



2025 Tri District Klondike Derby

Monroe County Fairgrounds, Waterloo. IL

February 7-9 Schedule

Friday, Feb. 7

5:00 PM-7:00 PM	Check-in & Registration
8:00 PM	Cracker Barrel - Final Stations Assigned to Leaders
10:00 PM	TAPS - Lights Out

Saturday Feb. 8

7:00 AM	REVEILLE - Each Troop will Prepare a Hot Breakfast in their own Camp
7:30 AM	Late Check-in & Registration - for Day Only Attendees
8:30 AM	Flags & Chili Can Turn-in from each Scout attending event
8:45 AM	Report to your Assigned Station for a Sled Inspection
9:00 AM	1. Shotgun Start from your Assigned Station
9:50 AM	2. Each Troop will move to the next Station for 10 AM start
10:50AM	3. Each Troop will move to the next Station for 11 AM start
11:50 AM	Hot Chili Lunch Served from combined Chili can Turn-in...
1:00 PM	4. Each Troop will move to the next Station for 1PM start
1:50PM	5. Each Troop will move to the next Station for 2 PM start
3:00 PM	Sled Prep
4:00 PM	Sled Race (for Winner)
5:00 PM	Winners Announced for Sled Race / Stations and Closing Flags
10:00 PM	TAPS - Lights Out

Sunday Feb. 9

12:00 PM	All units depart no later than Noon.
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CHECK-IN:

Camping

Troops are welcome to camp out if they wish. The fairgrounds are reserved all weekend. All Klondike Derby activities are Saturday only.

If camping - please check in at the event HQ in the main pavilion for site assignments. Troops, if camping, need to follow current GSLAC guidance on safe camping in reference to youth in tents, cooking, etc.

Troops will primarily be camping in the grassy area north of the main arena.

Please drop off your trailers and other equipment and park along the main driveway behind grandstands.

Fires are permitted on gravel areas only. Avoid grass and asphalt paving.

Camp fires must be built in a ring or other enclosure. Please bring your own fire ring if you are able.

Derby Only

Check-in for day only units is 7:30-8:30 a.m. Saturday morning at the event HQ in the main pavilion.

Units may drop off sleds/equipment in the activity field, but they may not park their vehicles in the activity field. Park along the main driveway behind grandstands.

Directions

To travel either from the north or south to the Monroe County Fairgrounds, take Rt. 3, to the (Rt. 3 & Rt.156) 4-way stop. (MotoMart is on the west corner and Nice Twice is on the east corner) turn west onto Rt. 156. Travel west on Rt. 156 approximately ½ mile. The Fairgrounds is on the right side of the highway. Enter through the first gate.

Facilities

An event HQ will be established under the main pavilion for First Aid and a warming station.

Restrooms are located next to the main pavilion on the main driveway.

Electricity is available at all of the pavilions.

Water is available from a number of all season spigots.

We do NOT have access to any of the indoor spaces other than restrooms.

Personal Equipment

Each scout should have their own day pack with the ten essentials and anything else they might need for the day including eating utensils and bowls and personal camp cups.

Each scout should bring a **can of chili** to combine for a hot lunch.

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. The most important part of a Klondike Derby is to **KEEP WARM & DRY**.

- Dress in layers.
- Avoid working up a sweat, and keep yourself comfortable by removing or adding layers of clothing.
- No thin cotton clothing!
- Waterproof boots are essential. No sneakers allowed.
- Wear socks of wool or other material that wicks away perspiration. Bread Bags can be worn over socks to improve water proofing. Spare socks should be carried in a zip lock bag or another waterproof container.
- A wool stocking cap or similar headwear with ear coverings is necessary both during the day and at night in the sleeping bag to retain warmth.
- Scarves are recommended to protect the face from the cold and biting wind.
- Scouts should wear wool mittens covered with a water repellent shell. Gloves may be worn, but they are not as warm as mittens.
- Overnight campers need a sleeping bag rated for the temperatures expected and should have a change of clothes to sleep in.

Scouts are more vulnerable to the cold at meals, because they do not move around as much. Prior to any meal, ask every scout if all of their clothing is dry. If not, have them change into dry clothes before eating.

Clothing Inspection: Unit leaders should visually inspect each scout before the scouts take off on the trail. If any scout is not adequately dressed, the scout ought not be allowed on the event.

Mushing Team Equipment

There are no certain dimensions or design restrictions on sleds. They should be practical and safe. It is a good idea to build them to accommodate wheels in case the ground is not covered by snow. Two wheels are allowed per sled.

Each team should have the following minimum equipment.

SLED EQUIPMENT LIST		
	Water Bottle per Scout	
2	Gallons of Water	
1	Small Pot for Boiling Water (1 qt+)	
1	Patrol Flag	
1	Pencil & Paper	
1	Clipboard For Event Paperwork	
1 or more	Compass	
1 or more	Scout Handbook	
1	Patrol First Aid Kit	
1	Neckerchief per Scout or Large Triangle Bandages	
1	Pocket Knife and Totin' Chip	
1	Folding or Bow Saw with blade protector (not over 2 ft.in length)	
1	Hatchet or Axe	
	Spark rod, matches, or other fire starters with Firem'n Chit	
	Natural Materials for Fire Building (i.e. Dryer Lint, Pine Duff, Bark, Wax Firestarter)	
1	Bundle of Stick Kindling for Fire Building	
2 or more	6ft staves for stretchers, pioneering, and shelter building	
1	100 ft of 550 Paracord Cord or Bailing Twine for Pioneering	
1 or more	Tarps / Ground Cloth for Shelter Building	
1 or more	Tent Stakes for Shelter Building	

Klondike Derby Events

In a Klondike Derby, Scout patrols acting as huskies pull specially designed homemade sleds around a field course marked by stations. At each station the Scouts tackle exercises in problem-solving, as well as contests and other activities with information that can be found in your scout book. Each patrol or "dog team" (so-called because Scouts act as huskies) follows a course in numerical order as outlined on a map given to the unit leader at registration.

The map guides the teams around a circuit of the stations. As they arrive at each station, the patrols should demonstrate their Scout spirit by giving their patrol yell. They'll encounter a practical problem involving basic Scouting skills. A shotgun start will be used, with patrols starting at each station, then proceeding in order, ending where they began. Stations must be visited in the correct rotation. All patrols must visit all stations.

Each station will be given 10 minutes to travel and 50 minutes to complete.

The Klondike Derby emphasizes the patrol method for Scouts. Each of the Patrol Leaders will be responsible for the actions of their patrol. Adults are prohibited from assisting in competition. Adult leaders may observe from a distance, but the patrol will lose points if adults are seen helping the patrol. Patrols receive points at each station based on teamwork & cooperation, leadership, task accomplishment and patrol spirit.

Fire Lighting and Water Boiling

The patrol is timed in laying and lighting a fire and using it to boil water in a their container. Bonus points for lighting the fire without matches, e.g. with a flint and steel, magnifying glass, or bow drill.

Pioneering: The Out-of-Reach First-Aid Kit & Dead Horse Carry

The Out-of-Reach First-Aid Kit: A first-aid kit lies just 10 feet away, but you can't walk over to it. Instead, patrols must use pioneering skills to create a device to retrieve the kit.

Dead Horse Carry: Your pack horse has died and you need to get it off the trail. Scouts have to work together as a patrol to lift and carry an ungainly weight wrapped in a tarp. Heavy rope will be provided for this activity.

First Aid: Splint and Transport & Blindfolded Stretcher Carry

Patrol required to care for a casualty with a broken leg; after splinting, place the casualty correctly on a stretcher for transport. Patrols are responsible for bringing the needed supplies.

Four blindfolded Scouts carry a fifth Scout (not blindfolded) on a stretcher around a course following directions given by the Scout on the stretcher.

Shelter Building

Using simple materials from their sled such as a tarp, rope, and spars, Scouts must build a shelter large enough for the patrol. The Scouts are assessed on time and the quality of the shelter, such as amount of protection, protection from wind, and sturdiness.

Forestry skills

Scouts will demonstrate proper use of forestry tools by chopping a length of tree limb, splitting a log, and cutting with a bow saw.

Outdoor Cooking

Scouts will demonstrate outdoor cooking skills over an open fire.

The Don't-Spill-the-Serum Race

The basic sled race with one twist — there's a cup of liquid "medicine" (water) sitting on the sled that can't be spilled during the race.

