

Welcome to the Klondike Derby!

- What is Klondike?** Klondike Derby is based on an Alaskan Dog Sled race. Each Patrol/Crew is a sled team of a musher and dogs. Once they leave the start line, they are cut-off from civilization (Troop Leadership) and must overcome challenges on their own. As they travel along the trail they will come to the towns. The mayor will welcome the team and explain the challenge the team must address. Each team is responsible for building a sled they will pull from town to town. Along the way, teams may run into other obstacles and Team Spirit will be evaluated and rewarded with gold nuggets that can be used at the "Frontier General Store".
- Overview:** A sled team is made up of 5-9 scouts (established Patrols are best). Certain gear is required on every sled. Klondike consists of up to 16 challenges of different Scouting skills. Each challenge is 20 minutes in duration (including travel time) Sled teams travel the Klondike trail from town to town. Challenges are based upon basic Scout skills, primarily from the Tenderfoot to First Class ranks. Problem solving, teamwork, and hands on demonstrations are expected. **Each challenge will have a max of 25 points. Each town will recognize the top 5 sled teams.** Total skill points will determine the Klondike Champion. Gold Nuggets will determine the Scout Spirit Champion. Awards are presented at the Council Campfire on Saturday evening. (If it is cold enough, you can even earn Polar Bear Points for sleeping outside!)
- Starting Process:** All teams gather at the North Pole for opening ceremony. All teams are released at the same time for a shotgun start to a pre-assigned town. Starting towns are randomly assigned via drawing-from-hat at Friday night's captains meeting.
- Awards:** Skill Challenge: 13-16 skill challenges worth 25 points each plus 25 points for sled race. Each skill will be recognized at the awards campfire (5th – 1st place)
- Patrol Spirit: Each skill challenge will award 10 maximum spirit points (nuggets) based upon the Mayor's analysis of the Patrol's performance related to spirit (not skill). Gold nuggets will be handed out at the end of each skill challenge to recognize the spirit points earned for a maximum score of 160 points. Gold nuggets will be the only form of payment for the Derby Auction in the Dining Hall at 6:30pm Saturday. Top Spirit Patrols will be recognized (5th – 1st).
- Warming Station** We will have warming stations and indoor bathrooms available. In the event youth cannot sleep outside, the boys will be sleeping on the gym floor and the girls will be sleeping in same facility but in the upstairs game area.
- Volunteers** If you are coming to volunteer and would prefer to stay inside, please contact Katie@shetek.org. Also, if you will be running a town as Mayor, we will be offering a \$5 discount. Please contact brett.aljets@scouting.org to let him know your top 3 "towns."

BSA Requirements: Youth must be a registered Scout to participate in the Klondike for insurance purposes. If you have prospective members as guests of your unit and they are not currently registered, you must have a completed Boy Scout registration form at the Klondike.

Complete [Health Form](#) for ALL participants (Part A &B) to be turned in by the UNIT not the [individual](#). (Health forms can be returned to Unit leader at the end of the event.) [CLICK HERE](#) for Health Form.

All leaders are required to be trained in youth protection. **One** leader must be at least 21.

Visitors: Visitors are welcome and encouraged to attend. Members of your troop committee or parents of the scouts may attend many of the day's activities at no cost. Invite your Unit Commissioner, incoming Webelos. All visitors need to sign in and out at the Klondike Headquarters / Registration station.

General Info: Each "Dog Team", so called because Scouts act as Huskies, follows a course IN NUMERICAL ORDER as outlined on a map/score sheet given to the acting Senior Patrol leader at registration. The map guides the team over a field course to each event.

A practical problem involving basic Scouting skills will be encountered at each stop. Depending on how well the team works out this problem, it will be awarded a number of skill points and gold nuggets (Spirit points) and be off to the next station. Stations MUST be visited in the correct rotation in order for the patrol to participate. All patrols must visit all stations.

After the final station, the team is on the final stretch. Report to the registration station to have your score sheets checked and recorded. Patches will be awarded to each dog team member, along with a ribbon based on their total score.

Nuggets: Nuggets will be awarded for each event to be spend at the Frontier as shown below:
3 Nuggets – Patrol/crew demonstrated Spirit & Enthusiasm.
3 Nuggets – Patrol/crew showed Team Cooperation & Unity.
3 Nuggets – Patrol/crew showed Sportsmanship.
1 Nugget – Judge's discretion.

Location: Shetek Lutheran Ministries, 1 Keeley Island Drive, Slayton, MN, 56172

Website: <https://www.shetek.org>

E-mail: <mailto:katie@shetek.org>

Check-In: Dates/Times: Friday, February 3 - 5:00 PM to 9:00 PM
Saturday, February 4 - 8:00 AM to 9:00 AM

We will notify you of campsite assignments upon arrival. All units should send a representative to the Health Lodge to provide the Troop Roster (Scouts and Scouters) and Patrol names.

Orientation: Klondike Derby orientation is on Friday, February 3rd at 9:00 PM at the North Pole (TBD). Scoutmasters and Patrol Leaders are strongly urged to attend the Friday evening orientation for updates to the program. Also, sled numbers and starting positions will be distributed. Any person serving on the Klondike Derby Staff and unit adults assisting with the events on Saturday should also be in attendance and will hold a special meeting at 9:30 p.m.

Event Agenda: The event's agenda is included in this packet. A revised agenda reflecting any changes will be available at registration and will be posted at the North Pole.

- Vehicles:** Vehicles are not permitted in camp. Please unload your gear in the designated parking lot and utilize the push carts.
- Attire:** Class “A” for Saturday Campfire.
- Derby Stations:** Descriptions of the various stations to be run during the Saturday competition will not be detailed. In general, there will be stations that use traditional Scouting skills, such as: compass reading, fire building, knots, lashings, and first aid. There will be other stations that require problem-solving or initiative games.
- Adult Participation:** An adult should accompany patrols during the Saturday patrol competition sessions. All stations will be in view of the main camp to satisfy two deep leadership requirements. We would like all additional adults to work at the stations. Units are required to provide two (2) adults to help with stations.
- Campsites:** Campsites will be assigned during check-in. There are several campsites with electricity and campfire rings available. (If it is too cold, there is a Plan B!)
- Food:** Each Troop is responsible for its own meals during this event. Patrol cooking is encouraged. Don't forget lunch meals must be prepared on trail and will be judged.
- Fires:** ***Open fires MUST be kept in the designated fire ring at your campsite. Wood may be obtained from any downed trees, no standing trees may be cut or each unit can bring their own wood.***
- First Aid:** The Health Lodge will be open continuously during the Klondike Derby. It is located near the entrance of camp. All injuries, however slight, must be reported to the first aid station.
- Check-Out:** A Klondike Derby Staff member must sign out every unit. After your unit has completed site cleanup and has packed away your unit gear, a representative should go to the Health Lodge to Check-Out.
- Refunds:** Refunds will only be issued for medical emergencies or a death in the family with proper documentation. NO show = NO refund.
- Sled:** Each Sled “patrol” should consist of approximately five (5) to nine (9) Scouts (existing patrols are encouraged). The patrol is the unit that makes Scouting go. Patrols should not be organized on the basis of experience or age. The older youth should help the younger youth up the Scouting trail. Each patrol should have a flag and cheer for the competition.
- Sleds should have Troop numbers and patrol names on them.
 - Sleds should be designed to navigate the trails and roadways in both snow and dry conditions because we are uncertain if the order that was placed for at least a foot of snow will be processed in time for the Derby.
 - Tow ropes or leads on sleds should be limited to a length that will allow the sleds to be used in a safe manner.

- Sleds with unusually long tow ropes or leashes, as deemed by the judges, will be disqualified from participating in the competition.
- All participants competing are expected to operate and manage the sleds in a manner appropriate to Safe Scouting and to prevent hazards that would result in bodily injury.
- Scouts participating in the race must be prepared to prevent falling during the race and to respond appropriately in the event they slip and fall during the race.

Required Sled Items (will not be allowed to participate without these)

- Water for all sled members (1/2 gallon per team member)
- Rope for Pioneering
- Wood for fire building
- Boy Scout/Venturing Handbook
- Compass
- Pen/Pencil and Paper
- First Aid Kit
- Cooking Gear
- Food for Lunch
- Backpack – ready for inspection (Gear for 1 night camping trip)
- Nugget Pouch
- Patrol Flag
- Helmet for sled race rider
- Misc.-anything else you deem necessary.
- Gear for 1 person, 1 overnight trip—tent, tarp, appropriate clothes, etc. see Scout Handbook

Program/Towns

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|-----------------|-----------------------|---------------------------|
| • First Aid | • Wilderness Survival | • Map & Compass |
| • Orienteering | • Knots | • Initiative Games |
| • Fire Building | • Backpacking | • Fire Building |
| • Wood Tools | • Pioneering | • Survival Skills |
| | • Log/wood hauling | • Flag Demonstration Site |

2023 Klondike Derby Schedule

Friday, February 3rd	
5:00-9:00 pm	Check-In – Health Lodge All campsites will be assigned
9:00 pm	PL/SM meeting – Dining Hall
9:30 pm	Mayor’s Council Meeting – North Pole
10:00 pm	OA Cracker Barrel and Chapter Meeting – North Pole
11:00 pm	Lights Out
Saturday, February 4th	
8-9 am	Late Check-In
9:45 am	Opening Ceremony All sleds ready at North Pole. Don’t forget your Patrol flag.
10:00 am	Derby begins – shotgun start (5 minutes to get to stations)
12:30 pm	Lunch
1:30 pm	Derby continues
4:30 pm	Sled Race begins – North Pole & Klondike Store Opens
5:30 pm	Dinner with the Unit
7:00pm	Klondike Derby Award Ceremony (following Auction)
9:00 pm	Campfire
11:00 pm	Lights Out
Sunday, February 5th	
7:00am	Reveille & breakfast at campsites
8:30am	Camp cleanup and check-out
10:00am	Camp Closed