

# 2025 Del-Mar-Va Council Southern Klondike Derby

## *Scouting through the Years*

January 24-26, 2025  
Henson Scout Reservation



## Leader Guide

Del-Mar-Va Council, invites you to:  
*Scouting through the Years*

## What is a Klondike Derby?

Many years ago, men raced across the Alaskan frozen wilderness by means of dogs and sleds. Scouting has taken this idea and created the Klondike Derby. Each team builds a sled, collects materials and equipment, and prepares to embark on the Klondike adventure to participate as a team in the derby.

## General Information

### Contacts:

Michael Redington (Chair) or Dennis Redington (Program Director)

Phone: (302) 258-7759 or (302) 381-6784, please leave a message

Email: [michael.r.redington@gmail.com](mailto:michael.r.redington@gmail.com) or [dennis.redington@sussexvt.k12.de.us](mailto:dennis.redington@sussexvt.k12.de.us)

Register via the Del-Mar-Va Council website at <https://scoutingevent.com/081-hsrklondike>

### Location:

Henson Scout Reservation, 5700 Nanticoke Road, Rhodesdale, Maryland 21659

### Cost:

- Scouts registered by 4 January, 2025: \$15 per person
- Webelos/Arrow of Light Scouts registered by 4 January, 2025: \$10 per person
- Adults registered by 4 January, 2025: \$10 per person
- Attendees registered after 4 January, 2025 will be charged a additional \$5 per person
- **All adults who volunteer to help at stations will receive a \$5 discount**

### Leadership:

Per BSA regulations, two leaders, one of whom must be at least 21 years of age, must accompany each unit. As per the newest Scouting America policies, all adults who camp, except Cub Scout parents, **MUST** be registered Scouts BSA Leaders with current YPT.

### New this year:

All scouts and scouters will be participating in age-appropriate activities at three different levels:

- The General Derby for Scouts and Scouters
- The Cub Scout Derby for Webelos/AOL Scouts
- The Extreme Derby for Scouts 14+, Venturing Scouts, Sea Scouts and Scouters

Groups of participants will be provided colored wristbands to ensure that they are participating in age-appropriate activities.

**With the nature of this event, we would love to have units bring items of historical significance to Scouting (patches, pictures, documents, etc.) from your area to be on display in the Dining Hall on Friday evening from 7:00 PM-10:00 PM. It would be even better if your unit provided a docent to answer questions about the items.**

# Klondike Derby Information

## Schedule

### Friday:

- 5:00 PM – CHECK-IN BEGINS (Administration Building)
- 7:00 PM-10:00 PM – Museum (Dining Hall)
- 9:00 PM-10:00 PM – Capture the Flag (Activities Field)
- 9:00 PM – Cracker Barrel / Leader Meeting (Administration Building)

One adult leader and the SPL from each troop should attend.

**PLEASE, have your SPL relay the event information and updates back to the patrols BEFORE they head out for the competitions on Saturday morning.**

### Saturday:

- 8:00 AM – Opening Ceremony (Activities Field)
  - 8:30 AM-11:00 AM – Events (Assigned Sites)
  - 11:00 AM-12:00 PM – Cookoff (Brownsea, Scoutcraft, Campmaster Lodge)
  - 12:00 PM-1:00 PM – Lunch (Campsites)
  - 1:00 PM-4:00 PM – Events (Assigned Sites)
  - 4:00 PM-5:00 PM – Tie-Tac-Toe Final Tournament (Octagon Pavillion)
  - 5:00 PM-7:00 PM – Dinner (Campsites)
  - 7:30 PM-9:00 PM – Campfire Program and Awards (Campfire Area)
  - Immediately after the campfire – Leader Meeting/Cracker Barrel (Administration Building)
- One adult and the SPL from each troop should attend

### Sunday:

- 8:00 AM – Chapel Service (Campfire Area)
  - 8:30 AM – Camp Site Inspections and Check out Begins (Campmaster Lodge)
- At checkout, the SPL or adult leader will need to report to Campmaster Quarters and a staff member will accompany you to your site for final inspection. Please do not leave without checking out with someone in the Campmaster Lodge.

## Check-In Procedures

Units may begin checking in at 5:00 PM Friday. Upon arrival, one adult and the SPL from each unit should report to Headquarters (The Administration Building next to the Dining Hall, beside parking lot). Packs can check in starting at 7:00 AM on Saturday (unless camping Friday night).

Leaders should be prepared with the following:

- Proof of Insurance (if not from the Del-Mar-Va Council)
- Unit Health Forms (Unit Leader must keep copies for staff use if needed).
- Payment (if any) that is due
- Troop/Pack Roster will be confirmed at check-in against the Black Pug registration

## General Camping Guidelines

Each unit furnishes its own tents, food and equipment. Potable water is available at any of the five posted (**see map**) frost-free spigots around camp; two will be equipped with filters for your convenience. It is recommended that the units find wood or bring charcoal or a camp stove for cooking.

Your campsite will be issued to you at Check In. The campsites to be used will be at the discretion of the Klondike Staff and will be arranged based on unit sizes. Smaller units may have to share campsites with other units to ensure that there is enough space. No reserving of campsites will occur, however, any of our camp lodges are available for rent on a first-come, first-served basis, for an extra fee.

Please notify the Klondike Staff in advance of any of your Scouts or leaders have special medical needs (e.g. CPAP, allergies, etc.). We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.

After your unit has set up your campsite, vehicles **must** be returned to the Main Parking Lot. One unit trailer may remain in camp to hold supplies for the event.

### **Sled Specifications:**

The sled for teams ages 11+ must be Scout constructed. After much deliberation and consistent annual feedback, sleds must use runners or skis **and cannot have wheels**. Milk crates or buckets are recommended to store items. The Patrol Leader is expected to always be in complete control of his/her team. At no point in the derby should the safety of others around or in front of the sled be compromised. Leaders should not accompany or help to pull the sled since this is a patrol building competition—let the scouts do the patrol method without you. Any coaching or practice should be done prior to the event. Adult participation will result in disqualification. Cheering and encouragement is expected.

Cub Scout sleds may follow the above guidelines or be a chariot. Adults may help to build the Cub Scout sled/chariot. At least one adult must accompany the Cub Scout sled/chariot throughout the day. At no point in the derby should the safety of others around or in front of the sled/chariot be compromised.

### **Troop/Patrol/Pack/Den Specification:**

Each General Derby and Cub Scout Derby team should have 4 to 8 scouts. For some events, a larger group will be an advantage and for other events, a smaller group would be an advantage so it will balance out. All members of the patrol/den must be properly clothed for cold and poor weather, as conditions dictate. This is most important for the Extreme Derby

Each troop/pack is responsible for the Scouts in their unit.

Please leave **no fires** unattended. There will be **no fires** (except for cooking) during the day on Saturday since everyone is expected to be out at the event sites.

The Scout Oath, Law and Outdoor Code will govern all participants. Derby regulations are necessary to ensure that every Scout and Leader has an enjoyable and safe experience.

Visitors will be allowed to visit the derby on Saturday and can stay for the campfire. If they wish to stay either night, they will need to register and pay.

Webelos and Arrow of Light Scouts **cannot tent camp** during the Klondike Derby, but may participate, on Saturday. If the Webelos/AOL Scouts choose to stay the night, they must rent a cabin or the yurts.

### **Event Proceedings:**

All event stations will be run all day with the exception of the cooking competitions and the Tie Tac Toe Tournament. Patrols will be assigned times to compete in the first rounds of the tournament. Winning teams from each bracket will report back to the tournament area at 4:00 for the final rounds.

## **Event Supervisors and Helpers:**

Each unit attending is asked to have at least one adult leader assist with the events as the teams compete in the activities. This year, teams will compete in a series of activities against other teams to accurately complete all tasks as fast as possible. Some of these events haven't been seen for years, so it might be nice to recruit some of your well-seasoned committee members to come out and lend their support to the event.

Please plan ahead so that each Scout understands that if there is a judgement concern, the unit leader should bring this to the attention of the event chair for mediation. We will work to resolve the issue in the most Scout-like manner possible. The event chair's decision is final.

## **Patrol Leaders/Denners/Den Leaders:**

This section has some basic hints and suggestions for Patrol Leaders, Denners and Den Leaders.

1. Remember this is a competitive event. Your patrol's/den's scoring will be based on the requirements of each event, like time to correctly tie knots, accuracy of orienteering, etc.
2. Do not assume anything. Follow the directions at the events and activities. Remember, some events are designed to allow you to utilize unique methods, other than conventional methods, to complete them. Use your imagination with the events. Impress the judges. They love to see a group come up with a different way to complete an event.
3. Do not ever argue with a judge. If you think that you have been treated unfairly by a judge, immediately bring this to the attention of your unit leader who will report it to the Klondike staff. DO NOT wait until Sunday morning to bring this up. The Klondike staff is there to help you during the derby, but you need to communicate.
4. We cannot emphasize enough...DO NOT START THE DERBY WITHOUT YOUR SLED ITEMS! Please double check the packing list and event descriptions for details.
5. Be respectful of other patrols/dens. It is not very Scout-like to laugh at a unit or individual for failing at an event. Bullying, taunting and/or teasing will not be permitted. You are a team and will win or lose together.
6. Above all else HAVE FUN!!!

## **Campfire Program:**

Each troop, patrol or den should prepare a song or skit for performance at the Saturday night campfire. Skits/songs should be in the best traditions of Scouting—that is, they should follow the Scout Oath and Law. Members of the Nentego Lodge 20 will be in charge of Saturday night's Campfire Program. Please submit your campfire program selection to the campmaster staff by dinner on Saturday. It would be fun to play into the theme with campfire activities (i.e. dress up, perform old [permissible] skits, reenact old camping scenes, etc.)

## **Awards:**

Awards will be presented for first, second and third place for the overall competition at each of the competition levels. Several events have been pre-selected for the best team to be recognized with an award. Staff members will distribute event prizes at the campfire on Saturday night. There is also a new award that may be presented if the staff feels that someone deserves recognition. The Nathaniel Long Excellence in Youth Leadership Award may be presented if an individual youth leader demonstrates that he/she places the Spirit of Scouting above the competition. Patches for your unit will be issued at time of Check Out (Saturday night for Cubs and Sunday morning for everyone else). If they are not available at the event, patches will be distributed through your District Executives at the first available Roundtable after the event.

# General Klondike Derby Station Descriptions

Sleds should include the following equipment and supplies:

- Leather gloves for each member
- First aid kit, neckerchiefs and blanket
- Wood tools (axe, saw, pocketknife, safety glasses)
- Drinking water for each team member
- Compass(es)
- Pen or pencil and paper
- Scouting America Handbook (any edition), Field Guide and any out-of-print Scouting guidebooks are encouraged as they have instructions for many of the basic skills that will be needed to complete some events. Proper knowledge of Scout knots, lashings, orienteering, fire building, etc. will be needed to be competitive.
- Rope, twine or paracord
- Patrol flag
- Leader guide
- Event map & check sheet
- Wooden dowels or spars for Friction Bridge, A-frame Walk, Platform Paddling & Stretcher Race.
- Fishing rods, tackle and bait

## A-frame Walk

Scouts and Scouters will construct, with lashings, an upright, A-frame trestle with guy wires that will be used to transport the patrol leader a given distance across the program area. You will need your own materials, unassembled when you arrive, for this event. Three sturdy poles and ropes of a safe diameter are recommended.

## Blindfolded Stretcher Race

Scouts and Scouters will perform basic first aid skills before donning blindfolds to carry the “victim,” the patrol leader through an obstacle course. You will need two strong poles and a blanket for this event.

## Campsite Gateway

Scouts and Scouters will create a gateway for the event to serve as the entry point for their campsite. Gateways should highlight the theme of the event, troop/patrol information and represent the Spirit of Scouting. As we may be sharing campsites, please let the Campmasters know if you plan on competing in this event and where it will be located within the campsite.

## Capture the Flag

On Friday night, Scouts will assemble on the Activities Field for a large game of Capture the Flag to build a little comradery before the big day of competitions.

## Flint and Steel Fire Building

Scouts and Scouters will build a fire using the provided materials to include starter kindling, tinder, char cloth, flint and steel to build a fire to burn a string at a height of 16”. No accelerants or outside materials may be used. Kindling may be scavenged from the area surrounding the program area.

## Friction Bridge

Scouts and Scouters will construct a friction bridge to transport the entire patrol and their sled across an 8 foot “ravine” to the other side. You will need your own materials, unassembled when you arrive, for this event. Be creative with your design, but they must be safe to be traversed. Event supervisors may not allow scout on an unsafe bridge.

## Ice Fishing

Scouts and Scouters will be given up to 30 minutes to fish along the dock to catch the big one. Scouts and Scouters will provide their own rods, tackle and bait. Life preservers must be worn at all times on the dock.

## **Lumberjack Challenge**

Scouts and Scouters will compete to use an axe, saw and pocketknife to complete a series of tasks. Log splitting, branch sawing and tinder whittling are the order of the day.

## **Open Fire Cooking**

This year's twist on the annual cooking contest will be an old-school challenge. Scouts and Scouters will create a menu that uses ABSOLUTELY NO UTENSILS OR COOKWARE and must be prepared over an open fire or wood coals. No gas. No charcoal. No aluminum foil. No pots, pans, No MREs or Sea Rations, Dutch ovens, spatulas, spoons or any other pre-made materials. Nature is waiting to be your kitchen! For safety reasons, food does not have to be transported throughout the day on the sleds.

## **Orienteering Plus**

Scouts and Scouters will navigate a short orienteering course that will include several waypoints, plus other skills from the Trail to First Class (e.g. measuring the height of an object). Bring compasses and a camp map for this event. Basic signaling techniques should be known.

## **Platform Paddling**

Scouts and Scouters will use poles and logs to "paddle" a tent platform across a distance with the sled and all patrol members aboard. You will need your own poles for this event.

## **Puzzle Box**

Scouts and Scouters will solve a series of puzzles and brain teasers as individuals and as a team.

## **Sled Race**

Scouts and Scouters will race their sleds around an undisclosed course with stops to complete minor skills/teamwork challenges (e.g. hammering nails, etc.).

## **Snowshoe**

Scouts and Scouters will work together to walk together on the snowshoes for a given distance.

## **Tie Tac Toe**

This year's tournament event is a back-to-basics throwdown. Scouts and Scouters will compete in scheduled timeslots to tie knots at random and select tic tac toe spaces. Winners will return at the end of the tournament day to compete for the ultimate winner. The eight basic scout knots will be tested with a few more advanced or older knots as bonuses. Rope will be supplied, but you can feel free to bring your own.

# Cub Scout Klondike Derby Station Descriptions

Sleds/chariots should include the following equipment and supplies:

- Leather gloves for each member
- Pocketknives for each member
- Drinking water for each member
- Pen or pencil and paper
- Wooden dowels or spars for Friction Bridge
- Scouting America Handbook (any edition) and Field Guide are encouraged as they have instructions for many of the basic skills that will be needed to complete some events. Proper knowledge of Scout knots, lashings, orienteering, fire building, etc. will be needed to be competitive.
- Rope, twine or paracord
- Den flag
- Leader guide
- Event map & check sheet

## Camp Cooking

Dens will prepare their lunch using camp cookware and present **one serving** to the Campmasters for judging. To keep with the spirit of the event, participants should prepare the meal with minimal adult help.

## Fire Building

Under the supervision of their leader, Cub Scouts will build a fire using the provided materials to include starter kindling, tinder and matches to build a fire to burn a string at a height of 12". No accelerants or outside materials may be used. More kindling may be scavenged from the area surrounding the program area.

## First Aid

Cub Scouts will evaluate a scene of an accident before "calling" 911 to report what they have found and perform basic first aid skills.

## Friction Bridge

Cub Scouts will construct a friction bridge to transport the entire den and their sled across a "ravine" to the other side. Dens should bring all of the materials to build the friction bridge on their sled.

## Orienteering

Cub Scouts will navigate a short orienteering course that will include several waypoints.

## Puzzle Box

Cub Scouts will solve a series of puzzles and brain teasers as individuals and as a team.

## Sled Race

Cub Scouts will race their sleds around an undisclosed course with stops to complete minor skills/teamwork challenges (e.g. hammering nails, etc.). Compensation will be made for sleds verses chariots.

## Snowshoe

Cub Scouts will work together to walk together on the snowshoes for a given distance.

## Tie Tac Toe

This year's tournament event is a back-to-basics throwdown. Cub Scouts will compete in scheduled timeslots to tie knots at random and select tic tac toe spaces. Winners will return at the end of the tournament day to compete for the ultimate winner.

## Whittling Chip Challenge

Under the supervision of their leader, Cub Scouts will compete to use a pocketknife to complete a series of tasks like stick whittling and soap carving.



# Extreme Klondike Derby Challenges

This competition is not for the faint of heart. This Extreme Derby Challenge starts Friday night at an undisclosed area of the outer property. Scouts and Scouters ages 14+ will compete in teams of 2-4 in some of the most challenging events to date. Instead of the normal sled, Scouts and Scouters will lash a travois on Friday night to carry the minimal gear necessary for the events of Saturday. All participants are expected to demonstrate extreme care in minimizing their impact on the outpost areas of camp.

Teams should have the following equipment and supplies:

- Leather gloves for each member
- Backpacking first aid kit & neckerchiefs
- Portable wood tools (safety glasses)
- Drinking water for each team member for Friday night and Saturday
- Compass(es)
- No handbooks, field guides or other reference sheets will be allowed for the Extreme Derby Challenge. Cell phone use is strictly limited to emergency services. Walkie talkies will be provided for emergencies.
- Waterproof boots
- Pen or pencil and paper
- Rope, twine or paracord
- Poles to construct your travois
- Leader guide
- Camp trail map & check sheet

## Fire Building

This event will be completed once participants have returned to main camp. Scouts and Scouters will build a fire using the provided materials to include starter kindling, tinder, char cloth, flint and steel to build a fire to burn a string at a height of 18". No accelerants or outside materials may be used. Kindling may be scavenged from the area surrounding the program area.

## Food Foraging

Scouts and Scouters will need to demonstrate their knowledge of edible and toxic wild plants. At no time during this event weekend should anyone eat anything foraged from the wild.

## Lashings

Scouts and Scouters will need to create a temporary lashing bridge to cross a ditch at a marked point along the path. All materials for the structure of the bridge must be foraged and not felled for this event to maintain a minimal impact on the environment. Rope/twine or paracord should be included on your supply list.

## Minimalist Cooking

Scouts and Scouters should bring meals to prepare while on the trail for breakfast and lunch. Lunch should be homemade (i.e. not commercially manufactured MREs, freeze dried, etc.). Teams may freeze dry or preserve any items themselves. A sample should be provided for judging in the Minimalist Cooking Cookoff. No ground fires should be used at any time during the cooking of trail food.

## Orienteering

Scouts and Scouters will navigate a predetermined series of paths to find their way from station to station to find the challenge areas. Scouts and Scouters will need to measure different objects with the skills that should have been learned on the Trail to First Class. Basic and advanced signaling techniques should be known.

## Stalking and Snare Traps

Scouts and Scouters will need to show their knowledge of animal tracks and scat. Teams will set and demonstrate the use of a basic snare trap. Ties will go to the team(s) that use homemade snare traps.

## Wilderness First Aid

Scouts and Scouters will need to demonstrate their knowledge of wilderness first aid. A backpacking first aid kit should be included in the packing list.

## Wilderness Survival

Scouts and Scouters will show their wilderness survival skills by sleeping the first night only using minimal gear that can be carried on the travois (i.e. no tent). All camping areas should be restored before leaving in accordance with Leave No Trace. No hammocks please, but blankets and a small, attended fire are allowed.

## General Klondike Station Locations

- A-frame Walk** – Activities Field
- Blindfolded Stretcher Race** – Behind Lasher Lodge
- Campsite Gateway** – In your assigned campsite
- Capture the Flag** – Activities Field
- Flint and Steel Fire Building** – Brownsea Area
- Friction Bridge** – Behind Nanticoke Lodge
- Ice Fishing** – Waterfront
- Lumberjack Challenge** – Scoutcraft Area
- Open Fire Cooking** – Brownsea and Scoutcraft Areas, to be assigned
- Orienteering Plus** – North side of the Pool
- Platform Paddling** – South side of the Pool
- Puzzle Box** – Hexagon Pavilion (South end of the Activities Field)
- Sled Race** – Disc Golf (look for the telephone pole)
- Snowshoe** – North Comfort Station
- Tie Tac Toe** – Shotgun Pavilion (North end of the Activities Field)

## Cub Scout Klondike Station Locations

- Camp Cooking** – Campmaster Lodge
- Fire Building** – Brownsea Area
- First Aid** – Behind Lasher Lodge
- Friction Bridge** – Behind Nanticoke Lodge
- Orienteering** – North side of the Pool
- Puzzle Box** – Hexagon Pavilion (South end of the Activities Field)
- Sled Race** – Disc Golf (look for the telephone pole)
- Snowshoe** - North Comfort Station
- Tie Tac Toe** – Shotgun Pavilion (North end of the Activities Field)
- Whittling Chip Challenge** – Scoutcraft Area

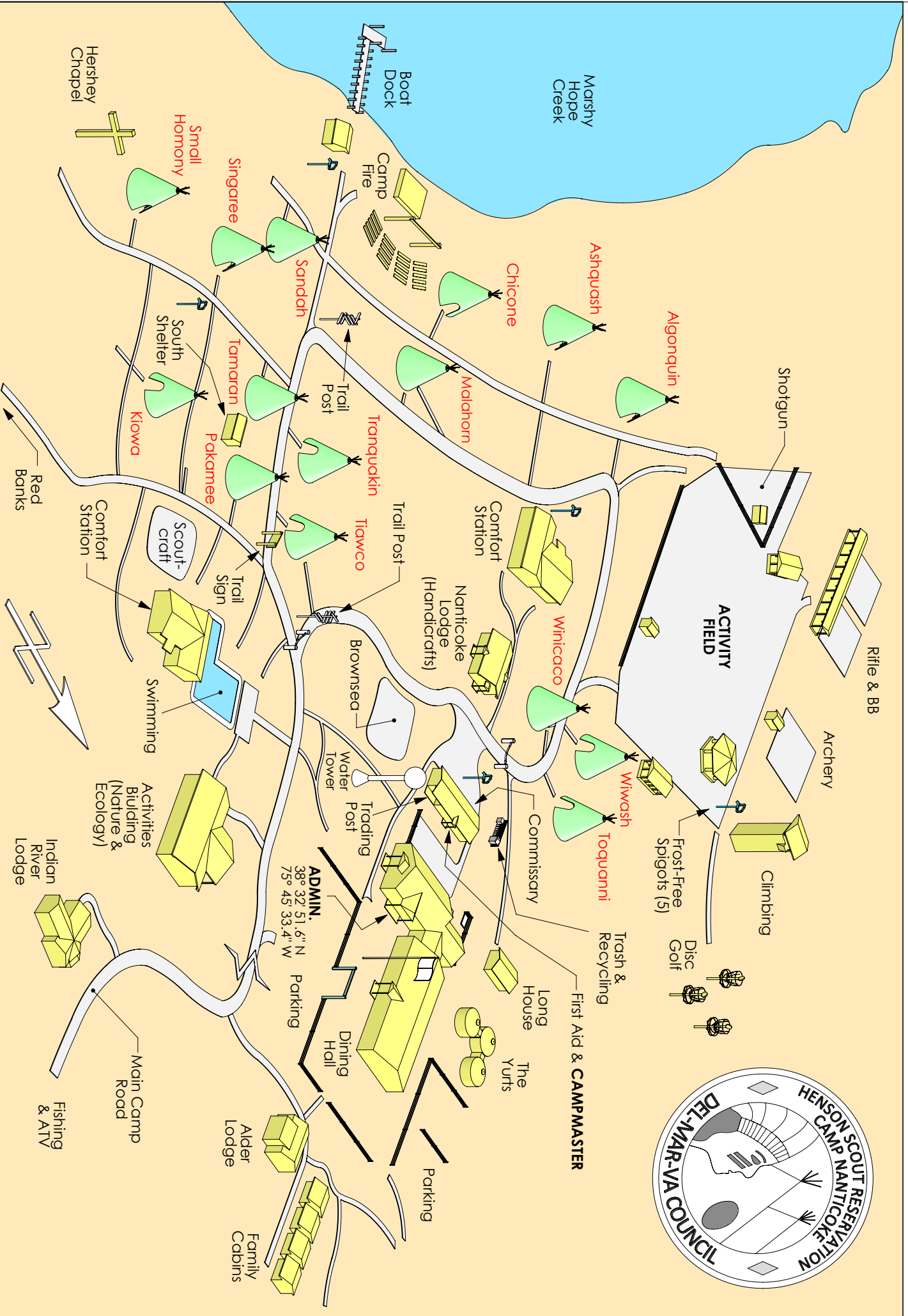
## Extreme Klondike Challenges Station Locations

TBA...well, isn't that part of what makes this one extreme? Meet at the Administration Building at 10:00 PM for your first challenge—assembling the travois! You will then be guided to an undisclosed part of camp for the night. In the morning, you will be handed instructions for the rest of the event's surprises. Good Luck!

Henson Scout Reservation  
 5700 Nanticoke Rd.  
 Rhodesdale, MD 21 659

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 www.delmarvaccouncil.org

# Richard A. Henson Scout Reservation Camp Nanticoke ~ Campsite Map ~



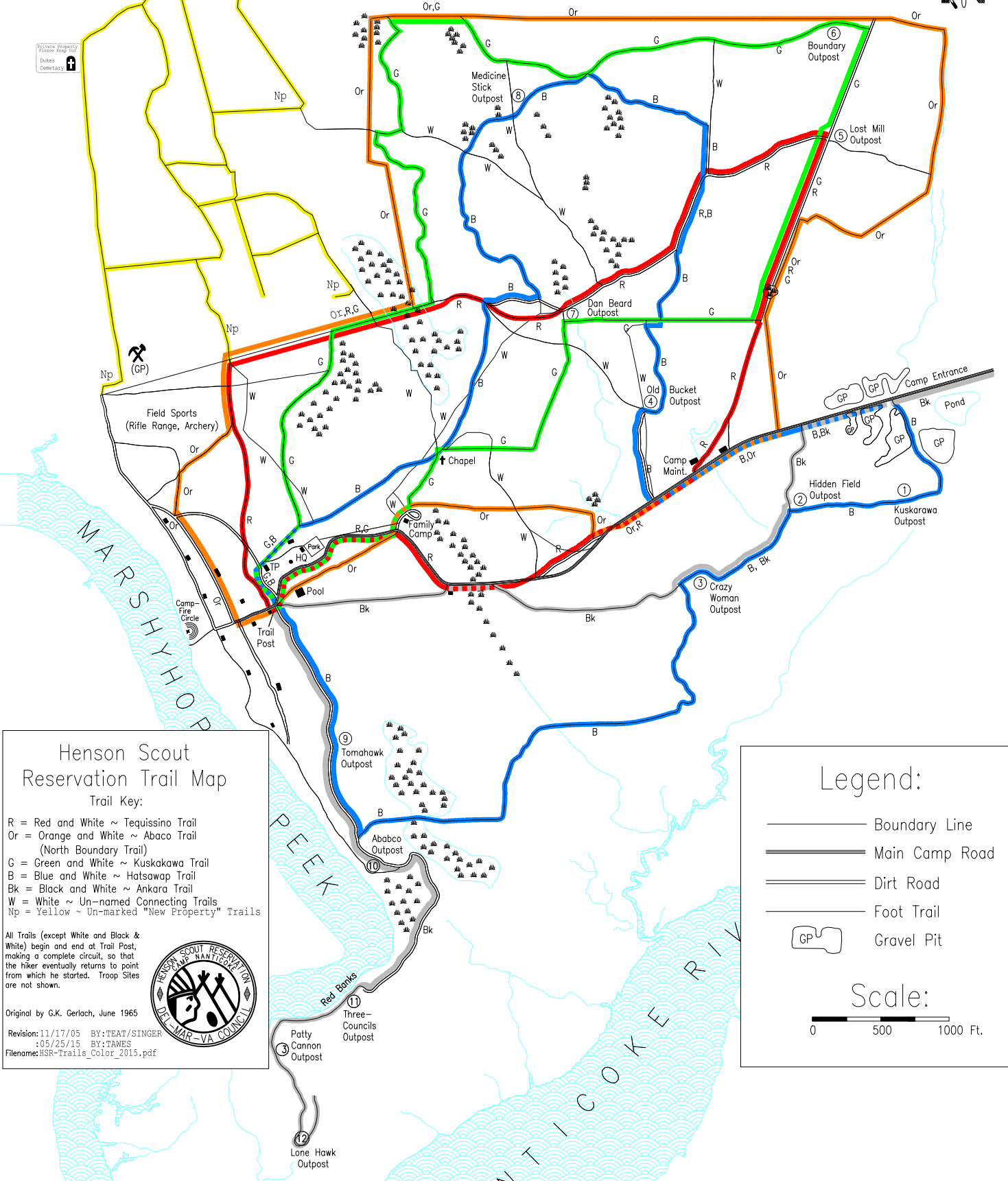
**ADMIN.**  
 38° 32' 51.6" N  
 75° 45' 33.4" W

**APPROXIMATE TRAIL DISTANCES**

Red = 3.6 Miles  
 Orange = 4.9 Miles  
 Green = 4.4 Miles  
 Blue = 5.5 Miles  
 Black = 3.5 Miles



Private Property  
 Please Keep Off  
 Dunes  
 Cemetery



**Henson Scout  
 Reservation Trail Map**

Trail Key:

- R = Red and White ~ Tequissino Trail
- Or = Orange and White ~ Abaco Trail (North Boundary Trail)
- G = Green and White ~ Kuskakawa Trail
- B = Blue and White ~ Hatsawap Trail
- Bk = Black and White ~ Ankara Trail
- W = White ~ Un-named Connecting Trails
- Np = Yellow ~ Un-marked "New Property" Trails

All Trails (except White and Black & White) begin and end at Trail Post, making a complete circuit, so that the hiker eventually returns to point from which he started. Troop Sites are not shown.



Original by G.K. Gerlach, June 1965

Revision: 11/17/05 BY: TERT/SINGER  
 :05/25/15 BY: TAWES  
 Filename: HSR-Trails\_Color\_2015.pdf

**Legend:**

- Boundary Line
- Main Camp Road
- Dirt Road
- Foot Trail
- Gravel Pit

**Scale:**

0 500 1000 Ft.