

2026

Freeze Out



Mayflower Council, BSA

January 30 – February 1, 2026

Revised Jan 7, 2026

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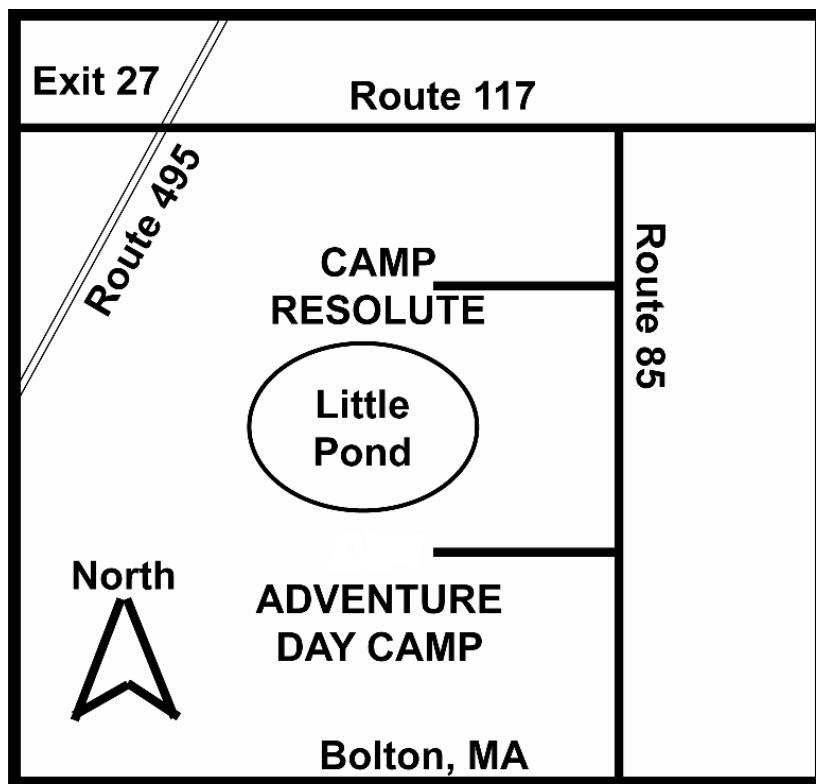
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Directions to Camp Resolute

Camp Resolute
75 Hudson Rd
Bolton, MA 01740

From Route 495 take Exit 27 to Route 117 East heading towards Stow. Take a right on Route 85 South. Follow Route 85 2/10's of a mile and turn right at the entrance sign to Camp Resolute.

For Adventure Day Camp proceed another 1/10 of a mile South beyond the above entrance and turn right at the entrance sign to Cub Adventure Day Camp.



Welcome

Welcome to the “Freeze Out of 2026” Freeze Out hosted by Troop 1 Wayland. This event is open to all units in the Mayflower Council as well as units from other councils. Content of this guide is subject to change without notice.

The Mayflower Council 2026 Freeze Out will ***continue the tradition of past Freeze Out events in that it will emphasize and focus on outdoor winter camping, cooking, winter games and survival skills.*** Camp Resolute provides a unique logistical layout for the events planned. Units are strongly encouraged to promote cold weather camping preparation in January troop meeting programs. In particular, meeting content should focus on gear, i.e. sleeping bags and layered appropriate clothing that allow extended time in the cold with flexibility and comfort. The Freeze Out will focus on events hosted by Troops or Crews and an ending Sled Race Event.

The 2026 Freeze Out Staff encourages units that were late to register, and/or DO NOT have a station to run, or an event-wide duty to handle, that you AT LEAST participate in helping the other units. We will need many “Volunteers” for the race. PLEASE work hard to help make the event a success.

Short Term NCAP

All Mayflower Council events are run under the strict guidance of a Nationally accredited Short-Term BSA Camping Administrator. The National Camp Accreditation Program Standards is the set of safety requirements that govern our day and resident camp programs as well.

Registration

All participants must pre-register to attend. Registration is handled by the unit and not by individuals. Registration Closes 1/16/26.

Scouts / Venturers: Early bird - Register by 1/9/2026 \$25.00, after 1/9/2026 \$35.00

AOL Saturday Only - Register by 1/9/2026 \$25.00, after 1/9/2026 \$35.00

All youth participants receive a patch

Adults no cost, but patches may be ordered for \$5.00

- This year hats are optional and we will share the link to place unit orders soon. Cost of hats is \$18.95 each. The hat is a fleece lined knit stocking cap and available from All Right, 47 Mellen Street, Framingham, MA 01702. You can have them shipped or pick them up.
- Link: <https://mayflower-council-bsa.itemorder.com/shop/home/>
- Sale Code: 668VU

Questions:

If you have any questions after reading this guide, PLEASE bring them to the attention of the Freeze Out admin Chris Thorp: resolutefreezeout@gmail.com

Hand Sanitizer Release:

All youth participants must have a signed hand sanitizer release form in their CampDoc registration.

General Information

Mayflower Council Camp Usage Policies

<https://www.mayflowerbsa.org/camping/camp-rules-regulations/>

Accommodations:

Age-appropriate and separate accommodation for adults and Scouts and boys and girls are required.

No adult may share a tent with a person of the opposite sex unless he or she is that adult's spouse.

No youth may share a tent with an adult or a person of the opposite sex other than a family member or guardian. Assigning youth members more than two years apart in age to sleep in the same tent should be avoided unless the youth are relatives.

Separate tent accommodations are required for boys and girls.

Brother and Sister units sharing a camp site must set up tents at opposite ends of the site.

Assembly & Campfire Program:

The awards assembly will be followed by retrieving the colors. We ask all to refrain from using flashlights during the campfire. NO EXCEPTIONS! Also, the ground is hard, and the night air is cold. BE PREPARED.

BSA Registration:

All youth and adults attending must be registered with Scouting America, so they are covered by insurance and

in accordance the Safeguarding Scouts guidelines. Units are allowed to invite friends of Scouts as a recruitment opportunity with permission from their parents.

Camp Site Assignments:

Only registered troops participating in the Freeze Out 2026 will be allowed to camp at Resolute during the weekend of January 30, 2026 to February 1, 2026. Units will be notified in advance where they will be camping, maps and schedules will be provided for all units. Swapping sites or relocation is not permitted unless coordinated with the Event Chairman.

Check In:

Upon arrival, units (Scoutmaster and SPL only please) are to register at the Director's Cabin. (2nd building in the parking lot on the left). It is critical to get your packet for your troop. During registration you will need to provide the names of the patrols participating and cell phone numbers of your unit leader(s) or other important points of contact. We also ask that you have the Vehicle Information Sheet filled out in advance and "on the dashboard" for all the vehicles associated with your unit. These forms and sample rosters are included in this guide.

On Friday Night check-in will be at the Director's Cabin 6:00 pm to 9:00 pm.

On Saturday, check-in will also be at the Director's Cabin 7:00 am to 8:45 am.

Check Out:

Patches and participation awards will be given to units on Sunday morning starting at approximately 9:30 am upon turning in the evaluation forms. Units leaving on Saturday night will have their packets forwarded to them after the event.

Disabilities Awareness:

Do you or someone in your group require reasonable accommodations to attend this event? If so, please contact our event chair. Every effort will be made to provide help.

Drugs and Alcohol:

NO ALCOHOLIC BEVERAGES, ILLICIT DRUGS OR OTHER CONTROLLED SUBSTANCES ARE ALLOWED. EVEN THOUGH LEGALIZED IN MASSACHUSETTS, THIS INCLUDES MARIJUANA USE BY ADULTS AND YOUTH!

Emergency Plan:

In the event that there is a camp-wide emergency, requiring an assembly of all present and an evacuation, we will meet by unit on the Parade Field. We will keep the road existing camp clear until instructed by incident command to vacate the property. Once instructed, adults will take charge of their units and proceed in an orderly fashion down the road and out to the parking lots.

Equipment Drop Off:

Each troop will be allowed to park an equipment trailer at their site, but all vehicles must be kept in the designated parking area IF SNOW CONDITIONS ALLOW. Trailers must be brought into the site prior to Saturday Morning. NO VEHICLES IN THE CAMP ON SATURDAY.

PLEASE NOTE: IF WEATHER CONDITIONS DO NOT ALLOW VEHICLES TO DRIVE INTO CAMP BEYOND THE BLACKTOP, UNITS SHOULD BE PREPARED TO CARRY IN AND OUT.

All foot traffic into Camp with gear will be taking the main road from the parking lot up to the designated camping sites. Parking will also be available and recommended at the Cub Scout Day Camp parking lot for units staying in Apache or Charmur. Backpack usage and/or wagons, sleds (weather and ground-condition relative) are encouraged. These will also be necessary for YOUR PORTAGE OF CAMP-SUPPLIED FIREWOOD from the firewood location back to your campsite.

Fires:

Fires are only allowed in established fire pits or half barrels. Use of accelerants is strictly forbidden by Scouts BSA. ABSOLUTELY NO OPEN FLAMES IN TENTS.

Firewood:

To prevent the transportation of invasive insects, please do not bring firewood to camp. Firewood will be available at camp for your campfires.

Fire Extinguishers:

Fire extinguishers are required in each site if a fire is built. Remember that you must have the fire in a fire pit or half barrel. NO GROUND FIRES ALLOWED.

First Aid:

First Aid Station is in **Shaughnessy Lodge** on Friday night, all day Saturday and Saturday night. First Aid staff will always be available during the event, and throughout Saturday night. All First Aid needs will be treated at the First Aid Station. All incidents, no matter how small, need to be recorded.

In the event emergency services are needed, our First Aid Staff will make the call. If minor injury, but needing professional treatment, the closest Hospital is UMass Hospital in Marlborough.

Fuels and Stoves:

Stoves & lanterns using propane, white gas, or butane fuel may be used at Freeze Out.

Gray Water:

Gray water must be strained, and food particles thrown in the trash. The water should be spread out a proper distance from the campsite or Freeze Out field.

Health Forms:

This event will use CampDoc and participant parents will receive an email from them to complete the online health form prior to arrival.

Help:

If help is needed, the Freeze Out Committee and Staff will help as much as possible. Ask for help at any time to solve a problem or misunderstanding. The best place to start is at the [Director's Cabin](#) / Check In location.

Leadership:

Adult:

Each unit must always have two deep leadership on the grounds. These leaders are responsible for the proper conduct of his/her unit. It is mandatory that all Adult Leaders and parents attending be registered with Scouting America and have a current Youth Protection Training certificate.

Youth:

The Senior Patrol Leader is in charge of, and responsible for the conduct of the troop at all times during the Freeze Out.

Lost and Found:

The Freeze Out lost and found will be at Director's Cabin. Be sure to mark your equipment and clothing, and please turn in any stray items that you may find.

Lunch:

Participants should carry a brown bag lunch at the Freeze Out to save on prep and clean up time, which takes away from program time. You will eat at the station you attended before the break, then move to your next station.

Meetings:

There will be an adult meeting at 9:00 pm Friday, to discuss Saturday's events and other important information concerning Freeze Out. This will be held in the Ranger Maintenance Building where we have heat.

Parking:

We will be parking cars in the main parking lot, the public beach parking lot, and at the Adventure Day Camp parking lot. It is critical that you follow the directions and instructions of the members of the Parking Volunteers to get everyone parked safely and efficiently. Equipment drops from SUV's and troop trailers will be accommodated. Troop Trailers will be parked between the main Camp gate and the driveway to the Directors cabin, then along the hillside adjacent to the Maintenance Building. There will be volunteers directing traffic on Saturday. It will then be your troop's responsibility to portage your gear to your site, via the main road into camp. Units camping in Apache, Charmur, Kiowa N/S or Cherokee may choose to park at the Cub Day Camp lot. Parking will be first come first served and troop "stacks" of vehicles will most likely be the solution. **BE SURE TO SEND AN ADULT TO THE DIRECTOR'S CABIN TO CHECK YOUR UNIT IN**

Permission Slip:

No youth will be allowed to participate in Freeze Out without a properly signed permission slip. Each unit is responsible for securing the needed permission.

Pets:

No animals will be allowed except service animals.

Photo Release:

All youth participants must have a signed photo release form in their CampDoc registration.

Potable Water:

Water should be available in campsites April to Oct, dining hall, Nov-March, and on the side of the director's cabin all year long.

Restrooms:

The restrooms for Freeze Out are facilities provided at established camp sites. If weather permits, the adult facilities will be open (April-Nov).

Range & Target Sports Release:

All youth participants must have a signed shooting sports release form in their CampDoc registration.

Trash:

Trash must not be left in the campsites or tossed around the Freeze Out area. Each unit should have trash containers or trash bags for their campsite. **THIS IS ESSENTIAL!!!** All trash must be disposed of in camp dumpsters.

Smoking:

Cigarette smoking by Scouts is prohibited. Adults are required to use the designated smoking area located outside the camp gate by the dumpsters. Smoking is not permitted in tents or any camp building. For those adults who smoke, please make sure you pick-up your butts. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems which simulates tobacco smoking.



Uniforms:

Units have the option of requiring uniforms for arrival and recommended throughout the day Saturday. SPL in Class A throughout the entire event is recommended.

Warming Hut:

If there is bitter cold weather, and/or you have a scout in your unit needing to get inside to a heated space, Shaughnessy Lodge will be staffed all weekend and the first aid personnel and/or other Freeze Out staff. In the event of extreme weather, the Rifle Range cabin will also be available.

AOL's:

Units are encouraged to bring their AOLs to the Freeze Out for the day. They must be registered by your unit. No Pack or individual Webelos / Families will be allowed to register. Be sure to include them in your registration head count.

Schedule of Events (Subject to change)

Friday January 30 – Early Arrival

6:00 – 9:00 pm Troop Check-in / Set up Camp site / Retrieve firewood.
9:00 pm Leader Meeting In Ranger Maintenance Building

Saturday January 31 – Main Event Day

7:00 – 8:45 am Troop Check-In and Campsite Set-Up / Retrieve firewood
8:45 – 9:00 am Opening Ceremony at the Parade Field (**Please be on time!**)
9:15 am – 11:45 am Stations will open for competition

Patrols will follow a rotation based on the Patrol Group Number – please ensure your Scouts follow their rotation to avoid longer than needed wait times.

11:45 am – 12:15 pm Lunch – trail lunch at your 6th period station
12:15 – 1:50 pm Stations open
2:00 pm racers gather for inspection and judging
2:15 – 3:15 pm Sled Race – “Klondike Derby”
4:15 – 5:00 pm Campfire/Awards at the Amphitheatre Ring
5:00 pm Retire the colors
5:30 – 11:00 pm Troop Time at campsites
11:00 pm Quiet Time & Lights Out

Sunday February 2 – Pack-Up/Clean-Up

6:30 – 8:30 am Troops Wake Up, Breakfast, etc.
9:00 – 10:30 am **Pack-Up Sites**, survey camp sites for trash, Inspect neighboring latrine, shuttle gear to parking lots with sleds, etc. **Campsites SHOULD BE CLEAN prior to your departure. SPL or designee will hand in the Evaluation Form at the Director's Cabin and then Patch Bundles will be distributed.**

Hot Cocoa and Soups – Troop 1 Wayland; Troop 1 Hopkinton, Mayflower Council Camping Committee

Hot Chocolate is available from 9:00 am to 3:30 pm and soup available from 11:30 am to 12:30 pm.

Remember – All participants must carry their own thermal cup or mug and spoon

Event/Station Scoring

Patrols will be judged and scored at each station for awards for that station. Only the top three patrols and an honorable mention will receive awards for performance at each station.

In addition to timed elements (if applicable), each patrol will be scored on the following:

Scout Spirit - Following all the principles of scouting. Treating everyone in the site with courtesy, respect, and helping your patrol and troop by doing your best, etc.

Teamwork and Leadership - The patrol showing how to work as a patrol and the patrol leader showing his / her skill to lead their patrol, will do the best in this category.

Performance - At each site the staff will assign points based on performance. Sometimes it will be a judgment call and other times it will be by accomplishing certain tasks.

The Event Station Staff will pick the **TOP THREE PATROLS (and honorable mention as applicable)** with the highest scores, times to complete the task (if applicable) or anything else the staff chooses regardless of the station descriptions. The award ribbons (or similar) will be presented to the winners at the Campfire Ceremony on Saturday night.

Station Descriptions (Subject to Change):

Axe Throw – Troop 1 Wayland / Cochituate:

Come and try your skill at Throwing Axes. This event is for Scouts BSA and Venturers Only - an alternate activity is planned for Webelos. We will be using special throwing axes (as it is best not to throw a wood cutting axe as they often and do break at the neck).

Each Patrol can score points in three different ways:

- First – Patrol Method -follow instructions of the Patrol Leader, listen & follow safety instructions, orderly movement in the throwing zones, listen to information on different types of axes and related tools, and learning the ‘Word of the Day’.
- Second – Scout Spirit - use of Scout cheers, songs, team encouragement during the event as every patrol member will contribute.
- Third – Throwing skills - receive points based on the axe sticking in the target with three different point zones. The total team score will be divided by number of participants to develop an average team score.

Each team can earn as many points with the Patrol method and Scout Spirit as they do with throwing skills. There will be awards for the top three Patrol totals. Additionally, there will be special awards to the top three individual scores of the day

Supplies: All equipment will be provided by Troop 1 at the station.

Axe Throw Station Protocol:

- The Scouts BSA Patrol Leader will be given instructions by the Station Facilitators and is responsible for maintaining order within the Patrol Ranks. The Patrol Leader will communicate all Axe Throw Instruction to the Patrol Members.
- There will be one patrol in the arena at a time.

- The thrower is only allowed one tomahawk in the arena. Each Scout will get five practice throws, then five throws for points.
- Hit or miss, the thrower retrieves the axe.
- When completed, the Patrol moves to the debriefing section to review performance and technique.
- It does not matter about the size of the patrols that participate because we add the points and divide by the number of scouts to average them out.

Two Person Cross Cut Saw Activity – Troop 77 Hudson

Cross cut or Buck Saw:

Bucking is the process of cutting a felled and de-limbed tree into logs. The station set up will promote the hands-on demonstration of a saw specifically designed for use by two people. This will be a timed competition for those Scouts wishing to enter ribbon competition.

History:

Such a saw would typically be 4 to 12 feet long (approximately 1.2 to 3.6 meters), and sometimes up to 16 feet (4.9 meters), with a handle at each end. In some cases, such as when felling Giant Sequoias, saw blades could be brazed together end-to-end to create longer saws. There are two main types of saws. Felling saws were used to fell the trees, and bucking saws were used to cut felled trees into lumber. The two applications require slightly different designs: a felling saw has a thinner, less heavy blade, with an arched back, while a bucking saw has a wider, stiffer blade, with straight back giving it more strength. Either way, two-person saws were designed to cut in both directions. Careful tooth design was necessary to clear the sawdust during the cut. Cutting from underneath a suspended log, called "under bucking", will not be demonstrated.

Safety:

The station will be cordoned off like a scout axe yard. Protocol dictates that as the teams approach, permission will be requested and granted by the yard master. This year, the plan is to operate two stations. Each team of two scouts will be working at the same time. Two saw yard masters will coordinate the activity safely. The yard will be arranged and properly cordoned off to accommodate such logs safely.

Equipment:

Each station will provide saw, log, stand, safety glasses, and instruction. Scouts will provide gloves and boots.

Station Operation:

Scouts will receive instruction using a two-person saw and working together to alternate pulling the saw through the wood. If the kerf begins closing, which can cause the saw to bind, wedges could be inserted to keep it open. The top team with the fastest clean-cut time will receive their ribbon award at the evening assembly. Scouts wishing to redo, repeat or change partners are welcome to do so but only after cycling back through the end of the line as time permits.

Fire Starting – Troop 2 Marlborough

Objective - Build a fire and burn twine at a set height

You will receive:

- 1 wad of dryer lint
- 1 match
- 1 bunch of tinder
- 1 bunch of kindling

Additional kindling can be scavenged. Patrols greater than five scouts will be split into two teams and the overall score averaged.

Steps (Each should be performed by a different scout):

1. Prepare dryer lint
2. Place tinder
3. Place kindling no higher than limit rope (can be performed by two scouts)
4. Light fire
5. Extinguish the fire after top rope has burned

Guidelines:

1. No accelerants are permitted in this activity
2. The fire must be built from the ground - no bases or foundations are allowed
3. No outside materials beyond kindling that has been scavenged

Scoring - Time to burn twine:

- 30 second bonus using patrol provided flint and steel and returning the match unused
- 10 second penalty each extra match
- 20 second penalty extra dryer lint
- 20 second bonus strong scout spirit
- 10 second bonus average scout spirit
- 10 second penalty poor scout spirit

Lashing – Troop 303 Marlborough

The lashing event will have patrols work together to make an A-frame lashings skills project and carry a scout across the field. This will be a timed event awarding the fastest 3 patrols and an honorable mention for best effort. Patrols will need to work together and show scout spirit as they complete this event.

Snowshoe Relay: Troop 130 Maynard

We will provide the snowshoes, and each team will be challenged to an obstacle course – a timed event, put on your snowshoes, climbing an incline/descending an incline, move around cones, move between two objects, move under an object, step over obstacles, pass a baton, race to the finish! We are still developing the plan.

Archery: Mayflower Council Range & Target Team (RATA)

Our lead instructor and his team of students are anxious to share their knowledge of archery – this event will be scored based on target placement of your team combined score. As always – teamwork and scout spirit count as well.

BB Challenge 250: Mayflower Council Range & Target Team (RATA)

Your Patrol will need to show its shooting skills by hitting their targets! Show the British your as good as if not better than them. The Patrol with the highest score will be rewarded.

Objective: Be the Patrol with the best skill at hitting your targets.

Criteria: Skill! This event is based on your skill and ability to gather points.

Supplies: All supplies will be provided.

Guidelines: 4 (MINIMUM per patrol required to participate) to 8 Scouts (MAXIMUM per patrol) of your Patrol will be needed. Each scout will get 7 shots total, 2 UNSCORED (1 target), 5 SCORED (3 targets). Targets will be scored as described below.

Only one patrol will shoot at a time.

All safety rules must be followed by everyone.

Scoring:

- Points per Scout
 - Practice Target: NO POINTS, 2 Shots
 - SCORE1: 2 Shots, Max of 20 points (sum of 2 shot/scores)
 - SCORE 2: 2 Shots, Max of 20 points (sum of 2 shot/scores)
 - SCORE 3: 1 Shot, Max of 10 Points
- Average of all Scores (min 4) will be used to determine the Patrol's score.
- If more than 2 shots land in a box, the 2 best will be used.
- Shots landing on a line will receive the higher of the 2 scores
- Scout Spirit: Patrols will be awarded 0 – 3 points

Field Expedient Shelters – Troop 4 Shrewsbury

Imagine being a member of the revolutionary war army in the dead of winter on a cold night. How do you get out of the stormy weather? One remedy would be field expedient shelters, a temporary structure created using readily available materials to provide protection from environmental elements. What kind of materials would you need and how would you build it?

Objective: Have an emergency shelter set up and ready before a winter “storm” blows in. The shelter should be able to keep all members of your patrol dry and out of the wind.

Supplies: All equipment will be provided at the station.

Procedure and Rules: After being told the scenario and shown the materials they can use, patrols will have 5 minutes to come up with a shelter design. They will then have 10 minutes to construct their shelter and demonstrate the effectiveness of their design.

Scoring: Scoring will be based on the following, 10 points each:

1. Proper knots and overall quality of the Emergency winter shelter.
2. Scout spirit, Leadership & teamwork
3. Returning the site to the condition it was found in.

Bear Bag Throw – Troop 65G Sudbury

The bears are hungry and foraging for food. Your provisions are an easy target unless. What can you do to protect your food supply? How do you get it out of reach of the bears? By tying off in a bag and hoisting it 10-12 ft in the air and 4-6 feet from the tree! The Philmont bear bag method uses **two heavy-duty ropes and a carabiner** to hang "smellables" from a high tree limb or cable, requiring two tie-off points for security, often using a **stick in a lark's head knot or clove hitch** for a "no-knot" tie-off to prevent rope damage, with bags attached via carabiners or lark's head knots to the main rope, and a separate "oops bag" cord through the carabiner for last-minute items. The process emphasizes practice and using two ropes for redundancy, with a Ranger demonstrating the final technique.

This event will be scored on time it takes for team to correctly tie off the bag, toss the rope over the cable, and secure the rope to a tree (or pole in this case)

Klondike Derby Sled Race – Troops 26G & 41B Marlborough

Paul Revere rode on a rainy April night — what if it was a snowstorm instead? This Sled Race — signature event of the Mayflower Council Freeze Out — features patrols racing to see who can complete the course fastest. A trial of strength, endurance, and speed, it is an ordeal for champions. If you and your patrol can navigate your sled through the track while carrying one of your own within you may find yourselves as the proud victors of the race. Will you emerge victorious and supreme or be left in the snow? The Winning Patrol will have the honor (and bragging rights) of the FASTEST Patrol in Mayflower Council for 2026. Who is worthy of such an honor? Will you step up for the challenge?

Klondike Sled Race Rules (Paul Revere's Sleigh Ride Edition):

- A minimum of four scouts are required, with a maximum of eight, for each sled.
- Everyone who starts the race must finish it, which means that the official time will stop when the last scout on the team crosses the finish line.
- Teams must always have at least one scout pushing from behind and at least one scout steering the sled in the front.
- Teams must always have one scout in the sled, and **that scout MUST wear a helmet.** (A ski helmet is preferred, but a hockey or skateboard helmet would work.)
- Each sled must have one firewood log for the warming hut.
- A Patrol Flag attached or lashed to the sled is required, or points will be deducted. (If you don't have one, don't go crazy, make one from scrap materials and a stick.)
- Points are given for the best decorated sled.
- The fastest team wins. You will run the course against the clock. Teams race / start one at a time. The patrol with the fastest time will be the Freeze Out Klondike Derby champion.
- Borrowing a sled or helmet from another Troop to compete in the race is allowed.
- In case of no snow: Klondike Derby Sled race will be run on wheels – (please modify your sled with wheels or use a wagon as a substitute – your choice).

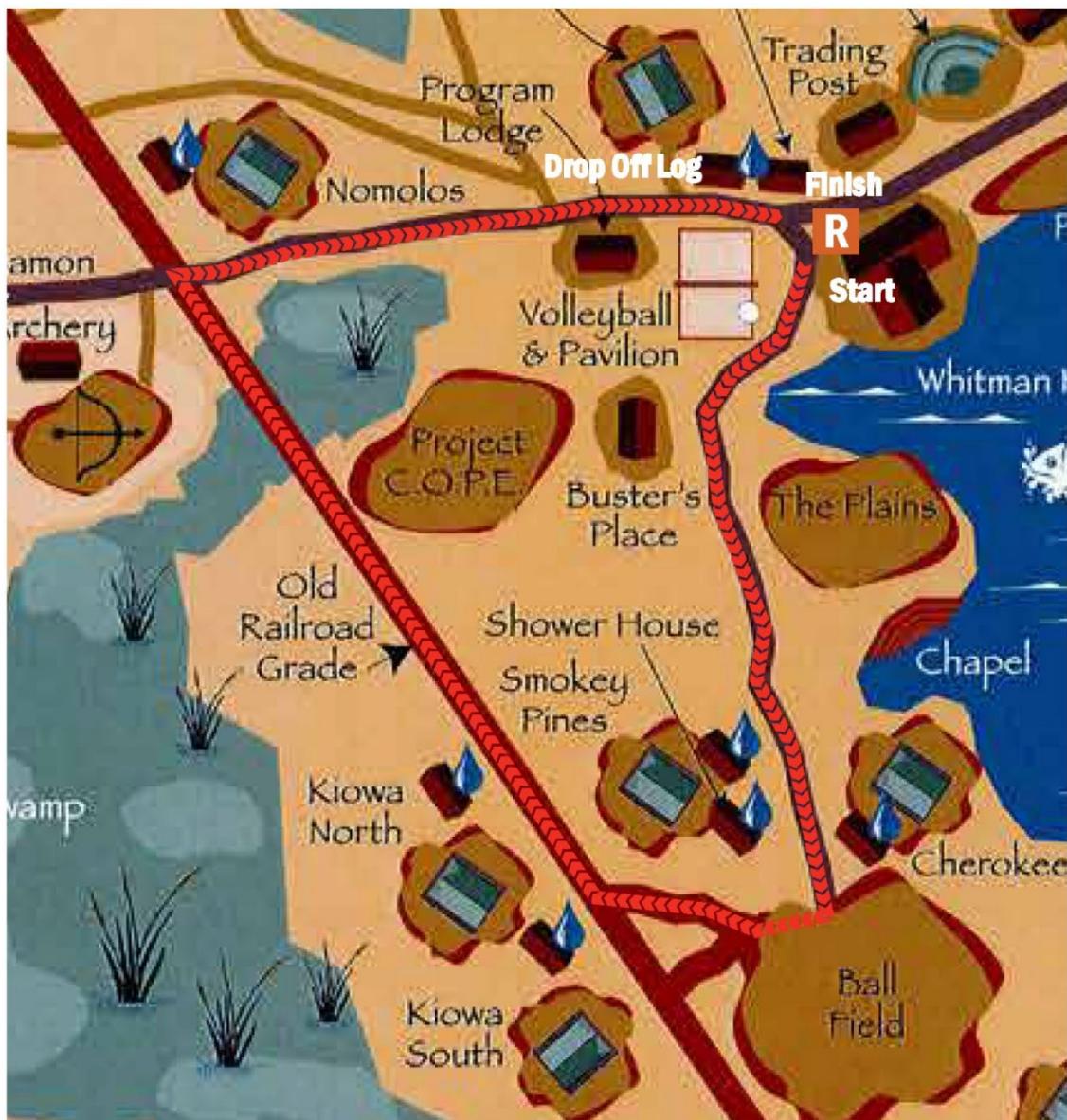
Particulars:

- Patrols/Scouts must line up on time at the Start Line beginning 10 minutes prior to start. Everyone must be off the course at the start.
- A sled roster must include the Troop number, Patrol Leader (or youth leader) in charge of the sled, and names of scouts racing.
- Check list: Sled, helmet, sled roster, one firewood log, patrol flag attached
- Note: First 10 Teams racing = Two adult volunteers positioned per map for safety. (*Can this be reworded to something along the lines of: "The first ten teams racing must provide two adult volunteers as safety monitors, who will be positioned by the race committee."*)

Sled Decoration

The theme is America's freedom – 250 years of independence. Bring on your "Patriotic" best!

Race Map



Klondike Sled Race

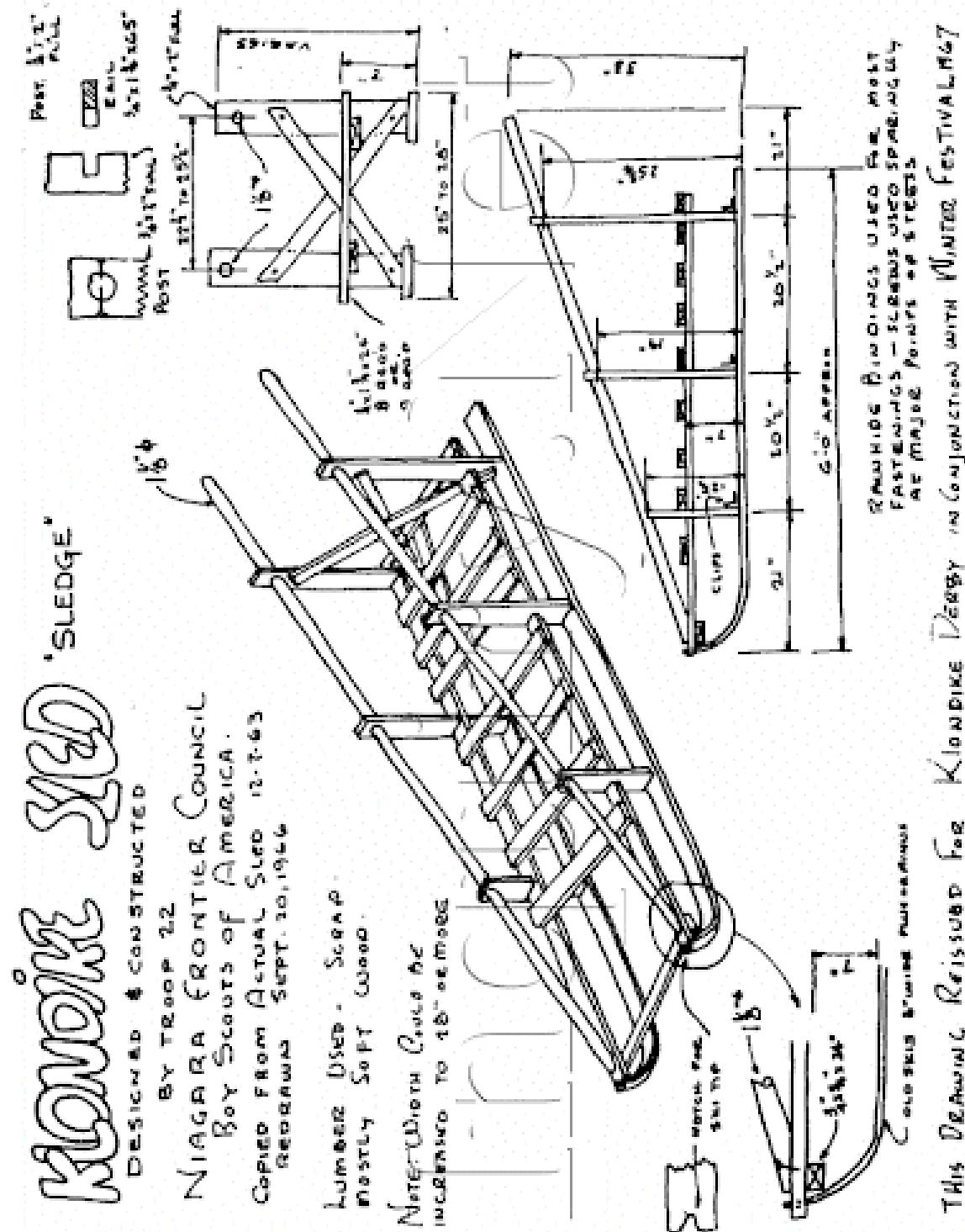
Form a line in front of the dining hall for the start. At the start head toward Buster's Place. Go past the Chapel. On the Ball field go Right to Kiowa and continue on the trestle to next the intersection with King's Highway then go Right. Stop at the warming hut and deliver the wood before continuing to the finish line in front of the Shower House.

Note:

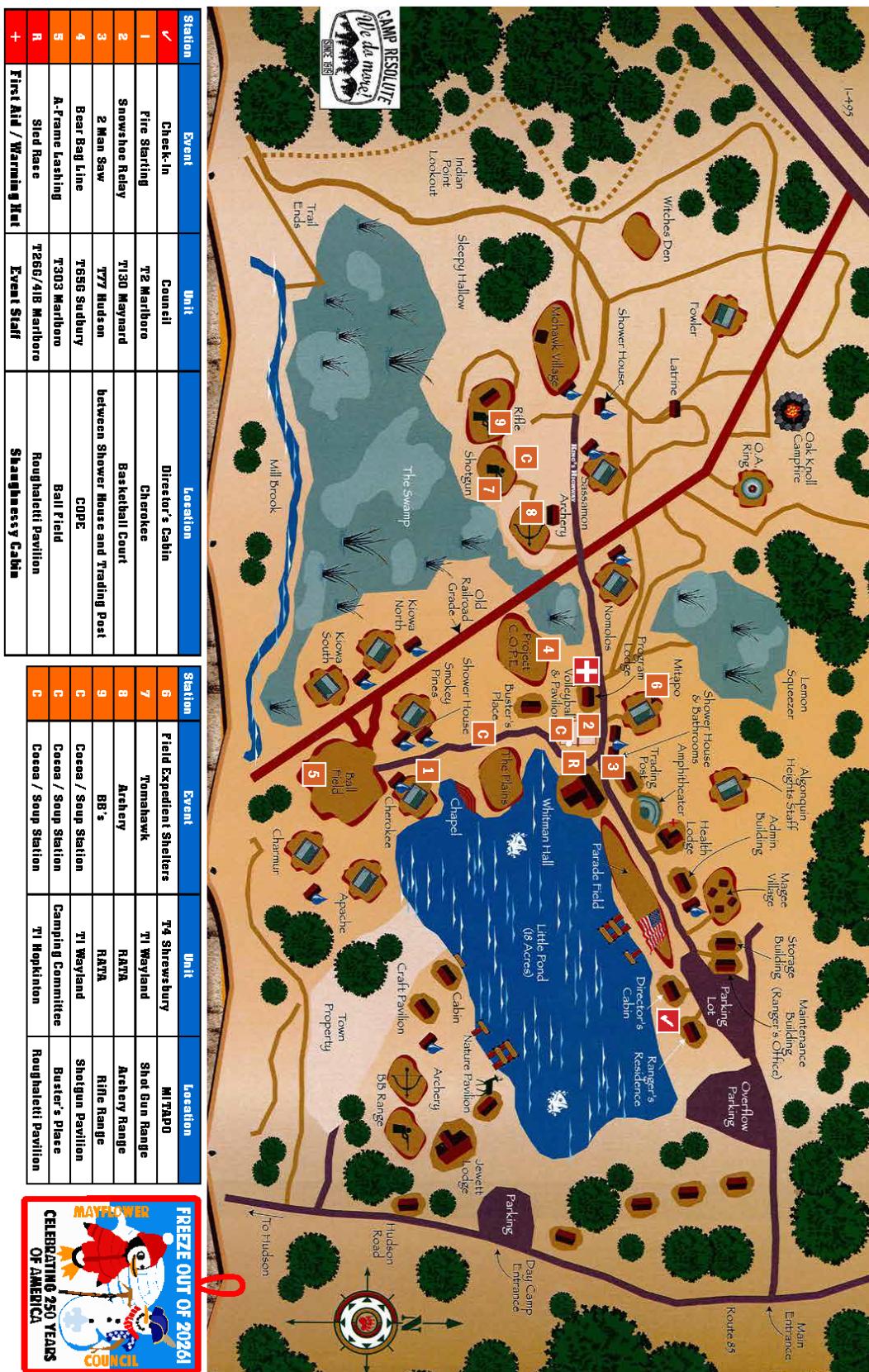
All race teams wait on the blacktop until all units have finished racing to avoid interfering with other teams. The rider is required to wear a helmet (we will have some extra if needed). We will provide an "adequate" sized log to ensure consistency.

Klondike Derby Plans

http://www.inquiry.net/images/basic_klondike.gif



Event Map



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Vehicle Information Sheets

Parking Information

Unit: _____

Driver: _____

Campsite: _____

Cell Phone Number: _____

Parking Information

Unit: _____

Driver: _____

Campsite: _____

Cell Phone Number: _____

Parking Information

Unit: _____

Driver: _____

Campsite: _____

Cell Phone Number: _____

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83 Cedar Street

Milford, MA 01757

www.mayflowerbsa.org