



# Scouting America™

Inland Northwest Council

## Klondike Derby in the Hoodoo Mountains

Camp Grizzly, Idaho  
February 14-16, 2025

Please take a few minutes to read this packet and share all the information with your Troop and especially your youth leaders so they know what to plan for.

## REGISTRATION INFORMATION

**REGISTRATION:** Registration is available online at [www.nwscouts.org/klondike](http://www.nwscouts.org/klondike). You may find the Roster Form at the end of this guide helpful in preparing to make your registration online. If you prefer to mail in a check or use unit account funds to make payment through the scout office, please begin your registration online, including the required information, and then call the office or Margaret Parsley for assistance. If you are planning to mail a check, please complete this process by January 20th to allow time for your check to arrive in the office and be processed.

**COST:** \$25 per Scout & \$10 for Adults - includes Klondike Patch, Troop Ribbons, Camp Grizzly usage fee, and Awards. Register online: <https://www.scoutingevent.com/611-Klondike>

Important note: Cost is same for anyone who wants a patch or using facilities (even if not staying overnight)

**DIRECTIONS:** Klondike will be held at Camp Grizzly, address is 1101 Palouse River Rd, Harvard, ID 83834, or a map at <https://maps.app.goo.gl/kdvET9aUegacMNe1>.

## PREPARATION INFORMATION

**BAD WEATHER:** The Klondike Derby will not be canceled due to any weather conditions except if the roads are closed or we are so advised by governmental agencies or if Camp Ranger says that camp is not accessible.

**CLOTHING:** Safety first! Dress for the conditions! The clothing and equipment list for winter camping can be found in your Scout Handbook. Cotton clothing or tennis shoes are not advised due to weather conditions. Each scout must have their 10 essentials with them.

**CAMPING:** Camping is optional and not required to fully participate in the Klondike Derby. Camping adds to the Klondike experience. Camping space may be limited. Remember to set up camp in a small area. Be courteous to other Troops. No camping in the parking lot areas. Arrange the patrols with enough space to camp by the patrol method. Set up a warming tent to serve all patrols. To gain protection from the wind, dig tents down into the snow or pile up snow walls. Pitch tents so that the wind does not blow smoke or snow into them. Be sure that the tents are anchored securely. You will be assigned a campsite at check-in.

For smaller troops, you may have to share a campsite with another troop depending on how many troops sign up.

**PARKING:** Please attempt to carpool as much as possible and keep the number of parked vehicles to a minimum. Parking is limited. No RVs, Campers, or Camping Trailers will be allowed. Troop trailers must remain in the parking lot. Be prepared to transport your gear to your campsite using your sleds.

**WOOD STOVES:** IN THE GUIDE TO SAFE SCOUTING “No flames in tents. This includes burning any solid, liquid, gel, or gas fuel—including tents or teepees that feature or support stoves or fires; and any chemical-fueled equipment or catalytic heaters.”

<http://scouting.org/healthandsafety/gss/gss07.aspx>

**FIRES:** Permitted in established fire pits or elevated burn barrels.

**BE PREPARED:** Please note the schedule. There might be some further adjustments necessary depending on the weather & other logistics. There will be an SPL/Scoutmaster Meeting on Friday night (the 14th at 9:00 PM in the Dining Hall to give you the most current information. Final adjustments will also be announced at the Saturday morning flag ceremony.

**ARROW OF LIGHT:** Arrow of Lights are invited to attend and can participate with a host troop or operate as a separate patrol. They are encouraged to stay for the awards campfire. Each AOL Patrol will face several tasks as they travel along the Hoodoo Trail. Keep in mind that this is a learning experience for the Arrow of Light Scouts. They are encouraged to do their best.

**LUNCH:** Lunch preparation is part of the day’s program events. Lunch should be planned and prepared by the Scouts, not the leaders. Lunch will be judged as part of the competition, so ensure it is healthy and will sustain the Scouts while on the trail. Patrol or Den must eat at a Hoodoo Trail Station to get judged.

Note: Your patrol may be assigned a guest to participate with the patrol; he or she will need to complete the course with your patrol.

**NEED A SLED:** Many Klondike sled designs are available on the Internet. Sled designs are available at: <http://www.inquiry.net/outdoor/winter/gear/sleds/> and on pages 4 and 5 of this packet. If your troop needs a sled (ie, do not have time to build one, can’t find last year’s, etc.) or if your troop has an extra sled that you won’t be using, please email the Klondike Committee.

# KLONDIKE PATROL & SLED SUPPLIES

Each patrol needs a sled. The sled must be able to carry one rider and be of solid construction. It must fly the patrol flag and unit number. All patrols should be prepared with a patrol yell.

**Remember** that our local winters are unpredictable and modifications to sleds (like wheels) to match the conditions are encouraged.

## **Each sled must carry the following equipment:**

- Food (Lunch MUST BE PREPARED on the trail. One hour for preparing and consuming lunch is allotted. Scoring is based on how nutritious the meal is (using My Plate) and Leave No Trace. Patrols must provide their own fire container and pack out all ashes or cook with a stove.
- Ax or saw
- Lashing twine (100 feet or so)
- Scout Handbook (In a plastic bag) AOLs bring your AOL Handbook
- Notebook and pen or pencil
- Patrol first-aid kit
- Fire starting kit
- Dry tinder
- Bundle of dry firewood (enough for both fire building and cooking lunch)
- Shovel
- Blanket
- Plastic Garbage Bags - Leave No Trace (pack it in and out)
- Positive attitude (bring enough to share)

**Note:** Your sled supplies may be checked at various points during the day.

## **Each patrol member must bring the following equipment:**

- 10 essentials
- Waterbottle
- Mess kit
- 6 ft length of rope, ¼" or larger
- Rain gear (poncho or plastic garbage bag)
- Extra pair of dry socks

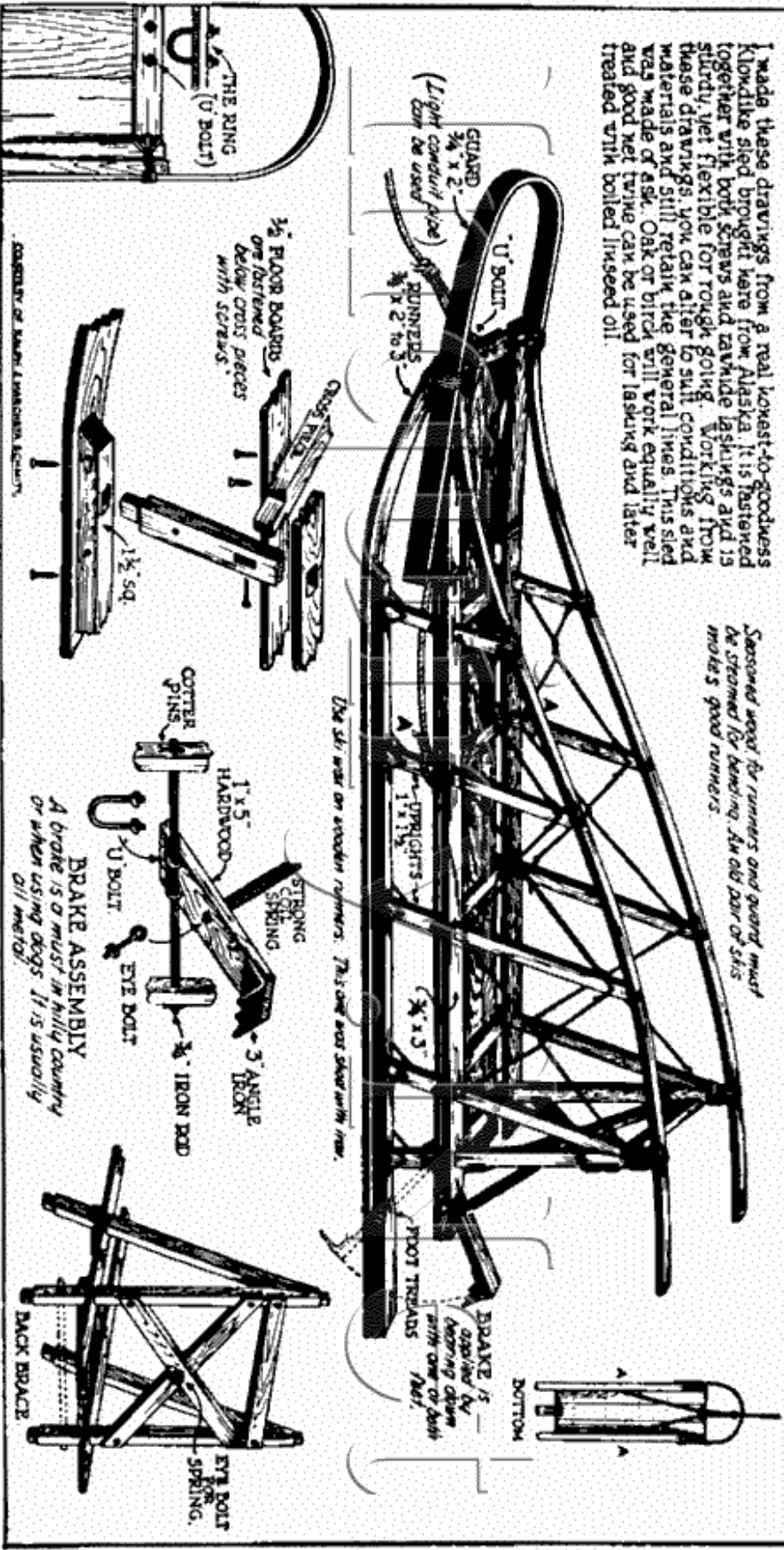


# KLONDIKE SLED

20" wide x 6' or 7'  
long is a good  
size for scouting

I made these drawings from a real lowest-to-goodness Klondike sled brought here from Alaska. It is fastened together with both screws and rawhide lashings and is sturdy yet flexible for rough going. Working from these drawings, you can alter to suit conditions and materials and still retain the general lines. This sled was made of ash. Oak or birch will work equally well and good net twine can be used for lashing and later treated with boiled linseed oil.

Seasoned wood for runners and guard must be steamed for bending. An old pair of skis make 3 good runners.



# KLOVDIKE SLED 'SLEDGE'

DESIGNED & CONSTRUCTED

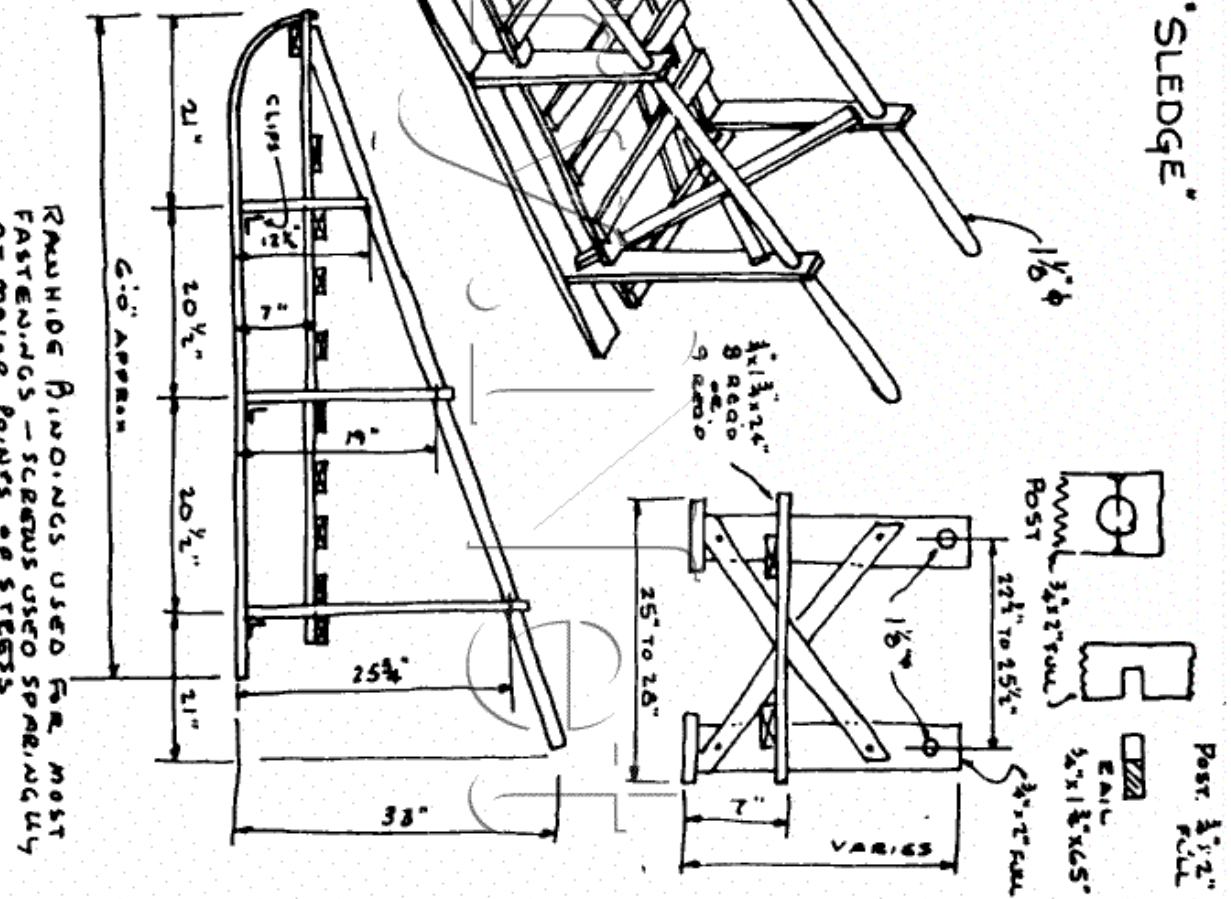
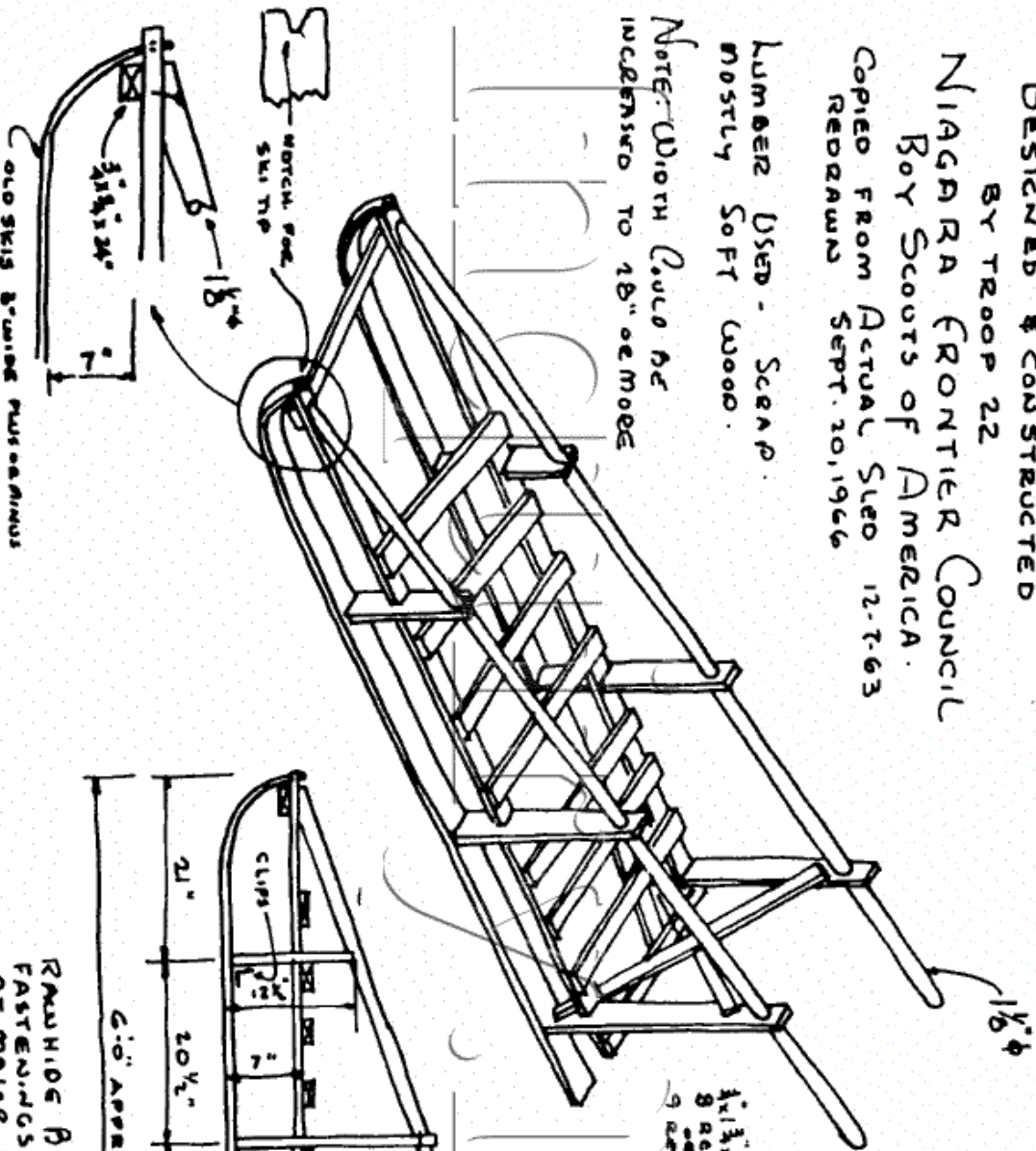
BY TROOP 22

NIAGARA FRONTIER COUNCIL  
BOY SCOUTS OF AMERICA.

COPIED FROM ACTUAL SLED 12-7-63  
RE-DRAWN SEPT. 20, 1966

LUMBER USED - SCRAP.  
MOSTLY SOFT WOOD.

NOTE: WIDTH COULD BE  
INCREASED TO 18" OR MORE



THIS DRAWING REISSUED FOR KLOVDIKE BEGGY IN CONJUNCTION WITH WINTER FESTIVAL 1967



# On the Klondike Trail

Years ago, during the great gold strikes in Alaska, brave men raced across the frozen tundra in search of riches, fame, and fortune. Some reached their goal and others perished in the trackless cold, never to be seen again. The challenge has remained long after the memory of men and gold has faded. The Klondike Derby is a test of Scout skills, knowledge, and patrol teamwork. What better way to challenge Scouts than by asking them “Be Prepared?” It’s also a lot of fun.

Each sled team of 5-8 Scouts (up to 10 for the AOLs) will be given a map before they set out on the trail. They will follow the map and travel along the trail completing many challenges. Each station will give the patrol a problem to solve. Scores will be given for skill and Scout spirit. You **MUST** stop for lunch at the nearest site, and lunch will also be scored. The total score earned by the team will be kept by the team leader. Score sheets must be turned in at headquarters at the end of the Derby for scoring.

Teamwork and spirit count as much as skill.

All Scouts should be prepared to demonstrate or have knowledge of the following subjects: hiking, first aid, camping, communications, emergency preparedness, and any basic Scout skill found in your handbook. Going “above and beyond” or demonstrating proficiency in skill usually earns your patrol an additional score.

## About the Hoodoo Trail

Camp Grizzly sits at the head of the Hoodoo Mining District and was once an integral part of the lives of local miners. The Hoodoo Mining District is about 28 square miles in the Hoodoo Mountains in northwestern Latah County. The Hoodoo Mountains are a part of the western edge of the northern Rocky Mountains and are the source of the Palouse and Potlatch rivers. The Hoodoo Mountains transition into the adjoining Palouse region.

At the Klondike Derby in the Hoodoo Mountains, you'll need to pack your gear and get ready for a race to stake your claim! Bring your mining company (Patrols)! Be Prepared to face first aid emergencies, shoot muzzleloader rifles, throw tomahawks, and get your company to your claim!

Back in the days when the Hoodoo Mining District was active, if a miner staked a claim, they had to register it by bringing back gold they produced as proof. Patrols who complete the challenges faced while staking a claim on the Hoodoo trail may participate in an additional challenge. The Hoodoo Haul is a timed course where teams have the option of navigating a rough trail back to the mining district assessor to register their claim. Patrols will need to collect Hoodads along the way or suffer a penalty to their time. The Hoodoo haul is not a synchronous race, but patrols must start by 2 PM if they wish to have time to compete.

## Brief History of the Camp Grizzly Area

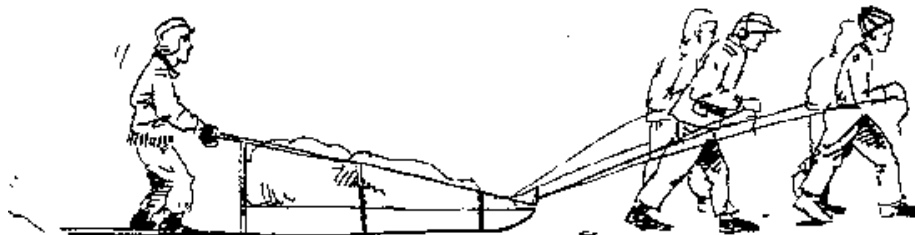
Mid-1850's: Camp Grizzly and Laird Park area settled by John Griswold and his family. The area is named "Griswold Meadow".

1860's: Gold is discovered in the Hoodoo Mountain range and miners flood into the area to stake their claim and get rich. Eventually over 1000 miners stake claims in the region.

1872: Gold is discovered in the Palouse River by Frank Points.

1874: Ed Graham takes over after the Griswold Family and renames Griswold Meadow to Grizzle Bar where he finds a trading and supply station that includes an eating house, lodging, saloon, blacksmith, and pack station. He names his trading and supply station Grizzle Camp.

1875: The Hoodoo Mining District is recognized. The 14-mile Hoodoo trail starts at Grizzle Camp and supplies all mining claims in the Hoodoo Mining District.



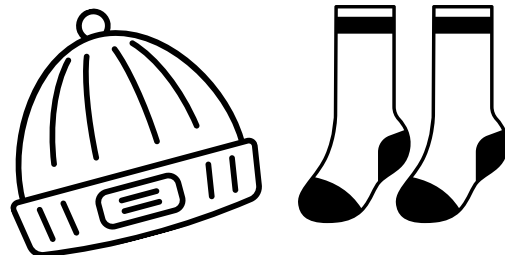
# Rules and Instructions for Keeping Warm at Night

1. **REMEMBER:** The sleeping bag does not heat you; you heat it. So, use this rule, "Thickness is warmth", to keep this heat. If you are cold, add some more insulation (blankets, clothes, more newspaper).
2. **DO NOT SLEEP IN THE BOTTOM OF THE BAG:** Your breath contains moisture. If you close your bag with your head inside, then this moisture sticks to the bag. Wear a hat to keep your head warm.
3. **CHANGE CLOTHES: NEVER** sleep in wet clothes. Even perspiration will chill you at night.
4. **EAT A CANDY BAR:** This increases your metabolism (moves your blood faster) and helps keep you warm.
5. **GO TO THE BATHROOM BEFORE BED:** This saves you a middle-of-the-night trip in the cold.
6. **DO NOT DRY "WET" CLOTHES IN BAG:** Moisture will travel from wet clothes to sleeping bag.
7. **PUT TOMORROW'S CLOTHES UNDER BAG:** This heats up clothes for tomorrow's cold morning and provides more insulation.
8. **FLUFF UP YOUR BAG:** Always fluff up the bag before using it to create the thickness important in keeping warm.
9. **USE A SLEEPING PAD (OR 2):** This is also crucial to keeping warm on the cold ground/floor.
10. **MOST IMPORTANT - KEEP IT DRY:** Keep all your sleeping gear dry and follow these rules, and winter camp should prove to be a rewarding experience.

## IMPORTANT STUFF TO KEEP IN MIND

1. Clothing does not make you warm; it is your body processes that keep you warm. Clothing merely provides insulation to preserve your warmth.
2. Layered thickness is warmth.
3. Keep your torso warm so that it can send heat to the extremities.
4. Avoid sweating by ventilation.
5. Stay Hydrated by drinking a lot of water.
6. Keep rain and wind out of your insulation.
7. Use your head. Keep it covered when you're cold; remove the cap as you warm up to avoid sweating.
8. Strain one muscle against another to maintain metabolism.
9. Wool clothing is best but needs wind protection, synthetics are next best. Down is OK, as long as it stays dry. Cotton is a poor choice.
10. If your feet are cold, put a hat on.
11. Remember the word "COLD"

Keep your clothing	<b>C</b> lean.
Avoid	<b>O</b> verheating
Wear clothing	<b>L</b> oose
Keep it	<b>D</b> ry





# RECOMMENDED CLOTHING FOR TWO DAY WINTER CAMP

In addition, or in substitution to what you would normally bring to camp, bring:

- 2 shirts (wool is best, or flannel)
- 2 pairs of wool or synthetic pants (strongly recommend against cotton pants like jeans. They absorb moisture like a sponge).
- Thermal or synthetic long underwear
- Boots (WATERPROOFED)
- 2 pairs of heavy socks (wool recommended)
- 2 pairs of lighter socks (synthetic is best)
- Windbreaker (as is or part of heavier jacket)
- Stocking cap (wool is best)
- Parka or heavy jacket
- Mittens, (WOOL, gloves not recommended except as extra pair)
- Extra shoes/ boots



It is always best to stay dry when camping in the snow, but you can expect to get wet and should be prepared. Boots or other shoes that are not waterproof will normally start getting the feet wet and cold after less than 15 minutes in the snow (depending on temperature, the colder it is, the longer the feet stay dry).

Low-top shoes will not keep the snow out of the shoes. Gaiters can be made from plastic bags and strong tape like duct tape. Do not cover the bottom of your shoes with plastic, doing so will cause you to lose all your traction (and you will fall down!).

Unless your parents are planning to buy some of the items on this list, anyway, do not run out and start spending lots of money on clothing and equipment. If you are in doubt or have questions, call one of your troop leaders for advice.

## Day of the Klondike Info and Schedule

**CHECK IN:** Check-in must be done as a unit at the Dining Hall (subject to change). Anyone wishing to participate in the event must arrive by 8 am on Saturday at the **latest**. Derby volunteers will be unable to connect a late arrival with their unit on the course.

ALL scouts that wish to participate in any of the shooting sports activities, **MUST** complete a safety orientation Saturday morning flag ceremony on the parade grounds.

### FRIDAY

**5:00 PM to 9:00 PM:** Check-in and campsite assignments (Dining Hall)  
Use the parking lot at the gate. **No vehicles** in campsites, please plan to use sleds to haul gear!

**9:00 PM:** SPL and Scoutmaster Meeting (Dining Hall)

**9:30 PM:** Cracker barrel for SPLs & all adult leaders (Dining Hall)

**9:30 PM:** Hoodoo station leaders meeting in Dining Hall

## **SATURDAY**

**8:00 AM to 8:45 AM:** Check-in and campsite assignments (Dining Hall)  
Use the parking lot at the gate. **No vehicles** in campsites, please plan to use sleds to haul gear!

**9:00 AM:** Opening Flag Ceremony (at the parade grounds) bring your troop flag plus your fully equipped sleds for each patrol (see the required equipment list in the packet)

**Shooting Sports Orientation:** Mandatory for all

**Start Klondike Derby-** Report to your assigned starting point and demonstrate your scout skills in the Hoodoo mining district!

**12:00 PM:** Troops will prepare their own meals on the trail at the location they are visiting. Units will be judged based on healthy & complete meals planned and prepared by the Scouts (not the adults).

**1:00 PM:** Hoodoo Haul opens

For an extra challenge, your patrol may also complete a timed course and earn Hoodads on the Hoodoo Haul!

**2:00 PM:** Klondike Derby course ends

**Last call to start the Hoodoo Haul** - patrols will not be allowed to start this challenge after this time.

**4:00 PM:** Troops turn in their reports for award judging (Dining Hall)

**5:00 PM:** Closing campfire and awards. Must be present to win!

**6:00 PM:** Dinner in your campsites (be sure to include your AOL guests/Commissioners)

## **SUNDAY**

**9:00 AM:** Break Down Camp, Clean Up, Pack Out

# 2025 Winter Klondike Camporee Registration Form

Troop #: \_\_\_\_\_

Scoutmaster Name: \_\_\_\_\_

Patrol Name: \_\_\_\_\_

1.		5.	
2.		6.	
3.		7.	
4.		8.	

Patrol Name: \_\_\_\_\_

1.		5.	
2.		6.	
3.		7.	
4.		8.	

Patrol Name: \_\_\_\_\_

1.		5.	
2.		6.	
3.		7.	
4.		8.	

**Patrol Name:** \_\_\_\_\_

1.		5.	
2.		6.	
3.		7.	
4.		8.	

**Other Adult Leaders:** \_\_\_\_\_

1.		5.	
2.		6.	
3.		7.	
4.		8.	

**Number of Scouts x \$25 =** \_\_\_\_\_

**Number of Other Adult Leaders x \$10 =** \_\_\_\_\_

**TOTAL PAID IN ADVANCE =** \_\_\_\_\_

**TOTAL AMOUNT PAID =** \_\_\_\_\_

**This form is for planning purposes only, but we encourage you to bring it with to check-in to make it go smoothly.**