



NOTE: *This year's Leaders Guide will be broken up into two parts.*

- **Part A** provides **BASIC** information every crew will need to make reservation plans and prepare construction of sleds. Answers the **WHO? WHAT? WHEN? WHERE? & HOW MUCH?** questions.
- **Part B** will provide supplemental information specific to the 2024 Klondike Derby and will be posted in January 2024.

The Klondike Adventure will be held at Boxwell Scout Reservation from Friday February 16th to 18th, 2024

Klondike Derby Basics - Part A

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Registration

Registration may be accomplished online through BlackPug. The last day to register online is February 14th, 2024. The registration fee is \$50. Staff members (stations and key staff) may register under staff for \$35. The window will close on February 14th at 11:59 PM. If you are planning to attend only for the day, please email MTCVenturing560@gmail.com for more information.

Sled Teams

Troops, Crews, and Ships may register as many 4-6 person sled teams as they wish. Provisional sled teams are allowed, yet every team member must be 14 years or older and a registered youth participant of a Troop, Crew, or Sea Scout unit. Each sled team will be responsible for their sled and gear. Teams may not share equipment on the course. Teams will be running the course concurrently and will not be readily available to one another. One Scout on the team shall be designated as their Crew Leader. At any given time, there will be 4-5 team members pulling the sled, and one driver called the musher. It is suggested that this position be rotated throughout the course. It is essential to understand that the musher steers and guides the sled and is the only one calling commands. Sleds should be decorated to match the theme. All sled teams are encouraged to have a team name, team flag, and team yell. Please be inventive and imaginative as it will count.

The Klondike Derby

The Klondike Derby is made up of several obstacles that are on a trail. As each Sled Crew reaches the obstacle entrances, they will be greeted by the station staff called mayors. A cheerful and spirited reply will be expected. (Note: Some sled teams have been known to bribe the mayor. Some mayors may be bribable. Others may have a higher integrity. The mayor will explain the event or activity to take place within their town and any special rules or requirements of the obstacle. Some obstacles may be timed events, and others may be judged on the degree of completion. All obstacles are judged on teamwork. Each mayor will award sleds with points but not all towns are worth the same amount of points. Winners will be determined by points, speed of completion, and overall performance. Adults, Scoutmasters, Crew advisors, Ship Skippers, dads, moms, siblings, pets, etc., are not allowed to escort the teams on the trails.

Sleds

The Klondike sled is super important. Therefore, it must be strong enough to carry all the team's gear or possibly an adult and durable enough to handle the rough Boxwell backcountry terrain. There are a variety of websites on the Internet with sled plans. Choose whichever one you like just make sure it will pass sled inspection on Saturday morning.

OUTLAW BRACKET

Crews have a chance to think outside the box when constructing their sled. If any additional gadgets, or if anything does not adhere to the guidelines, your crew will be added to the outlaw bracket and will not be scored along with regular sleds. We highly encourage your team to be creative and explore the Wild West possibilities. If you wish to participate in the outlaw bracket please follow the guidelines on general constructions of the sleds.

The Guidelines include:

- Sleds should resemble Appendix A
- Sleds should be made out of wood or PVC
- Sleds should measure between 60" and 80" in length
- Sleds should measure between 18" and 24" in width
- Sleds should be at least 36" in height
- Sleds must have a tow rope attached to the front of the sled. No eye bolts or any metal hardware should be used to attach the rope.
- Sleds must have a brake rope attached to the rear of the sled. No eye bolts or any metal hardware should be used to attach the rope.
- It is encouraged to use hardwoods for the sled runners, or a set of skis.
- Sleds must be assembled using glue, screws, or lashings. Metal "L" brackets and metal supports are prohibited.
- Using nails for assembly is prohibited.
- No sharp objects protruding from the sled i.e., screws, sticks. Staves are an exception.
- All sled and team gear may be lashed to the sleds. Bungee cords are prohibited.
- Your unit number, team name, and team flag must be visible on the sled. Sleds are highly encouraged to be decorated, painted, or stained.
- Wheels, rollers, tracks, levers, motors, or any other feats of engineering designed to provide a mechanical advantage are prohibited.
- Resources for Sleds are provided in Appendix A.

- Note: the rules above apply for the resources in the appendix. The resources are only for ideas/references.
- All sled and personal gear will be inspected. Corrections must be made before the derby starts Saturday morning. All sleds must meet these standards and include the special event gear. This is a scored event, and a missing sled, missing event gear, or a sled that does not meet the guidelines will lose points until all deficiencies are corrected.

Special Event Gear

Each team must have all of these items on their sled. The team may use anything on the sled to complete any given task. If there is a change to any obstacle task or material needed for the sled, the Scoutmaster, Crew Advisor, or Ship's Skipper will receive a call from the activities chair advising of the change.

PLEASE NOTE: the events are designed for sled teams of 4 or more members. All gear on the sled is expected to support the number of members on your sled team. You are encouraged to have at least 5 Scouts per sled partially because it can be tough to pull a sled with only 4 Scouts, and also, if you have an injured Scout, this will leave you with only 3 to pull the sled. **Teams smaller than four are not allowed, and anyone younger than 14 is not permitted at this event.**

- **LEADERS GUIDE PART B WILL PROVIDE SPECIAL EVENT GEAR LIST**

Youth Crew Leaders: make every effort to ensure your sled team members are properly dressed on the trail. All Scouts will be inspected for proper clothing. All scouts must be properly dressed and wearing adequate footwear.

Be comfortably cool. Wear clothing in layers. Layers can be removed and carried on the sled. They can be put back on if the sun goes down or it begins to get cooler on the trail. Since Scouts will be racing around the course, it is likely they will build up a sweat. Therefore, cotton clothes should NOT be worn close to the body.

WE CANNOT STRESS CLOTHING ENOUGH!!!! THE CONDITIONS AT KLONDIKE ARE VARIABLE AND ALMOST ALWAYS COLD, WET, WETTER, OR SOAKED DOWN DEEP TO MY BONES WET! STAYING WARM IS ESSENTIAL TO SAFETY AND TO COMPLETING THE COURSE! WHILE FIRST AID IS A SKILL WE NEED TO COMPETE – WE DON'T WANT TO USE IT IN A REAL-LIFE SCENARIO AT KLONDIKE!

Not to be carried on the sled but required gear:

- Tent or shelter for each Sled crew member and adults
- Sleeping bag rated for expected temperature (recommend 20-degree bag or better)

Camping

Base Camp for Klondike Wild West will be at the Fehrmann Training Center. Each unit will be assigned to a site within the field next to the center. Ground fires will be allowed in the campsite, but crews **MUST USE A BURN BARREL**

(okay to bring treated wood). Scoutmasters, Advisors, and Skippers are responsible for two-deep leadership and co-ed camping.

Troops, Crews, and Ships are asked to help by making the best use of the camping space so all scouts can be accommodated.

Meals and Refreshments

All meals will be provided. Cracker barrels and hot drink stations are also in the plans. More information will be found in Leaders Guide Part B.

Within registration, please let us know any dietary restrictions we should be aware of.

Merchandise

There will be an opportunity to pre-order merchandise on a merchandise order form that will be released soon. The deadline to order will be released in **Leader`s Guide Part B**. The Trading Post will be open during various parts of the event and will have candy, beverages, and trinkets available. Branding will also be available and the window for branding will be announced at the event. We recommend bringing cash to prepare for the Trading Post`s opening. Below are the designs available on a short-sleeve performance tee and a crew neck sweatshirt.

Front pocket design

Back large design



Event Schedule (Subject to Change)

Friday, February 16, 2024

Time	Event	Location
5:00 PM to 7:00 pm	Check-in & open activities	Fehrmann
8:00 PM to 9:00 pm	Opening Campfire	Campfire
10:00 PM to 10:30 pm	Leadership Meeting	Fehrmann
11:00 PM	Lights Out	Campsites

Saturday, February 17, 2024

7:30 AM to 8:00 am	Flag Raising	Fehrmann Flagpole
7:00 AM to 7:30 am	Last-minute Check-in	Fehrmann Dining Room
8:00 AM to 9:00 am	Breakfast	Fehrmann Cabin & Campsites
9:30 AM to 10:00 am	Safety Check	Fehrmann Front Porch
10:00 AM to 12:00 pm	Derby	Stations on trail map
12:00 PM to 1:00 pm	Lunch	Stations on trail map
1:00 PM to 4:00 pm	Derby	Stations on trail map
4:00 PM to 6:00 pm	Open Activities	Fehrmann Field
6:10 PM to 6:20 pm	Flag Lowering	Fehrmann Field
6:45 PM to 8:00 pm	Dinner	Fehrmann Dining Room
8:00 PM to 10:50 pm	HoeDown	Lakeside & Fehrmann
11:00 PM	Lights Out	Campsites

Sunday, February 18, 2024

7:45 AM to 8:00 am	Flag Raising	Fehrmann Flagpole
8:10 AM to 8:20 am	Non-Denominational Service	Campfire Area
8:30 AM to 9:30 am	Breakfast	Fehrmann Dining Room
9:30 AM to 10:15 am	VOA Meeting & Elections	Fehrmann Dining Room

10:20 AM	to 11:15 am	Camp Tear Down & Clean Up	Campsites
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Appendix A – Sled Build Plans

Remember! Surf the Internet safely! These links have been pursued, yet we cannot guarantee that they will not change and that links from the pages are safe. Use adult guidance and good judgment when searching!

Sled Build Plans Links

<http://media.scouting.org/boyslife/workshop/sledplans.pdf>

https://scoutdocs.ca/Klondike/Klondike_sled_plans.php

https://scoutdocs.ca/Klondike/Klondike_sled_plans.pdf

<https://scoutdocs.ca/graphics/sled-bindings-front.jpeg>

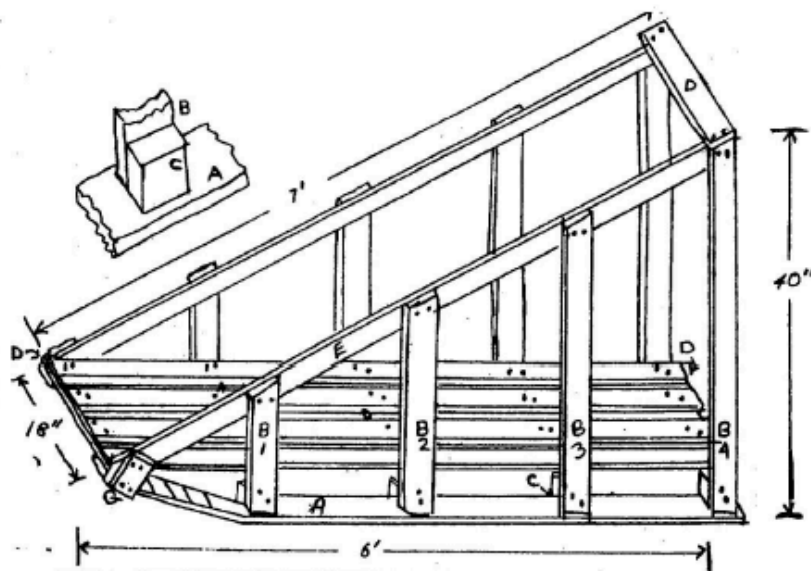
<https://scoutdocs.ca/graphics/sled-bindings-rear.jpeg>

<http://www.scouters.us/sled.php#anchorTOP>

(NOTE dimensions in this drawing may not meet rules!)

SLED DESIGN

This drawing will give you an idea of what kind of sled you can build. The use of varnish or wax on the runners will give you greater speed. Your troop number should be prominently displayed on the sled. See mandatory item on page number 5 of this manual.



BILL OF MATERIAL

PART	KEY	# PIECES	DIMENSIONS
Runners	A	2	1" x 4" x 6'
Uprights	B1	2	1" x 4" x 3'6"
	B2	2	1" x 4" x 2'8"
	B3	2	1" x 4" x 1'9"
	B4	2	1" x 4" x 10"
Upright Supports	C	8	2" x 4" x 4"
Cross Supports	D	6	1" x 4" x 1'6"
Floor Strips	E	4	1" x 4" x 6'
Hand Rails	F	2	1" x 2" x 7'
Front Supports	G	2	1" x 4" x 6"

<http://www.inquiry.net/outdoor/winter/gear/sleds/>

<http://tumbledrose.com/woodworking-plans/scout-klondike-sled-design/>

Appendix B – Important Advisor Section

All sled crews must be made up of 4 to 6 registered Scouts, Venturers, or Sea Scouts.

Crews smaller than four are not allowed.

Contingent Teams are encouraged if you still wish to attend.

Assure your sled team has proper gear and clothing for the weather conditions.

Anyone younger than 14 is not permitted at this event.

Youth protection guidelines for Troops, Crews, and Ships Venturing and Sea Scouts state the Scout must have graduated the eighth grade and must be a registered Scout, Venturer, or Sea Scout prior to this event to participate.

The Klondike Adventure for the Middle Tennessee Council is planned by the council Venturing Officers Association. We need adult leaders to actively serve for this event. All adult leaders are encouraged to assist somewhere during the course activities.

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