



RED TRAIL- KLONDIKE DERBY '18

MARCH 2 - 4, 2018

PARTICIPANT GUIDE

(LAST UPDATED 12/15/17)

TIDEWATER COUNCIL, BSA
1032 HEATHERWOOD DRIVE
VIRGINIA BEACH, VA 23455
WWW.TIDEWATERBSA.COM

PIPSICO SCOUT RESERVATION
57 PIPSICO ROAD
SPRING GROVE, VA 23881
WWW.PIPSCOBSA.COM



2018 RED TRAIL KLONDIKE DERBY

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2018 RED TRAIL KLONDIKE DERBY

EVENT INFORMATION

When March 2 - 4, 2018 (Friday – Sunday)

Be Prepared. There is no rain/snow date for the event. All units should prepare for foul weather.

What Experience cold weather camping, Team Building Experiences, Leadership Development, and Fun Ways to practice and tune scout skills.

Who This event is open to Boy Scouts, Venturers, Sea Scouts, and Explorers and is entirely co-ed.

Where Pipsico Scout Reservation
57 Pipsico Road
Spring Grove, VA 23881

Contact

Wes Parker
VP of Camping Operations
757-635-2696
Email: wparker@pipsicobsa.com

Kirsten Kopiczak
Camp Director
757-497-2688
Email: kirsten.kopiczak@scouting.org

Register Register/ Pay online by [CLICKING HERE](#) and setting up a Tentaroo Account. (A 3% convenience fee will be applied at checkout.) You may also Register online and process your payment in person at the Council Office or register using the paper registration form and process it with payment through the Council Office

Tidewater Council Service Center
1032 Heatherwood Drive
Virginia Beach, VA. 23455

Cost **\$21** per Scout, **\$10** per adult when paid in full by February 18, 2018
\$26 per Scout, **\$25** per adult when paying February 19, 2018 and after

NO REGISTRATIONS WILL BE ACCEPTED AFTER FEBRUARY 24, 2018

THERE WILL BE NO ON-SITE REGISTRATION. ALL PARTICIPANTS ARE TO REGISTER THRU THE TIDEWATER COUNCIL SERVICE CENTER.

Refunds Units must notify the Kirsten Kopiczak (contact info above) before camp begins if a Scout will not be attending. Reductions in unit registrations can be made up until **February 16th, 2018**. No Refunds can be given if the Council is notified after **February 16th, 2018** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

2018 RED TRAIL KLONDIKE DERBY

CONCEPT

In August 1896, prospectors discovered gold in the remote Klondike region of Canada's Yukon Territory. In July 1897, the S.S. Portland arrived in Seattle, Washington, with more than a ton of Klondike gold on board. This event touched off the great Klondike Gold Rush as thousands of people who dreamed of becoming wealthy began booking passage on steamers heading north from Seattle and other West Coast ports to the Yukon. Upon arriving at the northern end of the Inside Passage, however, these adventure-bound stampedeers found no easy route leading to the still distant Klondike region. Their progress was slow as each prospector made repeated trips over the rugged trail through the bitter cold.

Imagine pulling a sled loaded with three to six hundred pounds of supplies over a stretch of ice up a steep grade, strewn with boulders and logs, then crossing over a river bed on a couple of trees laid side by side and you get a picture of their labors. Facing 60-mile-an-hour winds in 65-degree-below-zero weather, the prospectors had to ascend the Chilkoot Pass -- 1,000 feet straight up. With a steady stream of stampedeers lining the path each day, it took forty trips to get a ton of supplies up the mountain. Those who survived the mountain then faced a treacherous passage by boat to the town of Dawson near the gold fields.

Since 1949, Boy Scout units have been participating in Klondike Derbies as a way to honor this historic time. Scouts pull a sled loaded with supplies from station to station and compete in various scout skill based events. Pipsico Scout Reservation is carrying on the tradition!

The Red Trail Klondike Derby consists of a race between multiple stations where patrols/ teams/ units will test their Scoutcraft skills and their leadership abilities, earning points towards a total score. Each team must transport the gear that will be necessary to complete the stations on a homemade sled pulled by the Scouts. Saturday Lunch is the only meal provided for this event. Participants should plan and bring all other meals. More information on the stations and materials to bring is detailed in the leader's guide.

This event is open to Boy Scouts, Venturers, Sea Scouts, and Explorers and is entirely co-ed. Teams should have a minimum of 4 and a maximum of 8-youth. Teams may be composed of Scouts from the same unit or entirely different units. For example, Scout who wish to participate as an Order of the Arrow team or inter-unit team may do so. Participants may be considered youth, through age 20; however registrants aged 18-20 may register as adults if they are supporting youth in a capacity of a "BSA Adult Member." Attendance is limited to the first 250-registrants.



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TENTATIVE SCHEDULE & PROGRAM

Friday

- 5:30-9:30 PM Check-in (for Friday night campers)
- 9:30 PM Leader's Meeting (OA Shelter- Base Camp)
- 11:00 PM Lights Out

Saturday

- 6:30 - 8:15 AM Breakfast in Campsites
- 8:00 - 8:30 AM Optional Check-in (for Saturday Arrivals)
- 8:45 AM Opening (Base Camp Flag Poles)
- 9:30 - 12:00 Begin Klondike Event Race!
- 12:00 PM-12:30 PM Lunch (On the Trail- Each unit will have 30 min. break. Lunch will be Soup and Hot Chocolate. Please make special accommodations if Scouts have special dietary needs)
- 12:30 - 3:30 PM Continue Klondike Event Race
- 4:00 PM All Score Cards MUST be turned in at the Burton Center by this time
- 5:00 PM Flag Lowering (Base Camp Flag Poles)
- 5:30 -7:15 PM Dinner in Campsites
- 7:30 PM Campfire/ Awards Ceremony (OA Shelter- Base Camp)
- 11:00 PM Lights Out

Sunday

- 7:00 – 8:00 AM Breakfast in the Campsites
- 8:00 – 10:00 AM All Units Leave Camp SAFE DRIVE HOME!

2018 RED TRAIL KLONDIKE DERBY

COMPETITION AND ACTIVITIES

The weekend will be filled with FUN and competition. Scouts will compete as a Patrol (4-8 Scouts). Several activity stations will be set up throughout the Pipsico Scout Reservation. Scouts will compete by participating in a variety of activities which requires Scouts to demonstrate basic scouting skills, team work, problem solving and most of all, show Scout Spirit!

TEAM NEEDS

Items MUST be on each sled (this is a scored event)

- | | |
|--|---|
| <input type="checkbox"/> Lightweight all terrain sled | <input type="checkbox"/> Ball of twine for lashing |
| <input type="checkbox"/> Boy Scout Handbook | <input type="checkbox"/> Blanket |
| <input type="checkbox"/> Water Bottle per Scout | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Axe or Hatchet w/ Cover | <input type="checkbox"/> Cup for Each Scout |
| <input type="checkbox"/> Pair of Leather Gloves per Scout | <input type="checkbox"/> Roll of Duct Tape |
| <input type="checkbox"/> Bow Saw w/ Cover | <input type="checkbox"/> First-Aid Kit (should include four neckerchiefs) |
| <input type="checkbox"/> Camp Shovel | <input type="checkbox"/> Flashlight |
| <input type="checkbox"/> Large Aluminum Pot | <input type="checkbox"/> Flint & Steel or Hot Spark |
| <input type="checkbox"/> 10 ft. x 10 ft. Tarp | <input type="checkbox"/> 1 Pencil & Paper for Each Scout |
| <input type="checkbox"/> 30 ft. of Rope (1/4" – 1/2" in Size) | <input type="checkbox"/> Pocket Knife |
| <input type="checkbox"/> Three Hiking Staves or timed equivalent | <input type="checkbox"/> Rain Gear for Each Scout |
| <input type="checkbox"/> Patrol Flag | <input type="checkbox"/> Three Gallons of Water |
| <input type="checkbox"/> Patrol Roster | <input type="checkbox"/> Trash Bag |
| <input type="checkbox"/> Totin' Chip card per Scout | <input type="checkbox"/> Two Tents |
| <input type="checkbox"/> 1 Copy of Leader's Guide | <input type="checkbox"/> Watch |
| <input type="checkbox"/> 1 Gallon Size Ziploc Bag for Paperwork | <input type="checkbox"/> 1 Pair of "Snow Shoes" for each Scout |

THE STORY

The year is 1935. You and your fellow prospectors have decided to take a flight into the Yukon Territory of Canada to try your hand at panning for gold in the traditional fashion. While on your way to your landing site in Dawson City, your plane experiences engine trouble and is forced to make an emergency landing in a forest about 15 miles outside of Dawson City. You and your crew must salvage supplies, build a makeshift sled to carry your supplies, and traverse the frozen Yukon to reach Dawson City where you will be eventually picked up.

(Note: it is expected that a sled will be built ahead of time by the participants. Unit leaders are encouraged to use this story to inspire the creation of the sled. Please ensure the basic materials listed above are a part of the sled or within the supplies that have been "salvaged" from the plane crash.)

Throughout the day, you will be given different sets of tasks that will be representative of the challenges your team will face as you try to make your way to Dawson City to get yourselves to civilization. You will have to use teamwork, the Patrol method, and the countless scout skills you have learned in your Scouting careers in order to survive in the Yukon.

Some of the events likely to appear at the 2018 Red Trail Klondike Derby are as follows:

2018 RED TRAIL KLONDIKE DERBY

Stretcher Carry Course

After making an emergency landing, you notice that three members of your party have varying degrees of injuries, leaving them unable to walk. It will be up to the able-bodied members of your patrol to provide first aid and then carry these men to safety.

Compass Event

When your plane made its emergency landing, it spread all of your equipment everywhere. You must survey your wreck site, find all of your equipment using provided compass headings and distances, and get your bearings before you proceed on foot to Dawson City.

Sled Inspection

Narrative: It is time to load up your sled and prepare to make your way through the Yukon wilderness to Dawson City. Before you are set on your way, a roaming Inuit woodsman comes your way and wants to help you by checking your sled and making sure that your patrol has all the equipment you need. He also wants to check your sled out and make sure it is safe for the journey. Sleds will be judged on best use of "aircraft parts", aircraft theme, and other categories.

Rope Throw Rescue

During your journey to Dawson City, you notice that a member of your team has fallen through the ice of a nearby body of water. You must take immediate action to rescue this patrol member. You notice that you have several sections of rope. You must also use a proper joining knot in order to join these sections of rope. Once you have a section of rope that is long enough, you will use a weight to attempt to rescue your "victim".

Sled Race

Your patrol is off and running. The journey will be long and cold, but now that your patrol is healthy, you will be able to make fast work of it. Use the daylight that you have and get a few miles under your belt as quickly as possible.

Snowshoe Crossing

As you proceed through the forests of the Yukon on your path to Dawson City, you happen across a section of trail that is more snow-covered than the rest of your path thus far. In order to traverse the snowy pass, you must don a set of "snowshoes" in order to get your patrol across.

Blind Obstacle Course

During your journey through the Yukon a sudden, blinding snowstorm hits your patrol. You have encountered a very thick patch of forest terrain. In addition to this thick patch of woods, your patrol has gone snow-blind in the extreme wintry conditions. You have found one pair of goggles in the plan wreckage. You must get through this section of woods to get to a sheltered location to get out of the snowstorm.

Shelter Building

Earlier, you had to negotiate a thick forest to reach a safe place to get out of a blinding snowstorm. Your patrol has reached a point where it would be wise to stop and camp for the night. The forest has become impossible to navigate, blizzard conditions have caused complete whiteout, and the sun is setting quickly. Your goal will be to provide yourselves with a shelter to escape the elements, as the wind is picking up quickly and violently.

Knife/Axe Throwing

You need to find some food to sustain yourselves. You are without a firearm of any kind, and therefore will have to hunt with bladed instruments. To represent this, we have opened a range for knife and axe throwing. Obeying the range master's commands, you will safely take part in a "hunt."

Fire-Building

It is growing darker and darker and the night is growing colder and colder. If these conditions are allowed to continue, it is possible that your entire patrol will become hypothermic and freeze overnight. You must warm yourselves up and consume some warm fluids. The Patrol must boil water.

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Kim's Game

You have finally made it to Dawson City! Congratulations! You have been missing for quite some time, and the Royal Canadian Mounted Police are questioning you and your team about what happened to the plane, what happened to your team, and how you managed to make it through the backcountry back into the city without perishing. It is up to you to remember the details correctly in order to relay them to the Mounties.

Panning for Gold

Narrative: You have officially survived the Yukon! Your reports are filed, and you have been given ample time to recover from your arduous ordeal. Now it's time to do what you originally came to do, and that is to find some GOLD! In order to do that, your patrol will use a blanket held at each corner by a scout to toss a provided "Nugget" over the rope.

KLONDIKE DERBY RULES

Read the challenges, each team is responsible to have everything they may need on this trek. Nothing will be supplied except for the Gold Nuggets, Hot Chocolate and Soup.

- All sled must be propelled only by Scouts or Wind (if you're that crafty). No electrically powered devices are allowed.
- Leadership rotates at each station.
- Lunch will be on the trail. Soup and Hot Chocolate will be served.
- Random Start Time by Lottery Selection. This will occur at the leaders meeting on Friday night.
- Sleds are to be constructed using the included drawing, sleds must have 2 wheels attached to the sled and be functional.
- Sleds will be inspected prior to the start of the race for safety.
- Snowshoes are to be oval shaped and have a length of 20" and a width of 12".
- Snowshoes must be made from cardboard and tied over their boots or shoes.
- Teams consist of a minimum 4 Scouts or maximum of 8 Scouts. Teams must finish with the same number of participants you start out with.
- Teams must attempt all challenges.
- Teams must be at the starting line on time, this is when the clock will start.
- Teams must check in with a timekeeper for lunch. Teams will be given their restart time and they are responsible for being ready on time.
- Teams must follow the designated course.
- Teams must have everything secured on their sled or carried on their person.
- Teams should be prepared to have sleds travel over rough terrain. The Race will be along the Red Trail.
- Sleds have a minimum length of 60" and a maximum length of 78"
- Sleds must have a minimum width of 24" and a maximum width of 28"

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GENERAL EVENT INFORMATION

ADULT LEADERS

All units must ensure that they meet the BSA two-deep leadership requirement in camp at all times. BSA policy requires at least two adult leaders be in camp at all times; one must be 21 years or older. See Guide to Safe Scouting for clarification. Troops should be organized under the Patrol method, led by their Senior Patrol Leader for, Crews under the President. Provisional Scouts will be incorporated into other units. All campers must be registered members of the Boy Scouts of America.

CAMPSITES

Campers need to provide their own tents and beddings. All Pipsico tents and cots are in storage for the winter. Sites will be assigned based on registration date and Unit size. Units are encouraged to set up their campsite with their unit number, an American Flag, unit flag, and patrol flags.

CHECK-IN

Unit Check-in will be conducted from **5:30 pm till 9:30 pm** on Friday evening at the Burton Center within Camp Lions (Base Camp). Do not arrive early, there will be no one to check you in, you may **NOT** enter the campsites prior to check-in.

For the safety of Scouts walking through camp, only vehicles pulling unit trailers are allowed beyond the yellow gates inside Base Camp. The trailer must be unhooked and parked in the designated area adjacent to your campsite. No Troop trailers are to be parked past the wooden post located inside the campsites. Tow vehicles are to be **immediately** moved to the front parking lot. All other vehicles are to stay in the parking lots and any addition gear or Scouts will have to hike in or can utilize one of the FEW available carts, located at the Burton Center. Your cooperation is greatly appreciated.

CHECK OUT

Check out will be on Sunday between 9:30 and 11:00 AM with a Pipsico Scout Reservation staff member. Please ensure that your camping area is left better than what you found it (Leave No Trace) and that your latrines have been swept clean and toilet lids are down. **ONLY AFTER 8:00 AM** on Sunday, will tow vehicles be allowed into the camping area. Units leaving Saturday night must notify the staff in advance for checking out procedures.

CAMP RULES

- The Boy Scout Oath and Law
- The Guide to Safe Scouting
- Leave No Trace
- NO fireworks, pets, firearms, electronic games, radios, walkie-talkies, TV's and CD/DVD/MP3/iPod players
- Scouts are not permitted to roam through campsites during scheduled activities.
- Scouts are not permitted to leave the boundaries of Pipsico Scout Reservation.
- Areas Off-limits- Staff quarters (behind the dining hall), archery & rifle ranges and the cliffs at the water front.

MEALS

The only meal provided at this event will be lunch on Saturday. All other meals for the event will be provided and prepared by the individual units. Units will need to provide and prepare meals in their respective campsites.

STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in weekend events is expected to provide some form of contribution to the success of that event. Staff positions are available for direct program support as well as logistical support. Please inform the event chairman, or other contacts listed in this guide, of the names and contact information for those volunteers in your unit who may help contribute to the event's success.

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TRADING POST

The Pipsico Trading Post will be OPEN throughout the weekend for your convenience. In addition to outdoor program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico Scout Reservation souvenirs. Remember that the proceeds from the Trading Post support your Scouting programs! Feel free to bring some extra spending money for your retail therapy. MasterCard and Visa are accepted for transactions over \$10.

UNIFORM

Units are encouraged to wear the "official Field Uniform" (referred to as a Class A uniform) during Check-in, Check-out and Camp Fire programs. At all other times participants may wear an activity uniform ("Class B"), consisting of a troop or camp T-shirt with Scout pants or shorts. Leaders must monitor their units to ensure that clothing reflects good taste and Scouting standards.

VISITORS & GUESTS

Visitors are welcomed and encouraged to attend and watch the daytime activities and campfire. The individual Unit Leaders in Charge at the event are responsible for the behavior of all guests visiting his/ her unit or its members. The Unit Leader in Charge is also responsible for ensuring that his unit's visitors and guests are aware of the camp's health and safety rules and procedures, and that they are followed. Visitors and guests are not permitted to spend the night.

WATER AND BATH FACILITIES

Due to winter conditions, drinking water will only be available at the OA shelter in Base Camp and at the Gregson Center at the front of the Reservation. Units are encouraged to bring 2 to 5 gallon containers for transporting water.

Primary bathroom facilities are latrines inside of each campsite and limited use "enclosed" toilet facilities are available (both male and female) at the front of the Reservation in the Gregson Center, within the Dining Hall, and at the Burton Center in Base Camp. (All shower facilities are closed for the winter season)

MEDICAL MATTERS-

MEDICALS

According to BSA Policy, all Scouts and leaders should complete an Annual Health and Medical Record form (parts A&B only) for all Scouting activities. This is just the health history form (excluding the physician's portion). **IT IS THE RESPONSIBILITY OF THE UNIT** to obtain and maintain copies of these forms for members of their unit for all activities they conduct. Medical forms will NOT be turned in at check-in. The official BSA form is located here: http://www.Scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf.

MEDICAL TREATMENT

All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report all injuries and other medical situations to the camp staff at the Health Lodge, even those they treat themselves. Qualified medical personnel will be on duty at the Health Lodge. If necessary, the camp staff will contact emergency medical services and ambulance services using 911. Unit leaders are expected to control all medications within their units.

PRESCRIPTION MEDICATIONS

All prescription drugs are kept and administered by the unit. It is to be kept in a secured location out of the reach of the children. If medication requires refrigeration, it can be checked in with the Health Officer at check-in. Provide a list of medication, dosage (Medical part B) and to whom you are administering medication to when you check in with the Health Officer. By law, medications must be in a container with a typed label from the pharmacy. Medications shall be given only in accordance with the label. Handwritten changes will not be accepted.

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EMERGENCY PROCEDURES

Pipsico Scout Reservation maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist - their life, your life, or someone else's life could depend on it. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member. In the event that an emergency arises, an alarm will sound from the program administration building (Burton Center). When this alarm is heard, all units and participants are required to assemble on the field in front of the Dining Hall, in Base Camp, and await further instruction.

GENERAL POLICIES-

ALCOHOLIC BEVERAGES & DRUGS

Alcohol and illegal drugs are prohibited. All prescription drugs are kept and administered by an adult within the unit. (See the Prescription Medications section above.)

CELL PHONE POLICY

We request that Scouts not take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases, can be extremely dangerous.

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. Do not bring them into camp. If you permit them during travel to and from camp, please leave them in the car during your stay at camp. Youth campers are not permitted to have two-way radios or pagers in camp, as these have proven to be highly disruptive of the camp routine.

FIRES, STOVES, TENTS & OPEN FLAMES

Fires will be authorized depending on the status of State and City fire prohibitions in effect for the weekend of the event. All ground fires are permitted in the fire rings at each camp site. The staff will update units on the current fire policy at check-in. Units must post water buckets or a fire extinguisher in the fire area. Cutting of live trees, shrubs, or vegetation is prohibited.

For safety reasons, there are to be **no open flames in tents**. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built in designated areas and must be extinguished so that they are cold to the touch when unattended.

INITIATIONS, HAZING & MILITARY TRAINING

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the BSA.

LIQUID FUELS

Adult leaders only may use stoves and lanterns requiring liquid fuel. Extra fuel must be turned over to the Quartermaster for safekeeping in locked storage.

MONEY & VALUABLES

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Regardless, all items should be clearly marked, with the youth's name and unit number.

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PETS

No pets are allowed in camp. Please ensure that anyone planning to visit your troop during the week is also aware of this rule.

RESTRICTED AREAS

The following areas are off limits to all campers: The Ranger's home and maintenance areas, camp staff living areas, the kitchen and food storage areas (except for authorized adult volunteers,) any program area where staff is not present, and the cliffs along the James River. Scouts may visit the waterfront for beach combing or fishing only when staff is present or when accompanied by an adult leader.

SMOKING & VAPING

Anyone under 18 years old is prohibited from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle.

TAPS/LIGHTS OUT

A Scout is courteous. All Scouts should be in their designated campsites at 10:30 PM to Wind-down the day's activities. Taps is at 11 PM. Unit leaders must ensure that fires and lanterns are out and that all their youth have retreated to their tents and are quiet.

TRAILERS

If your unit plans on bringing a trailer, please provide this information on the registration form. Specific campsites have been designated for unit use when a unit has a trailer. The requesting unit is permitted to have one trailer in the designated area at the perimeter of their campsite until checkout.

TRASH DISPOSAL

Participants should practice Leave No Trace principles to the maximum extent practicable. If you packed it in - you pack it out! All units are expected to police their camping area and remove all trash to the dumpsters located behind the dining hall or at the front of camp near the barn. Trash that will not fit in the dumpsters becomes the responsibility of the unit to remove from the campground. Do not pile trash next to the dumpsters. If the dumpsters are full at time of checkout then units MUST pack out their trash and dispose of it properly.

VEHICLES IN CAMP

Since safety is our number one priority, vehicles are not permitted past the Burton Center parking lot unless authorized by the event staff for unit gear drop off. Any vehicle that is authorized to drive beyond the Burton Center must remain on the main road. Absolutely no vehicles are permitted on grass or in campsites. Likewise, no vehicles authorized in camp may block the loading dock at the rear of the Dining Hall. Vehicle owners, and operators, who drive beyond the Burton Center parking lot do so at their own risk. Tidewater Council will not accept responsibility for any vehicle damage within camp.

No other motorized vehicles (golf carts, etc.) will be allowed in camp at any time except for use by designated camp staff. If the need arises for a vehicle to be in camp, approval MUST first be obtained from the Camp Director (Kirsten Kopiczak) or the VP of Camping Operations (Wes Parker). Special arrangements will be available for special needs visitors, Scouts and Scouters as requested.

WEAPONS, KNIVES, FULL AXES, FIREWORKS, & FIREARMS

Pipsico provides all necessary and appropriate equipment for our shooting programs. Personal firearms, ammunition, bows and arrows are not permitted in camp. Also, no water guns are permitted at camp.

Pocketknives may be carried by adult leaders and any Scout who has earned the Totin' Chip or Whittling Chip. Fireworks & firearms of any kind are prohibited in camp. Law Enforcement Officers (LEO's), please notify the council prior to camp of any special requirements by your department.

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EVENT EVALUATION FORM

Please rate the following on a scale of 1-5 (5 being the best)

Location (site & facilities):	1	2	3	4	5
Leaders Guide (overall):	1	2	3	4	5
Did it help prepare you for this weekend?	1	2	3	4	5
Was it available in time?	1	2	3	4	5

(1: Way too Late, 5: Right when I needed it.)

Was any information missing? Please elaborate: _____

Staff (overall):	1	2	3	4	5
Ease of registration:	1	2	3	4	5
Was the staff responsive?	1	2	3	4	5
Demonstrations & Activities (overall):	1	2	3	4	5
Quality of personnel:	1	2	3	4	5
Were they interesting?	1	2	3	4	5
Activity difficulty:	1	2	3	4	5

Would you like to help plan the next Klondike Derby?

____ Yes, count me in.

____ Don't know, call me when it's time.

____ I might be able to help out in a limited capacity.

Name: _____ Phone: _____

E-mail: _____ Unit: _____

Suggestions: (What did we do wrong? What did we get right? How can we improve for next year?) (Continue on reverse, if required.)

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UNIT ROSTER

Unit: _____

Senior Youth Leader: _____ Adult Leader: _____

Youth:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Adults:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Notes: Computer generated forms with similar content are acceptable.

Turn in at Check-in.



2018 RED TRAIL KLONDIKE DERBY

CHECK-IN FORM

(Turn in at Registration)

Unit Type (Circle One) Troop / Crew / Ship

Unit # _____

Council _____

District _____

Number Klondike Teams _____

ONSITE ADULT CONTACT-

Name: _____

Cell Phone #: _____

You have been pre-registered with-

Youth: _____

Adults: _____

Total: _____

You are checking-in with-

Youth: _____

Adults: _____

Total: _____

Amount due: _____

Amount paid: _____

Balance due: _____



2018 RED TRAIL KLONDIKE DERBY

APPENDIX A: REGISTRATION FORM

SEE OFFICIAL FORM AT <http://www.PipsicoBSA.com>