
Welcome to Klondike 2027

A **Klondike derby** is an annual event held by some [Scouting America](#) and [Scouts Canada](#) districts during the winter months and is based on the heritage of the [Klondike Gold Rush](#).^[1] BSA units have been running Klondike derbies since 1949.^[2]

The event varies by district, but the typical Klondike derby consists of several stations where patrols/units must test their [Scoutcraft](#) skills and their leadership abilities, earning points towards a total score.^[3] Often, one or more races are included while the Scouts navigate between stations.

The unit must transport their gear on a homemade sled pulled by the Scouts. Districts may have specific guidelines for the construction of sleds.^[4]

Teams will travel from town to town in a round robin fashion. Towns are often named after Alaskan cities. Points and spirit coins can be earned at each town. Points will determine the winner of each event and the cumulative points determine the overall winner. Coins are used to bid on auction items after the event. There is a sled race at the end of the day, followed by a campfire where awards are announced.

A Special Note from the “Governor” for the Sailfish District Klondike Derby

- 1) You and your patrol have been training for this event. Now is your time to show your skills and have some fun. Do your best and everything will work out just fine. Saturday will be a big day so get some rest and wear Class B for the competition.
- 2) Pay attention to the schedule! You need to load everything on your sled for the day. There is a “Be Prepared” list in this packet. It is wise to review it. Some events are double time slots, so you will have two time blocks to complete. Your Mayors will remind you, but know your schedule.
- 3) Patrol Flags will be scored Friday night and should be displayed on your sled all day Saturday. Be prepared to describe how your flag was made and what it means to your patrol.
- 4) You may not receive assistance from anyone outside of your patrol throughout the day.
- 5) SPIRIT awards will be given to the top three teams that show scout spirit, work together as a team and demonstrate the Scout Law and Oath.
- 6) Listen carefully to the instructions given by the town Mayors. Ask questions so that you understand what is expected of your patrol.
- 7) Travel time between towns is 5 minutes. Plan your routes and move quickly. Firebuilding, & Aquaknots are double time blocks so you will stay at those towns for two time blocks.
- 8) LUNCH will be prepared at the North Pole and scored by our team of “testers”. Meal preparation, meal quality and meal clean up will all count toward your lunch score. Be prepared to share a small sample with our “testers”.
- 9) Drink water and stay hydrated. Healthy trail snacks will also help keep up your energy during the day. Each town will have water jugs so you can refill your water.
- 10) Klondike Derby will start at 8am and run through approximately 4:30pm. After your last event head back to your camp and prepare for the sled race.

- 11) The sled race will run at approximately 5pm. This is a timed race of about 2-3 minutes. One member of your patrol will be pulled by the other members around the racecourse. Be careful and do not tie or attach yourselves to the sled.
- 12) BBQ will be after the sled race for those that pre-registered. OA will serve and your SM will receive tickets at check in Friday night for the BBQ.
- 13) The Derby auction will take place after dinner at approximately 7pm. Use the coins you earned throughout the day to bid on soda, candy and other items. You will receive auction paddles when you arrive at the auction.
- 14) The awards ceremony and campfire will begin at 7:45pm at the amphitheater. CLASS A is required for the awards. Awards will be given for each event, overall winners and Spirit, Flag and Lunch.
Good luck and have a great time! **If you have any questions, call Britt Beason**
Thank you.

KLONDIKE DERBY SCORING & SPECIAL RULES

Points:

Points are earned at each town. There are a total of 25 points available at each town. Point totals will determine the winner of each event as well as the overall winners of Klondike 2025.

Bridge Trolls and Coins

As you travel along the path between events, there will be certain places where you will encounter "Bridge Trolls". These trolls will not allow you to pass unless you can answer a minimum of 3 questions, and show the best spirit for your patrol. If you can not answer all 3 questions, you will have to pay a "Troll fee" of 10 coins. If you answer the questions, you will be awarded 10-15 coins to be determined by the trolls. You will also be awarded up to 5 coins for your spirit determined by the trolls. The better your spirit, the more coins you get.

Penalties:

25 points will be deducted from your teams score if you receive assistance from any outside source.

A replacement map or event schedule will cost you 10 coins. Keep your schedule safe!

Green Coins: Green coins will be held by Trolls and Sheriffs and maybe even Mayors. They are gifted specifically for Spirit and will be worth TEN gold coins at the auction. Keep them Safe.

Auction night

We will be topping off a day full of excitement and challenges with our annual auction night. Patrols will use their "coins" they have earned throughout the day to bid for items on auction.

We ask that all Troops / Patrols / Scouts participating at Klondike donate some "goodies" to be auctioned off. These can be items like pre-packaged treats like cookies, candy, soda, or items like glow sticks, plushies, toys, HAND WARMERS, Etc. For everyone's safety, we ask that no home-made goodies or items be brought for auction. No items such as knives, electronics, or flammables either. Items brought should not exceed \$5 in cost.

BASIC EVENT DESCRIPTION

SUBJECT TO CHANGE BY HOSTING TROOP OR MAYOR OF EVENT

Troop/Mayors

Special Requirements

Wilderness Survival	Locate an unresponsive hiker, provide immediate life saving first aid. Evacuate the hiker to a safe location. Set up a camp and wait for medical assistance.		first aid kit
Outdoor Ethics	This will be a test on Leave No Trace, the Outdoor code, and the essentials needed when backpacking.		NO BACKPACK!
Sawzall	Use a 2-person saw to cut 1 piece off a log as safe and fast as possible and demonstrate the safe handling and storage of a saw.		Totin' Chip
First Aid	Scenario will be presented when you arrive at the town. Treat as appropriate. May include venomous snakes and plant identification. Inspect first aid kits.		First aid kit
Fire Building	Build a fire, boil water, make hot cocoa, enjoy.		Firem'n chit, wood, wood splitting or batoning equipment, Monkey fur if desired, flint & steel
Map & Compass	Using a Map that is provided Scouts will have to chart specific Milestone markers on the map. The closer to the bullseye the higher the score.		Compass, writing implement, 50 Ft rope.
Hatchet Throwing	Scouts will test their Hatchet throwing skill at a wooden target set 25 ft away.		Totin' Chip, gloves if desired
AquaKnots	Canoe and knot skills. All knots up to First Class. Second-Class requirement 5, and First-Class requirement 6. Then paddle a canoe through a water course.		Current swim test, clothing you will want to get wet in.
Flag and Citizenship	Scouts will test their knowledge answering a series of questions and demonstrate their knowledge related to flag etiquette and proper citizenship.		Scout Book
Oil Spill	The selected Leader will instruct their patrol members to move a panel attached with ropes and a bucket of water through an obstacle course. The more water you have, the better your score. Only the selected leader will give commands. All others will be silent.		Gloves if desired.
Pioneering	Scouts will use their lashing skills to build a structure to accomplish a provided goal. Scouts will be scored by the skills demonstrated relative to times.		gloves if desired
Archery	Scouts will use the Archery Range. Scoring will be based on overall Team performance. Individual Awards may apply		
Wall Climb	A special event for wall climbing. Scoring will be based on overall Team performance. Individual Awards may apply		

Team challenges

Sled Race	Each patrol will team up and race other patrols for the fastest time pulling a sled along a predetermined path. Patrols must build their own sleds, ski's are allowed.	Gov'nor's Team	Your own sled, GOOD shoes, Gloves if desired
Team Flag	Each patrol will be challenged to design their patrol flag. Each flag will be scored on design, creativity, <u>pole build</u> , and theme.	All Leadership	
Spirit	Each patrol will be scored on how much spirit they have. This will include their patrol name, patrol call (yell), costumes, participation, and spirit shown throughout the derby.	All Mayors and Leadership	A VERY loud voice and great chant

Lunch	Patrols will prepare lunch for their patrols all at the same time. Lunch will be scored based on creativity, nutrition, and taste. Lunch should follow the MyPlate Outline. Patrols must set-up and Clean up all of their own cooking equipment. ONE TABLE PER PATROL MAY BE DROPPED OFF AT THE NORTH POLE IN THE MORNING. NO OTHER ITEMS MAY BE DROPPED OFF. IE: no coolers, stoves, dry goods, NO OTHER ITEMS!	Gov'nor's Team, AOL's, Trolls, Sherifs	1 patrol box with all needed equipment, fuel and utensils.
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MAYOR/SHERIFF LUNCH ORDER FORM

(fill out and submit with roster and swim test)

KLONDIKE DERBY MAYOR/STAFF LUNCH FORM	KLONDIKE DERBY MAYOR / STAFF LUNCH FORM
Name:	Name:
SANDWICH: Turkey, Ham Veggie Wrap (circle one)	SANDWICH: Turkey, Ham Veggie Wrap (Circle one)
Cheese: American Provolone None (circle one)	Cheese: American Provolone None (circle one)
All lunches come with lettuce and tomato, chips and a cookie. Mayo and mustard on the side	All Lunches come with lettuce and tomato, chips and a cookie. Mayo and mustard on the side.
Drink: Coke, Diet Coke, Sprite, Diet Sprite (Circle one)	Drink: Coke, Diet Coke, Sprite, Diet Sprite (circle one)
Orders are due by January 17, 2025	Orders are due by January 17, 2025
Turkey and a sprite will be ordered for anyone unable to respond by January 28.	Turkey and a Sprite will be ordered for anyone unable to respond by January 28.
Return this form to: Britt Beason	Return this form to: Britt Beason

2027 KLONDIKE TROOP PATROL ROSTER

January 31 – February 2

Please email this roster no later than Wednesday Jan 29, 2024

Troop # _____ Scoutmaster _____

Adults in attendance: Total # of adults camping overnight _____.

Name	Position	Gender
(for the purposes of 2 deep leadership in appropriate places)		
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Patrol Registration: Patrols should have 5 to 8 members if possible.

Patrol 1 Name _____

Patrol 2 Name _____

Name	Age	Rank		Name	Age	Rank
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Patrol 3 Name _____

Patrol 4 Name _____

Name Age Rank

Name Age Rank

Please use your current patrols as best you can. Include Rank and Age for each patrol member.

KLONDIKE DERBY INFORMATION FOR SCOUTS AND PARENTS

Camp Location: Camp Oklawaha is located in Sebastian, FL. Take I-95 to Sebastian and go east on 512. Turn left on Roseland Rd. Turn left on Potomac Rd. Camp is at the end of the road.

Parking: Only Unit Trailers are permitted at the Troop's campsite. Other vehicles must park in the designated parking. Trailers can arrive no earlier than 4pm Friday evening.

Cancellation: Klondike will run rain or shine. No refunds. If you cannot make the event, you will still receive your patch and t-shirt (if you ordered one).

Patrols: Patrols should consist of approximately 7-10 Scouts. Sleds are constructed of wood and may have skis attached. Patrol flags should be displayed on the sleds by each team all day Saturday. Flag will be scored Friday night. Be prepared to discuss the meaning, construction and name of your patrol flag.

Food: Patrols shall carry their food on their sled throughout the day Saturday. Mayors and staff will receive lunch that has been pre-ordered. Pre-registered teams will attend the BBQ dinner. Anyone not pre-registered will cook dinner at their campsite.

Fires: Fires will be low impact. Fires are only allowed at designated fire rings. **Campsite firewood is supplied by each unit.** Firewood for the fire building competition must be supplied by the patrol (see page 3) and be carried on their sled. Each team should have an axe or wedge and mallet. Fixed blade knife to baton kindling. Each patrol may prepare and bring one bag of monkey fur to use as tinder. However, making tinder from the wood provided will get you extra points.

Sleep: Lights out will be at 10pm. All scouts should remain in their campsite after lights out.

Prohibited Items: Open toe shoes, aerosol sprays, firearms, explosives. Use of cell phones during the competition will reduce your points.

Sunday Service: Each troop shall provide a Chaplain's Aid to assist in the Scouts Own Service. Each troop representative will be asked to read a portion of the service program.

Proper conduct: Please conduct yourselves according to the Scout Oath and Scout Law.

Competition: Patrols shall not receive outside help during the competition from anyone. Parents and spectators are encouraged to watch from a distance. We know it's really hard not to help your Scout when you see them competing, but this will be their chance to show you what they are capable of and what they have learned. All adults attending the Klondike event shall complete the most recent YPT and provide their certificate in advance with other required forms.

Camp Clean up: Each unit is responsible for leaving their campsite cleaner than they found it. In addition, each troop will draw a common area to clean Sunday morning.

“BE PREPARED” List

For Each Sled Team (Patrol Items):

- Sled with flag made by Scouts. Sled should be hand built and may include skis.
- Scout BSA handbook
- First aid kit & materials
- Paper & pencil
- Cooking gear
- Patrol lunch for Saturday (will be prepared and scored at the North Pole)
- 100 ft of 1/4 inch diamond braid rope, PLUS 50 ft of other rope for height and distance.
- Garbage bags to carry out waste
- Tarp
- Water to stay hydrated (hydrate or die-drake!!)
- Bag to hold coins
- Team snacks
- Batoning equipment, Flint&Steel and monkey fur. Matches are NOT ALLOWED.
- Axe, wedge, fixed blade knife to process provided wood for fire-building.
- Eye Protection and gloves.

For Each Scout on your Team:

- Compass
- Knife
- Rain gear
- Reusable water bottle
- Totin Chip
- Firem'n Chit

For Each Troop

- Saturday's lunch will be provided to each town's Mayors (two) and Sheriffs. Other adults will be fed by their troops
- Firewood for your campsite AND SLED!
- Klondike Patrol Roster, swim test form, Mayor lunch order form and YPT Certificate— due Wednesday prior to Klondike
- Each Troop is requested to bring two troop labelled 5 gallon water containers for use at the towns. Please bring filled with Ice!
- Medical forms. Make sure to attach a copy of each individual insurance card

KLONDIKE DERBY INFORMATION FOR TROOP LEADERSHIP

(In addition to the SCOUTS AND PARENTS Information)

Adult Leadership: Proper supervision of your troop is the responsibility of at least 2 adults, 21 years or older with current YPT.

Check in: Troops may check in to Camp Oklawaha between 5pm and 9 pm.

Trash: Campsite trash shall be placed at each campsite entrance before 8pm Friday and Saturday so it can be picked up. Keep all food and trash in your unit trailers overnight and during the day Saturday. Do not overstuff garbage bags. It must be light enough for one person to lift. Remember, you are responsible for cleaning up your campsite before you may checkout Sunday morning.

Paperwork: Swim Test classifications, Lunch orders for Mayors/Staff, Patrol Rosters, YPT Certificates and any other necessary forms are due TUESDAY prior to arrival. Email them to MsBrittScouts@gmail.com . Health forms and Insurance cards for your unit are NOT to be emailed. Please just bring your unit health forms and copy of insurance cards when you arrive.

Emergencies: There will be a health officer on site at the North Pole Friday night through Sunday morning. Ranger Bill will also be available for other issues and police and Hospital information will be posted at the North Pole.

Meetings: There will be a Scoutmaster, SPL, PL meeting Friday night at 9pm. Patrol Flags will be scored at the 9pm meeting.

There will be a Mayor/staff meeting at 9:30pm Friday night.

2025 KLONDIKE DERBY SCHEDULE

Friday

- 5-9pm Troop check-in at the North Pole. Bring Iced water coolers and auction goodies.
9pm PL, SPL, & Scoutmaster meeting at the North Pole. Troops should send their patrol flags and at least one representative to describe their name, meaning and design for scoring at this time. 1-2 minutes will be allocated to each patrol for this.
9:30pm Mayor/Staff meeting at the North Pole for all Mayors, Asst Mayors, Sheriffs and Staff

Saturday

- 6:45am Reveille & Breakfast with Troop
7:45am Opening ceremony
8am Derby begins. Shotgun start. Each team heads to their first town. Remain there until the horn sounds. If your town is a double shift, then stay in your town until your second shift is completed.
12:10pm Lunch at the North Pole. All teams return to the North Pole to prepare lunch. Scoring of your lunch will occur at the North Pole.
1:10pm Lunch ends and the Derby continues. Proceed to your next event at the sound of the horn.
4:30pm Derby ends. Return to your campsites to prepare for the sled race.
4:50pm Sled races begin at the North Pole.
5:30pm BBQ at the North Pole for those who pre-registered.
7pm Derby auction begins at the Chapel. BRING YOUR COINS.
7:45pm Campfire and Awards at the Amphitheater.
9:15pm Troop Thorns and Roses
9:45pm Adult Leaders meeting at North Pole to review thorns and roses of the event.
11pm TAPS – All quiet in campsites.

Sunday

- 7am Reveille & breakfast at campsites
8:15am Chaplain aides report to Chapel.
8:30am Spiritual Reflection at the Chapel. Class A required.
9:30am Camp Clean up and check out.