

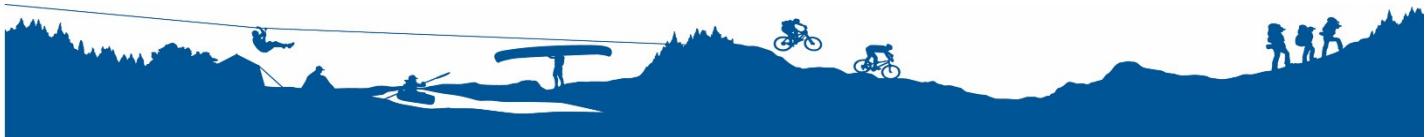


BOY SCOUTS OF AMERICA®
DANIEL WEBSTER COUNCIL

MASSABESIC DISTRICT



LEADER GUIDE



2026 Massabesic Klondike Derby

Rules, Instructions, and Information

The Klondike Derby is a test of scout skills and of the patrol method. If your troop routinely practices traditional scout skills and is “scout-led”, you’ll find nothing unfamiliar with what is expected of you to score well. No matter your score, your participation in this event will help make you a better troop and will strengthen the bonds that make good patrols. Ideally, scouts will learn their strengths and weaknesses and have a fun weekend. We are very proud of all our participants.

MED FORMS: Everyone present at the event (youth, adults and staff) must have a BSA Med Form, Parts A & B filled out and present. Forms will be collected at HQ at registration, and returned at checkout.

PATROL SIZE LIMITS:

No fewer than 4 scouts and no more than 8 scouts per sled for any station. If circumstances dictate that scouts may be otherwise left out of the competition, you may have up to 11 scouts traveling with a sled. In all cases only 8 may work on a station problem. The remaining scout(s) must wait away from the station challenge area, but are allowed to observe provided they do not give away answers. Any indication of help from the non-participating scouts could result in no points being awarded. The patrol leader of an “oversized” patrol (over 8 members) must have a written plan for rotation of members to participate as equally as is possible. Only the patrol leader is exempt from rotating out of any stations. The patrol leader must have this plan present during the competition, and be prepared to show station staff upon request.

Any units with special needs scouts should notify Klondike staff in advance so appropriate accommodations can be made.

NEW CROSSOVERS:

In the event a unit has new crossovers (joined within the last three months) who wish to participate the following guidelines will apply:

- New Scouts may participate and not camp Friday night if the SPL and/or the SM feel the Scout is not ready for winter camping. In the event the Scout does not camp Friday night they will not be counted towards the patrol size for Friday night Winter Camping scoring. New Scouts who will not be camping should have a rank designation of “NS” noted on the patrol roster.
- New Scouts must be included in the rotation if patrol sizes are greater than 8. Make it fun for the Scout by including them so they return.

ARROW OF LIGHT SCOUTS:

Klondike Derby is designed as a Scouts BSA event, with skills stations designed for Scouts BSA knowledge. If a den/patrol of AOL scouts wish to participate the following guidelines will apply:

- Adult leaders (troop and AOL) should carefully consider whether the event is appropriate for their AOLs. You know your scouts best – is it too cold, too long, too difficult? The goal should be to encourage them to continue into Scouts BSA; be sure they will have fun and aren't discouraged by content beyond their abilities. It's recommended to add AOLs to a Scouts BSA patrol so they can learn from the older scouts (*see the final point below about mixed patrol size limits*). An alternative would be to have your AOLs come to observe the event without trying to participate in stations.
- All AOL requirements from the Guide to Safe Scouting must be followed. This includes bringing their own two-deep leadership: "*Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or Pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the Pack*".
- If the AOL patrol is joining a troop for the event, the AOL scouts must be clearly designated on the patrol roster by indicating "AOL" as their rank. AOL leaders must be included on the adult roster and indicated as "AOL".
- AOL scouts who are not camping Friday night will not be counted towards the patrol size for Friday night Winter Camping scoring. If they choose to camp, they must meet the same inspection requirements as the Scouts BSA members..
- AOL scouts will count toward the patrol size limits above. If adding AOLs to a patrol causes it to exceed 8 scouts, the AOLs must be included in the non-participating rotation.

SLED DESIGN:

The Klondike Derby sled must be home-made and of a design similar to a dog sled. All patrols must have a sled to compete. It should be approximately 6 ft. long and should be able to hold all patrol equipment and lunch items listed on the sled inspection score sheet. Personal items should be carried by patrol members in their own day packs, which may be carried on the sled if there is room. There are resources for Klondike sled design on the web. Toboggans, wagons, and other sleds not designed specifically for this event, are prohibited. Should there be inadequate snow, wheels are recommended on the sled (*to be determined by your patrol*).

SLED INSPECTION:

Will take place at your first station between 8:00am-8:30am. All Scouts at this event must be properly clothed for winter (cold/wet) weather. **If, in the opinion of the inspector and event staff, a Scout is not properly clothed or does not have the proper footwear (waterproof and/or insulated boots or overshoes required, no light or medium weight, i.e. canvas or mesh material sneakers!), they will not be allowed to participate.** Part of Scouting is learning to adjust to or deal with adverse weather conditions and this event will be held whatever weather conditions exist at the time. Even those members who may not be present at the time of inspection but arrive later may be removed from the event by event staff if they appear unprepared. Do not put yourself or others at risk, **BE PREPARED.** See the Sled Inspection sheet in the appendix for details.

The Derby will take place on Saturday, but there are two optional nights of camping:

Friday night:

This is the Winter Camping Station. Friday arrivals must check in at the Dining Hall on arrival to turn in rosters and BSA med forms and receive their scorecard. When the patrol is ready for campsite inspection they should contact HQ by a representative or by text at 603-848-2086 and request an inspector (please include your troop number and campsite in the text). The patrols will be scored based on the quality of their camp site and their preparedness for cold weather camping. This score (up to 20 total points and up to 5 "nuggets") can be used to replace your lowest **non-zero** station score on Saturday, resulting in a greater potential point total for the event. (Note: Patrols must make a good-faith effort at all stations on Sat. The Winter Camping score may not be used as a "pass" to skip a station.) See Winter Camping Scoresheet in the appendix for more details. Note: We are **not** inspecting sleds on Friday night, all sled inspections will be done Sat. morning at your start station.

As an added incentive to participate in the Winter Camping station, all scouts camping Friday night will be entered in a drawing for one of four \$50 summer camp discount certificates for Hidden Valley.

FRIDAY NIGHT WINTER CAMPING SCORING:

Winter Camping inspectors will have a copy of the signed patrol roster, already submitted by the unit leader, with them when they inspect your camp. They'll be taking attendance as part of the inspection procedure. Be prepared to verify your patrol members' presence. These members must all be included on the signed roster. We would prefer that all patrol members present be available for inspection, but understand that some may wish to turn in early, before the inspector arrives. You must still be prepared to prove any such member's preparedness for scoring purposes.

You must have 75% of your patrol, and at least 4 members, present at time of inspection to receive the maximum possible score for camping inspection (see *New Scout and AOL exceptions above*). Patrols may have fewer than 75% and 4 members present to be inspected and scored for Winter Camping, but they will be assessed a 5 point deduction from their score.

Requests for inspection may be made starting at 7:00pm and continuing until the end of cracker barrel at 9:30pm. Patrols should make an effort to get their campsite set up and scouts ready for inspection as early as possible, so that they may be inspected and get their scouts to bed at a reasonable time. If you are unable to be prepared before the deadline and still want an inspection, speak to the event coordinator at HQ as early as possible to discuss options.

Winter Camping inspections will be performed Friday night only.

SATURDAY MORNING ARRIVALS:

Unit leaders and patrol leaders must check in at the Dining Hall and submit their signed rosters and BSA med forms. They will receive their scorecard and a copy of this document. Starting stations will be indicated on the scorecards. (See "SCORE CARD" below)

SATURDAY NIGHT:

This is the "Freeze Out". Troops registered for camping Sat. night may pre-register for dinner and a movie in the Dining Hall after the competition finishes (*must* pre-register and pay a small additional fee). They will then return to their campsites for the night. This night does not earn any points for the Klondike Derby. It is, however, a very good opportunity to practice and refine a unit's cold weather camping skills with the added safety and comfort of eating a hot meal indoors along with a fun movie to entertain.

NOTE: This option is only for patrols camping Sat. night, it is not for scouts planning to go home after the movie!

ON THE COURSE:

An air horn will signal the beginning and end of the competition and the beginning and end of lunch. In the event you cannot hear the signal, you should follow the scheduled times that have been handed out.

Stations open at 8:30 am and close for the day at 4:30* pm. Any patrol which has entered a station before the ending signal will be given a reasonable amount of time to complete it without penalty. (* - *End time may be adjusted based on the number of sleds confirmed, final schedule will be handed out at event.*)

Once the competition starts, patrols must advance around the course in a counterclockwise direction. The exceptions are when passing an overloaded station

or you've completed the course. You may only bypass a station if directed to by the mayor of that station; if you've bypassed an overloaded station, you must return to that station immediately after finishing the next station on the course. Sleds returning from a bypass will be given priority as next to enter a station. Your score card should have the stations listed in the proper order of travel.

NEW THIS YEAR: Each station will have two physical locations (i.e., First Aid A and First Aid B). Patrols will be assigned to ONE of those locations, and should only go to the location indicated on their scorecard! This is designed to reduce traffic at the stations (for example, instead of six sleds at a station, there will now be three at each of two locations), which will ultimately benefit your patrols by cutting down on wait times at stations. The station locations will have identical scenarios and scoring.

No adults (18+ yrs. old) are allowed to follow sleds, nor will they discuss Klondike problems or coach them in any way. (See "ADULT INVOLVEMENT" below)

Maintain the buddy system at all times.

Once you've completed your last station, you should ask the station mayor/scorer to mark the finish time in the appropriate space on the scorecard, since time completed is one of the tie-breakers. Then send a buddy pair directly to the Dining Hall to turn in your scorecard. Sleds that have completed the course may take the shortest way back to the parking lot or their troop campsite, while being careful to not impede any sleds still competing.

2026 KLONDIKE STATIONS:

The following stations are planned for 2026:

- Knots & Lashings
- Wilderness Survival
- Fire Building
- Map & Compass
- Woods Tools (*knife, axe, saw, etc.*)
- Signaling
- First Aid
- Ice Rescue
- Citizenship
- Nature

If there are any changes, the final confirmed list of stations will be posted online shortly before the event, and will be listed on patrol scorecards and the event map.

STATION PROCEDURE:

Patrols must ask permission to enter the station. (A patrol cheer would be most appropriate at this time!)

The patrol leader will approach the mayor, and present the patrol name and scorecard. The mayor will then either begin the problem himself, or assign station staff to do so.

The patrol leader may allow another Scout to lead the patrol through the station challenge. Empowering patrol members is a sign of good leadership. For example, if another patrol member is exceptionally skilled in first aid, the patrol leader can allow this Scout to lead the challenge at the first aid station. The PL should notify the scorer that this is being done and enthusiastically support the scout throughout the challenge. This way, the scorer can still give good marks for leadership and teamwork.

Time begins when the scorer has finished explaining the problem to the patrol leader, or when the scorer designates. Patrols will have a maximum of 20 minutes to do the problem.

The patrol leader should inform scorers when the patrol is finished with the problem. Scorers will confer briefly, as needed, between them and mark scores and any comments on the score sheets and the patrol scorecard.

Scorers may offer a brief explanation of the scores, but will not take too much time in the interest of keeping the patrol moving along and reducing back-ups in the station.

It is the patrol leader's responsibility that the correct scores are marked on their cards.

BE SURE TO GET YOUR SCORECARD BACK AFTER EACH STATION!

The Scout Handbook, Field book, or other such reference material may be used at some stations, but only with permission of scorer(s).

SCORE CARD:

You will receive a scorecard when we have received your patrol roster and BSA medical forms and you check in at the Dining Hall upon your arrival. This will include your starting station, event map, schedule of events, and table for you to fill in your patrol roster. It is your responsibility to fill in the roster before your first station. You should list only those members who are present. You may exclude any "no shows." Anyone listed on this roster must be on the roster signed by the Scoutmaster and already submitted at check-in. Station staff may choose to verify your roster at their discretion. Failure to have the roster properly filled out may result in a 1 point deduction per station at the discretion of the station mayor!

STATION SCORING:

Patrols will be scored on their skill, their leadership, and their teamwork in completion of the station problems. Most stations will score your patrol based on a

mix of how well you solve the station challenge, and how well you work together as a patrol. For example, a patrol who solves the problem correctly using one or two scouts, while the rest are uninvolved, may receive a lower score than one who uses as many members as possible and may not necessarily solve the problem as well.

You will also be awarded up to 5 nuggets per station for Scout spirit. Patrol cheers, cheerfully working together to solve the problem, helping fellow scouts, etc. will all factor into your nugget score. Nuggets will be used to break any ties in the scoring at the end of the competition. Time to complete the course will be the second tie breaker.

LUNCH SCORING:

Lunch should not begin before the lunch signal unless mayor approval is given; for example, if there is not enough time to complete the station or to get to get to the next station.

Lunch must be done entirely within a station. If a patrol is between stations when the lunch signal sounds they must proceed to their next station before beginning lunch. They will then have the full hour allotted to complete their lunch.

Lunch will be scored based on the following categories:

- A Scout is Hungry – maximum 5 points
- A Scout Is Prepared – maximum 5 points
- A Scout is Reverent – maximum 2 points
- A Scout is Helpful – Maximum 5 points
- A Scout is Clean – maximum 3 points
- No nuggets are awarded for lunch
- Patrols are allowed one hour for lunch. If a patrol is finishing a station when the lunch signal sounds they should complete the station and start lunch late. They will still be allowed a full hour from when they started (note times on lunch score sheet). Lunch times in excess of one hour will result in a score deduction.
- Details for lunch scores are included on the lunch score sheet in the appendix

Lunch must begin with the patrol leader approaching the mayor with the duty roster and menu, if they have them, and their scorecard. The mayor or other scorer(s) will keep these in their possession for the duration of the meal. They may ask questions throughout the course of the meal regarding the duty roster and menu for scoring purposes, but will keep this to a minimum.

The cook will offer the scorer(s) a small sample of their meal once the patrol has deemed it ready and hot enough for them to eat. The scorer(s) will determine if it has been heated enough and score accordingly.

Lunch will be considered complete, for maximum possible points, when the area is completely cleaned and the sled is loaded and ready to move. The patrol leader will then inform the scorer(s) that they are done and will receive scores.

If the Patrol finishes lunch and have received their score, then they are free to proceed to their next station before the signal for the end of lunch. They may not enter the next station before the end of lunch signal, however.

HANDICAP SYSTEM:

Each patrol will be assigned a “handicap” based on their average rank, calculated with a numerical weighting system:

Rank	Points	Rank	Points
• Eagle:	7	• Second Class:	3
• Life:	6	• Tenderfoot:	2
• Star:	5	• Scout or below:	1
• First Class:	4	○ <i>(includes AOLs)</i>	

A patrol's handicap against overall score is assigned based on the following scale:

Avg. Rank	Handicap	Avg. Rank	Handicap
• >6.5:	-20 points	• 3.6 – 4.5:	- 8 points
• 5.6 – 6.5:	-16 points	• 2.6 – 3.5:	- 4 points
• 4.6 – 5.5:	-12 points	• <2.5:	no handicap

Example: a patrol of six scouts with two Life Scouts, two First Class Scouts, one Tenderfoot and one new cross-over would have the following average rank:

$(2 \times 6) + (2 \times 4) + (1 \times 2) + (1 \times 1) = 23/6 = 3.8$, so the patrol's handicap is 8 points deducted from their overall score.

AWARDS:

We will recognize the top ten scoring sleds, honorable mention in each station, and Scout spirit (most nuggets). At this time the plan is to announce the results after the weekend is over, via email and social media.

There will be trophies for the top three finishers; the first place patrol will also have their names engraved on the “Stanley Cup” style trophy. This trophy will be a rotating trophy. Each year, the winning patrols’ members’ names will be engraved. The winning patrol will be able to keep this trophy until shortly before next year’s competition.

Plaques will be awarded for honorable mention in each station.

“Smiley” will be awarded for Scout spirit.

Due to time constraints, no awards ceremony will be held on site. Results will be announced by email and social media. Trophies and plaques will be delivered to winning troops. Patches will also be delivered to all troops several weeks after the event.

ADULT INVOLVEMENT:

This event is staffed by adult volunteers from units throughout the Council. Each participating unit is asked to contribute toward the effort in offering the best event possible. Many units have committed many hours of time and effort toward developing station challenges. We therefore expect that any adults attending, whether your unit has committed to running a station or not, are prepared to help score at any stations which may be understaffed, or otherwise help event staff.

No adults (18+ years old) are allowed to follow patrols on the course, nor will they discuss Klondike problems or coach patrols in any way. They must travel in a clockwise direction (against the flow of competition). They are encouraged to offer moral support, promote enthusiasm, and take photos as desired. Any extended contact between them and their patrols must take place at a complete stop of the entire patrol. Any patrol found in violation of this rule will lose points. Any exceptions to this rule, on medical, emergency, or special needs grounds only, must be cleared with the event staff beforehand. Any such adults will be given a pass, which they must present to any event or station staff upon request. They still must not coach nor discuss Klondike problems. Any patrol found in violation will lose 5 points per occurrence, which means that it can happen multiple times during the day. Event staff and station staff are empowered to make any such deductions.

SAFETY:

There will be medical staff in or near HQ all day. There will also be free hot chocolate and coffee to help warm any Scouts and adults. Be sure to recognize the signs of hypothermia and get the person to HQ immediately with a buddy. Please report any injuries, no matter how minor, to event staff. Event and station staff are empowered to remove a scout from competition for obvious safety reasons. If event staff observe any signs of hypothermia, injury, or any other safety issues, they will send the scout, with a buddy, directly to headquarters. If not possible, they may keep them at the nearest station and first responders will be dispatched.

Med Forms: Everyone present at the event (youth, adults and staff) must have a BSA Med Form, Parts A & B filled out and present. Forms will be collected at HQ at registration, and returned at checkout.

Tips for Success

- **Keep track of time.**
- **Don't spend too much time in any one station. Time spent there is time lost elsewhere!**
- **Work as a team. Make sure that as many patrol members as possible are involved in the solution of the station problems.**
- **Don't argue. Your patrol leader is in charge; suggestions should be welcomed, but in the end A Scout Is Obedient. Also, don't argue with station staff – you may ask questions but respect the decisions of the staff.**
- **When in doubt, ask questions.**
- **Keep your sled organized.**
- **Cheer a lot!**
- **Don't get discouraged if things don't go as well as planned. Keep your Scout spirit up!**
- **Don't skimp on lunch! Take the time to eat a good, hot one. The rest of your day will go much better.**
- **Complete the course.**
- **BE PREPARED for anything.**
- **HAVE FUN AND GOOD LUCK!**

Summary of Rules and Regulations

(for more details, refer to above "Rules, Instructions, and Information")

1. Patrols should be natural patrols if possible, mixed ranks if combined patrols (no "stacking"). No more than eight (8*) and no less than four (4) Scouts per patrol. Each Patrol must submit a final roster of patrol members at check-in. Rosters must be signed by the Scoutmaster. No substitutions or add-ons after the start of the event.
2. No adults (18+ years old) are allowed to follow patrols on the course, nor will they discuss Klondike problems with or coach patrols in any way.
3. All Scouts at this event must be properly clothed for winter (cold/wet) weather.
4. **NO PARTICIPANT, GUEST, SCOUT OR ADULT** is allowed to wear/carry sheath knives (fixed blade) of any length at any District or Council events. Folding knives with blade length not to exceed four and one half inches (4 1/2") are appropriate for all legal or practical uses. (Daniel Webster Council, Knife Policy Approved Sep. 1994)
5. **National policy prohibits smoking in front of youth members, the use of alcohol, illegal drugs or related substances at encampments or activities. (Guide to Safe Scouting)** Adults needing to smoke will do so out of sight and smell of participants.
6. Language and conduct of **All Participants and Guests** will at all times be in accordance with the **Scout Oath and Law**.
7. Sleds will be used no matter what the ground cover, whether it is bare, snow, or ice. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your patrol).
8. All equipment needed for the competition must fit on the sled! Personal gear may be carried in a day pack, and daypacks may be added to the sled, space permitting.
9. Radios, cell phones and/or other electronic equipment or devices shall not be used for sharing information between and amongst unit sled crews and adult leadership during the competition. All electronic devices will be turned off while at any of the stations including in the Dining Hall. **Adults:** If you must answer your phone, be courteous and ask to be excused from the station area, and then return when your conversation is over.
10. **ONLY EVENT STAFF, STATION PERSONNEL AND MEDICAL PERSONNEL ARE PERMITTED THE USE OF RADIOS FOR LOGISTICAL SUPPORT, SCOREKEEPING AND EMERGENCY CALLS.**
11. **FIRST AID: ALL INJURIES**, no matter how minor, are to be reported to first aid personnel at the Dining Hall where they will be properly treated and logged in the District First Aid Book. **Hot chocolate and coffee will be provided for free at the Dining Hall to anyone that may need it.**

* See "Patrol leader Rules, Instructions and Information" for exceptions

APPENDIX

2026 MASSABESIC DISTRICT KLONDIKE DERBY WINTER CAMPING STATION SCORE (20 POINTS MAX.)

SLED # _____ TROOP # _____ PATROL NAME: _____

Patrols being scored for Winter Camping must have a minimum of 4 scouts to be judged. They must have at least 75% of their patrol present for maximum possible score. Any patrols with fewer than 75% will be assessed a 5 point deduction. (New Scouts, designated as "NS" on the roster, do not count toward the percentages.) The score from this station will replace the patrol's lowest **non-zero** station score during the competition. **Patrols must make a good-faith effort at all other stations; this score is *not* to be used to skip a station you might feel unprepared for.**

REMEMBER: BE PREPARED, and A SCOUT IS TRUSTWORTHY!

APPLIES TO:	REQUIREMENT:	MAX.	SCORE:
CAMP SITE BY PATROL	DINING FLY OR SHELTER LARGE ENOUGH FOR ALL SCOUTS PRESENT	1	
	AREA LANTERN GOING AND/OR FIRE LIT	1	
	SNACKS & WARM DRINKS AVAILABLE	1	
ALL SCOUTS IN PATROL <i>(If any scouts in patrol are missing an item, no score for that item.)</i>	WINTER PARKA OR COAT THAT IS WARM AND WATERPROOF/WATER RESISTANT	1	
	WARM WINTER HAT (NO BASEBALL CAPS)	1	
	FLASHLIGHT OR HEADLIGHT PER SCOUT	1	
	MITTENS OR GLOVES	1	
	WINTER PANTS (NO JEANS OR COTTON)	1	
	WARM WATERPROOF WINTER BOOTS	1	
	WATER BOTTLE <u>with WATER</u> (<i>Patrol Leader should explain to patrol how to prevent bottle from freezing</i>)	1	
	SLEEPING BAG RATED FOR THE LOWEST TEMPERATURE FORECAST	2	
	FULL LENGTH SLEEPING PAD (CLOSED CELL FOAM OR SELF-INFLATING)	2	
	DRY CLOTHES FOR SLEEPING	1	
ALL TENTS IN PATROL * <i>(See note below)</i>	PROPERLY SET UP (TIGHT, SNOW PACKED FIRM UNDER TENT, NOT IN GULLY)	1	
	ORIENTATION (ENTRANCE SOUTH-FACING, WIND BLOCK ESTABLISHED IF NEEDED)	1	
	PLASTIC OUTER GROUND BARRIER	1	
PATROL QUESTION	MEANING OF C.O.L.D. (CLEAN, avoid OVERHEATING, LOOSE LAYERS, DRY)	1	

TOTAL FROM ABOVE: _____ (Deduct 5 points if less than 75% present and check here)

TOTAL SCORE: _____ (Max. 20 points) **NUGGETS:** _____ (Max. 5)

APPENDIX

2026 MASSABESIC DISTRICT KLONDIKE DERBY

SLED INSPECTION SHEET

(25 POINTS MAXIMUM) MUST HAVE GEAR IN SLED!

SLED # _____ TROOP # _____ PATROL NAME: _____

STARTING STATION ON SCORE CARD: _____

Sled Inspectors: Keep this sheet and turn in completed to event staff. Be sure to mark score on patrol scorecard before giving scorecard to patrol leader.

Scout Dress and Equipment - (Eight (8) points)

- NO COTTON or SNEAKERS, Automatic one-point deduction. Consult with Klondike Mayor if there is a Health & Safety concern as Scout may be asked not to participate.
- One (1) point for each item if ALL scouts have the item
- One (1) point deduction for any item missing from any Scout or for each scout wearing cotton. *(For example, if seven scouts have their pocket knife and one does not, then no points awarded for that item and the maximum number of points the Patrol can now earn is seven points in this category.)*

Layered Clothing	Warm Jacket	Warm Hat (no baseball caps)
Winter Boots - Waterproof	Gloves or Mittens	Blindfold or Scout Scarf
Pocket Knife		Water Bottle

Patrol Equipment – 17 points, deduct 1 point for each item missing

Notebook & Pencil	2 Trash bags	2 Compasses
1 Patrol Flag	1 Axe or hatchet with sheath	1 Shovel
1 Bow Saw	Fire Material & heat source	1 Metal Plate for fire
50' of 1/4" (or larger diameter) rope, properly whipped or fused.	1 8'x10' or larger tarp	1 Patrol First Aid kit
8 six-foot staves or poles	8 ten-foot 1/4" (or larger) lashing ropes, properly whipped or fused <i>(any type of rope allowed)</i>	2 large blankets
Stove and pots/pans to cook lunch		3 Gallons of water - min

25 possible points - _____ Deductions = TOTAL SCORE _____

SCORERS INITIALS _____

APPENDIX

2026 MASSABESIC KLONDIKE DERBY LUNCH SCORE SHEET

Lunch scoring is broken down into five categories, 20 points maximum.
No nuggets are awarded for lunch. Time limit one hour; note start and finish times.

SLED # _____ **TROOP #** _____ **PATROL NAME:** _____

START TIME: _____ **END TIME:** _____ **TOTAL TIME:** _____
(If time exceeds 1 hour, deduct 1 point. Each additional 5 minutes past 1 hour, deduct another point.)
(i.e., 60-65 minutes, deduct 1 pt.; 65-70 min., deduct 2 pts.; 70-75 min., deduct 3 pts.; etc.)

STATION: _____ **TOTAL SCORE:** _____

1) **A Scout Is Hungry;** does the patrol HAVE a lunch??
a) Lunch served as a hot meal – Five (5) points.
b) Lunch served as a cold meal – Three (3) points.
c) No lunch served – No points, patrol scores zero, finished.

(Note: If a patrol needs help starting their stove or fire after 5 or more minutes of trying, 1 pt. deduction.)

POINTS AWARDED: _____ (Max. 5 points)

2) **A Scout Is Prepared;** did the patrol plan appropriately?
a) The meal is nutritionally balanced, includes appropriate food groups – add two (2) points.
b) The patrol has a written menu (which matches the meal) – add one (1) point.
c) The meal includes a dessert – add one (1) point.
d) The patrol prepares a dry dining area (tarp or equivalent) – add one (1) point.

POINTS AWARDED: _____ (Max. 5 points)

3) **A Scout Is Reverent;** was a respectful grace said before the patrol starts eating?
a) Yes – Two (2) points.
b) No – No points.

POINTS AWARDED: _____ (Max. 2 points)

4) **A Scout Is Helpful;** is there a duty roster and are all scouts involved in some aspect of the meal (preparing or cleanup)?
a) A duty roster exists and all members of the patrol assisted in some way – Five (5) points.
b) No duty roster exists, but all patrol members assisted in some way – Four (4) points.
c) At least half of the patrol members assisted in some way – Three (3) points.
d) Less than half the patrol assisted – One (1) point.

POINTS AWARDED: _____ (Max. 5 points)

5) **A Scout Is Clean;** did the patrol leave the site better than they found it?
a) No paper, litter or spilled food on the ground. All trash is bagged and packed out – Three (3) points.
b) Attempt was made to clean area but some trash was left, and the patrol had to be told by station staff – One (1) point.

POINTS AWARDED: _____ (Max. 3 points)

APPENDIX

2026 Massabesic District Klondike Derby Schedule of Events for the Weekend

(NOTE: If there is snow on the camp roads, vehicles should **not be driven to campsites!!)**
Schedule subject to change based on final station count !!

Friday:

4:00 – 7:00 pm Registration and check-in (Dining Hall) and campsite set-up. Please be sure that your unit leader comes to the Dining Hall upon arrival with completed rosters and any unpaid registrations. You will receive your Unit Leader/Mayor's packet, plus the patrol scorecards. Patrol Leaders will also need to fill in their rosters for sled inspections. Please take the time to review information during the evening.

7:00 – 9:30 pm Winter Camping campsite inspections by request (contact HQ staff when ready by text at 603-848-2086, please identify your troop and campsite)

9:00 pm Cracker barrel in the Dining Hall - for Scoutmaster, SPL, and adult staff only

10:00 pm All vehicles must be back in parking lot. (*Only applies in the event of no snow on roads; vehicles should not drive on roads if there is snow.*)
TAPS

Saturday:

7:00 – 8:00 am Registration for those patrols not camping Friday night
(For those who camped Friday night, patrols proceed directly to their starting stations from their campsite)

7:15 – 7:45 am **All Mayors must send someone to HQ if they have not gotten their info.**

8:00 – 8:30 am **“Be Prepared” - Sled inspections to be done at starting stations.**

8:30 – 11:30 am Air Horn! - stations open – Competition begins

11:30 – 12:30 pm Air Horn! – lunch begins.

12:30 – 4:30 pm Air Horn! – stations reopen, patrols to continue competition

4:30 pm Air Horn! - stations close. Patrols that entered the station prior to 4:00 will be given a reasonable amount of time to complete the challenge.

5:00 pm **All patrols must have their scorecards back to the Klondike HQ’s**

5:00ish pm Patrols not camping Sat. night pack up and leave camp.

6:00ish pm Dinner and a movie (For troops camping Sat. night; must pre-register for the dinner)

9:00ish pm Dining Hall clean up

10:00 pm **TAPS**

Sunday:

8:30 am Site inspection and check out for campers. **Pick up your med forms before leaving!**