



BOY SCOUTS OF AMERICA®
PATRIOTS' PATH COUNCIL

Raritan Valley District

KLONDIKE TRAIL

Est. 1968



Patrol Program Guide





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RVD Klondike Program Updates for 2024

As always, please make sure to read this document in its entirety, including the Adult Leaders Guide, Patrol Guide and Webelos Den Guide. This page is intended only to highlight specific, high-priority changes from the previous year.

Sled Design Rules Update:

Due to the majority of the Winnebago course being along the paved/stone road; wheels will be permitted this year to reduce damage to sleds. The following rules will be enforced.

- Wheels must be easily removeable. In the event of adequate snowfall, event staff will announce if the event will be “wheels on” or “skis only”.
- Wheels may be no more than 12” outer diameter.
- Wheels may not protrude more than 4” beyond the sled body.
- Nothing may protrude beyond the wheel hub. (including axel, etc)
- Sleds must ALWAYS be under control of the Patrol; sleds on “auto-pilot” down hills, or being ridden by patrol members, WILL result in a safety disqualification.

Camping Options Update:

Due to popular demand, Overnight camping will now be offered on FRIDAY AND SATURDAY nights.





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.

Patrol Structure

This event is for Scouts BSA youth to demonstrate their scouting skills and to compete against other Patrols. As always, the Scout Oath and Law apply at ALL times. [The Guide to Safe Scouting for Unit Activities](#) will be observed.

Patrols:

Please attempt to compete as natural patrols. Minimum patrol size is five Scouts; the maximum is nine Scouts; patrols must be single gender.

The judging of each event will be done by older Scouts and adult Scouting volunteers. Please respect their decisions - remember this event is for fun and the development of the Scouts and their patrols.

First through third place awards will be presented for both junior and senior patrols. Troops must classify each patrol using the following definitions (see patrol roster form attachment):

Junior Patrol: Average rank First Class or below AND average age less than or equal to 14.

Senior Patrol: Average rank above First Class OR average age greater than 14.

Choice: Any patrol can choose to be a senior patrol regardless of the calculation.

A Scout and their patrol are prepared. They need to demonstrate their ability to act independently. Any type of outside assistance to a Scout or patrol will **not** be permitted. Adult observers are discouraged. Town judges or Klondike officials may issue a warning to the patrol leader and any person(s) providing assistance. If the warning is not heeded or the assistance persists, the patrol may receive deductions or be disqualified and asked to leave the Klondike area immediately.

Special Needs Patrols:

If a patrol may need some additional assistance in managing their time on the course, their adult leader is requested to identify the situation to the Klondike Governor. In that case, an adult assistant from the troop would be requested to monitor the patrol during the event and encourage them to stay on schedule and possibly help them decide whether it might be appropriate for them to leave the course early and/or skip some towns. Please contact the Governor to discuss this further.





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Scoring

Scoring and Penalties:

Scoring is based on individual town scores and a cumulative time score for time spent competing in towns. Each town can yield a maximum of 100 points, including the Sled Inspection town. Penalties can be taken for un-Scout like behavior, failure to start and end on time, failure to present an accurate patrol roster, and failure to follow course safety procedures. Penalties will be reported to Headquarters. Any such penalties will be deducted during final scoring.

- Part of the scoring criteria for each Klondike town is assessing how well the patrol displays Scout spirit, behavior, teamwork, and leadership (patrol method).
- Each patrol is expected to have a planned patrol “yell.” Part of the scoring at each town assumes you will pro-actively initiate your yell when you report to each mayor.

Official standings will be calculated at the completion of the competition and top finishing patrols will be announced and awards presented at the district roundtable immediately following the Klondike. The final overall score list will be posted on the Patriots' Path Council Raritan Valley District website (<https://ppcbsa.org/raritan-valley-district/>).





Start of Day Procedure

- Each patrol must have both a patrol leader (PL) and an assistant patrol leader (APL).
- At event check-in, on Saturday morning, the patrol's starting flight will be confirmed. The PL will be given a town map that indicates their starting town and the order in which they need to visit the towns.
- From check-in Patrols will proceed to the parade field and lineup their sleds in the area identified for their flight and prepare for inspection. Patrols will go through sled inspection, one flight at a time. Once sled inspection has been completed, the patrols will wait for their starting time.
- Once all patrols in a flight have checked in and passed sled inspection, they will proceed with their sled to the starting line. They must wait for officials to start the entire flight of patrols together. Patrol photographs will be taken during this process.

End of Day Procedure

- After completing the course, the entire patrol must report back to the finish line (same as starting line). Failure to do so will cause the patrol to forfeit their score for the event. The finish line official will write the course completion time on the patrol's map. The patrol will receive a Klondike evaluation form to assist in improving the event next year.
- If Patrols are passing their campsite on the way to the finish line, they may leave their sled in their campsite, but must return with all patrol members to complete the course.
- Any patrol 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.

Course Procedure

- When entering each town, the PL will present himself/herself to the town mayor, including giving their troop number and patrol name. It is expected that the patrol will give their "yell" - this is part of the scoring – mayor will not prompt; the patrol must remember themselves.
- The PL will show the patrol's map form so the mayor can record arrival of the patrol. Prior to leaving the town, the mayor must sign off that the patrol completed the town activities.
- All patrol members MUST stay together with their sled throughout the entire event.





Patrol Equipment List (cumulative for all towns) – Page 1 of 2

NOTE: YOU MUST TURN IN YOUR CANS OF SOUP AT LUNCH TOWN.

- Sled – with hand leads, no body harnesses
- 5-9 patrol members properly dressed, **one pair of proper footwear (THAT MEANS BOOTS !!)**
on each Scout
- A Scout neckerchief for each patrol member
- Patrol roster (3 copies-see attachment, one in possession of patrol leader during the event)
- One non-glass container of water for each patrol member (may be carried by each Scout)
- Patrol flag displayed on sled
- Troop number displayed on the sled
- **One can of canned goods (soup, stew, etc) per patrol member**
- Scout Handbook
- Pad of note paper
- Pencil or pen (able to write in COLD outside conditions)
- A flat surface, e.g., clipboard, may be useful
- Waterproof cover for 8 ½" x 11" map/town route order form (this is optional, but if the patrol's form is unreadable at checkout, there may be penalties)
- Pocket knife and Totin' Chip Card(s)
- Patrol first aid kit
- One bottle of hand sanitizer (large enough to last the entire patrol the entire day – individual bottles are acceptable)
- At least one heavy-duty trash bag to remove all waste
- Three staves of equal length
- 100' of 1/8" cording
- 20' of ½" rope
- Leather work gloves
- 2 compasses (1 primary, 1 backup)
- Tinder, kindling and fuel – all natural materials as found in forest or field. No leaves. No firebugs or accelerants. No unnatural, processed, or store-bought materials. No dryer lint. Each patrol may bring as much natural tinder as they can stuff in a 1-gallon Ziplock bag. More can be gathered from the surrounding area if needed.
- Tools to create fire -
 - Ferro Rod (worth 20 points in the scoring) or
 - Matches (worth 0 points in the scoring, but no additional penalty)
- Fire gloves/mitts
- Small shovel (for cleaning the pit)

Commented [BK1]: Reminder to update as needed





Patrol Equipment List (cumulative for all towns) – Page 2 of 2

- Two blankets
- Two rolls of 1-inch adhesive medical tape
- 12 triangular bandages: at least 40" on long side; large enough for scalp bandage, ankle sprain, slings, etc.
- One splint: 24-30 inches, 3 inches wide
- Two splints: 12-18 inches, 2 inches wide
- One splint: 36 inches, 3 inches wide
- Padding for splints: enough for any given splint
- 12 gauze pads: 3 x 3 inch - don't need to be sterile
- Four gauze bandage rolls: either 3 or 4 inches wide
- One tube triple antibiotic ointment
- One small bar of soap
- One water bottle (Note: event already requires one per Scout)
- One CPR breathing barrier
- One per patrol member: protective gloves (no latex products, please)
- Three pairs: protective goggles or safety glasses
- Tarp for victim to lay on (protect from damp ground – 5'x7' to 8'x10')
- Camp or Backpacking Stove
- Fuel (1lb propane bottle, butane canister, or white gas fuel bottle) – NO 20lb Propane tanks!
- Large Pot
- Table or Tarp (Food preparation area)
- Food and seasoning
- Aluminum foil (heavy duty roll)
- Kitchen equipment to prepare meals (knives, peelers)
- Cooking utensils
- Mess kit, eating utensils, & cup (suitable for hot beverages) for each patrol member





Patrol Competition Events

Sled Inspection Town

Name: Yistletaw, Alaska

Each sled will be judged based on the equipment list and the patrol leader/assistant patrol leader's understanding of the overall rules of the event.

NOTE: Any patrol member not properly attired for this event will be sent home immediately. All participants must wear outdoor, cold weather footwear (THAT MEANS BOOTS !!)

Scoring will include how well the patrol leadership structure is working, patrol member behavior/attitude/organization, knowledge of what is on the sled, and neatness/content of the sled.

- In order to have a final score, all patrols must return to this starting point once they have completed all towns. The patrol leader will then turn in their map/town form including all mayor signoffs and their finishing time. Any missing signatures will result in a "0" score for that town.
- There will not be a soup kitchen available this year. We encourage all units to have hot drinks available for their Scouts all weekend long. We will still be collecting a can of soup (or other canned good) from each participant that will be donated to local food banks.

Commented [BK2]: Reminder to update as needed.

Sled Specifications

- Your own design will be accepted. See attachment for suggested design.
- The sled must be a minimum of 6 feet long and 18 inches wide.
- The sled structure may not be taken apart during competition.
- Supplies for the Klondike must be on the sled and not in backpacks.
- There are no restrictions to the materials of construction.
- There are no weight restrictions.
- Sleds designed for minimum impact to the land are encouraged and probably will race faster.
- Pull grips on the sled's harness cannot be designed to fit around a Scout's waist. Pull grips must be hand grips.
- Sled must have a patrol flag and display the troop number.





First Aid Town

Name: Coldfoot, Alaska

Skills Needed: Trail-to-First Class knowledge (i.e., buddy system, ropes & knots, first aid, etc.), some First Aid MB knowledge.

Objective: A scenario will be given to the patrol about a cold weather incident with other types of injuries. This event will be judged on first aid skills applied, leadership, teamwork, and safety.



Equipment Needed:

- Two blankets
- Two poles: 6-8 feet long, strong enough for improvised stretcher
- Two rolls of 1-inch adhesive medical tape
- 12 triangular bandages: at least 40" on long side; large enough for scalp bandage, ankle sprain, slings, etc.
- One splint: 24-30 inches, 3 inches wide
- Two splints: 12-18 inches, 2 inches wide
- One splint: 36 inches, 3 inches wide
- Padding for splints: enough for any given splint
- 12 gauze pads: 3 x 3 inch - don't need to be sterile
- Four gauze bandage rolls: either 3 or 4 inches wide
- One tube triple antibiotic ointment
- One small bar of soap
- One water bottle (Note: event already requires one per Scout)
- One CPR breathing barrier
- One per patrol member: protective gloves (no latex products, please)
- Three pairs: protective goggles or safety glasses
- Tarp for victim to lay on (protect from damp ground – 5'x7' to 8'x10')
- One rope: 20 feet long





Fire Town

Name: Candle, Alaska

Skills Needed: Fire starting

Situation: With the weather turning, a storm blowing in and the temperature falling fast. Your sled team is caught in the open with very little to use for shelter. A sustainable fire built quickly is your best chance to ward off hypothermia and survive.

Objective: To lay and light a fire as quickly as possible. You will demonstrate that it is a sustainable fire that could save your lives by burning through twine suspended 18" above the base of the fire pit. Tinder, kindling and fuel may reach no higher than the 12" guideline above the base.



Equipment Needed:

- Tinder, kindling and fuel – all natural materials as found in forest or field. No leaves. No firebugs or accelerants. No unnatural, processed, or store-bought materials. No dryer lint. Each patrol may bring as much natural tinder as they can stuff in a 1-gallon Ziplock bag. More can be gathered from the surrounding area if needed.
- Tools to create fire -
 - Ferro Rod (worth 20 points in the scoring) or
 - Matches (worth 0 points in the scoring, but no additional penalty)
- Fire gloves/mitts
- Small shovel (for cleaning the pit)

Provided by the Town Mayor:

- Clean fire pit
- Suspended twine
- Water bucket

Funtopia

Name: Point Hope, Alaska

Skills Needed: Ability to plan and execute assignments as a team.

Objective: Given several challenges, patrols must come up with a plan and then work together to accomplish the assigned tasks.



Equipment Needed:

- No special equipment needed. The town will be prepared with all that is needed.





Rope Town

Name: Kennicott, Alaska

Skills Needed: Working knowledge of rope, knots, and lashings as outlined in Chapter 12 of the Scout Handbook. Patrols will need to demonstrate Scout spirit, good leadership skills and teamwork to score maximum points.

Objective: Complete 4 specific rope related tasks based on information provided in the Boy Scout Handbook.

Patrols must work as a team to assess the task(s) at hand and determine which materials and specifically which knots should be used to complete the task(s). Patrols will earn points for the task(s) by:

- Determining the correct knot(s) for each task
- Correctly tying the knots
- Successfully completing each task
- Being properly prepared with equipment
- Demonstrating Scout spirit, leadership and teamwork

Equipment Needed:

- Three staves of equal length
- 100' of 1/8" cording
- 20' of 1/2" rope
- Leather work gloves



Boom Town

Name: Buckland, Alaska

Skills Needed: Patrol method, teamwork, & focus

Objective: Things that go boom and explode!

Equipment Required:

- No equipment needed.





Compass Town

Name: Irish, Alaska

Skills Needed: Your patrol will be required to do a short compass course (take compass readings and pace), estimate distance and/or height (see Scout Handbook), identify topographical map symbols (from Scout Handbook), and complete a compass puzzle (e.g., NNW).



Prerequisite: Each Scout should know their pace (length of their step). They will have the opportunity to figure out their pace at the town, but it will take precious minutes out of the time needed for other activities in the town.

Note: Given nature of event, you will not be allowed to use your Scout Handbook while at this town.

Objective: Demonstrate knowledge and skill with map and compass.

Equipment Needed:

- 2 Compasses (1 primary, 1 backup)
- Pencil or pen (able to write in the outside conditions)
- A flat surface, e.g., clipboard, may be useful
- Scouts should know their walking pace or step length
<http://www.ussscouts.org/scoutcraft/dc/calibratedc.asp>

Logging Town

Name: Ketchikan, Alaska

Skills Needed: Patrol method, teamwork, & focus

Objective: Maximize your score using the entire patrol

Equipment Required:

- No equipment needed.





Lunch Town

Name: Dead Horse, Alaska

Skills Needed: Cooking a well-balanced one pot meal using a camp stove or backpacking stove

Objective: Patrols will work together to cook a well-balanced, ONE POT lunch for all members of the Patrol. You will be using your own propane or backpacking stove. Since this is the actual lunch for the day of the event, sufficient food should be prepared for each member of the patrol. The meal must be cooked onsite using proper food safety. All Covid-19 rules must be followed. Due to current situation, you are encouraged to prepare (cut & chop – NOT cook) all ingredients ahead of time.



No tables will be provided. You may bring your own or spread out a tarp to work on the ground.

This event will be judged on teamwork, food safety, covid rules, creativity, and quality of food. There is a time limit of **one hour**.

Equipment needed:

- Camp or Backpacking Stove
- Fuel (1lb propane bottle, butane canister, or white gas fuel bottle) – NO 20lb Propane tanks!
- Large Pot
- Table or Tarp (Food preparation area)
- Food and seasoning
- Aluminum foil (heavy duty roll)
- Kitchen equipment to prepare meals (knives, peelers)
- Cooking utensils
- Mess kit and eating utensils for each patrol member
- Trash bag to remove ALL waste

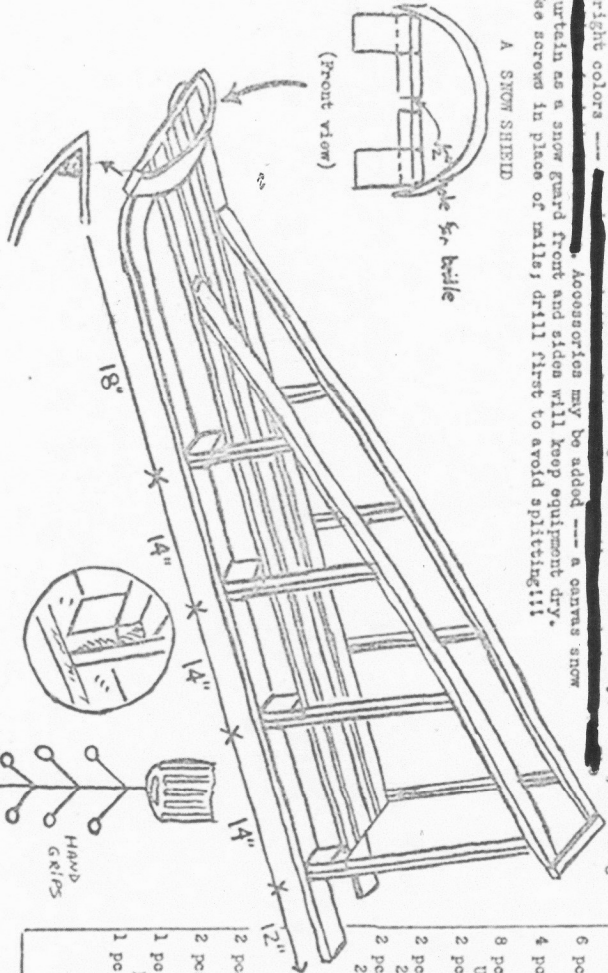




ROCKY MOUNTAIN

This year all entries will be judged for approved length of 6 feet long and 18 inches wide. However, after researches in our Public Libraries, will be accepted. Use your imagination!!!
The accompanying sketch is authentic and we ought to be the "real McCoy" paint your sledge bright colors --- accessories may be added --- a canvas snow curtain as a snow guard front and sides will keep equipment dry. Use screws in place of nails; drill first to avoid splitting!!!

A SNOW SHIELD



Note: regular snow skis work well as runners.

BILL OF MATERIAL	
2 pcs.	4" x 3/4" x 6'6"
6 pcs.	1" x 1" x 18"
4 pcs.	3/8" x 4" x 5'
8 pcs.	1" x 2" x 6"
2 pcs.	1" x 2" x 40"
2 pcs.	1" x 2" x 39"
2 pcs.	1" x 2" x 26"
2 pcs.	1" x 2" x 12"
2 pcs.	3/4" x 2" x 6'
1 pc.	3/8" x 2" x 30"
1 pc.	2" x 2" x 18"

