



2026 Klondike Derby: “Ice Dragon Adventure”

Leader Gyde & Programme

Welcome to icy Camp Rodney, home to a series of challenges for our Medieval Scouts to slay!

This year’s event is again being run by Venturing Crew 1923, with adult support and the assistance of Crew 99. Adult Scouters with units attending: please note this means that the leaders directing much of the event are youth; please give them the respect you would give a fellow adult. Under the principles of “Train Them, Trust Them, Let Them Lead”, we are excited to have a youth-led event.

What’s NEW:

- 1) The day has been shortened. Parade field gather time is now 7:30 instead of 7, there are, 9 stations instead of 10, and the campfire start time is moved to 7:30pm from 8:00pm. Youth involved in planning the event have made these adjustments based on experience and feedback.
- 2) Station locations are more centralized this year to make it easier to move sleds, avoiding areas that traditionally get muddy.
- 3) A theming element has been introduced to many stations.
- 4) The Iron Chef station now occurs at campsites during a 90-minute lunch period. See the station description for details.
- 5) AOLs that will be joining your troop are welcome to participate! The only station they are required to sit out is the “Sharpshooters Needed” station at the rifle range. (Remember you must meet leadership requirements for AOLS.)

Hot Chocolate Sales!

Hot chocolate will be sold during the day on Saturday for \$1 per cup (cash only). This year you may also purchase tickets in advance on Friday night in the dining hall.

Also- collectible vintage **Scouting mugs are available for \$5 which includes unlimited refills on hot chocolate during the day Saturday. (Only the buyer can use the mug.) All proceeds go to support Venturing Crew 1923.**

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 back 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)
- **If a patrol is using a dragon to pull their sled, please ensure it does not breathe fire on participants and that you provide appropriate food and drink for it.**

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 follow the Scout Motto and 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. *Youth leaders and adults are required to complete a visual inspection of their scouts to make sure that they have the appropriate attire prior to arriving at Camp Rodney. Our priority is to keep the Scouts safe!

Maximum patrol size is 8 Scouts. Each Patrol should have a **Flag, Name, and Call:** these will be factored into the Scout Spirit scoring. Cheers that include a Medieval or Dragon element are encouraged.

Scoring – Patrols may earn up to 15 Points and up to 5 Nuggets at each town/station. Nuggets will be used to pay for bounty at the end of the event. The awards will be handed out at the end of campfire on Saturday night.

- 0-10 Points for skills and abilities displayed while completing the activity
- 0-5 Points AND Nuggets for Scout Spirit, Teamwork and Leadership
- In the event of a tie, there will be a competition between the Patrols.
- 5 points will be awarded for each patrol that signs up to do a skit, song or run-on during the campfire, and following through.

There will be two divisions of competition:

- **Sorcerer Patrols** – a Patrol with two or more Scouts in the Patrol who have achieved the rank of First Class or above.
- **Apprentice 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).

Klondike Champions will be determined by the highest overall score in each division; there is also a plaque given to the highest Scout Spirit score in each division.

Knives will be throughout the course to assist Patrols who are in need as well as helping to collect score sheets. **Jesters, Goblins and Bandits** will challenge patrols with riddles and Scouting questions in exchange a gain of a golden treasure

Important Information

NO ADULT is to coach, help, or otherwise assist any Scout or Patrol with skills during the competition. (This rule may be waived if necessary, for Scouts with special needs only).

Pre-Event Medical Screening

It is important that we all take appropriate measures to reduce the spread of any illness.. Please make sure to go through the 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; it is preferred to have SPLs handle most check-in responsibilities**
 - Cabin Key Pick-up
 - Tent Site Assignments
- 8:00pm: Scoring Meeting @ Dining Hall for individuals working stations
- 9:00pm: Event Brief @ Dining Hall (Scoutmasters and Senior Patrol Leaders)
 - Patrol Packets Distributed at Registration Table
 - Campfire Skit/Song/Run-on signup (for 5 point bonus to be received once the skit is performed)- please give the name of your song/skit at this signup.

Saturday

- 6:00-7:15am: Breakfast at campsite with your Troop/Crew
- 7:30-7:45 Arrive at the parade field for Patrol Inspections: Gear, Clothing, Supplies. Troops coming for the day should arrive by 7:15 in order to receive a briefing at the Dining Hall at 7:20.
- 8:00am: Opening Flag Ceremony and Announcements.
- 8:30am-12:00pm: Klondike Derby begins (4 morning sessions)
 - 45 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.
 - Subject to the weather and availability of volunteers, Hot Chocolate will be sold for \$1 to help Scouts stay warm; proceeds help offset Crew 1923's Klondike expenses.
- 12:00pm-1:30pm: Iron Chef Lunch Break (patrols will be given a theme ingredient)
- 1:30-4:45pm: Klondike Derby Activities Continue (4 afternoon sessions)
- Afternoon: Camp Trading Post open, final hours TBD.
- 4:45- 6:00: Klondike Gold Exchange Store: will both be open in Lenape Hall. Patrol Leaders and a buddy trade in Treasures 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.
- 4:45-8:00pm: Troop Time: this time will be used for dinner and any other Troop activities each Troop might have planned

- 7:30pm: **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! "Invisible Bench" skits, or any such adaptations, are not allowed. Awards will occur at the end of the campfire!

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

***NOTE** – All Patrols will leave the Parade Field by 8:20 AM to travel to their 1st station. All Patrols will compete on their assigned trail. **IN ORDER TO PREVENT CROWDING, NO LEAVING STATIONS EARLY!**

Iron Chef- Lunch Break Station (*sponsor- Crew 1923*)

Location: Troop campsites or parade field for day-only participants.

This format is NEW this year. During the 90-minute lunch break (12:00 - 1:30), patrols will return to their campsite (or the parade field for day-only participants). They will make lunch using whatever cooking equipment they use (camp stoves, backpacking stoves, fire, etc. If using dutch ovens, adults may help pre-heat coals in order to fit in the allotted time).. They must incorporate a **salsa** of the patrol's choice into their meal (having it available to dip chips into is not "incorporating"!). Failure to have the salsa be a noticeable part of the flavor/meal will result in patrols receiving a 5-point deduction from the maximum score. A judge will be assigned to each patrol/campsite, and patrols must prepare an extra portion for the judge.. The judge will score the Patrol by taste, creativity, sanitation, food preparation, cooking, teamwork, and presentation. .

"Navigate the Woods" (*sponsor- Crew 1923 members*)

Location: Pool

Patrols will be given a series of 7-9 points to discover during the allotted time to show off their orienteering and navigation skills! (Scouts must have a whistle on hand in case of emergency.)

"Trap the Dragon" (*sponsor- Troop 50 youth*)

Location: Pool Area

Note: details for this station are not yet final but will incorporate lashings. A small dragon is on the loose! Using their lashing skills, patrols must construct a useful camp gadget (sounds like a rank requirement!) to make a cage to secure the dragon!

Tic-Tac-Knots *(sponsor- Troop 33)*

Location: Parade Field

Medieval times weren't all dragon-fighting and no recreation- games with useful skills were important as well! Patrols go head-to-head given a random knot drawn from the list below, which are all rank-required knots. First to tie it gets a piece to put on a tic-tac-toe board. Winner is the one who gets three in a row first, or, five pieces on board (if three in a row not possible due to draw).

1. Square Knot
2. Two Half Hitches
3. Taut Line Hitch
4. Clove Hitch
5. Sheet Bend
6. Bowline
7. Timber Hitch
8. Lark's Head (if needed, or for Sorcerer division)
9. Figure 8 Knot (if needed, or for Sorcerer division)
10. Sheepshank (if needed, or for Sorcerer division)

"You Shouldn't Have Done That" First Aid Station *(sponsor- Chesapeake Commissioners and Troop 902 adults)*

Location: Scoutcraft

Uh oh- someone was irresponsible around the dragon! Patrols will need to treat injuries that might occur from an encounter with a dragon!

Sharpshooters Needed! *(sponsor – Rangemasters)*

Location: Rifle Range

Sharpshooters may be needed to form a defense! Tryouts for a modern group of knights will occur at the range!

“Make Your Fortress” (*sponsor- Troop 131*)

Location: Across from Rifle Range

SCOUTS MUST HAVE A TARP as part of their Patrol gear. Utilizing the tarp, natural surroundings, sled and sled contents, the Patrol will build a shelter to house the entire Patrol and keep all members warm and dry under Icy conditions, and ideally offer some protection from fierce beasts that might be in the area!

. 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

“Hatch the Dragon” (*sponsor- Crew 1923 members*)

Location: Brownsea

A tiny dragon got a little too icy on its Adventure! You will need to build a fire and construct a structure that allows you to warm water to help the dragon escape its icy prison.

“Teamwork makes the Dream Work!” (*sponsor- Troop 2*)

Location: Shotgun Field

The best way to have a strong patrol is to have good communication skills! Come show the town overseers that you can work together to get through challenges!

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. After reading station descriptions, patrols may choose to bring additional equipment they think may be helpful.

- 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
 - A pot is needed along the route. All other cooking gear can be left at the campsite.
- 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, appropriate amount
- Shield to protect against dragons
- 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](#)