



BOY SCOUTS OF AMERICA®
PATRIOTS' PATH COUNCIL

Raritan Valley District

KLONDIKE TRAIL

Est. 1968



Webelos/AOL Program Guide





RVD Klondike Program Important Information

- **IMPORTANT – Registrations** – The Klondike is a “team-oriented” activity, not an individual Scout activity. Registration **MUST** be done by den, not individual Scouts.
- **IMPORTANT – Hot Lunch** – Participants are required to bring food for lunch that can be made by adding hot water. Hot water will be provided by Lunch Town. Cup O Noodles, Freeze Dried meals, MREs, and Hot Cocoa are some examples. Remember to have each participant pack a water bottle, cup (*suitable for hot beverages*) and utensil(s).





Klondike History

In 1896, gold was discovered in the Klondike River in the Yukon Territory in Canada. Word quickly spread about the gold, and the Klondike Gold Rush was on. Men from as far away as Great Britain rushed to the Yukon Territory in search of gold. More than 40,000 made it to the Klondike, but many did not survive the trek. Some of those who survived struck it rich when they found gold.

For over 65 years, districts of the Boy Scouts of America have been remembering this event by running Klondike derbies that challenge patrols with tasks using Scout skills. Raritan Valley District runs a parallel set of winter Klondike activities for our Arrow of Light and Webelos dens. This is a great opportunity for our older Cub Scouts to get a sense of Scouts BSA activities, have some fun, use what they have learned as Webelos, and learn a few new Scouts BSA Scout-level skills.

Event Overview

The Klondike event consists of multiple “towns” where each town requires Scouts to display skills in a given area, e.g., First Aid, Ropes/Knots, Map/Compass, Fire, Cooking, Challenge, Team Building. Each town has a mayor who acts as the focal point for that town. The mayor is assisted by older Scouts and/or adults who assign tasks to each patrol and then judge how well they achieve the assignment, including displaying appropriate leadership and good Scout behavior. Each Scouts BSA patrol builds (or reuses) their own Klondike sled and packs it with the equipment required for the various Klondike towns. The Scouts themselves act as the sled dogs, pulling their sled from town to town.

Scouts BSA troops are grouped into patrols (similar to the Cub Scout den concept). Scouts BSA patrols have their own elected patrol leaders and assistant patrol leaders so they compete on their own without adult involvement. Webelos dens, however, will require two adult den leaders throughout the event.

The Klondike “towns” are set up to support a scaled-back challenge focused on teaching and learning for the Webelos Scouts. Since the Webelos challenges will be done at the same towns used by the Scouts BSA Scouts, the Webelos will also be able to observe the older Scouts in action.

For the Webelos, the Klondike is not a competitive event. It is intended as a fun activity which will hopefully get them excited about “crossing-over” to Scouts BSA. Thus, it is not required that the Webelos dens prepare for town skills. The towns will be structured to help teach skills as necessary. Cub leaders, however, have indicated it is helpful to know what skills will be involved. Thus, some skill information is provided in the town descriptions later in this document.

The Klondike is a “team-oriented” activity, not an individual Scout activity. That is, Scouts BSA members participate in their patrol groupings. Similarly, it is expected that each pack will use their Webelos dens as their teams. **Registration MUST be done by den, not individual Scouts.**





This will be a day event for Webelos / AOL Scouts with staggered flight times starting at 10:30am on the day of the event. Each den should arrive at the Klondike location 30 minutes prior to their start time. If a den arrives late and misses its scheduled start time, it may result in waiting until the last flight time. All towns are targeted to close at approximately 4:00 pm. This plan will expect a Webelos den to complete the course in 2-3 hours.

Den Structure

The minimum Klondike den size is 3-4 Scouts (maximum 9). If a single Arrow of Light or Webelos den will not have enough Scouts to form a Klondike den, den/pack leaders should consider combining multiple dens (same gender) into one competing Klondike den. If this is not possible, you can contact the Klondike chair to discuss other alternatives, e.g., combining with another pack. It is REQUIRED that each registered den have two registered adult den leaders who MUST accompany the den throughout the entire event (see den roster attachment). These adults will act as “Akela” during the event and will help manage activities at each Klondike town.

NOTE: If your Webelos den has a Scouts BSA den chief, you should consider having them accompany their den for the event. You will still have to provide two registered adult leaders, but having the den chief there could benefit both your Webelos and the den chief.

Klondike Sleds

Each Webelos den will get to practice pulling a Scouts BSA Klondike sled (sleds will be provided for the “Sled Race” town). The Webelos are not required (or expected) to have their own sled for the rest of the course. If a den has a sled they would like to use, they may pull it, although it will have to be inspected during check-in/inspection to verify safety (contact the Klondike chair if you have any related questions). Webelos are expected to use backpacks to carry needed equipment and spare winter clothes.





Start of Day Procedures

Dens should gather outside the Check-in building across the road from the parking lot (see location map in attachments) – **do not bring Scouts into the Check-in building, they should stay together outside.** Once the den has checked in and received their wristbands and packet for the event, they will proceed to the parade field for the start of activities.

- One of the adult den leaders must check in at Klondike Headquarters 30 minutes prior to the den's scheduled start time. The remainder of the den must stay together (outside the Check-in Building).
- The den roster must be confirmed during check-in. The roster includes a requirement for a cell phone from at least one den leader who will be onsite throughout the event. This will be used as an emergency contact.
- At check-in, the den's starting time will be confirmed. The den leader will be given a map/town route form that indicates the towns they can visit.
- After check-in, dens will proceed to the starting line at the parade field and go through an inspection. **All participants must be properly dressed. All participants must wear footwear (BOOTS!) that are designed for the weather and terrain. Anyone not following this rule will be immediately sent home for their own safety.**
- The Den will then proceed to the Sled Race where they will get the opportunity to race a Klondike Sled across the frozen tundra.





Event Procedures

- Since the Klondike is meant as a fun experience for the Webelos, if any den decides it wants to leave the event early, that is fine. However, the den **MUST** report back to start/finish line to check out. This is required to avoid confusion and resulting area searches at the end of the event for a den who might still be out on the course.
- When entering each town, the entire den will present itself to the town mayor, including giving their pack number and den name (or number).
 - Dens are encouraged to give a den “yell” when greeting the town mayor.
 - A den leader must show their map/town route form so the mayor can record the Den’s visit. Prior to leaving the town, the mayor must signoff that the den completed town activities.
 - All den members **MUST** stay together throughout the entire event.

End of Day Procedures

- After completing the course, the entire den must report back to the finish line (same as starting line). The den will receive a Klondike evaluation form to assist in improving the event next year. All towns will close at 4pm.
- Any den that decides NOT to finish the course **MUST** report back to the Start/Finish line to avoid confusion/area searches at the end of the event.
- Checkout at Headquarters, event patches will be available at Headquarters in a single envelope for all dens in a Pack.





Webelos Klondike Town Challenges

Inspection Town

Name: **Yistletaw, Alaska**

Each den will be inspected to verify it is prepared to safely participate in the Klondike.

- **Any den member not properly attired for this event will be sent home immediately. All participants must wear outdoor, cold weather footwear suitable for this event (BOOTS! - NOT sneakers or other soft-toed shoes).** We REALLY do not want to disqualify any Scout, so please make sure every Cub is dressed appropriately (see related notes earlier in this document).
- In order to complete the Klondike, all dens must return to this starting point once they have completed all towns. After completing a Klondike evaluation form, the adult den leader will then proceed to Headquarters to turn in the evaluation and the map/town route form including all mayor signoffs, and retrieve their event patches.

Den Equipment List (cumulative for all towns)

- Backpack for each den member (unless you have a sled)
- 4-9 den members properly dressed, **one pair of proper footwear (boots) on each Scout**
- Den roster (**three copies**, one in possession of adult den leader during the event)
- Hot Food for lunch (just add water – Cup O Noodles, Backpacking Meal, Hot Cocoa, etc) – Hot Water will be provided at lunch town
- Cups (suitable for hot beverages) & Utensils
- One bottle of water for each den member (carried by each Scout)
- Den flag
- Pen or pencil
- Webelos handbook (at least one)
- Scout neckerchief (or equivalent, if you want to preserve real neckerchief) – one per Webelos
- A clipboard and waterproof cover (for 8 ½" x 11" map/town route form - this is optional, but recommended)
- At least one heavy-duty trash bag to remove all waste
- Hand sanitizer – enough for each den member
- Dens should attempt to supply their own tinder in a one-gallon size ziplock bag of all-natural dried material, e.g.:
 - Milkweed
 - Pinecones
 - Shredded bark
 - Dry dead grass/weeds





Sled Race Town

Name: Skwentna, Alaska

Skills Needed: Strong legs, teamwork, safety

Objective: For all dens, the sled race will be the first event after checking in. Den members will act as the “huskies,” pulling a sled through a designated course.

Equipment Needed: No special equipment – sleds will be provided by the town mayor.

Note: If a den has their own sled (and it passes inspection), they can race with their own sled.

Lunch Town

Name: Dead Horse, Alaska

Objective: This town is a required stop during your day to re-energize and recharge. It is important that everyone get some hot food in them to help sustain them during the long day outdoors in the cold.

Lunch town will provide hot water for you.

Equipment Needed: Food that can be reconstituted (Cup O Noodles, Backpacking meal, Hot Cocoa, etc), Cups, & Utensils

Compass Town

Name: Irish, Alaska

Skills Needed: No prior experience required, but see “Objective”

Objective: To learn basic compass skills, as well as how to measure your “pace” for distance.

Equipment Needed: Pen or pencil

Funtopia

Name: Point Hope, Alaska

Skills Needed: Basic knowledge of Scouting information.

Objective: Scouts will participate in a number of team challenges.

Equipment Needed:

- No special equipment needed.

Target Town

Name: Ketchikan, Alaska

Skills Needed: Good aim & focus

Objective: Maximize your score with focused target shooting.

Equipment Required:

- No special equipment needed.





Fire Town

Name: Candle, Alaska

Skills Needed: Basic fire-starting knowledge from the Cast Iron Chef adventure pin in the Webelos Handbook.

Objective: To review Webelos fire starting knowledge, learn several different techniques, and practice starting a fire in cold weather.

Equipment Needed: No equipment is necessary. The town mayor will provide all that is needed, however dens should attempt to supply their own tinder in a one-gallon size ziplock bag of all-natural dried material, e.g.:

- Milkweed
- Pinecones
- Shredded bark
- Dry dead grass/weeds

Rope Town

Name: Meadow Array, Alaska

Skills Needed: Knot skills as shown in the Scouting & Outdoor Adventures section of the Webelos Handbook.

Objective: The town mayor will assign one or more activities that will involve tying knots and/or using knots to accomplish a task. You may be asked to tie any of the following knots: bowline, two-half hitches, taut-line hitch, and timber hitch.

Equipment Needed:

No equipment is necessary. The town mayor will provide all that is needed.

First Aid Town

Name: Coldfoot, Alaska

Skills Needed: Basic understanding of the First Responder adventure section in the Webelos handbook.

Objective: Scouts will observe a demonstration and have a hands-on opportunity to use a first responder skill.

Equipment Needed:

- Scout neckerchief (or equivalent, if you want to preserve real neckerchief) – one per Webelos.

