

# **OSPREY DISTRICT**

## **2026 KLONDIKE DERBY**

### **JANUARY 24, 2026**

### **9:00 AM – 3:00PM**

**ATTENTION SCOUTMASTER:** The information in this publication should be shared with all members of your Troop who will be competing in The Klondike Derby. Doing so will help to ensure a smoother running and FUN event for all involved.

#### **Event Summary**

The Klondike Derby is a one-day patrol competition event that will transform Belleplain State Forest into the Yukon region of Canada and Alaska. Scout patrols transport their equipment using Klondike sleds over predetermined routes, demonstrating their scouting and teamwork skills at “towns” along the way. The event is a rain, snow or shine event!

Operation of the event is done by volunteers who are responsible for the various compositions at the “towns”. Troops are to provide at least two adults to operate a town during the event. Senior scouts not participating in the event are permitted to attend to assist with the operation of the event at either the HQ or at one of the event towns.

Troops are encouraged to use the Klondike as a recruitment event. Contact with your Cub Scout Packs and invite their AOLs to join your Troop for the Klondike!

#### **Directions**

Belleplain State Forest is located at 1 Henkinsifkin Road, Woodbine, NJ 08270 or coordinates 39° 14' 56.62" N 74° 50' 28.29" W. Upon arrival, proceed directly to the parking lots near the beach on the Northwest corner of Lake Nummy. The HQ for the event will be near this parking area.

A copy of the Belleplain campground map is attached. The Klondike Derby will be held around Lake Nummy.

#### **Registration Deadline**

**All patrols must be registered by Saturday, January 17th, 2026. Registration is made online at <https://scoutingevent.com/690-OspreyKlondike>.**

A registration fee of \$40 per troop is required and offsets the facility fee charged by Belleplain State Forest.

## **Overnight Camping**

The Osprey District Klondike Derby is a one-day event. Any troop that would like to camp out on either Friday and/or Saturday can do through Troop 65 which has reserved the group camping site. If your troop is interested in this option, please contact Chris Kane, whose contact information is below. Troops camping overnight are responsible for their own meals, equipment, and adult leadership.

## **Contacts**

If you have any questions, you can reach out to one of the contacts listed below.

Dan Rauch	Governor	(908) 656-0662	danielerauch@aol.com
Chris Kane	Lt Governor	(609) 305-8950	treasurer1065@gmail.com
Garrett Heilpern	Lt Governor	(609) 602-1414	g.heilpern@yahoo.com
Javier Juarez	District Director	(609) 261-5850 x132	javier.juarez@scouting.org

## **Leader information meetings**

There will be two information meetings for unit leaders of all Troops attending the Klondike. Besides answering questions, we will be asking each troop represented at the event to run one of the event towns at the Klondike.

- The January Osprey District Leader Roundtable is scheduled for Thursday, January 8, 2026 at 7pm. A portion of the meeting will be dedicated to discussing the Klondike. Meeting location and format will be distributed in Late December.
- On Friday, January 9, 2026 at 7pm we will have a special meeting just to discuss and coordinate the Klondike Derby. The meeting will be held in the Parish Hall of the First United Methodist Church of Cape May Court House located at 1 Church St, Cape May Court House, NJ 08210. In person attendance by at least one troop leader at this meeting is appreciated, but if you need a zoom invite, please contact Dan Rauch.

Any troop participating in the event is asked to provide adult leadership to run one of the event towns. If there is a specific town that you would like to man, please contact Dan Rauch prior to the January 8<sup>th</sup>. Final assignments for the town operations will be made on January 9<sup>th</sup>. Troops are permitted to have assistance from senior scouts to operate their town assignment.

## Osprey District Klondike Derby Patrol Leader Instructions

### Procedures:

1. **Patrol Leaders** should check in at 9 am at Klondike HQ in the parking lot. Patrol Leader will present two copies of the Patrol Roster to the Governor. One copy of the roster will stay at Klondike HQ, and the second copy will be returned to the Patrol Leader to keep on the sled. The Patrol leader will also turn in the volunteer Registration Sheet and two packets of cocoa mix per patrol member to the Governor. The Governor will issue the sled their starting number.
2. After the patrol leader completes the check in, the patrol leader and the entire patrol, along with their sled and equipment, proceed to the check-in area. Here, an inspector will determine if all Scouts are properly dressed for the weather. This is a rain or shine event and will likely include wintery weather. All participants must plan accordingly. Inspectors will verify that the Patrol equipment includes an extra pair of dry non-cotton socks for each member.
3. The patrol will receive an area map and a set of directions indicating the order to follow to visit towns.
4. The Race begins with the first flight of sleds at approximately 9:30 when the Starter will signal the beginning of the race. If additional flights of sleds are required, they will be launched in 10-minute increments.
5. The patrol will visit each required town in the proper order. At each town, the **Patrol Leader** will check in with the mayor. Each town has a task to be completed. The tasks are a variety of scout skills, teamwork events, and fun games. The patrol will receive gold nugget points based on how well they completed the task, competed as a team, and showed Scout Spirit.
6. After visiting approximately half of their assigned towns, the patrol directions will direct them back to the starting point for a **mandatory 30-minute lunch break.** Patrols must provide their own lunches. If a patrol wishes to cook lunch, they may bring a portable camp stove and fuel on their sled.
7. After lunch, the patrol continues to visit the remaining towns. The patrol finishes the event when all team members and the patrol sled return to the starting point.
8. The **Patrol Leader** will return the scoring sheet and nuggets to the check in desk.
9. Patrols that do not complete the course for any reason must return to the Klondike HQ and report to the Governor, Lt Governor, or the scoreboard before leaving the Klondike site.
10. The Race ends at 2:30 PM. Subject to change at the Governors discretion.

### Scoring:

Scoring is based on both proficiency and time. Each of the ten towns yields a **MAXIMUM OF 10 to 15 NUGGETS.**

Final score = (Nuggets x 10) – Elapsed time in minutes

### **Sleds:**

Sleds may be of any design. Due to unpredictable weather, **wheels are strongly recommended on the sleds**. If a unit needs to borrow a sled, please contact the Governor.

If the situation arises that a patrol does not have a sled, or the use of sleds is not permitted by the State Forest, patrols must transfer the equipment to their backpacks. Patrols without a sled may not participate in the separate sled judging competition.

### **Team Specifications:**

The maximum number of members of each patrol is **10**; the minimum number for each patrol is 5 (If you have a patrol with less than 5, a special exemption from the Governor is required and will require a written request from the Scoutmaster attesting that the Scouts can handle the weight/course). This number in each patrol includes a Patrol Leader and an Assistant Patrol Leader. The two categories of competitors are:

*Scout patrols:* Patrols that have no more than two members who are 14 or older will compete in the Scout patrol division.

*Senior Patrols:* Any patrol with more than two members 14 or older will compete in the Senior division. Senior patrols may receive tasks that are more difficult to complete than Scout patrols.

It is preferred that natural patrols are utilized for the Klondike Derby if possible.

### **The Course:**

The Klondike Derby area is the area around Lake Nummy in Belleplain State Forest. Prior to the start, the patrol will receive an area map with either the locations of towns noted or a set of GPS Coordinates for each town. This information dictates the order of the towns that you are to visit. Therefore, it is vital that the patrol be prepared and familiar with the use of GPS.

The towns must be visited in the order prescribed in your instructions. If you arrive at a town that is not the proper town, the town mayor will not accept you into the town for the event.

**Towns:** Each town will have a task to complete. The following Scout skills may be included in towns on the route. Other towns will include surprise team building, athletic or fun events. We have provided the following guidance for each potential scout skill town:

1. First Aid- You will be presented with a first aid scenario. The current first aid merit badge book will be the official source of treatment. Remember:
  - Treat the victim where he lies. Unless the situation warrants movement
  - Treat arterial bleeding before resuscitation.
  - Check Vitals.
  - Use the buddy system.
  - Treat for shock.
2. Compass & Orienteering- The Patrol will be presented with a set of three coordinates and distances to follow. The use of a tape measure or tying a string between one's ankles is not permitted. No Laser or sonic measuring devices including GPS are permitted.
3. Wilderness Survival/Nature Patrol will have to solve a problem dealing with a survival situation, and/or include a nature identification task.
4. Camp Preparation – Properly erect a shelter to protect the entire patrol from inclement weather. The patrol may also be tested on the Outdoor Code and Leave No Trace Principles.
5. Lashing & Knots- The problem may include recognizing and tying knots or creating a simple lashed structure.
6. Fire Building- Using the 2 x 4s brought by the patrol, cut them into tinder, kindling and fuel and then build and start a sustained fire. Axe safety as well as leave no trace skills will be considered in the scoring. Fires must be constructed off of the ground.

**Other Considerations:**

Lake Nummy is off limits: Any patrol or member thereof that ventures out onto the Lake Nummy ice will be disqualified. This includes patrols that have not started or who have finished as well as those on the course.

The Patrol must always remain together: Any Scout who becomes ill or injured during the event should report the situation to the mayor of the closest town. Only upon the approval of the mayor is the patrol permitted to proceed without a scout without penalty.

Delays: When a patrol arrives at a town, the **Patrol Leader** should immediately report its arrival to the town's mayor. If several patrols arrive at the town

simultaneously a patrol may have to wait before commencing the town's problem. It is the mayor's discretion to issue "delay money" which will compensate the patrol for lost time.

Attire: Scouts need not be in uniform. All Scouts should be properly clothed: waterproof footwear (sneakers not permitted), heavy socks, jackets, gloves, etc. **Inadequate clothing will disqualify a Scout.** Each participant will be checked for adequate cold weather clothing and footwear by the inspection team at the beginning of the race. Unit leaders should ensure that scouts know how to dress for extended exposure to cold, possible wet, snowy weather, and that they are to stay warm and dry! Expect muddy trail conditions.

Bad Weather: The Klondike Derby event is a rain or shine (including snow and cold) event. If unusual circumstances exist, the cancellation decision will be made no later than 7 PM the night before the event.

Sled Judging: Patrols are encouraged to participate with the use of a sled. After the patrol finishes the race, a separate judging will be conducted for the best sled design with criteria based on uniqueness, patrol identity, quality of construction, and durability.

## Required Patrol Equipment List

**This is a list of required items for each patrol sled. The patrol can elect to bring other equipment that they feel will be helpful during the event.**

Turned in at the time of registration.

1. Roster completed and signed by the Scoutmaster (2 copies)
2. Two packets of cocoa mix per patrol member

Available for inspection prior to the race (to be repacked prior to the race)

3. One extra clean dry pair of socks for each patrol member. **NO COTTON SOCKS!**
4. Raincoat or poncho for each person. No plastic bags
5. At least 1 Boy Scout Handbook

Packed in the sled

6. Sled (or back packs for each Scout)
7. Notebook with blank paper
8. Pen or pencil
9. (2) Blankets
10. (8) 8-foot lengths of ¼ inch rope
11. (3) One foot length of 2 x 4 lumber, for fire building (**NOT PRESSURE TREATED**)
12. Hand axe, sheathed.
13. (2) Pocket knives
14. Tent which can hold all members of the patrol (with necessary poles, stakes, and/or ropes)
15. Lunch for each patrol member.
16. One liter of water per Scout
17. Matches in a waterproof container.
18. Garbage bag
19. Nugget pouch bearing the patrol name.
20. First-aid equipment (packed together in weather resistant container, no cardboard)
  - a. Bio-hazard kit (non - latex gloves, eye protection, mouth barrier device)
  - b. (4) Sterile dressings, e.g., 3x3, 4x4 (must have sterile printed on label)
  - c. (2) Compresses
  - d. (8) Triangular bandages
  - e. (2) One-foot splints, padded
  - f. (2) Two-foot splints, padded
21. Natural tinder or fire building kit for use at the fire building town
22. Fire pan (to keep fires from scorching the grass)
23. At least one Compass
24. GPS
25. Clear bag - min 8 ½ x 11 for map
26. Ground cloth (at least 4' x 6')

**Osprey District Klondike Derby  
Roster**

**TWO (2) Rosters are needed for each patrol**

**Troop #** \_\_\_\_\_ **Town** \_\_\_\_\_

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

**Scoutmaster Signature** \_\_\_\_\_

**Patrol Leader (1):**

**Name** \_\_\_\_\_ **Member ID** \_\_\_\_\_ **Age** \_\_\_\_\_

**Asst Patrol Leader (2):**

**Name** \_\_\_\_\_ **Member ID** \_\_\_\_\_ **Age** \_\_\_\_\_

**Scouts**

**(3)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(4)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(5)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(6)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(7)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(8)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(9)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**(10)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_



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

**Scoutmaster Signature** \_\_\_\_\_

**Patrol Leader (1):**

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**(10)** \_\_\_\_\_ **Age** \_\_\_\_\_ **Member ID** \_\_\_\_\_

**Patrol leader delivers completed form to the Governor at Check in**

**2026**  
**OSPREY DISTRICT KLONDIKE DERBY**  
**VOLUNTEER REGISTRATION**

Troop \_\_\_\_ will supply the following volunteers to assist at the 2026 Klondike Derby

1 \_\_\_\_\_ Member ID \_\_\_\_\_

Cell Phone \_\_\_\_\_

(2) \_\_\_\_\_ Member ID \_\_\_\_\_

Cell Phone \_\_\_\_\_

(3) \_\_\_\_\_ Member ID \_\_\_\_\_

Cell Phone \_\_\_\_\_

(4) \_\_\_\_\_ Member ID \_\_\_\_\_

Cell Phone \_\_\_\_\_

**Return this form with your unit registration.**

**Volunteers must have valid Youth Protection  
Training**