

**2023 Historic Triangle District Klondike Derby  
Leaders Guide  
Beaverdam Park  
8687 Roaring Springs Rd, Gloucester, VA  
February 10 - 12, 2023**

**This event is open to all Scouts BSA troops, Venture Crews, Ships, Webelos and Arrow of Light scouts. Webelos and Arrow of Light scouts may form their own patrol of 6-8 scouts or attach to a troop.**

In a Klondike Derby, Scout patrols acting as huskies using a pull rope attached to the front of specially designed homemade sleds around a field course marked by stations named for towns or cities, such as Yukon, Nome, Dawson or Fairbanks. At each town, the Scouts tackle exercises in problem-solving, as well as contests and other activities in which the patrols or teams earn "gold nuggets" and credits towards top three prizes. Participants should dress in period costume which will enhance the experience. Helpful hint: Think late 1800's!

**A LITTLE HISTORY**

Just before the turn of the last century, gold prospectors traveled the sub-zero reaches of Alaska by means of dogs and sleds. They camped out in all kinds of winter weather, and therefore, needed adequate survival skills, which they learned from the native Eskimos. Scouting has incorporated this theme in the Klondike Derby. The point of a Klondike Derby, which usually is held in late January or February, is to make Scouts use their heads, to put their Scouting skills to work in the field, to demonstrate teamwork and Scout spirit, and to have fun outdoors on winter days.

**GENERAL OBJECTIVES**

Each patrol or "dog team" (so-called because Scouts act as huskies) follows a course in numerical order as outlined on a map or score sheet given to the unit leader at registration. The map guides the teams around a circuit of the simulated towns. As they arrive at each town, the patrols should demonstrate their Scout spirit by giving their patrol yell. It'll cost the team points if they don't yell. They'll encounter a practical problem involving basic Scouting skills. Depending on how well the team works out this problem, it is awarded a number of nuggets. The team then has its score sheet marked and sets off for the next town. Each stop also may offer additional challenges for additional points. A shotgun start will be utilized, (Helpful hint: proper use of flint and steel will be needed) with two or more patrols starting at each town, and then proceeding in order, ending where they began. Towns must be visited in the correct rotation. All patrols must visit all towns, but may not have time to participate in all activities at all stops. Upon finishing the course, each patrol reports to the scoring tent to have its score sheets checked and recorded. The patrol then heads for "Klondike Pete's" to have their teams score recorded. Patches will be awarded to each dog team member along with a ribbon based on their total score at the point of unit check-out on Sunday morning.

Participating units may be asked to provide adult volunteers to help run the stations. Units will provide their own food, but lunch will be provided on Saturday for all adult volunteers that help run stations and events.

Adults who are not running stations may follow their patrols on the trail, provide encouragement and take pictures. But these adults are not allowed to help the scouts in any way, or the patrol may be penalized points.

**POTENTIAL EVENTS TO BE PREPARED FOR** (subject to change)

1. Blindfolded Target Touch: Scouts using 6-foot poles try for a bull's-eye on archery-like targets suspended from trees.
2. Survival Rope Throw: Tie and throw rescue rope to "victim" on cardboard ice flow or simulated ice break-through.
3. Pioneering: This is a timed lashing project, such as an entrance gateway, to be built by each patrol. The necessary materials are at hand. A sample project stands nearby.
4. Toxic Flood / Ravine Crossing: A chemical plant above the dam has blown up. Patrols have seven minutes to secure their sleds at least as high as their shortest Scout and move their sled across the ravine without it falling in.
5. Knots: Patrols have five minutes to produce ten specified knots.
6. Snowblind: All patrol members but one are blinded (blindfolded) in a snowstorm. But the Scout who can see is injured. The wounded Scout must direct their fellow Scouts in raising a tent as a team within a specified period of time.
7. Signaling: Patrols will use signaling techniques to signal a silent message to a line-of-sight outpost. Scorers provide a multiple-word message to be sent, received, and decoded by each patrol. (The BSA Signs, Signals, and Codes merit badge requirements would be a good study guide and scouts should be prepared for semaphore, Morse code, or cryptography.)
8. Fishing for Snapper: No Scout skills involved here, just fun. Set a bunch of mousetraps about five yards beyond a "shoreline" which Scouts may not cross. Equip them with "fishing rods" (bamboo poles), "line" (twine) and "bait" (nuts and washers). Patrols must cast and "catch" two "Snappers" in five minutes.
9. Measuring the height: This is a timed event that requires the starter and finish-line judge to synchronize their watches. Determine the height of an object.
10. Log Saw: Provide the Scouts two-man saws and improvised sawbucks. They must saw through a six-inch log against the clock. They can keep the chunk they saw off.
11. Search & Rescue: Patrol leaders are given the hiking plan of a missing solo hiker. Patrols follow the hiking plan to find a lost hiker that is too severely injured to move. Scouts must diagnose the hiker's medical problems and determine his/her exact location. Teams will be graded on their navigational skills, knowledge of first aid, use of the buddy system and the speed with which they report the hikers correct position back to HQ.
12. Slingshot Turkey Shoot: The scouts fire frozen kibble at pie plates decorated as turkeys. (Don't worry about picking up kibble afterward; it becomes critter food.) Grade shooters on accuracy.
13. Team Building: Patrols will engage in team building exercises, which may include:
  - a. Spider Web
  - b. Panning for Gold
14. Orienteering: Use a compass to navigate to coordinates and locate the targeted object.
15. Dead Horse Carry: Your pack horse has died and you need to get it off the trail. Scouts have to work together as a patrol to lift and carry a heavy "animal".
16. First Aid & Survival Trivia: Scouts answer basic questions on first aid and survival skills for points.

**SCORING**

- Campsite inspections can earn bonus "gold" nuggets for organization, cleanliness etc.

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- Before starting the derby, inspect each sled to see that the patrols have all the equipment and gear they were told to bring.
- Each sled will be inspected for craftsmanship, design and originality. Patrols may lose points if their sled is built using wheels instead of runners, skis, etc.
- For the events themselves, maximum score per patrol per town should be 20 points: 13 for the task, 4 for teamwork, 3 for Scout spirit.
- Use the patrols' elapsed time on the orienteering course as your tie-breaker.
- Note to Klondike leaders: Since scoring is subjective, the person who scores a town should score that town all day. Also, you should plan each town so that at least two patrols can be completing the event, or events, simultaneously.
- All towns should have hot water available for coffee (adults) or hot chocolate.
- Awards will be given at the evening campfire to the top three scoring patrols

### **EQUIPMENT LIST**

Units will provide their own food. No ground fires are permitted in the park. Be prepared to use camp stoves for your cooking needs. A list of things each patrol must have on their sled should be distributed as early as two months before the Klondike. The Scouts can use anything on their sled to complete any given task. Those running the towns should provide any special gear the youth may need.

### **THE SLED**

A complete extra set of warm dry clothes and socks (wrapped in a waterproof covering) for each patrol member.

Patrol flag

Patrol roster

Pencil & paper

Clipboard & cover (or equivalent)

Bag or pouch to hold the teams "gold nuggets"

Watch

Compass

Flashlight

Two staves, six-foot-long each

Blanket

Padded splints for arms & legs

Patrol First-aid kit including four (4) cravats, gauze pads

Pocketknife

Two 2x4 lumber (one foot long each)

Tin foil

Three one gallon water jugs/containers filled with potable water

Flint & Steel or Hot spark kit

Lunch for each Scout

Eight lengths of rope, six feet long each (whipped)

Scout Handbook

Rain gear for each Scout

Cup for each Scout

Waterproof ground cover

Trash bag

Small skillet

Spatula

Kindling material for Shotgun Start

Leather gloves for each scout

### **CLOTHING**

One of the most important parts of a Klondike Derby is to keep warm and dry. Each Scout must know what to wear. Winter weather is very changeable, requiring preparedness for almost any condition. A nice day can turn into a raging blizzard. Your best protection is your common sense. Dress in layers. Avoid working up a sweat, and keep yourself comfortable by removing or adding layers of clothing. No cotton clothing!

Waterproof boots are essential. Wear socks of wool or other material that wicks away perspiration.

A wool stocking cap or similar head gear with ear coverings is necessary both during the day and at night in the sleeping bag to retain warmth. Scarves are recommended to protect the face from the cold and biting wind.

Scouts should wear wool mittens covered with a water repellent shell. Gloves may be worn, but they are not as warm as mittens.

Scouts are more vulnerable to the cold at meals, because they do not move around as much. Prior to any meal, ask every Scout if all of their clothing is dry. If not, have them change into dry clothes before eating.

Clothing Inspection: Unit leaders should visually inspect each Scout before he/she takes off on the trail. If any Scout is not adequately dressed, he/she should not be allowed on the trail.

## **SCHEDULE**

### **Friday, February 10**

5:00 – 8:00 PM Check-in and set up camp

9:00 PM SM/SPL meeting

10:00 PM Lights out

### **Saturday, February 11**

7:00 AM Reveille

7:15 – 8:45 Breakfast and clean-up

9:00 AM Opening Flags

9:15 AM Assembly at starting point for Klondike Trail

9:30 AM – 4:00 PM Klondike Trail/Activities

12:00 – 1:00 PM Lunch on the trail (no activities)

5:00 PM – 7:00 PM Dinner and Clean-up

7:30 PM Campfire, OA Call Out and awards

9:00 PM In site Cracker Barrel

10:00 PM Lights out

### **Sunday, February 12**

7:00 AM Reveille

7:15 AM – 8:00 AM Breakfast and clean-up

8:30 AM Chapel (Scouts Own Service)

9:00 AM Break camp, Campsite inspection, Check out






























**\*Times subject to change**

## Morse Code

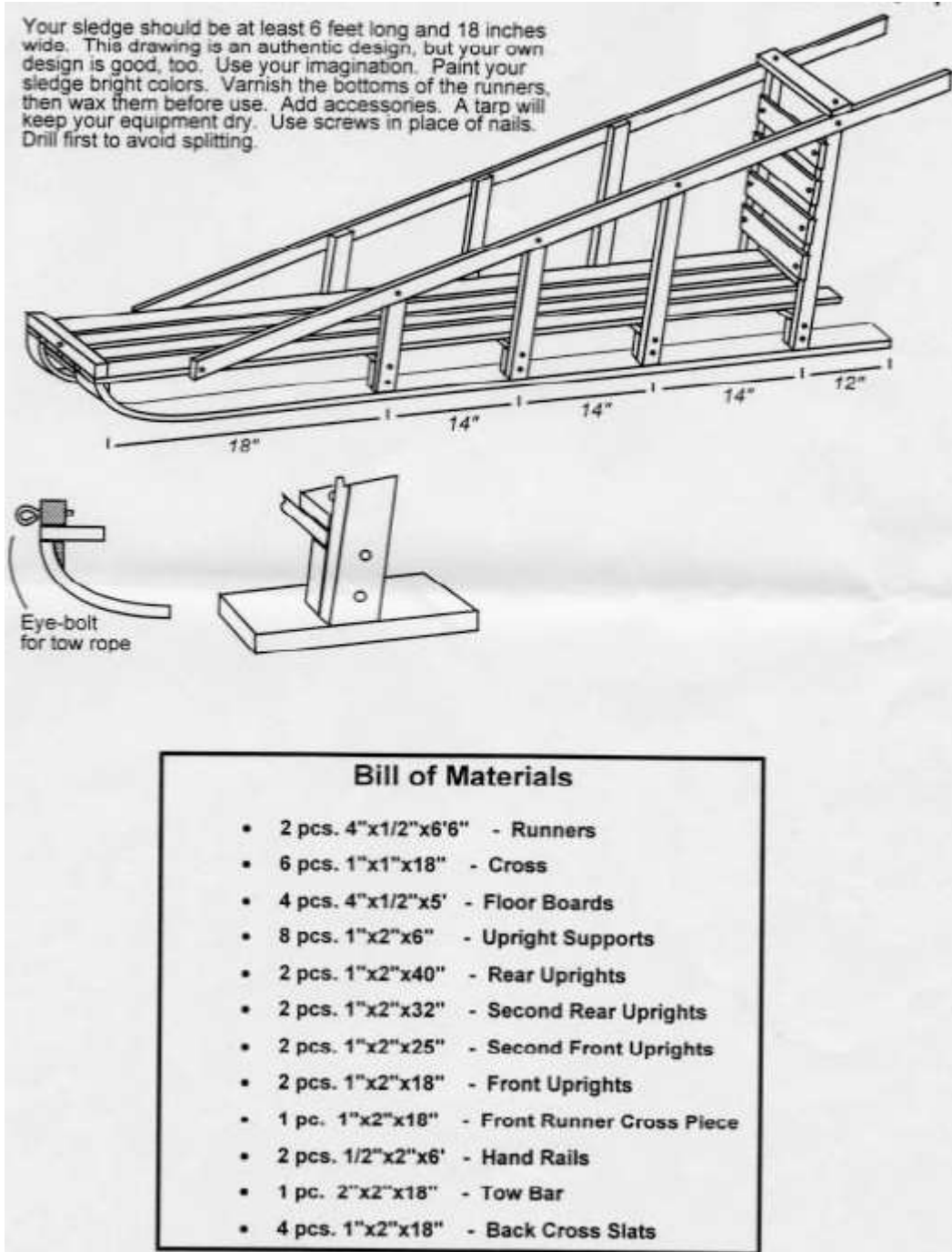
A	· —	N	— ·
B	— · · ·	O	— — —
C	— · — ·	P	· — — ·
D	— · ·	Q	— — — ·
E	·	R	· — ·
F	· · — ·	S	· · ·
G	— — ·	T	—
H	· · · ·	U	· · —
I	· ·	V	· · · —
J	· — — —	W	· — —
K	— · —	X	— · · —
L	· — · ·	Y	— · — —
M	— —	Z	— — · ·

FIG. 81.—Morse alphabet.

# Semaphore

<b>ERROR</b>  <b>A</b>	<b>1</b>  <b>B</b>	<b>REPEAT</b>  <b>C</b>	<b>4</b>  <b>D</b>	<b>5</b>  <b>E</b>
<b>6</b>  <b>F</b>	<b>7</b>  <b>G</b>	<b>8</b>  <b>H</b>	<b>9</b>  <b>I</b>	<b>0</b>  <b>J</b>
<b>NEGATIVE</b>  <b>K</b>	<b>PREPARATORY</b>  <b>L</b>	<b>M</b>  <b>M</b>	<b>ANNULLING</b>  <b>N</b>	<b>INTERROGATORY</b>  <b>O</b>
<b>AFFIRMATIVE</b>  <b>P</b>	<b>Q</b>  <b>Q</b>	<b>ACKNOWLEDGE</b>  <b>R</b>	<b>S</b>  <b>S</b>	<b>T</b>  <b>T</b>
<b>U</b>  <b>U</b>	<b>V</b>  <b>V</b>	<b>W</b>  <b>W</b>	<b>X</b>  <b>X</b>	<b>Y</b>  <b>Y</b>
<b>Z</b>  <b>Z</b>	<b>ATTENTION</b> 		<b>INTERVAL</b> 	<b>NUMERALS</b> 

## Sample Klondike Derby Sled Plan



## Patch Design Contest

Scouts may submit ideas for a Klondike Derby patch, and the winning design will be recognized at the campfire program. Designs must be in good taste, and must use either “BSA” or have a fleur-de-lis somewhere in the design. The patch should also say “2023 Historic Triangle Klondike Derby”. The final patch may not look exactly like the design that was submitted because the patch company reserves the right to make alterations. Submit your design via email at: [troop111gloucester@gmail.com](mailto:troop111gloucester@gmail.com). Submissions must be received by December 15, 2022.

## Questions or Concerns?

If anyone has any questions or concerns about the Klondike Derby prior to the event, please contact Mr. Jason Wells, Troop 111 Scoutmaster via email at [troop111gloucester@gmail.com](mailto:troop111gloucester@gmail.com).



## Registration Information

Although this Klondike Derby is sponsored by the Historic Triangle District, any and all Scouts BSA units are invited to attend. We encourage all units to contact and invite the Webelos in your respective areas to attend as part of your Klondike Derby teams. Event patches will be provided for attendees and will be passed out at check-out based on the number of Scouts and Scouters registered in your unit for this event.

Arrive at camp as a troop, and proceed directly to check-in at the Whitcomb Lodge to receive your assigned campsite and parking passes for each vehicle in your unit.

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### 2023 Historic Triangle District Klondike Derby Event Code # 203

Please attach this form along with payment. Registration fee is \$18 per person if registered before Saturday, January 7, 2023 (Early Bird) or \$23 per person afterward. Late registration ends Saturday, January 28, 2023. Register via Black Pug\* (<https://scoutingevent.com/595-htklondike23>) or in person at the council office:

Colonial Virginia Council, BSA  
11834 Canon Blvd. Suite L  
Newport News, VA 23606

Unit and Type #: \_\_\_\_\_ District: \_\_\_\_\_

Leaders Name: \_\_\_\_\_ Contact #: \_\_\_\_\_

Address: \_\_\_\_\_

Number of Scouts participating: \_\_\_\_\_

Number of Webelos participating: \_\_\_\_\_ Number of AoLs participating: \_\_\_\_\_

Number of Adults participating: \_\_\_\_\_

Number of Teams: \_\_\_\_\_

Total Registration fee: \$18.00 X number of participants: \_\_\_\_\_  
(\$23 if registered after the Early Bird deadline)

Checks should be made payable to Colonial Virginia Council, BSA noted for the Historic Triangle Klondike Derby.

\* There is a 6% online convenience fee for registering via Black Pug.

**\*\*No late registrations will be accepted\*\***