

# Kennebec Valley District Klondike Derby

## Scouts, BSA, Crews, Sea Scouts, and Explorers Guide

January 18, 2025  
(snow date: February 15th, 2025)  
at  
Lake Pemaquid Campground  
Damariscotta, ME



# GOLD!!!!!!

## GOLD DISCOVERED IN DAMARISCOTTA! SCOUTS FROM ALL OVER KENNEBEC VALLEY RUSH TO MAKE THEIR FORTUNE!!!

Throughout time GOLD has been central to societies for trade. For this year's Klondike Derby, the theme is "Somewhere in Time". Your Troop/Patrol is going down a snow covered trail with your klondike sled to participate in your expected KV Scouting Klondike Derby when your sled team is sucked into a time loop... and are transported to Lake Pemaquid Campground. Troops/Patrols will 'travel' to different points in time in world history and use their Scout skills to conduct a challenge relevant to that time period, and earn points for successfully completing the challenge.

At Lake Pemaquid Campground (100 Twin Cove Road, Damariscotta, ME, 04543), Kennebec Valley District has planned the District's Annual Klondike Derby to be held on Saturday, January 18, 2025. The following pages will give you the basic information you and your patrol members will need to help get you started. Your scoutmaster will keep you up-to-date on further developments.

**Just what is a Klondike Derby?** Well, it's like this. The Klondike Derby is a fun-filled activity patterned after the days of the Yukon Gold Rush. Patrols build sledges like the early prospectors used as they hunted for gold. The members of your patrol serve as a team of 'huskies' to pull your patrol's sledge around the course. Your patrol will visit a number of stations. *Unlike in prior years, where each station was given an Alaska/Yukon name, this year each station will be a period in time - Gold has been at the heart of human activities for millennia after all.* At each station your patrol will be confronted with a challenge requiring Scout skills to solve. Depending on how well your patrol works out the challenge, you will receive a number of points. **NO ADULT HELP ALLOWED!** As in prior years, each Patrol needs to pick a country to represent on their sled.

### HERE IS HOW IT WORKS:

1. Register participating Scouts online at [KV 2025 Klondike Derby Registration/Roster Form](#) by **January 14, 2025** and pay at the door (\$20 Scouts/\$5 Adults). Don't forget to include your adults.
2. If you don't already have one, build a sledge for your patrol using the enclosed drawing as a guide.
3. Brush up on your scout skills.

You should arrive an hour prior to the start of the Klondike race. You will check-in at registration. Your patrol and sledge will be inspected to ensure you are ready for the competition. This includes a safety inspection of all members of the patrol for appropriate clothing. If a member is not winter-prepared for the course, they will not be allowed to participate.

All patrols will be given a different starting location. The patrol will need to complete the course as

instructed. When you have completed the course, your patrol will return to headquarters, and have your trail scores tallied. Scoring will be based on the number of points earned on the trail.

Don't forget—if your patrol is to take part, fill in the roster registration google form [KV 2025 Klondike Derby Registration/Roster Form](#) right away! The deadline for pre-registration is January 14, 2025. All pre-registered patrols will earn bonus nuggets.

**Please bring 1 can of non-perishable food item for every 2 registered scouts which will be donated to the Ecumenical Food Pantry of Newcastle Maine. The Ecumenical Food Pantry serves the residents of Newcastle, Damariscotta, Nobleboro and the broader community.**

## 2025 KLONDIKE DERBY DETAIL SUMMARY

WHEN:	<p>Saturday, January 18, 2025</p> <p>Troop Check-in will be at 7:30am. Opening is at 8:45am. Competition 9am- 3pm. Groups that arrive late may not have time to complete the course. After the competition, judges will compile scores and units can store away equipment while waiting. The closing ceremony will be at 4pm.</p>
WHERE:	<p>Lake Pemaquid Campground, 100 Twin Cove Road, Damariscotta, ME 04543.</p> <p>Once you get to the campsite, follow the signs to the registration cottage (Loon Landing). See attached Campsite map for more information.</p>
WHO:	<p>ALL Scouts, ALL patrols from ALL troops, crews, sea scouts, explorers in any district may participate in the day's activities based on the appropriate level. Fun, Competition and Camaraderie.</p> <p>All patrols should be natural patrols that function within a troop. Patrols should consist of 4 to 8 scouts. If necessary, we can connect you with another unit if you need. Please inform us ASAP.</p> <p>NOTE - AOL's may ONLY be invited by a Troop to participate with them in the race. AOL units MUST provide their own 2-Deep leadership based on the recent guidelines. Unit leadership should be prepared to provide a judge for a station that aligns with their interest and comfort level.</p>
REGISTRATION:	<p>All participants MUST PRE-REGISTER through this link <a href="#">KV 2025 Klondike Derby Registration/Roster Form</a>.</p> <p>There is also a paper roster option at the end of this guide to add additional scouts/scouters to your list after the registration deadline. Bring the current Roster Form with you to check-in. Keep in mind 2 deep leadership needs.</p> <p><b>Registration fees (to be paid at the door):</b>          \$20 pp Scout BSA, Crew, Sea Scout, Explorer (includes cost of patch)          \$5 Any Adult</p> <p><b>Additional patches will be available to order at check-in. - \$5.00 each</b></p>

# Klondike Derby

Lake Pemaquid Campground, Damariscotta, Maine January 18, 2025

## TROOP SCHEDULE

7:30 am – 8:30 am	Registration inside Loon Lodge with PL and SM & sledge/patrol inspection at Parade Field.
8:45 am	Opening Ceremony in front of Loon Lodge
9:00 am - 11:30 am	Klondike (20min. Station / 10min. Travel)
11:30 am - 12:30 pm	Lunch & Clean up (meal is judged)
12:30 pm	Klondike continues
3:00 pm	Klondike ends - all score sheets turned into Loon Lodge when finished
3:30 pm (approximate)	Load equipment while waiting for scoring tabulation. Awards to follow.

### PLAN:

1. Patrols will check-in at least one hour before start time.
2. Troop Klondike will start at 9am. When the signal is given, patrols will proceed to the first station on their roster. They will then proceed as instructed. Make sure you go to the 1st station you're assigned and then proceed in that order so only 1 unit is at a station.

### DERBY REGULATIONS:

1. Registration: Register online at [KV 2025 Klondike Derby Registration and Roster Form](#) or use the paper registration and roster form attached at the end of the form and electronically send them as directed. Please **pay at the door**.
2. Patrols should be natural patrols (as much as possible) and consist of 4 to 8 scouts.
3. Scouts must be properly dressed for the weather. They will be inspected. If, in the judge's opinion, a scout is not properly clothed with proper footwear (boots or overshoes) or winter hat (knit cap or hat to protect the ears), that scout will not be permitted to participate.
4. Each patrol must present a final roster of patrol members (actual participants) signed by the scoutmaster at check-in. THIS IS IN ADDITION TO THE ONE FILLED OUT ONLINE IN ADVANCE. The Patrol Leader must also be wearing an armband identifying themselves to the Mayors in each town.

### SLEDGE SPECIFICATIONS:

1. Sledges are recommended to be 6 feet long. Sledge plans are enclosed below. They are suggestions only, and need not be followed to the letter. Sledges built to these specifications will meet length requirements. They will also prove serviceable. Patrols may substitute their own design as long as the sledge is 6 feet long and resembles the general design of dog sledge. There are no weight requirements.
2. Sledges must display a patrol flag, troop number, town/city, and sponsoring organization.

### 3. WHEELS ARE PROHIBITED!

## SKILL STATIONS

Troops/Patrols will have 20 minutes to complete each station, and the activities are designed such that this would be reasonable for the average Troop/Patrols. The total number of points per station is 10, and will be awarded based upon teamwork, knowledge of skills, and completion of the challenge. Up to an additional 2 bonus points can be earned at the discretion of the challenge instructor for exceptional demonstration of skills. Upon expiration of the 20 minutes, Troops/Patrols will have 10 minutes to travel to the next station.

**Survive The Ice Age [Fire building skills].** Sled teams find themselves transported back in time to the ice age. You need to keep warm, have warm fluids to drink and thaw your sled skis from the frozen ground. Your challenge is to use the wood you brought with you on your sled to start a fire and bring to a boil 1” of water in your #10 can. Full points will be awarded for the completion of the challenge, and bonus points will be awarded for those teams who complete the challenge in a significantly shorter time.

**Jurassic Charge [First Aid Skills].** Your sled team finds itself transported back to the age of the dinosaurs. The carnivorous dinosaurs are chasing the herbivores and your sled team is in the way. Your team runs from dinosaurs, but one of your team members runs too close to the edge of the short cliff and falls over. One person from your team draws a card from the judge, and on the card is the list of injuries that your teammate sustained when falling down the cliff. Your challenge is to address the injuries within the time allotted.

**Navigate the Moors of England [Orienteering].** Sled teams find themselves transported to the damp and foggy moors of south western England. There is a particularly heavy fog bank rolling in behind you and some really spooky howls in the distance. You see a light on the other side of the moors and you must use the set of directions you are given to navigate the treacherous terrain to avoid the howling wolves and make it to the light on the other side of the moors. Full points will be awarded to those teams that end within a 1m circle of the correct end point.

**Lost in the Great North Woods [Tracking Animals and Identifying Plants].** Your sled team finds themselves transported to the Great North Woods, back before the colonists arrived and you need to survive. You need to identify animal tracks to know if you are being ‘hunted’ or if you are the hunter, and you need to identify plants to know if they are dangerous or not. Each Troop/Patrol member will be choose one animal track card and one plant card from a hat, and then one-at-a-time each team member will: 1) name the animal that left the track and where or when (time of day, season, etc.) you might find that animal in the woods, and 2) name of the plant/tree that the plant image came from and if it is safe or dangerous. This is a team competition, where team members can discuss their animal/Plant, BUT only one-on-one and only if the Scout hasn’t already identified their animal/plant to the judge. Full points will be awarded if each member identifies their animal/plant.

**Sandstorm in Ancient Egypt [Shelter Building Skills].** Your sled team finds themselves transported back to ancient Egypt. In the distance your team is facing down a major sandstorm that is rapidly approaching. Your challenge is to build a shelter that meets the following criteria: all of

your team members must be able to fit under the shelter, AND your shelter must be able to withstand the weight of 10 pounds of sand placed on top of the shelter, after the Troop/Patrol has exited the shelter. Full points will be awarded for those Troops/Patrols that build a shelter meeting both criteria, and partial points for those that partially meet the criteria.

**Exploring the Jungles of the Amazon [Rescue transport relay].** Your sled team finds themselves transported to the deepest darkest reaches of the Congo River and are now part of the exploration team of Sir Henry Morton Stanley (most famous European explorer of the Congo River basin). One of his team members has been bitten by a poisonous snake and can not walk, and he must be transported to safety. This challenge is a relay where you first must treat the injury (snake bite) and then use four (4) different methods to safely transport the injured person between two points 25 feet apart. Full points will be awarded for correctly handling the first aid treatment, and for teamwork in executing 4 different rescue transports.

**Crossing the Grand Canyon [Pioneering Skills].** Your sled team finds themselves traversing the Continental United States. You are stuck on one side of the Grand Canyon and need to get your sled from one side to the other (~20 feet distance). Your challenge is to use the staves, rope and any other supplies that you brought with you, along with your pioneering skills to get your sled (just your sled, no gear) across the ~20 feet without touching the ground.

**The 'Knotty' Ole' Troll [Knot Knowledge].** Your Troop/Patrol finds themselves transported to a bridge in Ireland and under the bridge is a mean old Troll. The Troll declares that to pass the bridge without being eaten, that each Troop/Patrol member must tie a given knot and explain how/when that knot would be used. Each Troop/Patrol member pulls a slip of paper from a hat upon which is written the name of a knot. The Troop/Patrol has 1 minute to 'trade among themselves', and then proceed to one-at-a-time tie the knot in front of the Troll and state how/when it is used. Full points will be awarded for successfully demonstrating the knots that were chosen by your Troop/Patrol.

**Conquering the U.S. Frontier [Totin Chip skills].** Your sled team is transported to the colonial american frontier where historical heroes like Daniel Boone, Davey Crockett and Meriweather Lewis and William Clark thrived. Your sled team needs to build trading posts along the frontier. These trading post require timber to be cut to the same length so buildings are stable and solid. Your team's challenge is to cut 4" pieces from dead log. Full points are awarded for use of safe and proper technique, straight cuts, and completing the requisite number of cuts in the time allotted. Only those Scouts who have their Totin' Chip can participate in this challenge.

**Surfing the Amazon - unintentionally [Rescue rope throw].** Your sled team finds themselves transported to the edge of the Amazon River, and one of your team members has fallen into the river and is struggling to swim. Your sled team's challenge is to throw a rescue rope to your 'teammate'. The distance is 25 feet, and each sled member will be given three throws to the target. Points will be awarded based upon accuracy and distance to the target for the sled team as a whole.

**‘Somewhere in time’ [non-verbal communication/leadership skills].** Your team is transported somewhere in time - you actually don’t recognize anything. Also, you can see your teammates trying to say things, but you can’t hear them. Your challenge is to identify a leader who will be given a shape and that leader must get the sled team to replicate the shape by arranging how they stand. No words among any team members can be said, and team members can not be physically moved by any other team member. Points will be awarded based non-verbal communication skills and accuracy of replicating the shape.

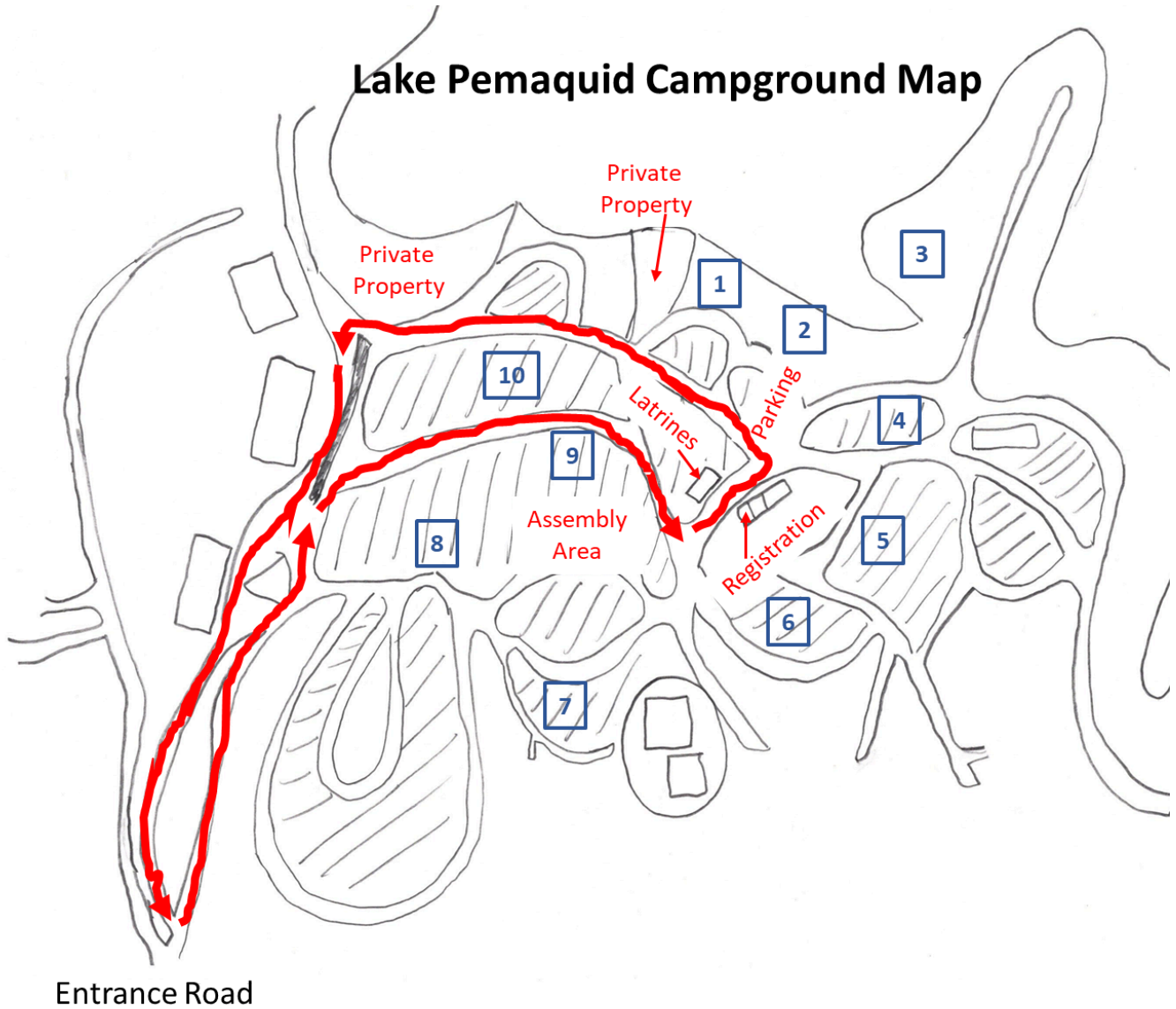
**A Scout is Reverent [non-verbal teamwork & observation skills].** Your team is transported to medieval England where you meet a troop of Templar Knights looking for the final resting place of the Holy Grail. You find the location but to get to the Grail you must follow a predetermined path unknown to you through a grid of squares. The first team member chooses a square to start the path through the grid. They continue until they step in a square that isn’t on the path, at which point the next team member starts from the beginning and continues until they step on a square that isn’t on the path. The challenge is to watch which steps your sled mates make and as a team make it along the path to the Grail. Team members are not allowed to talk to each other, but rather must watch the steps of their teammates. Full points are awarded for completing the path in the allotted time.

**Cooking Lunch.** This isn’t a formal station, but your Troop/Patrol will be evaluated by the station Judge on your cooking skills (e.g., food safety, utensil safety, etc.) as well as how well you met the principles of Leave No Trace. This ‘station’ is for bonus points only based upon how well your Troop/Patrol conducts themselves in preparing their lunch.



# STATION MAP

At check-in, each sled team will be given a score sheet that has their order of stations. All stations will be marked. The map below provides a general layout of stations. Red arrows show the direction of travel to minimize 'traffic jams'. Parking is allowed on the side of the exit road if parking near registration is full.



## CLOTHING

One of the most important parts of a Klondike Derby is keeping warm and dry. Each Scout must know what to wear. Winter weather is very changeable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard.

Your best protection is common sense. **Dress in layers.** Avoid working up a sweat, and keep yourself comfortable by removing or adding layers of clothing. **No cotton clothing—this includes jeans!** Cotton wicks moisture and loses all insulation properties when wet. Cotton can kill in cold weather! **Any scout who arrives wearing jeans will not be allowed to participate.**

**Waterproof boots** are essential. Wear wool socks or other wicking material such as polypropylene that wicks away moisture. **NO SNEAKERS!!! A wool stocking cap** or similar headgear with ear coverings is necessary during the event. **A hood will not be accepted in substitution for a hat. Scarves are recommended** to protect the face from the cold and biting wind. Scouts should wear wool mittens covered with a waterproof shell. Gloves may be worn, but are not as warm as mittens.

Scouts are most vulnerable to the cold at meals, because they do not move around as much. Prior to any meal, ask every scout if their clothing is dry. If not, have them change into dry clothes before eating. Warming stations will be available if needed. Headquarters at Dawson City (Loon Lodge) and most towns will have a fire going.

## JUDGING

The word of the Judge in each town is final. Every patrol will know if they have succeeded in that town. Every unit is expected to provide at least one judge per patrol.

## NUGGET POUCH

Each patrol will need a sturdy, homemade leather, canvas or cloth pouch to carry their gold nuggets. Mark it with your troop number, patrol name, and totem. It should be roughly 9 by 3 inches with a drawstring.

## HOW TO PREPARE (Troops)

For the most part, patrols should brush up on all skill areas. Areas of concentration should be Scouts BSA Requirements up through First Class including: Knots, First Aid & Fractures, Knife & Ax, compass, Cooking, Lashing, Height & Width Estimates, and Fire Building.

## FEED THE MAYOR (Troops)

Each Patrol will need to prepare their meal in the Time that they are visiting at Lunch-time. They will need to prepare enough for themselves and to “Feed The Mayor” who will also be the judge for how well they prepared, served, and worked together making lunch! The focus is on the method, not the meal.

## TROOP PATROL EQUIPMENT

Equipment needed for each patrol. It is to be carried on your sledge and used as your patrol presses along the Klondike Route in your search for gold nuggets.

1. Pouch to carry gold nuggets
2. Two notebooks and two pencils
3. Two camp blankets
4. Six 5 to 6 ft scout staves or poles. 2 inch maximum diameter.
5. Cooking equipment necessary to cook lunch of your choice.
6. Eight 10ft lengths of rope (no nylon). Recommended rope includes sisal or hemp.
7. Two tarps or ground clothes of roughly 12ft x 20ft each.
8. Adequate clean-up material for cooking.
9. One (1) can of a non-perishable food item, soups are a great idea, per two (2) patrol members to be turned in at registration check-in. **NO CREAM SOUPS.**
10. Disposable paper cup for each scout.
11. Water pot and cocoa for each scout.
12. Two gallons of water.
13. Fuel for the fire building station. No liquid fuels, and fuels need to be of natural material.
14. A compass for each scout.
15. First Aid Kit to meet first aid requirements through First Class Rank and splint material.
16. Matches
17. One #10 can
18. A refuse bag—for charred wood, paper, garbage, etc. (which is to be transported home for disposal.)
19. Axe, knife, file and whetstone
20. Neckerchief or bandanna for each patrol member.
21. Two pairs of snowshoes.
22. One gallon ziplock bag to hold orders, claims deeds, and score sheets.
23. At least one (1) Scout Handbook per sled
24. Fuel to cook your lunch meal (does not have to be wood, charcoal could be considered given the relatively short period of time for cooking lunch).
25. Enough aluminum foil to cover cooking area under charcoal (24" X 24" doubled) to minimize impact

## SLEDGE

Suggested sled design is below. The unit type/number, town and sponsor should be clearly labeled somewhere on the sled along with the patrol name - points will be awarded for properly and completely identifying your patrol. One way to mark the patrol name is to have a patrol flag.

### Suggested Sled Information

The sketch below should be used as a guide by teams in designing their sled. Don't be afraid to use your own imagination. Your own design will be accepted, if it conforms to the following specifications. Just make sure the sled is strong enough to bear the weight of your driver and your equipment.

#### TIPS:

Use screws instead of nails. Drill first to avoid splitting. Varnish the bottom of the runners, and wax before the race. If you wish, add a canvas snow curtain to keep your equipment dry.

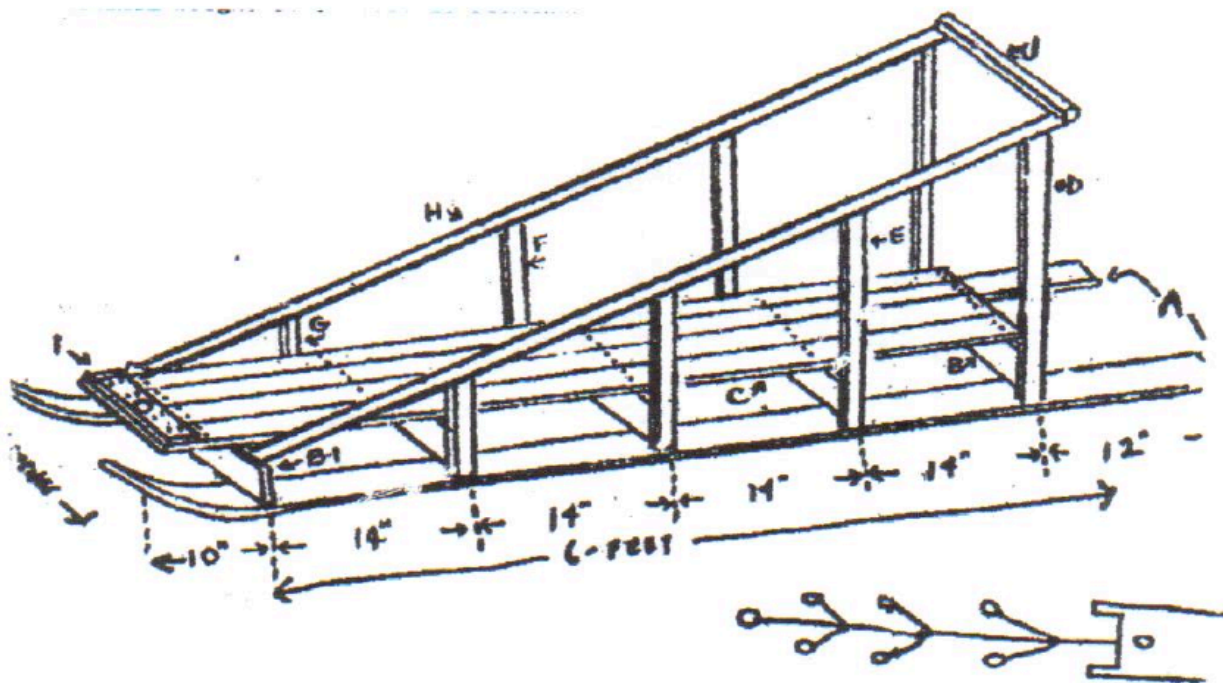
Secure towing bridle securely so 'huskies' don't get separated from the sled.

Length: 6 feet 6 inches

Width: 20 inches

#### BILL OF MATERIAL:

- A) 2 pcs. 4" x 1/2" x 6' 6" runners
- B) 4 pcs. 1" x 4" x 18" cross supports 1 pcs. 1" x 4" x 20" cross support
- C) 4 pcs. 1/2" x 4" x 5' floor planks
- D) 2 pcs. 1" x 2" x 40" rear uprights
- E) 2 pcs. 1" x 2" x 31" second rear uprights
- F) 2 pcs. 1" x 2" x 22" second front uprights
- G) 2 pcs. 1" x 2" x 13" front uprights
- H) 2 pcs. 1" x 2" x 6' hand rails
- I) 1 pcs. 1" x 4" x 16" tow bar
- J) 1 pcs. 1" x 2" x 20" handle bar



**PAPER ROSTER FORM**

If you have to update your roster after your online roster submission, please bring this page with you to check-in on **January 18, 2025**. Please note, use a separate form for each sled team participating in the Klondike. Following directions and pre-registering will result in bonus nuggets.

**DO NOT MAIL THIS PAGE TO THE COUNCIL OFFICE!**

Troop/Pack Number: \_\_\_\_\_ Town: \_\_\_\_\_

Adult Contact Name: \_\_\_\_\_

Contact Address: \_\_\_\_\_

Contact Phone: \_\_\_\_\_

Contact Email: \_\_\_\_\_

Patrol Name: \_\_\_\_\_

Patrol Leader Name: \_\_\_\_\_

Patrol Member Names: \_\_\_\_\_

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This information must be brought to the registration table Saturday, **January 18, 2025** .

*Bonus nugget opportunity if online registration submitted by **January 14, 2025***