

Daniel Webster Council
Klondike Derby

“Go for the Gold”
February 7-9, 2025
Hidden Valley Scout Reservation



Pre Registration is needed to plan for staffing levels and supplies. A good estimate is needed of the number of scouts and sleds your troop will bring.

Costs

Scouts are \$16 each. Adults and Staff Free(Two patches per unit included).

In the event of bitter cold (below zero) or unsafe roads the event will be canceled or rescheduled. No shows are not refundable.

Check In time is 8 AM Saturday. Unit trailers will remain in the parking lot. Do not attempt to bring them to the campsite. Site roads are not plowed. In the event of large numbers of vehicles, overflow parking will be at Camp Bell. The Parking Team will direct the placement of vehicles.

Upon arrival check in at Klondike Derby Office. The Unit leader and SPL will bring Unit Rosters, Medical forms, and any outstanding payments. Campsites will be assigned at that time. Safety Check Information and forms will be distributed. Medical forms will be returned upon checkout. Adults that are medically trained should indicate that so they can be used if needed.

Scouts who do not have proper winter clothing and footwear will not be allowed on the course.

A Readiness Station for a Safety Check and to present their roster will be established.

Unit leaders are expected to participate as Mayors in each city. They can police for hypothermia and make a warming fire for scouts.

Event Schedule

Friday, February 7

Units camping Friday check in.
Setup camp
Leader/SPL Crackerbarrel

Saturday February 8

7:30 AM	Registration Opens
8:30 AM	Station Mayors Meeting
9 AM	Klondike Stations Open - Patrols start activities Complete part 1 and part 2 of city
9:50 AM	Patrol moves to next Station
10:00 AM	Patrol starts second Activity Complete part 1 and part 2 of city
10:50 AM	Patrol moves to next Station
11:00 AM	Patrol starts Third Activity Complete part 1 and part 2 of city
11:50 AM	Patrol moves to next Station
12:00 AM	Lunch at next Station
1:00 PM	Patrol starts Fourth Activity Complete part 1 and part 2 of city
1:50 PM	Patrol moves to next Station
2:00 PM	Patrol starts Fifth Activity

Complete part 1 and part 2 of city

2:50 PM	Patrol moves to next station
3:00 PM	Patrol starts sixth activity
3:50 PM	Activity ends. Turn in Nuggets.
4:15 PM	Closing Ceremony
5:07 PM	Sunset
4:30 - 6:30 PM	Dinner
	Campfire (TBA)

Sunday, February 9

8 AM	Awards and Closing
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(Subject to changes to accommodate total attendees)

City Stations for 2025 Klondike

1. Team Building City - Ketchikan

Panning for Gold - Toss a nugget over a horizontal rope 3 meters above the ground.

Event scored by number of times the nugget gets over the rope in a designated time period.

PVC Relay - Passing a ball in a cut pvc tube from person to person and into a bucket at the end of the line.

2. Pioneering City - Kodiak

Eight Knot Challenge - Using eight different knots to suspend a log between two trees high enough to pull a sled through. Time stops when sled is on the other side.

Heaving Bar - Scout throws rope and bag or log over limb while standing behind peg and ties to peg using all of the rope.

3. Fun City - Anchorage

Snow Snake - Scouts compete in throwing a wooden snake the farthest

Sled Balance - Patrol has challenge of balancing their sled on a log.

4. Shooting Sports - Seward

Tomahawk Throwing in Shooting Sports area.

5. Cooking City - Fairbanks

Scouts will learn and practice outdoor cooking skills

6. Scout Skills - Nome

First Aid

Patrol picks a First Aid Scenario from a Bucket. First Aid is applied to a scout.

Compass Points -

Scouts will be given some objects to take a bearing from their compass. Map reading skills and distance will also be tested.

Event Information

1. All staff, Adults, and scouts need to have a BSA Health Forms A & B to hand in.
 2. Everyone must be appropriately dressed. Layers, snow boots, a warm hat, and mittens or gloves are required. Scouts will not be allowed on the course wearing sneakers or cotton jeans.
 3. Fires will be only allowed in existing fire rings.
 4. Snowball throwing is not allowed. Such action could lead to disqualification of the patrol.
 5. Every patrol must have a sled. A constructed sled, toboggan, or plastic sled of about six feet in length to carry patrol equipment. It is not needed to carry all the equipment for the weekend between Stations. Carry what is needed at stations, lunch, and extra clothing.
 6. The patrol leader will notify the mayor upon entering the city. It is the responsibility of the patrol leader to notify the mayor when they arrive and when they checkout. That person will also be responsible for collecting any rewards or scoresheet.
 7. During registration a starting city will be given to the patrol.
 8. During the lunch period the patrol will prepare, eat, and clean up their lunch. Patrols on route to the next city will proceed to the next city for lunch.
 9. Adults are not allowed to travel with the patrol or enter the activity area for coaching purposes.
- The Mayor of the city is the arbitrator of any conflict. The event Governor is the final arbiter of conflicts.

Equipment Lists for Klondike Derby

Patrol Equipment List

- Klondike Sled

Here are some websites with sled designs:

<http://inquiry.net/outdoor/winter/gear/sleds/>

http://scoutdocs.ca/Klondike/Klondike_sled_plans.php

- Patrol Flag
- Patrol First Aid Kit
- Notebook, clipboard, and two (2) pencils or pens
- Hot balanced meal for each member of the Patrol
- Utensils for cooking/eating
- Hot drink for each Scout
- Pot to heat water, cocoa, tang, or hot cider
- Minimum of one (1) quart of water per Scout (2 quarts recommended)
- Adequate clean-up materials for cooking and fire-building
- A trash bag for all your trash. This is a pack in/pack out event!
- Soap to wash hands
- A propane stove, unless you are cooking lunch over a fire.
- Fire Starters, kindling, and tinder for a small fire

(separate from your lunch cooking fire)

- Fires may use only natural materials

(wood) - No charcoal, liquid fuel or gaseous fuel allowed

- Matches or fire starters (points likely awarded for alternative fire-starting method)
- Means for filtering and purifying water
- Snow Snakes

Video for construction: <https://www.youtube.com/watch?v=PVubplQG1Q0>

- Small hatchet or ax
- Pen/Pencil and notebook
- 6 ft x 8 ft Tarp
- Toilet Paper
- 50 feet of paracord
- Sled repair kit (optional)
- Pouch for 20-25 1 ½ “ nuggets
- Scout Handbook

Personal Equipment List for Each Scout

- Winter Coat
 - Boots for snow and/or mud – NO SNEAKERS
 - Layered clothing for cold weather activity – NO COTTON JEANS
- Long underwear
- Warm hat and gloves or mittens
 - Folding pocket knife (No sheath knives allowed)
 - Compass
 - Cup and eating utensils / mess kit
 - Water bottle and water

- High-energy snacks for morning and afternoon (protein, not candy)
- Extra socks
- Backpack
- Raingear for keeping dry and inclement weather(optional)
- Foam pad to sleep and sit on.

Klondike Notes

Any person showing signs of hypothermia shall notify the city mayor. If needed the person shall be escorted to a warming shelter for care.

Units are responsible for all food during the event

At each station you will be given a task to complete. Make sure you understand what is expected and ask questions. Take a bit of time to plan how you will attack the task.

Patrols that work together with each Scout contributing ideas and effort are likely to score better than patrols where some Scouts are left out.

Display your patrol flag and use your patrol yell at every appropriate opportunity.

Budget your time. There is enough time to visit every station, but only if you don't take too long on any one task. Sometimes you will do better to accept a partial score at a station where you're having difficulty so that you can move on to complete other stations.

If you are on the trail, you will prepare lunch at the next station you reach. In either case, **BE SURE TO NOTIFY THE MAYOR**, before you begin, that you will be having lunch at the station.

Practice knots preklondike. Suggested knots are half hitches, square knot, bowline, clove hitch, timber hitch, sheet bend, tautline hitch, and sheep shank.

Cold Weather Tips

Winter can be a lot of fun if you're properly prepared. Here's how:

1. **AVOID COTTON!** Cotton clothing absorbs moisture from your skin while you're active. When you stop moving, the damp cotton draws heat out of your body very fast. Instead of cotton, use synthetic long underwear, and wool-blend socks. These allow moisture to pass through the layers and stay warmer even when damp.
2. Dress in synthetic layers. You should have a wicking layer next to your skin, then one or more insulating layers, and a weatherproof shell layer on the outside. Multiple layers trap insulating air between them and give you flexibility to adjust as temperature or activity levels change. Windproof and water-resistant shell pants and jacket with hood will help keep that warm air from blowing away.
3. Plan ahead for warm feet. Wear insulated winter boots or hiking boots that are large enough to wear two pairs of wool socks inside. If your boots (or any clothes) are tight, they'll reduce circulation, leading to cold spots. **BRING EXTRA SOCKS!**
4. "If your feet are cold, put your hat on." Keep your core warm so there's extra heat for your extremities. An unprotected head loses a great deal of heat, so make sure to wear a hat. Use a neck-warmer or scarf to protect your neck as well.
5. Mittens are warmer than gloves because your fingers stay together. Wear thin liner gloves for tasks that need more dexterity but keep your mittens on whenever possible.
6. Stay dry. Brush off snow before it melts on your clothing. Unzip or remove layers if you're overheating, so you don't soak your clothes with sweat. **BRING EXTRA SOCKS** in case your feet get wet (they can also be used as emergency mittens).
7. Watch each other for signs of frostbite or hypothermia and take action as soon as you notice them.
8. Fuel your engine. Your body needs food to generate warmth, so eat a good breakfast, lunch, and supper, and carry high-energy snacks. Candy

will give you a quick energy boost, but it is followed by a fast drop unless you add slow-burning protein, fats, or complex carbohydrates.

9. Stay hydrated. Your body needs plenty of water to pump the heat from your core to your extremities. In winter's dry air, you lose moisture without noticing it, so make an effort to drink – at least 1 quart in the morning and another in the afternoon. Plan lunch to include water too, as in a soup or stew.

10. Protect your food from freezing. Remember that cans may freeze in cold weather.

11. Keep your water in wide-mouth bottles, and store them upside down, so that any ice that forms does not seal the opening.

Cold Weather Camping Tips

When camping in the winter, you don't have to worry about bugs, but you will need some special preparation.

1. Your sleeping bag should be rated to 20° F or lower – many Scouts find a 0° bag keeps them comfortable. A mummy bag is warmer than other styles because it allows less space for cold air to enter, and its hood surrounds your head. Synthetic fill bags are better than down, even though they're a bit heavier and bulkier, because they're not quite as useless when they get damp. The warmth of any sleeping bag comes from the dead air space it traps, so a thicker bag is generally warmer. You can make a three-season bag warmer by adding a wool or fleece blanket (on the inside, so it doesn't compress the bag's fill), or by adding an insulated liner bag or over-bag.

2. Use an insulating pad under your bag. The added comfort is nice, but the insulation provided by a sleeping pad is vital. A ½" closed-cell foam pad is an effective, inexpensive choice. Open-cell foam absorbs moisture, and compresses when you lie on it, so it does not make a good insulator. Air mattresses with hollow tubes are a poor choice because the air inside circulates to draw heat out of your body. A self-inflating air mattress works well because the foam inside keeps the air from circulating.

3. A small tent is warmer than a big tent, because the smaller volume is more easily heated by your body. Be sure your sleeping bag doesn't press against the sides of the tent, or it might get damp from condensation.
4. Change into dry clothes – from the skin out – before going to bed. The clothes you wore during the day are damp from sweat, even if you don't notice it. Wear long underwear, and possibly one or more insulating layers, plus a warm hat and socks. **BRING EXTRA SOCKS.**
5. Remember that your sleeping bag doesn't add heat, it just preserves the heat your body generates. So go to bed warm, by eating a good hot meal and doing some light exercise before sliding into your sleeping bag.
6. A tightly sealed Nalgene bottle full of hot water can keep you warm inside your sleeping bag. Make sure the bottle is dry and cannot leak.
7. Get up in the night when nature calls. If you find you need to use the latrine at night, do it. Trying to hold on until morning will just make you cold and miserable.

Signs of Hypothermia

Mild

- Shivering
- Minor Clumsiness
- Slow thinking, confusion, change in mood

Moderate

- Intense Shivering
- Change in coordination (stumbling, falling)
- Change in mental status (irritability, forgetfulness)

Severe

- Shivering may stop due to energy depletion
- Further Deterioration of mental status (disorientation, irrational behavior. Pulse may be undetectable)

DIRECTIONS TO GSR

DIRECTIONS: GPS Coordinates: 43.5821825, -71.1877971

Griswold Scout Reservation, 2 Eileen Shore Rd, Gilmanton Iron Works, NH 03837

Points East, Southeast or Northeast: Take the most convenient route to Alton NH. Turn west onto Route 140, go 5.6 miles to Gilmanton Iron Works Village. Points North, South and West: Route 93 to Exit 20 to Route 140 toward Belmont to Gilmanton.

ROUTE ONE:

Traveling West on Rt. 140, after the Gilmanton IW Village: go .3 miles and turn right onto Crystal Lake Road.

Traveling East on Rt. 140 After crossing Rt. 107 go 6.3 miles on Rt. 140 and turn left onto Crystal Lake Road.

Soon after turning onto Crystal Lake Road, bear left at the fork, travel 3 miles and turn right onto Places Mill Road. Travel ½ mile and turn left into the Griswold Scout Reservation Entrance.

ROUTE TWO:

Traveling West on Rt. 140, after the Gilmanton IW Village: go .3 miles and turn right onto Crystal Lake road.

Traveling East on Rt. 140 After crossing Rt. 107 go 6.3 miles on Rt. 140 and turn left onto Crystal Lake Road.

Soon after turning onto Crystal Lake Road, bear right at the fork onto Mountain Road. Travel 1.2 miles and at end of the road, turn left onto Mountain Road, which turns into Avery Hill Road. Follow road 2.4 miles and turn left onto Places Mill Road. Griswold Scout Reservation entrance is .9 miles on the right.

ROUTE THREE:

Traveling West on Rt. 140, go 2.7 miles from the Gilmanton Iron Works Village and turn right onto Middle Route.

Traveling East on Rt. 140, after Gilmanton IW Village: go 3.9 Miles and turn left onto Middle Route.

Travel 3.1 miles and bear right onto Sargent Road. Travel 1.6 miles and bear right onto Guinea Ridge Road. Travel 2.4 miles and turn left onto Places Mill Road. Go ½ mile and turn left into the Griswold Scout Reservation Entrance.

2024 Super Klondike

Unit Roster

Unit Type & Number	
Primary Leader	
Cell Number	
Secondary Leader	
Cell Number	

Additional Adults

#	Name	Camping (Y or N)
1.		
2.		
3.		
4.		

Scouts

#	Name	Camping ?	#	Name	Camping ?
1.			9.		
2.			10.		
3.			11.		
4.			12.		
5.			13.		
6.			14.		
7.			15.		
8.			16.		

2025 Super Klondike

Sled Roster

Unit Type & Number	
Sled/Patrol Name	
Sled/Patrol Name	

#	Name	Rank
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		

HIDDEN VALLEY SCOUT CAMP

GRISWOLD SCOUT RESERVATION



254 GRISWOLD LANE
GILMANTON IRONWORKS
NEW HAMPSHIRE 03837

