

Scouting America - Brooklyn Council

2025 Klondike Derby

Questions - Troop99Brooklyn@gmail.com

Leader Guide – F1

Schedule of Events:

10:00am - Check-in and Event Station Set-Up

10:30am – Station Volunteer Check-in

11:00am - Opening Ceremony on the Boardwalk

11:25am - Event Stations Open

Between 1130am- 3:00pm the following will occur:

- Event Stations Close

- Pack Sled Race

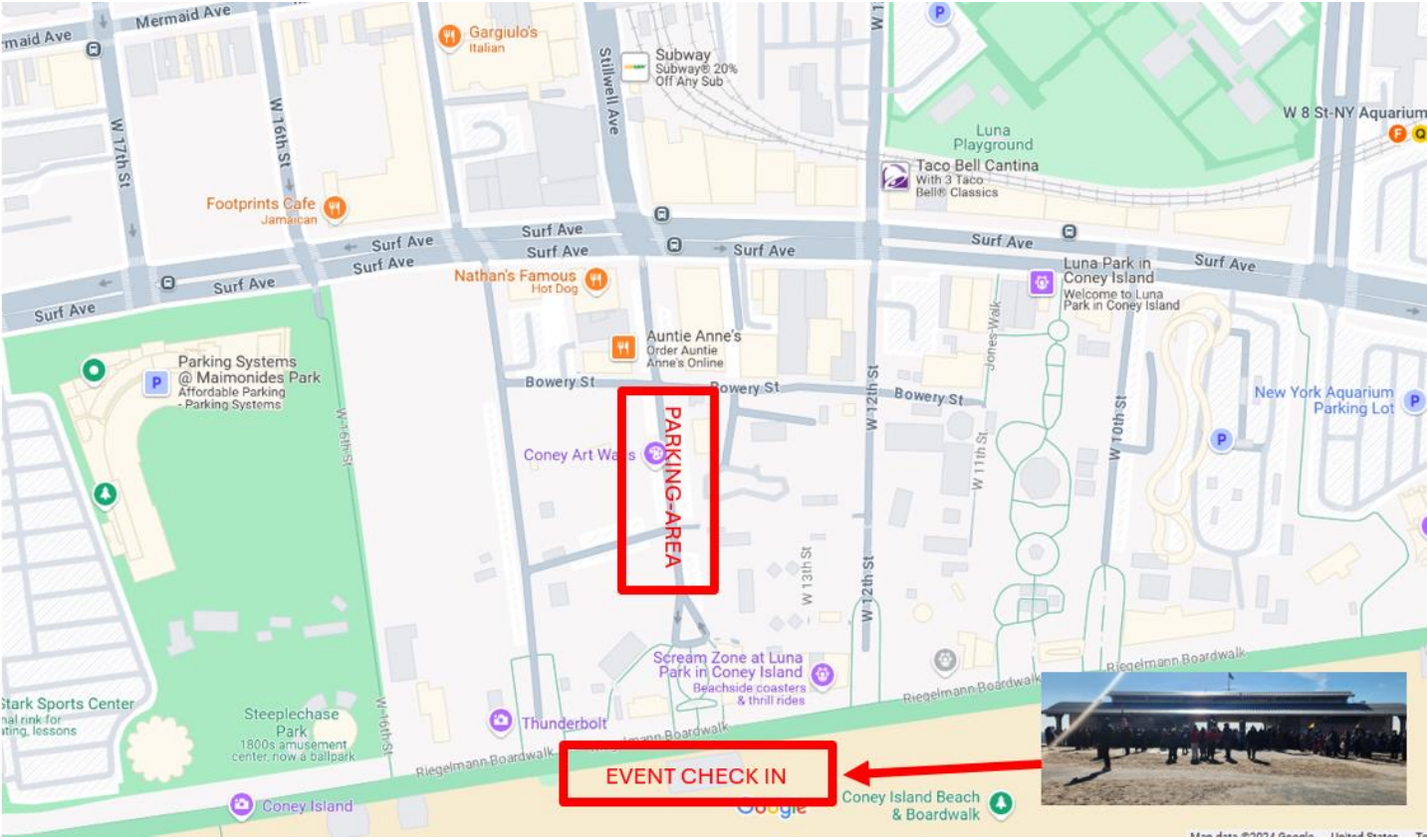
- Troop Sled Race

- Scout leader Sled Race

3:00pm - Awards and Closing Ceremony

Units should plan to arrive in Coney Island before 10:00am. Upon arrival, all units should line up their sleds on the boardwalk for inspection.

Check-in will take place on Riegelmann Boardwalk @ Stillwell Ave
Parking passes will be distributed at the event check-in table



Scout Troop/Patrol guidance: It is recommended that there be a minimum of 6 scouts and a maximum of 8 scouts per patrol. Each Troop/Patrol must have its own sled. The committee will not enforce a minimum or maximum number of scouts per sled as these are just recommendations.

Cub Pack/Den guidance: Cub scouts will need to be broken into teams no larger than five for the event stations. Sled sharing within a unit will be allowed for the Sled Race, Decoration Competition, and Sled Equipment & Safety Check.

Dress Code: Plan for the weather accordingly. Scouts will need to dress for an outdoor winter activity. Good outdoor clothing, such as warm coats, hats, gloves, long johns (thermal underwear), multiple pairs of socks, waterproof boots, rain gear (if necessary), etc... should be worn. Be prepared for the cold! Dress in layers, keeping in mind that layers can be removed (if you're hot) or added (if you're cold). Scouts will not be allowed to participate in sneakers or improper clothing.

*****Note - Footwear must always remain on for safety reasons*****

Sled Guidelines: Each Pack/Den/Troop/Patrol needs to have a sled to compete. No exceptions. *Sled sharing will not be allowed!* The sled that is inspected must be the same one used for competing in the event. Sleds must be made primarily of wood. A sample sled design is provided in this packet. Feel free to ask the Klondike Derby committee for sled advice, and of course, the internet is a good resource.

Scout Competition List	Cub Scout Competition List
<ul style="list-style-type: none"> • Best New Sled (One Champion) • Best Legacy Sled (One Champion) • Sled Race (1st, 2nd, 3rd place) <p>Skills (1st, 2nd, 3rd place)</p> <ul style="list-style-type: none"> • Sled Equipment and Safety Check • Tenderfoots Snowshoe Relay Race • Build a Survival Shelter • Orienteering • Ice Rescue and First Aid • Ice Fishing 	<ul style="list-style-type: none"> • Best Decorated Sled (1st, 2nd, 3rd place) • Sled Race (1st, 2nd, 3rd place) <p>Skills (1st, 2nd, 3rd place)</p> <ul style="list-style-type: none"> • Sled Equipment and Safety Check • Panning for Gold • Ice Fishing • Trekking Across the Tundra • The Diamond Run Obstacle Course • Harpoon Bullseye

<p>Scout leader Competition List</p> <p>**New this year – Scout leader sled race**</p>
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****NEW THIS YEAR****

Scout Troop \ Patrol “Best New Sled” and “Best Legacy Sled” awards: There can only be one winner for each. May the best new and legacy sled win!

Criteria: Scout provided oral history of the sled, weight (lighter is better), primary use of wood as a building material, sturdiness, and finish quality.

****NEW THIS YEAR****

Packs \ Dens “Best Decorated Sled”: There will be 1st, 2nd and 3rd place winners.

Criteria: Come up with a Klondike Derby, Coney Island, or Scouting related theme. Decorate and adorn your sled to your heart’s content.

Sled/Equipment/Safety Check: Each Pack/Den/Troop/Patrol is to have their sled prepared for an equipment check (please see below for a check list of required equipment). It is suggested that the tarp be used to secure most of the equipment in the sled. If necessary, the sled should be lashed prior to inspection and must contain all gear on the equipment list for the maximum points to be awarded. A box may be used to hold the equipment.

Sled Equipment List:

- First Aid Kit
- Blanket
- American Flag
- Troop/Patrol or Pack Flag on a pole
- Scout Handbook
- 20-foot rope (sled pulling rope accepted)
- Neckerchief (or triangular bandage)

14 points total (Cub Scouts)
2pts. per item

Additional: For Troops Only:

- Patrol roster
- Pencil and clipboard
- Flashlight
- Digital Watch
- 6 ropes (six feet in length each)
- Three poles (between 5-6 feet in length each)
- Tarp (for shelter)
- Shovel

30 points total (Sled Equipment List + Troop Only Equipment)
2pts. per item

Sled Race Guidelines: There will be separate races for Cub Scout Packs/Dens and Scout Troops/Patrols. Only registered scouts can participate in the sled race. It is recommended that 8 scouts participate in the race: 6 pullers, 1 passenger and 1 pusher. The committee will not enforce a minimum or maximum number of scouts per sled as these are just recommendations. A Pack/Den/Troop/Patrol will complete the sled race when *the sled* crosses the finish line. This event will challenge your Scouts' physical endurance, teamwork and Scout skills. For this event you will need a sled capable of transporting one of your Patrol members plus a blanket and 20 feet of ½ or ¾ inch rope. No motorized sleds!

*****Note – Sleds can be stripped of all gear to make them as light as possible for the race. Each sled must have one passenger (with blanket) for the race and typically the lightest scout will be chosen for this assignment by their respective Pack/Den/Troop/Patrol*****

There will be a 1st, 2nd and 3rd Place for Cub Scout Packs/Dens and Scout Troop/Patrols

****New this year – Scout leader sled race**:**

Scout leaders: Grab your units sled and race just like your Scouts! Maximum six leaders per sled

PACK EVENTS

(Maximum time per station = 15 minutes)

A team is no more than Five Cub Scouts

Cub Event #1 - Panning for Gold

Cubs in a team of up to five scouts will work together using sifters to pan for gold. They will fill a bucket that has been marked with designated lines. Allotted time: 3 mins.

Scoring

1st Line – 10 Points

2nd Line – 20 Points

3rd Line – 30 Points

Cub Event #2 – Ice Fishing

Cubs in a team of up to five scouts will work together on gathering as many fish as they can in an allotted time. One team member will use a fishing pole to catch the fish in the “pond” while the remaining team members are moving the ice ring over the “pond”. Allotted time: 3 mins

Scoring

15pts. = All 10 fish 10pts. = 7-9 fish 5pts. = 5-7 fish

3pts. = 3-4 fish 1pt. = 0-2 fish

Cub Event #3 - Trekking Across the Tundra

Cubs in a team of up to five scouts are needed for this event. There will be two (2) boards with loops, each scout will put their feet through the loop in each board. They will work together to get across a measured distance of 20 feet.

10pts. total:

10pts. = 2 minutes 8pts. = 3 minutes 6pts. = 4 minutes

4pts. = 5 minutes

Cub Event #4 – The Diamond Run Obstacle Course

Cubs in a team of up to five scouts will work together to complete each obstacle before they can move onto the next.

- Obstacle one: weaving in and out of cones.
- Obstacle two: walk across a balance beam.
- Obstacle three: work together on pulling a box filled with sand across the finish line.

This is a timed event. **Points will be based on how quickly your unit completes the course.**

Cub Event #5 - Harpoon Bullseye

Cubs in a team of up to five scouts will get fifteen chances to throw a harpoon through a bullseye board. There will be a small, medium and large bullseye that will be marked with the following points: **5 points, 10 points and 15 points.**

TROOP EVENTS

(Maximum time per station = 20 minutes)



Scout Event #1 - “Tenderfoots” Snowshoe Relay Race



“A tenderfoot is someone inexperienced. Usually, a tenderfoot is someone unaccustomed to outdoor living. Originally, a tenderfoot was an immigrant to the United States who wasn't used to the rough pioneer life, especially the hardships of ranching and mining. From there, this word came to mean any inexperienced person.”

“Snowshoes were a necessity for the Klondike miners in the cold, snowy Arctic north. Without them, trekking through knee-deep snowdrifts would be a most difficult task.”

Snowshoes will be provided. Extra points will be awarded to any Troop/Patrol that builds their own Snowshoes prior to the event.

A relay style race will be set up. Each Scout in the patrol will put on snowshoes and take off to the go-around marker. When each Scout reaches the marker, he'll be asked a question from the BSA Scout or Tenderfoot Rank requirements. After answering the question, the Scout will return to the starting position and remove the snowshoes. Then, the next Scout in line will put on the snowshoes and take off!

40 points total (30 + *10 bonus)

- 16pts. for questions (8 questions, 2pts. each).
- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 5pts. for scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).
- *10 bonus pts. for sturdy, safe, and effective scout-made snowshoes.

Scout Event #2 - Build a Survival Shelter

Troops/Patrol must construct an emergency shelter using the items they have on their sled. They must work together to 1) locate a suitable location given the conditions as outlined by the event leader. 2) make use of lashings in the construction of the shelter and 3) erect the shelter and transform their Klondike sled into a winter storm shelter for three people.

30pts. total

- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 8pts. knots and lashings (1pt. for every PROPER knot and PROPER lashing).
- 8pts. effectiveness and sturdiness (7pts. high, 5pts. medium, 3pts. Low).
- 7pts. scout spirit (7pts. high, 5pts. medium, 3pts. Low).

Scout Event #3 – Orienteering

Troop/Patrols are given a map and compass and must orient their way to the finish where they will determine the height of a distant object.

30 points total.

- 20pts. for speed (20pts. for 1st, 16pts. for 2nd, 12pts. for 3rd, 8pts. for 4th, 4pts for 5th).
- 5pts. for measuring the distant object correctly.
- 5pts. scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).

Scout Event #4 - Ice Rescue and First Aid

This is combined to make one event where the Troop/Patrol will answer questions on Hypothermia, how to perform CPR, How to Stop Bleeding, and Treatment for Shock.

The Troop/Patrol must then demonstrate the use of a human chain to rescue a person use the bowline to throw a rope to rescue a person on ice or in the water after the rescue they find the survivor can't walk, find out what is the injury and treat the injury, secure the patient and transport to Medical Facility.

30 points total

- 2pts. 2 questions on hypothermia (1 pt. each).
- 2pts. 2 questions on CPR (1 pt. each).
- 2pts. 2 questions on how to stop bleeding (1 pt. each).
- 2pts. 2 questions on treatment for shock (1 pt. each).
- 3pts. demonstrate proper human chain rescue.
- 3pts. demonstrate proper bowline throw.
- 2pts. demonstrate proper victim transport.
- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 5pts. scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).

Scout Event #5 - Ice Fishing

Troops/Patrols must construct a flagpole with a weighted knot at the end of the pole (the weighted knot must be heavy enough to trip a mouse trap). They must work together to: Use round lashings to tie together three (3) poles to construct a flagpole. Make a weighted knot and tie it to the end of the pole with 4 feet of rope between the pole and the weighted knot. Working as a team, extend the flagpole to trip a mouse trap with the weighted knot. There will be a 10-foot space between the standing line and the mouse traps area that can't be touched. If any Scouts or poles touch any of the 10-foot area, it will signal the end of the event and that Troop/Patrol will only be awarded the points earned up until that point.

40 points total (30 + *10 bonus)

- 4pts. trip mouse trap (1pt. each trap).
- 12pts. proper lashings (3pts. each).
- 9pts. for speed (9pts. for 1st place, 6pts. for 2nd place, 3pts. for 3rd place).
- 5pts. scout spirit (5pts. for high, 3pts. for medium, 1pt. for low).
- *10 bonus pts. for construction of proper monkey-fist

Sled sample:

