

2026 Cardinal District Klondike Derby

Rules, Instructions, and Information

(Patrol Leaders, Unit Leaders and station staff should read and know before the event.)

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.

The Derby will be overseen by the Klondike Governor Budd, and hosted by honorary guest Daniel Carter Beard (“Uncle Dan”). Each town (event station) will have its own Mayor, who has the final word on what occurs during their specific challenge.

HANDICAP SYSTEM OVERVIEW:

All patrols will be handicapped based on the ranks of patrol members, which will help level the playing field for all patrols. Details of the handicapping system are described in the scoring section below. Patrols should be “natural” patrols as much as possible; if natural patrols need to be merged to crew a Klondike sled, efforts should be made to average out ranks as much as possible. Troops must submit a patrol roster including each scout’s rank at registration, at which time the patrol’s handicap will be determined. See “Station Scoring” section for more info.

No roster changes are allowed after the event starts.

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

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 then have up to 11 scouts per sled. In all cases only 8 may work on a station problem, or simultaneously pull the sled to its next destination. 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. Remaining scout(s) must follow behind the sled and not aid in propelling the sled in any way. The patrol leader of an “oversized” patrol (over 8 members) must submit a duty roster for rotation of members to participate as equally as is possible in all stations. Only the patrol leader is exempt from rotating out of any stations. A copy of this duty roster must be submitted by the patrol leader with them for the competition, and be prepared to show station staff upon request.

ADULT INVOLVEMENT:

This event is staffed by adult and youth volunteers from units throughout the district. 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 are encouraged to offer moral support, promote enthusiasm, and take photos as desired. 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 10 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.

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, 18 inches wide, and should be able to hold all patrol equipment and lunch items listed on the sled inspection score sheet. Sleds are typically designed so a single scout rides and steers on the back, while the other scouts pull using a rope harness on the front. Personal items should be carried by patrol members in their own day packs. There are resources for Klondike sled design on the web. Toboggans, wagons, and other sleds not designed specifically for this event, are prohibited.

- Sleds are to be constructed by youth.
- All sleds must be propelled only by Scouts.
- No electrically powered devices are allowed.
- Teams should be prepared to have sleds travel over rough terrain.
- All Sleds will be inspected prior to the start of the race for safety.
- Teams consist of a minimum of 4 Scouts or maximum of 8 Scouts.
- Teams must attempt all challenges.
- Teams must follow the designated course.
- Teams must have everything secured on their sled or carried on their person.

ON THE COURSE:

Stations open at 9:15 am and close for the day at 4:30 pm.

An will signal the beginning and end of the competition and the beginning and end of lunch. In the event you cannot hear the cannon, you should adhere to the scheduled times that have been handed out. A single horn blast will signal the beginning of a station and a double horn blast will signal the end of the station.

You must adhere to the schedule you have been given. Instructions for each station will not be given until a single horn has sounded, indicating the station time has begun. You may not leave a station you have completed until the double horn has sounded, indicating the station time has begun. Some stations may require you to wait outside the challenge area before the single horn has sounded.

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" above)

Maintain the buddy system at all times.

BASIC SCHEDULE:

8:00 am Check In/Sled Inspection

9:00 am START RACE

9:15 am Station 1

10:00 am Station 2

10:45 am Station 3

11:30 am Station 4

12:15 pm LUNCH COMPETITION

1:30 pm Station 5

2:15 pm Station 6

3:00 pm Station 7

3:45 pm Station 8

4:30 pm DERBY END

4:45 pm Klondike Closing

(Awards presented at evening campfire)

STATION PROCEDURE:

Patrols must ask permission to enter the station using their "Patrol Cheer."

The patrol leader will approach the mayor, and present their 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, he can allow this Scout to lead the challenge at the first aid station. The

PL should notify the scorer that he's doing this and enthusiastically support them throughout the challenge. This way, the scorer can still give good marks for leadership and teamwork.

The patrol leader should inform scorers when their 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).

SLED INSPECTION:

Will take place in the starting area at 8:00am. All Scouts at this event must be properly clothed for winter (cold/wet) weather.

Elements of your score for inspection will include:

- Patrol name is given
- Patrol demonstrates its patrol cheer.
- All required items are present
- Sled is made by patrol
- Patrol flag is displayed
- Scouts are dressed thematically, or in class B Uniforms

If, in the opinion of the inspector and event staff, a Scout is not properly clothed nor does he 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 may be removed from the event by event staff later in the day if they appear unprepared. Do not put yourself or others at risk, **BE PREPARED.**

EVENT SCORING:

SCORE CARD:

You will receive a scorecard **when we have received your patrol roster** and you check in at HQ 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 the event begins. 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.

STATION SCORING

Patrols will be scored on their skill, their leadership, their teamwork, and their Scout Spirit 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, will likely receive a lower score than one who uses as many members as possible while not solving the problem as well.

Scoring will generally be broken down as follows:

Task Completion: 5 Points

Leadership: 5 Points

Teamwork: 5 Points

Scout Spirit: 5 Points

Once the signal is given to end the station time, your attempt at the challenge is over. Your patrol must pack up your sled and head to the next station. Your scoring will be based on what you were able to complete.

At each station and in between stations there is an opportunity to earn a “Gold Nugget”. A gold nugget may be awarded to any patrol who demonstrates exceptional scout spirit at any time during the event, at the discretion of the Mayor. Nuggets will be used to break any ties in the scoring at the end of the competition. There will also be an award to the sled that earns the highest number of gold nuggets by the end of the derby.

HANDICAP SYSTEM

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

Rank	Points
Eagle	7
Life	6
Star	5
First Class	4
Second Class	3
Tenderfoot	2
Scout or below	1

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

Avg. Rank	Handicap
>6.5	-20 points
5.5-6.5	-16 points
4.5-5.5	-12 points
3.5-4.5	-8 points
2.5-3.5	-4 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.

BONUS POINT OPPORTUNITIES

Extra points will be awarded to patrols that dress in attire with a theme. For example, all patrol members dress as cowboys, superheroes, Minions, etc.

Extra points will be awarded to any patrols who sign up in advance to perform a skit at the evening campfire program.

LUNCH SCORING

Lunch will be prepared at one of the event stations. You must clean up your site and completely extinguish any fire or coals before leaving after the end of lunch cannon.

Patrols will be provided with a selection of recipes from which they must choose one. Each patrol must bring its own ingredients, and must follow the recipe and ingredients list provided. If a member of your patrol has a dietary restriction that is not satisfied by the provided recipes, they must inform the Klondike Commission and have an alternate recipe approved prior to the event. You may add ingredients to your dish but you may not omit ingredients from the recipes.

Ingredients may be prepped beforehand such as cutting vegetables. Only meat may be cooked prior to the event, but should be stored in a cooler on the sled and kept as cold as possible until lunch begins.

No gold nuggets are awarded for lunch.

Lunch must begin with the patrol leader approaching the mayor with the duty roster 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 recipe for scoring purposes, but will keep this to a minimum.

The cook will offer the scorer(s) a 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 they 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 cannon, however.

AWARDS

At the end of the competition, we will recognize the top ten scoring sleds, honorable mention in each station, and Scout spirit (most gold nuggets).

There will be trophies for the top three finishers.

We will also give an award for the best (thematically) dressed patrol.

SAFETY

We'll have Emergency First Aid Personnel near HQ all day. There will also be free hot chocolate and coffee there to help warm any Scouts and adults. Be sure to recognize the signs of hypothermia and get anyone there 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 medical staff will be dispatched.

Medical Forms: All participants (youth and adult) should have a BSA Med Form, Parts A & B filled out and present. Unit leaders will be responsible for carrying forms for their members; forms will *not* be collected at HQ or by station staff, but should be available for emergency personnel if requested.

TIPS FOR SUCCESS

- Dress in layers. Be prepared for cold weather, but also possibly to be sweating.
- Keep track of time.
- Manage your time well so that you do not loose time at your next station.
- 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! Use your patrol yell!
- 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 must be:

- Natural patrols whenever possible, mixed ranks if combined patrols.
- No Stacking. Unit roster must be provided.
- No more than eight (8*) and no less than four (4) Scouts. 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 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. Folding knives with blade length not to exceed four and one half inches (4 ½") are appropriate for all legal or practical uses.

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 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.

8. All equipment needed for the competition must fit into the sled! Personal gear may be carried in a day pack.

9. Radios, pagers, 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 electronics equipment must be declared by the sled crew at the inspection station. Failure to do so will lead to forfeiture of points at that station and any other stations at which that sled is seen communicating with the equipment before or after questioning. All electronic devices will be turned off while at any of the stations including in the Dining Hall. Adults: If you must answer your pager or 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 First Aid Station (LOCATION TBD). Hot chocolate and coffee will be provided for free at the Dining Hall to anyone that may need it.

REQUIRED SLED CARGO

Each Patrol Sled MUST have these items (This is a Scored event)

- Copy of patrol roster
- Sled
- 6 - 6-10' lengths of twine for lashings
- Scout Handbook
- 2 - Blankets
- 1 - Water Bottle per Scout
- 2 Compasses
- Leather Gloves for each Scout
- Roll of Duct Tape
- First-Aid Kit
- Camp Shovel
- Flashlight
- 12" Dutch Oven
- 10 ft. x 10 ft. Tarp
- A Pencil & Paper for each Scout
- 30 ft. of Rope (1/4" – 1/2" in Size)
- Pocket Knife for each Scout
- Rain Gear for each Scout
- Patrol Flag (attached securely to sled)
- Three Gallons of Water
- Patrol Roster
- Heavy Duty Trash Bags
- Totin' Chip card per Scout
- Sleeping Bag
- Foam Sleeping Pad
- Watch / Timepiece
- Gallon Size Ziploc Bag for Paperwork
- Flint and Steel, Ferro Rod, Matches, Lighter
- Tinder, Kindling, Firewood (Natural materials only)
- 4 - Neckerchiefs or large triangle bandages
- 6 - 6 ft. staves or poles, minimum 1 3/8" diameter

- ❖ Your first aid kit should contain items that cover any scenarios covered in the Scouts BSA Handbook, including bleeding, temperature injuries, musculoskeletal injuries, fractures, shock, head and neck injuries, burns, etc.

PERSONAL GEAR

Each Scout is expected to carry a small backpack with the following items:

- Water bottle
- Personal medications such as epipens, albuterol, insulin, etc.
- Warm gloves and hat
- Extra cold weather gear (when not wearing it)
- Raincoat or poncho
- Pocket knife
- Small personal first aid kit
- Trail snacks

Some other required patrol items may be stored in a backpack for easier access, such as the patrol compass, or Scout Book. Be sure to point these items out during inspection to receive credit.

STATION CHALLENGES

All of the challenges will consist of skills and subjects derived directly from the Scouts BSA Handbook.

(Dawson City)

Sled/Equipment Inspection
Patrol Spirit (Patrol Name, Flag, Yell/Call/Cheer)

(Surrounding Towns)

Fire Building
First Aid / Rescue
Rifle Shooting
Orienteering
Knot Tying/Lashings/Pioneering
Fitness Challenge
Archery
Leadership/Teamwork Challenge
Cooking

Town (Station) Name Ideas

Dawson City (Main Hub)
Cripple Creek
Georgetown
Breckenridge
Leadville
St. Elmo
Silverton
Durango
Telluride
Creede
El Dorado
Coloma
Pollock Pines

Dan Beard Quotes

“The wilderness is gone, the buckskin man is gone, the painted Indian has hit the trail over the Great Divide, the hardships and privations of pioneer life which did so much to develop sterling manhood are now but a legend in history, and we must depend upon the Scouting movement to produce the men and women of the future.”

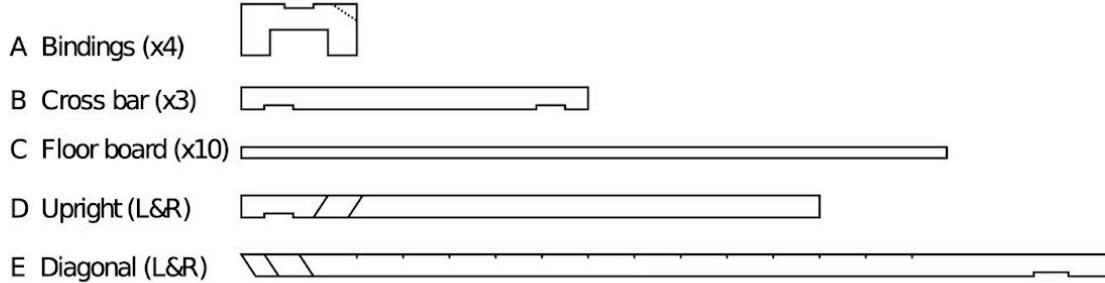
“There is but one way to learn to do a thing and that is to do it.”

EQUIPMENT NEEDS

Score Sheets
Sled Inspection Sheets
Lunch Scoring Sheets
Nugget Pouches
Some way to signal times

Klondike Sled

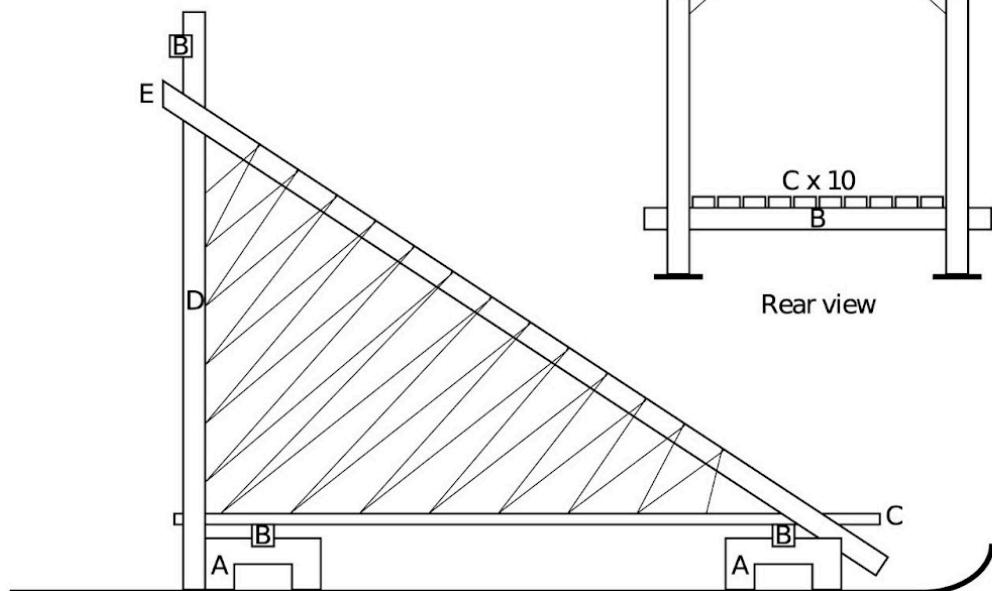
Detailed instructions and video available at:
<http://ScoutDocs.ca/Klondike/>



Scale 1:10 (1 mm = 1 cm)



Scoutdocs
http://ScoutDocs.ca/



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<https://youtu.be/1euwUPcP-co>

