

**20TH ANNUAL
FOUR MILE RUN DISTRICT KLONDIKE DERBY
SATURDAY FEBRUARY 8, 2025**

INFORMATION FOR ADULT LEADERS

KLONDIKE MEETING AT JANUARY ROUNDTABLE: You are invited to attend in person an informational meeting on Thursday January 9, 2025, at 4MR District Roundtable. This meeting is not mandatory, but it will be helpful and useful.

ONLINE REGISTRATION: Please register your unit on NCAC's 4MR District website no later than midnight Sunday, February 2, 2025. Pay fees online when you register. NCAC does not issue refunds except for extraordinary circumstances, so we suggest you pay only for the participants you are sure will attend. Bring a check to the event to make up the difference if more attend than you registered online. Note: if you have a scout family who has trouble coming up with the registration fee or a patrol who has financial trouble coming up with a sled or sled equipment, please reach out to Rob Faris or Randy Bender.

You will also be asked to send the Registrar a spreadsheet with basic information about each participating patrol.

We reserve the right to assign start times based on when you submit your registration. We can accommodate a maximum number of patrols. If we end up being over-registered (which hasn't happened in our 20-year history but could happen in the future), patrols will be cut based on order of registration (first come, first served).

HOSPITALITY SUITE FOR ADULT LEADERS: Adults are prohibited from following their patrols around the course -- but we do encourage adults to stay onsite at Camp Highroad for safety and other reasons. If you are not helping to staff a town, we invite you to visit and hang out in our heated Pine Lodge (9 am - 2 pm) in front of a nice fire, drink some hot cocoa, enjoy a provided lunch and attend some scout leader-oriented presentations. **Note: all attendees (including adults) must be registered- Camp Highroad charges us based on your attendance.**

GENERAL OUTLINE OF THE COURSE: All patrols will begin at Headquarters (the high ropes course). Patrols will be sent on a shorter route or a longer route depending on age/rank. Each patrol will be issued a passport and map corresponding to the path they are to follow. All patrols will visit four towns in common: Big Skookum Gulch – Scout Knowledge, Bonanza Creek – Camping Skills, Cripple Creek – First Aid, and Dead Horse – Land Navigation. Older patrols will visit a faraway fifth town Dawson City – Pioneering, whereas younger patrols will not visit Dawson City but will instead visit a closer town Skagway – Archery. Your younger scouts should be comfortable on the shorter course. The longer course is not exceptionally long (about 3 miles), but with a stream crossing and more rugged terrain through the woods will be a fun challenge for your older scouts. The trail will likely be muddy so please make sure that all of your scouts wear waterproof boots.

CLASSIFYING YOUR PATROLS: Our sorting hat will classify patrols and crews as IDITAROD or YUKON QUEST based on age/rank. IDITAROD and YUKON QUEST patrols/crews will encounter different challenges and/or scoring on the trail. IDITAROD Patrols will compete against each other, and YUKON QUEST Crews will compete against each other. Note: no

competitors may be over 17 years old -- if you have scouts 18 and older, we welcome them to join our event staff.

BE ON TIME: Our Registrar will send out assigned reporting time(s) by email sometime during the week before the event. We will expect you to have your sleds ready to go at the Chilkoot Pass registration table at your assigned reporting time. DO NOT BE LATE. If you are late, be prepared to be bumped to the end of the starting lineup (which may be hours later). If you are arriving on Saturday morning, we recommend that you get to Camp Highroad at least 30 minutes before your reporting time. Please do not expect to be able to drive your car to the registration table – the road will be closed to all traffic except sleds.

MAXIMUM TIME: No Patrol will be allowed to remain on the course more than 4.5 hours or approaching darkness, whichever comes first. Almost all patrols finish well before that limit.

PROPER CLOTHING: Your scouts' clothing will be inspected along with your sleds to ensure that their clothing is consistent with the weather conditions. Please make sure your scouts are dressed appropriately. This means hats, gloves, no shorts, **waterproof BOOTS, and rain gear if it is raining or likely to rain.** Sneakers or any footwear other than boots are NEVER acceptable. **Scouts not wearing boots will not be allowed on the trail – no exceptions.**

No Boots – No Start! Seriously!!

FOOD/WATER: Your scouts should bring a trail lunch. Scouts *may or may not* be offered use of a fire in the town they eat lunch in. Hot water *may* be available in some towns. All sleds must carry adequate water (see sled equipment list) to ensure scouts stay hydrated. Each patrol or crew member should also have a cup to drink from (the towns will not supply cups).

CHECK-IN:

- I. Unit Leader Check-in: Unit Leaders should be prepared to present the following to our Klondike Registrar upon arrival on Saturday morning:
 - (1) Total number of unit attendees (scouts and adults)
 - (2) Check payable to NCAC for any additional participant fee (memo line: 2025 4MR Klondike Derby)
 - (3) Cell Phone number of the person onsite who **possesses current BSA Med forms for each participant**
 - (4) *At least one staff volunteer per sled* (will be assigned as needed).
- II. Patrol Check-in
 - Each patrol leader should present a final Patrol List to the registrar (this same info should be provided in a spreadsheet in advance):
 - a. Patrol/Crew name
 - b. Age/Rank of each scout.

Note: we request at least one (1) staffer from your unit who can devote the day to help staff the event. This adult should expect to remain assigned from 0800 until the end of the event.

WINTER CAMPING: Your unit is encouraged to camp on Friday night. To reach the camping field, continue straight on Steptoe Hill Road beyond the intersection with the road to Prescott Field – the camping field will be on your left. We intend to assign campsites in advance to make it easier to set up in the dark, so please let us know through registration if your unit intends to camp. Camping is strictly Leave No Trace-- Do not dig fire pits. Water is available at the red spigot on the camping field just southwest of the Pine Lodge access road. If cold weather is forecast, please ensure that your campers are prepared (at minimum, this means a good ground pad, an extra sleeping bag or blanket in addition to a cold weather sleeping bag, and a

hat). Please tell your campers to bring a complete change of clothes for sleeping in – perspiration from the day’s activities will chill them in the night if they do not change.

VEHICLES: Carpool and use 4WD vehicles if you can. No motor vehicles will be allowed past the Horse Paddock into the Outback during the competition itself. Please have your scouts pull their sleds from the parking area to Chilkoot Pass – do not attempt to drive them to Chilkoot Pass (the road will be blocked). Please avoid blocking (a) the pink-flagged trail on the east side of the horse corral or (b) the yellow-flagged trail corridor adjacent the horse paddock next to the farmhouse. We *strongly recommend* parking such that at least two wheels are on hard pavement (campers are welcome to park on the Pine Lodge access road). There is a tractor available to pull stuck vehicles out of soft ground, but you will be responsible for paying the fee. *No vehicles are permitted off-road under any circumstances.*

PATROL METHOD: The course is closed to adults and no adult coaching on the course is permitted (please do your coaching and training before your patrol hits Chilkoot Pass). We encourage adult leaders to join our staff. If you have a special needs special scout that requires an adult escort, please discuss with the Registrar in advance.

SLEDS: Must be scout-built. Wheels are optional but skis are mandatory. While we expect that you will not build a sled for your scouts, please mentor your scouts to test their sled before the event while there is still time to adjust and strengthen it. Patrols are known to become demoralized if their sleds fall apart on the course.

SLED EQUIPMENT: Please see sled equipment list. The patrol leaders should be working through the Troop Quartermaster (a scout) to obtain the equipment needed.

RAIN OR SHINE: Bad weather will not be a reason to stay home. If roads are impassable and you want to know if the event has been postponed, please call 703.577.1360 for more information and also watch your email.

CONDUCT/DISCIPLINE: Scouts are expected to follow the scout oath and law. Your scouts will be disqualified if they tamper with trail signs or markers, obstruct the trail with obstacles, or otherwise try to interfere with the progress of another patrol.

PLEASE REMIND YOUR SCOUTS TO RESPECT THEIR FELLOW SCOUTS: Different troops in our district have different cultures. The scouts you will meet on the trail or in the towns are likely to have different ages, experience levels, genders, etc. Please remember that we are all scouts. Please show respect and treat everyone as scouts.

FIRST AID STATION: All injuries should be reported to headquarters at Chilkoot Pass or to a town mayor in radio contact with the first aider.

LOST & FOUND: At Chilkoot Pass, then at February Roundtable. Please label ALL items with troop number to facilitate return.

2025 4MR KLONDIKE DERBY RULES

1. REGISTER. All attendees must register.
2. ADULT PARTICIPANTS: All adult participants must have completed youth protection training within the last two years (can be done online at www.my.scouting.org). All adults

camping with their scouts overnight **MUST** be a registered leader with BSA (not just as a merit badge counselor). No exceptions.

3. **MAXIMUM NUMBER OF TEAMS.** First come/first served -- those who register late may lose out.

4. **Patrol/Crew SIZE.** You need at least 6 scouts but no more than 9 per patrol. If you have a special situation, please contact the registrar in advance (for example, it may be possible to provisionally combine smaller patrols from two units so both can participate).

5. **BE ON TIME.** The first teams will begin registering at 0800 a.m. Please arrive at the Chilkoot Pass registration point at your assigned time. If you arrive late, you may be bumped to the end of the line.

6. **CLOSED TRAIL.** No unit adults are allowed on the trail except by special arrangement for health and safety purposes. No motor vehicles are allowed in the backcountry.

7. All scouts must have:

- Proper foot gear (boots are required)
- Hat, gloves and coat
- Rain gear (if raining or likely to rain)
- Adequate water – dehydration is a real problem
- Trail Lunch

8. **FOLLOW THE TRAIL.** Each patrol will be given a map of the trail and a passport. They must visit the towns in the order listed in their passport. Should they "miss" a town, they will be sent back or will be disqualified from the competition (they cannot continue out of order and still compete).

9. **LUNCH.** Your scouts should each bring at least one (1) liter of water, and the patrol should plan a trail lunch. **Hot water *may or may not* be available in the towns for soup, hot cocoa, etc.**

10. **GARBAGE:** Pack it in, Pack it out.

11. **CODE OF CONDUCT:** Follow the scout oath and law.

12. **MAYOR'S DECISIONS** are final.

13. **EQUIPMENT INSPECTION.** **There will be a sled inspection primarily for health and safety. The sled inspection sheet is published in advance.**

14. **SLEDS:** Regardless of whether there is snow cover at the camp or not, sleds must be scout built and have skis that run the full length of the sled and can support the sled as runners.

15. **NO IMPEDING:** You may not intentionally impede the progress of any other patrol. That includes no moving of trail markings!

[end]