

**Peninsulas
Klondike Derby
Leader's Guide**

**27 February – 1 March
2026**

Camp Parsons

INFORMATION

We welcome you to the Annual Peninsulas Klondike Derby. The Klondike Derby is a chance for your patrols to "show off" the skills that they have acquired over the years they've been in scouting. It is also a chance to demonstrate teamwork and scout spirit and to have FUN in the outdoors during the winter days.

The idea of the Klondike Derby stems from the Klondike Gold Rush and the Alaska Iditarod Dog Sled Race. The Klondike Gold Rush occurred at the turn of the last century when Native Americans, fur traders, gold prospectors, mailmen and merchants traveled in sub-zero reaches of Alaska by means of dog sleds. They needed adequate survival skills, which they learned from the Eskimos, in order to survive in the extreme winter conditions. In addition they had to have everyday skills that can be found in the scout handbook and they shared a code that was not unlike the Scout Law.

In the tradition of the great mushers and dog teams of the past, your patrol will become the dog sled team and travel from town to town earning your nugget through challenges that will test your mettle both physically and mentally. On your sledge (sled) that is built, and possibly even designed, by your patrol, you will carry everything that you will need to perform those tasks. You will have breakfasts, lunch, and dinner at the Klondikaven café cooked by the Klondike staff; and after dinner an awards ceremony, followed by a campfire celebration Saturday night. At the end of the day you will have memories and stories that will last a lifetime.

Like Klondike Derby's all over the United States, the Klondike derby is a traditional camporee format. Each unit is asked to send at least one adult to assist with one of the event stations, (Klondike towns), during the competition.

A Klondike differs from a traditional camporee first by the fact that the scouts must carry most everything with them, that they will need for each town. While most towns will require a scout skill that they can look up in the Scout Handbook or Field book, some towns will have a challenge or game that requires leadership and cohesiveness. Additionally, the Klondike is set up to challenge the scout and the patrol while fostering teamwork. Teamwork is the goal and priority. It is near impossible to be competitive and not complete a majority of the tasks. The nuggets for teamwork are all or nothing and the Mayors will be watching closely.

KLONDIKE DERBY CHECK-IN PROCEDURES

Upon arrival to Camp Parsons, the Scoutmaster and Senior Patrol Leader will need to check the unit in at the Silver Marmot Grill, next to the parking lot. The Senior Patrol Leader will get his assigned campsite and map.

GENERAL OBJECTIVES

Each patrol or "dog team", (so-called because Scouts act as the huskies), will be assigned a route that will take them to the different towns. To avoid possible collisions and lines at the towns, patrols will be routed to start at different towns. As they arrive at each town, the patrol should demonstrate their Scout spirit and they'll encounter a practical problem involving basic Scouting skills. Depending on how well the patrol works out this problem, they will be awarded a number of nuggets. After the town's Mayor has confirmed they are finished, they may set off for the next town. Upon completion of all the events, the patrol reports to the Governor's office, to turn in their nuggets. There will be winners in each event and an overall winner of the Klondike is the patrol with the most nuggets.

The whole event furnishes a competition among Patrols operating on their own under their *Patrol Leader's* leadership. ***Therefore, any coaching or advice by adults or other outsiders is out of order.*** Coaching gives an unfair advantage to the Patrol receiving it and conclusively demonstrates the Patrol's lack of adequate preparation. The time for coaching is during the Troop program, when a technical proficiency is learned by the Scouts. This fundamental knowledge will enable the Scouts to cope with the winter environment comfortably and safely, both at the Klondike Derby and in future years.

Any interference by adults may result in a loss of nuggets for the patrol and possibly the disqualification of the patrol from that event.

NUGGETS

The nuggets will be earned based on the following basis:

- one nugget - Patrol completes the event AND had equipment needed
- one nugget - Patrol demonstrated teamwork (**all** members participated)
- one nugget - Patrol showed Scout Spirit
- one nugget - All things were done to the Scout Handbook or stated standards.
- two nuggets - Mayor's discretion. Mayor's decisions are final.

(Please remember this is a Scout event. Tagging along with a team is strongly discouraged. Let the Patrol Leader's lead. This is the scouting way.)

CLAIM JUMPERS

Klondikaven is wild country, infested with "claim jumpers" who stop Patrols along the trail to check their Scout knowledge. The "claim jumpers" will ask Scout-related questions, such as "What are three points of the Scout Law?" or "What do stars on a badge stand for?" For each question the Patrol misses, the "claim jumpers" will "steal" a specified number of nuggets. The "claim jumpers" will then mark the Patrol's sled, and allow the sled to pass. Every Patrol will get stopped. The Patrol may be given a bonus question, which is theme related, such as "How many miles long is the Iditarod race?" The option to ask the bonus question is entirely up to the "claim jumpers".

SLEDGE INSPECTIONS

There will be an inspection of sledges to insure that the patrol's start off with the *basic necessities*. These items will be marked on the equipment list, and in order to participate they **MUST** be on the sledge.

KLONDIKE DERBY SLEDGE GUIDELINES

The sled **must display** the patrol flag and troop number.

- ***The flag must be removable and on a staff.***
- The sled must be scout constructed.

Please note that there are only a few specific guidelines for sleds, we offer a link, (http://scoutdocs.ca/Klondike/Klondike_sled_plans.php), that may be improved upon if the patrol decides that they have a better plan.

- Sleds should be between 22" and 28" wide and between 60" and 72" long.
- Sleds must be powered by the scouts, no motors.

KLONDIKE DERBY SLEDGE RESTRICTIONS

- 1) WHEELS – REQUIRED, (we are guests at Camp Parsons).
- 2) Sledge cannot be self-propelled. (**SCOUT POWER ONLY!**)
- 3) Ropes may not be looped around scouts.
- 4) Sledges must be Pushed/Pulled along trail, **not carried**.
- 5) NO electronic equipment permitted.

THE KLONDIKE DERBY SLEDGE RACE

The sledge race will be one of the last events of the day. It will be against all of the other patrols. All the patrols will race against each other to the finish line. All sledges will be pulled and will need to be in one piece at the finish line.

FOOD

Saturday breakfast, lunch, dinner, desert and Sunday breakfast will be provided by the Klondike Derby Staff, at the Camp Dinning hall.

CLOTHING: One of the most important parts of a Klondike Derby is to keep warm and dry. Each scout must know what to wear. Washington weather is very unpredictable, requiring preparedness for almost any condition. (Scout Motto: BE PREPARED) It is possible that there may be rain, ice and/or snow. **RAIN GEAR IS REQUIRED**, as it is one of the ten essentials.

****VERY IMPORTANT INFORMATION****

WATER: Water may not be available in all campsites. BRING CONTAINERS to transport water to your campsite.

GARBAGE: ALL garbage will be removed and taken home by each unit. BRING and use a garbage can and lid.

CAMPFIRES

- ✓ Campfires are allowed, (*unless there is a Burn Ban in effect*).
- ✓ ONLY in existing campfire rings
- ✓ DO NOT dig out the fire rings

CAMPsites

We will be using various campsites at Camp Parsons. Some of the sites have shelters, while others are tent sites. We will try to house everyone in the shelters; HOWEVER, we may need to utilize some of the tent sites. **Be Prepared for either.** The tent sites have the tent platforms, (no poles or tents are on them).

GENERAL KLONDIKE NOTES

- This is a Scouts BSA event only, Cub Scouts (Including AOLS) may not attend.
- Please notify the ***Klondike Medic*** in advance of any special medical needs. We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.
- Every Scout and Leader must be registered with the BSA.
- Each unit is responsible for its' own camping equipment.
- *At no time should scouts or leaders walk through another campsite without requesting "permission to enter".*
- Each unit is responsible for the Scouts in their units.
- Each Patrol must have a patrol flag.
- It is suggested that the Scout Handbook and Field Book be available to be used as references during the events, (see equipment list).
- Water may not be available in all campsites, so bring containers to carry it to your campsite.
- Campfires are allowed, (*unless there is a Burn Ban*), in the existing fire rings, ***DO NOT DIG OUT THE FIRE RINGS.***
- LEAVE IT BETTER THAN YOU FOUND IT.
- THE SCOUT OATH AND LAW WILL GOVERN ALL PARTICIPANTS AT THE KLONDIKE DERBY.
- *TAKE NOTHING BUT PICTURES, LEAVE NOTHING BUT FOOTPRINTS.*

Derby regulations are necessary to insure that every Scout and Leader has not only an enjoyable experience, but a safe one as well. The above list is not intended to be complete, but it is important and must be agreed upon by the adult and leaders of the units to insure the safety of all present and to protect Camp Parsons for all to enjoy.

MISCELLANEOUS THINGS YOU MAY LEARN:

(or already know)

- ❖ COLD IS RELATIVE.
- ❖ RAIN DOESN'T KILL YOU, BUT **RAINGEAR** WILL PROTECT YOU.
- ❖ YELLOW SNOW IS NOT EDIBLE.
- ❖ RACCOONS ARE NOT AFRAID OF PEOPLE, (no matter how scary you and your friends think *you* are.)
- ❖ RACCOONS CAN OPEN COOLERS, AND THEY WILL!
- ❖ CAMP PARSONS **DOES** HAVE RACCOONS.
- ❖ IF YOU DRINK ANYTHING AFTER DINNER, YOU WILL BE SORRY. AT 4:00 AM, WHEN IT'S 20 DEGREES OUTSIDE, YOU WILL HAVE TO DECIDE WHETHER OR NOT TO STAY IN YOUR WARM SLEEPING BAG OR GET UP AND GO TO THE BATHROOM.
- ❖ SLEDGE RACING IS COMPETITIVE AND **FUN!**
- ❖ IT REALLY DOES RAIN IN WASHINGTON.
- ❖ WINTER CAMPING IS FUN, even SNOW camping is FUN.
- ❖ **ANYONE** CAN GO CAMPING WHEN IT'S 65 DEGREES AND CLEAR.
- ❖ THE EVENING CAMPFIRE TAKES ON A NEW MEANING WHEN IT'S 20 DEGREES OUTSIDE.
- ❖ IF YOU WAIT UNTIL IT WON'T RAIN TO GO CAMPING, IN WASHINGTON, YOU WILL BE TOO OLD TO BE A SCOUT.
- ❖ YOU CANNOT DUPLICATE THE WARMTH OF A DOWN-FILLED SLEEPING BAG BY CLIMBING INTO A PLASTIC BAG WITH SEVERAL GEESE.
- ❖ THE ONLY DIFFERENCE BETWEEN WINTER AND SUMMER, IN WASHINGTON, IS THE TEMPERATURE OF THE RAIN.

SLEDGE EQUIPMENT LIST

The scouts can, and are expected to, use the items **on their sled** to complete the given tasks. Select Towns will have some of the items required to complete that town's task.

- **Patrol Flag****
- **Pouch for nuggets****
- **Copy of patrol roster****
- Wood & kindling, (small & dry)
- (Enough for (3) fires)
- Tinder (natural materials only)
- (Enough for (3) fires)
- Matches (**NO lighters**)
- Pot (for boiling ice/snow)
- Compass
- Pen/Pencil
- Paper/notepad
- Rope, (suggest (1) 30 ft piece & (5) 12'-15' pieces for lashing)
- (4) 2 ft lengths (to demonstrate knot tying)
- **Patrol First Aid kit****
- (1) copy of the Scout Handbook
- (1) copy of the Field book
- **Water bottle - FILLED with water (for each member)****
- Neckerchiefs or triangular bandages (for each patrol member)
- material to use for first aid events (neckerchiefs should work)
- Blanket
- **Scout Basic (10) Essentials (for each scout)****

****items marked are REQUIRED and sleds missing any of them will not be allowed to participate.** Other than required items, the items listed are a minimum of what may be needed for the events.

