



## 2025 Klondike Derby: “Arctic Venture” – Leader Guide & Program

### Please note that New Content from prior years is in Venturing Green

This year’s event is being run by Venturing Crew 1923, with adult support. Adult Scouters with units attending, please note this means that the leaders directing much of the event are youth, and that should be kept in mind if you see a youth giving instructions. Weather permitting, Crew 1923’s green sweatshirts will be worn as an outer layer to make them more easily identifiable. Under the principles of “Train Them, Trust Them, Let Them Lead”, we are excited to have a youth-led event.

### **Klondike Purpose, Objectives, and the Patrol Method**

The purpose of the Klondike Derby is for Scouts to test their outdoor Scouting, teamwork, and leadership skills while utilizing the Patrol method. The Patrol Method should be always employed throughout the event.

**Each Patrol will be required to plan appropriately and to bring the required gear for the event.**

**A required gear list is in the appendix of this guide. Each Patrol Leader is responsible for ensuring that their Patrol members are dressed appropriately for the event.**

Sleds are optional. If the Patrol is using a sled, it must conform to the below requirements.

**Sled Requirements:** Please plan to bring your completed sled to the opening ceremony for inspection.

- 1 axle maximum (wheel-less sleds are permitted)
- 12” outside diameter wheels (max size); smaller wheels may be used
- Sled may be lashed or held together with hardware
- No minimum or maximum limit on length or width (be creative) or use existing Troop/Crew sled
- Decorations/adornments are welcomed **and encouraged**
- Individual rope/section for each Scout (to minimize more than one Scout touching the same part of the sled as much as possible)

### **COLD WEATHER CLOTHING REQUIRED**

The most important task of each Scout participating in the Klondike Derby is to keep warm and dry. Each Scout must be prepared by knowing what to wear in winter weather. The best protection in winter weather is common sense. Scouts should be instructed to dress in layers.

Each Scout will be visually inspected for proper clothing on the parade field prior to the beginning of the derby.

**Scouts deemed inadequately dressed for the weather will not be allowed on the Klondike Trail until appropriate attire is obtained, and the Patrol will forfeit their reward for not being prepared.**

**\*Leaders are required to complete a visual inspection of their scouts to make sure that they have the appropriate attire prior to arriving at Rodney Scout Reservation. Our priority is to keep the Scouts safe!**

**Patrol Size – Minimum 4 scouts – Maximum 8 scouts**

- Each Patrol should have a **Flag, Name, and Call** these will be factored into the Scout Spirit scoring

**Scoring** – Patrols may earn up to 15 Points and up to 5 Nuggets at each town/station. Points will be used to determine the winner of the Klondike competition. Nuggets will be used to pay for bounty at the end of the event.

- 0-10 Points for skills and abilities displayed while completing the activity
- 0-2 Points AND Nuggets for Scout Spirit
- 0-3 Points AND Nuggets for Teamwork & Leadership
- In the event of a tie **there will be a competition between the Patrols that are tied.**

**Town Marshals** will keep a record of the points awarded to each Patrol on the towns score sheet.

There will be two divisions of competition:

- **Yeti Patrols** – a Patrol with **two or more Scouts** in the Patrol who have achieved the rank of First Class or above.
- **Prospector Patrols** – a Patrol with **one Scout or less** who has achieved the rank of First Class with the remaining members at the rank of Second Class or below. This Patrol may have a Troop or Patrol Guide that is the rank of Star or above (this Guide is there to “guide” only, not to actively participate in the town activities).

**Mounties** will be throughout the course to assist Patrols who are in need as well as helping to collect score sheets.

**Bandits** may return to Klondike this year, challenging patrols with riddle and Scouting questions in exchange for a loss or gain of a golden nugget.

## **Important Information**

NO ADULT is to coach, help, or otherwise assist any Scout or Patrol while that Scout or Patrol is involved with Derby competition (This rule may be waived by town Marshal, if necessary, for Scouts with special needs only). All leaders and spectators will remain in the areas designated for them by the Marshal of that town.

## **Pre-Event Medical Screening**

It is important that we all take appropriate measures to reduce the spread of any illness. While nobody wants to miss Klondike, to make it as safe as possible we need everyone to work together to follow precautions. Please make sure to go through the BSA Pre-Event Medical Screening (<https://www.scouting.org/health-and-safety/safety-moments/pre-event-medical-screening/>) with every Scout and Leader attending the event prior to heading to camp. We would encourage parents to utilize the checklist with their Scout prior to leaving home as well.

# Schedule of Events

## Friday

- Starting at 6:00pm: Unit Check-in @ Bridge House (weekend check-in)
  - **\*please no more than 2 adults and 2 Scouts**
    - Cabin Key Pick-up
    - Tent Site Assignments
- 9:00pm: Event Brief @ Dining Hall (Scoutmasters and Senior Patrol Leaders)
  - Patrol Registration / Patrol Packets Distributed at Registration Table

## Saturday

- 6:00-6:45am: Breakfast at campsite with your Troop/Crew
- 7:00am: Announcements, Patrol Inspections: Gear, Clothing, Supplies @ Parade Field
- 7:45am: Opening Flag Ceremony
- 8:15am-12:50pm: **Klondike Derby begins** (morning session)
  - 35 min slots for each station (please do not leave stations early. Proper timing avoids crowding)
  - Patrols will be given their route at the Friday evening event briefing.
- 12:50pm-1:35pm: **Lunch Break** (lunch can be taken anywhere in camp, but we suggest each Patrol packs their lunch on their sleds) Subject to the weather and availability of volunteers, Hot Chocolate will be sold for \$1 along a couple routes to help Scouts stay warm; proceeds help offset Crew 1923's Klondike expenses
- 1:45-4:35pm: **Klondike Derby Activities Continue** (afternoon session)
- 4:45-6:00pm: **Camp Trading Post & Klondike Gold Exchange Store:** will both be open in Lenape Hall. Patrol Leaders and a buddy trade in your Nuggets for goodies at the Klondike Gold Exchange Store while the rest of the Patrol goes next door to check out the Rodney Camp Trading Post for all your camping and Rodney gear needs.
- 4:45-8:30pm: **Troop Time:** this time will be used for dinner and any other Troop activities each Troop might have planned
- 8:00pm: **Campfire/Awards Recognition & Closing:** in the Dining Hall. Patrols are strongly encouraged to have an appropriate skit, run-on, song or other form of entertainment prepared!

## Sunday

- 10:00am: **Check Out** (Campmasters **MUST** check **ALL** Troops/Crew out of their sites)

**Ground Rules** – The ground rules for conduct and behavior at the Klondike Derby are the SCOUT OATH and the SCOUT LAW!

# Stations

**Anything with a Green Asterisk at the beginning is a confirmed station. All other stations are subject to modifications so please check back later for an updated Leaders' Guide.**

**\*NOTE – All Patrols will leave the Parade Field @ 8:15AM to travel to their 1<sup>st</sup> station. This is not a timed event. The following are the stations; the order will be random depending on the trail provided. All Patrols will compete on their assigned trail. STATIONS AND ROUTE MAY VARY!**

**Orienteering/Capture the Flag (sponsor- Jason Neff and seeking volunteers) Location: Parade Field**

**Station task subject to modification** Teams will be given coordinates to locate 4 items on the field, and must do so in the proper order to earn complete points for the orienteering portion of the station. Upon completion of that task, Capture the Flag will begin. Patrols will use teamwork and strategy in order to best figure out how to complete the orienteering task and then find and defend flags.

Additional instructions on how Capture the Flag will work will be given onsite at the event.

Prior to the start of the competition Patrols will be given 5 minutes to review the map and strategize a game plan.

Scoring: Patrols will receive four points for completing the Orienteering task and up to six points for success in Capture the Flag.

**Making Hot Cocoa (sponsors – potentially Troop 24/1024)**

**Location: Family Cabin Field - Lower**

The Patrol is to build a fire and correctly lash a tripod using the poles in their Patrol equipment that can hold a pot of water over an open fire. The goal is to boil 64oz of water (to make hot cocoa for the Patrol members and town marshal). It is encouraged that the scouts start the fire without matches (More points will be given if this can be accomplished). Scouts should have flint and steel, fire piston or other fire-starting method; dryer lint is permitted and as well as matches (matches should be the last resort). The Patrol will be given no more than 70 minutes to complete the task, put out the fire and clear the fire ring.

**Team Ski Race & Knots (sponsor- Troop 777)**

**Location: Nature Lodge Field**

The team faces the challenge of walking, as a team, on two planks with rope handles. It is great fun and is typically chaotic for the first few steps. As the team get their act together by communicating, agreeing procedures, being prepared to accommodate one another, and thinking of the team rather than pure self-interest, then results improve. The Patrols will race against time and points will be rewarded based on their times. The Patrol will also have to tie knots required for rank requirements along the way. A time penalty will be added for each missed knot.

1. Square Knot
2. Two Half Hitches
3. Taut Line Hitch
4. Clove Hitch
5. Sheet Bend
6. Bowline
7. Timber Hitch

**First Aid & Transport (sponsor- potentially Troop 252)**

**Location: Family Cabin Field - Upper**

Patrols will treat and transport (approximately 20 yards) a member of the Patrol with a set of injuries.

**Creative Tenting/Build-a-Shelter** *(sponsor- Troop 131)*

**Location: TBD**

SCOUTS MUST HAVE A TARP as part of their Patrol gear. Utilizing a tarp, natural surroundings, sled and sled contents, the Patrol will build a shelter to house the entire Patrol. Scoring will be based on four criteria.

- HOW WELL is the shelter made? Is it stable? Is it safe? 3 Points
- Can the whole group FIT in the shelter? 2 Points
- Durability and RAIN PROOF 3 Points
- How well is the area returned to a natural state after? 2 Points

**Rifle Range** *(sponsor – Rangemasters)*

**Location: Rifle Range**

The format of this station is still being determined.

**Tomahawk & Axe Throwing** *(sponsor not yet confirmed)*

**Location: Archery Range**

Scouts will be throwing Tomahawks and at targets.

**\* Iron Chef** *(sponsor – Cecil District Commissioners & seeking additional help)*

**Location:** Scoutcraft Area Pavilion

**SCOUTS MUST PROVIDE COOKING GEAR.** The Scouts can utilize coals provided by the town Marshal or they can use a backpacking stove (if they have one in their Patrol equipment). NOTE: THERE IS A SIGNIFICANT CHANGE IN THE PREPARATION FOR THIS STATION COMPARED TO PRIOR YEARS! A pre-cooked portion of medium-grain Japanese-variety white rice will be provided. The Patrol must bring ingredients to include the rice into any style dish of their choosing. There is no limit on the number of ingredients that may be brought. Utilizing **THEIR OWN COOKING GEAR**, they must prepare a meal that will be judged by the town Marshal. The town Marshal will score the Patrol by taste, sanitation, food preparation, cooking, teamwork, and presentation.

**Lumberjack Challenge** *(sponsor- Kyle Westcott and seeking help)*

**Location:** Scoutcraft Area Lower Site

Big old logs are so bulky to carry around. Use our tools to cut them to a more manageable size. *Safety, speed and teamwork are the key!*

**\* Tour Guide** *(sponsor – Troop 2)*

**Location:** Admin Building Yard

Scouts will use communication skills to guide a "blind" scout along a specified path to collect gold. The event is timed and points are deducted for touching route markers or leaving the route. This game will be more challenging than prior years.

**Dead Horse Carry** *(tentative sponsor- Troop 902 volunteers)*

**Location:** TBD

Your pack horse has died, and you need to get it off the trail. Scouts must work together as a Patrol to lift and carry an ungainly weight wrapped in a tarp to a specified location. Patrol must supply the tarp. We will supply the dead horse.

- Horse Weight
  - Prospector Division 100-150 lbs.
  - Yeti Division 150 -200 lbs.

**\* Outdoor Ethics / Leave No Trace** *(sponsor - Crew 1923)*

**Location:** TBD

You've come across a mess, and you must use Teamwork and your Knowledge of Outdoor Ethics to clean up the challenge!

## Participant Clothing List

**Participant Clothing:** Each participant MUST wear clothing suitable and appropriate for cold weather conditions

- Head- Winter Hat (preferably wool or fleece), Balaclava or Neck Warmer (is recommended)
- Layers recommended with a base layer and with a wind breaking, water resistant layer.
- Base Layer (against the skin) – Warmth & Moisture Control
  - Synthetic Long Underwear
- Middle Layer - Insulation
  - Wool or Fleece Pants
  - Sweater or Jacket (Wool, Fleece or Down)
- Outer Layer – Weather Protection
  - Waterproof/Windproof Winter Jacket
  - Waterproof Snowpants or Rainpants
- Gloves or Mittens (mittens are warmer than gloves)
  - Additional Liner Gloves recommended
- Wool Socks (a second pair in reserve is recommended)
- Warm Winter Boots

### Prohibited Clothing:

- Inappropriate Shoes for the Weather
  - Open Toed shoes, including Flip Flops (yes, we've had scouts arrive in flip flops)
  - Crocs or other sandals
  - Steel Toe Boots (the steel conducts the cold into the boot)
  - Athletic Shoes
- Sweatpants / Pajama Pants (as an outer layer)
- Ankle Socks (when worn as the only socks)
- Fingerless gloves (when not supplemented by other full gloves or mittens)



## Patrol Equipment List

The following list of equipment is the base minimum that will be needed for each Patrol

- Patrol Roster, paper, and pencils
- Patrol Flag
- Watch
- Compass
- Pocket Knife
- Fire Starting Kit (no chemicals other than wax or petroleum jelly)
  - Tinder, Kindling, and Firewood
  - At least one non-match fire starting device
  - Matches (for use as last resort)
- Cooking Gear
  - Backpacking Stove or Dutch Oven (see Iron Chef)
  - Cooking Tools/Utensils
  - 8 Cup (or larger) Pot
  - Individual Cup, Bowl and Spoon for each Scout
- Blanket (one per Patrol)
- 3 Poles 2"x6' (example Scout Stave)
- Rope (at least 50 feet)
- Tarp(s)
- Trash bag
- First Aid kit
- Flashlight
- Water (at least 2 liters per Scout)
- Bagged Lunch per Scout
- Snacks – energy bars, trail mix etc

## Preparation Resources

The following list of sites provide resources that Troops/Patrols/Scouts may find useful as they prepare for this event.

- [Basic Knots](#)
- [Lashings](#)
- [Fire Building](#)
- [Navigation and Measurements](#)