LINCOLN HERITAGE COUNCIL

Klondike Derby



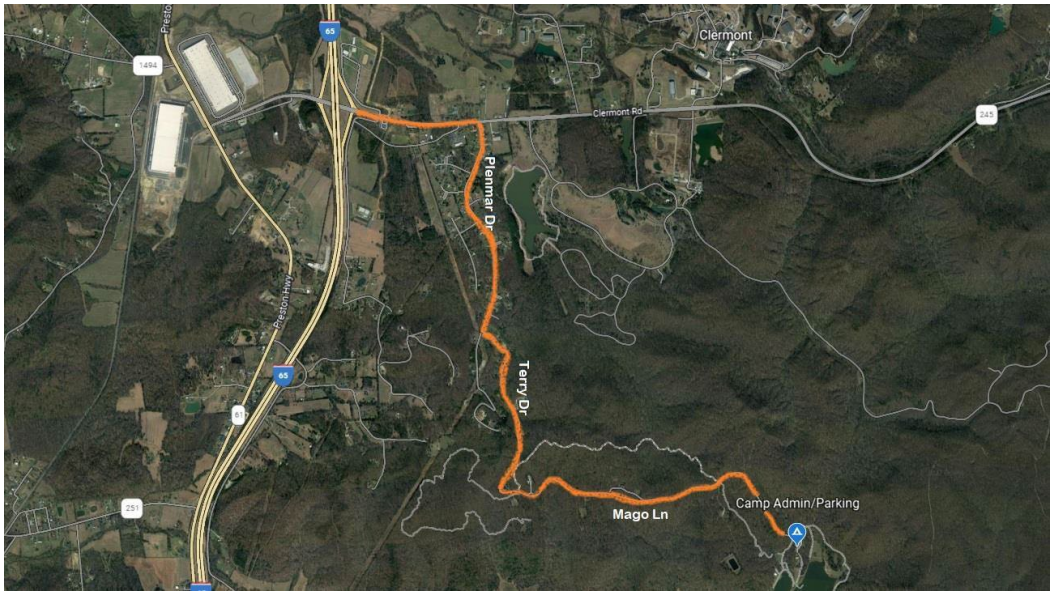
Camp Crooked Creek

January 22rd-24th, 2027

Map and Directions to:

Camp Crooked Creek
950 Terry Drive
Shepherdsville, Kentucky 40165

Directions to Camp Crooked Creek



Camp Crooked Creek, part of the Harry S. Frazier Jr. Scout Reservation, is located in Clermont, Kentucky (next to Bernheim Forest).

- From I-65 take exit 112, the Clermont/State Hwy. 245 exit.
- Turn onto Hwy. 245 toward Clermont/Bardstown
  - If traveling FROM Louisville, go LEFT
  - If traveling FROM Elizabethtown, go RIGHT
- Turn right onto Plenmar Drive, just before the Bernheim Forest entrance.
- Turn left onto Terry Drive. Follow this road to the gravel parking lot. The administration building (i.e. check-in) is at the end of this parking lot.

Schedule of Events

Units should **NOT** arrive before the scheduled arrival time. Upon arrival, units will need to check in at the Dining Hall before proceeding to their reserved campsite**. *All schedules are subject to change.***

Friday	
6:00 - 9:00 PM	Check-in @ Dining Hall
10:00 PM	Taps
Saturday	
7:30 - 8:30 AM	Check-in @ Dining Hall *(for Troops arriving Saturday)* Breakfast @ Troop Campsite
7:45	Staff Meeting @ Dining Hall
8:30 AM	Opening Flags @ Dining Hall Flag Poles
9:00 AM	Scoutmaster/SPL Meeting @ Dining Hall Bring your sled roster sheets for day and night races
9 AM- 12 PM Morning Programs	**Morning program schedule**
12 PM – 2 PM	Lunch @ Troop Campsites
2:00 - 5:00 PM Afternoon Programs	**Daytime Klondike Skills Race** **Afternoon program schedule**
5:30 PM	Closing Flags @ Dining Hall Flag Poles
6:00 PM	Scout Trivia @ Dining Hall
6:30 PM	Dinner @ Dining Hall Dutch Oven Dessert Judging Day Event Awards
8 PM - 10:30 PM	**Nighttime Klondike Skills Race** @ Flag Pole in Parade Field **Movie Night** @ Dining Hall
11 PM	TAPS and Lights Out
Sunday	
9:00 AM	Breakfast @ Dining Hall Night Race Awards
11:00 AM	Everyone off property

All campsites MUST be cleaned before leaving camp.
Before leaving, check in with the admin building to have a campsite inspection.

Unit Preparation for Camp

If your unit follows the steps listed below, the process of preparing everyone for an enjoyable experience at Camp Crooked Creek should go smoothly. **REMEMBER THAT YOU ARE PROVIDING YOUR OWN FOOD FOR THIS WEEKEND with the exception of Saturday night dinner and Sunday breakfast.**

Upon Receiving the Leaders Guide:

- Inform or remind all Scouts and parents of the Camp Dates
- Recruit three or more adult leaders to spend the weekend with your unit
- Units with female scouts must have at least 1 female leader attending at all times
- Consider unit providing adults to help run events
- Reserve a campsite

Finalizing plans for the outing:

- Give final notice to all scouts and parents about plans for attending camp
- See that all Scouts and Adults have a current medical form
- Arrange for your transportation to and from camp
- Determine food menus for meals (Sat dinner and Sun breakfast will be served)
- Ensure all your Scouts families have the information on the weekend
- Arrange payments through your unit for each person
- Register online https://www.scoutingevent.com/205-klondike.

One week before Camp:

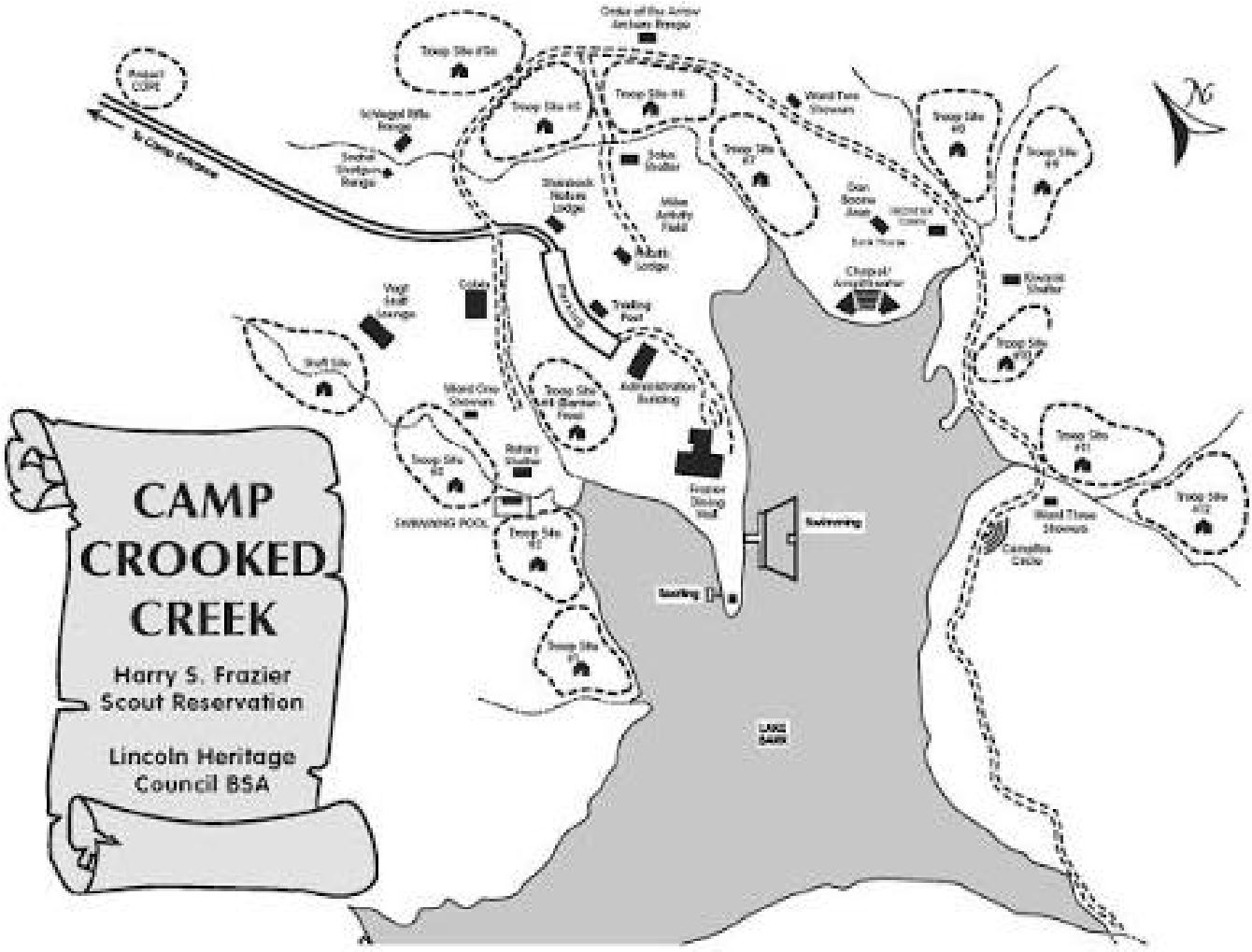
- Review Schedule with your Scouts and families.
- Double-check medical and health history. Have a copy ready to turn into the health officer.
- Prepare the unit/patrol equipment to bring to camp.
- Inspect each Scout's personal gear- we could get snow, so be prepared!
- Finalize transportation arrangements to and from camp.
- Finalize food menus (Sat Dinner and Sun Breakfast will be served)
- Review the Guide to Safe Scouting and Camp Regulations with leadership.

Other Activities

- Sled Judging - There will be a station for judging sleds for an award. Be creative.
- Create a Patrol Flag - Design a flag to fly with your sled during the races.
- Pioneering Project at your campsite - Just use lashings. Be creative and think outside the box.
- Dutch Oven Cookoff - Desserts made by unit adults (Dishes served with dinner for Saturday)
- Patch Trading - Bring patches to trade with other scouts.
- World Friendship Fund Fundraiser - More details to come!
- Tug-of-War
- Scouting History Trivia
- And more!

Campsites

Register for a campsite using this Sign-up Genius Link. Sites are first come, first served. It is a good idea to coordinate with other troops you may be sharing a site with BEFORE arriving at camp to avoid any unforeseen issues.



What to Bring to Camp

Please distribute copies of this page to each Scout. Camping will be in your own tents.

Personal Gear:

Scout Uniform and Handbook
Long Sleeve T-shirts / Sweatshirts
Pants
Socks and Underwear
Footwear (waterproof)
Warm Clothes. hat, and gloves (for winter activities)
Sleeping bag / Sleeping pad / Pillow
Toiletries Kit (toothbrush, towel, soap, etc)
Water bottle or canteen
Personal mess kits
Flashlight (extra batteries)
Pen and paper
Walking Stave (optional)
Pocket Knife (If you have your Whittin Chip or Totin Chip card)
Watch (Optional)
Sunglasses (Optional)
Tent (If your Unit doesn't have one for you)
Be Prepared for the weather (Continue to check the report on the news the week before you arrive)

What not to bring to Camp:

Bikes, Roller Blades or Skates, Skateboards
Sheath Knives, Butterfly Knives
Fireworks
Electronic devices
Firearms

Unit equipment list:

Tents and ground cloths
Unit flag and American Flag
Patrol/Den Flags
Lanterns, stoves and fuel *No white gas
Water Containers/Water Coolers
Fire Extinguisher / Water Buckets
Canopies / Dining Fly, Poles, Rope
Ax and Camp Saw
Garbage bags

Klondike Skills Races

Divisions

- Rookie (Arrow of Lights) - (Cannot participate in fire building)
- Junior (Scout-First Class)
- Senior (Star-Eagle)

Each team should have 4-8 members per sled.

Teams will proceed through a series of scout skills challenges. These are either timed or points based. The teams with the highest overall scores will receive awards. There are opportunities for other awards this weekend as well.

Teams may choose to race during the daytime after lunch or at nighttime after dinner. Teams cannot race in both events.

Sled Requirements

All sleds must be in one piece and may be mounted on **no more than two wheels** (four-wheeled wagons will not be permitted) and each team should be able to **pull their sled using ropes**. There are lots of Klondike Derby sled ideas online.

There will be a station for judging sleds for an award. Be sure to have all of your items and be creative!

All sleds must have the following items.
(These can be on the sled or carried by team members.)

EACH SLED MUST HAVE:	EACH TEAM MEMBER MUST HAVE:
● Patrol Flag ● Scout Handbook ● Watch ● 2 six-foot staves ● Blanket ● 2 Neckerchiefs *(or like-sized triangular bandages)* ● Trash bag ● Tarp *(large enough to build a shelter for the whole sled team)* ● 4-6 tent stakes ● Tinder and kindling for fire starting ● 50’ of ⅜” - ½” rope	● 1 canned good for “entrance fee” ● 10 essentials ○ Pocketknife (and Totin’/Whittlin’ Chip) ○ Fire Starter (and Firem’n Chit) ○ Rain Gear ○ Flashlight/Headlamp ○ Extra Clothing/Socks ○ Personal First Aid Kits ○ Sun Protection (optional for night run) ○ Compass (maps will be provided) ○ Water Bottle ● 6’ of 550 paracord ● Hiking Stick or Stave ● Paper and Pen/Pencil

Camp Crooked Creek Policies and Procedures

Anyone participating in this event will be expected to follow Scouting America National Guidelines as outlined in the Guide to Safe Scouting.

The Law is the Rule: Everyone is expected to abide by the Scout Law, Oath, and Slogan.

Buddy System: Everyone will use the Buddy System. Pairs for Safety. Adults/ Leaders should be notified before Scouts leave their campsites. Scouts may not have a buddy of the opposite gender.

Camp Security: All visitors to the camp must stop at the admin building or other communicated location and check-in. Upon conclusion of their visit, guests will sign out so that camp administration will know who is on camp property at all times.

Alcoholic Beverages and Illegal Substances: will not be tolerated and are against Scouting America policy. Possession or use will result in immediate dismissal from camp.

Smoking and Tobacco: Scouting America guidelines require a smoke-free, tobacco free, vaping free environment for our Scouts. If you must smoke, vape, or use smokeless tobacco, please do so out of sight of youth participants, youth staff, and not inside any buildings. Please "field dress" your butts and dispose of them properly remembering the ever-present danger of forest fires.

Vehicles: The Health and Safety Committee along with the Camping Committee has established a written policy and procedure of vehicles in camp.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration. Please keep roads clear.
- Weather permitting, trailers will be allowed in campsites. However, vehicles used to pull trailers need to be moved back to designated parking lots.
- One person per seatbelt and they must be worn. No riding in truck beds. No RV's, ATV's, golf carts or generators. Only Staff carts are permitted.
- There should be no vehicles moved within camp during the events on Saturday. If you know you will need to leave camp, please park in the main parking lot.

Parking: Park in designated parking areas only. Unit leaders need to help enforce this policy.

No Plumbing Available: During winter/cold months, usually mid-October through the beginning of April, the water is NOT available throughout camp. Water for drinking and cooking will be available at the Dining Hall or Administration Building.

Campsites: Do not cut trees. Bring your own DNR approved firewood, charcoal or collect dead wood from the downed trees. No pit/trench fires, fire rings provided. Never leave a campfire unattended, especially when going to bed. ***All campfires should be extinguished according to Scouting America guidelines.*** Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are completely extinguished.

Uniforms: Field uniform also known as a “Class A” uniform should be worn at opening and closing flags. Activity uniforms also known as a “Class B” (Scouting appropriate) t-shirts are permitted during all other event activities.

Camp: Follow Scouting America guidelines for camping:

- Walk, do not run, within your campsite.
- Remember tent stakes and tie-downs.
- Closed-toed shoes must be worn at all times.
- Stay out of the water.
- Leave no Trace.
- No pets or bikes.
- Do not enter another unit’s campsite without permission.
- NO GROUND FIRES (Fires inside designated pits are okay)
- Follow Scouting America regulations according to fuels. Keep open flames out of and away from tents.

Knives, Hatchets, Axes, Chainsaws or Firearms: No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding or pocket knives are permitted by those Scouts that have earned their Whittlin’ Chip or Totin’ Chip. Axes and Bow Saws are only permitted in ax yards of Troops / Venture Crews.

Rocks and Sticks: Although tempting, rocks must not be thrown or kicked and sticks may not be swung. Injury/damage to property usually results from this action. Such actions will result in your being asked to leave the campout immediately.

First Aid: There will be a medical officer stationed on camp. All medical treatment or emergencies should be directed to the health officer. Minor first aid treatment can be given in the campsite if first aid items are available.

Weather Emergencies: If there is a weather emergency, there will be 3 long blasts of the air horn and everyone should proceed to the nearest storm shelter. Once the emergency has passed, campers will be given instructions on where to go next. Campers should remain in the storm shelter until the “All Clear” signal has been given. Leaders should review these procedures with their campers. Staff will have radios to communicate with leaders

Trash: Your trash must be taken to a dumpster. No trash should remain in campsites overnight; there are skunks and raccoons that will visit your unit if this is not done.

Cleanup/Check-out: When your unit is ready to leave camp, we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp. ½ an hour before your unit is ready to leave camp, send 2 runners to Camp Admin for a camp inspection.

Youth Protection: Camp will adhere to all Youth Protection Guidelines. Leaders, parents, and staff are expected to adhere to all Youth Protection Guidelines. For more information regarding Scouting’s Youth protection policy, go to: https://www.scouting.org/health-and-safety/

Fee Schedule/Refund Policy:

Fee Schedule: **All fees should be paid based on the following information:**

- **Scout cost is $25 - This covers program supplies, food, and an event patch.**
- **Adult cost is $10 - This covers food and an event patch.**
- **Staff/Volunteer cost is $5 - This is for any adult that volunteers to help at a station. This covers food. Volunteers will still receive an event patch.**
    - **Please email Allison Hoffman or Dawn Potts to be added to the volunteer list.**

Refunds: A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge as long as a written request is made at least 30 days prior to a council or district program/activity.

No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.

Fees are transferable to other Scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or canceled check.

Questions? Contact the following:

Event Chair(s):

Allison Hoffman
scoutcubmaster75@gmail.com

Dawn Potts
scoutmom346@gmail.com

District Executive:

Dylan Fox
Dylan.fox@scouting.org