16. If a Sled Team loses their card or placard they may be disqualified
17. All Sled Teams are encouraged to review the course prior to the race event
18. The course will be marked no later than 10:00 a.m. the morning of the race

Scoring – 75 Total Team Points Possible

1. A Total Team Score will be used to determine the Klondike Race winner
2. The Team Score will be calculated using a weighted percentage to calculate the Total Team Score
3. This is done so that the race becomes more about a total team effort rather than who can run the fastest
4. **Preparedness** will count as 40% of the teams overall score. A team with a perfect score on Preparedness would have a total score of 24. This is calculated as follows:
20 items x 3 points per item = 60 Possible Points
60 Possible Event Points x 40% = 24 Points

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5. **Scout Knowledge** will count as 45% of the teams overall score. A team with a perfect score on Scout Knowledge would have a total score of 40.5. This is calculated as follows:

5 stations with a total possible score of 90

90 Possible Event Points x 45% = 40.5 Points

6. **Speed** will count as 15% of the teams overall score. The points awarded will be based on finish position as follows:

Place Event Points

1st – 3rd 70

4th – 6th 65

7th – 10th 60

11th – 15th 55

16th – 20th 50

21st – 25th 45

26th – 35th 40

A team finishing with the lowest time would have a score of:

1st place = 70 Event Points x 15% = 10.5 Points

7. The Event Totals would be added up to give each team a final score. A perfect score would be a 75 determined as follows:

Example - Perfect Score

Preparedness Scout Knowledge Speed

Weighted % 40% 45% 15%

Points 60 90 70

Score 24 40.5 10.5

Total Score 75

8. In the case of a tie Total Score, the winner will be determined by the teams starting position. In other words if a team started 5th was tied with a team that started 12th then the 5th place team would be declared the winner.