



LEADER'S GUIDE

KLONDIKE QUICK FACTS

This essential guide contains program information for the weekend. Maps to campsites, sled design, scoring, and more will be shared later, and as more information is made available.

SCHEDULE:

Jan. 27-29, 2023 (Friday evening through Sunday morning.)

Friday Check-in: Friday - 6:00-9:00pm (Main Lodge)

Saturday Check-in: Saturday - 6:45-7:45am (Main Lodge)

Cub Scout Check-in: Saturday - 6:45-7:45am - 8:30-10:30am (Main Lodge)

Opening Ceremony: Saturday - 8:00am (Gilwell Field)

Lunch: Saturday - 12:05-12:55pm (Dining Hall)

Closing Ceremony: Saturday - 5:00pm (Gilwell Field)

End of Planned Activities: Saturday - 5:30pm

Overnight Camper Departure: Sunday - 11:00am

LOCATION:

Camp Lowden

4418 S. Scout Road, Oregon, IL

www.camplowden.org

KEY CONTACTS:

Klondike Committee Chair: David Beeson - david@davidbeeson.com

Program Lead: Travis Mast - travis@mastwater.com

Admin Lead: Leah Beeson - leahb.scouting@gmail.com

Logistics Lead: Andy Myshkowec - amyshkowec@gmail.com

Quartermaster: Nancy Johnson - nmj1964@gmail.com

Medical Officer: Eric Welty - mfd31emt@yahoo.com



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REGISTRATION AND FEES

The Deadline for Final Registration for participants is January 15, 2023, to ensure food and patches for ALL units.

EARLY-BIRD REGISTRATION:

From November 18, 2022 to January 1, 2023

\$25 per Scout/Adult for Overnight Camping

\$15 per Scout/Adult for Saturday-only Participation (includes Cub Scouts)

REGISTRATION:

From January 2, 2023 to January 15, 2023 (5:00pm)

\$35 per Scout/Adult for Overnight Camping

\$25 per Scout/Adult for Saturday-only Participation (includes Cub Scouts)

All fees, including pre-registration, are transferable but not refundable.

Cash and Check payments accepted at Registration. Checks payable to "Blackhawk Area Council".

Debit/Credit Card payments can be made via DoubleKnot registration at:

<https://blackhawkscouting.doubleknot.com/registration/calendardetail.aspx?activitykey=2935645&orgkey=3068>

REGISTRATION CLOSES:

Registration will close at 5:00pm on Sunday, January 15th.

SUBSTITUTIONS & ADDITIONS:

Units may substitute Scouts and Adults at no additional charge. If participants are added to the unit roster, however, they will be charged the late registration price (\$35 overnight/\$25 day only) and should expect to provide their own lunch on Saturday.

DROPS / CANCELLATIONS:

Unless the Council cancels the event due to unforeseen situations (Health, Safety, etc.), no refunds will be made for individuals who drop or units who cancel their registration.



PARTICIPANTS

ELIGIBLE PARTICIPANTS:

Scouts BSA Troops, Venturing Crews, and Explorer Posts. Cub Scout Webelos & Arrow of Light members may attend with a Troop, but must be accompanied by a parent or legal guardian (that Adult can be with the Sled Team or staff a station).

Cub Scouts, from Lion through Arrow of Light (if not joining an older sled team), will participate in a similar rotation to older scouts, with modified activities based on age appropriateness and skill level. Cub Scouts may participate as a Den, a Pack, or individuals, but must be accompanied by their parent/legal guardian for individuals or by a minimum of two (2) registered leaders for Dens and Packs, with a ratio of no more than 5 scouts per 2 leaders. Non-scout siblings are not permitted.

All youth must be registered Cub Scouts, Scouts, Venturers or Explorers to participate in the Klondike for insurance purposes. Non-scout siblings are not permitted.

ELIGIBLE OVERNIGHT PARTICIPATION

Camping overnight is available for all Scouts BSA Troops, Venturing Crews, and Explorer Posts. Units will camp in jamboree-style sites, with Scouts from all 12 counties of Blackhawk Area Council and surrounding councils intermingled in each sub-camp.

PRE-REGISTERED PARTICIPANTS ARE ENTITLED TO:

- A Blackhawk Area Council Klondike patch
- Lunch on Saturday, Jan. 28th
- Admission to age-appropriate activities from 8:00am to 5:30pm Saturday

WALK-IN REGISTRANTS (CUB SCOUTS ONLY):

Fees are \$25 per person (youth and adults). Walk-in registrants will not receive lunch, so should plan to bring their own lunch. Patches, if available, will be distributed on a first come, first-given basis.

PARKING:

Parking space is limited, and carpooling is highly recommended!

- Unit equipment should be transported in the fewest number of vehicles possible.
- Vehicles and trailers will not be allowed past the parking lot. Due to liability issues, any vehicles that get stuck will need to be towed at the owner's expense.
- Units are encouraged to bring sleds (or wagons) to transport their gear from the parking lot to their campsites.

OUT-OF-COUNCIL PARTICIPANTS:

Units from outside of Blackhawk Area Council are encouraged to participate in the BAC Klondike using the same registration instructions as in-council units.



CAMP LOWDEN MAP

The following map highlights the core facilities of Camp Lowden. Maps with specific locations of Klondike Towns (Activity Stations) and important Meeting Points will be distributed in your registration packet at check-in.



CHECK-IN TIMES/LOCATION

Check-in will be in **Main Lodge**, across from the Parking Lot (marked with blue box  on the map above).

Friday (Overnight Campers): 6 to 9pm

Saturday Morning (Troops, Crews, & Posts): 6:45 to 7:45am*

Saturday Cub Scouts/Walk-ins: 6:45 to 7:45am* and 8:30-10:30am

***NOTE:** Registration will be closed during the **Opening Ceremony**, which runs from 8:00 to 8:15am in Gilwell Field.



CHECK-IN PROCEDURES

CHECK-IN PROCEDURES FOR TROOPS, CREWS, & POSTS:

ONE ADULT LEADER AND YOUTH LEADER PER UNIT will check in at the Main Lodge with the following items:

- 2 copies of your **Unit Roster**, listing all youth and adults attending from your unit and their emergency contact information (See [Appendix A](#)).
- 1 copy of the **Sled Team Roster** for each patrol/sled participating from your unit (See [Appendix B](#)).
- 1 copy of the **BSA Medical forms (Parts A and B)** for each participant (youth and adults). Medical forms will be kept with the Health Officer. At the end of your stay, Medical Forms can be picked up at Main Lodge (unclaimed forms will be destroyed in 72 hours).
- Payment of any fees still owed. Checks payable to 'Blackhawk Area Council'.
- Klondike information packets (maps, rotation schedules, scorecard, etc.) will be provided at Check-in.
- Units that are overnight camping will be directed to their assigned campsite at registration.
- All equipment must be transported by foot or sled/wagon to campsites. No vehicles/trailers will be allowed beyond the parking lot. All vehicles/trailers must be parked in designated areas.
- Assistance for physically handicapped participants is available but should be requested during registration on DoubleKnot.

CHECK-IN PROCEDURES FOR CUB SCOUTS/WALK-INS:

NOTE: We define a 'Walk-in' as a Cub Scout who did not pre-register on DoubleKnot.

CUB SCOUTS & ADULT PARTNERS will check in at the Main Lodge with the following items:

- 1 copy of the **BSA Medical forms (Parts A and B)** for each participant (youth and adults). Medical forms will be kept with the Health Officer. At the end of your stay, Medical Forms can be picked up at Main Lodge (unclaimed forms will be destroyed in 72 hours).
- Each Cub Scout should bring their "6 Essentials" to be reviewed at registration. (First Aid Kit, Water Bottle, Flashlight, Trail Food, Sun Protection, and Whistle).
- If registering as a Pack or Den, please use the **Unit Roster** in [Appendix A](#) to provide a list of all attendees.
-
- Payment of any fees still owed. Checks payable to 'Blackhawk Area Council'.



CAMPSITES

This Klondike Derby is a council camporee using outdoor sites only. Jamboree-style sites will be assigned by Klondike staff. There is no pre-selection or reserving of specific campsites.

1. All Scout units must provide their own tents, dining flies, cooking equipment, tables, and chairs.
2. Fire Pits at the campsites will need to be shared by all units assigned to the campsite.
3. Cabins are for emergency use only, not available for unit reservation.
4. Personal camping trailers and recreational vehicles are **not** allowed.

POLAR BEAR CAMPING

While the BAC Klondike staff will not be managing this award for campers, it is available to all Scouts who meet these requirements:

- Plan an overnight at one of the council camps or another camping area.
- Sleep in a tent, tarp, lean-to, or improvised shelter at below freezing temperatures and cook at least three meals.
- Two adult leaders must be in camp when applicants qualify for this award. They are responsible for the health, safety, and welfare of all participants.

Leaders who would like their unit to receive this award can find more information by reaching out to Roman Salamon, BAC Program Director (roman.salamon@scouting.org) about the Polar Bear Award.

MEALS AND COOKING

1. Saturday Lunch will be provided to all participants who register by Jan. 15th. All other meals must be provided by units at their campsites.
2. Menus should be kept simple or prepped in advance to allow for maximum participation in Klondike activities.
3. High-fat foods are recommended for cold-weather camping. Focus on eating double your normal caloric intake. Suggested foods might include bacon, stews, chili, and burritos. Think high fat!
4. Fire Pits at campsites are only to be used by units camping overnight. Because lunch is provided, no open fires are permitted during the day. Units who registered late, may bring Camp Stoves to prepare their lunch.
5. Units camping overnight are encouraged to plan for a Cracker Barrel/bedtime snack for just their unit. There will not be a formal Cracker Barrel for all overnight campers.

SATURDAY LUNCH

All program areas will shut down from noon to 1 p.m. for lunch. Remember, lunch is only available for participants who registered by January 15th. **Very important:** *Please indicate any food allergies or special needs at the time of registration on DoubleKnot.*



SANITATION AND UTILITIES

WATER:

Bring water for your unit. You should plan on 1 gallon of water per person, per day. Water refill stations will be available, but in limited locations.

RESTROOMS:

Restroom facilities are located near campsites and in the program area. **Showers will not be available.**

TRASH:

Units are urged to provide a trash container for general use near the unit site entry area. Scouts are Clean. While a dumpster is available, we ask that units carry out their trash.

GREY WATER:

Disposal of wastewater must be followed using the Leave No Trace guidelines (no disposal within 200 feet of camp or 200 feet of a water source). Food particles should be strained out of water before dumping. Grey Water may also be flushed down toilets. Units are requested to bring a 5-gallon bucket to transport grey water.

MISCELLANEOUS SERVICES

LOST AND FOUND:

Lost and found services will be provided at the Main Lodge. If you find any items along the trail or during the day, please bring those items to the Main Lodge. Unclaimed items will be reviewed at the closing session.

FIRST AID:

Our Medical Officer, Eric Welty, will be stationed in the Main Lodge and will be outfitted with a radio when out responding to emergencies.

IN EXTREME COLD:

The safety and protection of our Scouts is our top priority. In the event that Scouts are experiencing temperature-related emergencies, cabins near the campsites or auxiliary buildings across camp may be opened for warming either during the day or overnight.



POLICIES

ADULT SUPERVISION:

1. Units camping overnight must have at least two (2) registered adult leaders (with current Youth Protection training) onsite and supervising the unit at all times. Overnight participants are to camp onsite with their unit, in accordance with YPT guidelines. (Only Webelos/Arrow of Light youth may tent with their parent/guardian).
2. It is expected that youth will remain in the camp and activity areas throughout the event and will not be permitted to depart unsupervised.
3. Webelos/Arrow of Light Scouts with a Sled Team are required to have a parent or guardian present during the event, either accompanying the Sled Team or as a volunteer staff member at a Town/Station.
4. Cub Scout daytime participants should either be accompanied by their Parent/Guardian or, if with a Den/Pack, by a minimum of two (2) registered leaders, with a ratio not exceeding more than 5 Cub Scouts to 2 Adults.

UNIFORMS:

Due to the time of year and the desire to dress for warmth, Field Uniforms (Class A) are not necessary. Costumes that fit your Sled Team theme or Activity Uniforms (Class B) can be worn over coats, if desired and appropriate.

BEHAVIOR:

Conduct and appearance in route to, from, and while at the Klondike will be observed and judged by many. The Scout Oath and Law are the standard of behavior for all participants. The responsibility for proper conduct and appearance belongs to all participants.

CONTROLLED SUBSTANCES:

The possession and/or use of any controlled substances by participants at the Klondike are prohibited. Smoking is not permitted in areas where youth are present.

FIREARMS:

Per the Guide to Safe Scouting: "Except for law enforcement officers required to carry firearms within their jurisdiction, firearms shall not be brought on camping, hiking, backpacking, or other Scouting activities except those specifically planned for target shooting under the supervision of a currently certified BSA national shooting sports director or National Rifle Association firearms instructor."

INSURANCE:

The Blackhawk Area Council provides accident insurance coverage to all units for all registered youth and all registered adults. The insurance plan is an Excess Insurance Plan meaning that the plan will pay all those eligible expenses incurred from a covered accident not paid by any other collectible insurance or pre-paid health plan. If no other insurance is in effect, this plan will pay all eligible covered expenses up to the plan limits. There is no deductible under this plan.

BRIBES/GOODIE BAGS:

There's nothing wrong with having a trinket, treat, or bribe to offer Mayors or Staff Members while visiting each Town or Station. It's especially helpful if they fit your Sled Team's theme!



OPENING CEREMONY

The Klondike Derby will open at precisely 8:00am at Camp Lowden's Gilwell Field. The opening ceremony will include the traditional Pledge, Oath, Law, and Outdoor Code (as well as general announcements for the day).

TOWN/STATION ACTIVITIES

Each "Town" or Station includes activities lasting approximately 35 minutes with a 10-minute travel period between. Each Town will have a Mayor who is in charge of the activities at the Town. Some Towns will host multiple activities, not only for the Sled Teams, but also for Cub Scouts. Sled teams will be assigned to starting stations, then will move together to the same Towns during rotations. Our Towns are named for real locations involved in the Yukon Gold Rush in the 1890s. Along the way, you'll learn the history of Canada's challenging Gold Rush!

SEATTLE – MAYOR, ERIC WELTY

Sled inspection – BSA/CUB
 First Aid Station – BSA/CUB
 Survival Quiz – BSA/CUB

DYEA – MAYOR, ERIC HAWKER

Tomahawk Throwing – BSA
 Two Man Saw – BSA
 Ax Accuracy – BSA
 Foam Ax throw – CUB

SKAGWAY – MAYOR, HENNA SINGH

Bear Bag – BSA/CUB
 Fire Starting – BSA
 Knot Tying – BSA/CUB

WHITE PASS (DEAD HORSE TRAIL) – MAYOR, DICK DAVIES

Dead horse removal – BSA
 Map symbol identification and orienteering – BSA/CUB
 Horse loading – CUB

BONANZA CREEK – MAYOR – ANDREW NESTLER

Gold Panning – BSA/CUB
 Valley of Snakes – BSA/CUB
 Gear Retrieval – BSA

DAWSON CITY – MAYOR, JIMMY BERRY

Jumbo Skis – BSA
 Snowshoes – CUB

LAKE BENNETT – MAYOR, YVONNE RHODES

Ice Rescue – BSA
 White Out Walk – BSA/CUB
 Blind Stretcher Carry – BSA
 Follow the Blind – CUB

CHILKOOT TRAIL – MAYOR, JASON TYSON

Sled Race Obstacle Course – BSA/CUB
 Deliver the Medicine – BSA

EAGLE CITY – MAYOR, KEVIN OLSON

Sling Shot Range – BSA/CUB
 Nature Identification – BSA/CUB
 Snow Snakes – BSA/CUB

CANYON CITY – MAYOR, DAN DICK

Canyon Crossing – BSA
 Height and Distance Measuring – BSA/CUB
 Stick Bridge Building – CUB

NOTE: Town/Station activities are subject to change based on weather conditions, staffing, and supplies.



CUB SCOUT PARTICIPANTS

CUB SCOUT ACTIVITIES:

Cub Scout activities are designed to be done as individuals or small groups (Den/Packs). Cub Scout participants (who are not Webelos/AOLs joining a Sled Team) should check in with their Adult Partner at Main Lodge from 6:45 to 7:45am or from 8:30-10:30am where they will receive an information packet with a map and instructions.

SATURDAY WALK-INS:

Walk-in participants (Cub Scouts only) who did not pre-register by January 15th will need to provide their own lunch. We will notify walk-ins at check-in where they can go to eat their lunch. We recommend foods that are calorie dense and high in fat. This gives your body energy to sustain warmth throughout the day.

SLED RULES AND PREPARATION

Sled teams must consist of at least six (6) Scouts including your Webelos/AOL guests. With a minimum of two (2) adult chaperones. Webelos/AOL guests should have a parent or guardian present at the event, either with the Sled Team or volunteering at a Town/Station.

REQUIRED SLED EQUIPMENT:

Each team should bring a sled capable of transporting one Scout. Each sled must carry several items to participate in the Klondike Derby. See [Appendix D](#) for the list of items that are needed in each team's sled.

SLED DESIGN PLANS:

There is no set requirement for sled dimensions, however, if your unit is building a new sled, here are some design ideas from our Canadian Scout friends: https://scoutdocs.ca/Klondike/Klondike_sled_plans.php

SCOUT SPIRIT

A Positive Mental Attitude (PMA) is one of the best tools for staying warm in the cold! Scout Spirit comes in all shapes and sizes. We encourage each Sled Team to think about the following items when it comes to Scout Spirit:

THEME:

From decorating your sled, to costumes, to a team name... a creative theme goes a long way in inspiring PMA! Every sled team should work to incorporate their theme into everything they do!

CHEER:

Having a Sled Team cheer let's staff and fellow participants know your team has arrived and are ready to have fun!

GOLD NUGGETS:

Remember, the Klondike was all about finding GOLD! Sled Teams can earn Gold Nuggets for scout spirit! The team with the most gold nuggets (by weight) will win the Spirit Competition.



CLOTHING CONSIDERATIONS

Participation in any winter event can be a lot of fun or a miserable experience – it all depends on preparation. By wearing several layers of clothing, you can enjoy the outdoors with very little effect from the elements.

The key to winter-weather comfort is keeping dry. Both moisture from perspiration and snow or rain can greatly affect your comfort. The following tips are provided to assist in preparing Scouts for the day's activities.

All participants must be prepared with the proper clothing for 10 degrees less than the forecasted temperature. You will be excused if you arrive to the event unprepared for winter weather.

Remember the 3 Ws for winter camping and the acronyms C.O.L.D. and you will stay warm.

WICKING – Draws moisture away from the skin (polyester/performance fabric)

WARMTH – Fleece and Wool work well. Avoid Cotton.

WEATHER – Wind and Waterproof outer layer.

Keep **Clean**

Avoid **Overheating**

Wear **Layers**

Stay **Dry**

C

Keep clothing Clean: Dirt and grease clog the air spaces in the clothing and reduce its insulation value. This is especially important for staying warm overnight. You should change into clean, dry clothing (including undergarments) before going to bed.

O

Avoid Overheating: Select the clothes that you need to stay comfortable, and even slightly cool. It is better to be cool than run the risk of perspiring and reducing the insulation value of your clothing. If you are too warm, loosen closures a few at a time; if you are still too warm, remove a layer.

L

Wear Layers: Layers of clothing should be worn long and loose-fitting. Not only does this allow more freedom of movement, but it lets your blood circulate freely, preventing frostbite. Select clothing that is the correct size, and care for it so it retains that size.

D

Stay Dry: It's important to keep clothing dry outside as well as inside. Sweating will cause the inside of your clothing to lose insulation value. Do not let snow collect on the outside of your clothing. The heat from your body melts it, and water can penetrate into the fabric, reducing the insulating properties.



MORE ABOUT CLOTHING

We cannot stress enough how important it is to be dressed appropriately for the weather. There have been years where it was 65 and sunny, -25 and snowing, and 32 and raining. In all of those cases, being dressed for success was the key to having a safe and fun experience at the Klondike Derby.

LAYERS:

Avoid cotton clothes. Polyester and/or wool keep you warmer. Wear several layers. At a minimum, this should include long underwear, pants, shirt, and a sweatshirt. Snow or ski pants are great for keeping you dry.

COAT:

A warm winter-weight coat is required, preferably with a hood. It is also advisable to have a scarf to wrap around the neck and face.

FOOTWEAR:

Heavy boots, especially those with felt liner inserts, are needed to keep feet warm and dry. It is suggested that two pair of socks be worn. Extra socks should be brought to change out during the day.

NO TENNIS SHOES! – Scouts wearing inappropriate shoes will be asked to sit out of activities or sent home!

HAT:

Everyone should have a hat that covers the entire head, including the ears. A lot of your body heat can be lost from your head and neck.

GLOVES/MITTENS:

Protection for the hands is critical. A good, warm pair of gloves/mittens is needed to keep your hands warm and dry. It is recommended to have a second pair, kept in a sealed Ziploc bag.

RAIN GEAR:

Rain gear is needed just in case it starts to rain or if there is sleet or wintery mix.

If a Scout is found to be underdressed for the weather, that Scout risks being sent home. We want everyone to be safe!



AWARDS

SOUVENIR PATCH:

Every paid participant will receive a specially designed patch representing this year's Klondike Derby. Patches will be distributed to Units post event.

ACTIVITY WINNERS:

The top three (Unit level) teams for each activity will receive an award.

SLED DESIGN:

The three best sled designs will be awarded a design award.

SCOUT SPIRIT AWARD:

The Scout Spirit Award will be awarded to the Unit that demonstrates the best Scout Spirit during the Klondike Derby based on how much their bag of Gold Nuggets weighs by the end of the day.

OVERALL WINNERS:

The top three sled teams, based on cumulative points for the day, will receive awards from the Klondike Derby Chairperson.

CHECKOUT

All units must be checked out by noon on Sunday. Checkout procedures will be provided upon check-in.

VERY IMPORTANT: Please notify staff during check-in if you will be leaving on Saturday night or staying through Sunday morning.

Scouts are Courteous! This is a big event with limited parking space. We ask everyone to be patient and courteous. We will do our best to keep everything flowing, but we will need your help. Please don't block any roads or another unit's campsite.

QUESTIONS

Contact our 2023 BAC Klondike Derby Chair, David Beeson: david@davidbeeson.com or (312) 451-8094



APPENDIX A: UNIT ROSTER (BRING 2 PRINTED COPIES)

UNIT INFORMATION

Unit Number:	Circle one: Troop Crew Post Pack	City/State:	
Unit Leader Name:		Unit Leader Cell Phone:	
Unit Leader Email:			

PARTICIPATING YOUTH

Scout Name	Rank	Health Form?
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		
17.		
18.		
19.		
20.		
21.		



Scout Name	Rank	Health Form?
22.		
23.		
24.		
25.		
26.		
27.		
28.		
29.		
30.		

PARTICIPATING ADULTS

Adult Name	Role	Health Form?
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

Registration Information	Total
# of Scouts	
# of Adults	
# Registered (via DoubleKnot)	
Difference (additions \$35 overnight/\$25 day)	
Payment Amount	

Reviewed By (for Klondike Staff)	
Payment Status	Payment Method
Paid Unpaid	Cash Check Card (online)



APPENDIX B: SLED ROSTER (BRING 1 PRINTED COPY PER PATROL/SLED)

SLED TEAM INFORMATION

Team Theme:		Unit Number:	
Youth Leader Name:		Unit Leader Name:	
Unit Leader Cell:		Unit Leader Email:	
Team Name:			

PARTICIPATING YOUTH

Scout Name
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

ACCOMPANYING ADULTS

Adult Name
1.
2.
3.
4.





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APPENDIX C: PERSONAL GEAR/CLOTHING SUGGESTIONS

If a Scout is found to be underdressed for the weather, that Scout risks being sent home. Pack multiple pairs of pants and shirts. You do not want to sleep in the same clothes you wore during the day. Avoid cotton material.

ALL PARTICIPANTS:

- Boots (preferably with felt liners)
- Winter Jacket (preferably with hood)
- Rain gear
- Hat
- Water-resistant Gloves
- Scarf
- Snow pants/Ski bibs (waterproof pants)
- Hand and/or foot warmers (optional, but really, really nice)
- Warm under garments (Long underwear/base layer)
- Long pants (fleece pajama pants are great!)
- Long-sleeved Shirts
- Sweatshirts or fleece
- Thick socks (multiple pairs)
- Change of clothes
- Flashlight or Headlamp
- Water bottle
- Sunglasses
- Mess kit (if required by unit)
- Day pack to carry water, extra socks, extra gloves
- Health forms!!
- Medications (if needed)

OVERNIGHT PARTICIPANTS:

- Sleeping clothes (dry-packed) this is essential for staying warm at night.
- Sleeping bag (low-degree bag) and fleece liner (if available)
- Sleeping pad (closed-cell not air-filled)
- Frost Cloth (towel or cloth to hang in tent) to collect moisture/condensation
- Hygiene products (there will be sinks and toilets but no showers)
- CPAP/Battery Power Source, if needed



APPENDIX D: SLED EQUIPMENT LIST

PATROL GEAR (TO BE KEPT IN SLED)

- Sled – Traditional or modern (if no snow, please add wheels)
- Klondike Town/Station Map (provided at check-in)
- Klondike Score Sheet (provided at check-in)
- Gold Nuggets, in bag (provided at check-in)
- 2 wooden staves (poles) at least 5' long
- Heavy duty blanket
- Scout Handbook
- Patrol First Aid Kit
- 10 pieces of rope for lashing – 4" diameter logs
- 50 ft. – 3/8" rope
- Compass
- Large Cooking Pot
- Fire starting materials (matches are ok, extra points for alternative fire-starting methods)
- The Scout Basic Essentials – 10 items listed in Scouts BSA Handbook
- Tarp with Grommets
- Bungee Cords/Straps
- Water for each scout
- Scout Spirit

EXTRA CREDIT – (NOT ESSENTIAL BUT MAY BE HELPFUL)

- Patrol flag
- Cooking stove
- Additional wooden staves
- Extra backpack or gear sack
- Sealed baggie of extra socks/gloves/hats
- Small hand shovel or scoop
- Hand warmers
- Patrol Mascot
- Bribes/Goodies for Mayors and Staff

