

Territorial Trials

2026 Running Waters District Klondike Derby

Participants' Guide

Calling all Scouts BSA Troops, Crews, and Ships (AOLs are welcome ONLY with a Troop)! Come see if you've got what it takes to survive the *Territorial Trials* settlers faced during the era in which our nation was founded. Patrols will navigate their sled from settlement to settlement across the Old Northwest Territory during the 1770s, earning trade goods along the way by demonstrating Scout Skills, solving challenges through teamwork, utilizing the Patrol Method, and displaying Scout Spirit.

Awards will be presented to the 1st, 2nd, and 3rd fastest finishers in the Sled Race, and the 1st, 2nd, and 3rd Place Patrols as determined by the number of trade goods earned by completing challenges at each territorial settlement.

Scouts will be expected to provide and cook their own lunch "on the trail" during the time allotted (50 minutes), so please plan accordingly.

Overnight camping, available on-site (Friday evening only) for Patrols that would like to get the full Klondike experience, is included in the registration fee. Patrols camping overnight are responsible for providing and preparing their own meals.

For questions or further information about this event, please contact:

Robert Gessner, Short Term Camp Administrator 734-819-8057
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COST and REGISTRATION

\$15/Scout Participant
\$10/Adult Participant

Registration is accomplished online through the Council's website at
<https://scoutingevent.com/272-RWKlonidkeDerby>

Upon arrival, each Unit Leader must submit a Unit Roster and a copy of BSA Medical Form Parts A and B for each Scout and Adult Scouter participating. Please bring your receipt and any required forms with you to the event. Each Adult and Youth spending time at the event must register and pay. The Unit Roster Form can be found at the end of this packet. Please make additional copies as necessary.

HEALTH and SAFETY

All Scouting America rules and guidelines, especially those in the *Guide to Safe Scouting*, must be adhered to at all times. Scouts and Scouters are expected to act in accordance with the Scout Oath and Law, and follow Youth Protection guidelines, including Two Deep Leadership and the Buddy System.

Incidents requiring minor first aid should be treated by the Unit. If further assistance is required, seek help from the Klondike Derby Health Officer.

Proper cold weather clothing is required of all participants. Event Leadership reserves the right to deny participation to any Scout or Scouter who is not appropriately protected from the temperature and elements.

PROGRAM

FRIDAY NIGHT:

Upon arrival go to the Klondike Headquarters (HQ) to check in. Final registration is at 9pm. Units will be expected to submit rosters, show BSA Health & Medical Forms Part A & B for all Youth and Adults, and submit any payments due. LIGHTS OUT AT 11pm.

SATURDAY:

All station activities are based on a patrol of four to eight Scouts competing.
Units participating only on Saturday will check-in beginning at 8am at the Klondike HQ.
Event station activities will start promptly at 9:05am.

Each Patrol will receive a copy of the Event Schedule and the Trail Map. Patrols are responsible for staying on schedule and visiting each activity station at their assigned time. Patrols that arrive late to any activity station will not have the full 30 minutes allotted for each challenge.

General Information

Each Patrol will function as a Dog Sled Team, using a store bought sled, or a hand built Klondike sled, packed with gear necessary to complete a series of 10 challenges. The Sled Team will follow the activity station course from an assigned starting point as outlined on the Trail Map issued to the Patrol Leader. The map guides the team over a field course, and through simulated settlements in the Old Northwest Territory of the 1770s. Challenges involving leadership, Scouting skills, and teamwork will be encountered at each settlement. Depending on how well the Patrol responds to each challenge, it will be awarded a number of trade goods. Patrols will have 30 minutes to complete each settlement's challenge and 5 minutes to travel to the next settlement. After completing the 10th challenge, the Patrol shall report to the Klondike HQ to have their trade goods counted and recorded.

Settlement Challenges Overview

Orienteering	Teambuilding Challenge Course
Blacksmithing	Firebuilding
Lacrosse	Open Fire Cooking
Shelter Building	Sled Inspection & Race
Hunting	Rescue Mission/First Aid

Scoring

At each settlement/activity station a Patrol can earn up to 7 trade goods based on the following criteria:

- Patrol Spirit
 - 1 trade good for having a Patrol Flag
 - 1 trade good for demonstrating their Patrol Yell or Cheer
- Patrol Leadership
 - 1 trade good for Patrol Leader actively guiding and collaborating with Patrol members
- Patrol Participation
 - 1 trade good for 100% Patrol member active participation in the challenge
- Performance
 - 0-3 trade goods awarded based on how well the Patrol responds to the challenge

Patrols are responsible for packing their sleds with the gear necessary to keep themselves safe and healthy while competing at Klondike Derby. Helpful information on what gear to bring and how to dress for the weather may be found in the Scout Handbook. Review the list of challenges included in this guide and pack your sled accordingly.

Specialty gear you will want to include for this year's Klondike challenges includes: 1 lacrosse stick per Scout—homemade is fine!

SCHEDULE

Friday, February 20th

5:30-9:00pm	Arrive and Check In
9:00-11:00pm	In Camp Activities (self-led)
11:00pm	Lights Out

Saturday, February 21st

7:00-8:00am	Final Set up of Activity Stations
8:00-8:45am	Check In & Inspection
8:45-9:00am	Opening Flags
9:05-9:35am	Station 1
9:40-10:10am	Station 2
10:15-10:45am	Station 3
10:50-11:20am	Station 4
11:25am-12:05pm	Station 5
12:10-1:00pm	Lunch
1:05-1:35pm	Station 6
1:40-2:10pm	Station 7
2:15-2:45pm	Station 8
2:50-3:20pm	Station 9
3:25-4:05pm	Station 10
4:05-4:45pm	Points tallying; packing up/breaking down
4:45-5:00pm	Awards Ceremony & Departure

AWARDS and RECOGNITIONS

Each Youth and Adult participant will receive an **event patch**.

The Patrol Awards will be based on the number of trade goods earned by completing challenges at the 10 settlements/activity stations. The three highest scoring Patrols will be recognized with:

1st Place Patrol

2nd Place Patrol

3rd Place Patrol

Sled Racing will be against the clock and done as a challenge at one of the settlements. The three fastest finishers will be recognized with:

1st Place Sled Race

2nd Place Sled Race

3rd Place Sled Race

UNIT ROSTER

Please complete and submit this form at check in.

District: _____ Unit Type: _____ Unit Number: _____

Unit Leader Name: _____ Unit Leader Cell #: _____

Second Leader Name: _____ Second Leader Cell #: _____

Total Number of Adult Participants: _____ Total Number of Youth Participants: _____

Patrol Name:	Patrol Name:
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

Patrol Name:	Patrol Name:
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8