

Cahokia Mounds / Piasa Bird Districts
Klondike Derby

REQUIRED FORMS

The following forms are required in order to participate in Klondike.

1. Patrol Roster Form – Registration Copy (Page 2), filled out.
 - a. Unit Number(s) (i.e. Troop 8001B or Troop 8001G/8001B)
 - b. Patrol Name
 - c. First Name and Last Name of all participants.
 - d. On Site Leader Name and Phone Number

2. Patrol Roster Form – Unit Copy (Page 3), filled out.
 - a. Unit Number(s) (i.e. Troop 8001B or Troop 8001G/8001B)
 - b. Patrol Name
 - c. First Name and Last Name of all participants.
 - d. On Site Leader Name and Phone Number

3. Health Forms (A-B2) for all youth and adults that will be on site. Forms are required whether or not your unit is camping.

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Klondike Derby

Patrol Roster Form – Registration Copy

Klondike Sled Number _____
Assigned by Klondike Staff at registration

JANUARY 17TH, 2026

Troop # _____ & Troop # _____ (IF a combined Team)

Patrol Name _____

	Scout Name	
1		Patrol Leader
2		Assistant Patrol Leader
3		
4		
5		
6		
7		
8		
9		
10		

Scoutmaster/Unit Leader Name: _____

Scoutmaster/Unit Leader Phone Number: _____

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1		Patrol Leader
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Scoutmaster/Unit Leader Name: _____

Scoutmaster/Unit Leader Phone Number: _____

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SCHEDULE

FRIDAY, JANUARY 16TH, 2026

4:30 PM - 7:00 PM	Check-In Begins; Choose and Set Up Campsite Registration Upon arrival, the Adult Leader will: Confirm the number of patrols Confirm the number of participating Scouts and Leaders Pay any outstanding fees Turn in unit rosters Receive Sled Line placement number Draw for First City
10:00 PM	Taps – Camp Quiet

SATURDAY, JANUARY 17TH, 2026

6:00 AM	Reveille / Start Breakfast
7:00 AM	Late check in by units
7:30 AM	City Mayors Meeting in The Lodge
8:00 AM	Senior Patrol Leader meeting at Swaim Lodge ALL Units must attend Sled Inspections begin
8:55 AM	Opening Ceremony Flags, Prayer & Scout Law
9:00 AM	Competition begins Teams will be released in groups by Sled number at check in
12:00 PM	Cities shut down for lunch
1:00 PM	Cities open for afternoon competition
2:30 PM	Last time for sleds to enter cities
3:00 PM	All Cities Close
3:15 PM	All judges record due to HQ at Dining Hall
4:00 PM	Awards Ceremony at the Dining Hall
4:30 PM	Closing Flag ceremony
4:45 PM	Camp clean up and break down – Vehicles may enter camp at this time
10:00 PM	Taps – Camp Quiet

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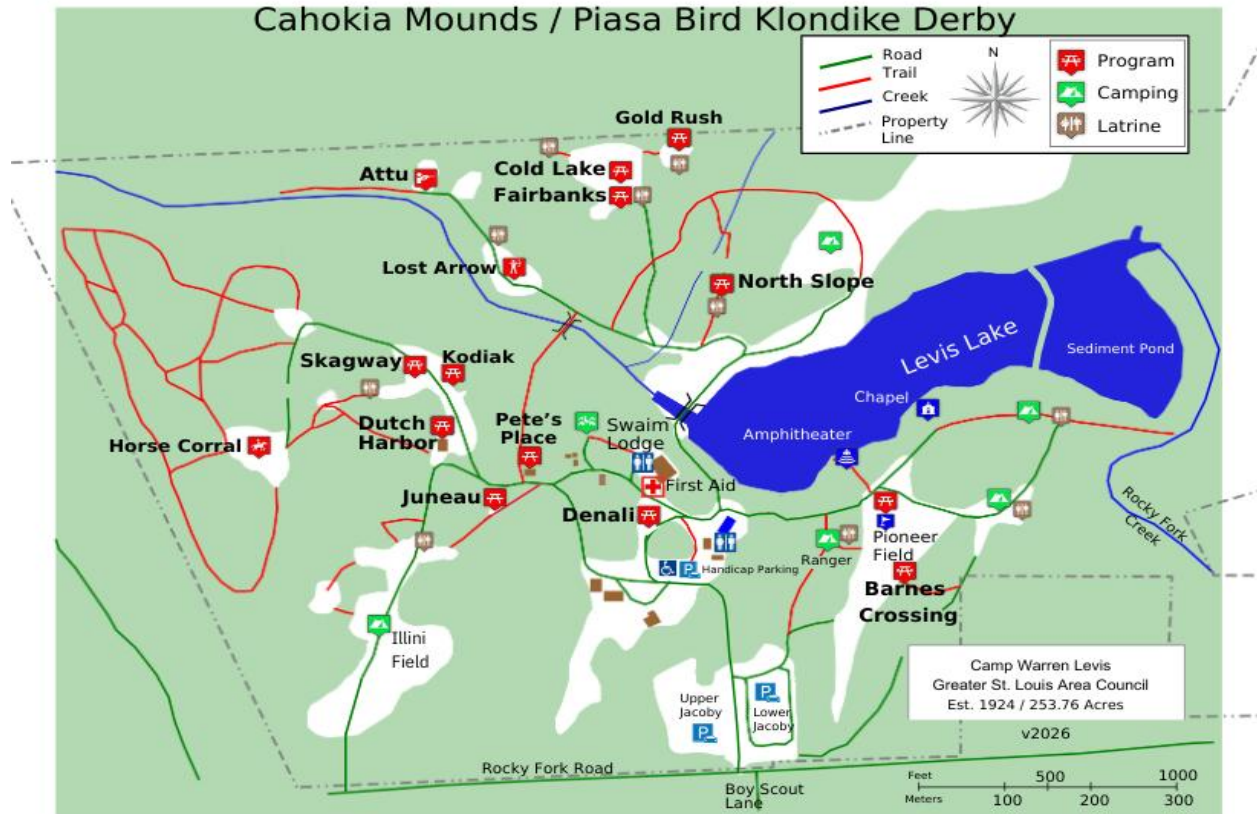
CITIES AND LOCATIONS

After participating at your first city, patrols can go to any other city as they see fit. Make sure you get each Mayor's Signature as you pass through the cities. Good luck and good sledding!

Survival:	City	Location
Hit your Target and Score	Attu	Rifle Range
Why did the sled cross the creek?	Barnes Crossing	Boulder Wall
Glacier Crossing	Denali	Gaga Ball Pit
Can you Make it out in Time?	Dutch Harbor	Winter Lodge
Shelter Building	Gold Rush	Bramsteadt
One match, Two matches Flint or Steel?	Juneau	That Area
Snowshoe Carcass Pull	Kodiak	DA Field
Time flies like an arrow	Lost Arrow	Archery range
Heavy, Ho Up the hill we go	North Slope	Lower Woodsman
It always points North	Skagway	Ouatoga
Branding	Pete's Place	Nature Lodge
Ice Rescue	Cold Lake	Kiwanis Field
Lunch		Horse Corral

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Camp Rules and Regulations

Stay off the Lake The lake may be frozen but not thick enough for any Scout to be on it. The lake is OFF LIMITS, including the docs and rock rip rap.

Camp Conduct The Scout Oath, Scout Law, and Outdoor Code will be observed at all times.

Traffic Units are allowed to temporarily drive one vehicle per unit at a time to campsites to drop off gear. Vehicles will be instructed by staff personnel on how, when, and where to do so. Drivers must observe the 10 MPH speed limit at all times.

This is a BSA and Council safety rule - In the event of emergencies, camp roads must be clear to allow for the smooth evacuation of the camp as well as to allow entry of emergency vehicles. Thank you for your cooperation.

Parking As you arrive, parking will be directed by staff personnel. Vehicles MUST be parked in designated parking areas and NOT at the campsites. Only Troop trailers are permitted to remain in the campsite areas.

This is a BSA and Council safety rule - In the event of emergencies, camp roads must be clear to allow for the smooth evacuation of the camp as well as to allow entry of emergency vehicles. Thank you for your cooperation.

Ground Fires Permitted within existing campfire rings or from elevated fire pits

Generators Generators are not permitted. See the Camp Ranger if there is a special need for electrical power at the campsite.

Fuels Must be under adult control and used under supervision only.

Cahokia Mounds / Piasa Bird Districts

Klondike Derby

- Water** Water sources may not be available at all locations. It is a good idea to bring water with you.
- Garbage** Each unit is responsible for their own trash. Pack it out with you.
- Tobacco** No persons under the age of 18 are permitted to use or possess tobacco products. Violators will be asked to leave. Adults will be asked to smoke in the designated smoking area behind the First Aid Lodge.
- Alcohol and Drugs** Alcoholic beverages and drugs, other than medically prescribed, are not allowed at Scouting events. Violators will be asked to leave.

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Klondike Derby

KLONDIKE RULES AND REGULATIONS

1. Sleds should be similar to the Drawing enclosed. We encourage initiative in design but please observe the basic construction dimensions. Six feet in length, 24" in Width. NO wheels are permitted regardless of the weather.
2. Patrols will consist of at least 4 and no more than 10 members
3. Each Patrol MUST have a patrol Name and YELL as identification during the event.
4. Each Patrol leader will be given a plastic case with Map and Score sheets at check in along with directions & Rules.
5. After passing Inspection at the starting line and staging area, sleds will be sent off in groups.
6. **Cities and Locations:** Be sure to go to the City that was assigned to you as your **FIRST** city. After participating in your first City, patrols can go to any other City as they see fit. Make sure you get each Mayor's Signature as you complete each city.
7. Patrols MUST compete as a patrol with all members present at each city.
 - a. The patrol may not be split into two or more parts to compete at more than one city at the same time.
 - b. The patrol leader may however send two (2) Scouts back to the lunch preparation / competition area at 11:30 to begin lunch preparations.
8. A sled may be left at a city during lunch only.
9. Hot sparks are permitted in the fire building event only.
10. All cities close at 3:00 PM sharp. Patrols must be at a city by 2:45 PM to participate at that location.
11. All Units will provide their own meals.
12. **NO TENNIS SHOES.** Hiking shoes or other appropriate winter footwear is required. Encourage your scouts to bring spare socks in case their feet get wet.
13. **Patrols will be disqualified if any adult coaches or delivers items to the patrols during the event. Use of 2-way radios, cell phones, or other electronic devices by patrol members will result in immediate disqualification. No appeals.**
14. **The decision(s) of Mayors or other Klondike staff are final. There is no appeal.**

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SCORING

- Points will be awarded at each city based on the difficulty of the task and how the problem was completed.
- Up to twenty points can be awarded at each city.
- Up to 10 can be awarded for the skills demonstration portion of the task
- Up to 10 can be awarded for Scout spirit, teamwork, and overall Patrol performance in the city.
- Five (5) bonus points will be awarded to each patrol registering by December 31
- Five (10) bonus points will be awarded to each patrol for camping out on Friday night.
- Claim jumpers may be present. Be prepared to answer their questions and you could earn extra points.

TIE BREAKERS

In the unlikely event that a tie in score should occur, Klondike Pete will produce a tie breaker to take place at the Awards Ceremony.

LUNCH

Each patrol will compete for a possible 20 points for preparing a **HOT LUNCH** at the lunch competition

Bringing an already prepared lunch or cold lunch of sandwiches and a beverage will not earn points

Units are encouraged to be creative. The patrol that creates, as based on the decision of the lunch area judges, the most unique hot lunch that includes at least a meat, vegetable, and hot beverage will be awarded a special award at the closing ceremony.

Units can lose all their lunch points by not cleaning up their cooking location. A patrol that leaves the competition area without cleaning up will not receive a score for that event.

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Klondike Derby

REQUIRED GEAR LIST

Sled Items (Teams only need one of each item unless otherwise specified.)

- ☐ Patrol Flag
- ☐ First Aid Kit
- ☐ Copy of the Official Patrol Roster
- ☐ Clip Board, Paper and Pencil
- ☐ Pocket Knife and Tote'n Chip
- ☐ Flint and Steel, Hot Spark or other fire starter without matches
- ☐ Rope – 2 pieces 12' long, 6 pieces 6' long, 3/8" minimum diameter
- ☐ 4 Neckerchiefs or large triangle bandages
- ☐ 2 Gallons of Water
- ☐ 3 - 6' staves or poles, minimum 1 3/8" diameter
- ☐ 2 Rolls of Toilet Paper
- ☐ Hot drink mix – enough for 2 drinks per each patrol member – hot water to be provided at cities
- ☐ 2 Compasses
- ☐ Scout Handbook
- ☐ Scout Field Book
- ☐ Natural materials for fire building (i.e. dryer lint, pine duff, bark)
- ☐ Ground cloth 12 foot by 12 foot or larger
- ☐ 2 - blankets
- ☐ Cook Kit to prepare lunch
- ☐ Thirty – Forty Gallon Trash Bags (Heavy Plastic)
- ☐ Small shovel or digging tool
- ☐ 1 Roll of Paper Towels
- ☐ Bow Saw with blade protector (not over 2 ft in length)

Participant Items (Each Scout team should have the following items.)

- ☐ Weather appropriate clothing:
 - Long underwear or other warm layers covering entire body.
 - Sweater or fleece
 - Winter coat.
 - Winter hat.
 - Scarf
 - Gloves or mittens
- ☐ Plastic bread bags (2) (to put in boots if they leak)
- ☐ Extra socks
- ☐ Extra mitts
- ☐ Eating utensils and bowl
- ☐ Personal first aid kit
- ☐ Personal cup – NO STYROFOAM PERMITTED
- ☐ Insulated winter boots are required. **No sneakers allowed.**