



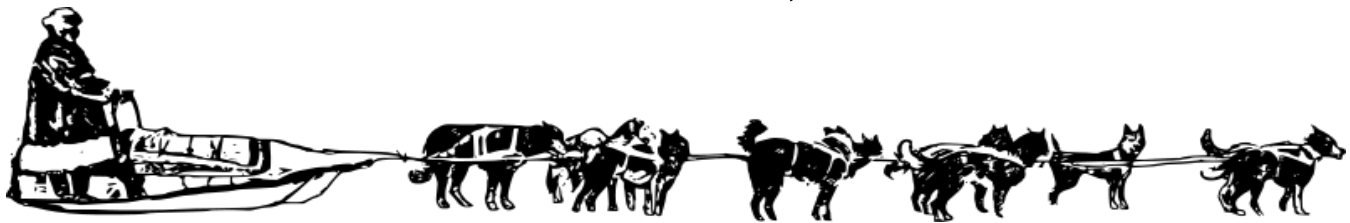
BOY SCOUTS OF AMERICA®
PATRIOTS' PATH COUNCIL



PIONEER DISTRICT 2025 Klondike Derby Leader's Guide

Saturday, February 1, 2025

**Location: "The Loop" at Watchung Reservation
Mountainside, NJ**



A fee of \$25 per Scout will be charged until midnight on Saturday, 1/28/2025!
No Early Bird Discount offered.

No registration is permitted after midnight on Tuesday, 1/28/2025!

PLEASE read through the entire leader's guide and share it with the patrols in advance so they will be better informed and better prepared for a greater experience.

For more information contact,
The Klondike Governor Mr. Jim Parlapiano at pioneerklondike@gmail.com

OR

District Executive: Ms. Victoria Moran
Office #: 973-765-9322 x250 or victoria.moran@scouting.org



Last updated 1/13/2024





SCHEDULE OF ACTIVITIES

STAFF

7:00 – 7:30 AM: Headquarters must be set up, ready for Check-in.

7:00 – 8:30 AM: Towns must be set up, with Mayors briefing their staff.

9:00 AM: All Towns open for competition

11:30 AM: All Towns will close down

11:30 – 11:45 AM: All mayors must turn in their Morning score sheets.

11:45 AM – 1:00 PM: Lunchtime for all Event Staff

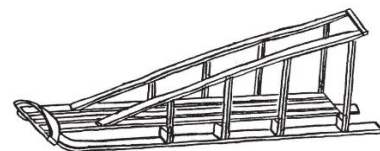
1:00 PM: Mayors prepare their Towns for afternoon schedules

1:15 PM: All Towns reopen for competition

3:45 PM: All Towns will close down

3:45 – 4:00 PM: All Mayors must turn in their Afternoon score sheets.

4:00 – 4:15 PM: All Mayors pack up their Towns & police their areas, then return radios, Town signs and any other District or Council supplies to Headquarters.



PARTICIPANTS

7:30 – 8:30 AM: Registration occurs. Patrol Leaders must check in at Headquarters to present their legibly completed Patrol Roster, receive their competition packet, and present their Community Service donation. They will then join their Patrol to stage their lunch supplies at the Cooking Town, and position their sled at the start line for Inspection. Inspections occur as sleds arrive.

8:30 AM: REGISTRATION CLOSES

8:30 – 8:45 AM: Inspections conclude

8:50 AM: Opening Ceremony and morning announcements.

9:00 AM: **Klondike Derby Kick-Off**

9:00 AM – 11:30 AM: Towns for morning schedules are open.

11:05 AM: Patrols must check in at their last morning Town no later than 11:05 AM.

11:40 AM: ALL PATROLS MUST BE AT THEIR ASSIGNED LOCATION AT THE COOKING TOWN

11:45 AM: All Patrols will begin their hot, nutritious lunch plans!

1:10 PM: All Patrols should have lunch supplies cleaned & packed up, and be back on the start line with their sled.

1:15 PM: **Afternoon Kick-Off**

1:15 – 3:45 PM: Towns for afternoon schedules are open.

3:20 PM: Patrols must be checked in at their last afternoon Town no later than 3:20 PM.

3:45 PM: All Towns will close down

4:00 PM: All Patrol Leaders MUST turn in their scorecards at the HQ no later than 4:00!

4:00 – 4:15 PPM: All Patrols muster in front of Headquarters to learn results.

Awards Ceremony will commence as soon as final scores are tabulated.



Points System:

Sled and Scout preparedness inspection review (Check In) will have **8 points** to award

- 3 Points for having required equipment
- 2 points if all equipment is stowed securely on sled
- 3 Points for prepared patrol (all patrol members have appropriate clothing, a water bottle nearly full, totin' chit and firem'n chit cards)

All seven (7) towns will have **16 points** to award, Points can be awarded in half point increments. Available points are roughly broken out as follows:

- 14 Points available for completing the tasks of the Town
- 1 Point to award for teamwork
- 1 Point to award for Scout Spirit

The maximum attainable score assuming all points are awarded is 120.

Awards:

- All registered Scouts and Adults volunteers will receive a Klondike Derby Patch.
- Each Patrol will receive an Award Ribbon for their flag poles.
- The first 3 highest scores are presented with specific plaques.

THE GOVERNOR'S DECISION IS FINAL! All standard Scouting rules will apply at all times. Any Scout or Scouts caught breaking the rules including no cell phones or any electronic communications will result in the entire Patrol being sent home.





INSPECTION

Appropriately equipped Scouts with a properly outfitted sled are the keys to every Patrol successfully competing in the Pioneer District Klondike Derby!

Each Patrol will receive a separate score for BEING PREPARED. Each Patrol/sled will be inspected before the Start, and can earn 8 points for the following:

To survive in the Yukon, each Scout must:

- Wear weather-appropriate clothing (layers)
- Wear winter footwear (NO sneakers)
- Carry a day pack containing
 - the Scouting 10 Essentials
 - Rain gear
 - Extra pair of dry socks

To compete in the Klondike, each sled must be equipped with everything needed for all the Towns they must travel to & visit:

1. Some kind of Patrol insignia – Patrol flag or decoration on sled
2. Individual, signed cards OR a print-out from their Troop, showing that all Scouts have earned Firem'n Chit and Tot'n Chip
3. A supplemental supply of water
4. Writing implement(s)
5. Trash bag
Fire Building Town
6. One (1) #10 or 28oz tin can
7. Hatchet
First Aid Town
8. PATROL first aid kit (see First Aid Town description for specific items).
Knot-tying Town
9. One 3 to 5-foot long length of rope for EACH Scout
Lashing Town
10. At LEAST two (2) 6-foot long poles
11. At LEAST six (6) 12-foot long pieces of rope
Compass Town
12. Compass

Finally- each sled must have SOME method of securing all Patrol gear on or within their sled. Scouts should be able to turn the sled on its side without anything falling off.

Cooking Town

Before the start of the Klondike, each Patrol will drop off their stove(s), fuel, cooking equipment, food and any other gear specifically for lunch at the Cooking Town. The Troop number and Patrol's name should be on all of their equipment and put in the designated spot. Backpacking stoves can also be used for heating water and/or cooking. NO open fires or Charcoal can be used!



KLONDIKE TOWNS

Town #1: Cooking (Mayor- Bob Petraitis)

Brief Description: Brief Description: You will have 85 minutes for your patrol to complete this station. Each patrol will be required to prepare a HOT, nutritious lunch for their entire sled, as well as a sample serving for the judges. The meal MUST include at least one source of protein and AT LEAST one side (following the FDA MyPlate guidelines), and it MUST be a meal the entire patrol is able to consume & enjoy. All foods must be cooked on-site; no pre-cooked food is allowed. All setup, food prep, cooking, eating and cleanup must be completed within the allotted time. Each patrol will be judged on preparedness, execution, taste and teamwork. A total of 16 points can be earned in this town.

Patrol Knowledge: Scouts should demonstrate meal planning, equipment setup, sanitary food prep, cooking, time management and teamwork.

Patrol Equipment Required: Patrol supplies required: Adequate propane stove(s) & fuel, appropriate cookware & utensils, and the food necessary to prepare your chosen menu. All Scouts will be expected to demonstrate Firem'n Chit and Tot'n Chip skills as needed. No shelter, tables or chairs will be provided- this should be treated as a camping trip meal. Your sled will be permitted to leave all lunch supplies at their designated cooking position during morning & afternoon Towns.

The number of Scouts participating: Entire Patrol!

Time limit: 85 minutes.

Scoring (16 points):

1. Be prepared (2.5 points)
2. Teamwork (2.5 points)
3. Food prep / difficulty (3 points)
4. Meal (3 points)
5. Sanitation (3 points)
6. Efficiency (1 point)
7. Scout Spirit (1 point)

Town #2: Fire Building (Mayor- Russel Luedecker)

Brief Description: Scouts will be required to build a fire lay, start a fire, and bring water to a boil within the allotted time.

Patrol Knowledge: Patrols require knowledge to lay and light various types of fires included in the scout handbook.

Patrol Equipment Required: One (1) #10 or 28oz tin can (think large tomato sauce) to use as a "pot" (can should be brought EMPTY- opened, contents removed and cleaned before Klondike), a hatchet to split firewood into kindling, 16oz bottle of water for boiling, and then dousing the fire.

The number of Scouts participating: Entire Patrol!

Time limit: 20 minutes.

Scoring (16 points):

1. Each patrol will build a fire lay in a provided basin, using provided tender, scout made kindling and provided fuel. Recommended lays are teepee or log cabin. (4 points)
2. Light the fire lay. Patrols may use either matches or a lighter. (2 points) Light the fire lay with flint and steel (1 extra point)
3. Allow the fire to burn a bit and then boil one "pot" of water. (4 points)
4. With the assistance of the Station Host, properly dispose of the ashes/cinders into a metal ash can. (3 points)
5. Teamwork (1 point)
6. Scout Spirit/Patrol Yell (1 point)



Town #3: First Aid (Mayor- Jim Hart)

Brief Description: Scouts will be presented with a First Aid scenario that will be performed to include all members of their Klondike sled team

Patrol Knowledge: First Aid skill set through First Class

Patrol Equipment Required: Two blankets, Two poles: 6-8 feet long and strong enough for improvised stretcher, Two rolls of 1 inch adhesive medical tape, 12 Triangular bandages: at least 40" on long side and large enough for scalp bandage or ankle sprain or sling, one splint: 24 to 30 inches and 3 inches wide, two splints: 12 to 18 inches and 2 inches wide, one splint: 36 inches and 3 inches wide, enough padding for all splints, 12 non-sterile gauze pads: 3 x 3 inch, four gauze bandage rolls either 3 or 4 inches wide, one tube triple antibiotic ointment, one small bar soap, one water bottle, Tarp for victim to lay on to protect from damp ground, 5 x7 to 8 x 10, and one rope 10 feet long. Additionally, each scout should have as part of their personnel equipment: one CPR breathing barrier, Three pairs protective gloves and goggles.

The number of Scouts participating: Entire Patrol!

Time limit: 20 minutes.

Scoring (16 points):

Application of the First Aid Method

1. Proper evaluation of the Scene (1 point)
2. Call For Help (1 point)
3. Approach the Victim/Scene Safely (1 Point)
4. Provide Urgent Treatment (1 Point)
5. Prevent Further Injury (1 Point)
6. Treat For Shock (1 Point)
7. Complete a More Thorough Examination (1 Point)
8. Plan a Course of Action (1 Point)
9. Diagnosis of Condition (2 Points)
10. Effective Treatment of Condition (2 Points)
11. Proper and Safe Transport of Patient (2 Points)
12. Teamwork (1 Point)
13. Scout Spirit (1 Point)

Town #4: Knots (Mayor- Greg Eschbacher)

Brief Description: Scouts will be asked to demonstrate and tie a series of knots based on Chapter 12 of the Scout handbook. Additionally, they will be quizzed about which knots are suitable for different tasks, and will be presented a series of knots to identify.

Patrol Knowledge: Scouts should know how to tie, identify and know the use of the knots from Chapter 12 of the Scout Handbook.

Patrol Equipment Required: Each Scout is required to have a 3' to 5' length of rope suitable for tying knots.

The number of Scouts participating: Entire Patrol!

Time limit: 20 minutes.

Scoring (16 points):

1. Entire patrol successfully Ties 3 knots – 3 Points each
2. Knot identification quiz – 3 Points
3. Knot usage quiz – 2 Points
4. Teamwork – 1 Point
5. Scout Spirit – 1 Point



Town #5: Lashings (Mayor- Dan Bernier)

Brief Description: The lashing problem will involve tying at least 3 separate lashings, which could include such lashings as square, diagonal or shear lashings.

Patrol Knowledge: The patrol needs to be prepared to utilize any of the basic lashings from the scout handbook.

Patrol Equipment Required: Patrols are required to each bring at least 2 6'-long poles and 6 pieces of rope 12' long.

The number of Scouts participating: Entire Patrol!

Time limit: 20 minutes.

Scoring (16 points):

1. 4 points for each of 3 lashings
2. 1 point for satisfactory project completion
3. 2 points for teamwork
4. 1 point for patrol spirit

Town #6: Orienteering (Mayor- Jeff Healy)

Brief Description: Scouts will be asked to demonstrate their knowledge of orienteering tasks such as finding a location on a map, navigating to a designated location and answering general orienteering questions as found in the Scout Handbook.

Each scout must lead/actively participate in at least one of the tasks. Patrol leaders will assign the scouts to the task.

Patrol Knowledge: Patrols are expected to know the information in the Navigation chapter of the BSA Handbook, and be aware of the tenderfoot and second class rank requirements related to navigation and orienteering.

Patrol Equipment Required: The patrol must bring a compass.

The number of Scouts participating: Entire Patrol!

Time limit: 20 minutes.

Scoring (16 points):

1. Orient map using compass (1 pt).
 2. Identify current location on map within 200 feet (1 pt).
 3. Identify 5 map symbols (2 pts 4-5 correct, 1 pt 1-3 correct).
 4. Explain what to do if lost (1 pt).
 5. Name a hazard while hiking and how to prevent it (1 pt).
 6. Navigate to 4 points, marked by lettered stakes. Using your compass and pace count, measure the bearing and distance to each point. (1 pt for each correct bearing (+/- 5 degrees) and 1 point for each correct distance (+/- 5 yards). Points will be set in a pentagon/hexagon shape, within approximately a 200 ft square area.
- 1 pt teamwork
1 pt Scout Spirit



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Town #4: Teamwork (Mayor- Alex Brown)

Brief Description: Scouts will participate in group problem solving scenarios to demonstrate their teamwork, communication and leadership skills.

TEAM=Together Everyone Achieves More

Patrol Knowledge: How to lead. How to work efficiently as a team. How to communicate effectively. How to follow Scout Law.

Patrol Equipment Required: None - the patrol will be provided with everything they need by the town.

The number of Scouts participating: Entire Patrol!

Time limit: 20 minutes.

Scoring (16 points):

Up to 10 points will be available for successfully completing the activity. Up to 4 points will be available based on the amount of time the Patrol takes to complete the activity. 1 point will be entirely based on a demonstration of teamwork. And 1 point will be for demonstrating Scout Spirit throughout the activity.





EVENT RULES:

- 01. No one Scout or Patrol can register on the day of the event.** Registration must be online through the Council Calendar (Black Pug), no later than Tuesday, January 28th.
- 02. Each sled must demonstrate community service by presenting a donation for those in need.** The Scouts may choose **one** of the following: a standard grocery bag of non-perishable foodstuffs (which will be donated to a local food bank), an assortment of toiletry items (which will be donated to a local VA), or a collection of NEW clothing (socks, hats and/or gloves) which will be donated to a local homeless shelter. The SPL will present the donation as part of Check-in at Headquarters.
- 03.** Each Troop is encouraged to enter as many Patrols as it wishes. A Patrol should consist of between (3) and (10) Scouts from a single Troop. Patrols should be kept as natural as possible. "Stacking" Scouts of higher ranks together in one Patrol is contrary to the aims and methods of Scouting.
- 04.** The use of sleds is mandatory (no wheels). As long as the Sled can hold all equipment, there is no minimum size, weight, or design requirement. Spot checks may be made at various checkpoints to ensure that all items are with the Patrol at any given time. If Union County Parks Department determine the ground is too soft for sleds, then the patrols will need to use backpacks. In that case, all scouts must have a backpack and help carry required equipment.
- 05.** All sleds, Equipment, & the entire Patrol must go to every Town to receive a score from that Town, even if the Sled or the Equipment becomes broken along the way. Bag it tag it & bring it along.
- 06.** Unless otherwise indicated at a Town, a maximum of (20) minutes will be allowed for a Patrol to complete a Town's skill challenge once they start.
- 07.** For lunch, Patrols will assemble at the Cooking Town, and a signal will be given for all to begin at the same time (11:45 AM). All Patrols will wrap up all activity related to lunch by 1:10 PM, and then line up with their sleds for the afternoon kick-off at 1:15 PM.
- 08.** Each Troop must provide a Roster of their Scouts Participants. Please turn in your roster when arriving at the Klondike check-in table.
- 09.** Patrols will be provided with an order of towns to find and complete. They must follow the order provided to them, and no patrol is allowed to move onto afternoon towns until after lunch and the afternoon kickoff.
- 10.** No equipment, trash, or food to be left along the trail, in basic camp, or at the Towns.
- 11. No cell phones! All electronic communications are prohibited!** This will cause the entire Patrol to be disqualified and sent home. All standard Scouting rules will apply at all times. Any Scout or Scouts caught breaking the rules will cost the entire Patrol to be disqualified and sent home.
- 12.** Penalties and point reductions may be assessed for failure to adhere to rules, including attempting to give/take advantage to and from other Patrols, horseplay, and any behavior observed to be un-Scout-like. Disqualification may occur for actions such as damaging Trail markers, live trees, Property, or another Patrol's equipment. Violating the waterfront or lake restrictions, or failure to follow the directives of the Town Mayor or any Official.



13. To prevent any air of impropriety, Scout Leaders and Parents should be cautioned not to follow their Scouts' sled throughout the course. No Adults (anyone 18 Yrs. or older) are allowed to assist any Patrol in any way. Adults not assisting with the event are not allowed to travel with a Patrol on the Trail.

14. A Schedule of Klondike activities is included. Patrols from Troops arriving late will start on the Klondike trail late and have less time to complete the Derby. **No points** will be given for Towns that are not completed.

15. Uniform: No Scout Uniforms are required for the event. Each Scout must be suitably dressed for the cold weather. **Sneakers are not allowed.** Any Mayor or Official may remove a Scout at any time if the Scout is deemed to be inadequately clothed. All Scoutmasters are asked to help in this process.

16. The Judge's decision will be final! Each Scout and Leader will be expected to live up to the Scout Oath, Law, Motto, and Slogan. All standard Scouting rules will apply at all times. Any Scout or Scouts caught breaking the rules including no cell phones or any electronic communications will cost the entire Patrol to be sent home.

17. In the event of inclement weather: The contact person identified by each Troop that has registered for the Klondike will be notified as early as possible if the event is cancelled or modified due to inclement weather. Notification may be made by telephone or Text. If such a decision must be made on February 1st the leader listed on the registration form will be contacted no later than 6:00 AM.

18. Troops must check in before setting up their base camp, so as not to set up in an area that is designated as a Town. Most of the picnic areas in the Loop Area will be designated as Towns and other Claims will be available for Troop. Troops should bring their water and any wood they need for their **elevated fires**. **No ground fires will be permitted.** *All fires must be above ground!*

19. Scorecard: Each Patrol will receive an official Klondike Derby scorecard at check-in. The Patrol Leader of each sled is required to carry the scorecard with them to each Town. The card is used to mark the team score in each event to help determine the winner of the Klondike Derby. However, it's the Mayor's scorecard that counts. The final Patrol Scorecard must be turned in to Headquarters no later than 4:00 PM.

20. Ranking: Patrols with the top 3 scores will be recognized with awards. In the case of a tie, multiple awards will be provided for the tied position. i.e. if there are two sleds tied for first, two first place awards will be provided with no second place award and one third place award. If two sleds tie for second place, both will receive a second place award and there will be no third place. If two sleds are tied for third place, both will receive an award in addition to first and second place.

21. Parking: No vehicles will be allowed to park on the main road in front of the Headquarters. All vehicles should park in the designated parking lot behind the Headquarters.

22. As on any outing, the Scoutmaster or responsible person in charge should have in their possession Medical Records and Permission Slips. The Roster must list each Scout and a phone number for his Parent or Guardian. This Klondike Committee has considered this event to be a strenuous outing with many fun and rewarding activities. Please help us by committing to your part by following our rules in making the 2025 Pioneer District Klondike Derby a success. **Thank You!**



This event is subject to cancellation due to weather or other safety conditions, as determined by **The Pioneer District 2025 Klondike Derby** event staff or the Union County Parks & Recreation. Event organizers will follow the BSA Guide to Safe Scouting and their judgment when considering safety issues.

The Pioneer District 2025 Klondike Derby team will make every reasonable effort to hold the event. However- if the event is canceled, PPC policy states “If the event is canceled, a full refund of the fees paid will be returned with no additional charges”.

DISCLOSURES:

[PHOTO RELEASE](#)

- I understand that by attending this program, sponsored by the Patriots' Path Council, Boy Scouts of America, I consent to the use of photographs, film, videotapes, electronic representations, and/or sound recordings made of me during that time by the Boy Scouts of America, at their discretion, and I hereby release the Boy Scouts of America from any liability from such use and publication.

[CANCELLATION POLICY](#)

- In all programs offered by the Patriots' Path Council, BSA, a great deal of planning and purchasing takes place well in advance. These plans include but are not limited to, staff, food, program materials, patches and awards, rental, and purchase of equipment.
- When an individual or group makes a reservation for an activity or program, these items are included in the ordering of materials and staffing for that event.

[REFUNDS](#)

- Individuals or groups that cancel a program reservation 30 days before the date of the event will receive a refund of fees paid, less than a 15% administrative charge. No refunds will be made after the 30-day cancellation deadline unless there is a medical or another emergency.
- **ALL CANCELLATIONS MUST BE MADE IN WRITING AND SENT TO THE PATRIOTS' PATH COUNCIL, Attention: High Adventure Programs, 1 Saddle Road, Cedar Knolls, NJ 07927 or emailed to 358refunds@scouting.org.**



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PATRIOTS' PATH COUNCIL

"The Pioneer District 2025 Klondike Derby"
Patrol Roster
Submitted at check-in!

Patrol Name: _____ Your Troop #: _____

Sled Patrol Leader: _____

Name	Age	Rank	Leadership	
1.			Patrol Leader	
2.			Asst. Patrol Leader	
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				

All information above is correct

Signature of Sled Patrol Leader Date

Signature of Senior Patrol Leader Date

Signature of Unit Leader Date



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Don't forget to bring your sled's Community Service donation!

There is a great need in our communities,
so THANK YOU in advance!





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Watchung Reservation is the largest nature reserve in Union County, located in Mountainside, New Jersey. There are many routes to it, with approach roads off NJ Route 22 to the south, and nearby exits off US Route 78 to the north. Regardless of where you access the park, you want to find W R Tracy Drive. Look for the many road Park signs, and follow those that say “Loop Playground”. Pioneer District will have signs and personnel directing you once you arrive. Please be respectful of Staff, follow their instructions, and be mindful of Scouts.

Sled drop-off and primary parking will be behind the building acting as HQ (where the bathrooms are). If your Troop intends to set up a “base camp” for the day, please do so at the other parking areas around the Loop; and please do not encroach on any of the designated Town areas.

And ALWAYS remember this is a public Park that is also enjoyed by non-Scouters, even during our events.

