



Roswell Valley District
Leaders Guide

OPERATION
KLONDIKE



OPERATIONAL WINDOW: JANUARY 17 2026

Report Unauthorized Dissemination to the Oakland Field Office



Roswell Valley District 2026 Klondike Derby

OPERATION KLONDIKE

January 17, 2025

Location:

Cost per Sled: \$75 per sled before January 3, 2025 \$95 per sled afterwards

Each sled must have 4-8 Scouts per sled.

Register on the Ramapo Valley District website.

Registration closes January 15, 2024

Governor: Bill Langner

Cell 973-997-3851

langner151@optimum.net

Lieutenant Governor: Dean Dell Antonia

Cell 917-402-0107

nnjcoutdoorskills@yahoo.com

Committee: Dominic Dell Antonia, Kevin Topp, Luke Langner, Will Ebel & Mondana Saghafi

Provo Sleds: If you have 1-3 Scouts that want to participate, we will TRY to match your scouts up with other Units who are under the 8 Scout per sled limit (if available). If your Unit has a sled with room for one or more additional Scouts, please note that at registration!!

New for 2026: Sleds can try their skills with rifles and BB guns at the Shooting Sports exhibit. No points will be awarded and each scout can try one time each.

QUICK GUIDE:

Weekend Schedule – see Page 4

Camping Check In – Friday 6:30 PM – 9:30 PM and refer to Page 5

Parking – Refer to Page 4 and Parking Map at the end of the Leaders Guide

Town and Sled Check-In and Registration Information – see Page 6

SPECIAL SCORING OPPORTUNITIES FOR this [Operation Klondike](#) Derby!!!

In the past, one or two points meant the difference from first to fourth place so take advantage of these additional point-scoring opportunities. (As a matter of fact, the 2021 Klondike had a 3-way tie for first place!):

- Each sled can earn one extra point if the sled is made to look like an **Alien Space Craft** (BE CREATIVE!!)
- Each sled can earn one extra point if everyone on the sled team is dressed as an Alien or Scientist over their winter clothing.

AWARDS

- At the end of the Klondike, awards will be given for:
 - Top 3 Scout sleds based on score,
 - Top Arrow of Light sled based on score,
 - Best Town Operator,
 - Best Sled – based on [Operation Klondike](#) sled design and clothing.
 - In the event of tie scores, the earlier sled to finish and register their score wins.
 - **Awards will also be given for** best sled team uniform / costume (consistent with the [Operation Klondike](#) theme).
 - Each Scout on a winning sled will receive a custom-made neckerchief slide created just for this Klondike Derby
 - Each sled will meet the challenges presented at towns and receive a score of 0-10 for each town visited, except for Sled Check – see below. No fractional points will be awarded.
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- Decision of the Sled Check town judges and Klondike Governor is final for awarding these additional points.

Scouting for Food

The 2026 Klondike Derby will again be a "Scouting for Food" event. We ask that every sled bring a bag of non-perishable food. The collection point is in at the Klondike registration. All donations will be donated to local food pantries.

Alien Safety Disclaimer

No extra-terrestrials, aliens, UFO pilots, or visiting beings from beyond this planet were harmed, probed, captured, or experimented on during this Klondike event. Any encounters with "aliens" are purely fictional, friendly, and conducted in the spirit of fun, learning, and Scout adventure.

Weekend Schedule

Friday – January 16, 2025

6:30-9:30 PM Troop arrival and check-in (Map Location B) for units staying overnight.
No entry before 6:30 PM

Saturday – January 17, 2025

Schedule for Scouts and Venturing Sleds and Scouts and Venturing Towns:

7:30-8:30 AM **All Town operators** register at the Check-In Station (Map Location A). Refer to Registration Section below.

7:30-8:30 AM Towns are set up

8:00-9:00 AM **All Scout and Venturing Sleds** Register (not Arrow of Light) at the Check-In Station (Map Location A). Refer to Registration Section below.

9:00 AM **All Scout Towns open.** Sleds must go to assigned town to start

12:00-12:30 PM All Towns closed for **HALF HOUR** lunch. Sled participants eat on the trail or with Unit

12:30 PM All Towns reopen

2:30 PM All Towns close – Town Operators return town scorecards and supplies to the Klondike Office

2:30-3:30 PM Final scoring (**Time is approximate!**)

3:30-4:00 PM Awards Ceremony (**Time is approximate!**)

Schedule for Arrow of Light Sleds:

9:00-10:00 AM **All Arrow of Light Sleds** Register at the Check-In Station (Map Location A). Refer to Registration Section below.

10:00 AM **All Arrow of Light Towns open.** Sleds must go to assigned town to start

12:00-12:30 PM All Towns closed for **HALF HOUR** lunch. Sled participants eat on the trail

12:30 PM All Towns reopen

2:30 PM All Towns close

2:30-3:30 PM Final scoring (**Time is approximate!**)

3:30-4:00 PM Awards Ceremony (**Time is approximate!**)

- As sleds finish, they **MUST** go to the Klondike Office (Map Location A) to report scores. Remember - if there is a tie for highest score, the earlier sled to check in their score wins.
- THE JUDGES SCORING AREA IS OFF LIMITS TO ALL LEADERS AND SCOUTS ONCE THEY HAVE TURNED IN THEIR SCORESHEETS!!!!!!

"Shotgun Start": Each sled will be assigned a starting Town. The sled **MUST** start at that town immediately following Sled Check. They may choose to visit all required Towns in any order after that.

ARROW OF LIGHT sleds may be accompanied by one or two Leaders or Den Chiefs as Guides. (Guides must not help the sled during stations. They can help prep between Towns.) **At Towns, Guides must be "hands in pockets" and silent – no verbal or hand gesture help.** The Guide does **not count towards the 8-Scout limit.**

Parking and Vehicle Access within the Camp

- Parking space is limited and carpooling is highly recommended
- Parking is only allowed in the "Cable Cut" parking area. Listen to parking guides as you enter.
- Refer to the map at the end of the Leaders Guide for parking information
- For units **camping overnight and hosting towns only**
 - Vehicles at the sites or towns will be limited to 1 trailer and 1 tow vehicle
 - Other vehicles to park in the main parking area
- Vehicle use within the camp between 8:30 AM and 4:30 PM on Saturday is prohibited

Camping

- Check-In for camping:
 - In the timeframe indicated in the schedule and
 - At the location indicated on the main Klondike map
- Units are responsible for supervision of their units overnight and through the weekend
- Units should follow the Guide to Safe Scouting, Youth Protection and Leave No Trace principles
- Bring water with you for the weekend
- Garbage to be hauled out

Town and Sled Check-In and Registration

Town Registration:

- All Town operators must register at the Klondike Office (Map Location A).
- One representative for each unit hosting a Town goes to Town Registration at the Klondike Office to pick up the Town packet at the times indicated in the schedule.
- Roster: Unit representatives must bring a Roster for the town. Roster must include Unit leader name and cell phone number, Scout name, unit, town, Emergency contact number for each Scout. Form is at end of this guide.
- Permission Slips: Unit representatives must submit permission slips for each youth participant working at the Town. BSA permission slip must be used, form is at end of this guide or via <https://filestore.scouting.org/filestore/pdf/19-673.pdf>

Sled Registration: For all Scout, Venturing and Arrow of Light Sleds

- All sleds must register at the Klondike Office (Map Location A).
- One adult and one Scout goes to Sled Registration at the Klondike Office to pick up the sled packets for all sleds in the Troop, Crew or Unit
- Only register at the times indicated in the schedule.
- Roster: Unit representatives must bring a Roster for the town. Roster must include Unit leader name and cell phone number, Scout name, unit, town, Emergency contact number for each Scout. Form is at end of this guide.
- Permission Slips: Unit representatives must submit permission slips for each youth participant working at the Town. BSA permission slip must be used, form is at end of this guide or via <https://filestore.scouting.org/filestore/pdf/19-673.pdf>

Ramapo Valley Klondike Rules

Derby regulations are necessary to ensure that every Scout and Leader has not only an enjoyable experience, but a safe one as well. This list is not intended to be complete but is important and must be agreed upon by the adult and youth leaders of the Troop / Crew / Pack to ensure the safety of all present and to protect the land for all to enjoy.

1. Sled **minimum** dimensions of 18" wide and 54" long.
2. Any design may be used but NO WHEELS. Be creative - Best Sled **Operation Klondike** will receive an award!
3. Sleds will be inspected for neatness and equipment at Town 1 – Sled Check.
4. It is the policy of the Boy Scouts of America that no alcohol or drugs will be allowed at any Scouting function. Anyone using these chemicals will be asked to leave immediately.
5. Appropriate winter dress will be enforced. Scouts will be sent home if not appropriately dressed. (Confirmed at Sled Check)
6. This event will not be canceled unless the roads to the site are closed. Use your own judgment as to traveling conditions and clothing. Note however that all Scouts MUST have raingear (see equipment list).
7. Patrol size: At least 4 Scouts, with a maximum of 8 per sled – natural Patrols are encouraged.
8. **Bring plenty of water – dehydration occurs quickly in cold, dry weather.**
9. Each Troop / Crew / Pack is responsible for the Scouts, families and Leaders in their Troop/Pack.
10. Please notify the Governor in advance of any Scouts with special medical or other needs.
11. We need to know of any special conditions. Your cooperation will help prevent serious problems.
12. As always, the Scout Oath and Law is our code of conduct. **THE SCOUT OATH AND LAW WILL GOVERN ALL PARTICIPANTS AT THIS EVENT.**
13. Fires must be 6 inches or more above ground if Scouts and/or Leaders want a fire or are cooking at Towns (bring your own wood).
14. All participating Scouts on Sleds must be under 18 years of age. (EXCEPTION: Adults may go out with Arrow of Light sleds as outlined above.)
15. Each Town's Mayor has the final say on scoring for that Town. The Klondike Derby Governor has final say on overall scoring.
- 16. When course is completed, all sleds must report immediately to the Registration desk at the Klondike Office to finalize their score. In the event of a tie score the sled checking in earlier wins the tiebreaker!!!**
- 17. THERE IS NO SELLING OF FOOD OR OTHER ITEMS ALLOWED. However, towns are encouraged to share hot chocolate and/or coffee without requesting a donation.**
- 18. Drones are not permitted so leave them home.**

Mandatory Sled Equipment

This list along with the equipment listed in the Town Info list below is the equipment list. Scoring will be based on this list and the town equipment list.

All of the following equipment will be checked at Sled Check and points will be deducted for missing items (from maximum 10 points). Individual items must be with EACH scout on sled and patrol items must be on the sled. Each sled should have no less than 4 participants and no more than 8. (Note: Arrow of Light sleds may have 4-8 participants plus 1-2 adults as guides.) See also Town Info section for additional town equipment.

1. Sled (no wheels)
2. Water for each participant
3. Rain gear for each participant **(Bring regardless of weather or risk losing points!!!)**
4. First aid kit including large triangle bandages and other items from Handbook (for patrol)
5. Clipboard, paper and pen or pencil (for patrol)
6. Pen or pencil for each person on sled
7. Scout or Arrow of Light handbook (1 for the sled)
8. Fire bucket (Water for fire buckets will be provided)
9. Fireman's Chit for each Scout or Venturing participant.
10. Patrol (sled) Cheer
11. Patrol flag (Be creative!!) Remember sled participants are eligible to get an award for best costume, so tie your patrol flag to that theme.
12. Scouts must wear appropriate clothing and boots for weather day of Klondike. (Raingear required regardless.)

13. Also see Town Info section for additional equipment needed for each town!!!

Optional material (Not counted in scoring):

- Magnifying Glass, char cloth, flint and steel for fire starting (for patrol)
- Blanket or another item to use as windbreak for fire building
- Mess Kit/cup (some towns may offer refreshments, but will not likely provide cups)

Regardless of the above - Scouts not dressed appropriately for weather the day of the event may be turned away!

Map Key

Map Key	Description	Location
Klondike Office	Town Check In: 7:30 - 8:30 AM Sled Check In: 8:00-10:00 AM Hand in scoresheets	Trading Post
Camping Check-in	Floodwood / NNCJ Camping	Field Near Trading Post
Friday night only	Cabin across from "New Showers"	Cabin across from "New Showers"
Bathrooms	At New Showers	At New Showers
Day Tripper Campfire	Hopi	Hopi
Awards	A Field	A Field
Exhibition - Rifle and BB Sports	Shooting Sports	Shooting Sports

10 Points off for sleds whose Scouts go on ice or in water

Sleds do not need to complete Towns in Location order

Location	Unit	Town	Location
1	District	Sled Check	Dining Hall Field
2	T104	Cooking	Ho-Ho-Kus
3	T157	Fire Building	Waterfront
4	T388	Obstacle Course	QM Field
5	T102	Knots and Lashings	Health Lodge
6	T151	Model Campsite	Hopi
7	T114	First Aid	Iroquois
8	T77	Height & Distance Estimating	A Field
9	T76	Wood Tools and Knife Safety	Seneca
10	C54	Team Building	Cherokee
11	T123	Nature / Animal Identification	Kennebec

**2026 Klondike Derby
Operation Klondike
Roswell Valley District – Camp NoBeBoSco**

Town Information

Location and Unit	Town Name	Equipment	Description and Scoring
1 RVD	Sled Check	All mandatory equipment for the Klondike	Check for all mandatory equipment
2 T104	Cooking	<p>Each sled should bring a scout handbook and pencil/pen.</p> <p>The town will provide stoves, cooking gear, recipes, ingredients, and other supplies required.</p>	<p>Welcome to the Outpost Field Galley. After long hours monitoring the skies, agents and cooperative extraterrestrials need fuel. Unfortunately, the supply drop contained only standard Earth ingredients. No freeze-dried space rations. No glowing cubes. Definitely no tentacles!</p> <p>The town has two parts:</p> <p>The first part is questions on cooking, food safety, etc. Scout handbook can be used as a reference. Questions are worth 5 points.</p> <p>Second part is practical cooking. Scouts will be given a recipe and an assortment of ingredients. They are to follow the recipe to cook the recipe in a set amount of time. The cooking part is worth 5 points and is graded on following instructions, teamwork, cooking results and timeliness.</p>

<p>3 T157</p>	<p>Fire Building</p>	<p>Each sled should have:</p> <ul style="list-style-type: none"> * Fire starter (flint and steel - preferred method or matches) * Fire building materials (<i>natural</i> tinder, kindling & fuel wood, etc.) - materials normally found in the woods on a typical camping trip. i.e. NOT pine 2x4s, cut up plywood artificial or fire starters! Wood for fire must fit below the 12" string * Fire bucket; 3-5 gallons * Fireman Chit card, scouts only * Blankets to block wind / shield the fire <p>NOTE: Sleds will not be allowed to build a fire if they have improper fuel</p>	<p>TASK: Aliens are trying to freeze your sled, and you must build a fire to melt the aliens ship and save yourselves. Patrols/Dens will be required to make a sustainable fire to burn the alien craft. Patrols will be allowed to have a maximum of 3 matches and/or they may use flint/steel or other manual fire starters methods for as long as necessary. Points will be deducted for each match used. No fire starters or other flammables allowed.</p> <p>SETUP: Fire pits will have 2 stings strung over the pit. One 12" above and one 16" above the ground. You will have 20 minutes total to build a fire, light your fire, burn the alien ship wires, and make your escape. Once you have made it out safe you must extinguish your fire.</p> <p>Troops are allowed to use up to three matches to start the fire or unlimited attempts at manual fire starting (Flint & Steel, magnifying glass, friction method etc.). Troops must clean up their fire when they are finished. Troops must burn the 16" high string in under 15 minutes</p> <p>Demonstrate knowledge of fire safety, teamwork and ability to start a fire, points awarded as follows:</p> <ul style="list-style-type: none"> 1 point – Demonstration of Scout Spirit and Teamwork 2 points – Camp fire safety knowledge 1 point – Identification of three different types of campfires and what the different benefits of each are - Tee-Pee – heat and light, Lean-To – directional heat, Log Cabin – heat, light and cooking 4 points – Successfully start a fire that burns on its own <ul style="list-style-type: none"> - Use of flint and steel – no points deducted - Sleds can use matches, up to a maximum of three, and one point is deducted per match used 2 points – Successfully burn through each string within the 2-minute time limitation <ul style="list-style-type: none"> - Once the fire is started, the two-minute timer will start - Sleds are encouraged to feed and care for the fire
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<p>4 T388</p>	<p>Obstacle Course</p>	<p>Sleds should bring blindfolds.</p>	<p>Welcome to Area 51's Movement Test. Recent scans show unusual terrain around the outpost. Some of it is natural. Some of it appeared overnight and refuses to explain itself. Either way, agents must move quickly, carefully, and as a team. Your Mission--Your patrol has been assigned to complete the Alien Terrain Navigation Course. Scoring is based on speed and how well they move thru course. One member is blind folded and the others will give commands. Minus a half point every time hitting the line, half point time deduction after 1 min and every 15 sec after that.</p>
<p>5 T102</p>	<p>Knots and Lashings</p>	<p>Sleds will provide their own rope: parachute cord (5ft in length) nylon rope (5ft in length)- unit will need 5 pieces of this</p>	<p>Oh no! The alien has fallen into quick sand and it's your responsibility to save them! Use the ropes to form a line long enough to save them. Tell us the use of each knot you will be using. On command the first patrol member will run to the tying point. There they will be given a knot to tie. If the Scout cannot tie the knot they will return to the patrol and the next Scout will then attempt the knot. When the knot is tied correctly the patrol member will return to their patrol and go to the end of the line. Patrol members will cycle through until all 6 knots are tied correctly. One point will be awarded for each knot tied correctly. To successfully complete this event will require the following knots to be tied correctly: square knot (joining), clove hitch (tying to a post), taut-line hitch (adjustable tension), two half hitches (attaching to an object), sheet bend (joining ropes of different sizes), bowline (non-slip loop). 2 points for teamwork; 1 point for accuracy in knot tying; 1 point for saving the alien (can either throw the rope onto the alien or they can use the ropes they have tied together as a pull line to save the alien for a total of 10 points.</p>
<p>6 T151</p>	<p>Model Campsite</p>	<p>None required, to be provided</p>	<p>Bring your sled on over to model campsite and check out the mess the Aliens made at the scout's campsite. We need you to help us by identifying the things they messed up at the campsite that are not right and definitely find the unsafe items.</p>

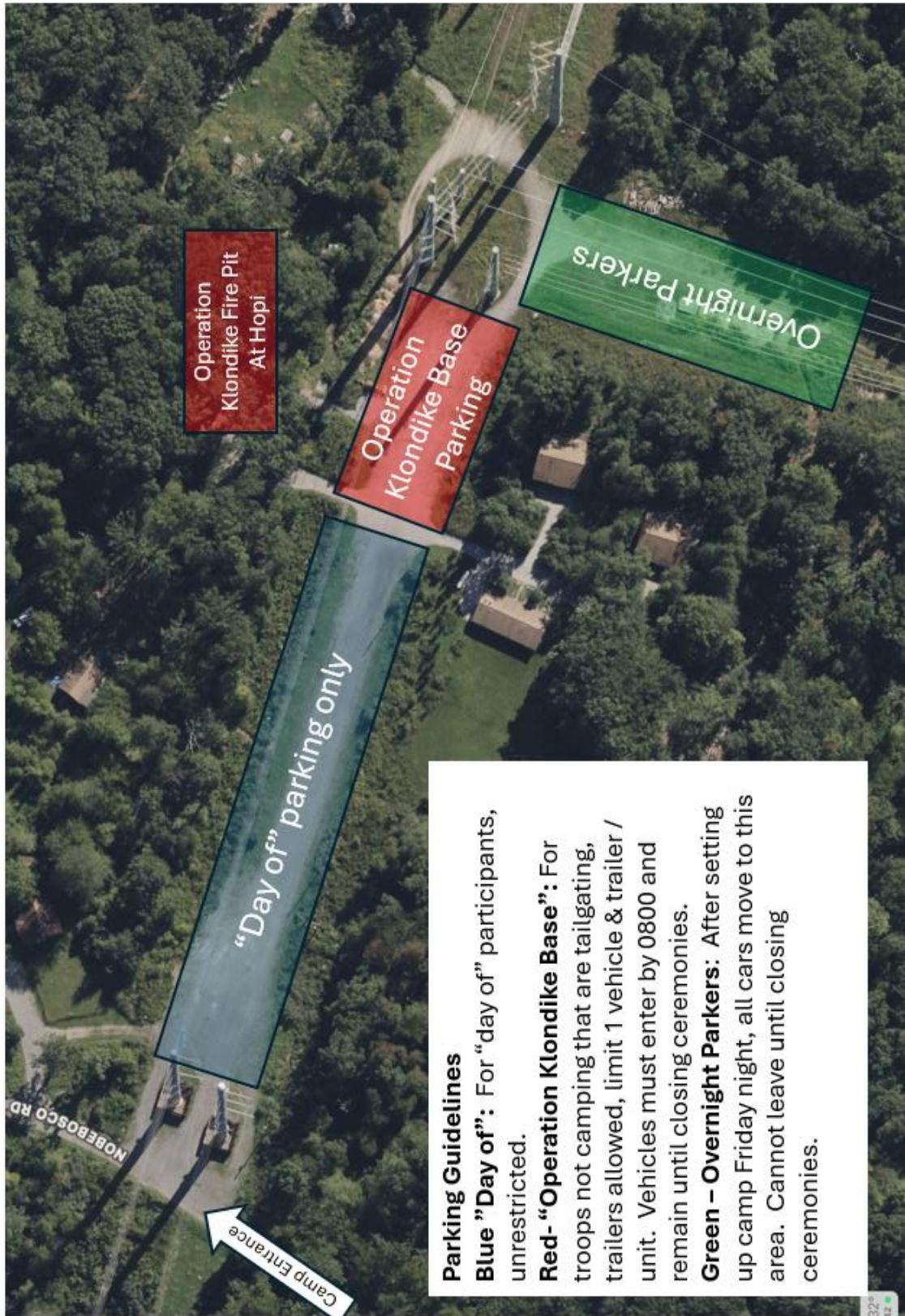
<p>7 T114</p>	<p>First Aid</p>	<p>Sled First Aid Kit Personal First Aid Kits Equipment - Basic first aid kit, Tourniquet or Materials to create a working tourniquet, 6 rolls of gauze, 3 Pairs of plastic medical gloves.</p>	<p>Welcome to the Outpost Med Bay. After a recent "training exercise" in the woods, multiple agents and civilians have reported injuries. Official reports say hiking accidents. Unofficial reports mention sharp debris, rough landings, and poor decisions made while chasing strange lights. Please note: green skin, extra fingers, or glowing eyes are not medical emergencies. Successful treatment keeps agents on duty and aliens cooperative. Mistakes may result in the patient requesting to be "beamed up for a second opinion."</p> <p>Scoring - Tie a tourniquet successfully (stop Bleeding) 3pts, Stop the wound bleeding 3pts, Stabilize the wound 3pts, Have a basic first aid kit 1pt. There will be a time limit for each activity. Points will be deducted if proper safety equipment is not used. (gloves).</p>
<p>8 T77</p>	<p>Height & Distance Estimating</p>	<p>At least one compass per sled. Scouts should come prepared with map / compass skills.</p>	<p>Visual Estimation Lab -- Welcome to the Area 51 Survey Lab. Recent sightings have made satellite data unreliable. Equipment glitches, strange interference, and someone pointing a laser at the moon have forced Area 51 to rely on old-school Earth skills.</p> <p>Your Mission -- Your patrol has been assigned as Field Surveyors. Estimate heights and distances using observation and reasoning only.</p> <p>You will need estimate the height of an oncoming flying saucer, and we need the scout to determine the height so we can position our radar or laser beam.</p> <p>Scoring:</p> <p>2 pts for teamwork / scout spirit 2 pts for method 6 points for closeness to the actual height of the object</p>

<p>9 T76</p>	<p>Wood Tools and Knife Safety</p>	<p>Personal Knife Totin's Chit Cards (Scouts) or Whittlin' Chit Cards (Webelos) First aid kit Town to provide saws and axes</p>	<p>Welcome to the Area 51 Fabrication Bay. After reviewing incident reports, Area 51 has determined that the most dangerous objects on site are not alien devices... they're Earth tools used incorrectly. Your Mission -- Your patrol has been assigned as Certified Fabrication Techs. Demonstrate safe handling and proper use of wood tools and knives.</p> <p>Scouts will perform the proper use and safety and show their knowledge of their axe and knives.</p> <p>Webelos will demonstrate the proper use and safety of knives.</p> <p>BOTH will also perform the proper way to sharpen their tools.</p>
<p>10 C54</p>	<p>Team Building</p>	<p>The Town will provide all the gear necessary. Optional gear: Some sleds may opt to use their own ~8 foot poles and rope.</p>	<p>One of your team has been captured by the aliens and is in detention. Your job is to develop a rescue plan. The key for opening the detention center is hung on the wall outside the detention room. It can only be reached from outside by lashing together poles to reach in to lift the key off its hook, retrieve the key and use it to unlock the door and rescue the team member.</p> <p>Once you have developed your plan, strictest science will be necessary to avoid detection. You have five minutes to get the job done with certainty but you will still have a chance during the next three minutes. If it takes longer than 8 minutes you will have been captured and have failed your mission.</p> <p>Scoring: 3 points for planning, 2 points for following the plan and modifying plan if necessary, 3 points for team work, 2 points for time: 2 points for under 5 minutes, 1 point for 5 - 8 minutes, 0 points for over 8 minutes.</p>

RVD 2026 Klondike Derby Leader's Guide Issued December 17, 2025

11 T123	Nature	Paper and pencil / pen to record answers	Station: Outpost Nobe -- Area 51-NJ Biological Survey Welcome to Outpost Nobe, we need to know what lifeforms belong here and which ones might be... visitors. Your Mission -- Your patrol has been assigned as Field Biologists to help separate fact from fiction before headquarters panics and launches the wrong containment protocol. Identify the plants and animals presented at this station. No phones, field guides, or alien mind-reading devices. You have a limited time window before the outpost goes into lockdown.
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Parking Map



2026 RVD Klondike Derby
Adult/Youth Roster for Towns

Use additional sheets if needed. **Do not include names of those on sleds.**

Crew #:		Unit Location	
Troop #:			
Pack #:		Den #:	

Klondike Town name:	
Klondike Town Number:	
Mayor's Name:	
Mayor's Cell Number:	

Youth Town Operators:

Youth Name	Cell	Who to call in emergency and phone number
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Adult Town Operators (Including non-Scouters):

Name	Cell	Position in Unit
1		
2		
3		
4		
5		
6		
7		
8		
9		

[] Check if continued on additional sheet

2026 RVD Klondike Derby
Adult/Youth Roster for Sleds

Include names of all Youth and Adults on EACH sled on separate sheet.

Crew #:			Unit Location	
Troop #:				
Pack #:		Den #:		

Sled name:	
Sled Number (assigned at check in):	
Sled Patrol Leader's Name:	
Sled Patrol Leader's Cell Number:	

Youths on Sled (Minimum 4

Scouts, Maximum 8):

Youth Name	Cell	Who to call in emergency and phone number
1		
2		
3		
4		
5		
6		
7		
8		

Adults, Den Chiefs and others on Sled:

Name	Cell	Position in Unit
1		
2		
3		

Permission Slip: You must turn in a copy of your own unit's signed permission slip or the one below:

ACTIVITY CONSENT FORM AND APPROVAL BY PARENTS OR LEGAL GUARDIAN

FORMULARIO DE CONSENTIMIENTO Y APROBACIÓN DE ACTIVIDAD POR PARTE

DE LOS PADRES DE FAMILIA O TUTORES

The recommended use of this form is for the consent and approval for Cub Scouts, Boy Scouts, Varsity Scouts, Venturers, and guests to participate in a trip, expedition, or activity. It is required for use with flying plans.

El uso recomendado de este formulario es para obtener el consentimiento y aprobación para Cub Scouts, Boy Scouts, Varsity Scouts, Venturers, e invitados para participar en un viaje, expedición o actividad. Es obligatorio para su uso con planes de vuelo.

First name of participant Nombre del participante	Middle initial Inicial del segundo nombre	Last name Apellido	
Birth date (month/day/year) Fecha de nacimiento (mes/día/año)	/	/	
Age during activity Edad al momento de realizar la actividad			
Address Domicilio			
City Ciudad	State Estado	Zip Código postal	
Has approval to participate in (name of activity, orientation flight, outing trip, etc.) Tiene la aprobación para participar en (nombre de la actividad, vuelo de orientación, excursión, etc.)		From De (Date) (fecha)	to a (Date) (fecha)

INFORMED CONSENT, RELEASE AGREEMENT, AND AUTHORIZATION

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving my child, I understand that efforts will be made to contact me. In the event I cannot be reached, permission is hereby given to the medical provider to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child. Medical providers are authorized to disclose protected health information to the adult in charge and/or any physician or health care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §381.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

With appreciation of the dangers and risks associated with programs and activities including preparations for and transportation to and from the activity, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

NOTE: The Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. List any restrictions imposed on a child participant in connection with programs or activities below and counsel your child to comply with those restrictions.

List participant restrictions, if any:
 None

CONSENTIMIENTO INFORMADO, CONVENIO DE EXONERACIÓN Y AUTORIZACIÓN

Entiendo que la participación en actividades Scouting implica el riesgo de lesiones personales, incluyendo la muerte, debido a los retos físicos, mentales y emocionales en las actividades que se ofrecen. Se puede obtener información sobre dichas actividades en la sede, con los coordinadores de la actividad o el concilio local. También entiendo que la participación en estas actividades es totalmente voluntaria y requiere que los participantes sigan instrucciones y acaten todas las reglas y normas de conducta pertinentes.

En caso de que mi hijo se vea involucrado en una emergencia, entiendo que se realizarán esfuerzos para contactarme. En caso de que yo no pueda ser localizado, por este medio otorgo permiso al proveedor de servicios médicos para garantizar el tratamiento adecuado, incluyendo hospitalización, anestesia, cirugía o inyecciones de medicamentos para mi hijo. Los proveedores de servicios médicos están autorizados a revelar información médica protegida al adulto a cargo, médico o proveedor de servicios médicos involucrado en la prestación de atención médica para el participante. La información de salud protegida/Información médica confidencial (PHI/CHI), por sus siglas en inglés, bajo los Estándares de privacidad de información médica individualmente identificable, 45 C.F.R. §381.103, 164.501, etc., y siguientes, como se enmiendan de vez en cuando, incluyen resultados de reconocimientos médicos, resultados de pruebas y el tratamiento proporcionado para fines de evaluación médica del participante, seguimiento y comunicación con los padres o tutor legal del participante, o determinación de la capacidad del participante para continuar en las actividades del programa.

Con reconocimiento de los peligros y riesgos asociados con los programas y actividades incluyendo preparativos y transporte hacia y desde la actividad, en mi propio nombre o en nombre de mi hijo, por este conducto eximo total y completamente, y renuncio a cualquiera y toda reclamación por lesiones personales, muerte o pérdidas que puedan surgir, a la organización Boy Scouts of America, el concilio local, los coordinadores de la actividad y todos los empleados, voluntarios, grupos involucrados, u otras organizaciones asociadas con cualquier programa o actividad.

NOTA: La organización Boy Scouts of America y los concilios locales no pueden vigilar continuamente el cumplimiento de los participantes del programa o cualquier limitación impuesta sobre ellos por los padres o proveedores de servicios médicos. Enumerar más abajo las restricciones impuestas a un niño participante en relación con los programas o actividades.

Restricciones del participante, si existen:
 Ninguna

Participant's signature Firma del participante	Date Fecha
Parent/guardian printed name Nombre con letra de molde del padre de familia/tutor	Parent/guardian signature Firma del padre de familia/tutor
Area code and telephone number (best contact and emergency contact) Código de área y número telefónico (primer contacto y contacto de emergencia)	
Email (for use in sharing more details about the trip or activity) Correo electrónico (para informar más detalles sobre el viaje o actividad)	

Contact the adult leader with any questions:
Póngase en contacto con el líder adulto si es que tiene preguntas:

Name Nombre	Phone Teléfono	Email Correo electrónico
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