

# **KLONDIKE DERBY**

**2025 Participation Guide**



**Test Your Winter Snow Skills!**

**FRIDAY-SUNDAY, February 14-16, 2025**

**Camp High Sierra**

Sponsored by  
**Toloma Lodge**

## Welcome to Order of the Arrow Klondike Derby!

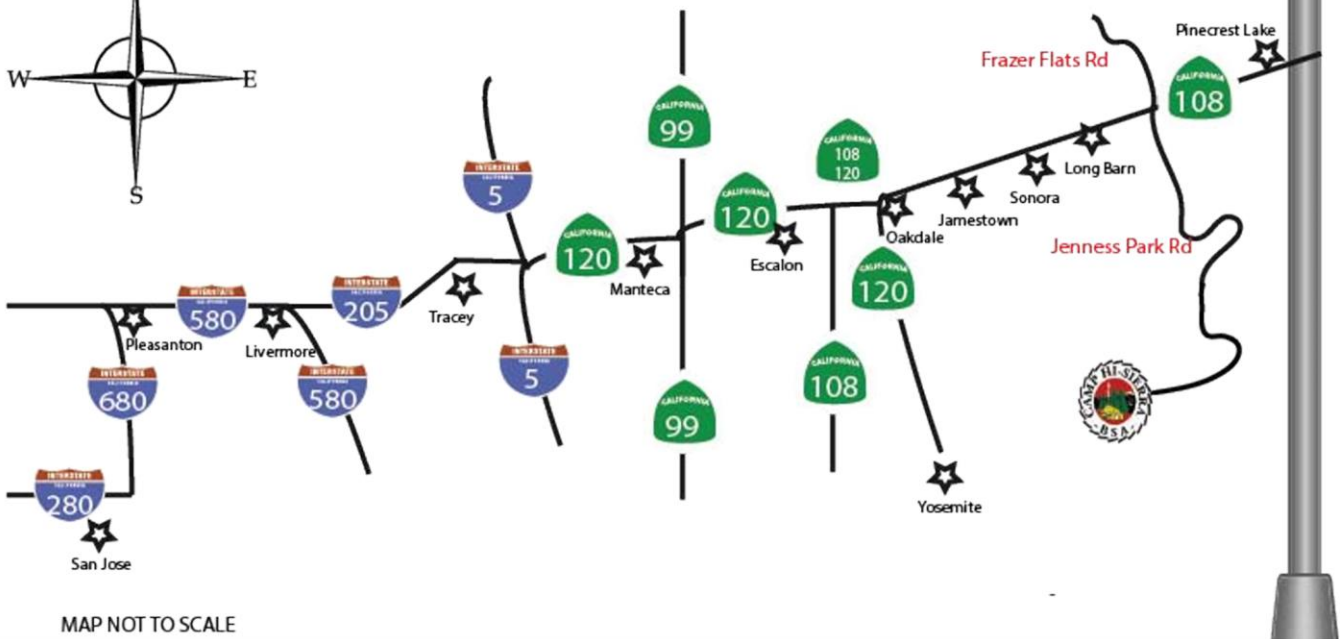
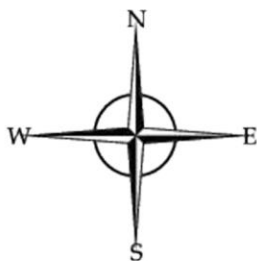
The Klondike Derby will be held at Camp High Sierra Campground off of 108 (See Map below). This is the premier winter camping event for the Greater Yosemite Council Scouts. Please read the instructions included in this publication carefully, making sure that your Scouts are well prepared, and well equipped to participate in the Klondike. Most of all to have a GREAT experience. If you have not already planned to do so, it is a good idea to have a Klondike "Shake down" campout prior to the Klondike Derby. This is useful for many reasons, but most of all to let your Scouts get a feel for what to expect, what equipment and clothing they might need to improve on, and to check out their Scout Craft skills, sledge-running abilities, and a variety of other items. Adult leaders and SPLs with little or no cold weather camping experience can benefit from Basic Winter Awareness Training offered in the month of January. See Council calendar for details.

If you have any questions or concerns, please feel free to contact any member of the Order of the Arrow for assistance prior to or at the Klondike Derby. The Order of the Arrow Lodge is anxious to make this the best experience for the Council Scouts and Scouters. We welcome your help, and your advice. If your unit has older Scouts and/or Scouters who would like to assist or be part of the Staff, or to assist with operating the "cities," please have them contact us right away.

Yours in Scouting,  
Toloma Lodge



**Driving Map**  
**From San Jose to Camp Hi-Sierra**  
**Approx. Drive Time 3.5 hours**  
**Physical Address**  
**29211 Hwy 108**  
**Long Barn, CA 95355**



MAP NOT TO SCALE

# **\*\* KLONDIKE DERBY \*\***

**Friday-Sunday, February 14-16, 2025**

**Klondike Headquarters:** Camp Hi-Sierra 29211 Hwy 108, Long Barn, California.

**Cost:** The fee is \$25.00 per registered Scout or Scouter. It increases to \$35.00 on January 27, 2025. Registration is transferable within a unit. Saturday and Sunday will be the days with events but units have the option of making a day trip, or camping one or both nights. **There will be one session with program activities on Saturday and one session with program activities on Sunday, with optional camping Friday and Saturday nights.**

**Note:** All Scouts and Scouters must be “layered” for cold weather. This includes proper footwear (no tennis shoes). Be Prepared for a clothing inspection by the “Royal Mounties.” See Health and Safety Section!

## **KLONDIKE DERBY SCHEDULE**

**Check-In 5:00 PM to 8:00 PM Friday and Saturday** - Units must check in first at Klondike Derby Headquarters to confirm pre-registration information and receive your campsite assignments. The Check-In time is 5:00 PM to 8:00 PM on Friday Session 1 and Saturday Session 2. **PLEASE DO NOT ARRIVE BEFORE CHECK-IN TIME.** Read carefully the “Parking at Camp Hi-Sierra Campground” page in this guide.

**8:30 PM- Klondike Meeting.** Meeting of the SPL and Scoutmaster only.

**8:30 AM - Opening Flag Ceremony** (outside Dinning Hall)

**9:00 AM to 2:00 PM - Activities.** This is the Gold Rush Klondike Derby. The activity locations are the Alaskan cities on the way to the Klondike. At each city the "Mayor" will award points for the patrol's performance. The points received at each event are used to calculate the Awards for the “Awards Ceremony”. Klondike Sledges should be built "as closely as possible" to the specifications on the enclosed plans and will be inspected before the event starts. The youth and leaders of the Toloma Lodge of the Order of the Arrow will run the events.

**12:30 to 1:30 PM - Lunch.** Served to all at the Klondike Headquarters, Dinning Hall.

**2:00 P.M. Awards Ceremony.** Patches and ribbons will be given out at a short meeting.

**2:15 P.M. to 3:00 PM Checkout process.**

**Check Out by 3:00 PM** Campsites must be inspected and pass the inspection by 2:45 PM of the Unit' s check out day.

### **NOTE:**

- The Trading Post/Concession Stand will be located at the Klondike Headquarters Site. You may purchase candy and soft drinks at the Concession Stand.
- The Patrols that complete all of the events will qualify for one free item for each member of the Patrol at the **Concession Stand**. The Patrol Leader for the qualifying patrols will receive one free Candy or Soda for each member of the Patrol.

# **\*\* KLONDIKE DERBY \*\***

## **Overview**

The Klondike Derby is a two-day Winter Camporee that brings together Scouts and Scouters from the entire Council. The Klondike Derby is an all-day sled race between “Cities” with “Gold Rush” flavor sporting names such as Fort Yukon, Fairbanks, Skagway, etc. Each city has a competitive specialty using Scout craft skills such as cooking, pioneering, first aid, teamwork, nature, and others. By combining the winter camping experience with the Scout craft competitions, the Klondike provides an opportunity for Scouts to experience new challenges while having a lot of fun. All units are encouraged to participate in this great adventure.

## **Cost and Registration Procedure**

Registration fee is \$25.00 for each Scout or Scouter attending the Klondike Derby including those that attend for the day only. It increases to \$35 on January 27, 2025. All attendees should be pre-registered for planning purposes. Registration is transferable within a unit. Please pay registration fees at the Modesto Service Center, Stockton Office or online by Unit on the Council’s website. If a pre-registered Scout or Scouter is unable to attend due to an emergency, a \$10.00 refund may be made to the Unit’s Council account, arranged through the Council Office.

## **Camp Hi-Sierra Campground, on the way to Dodge Ridge Recreational Area**

The Klondike Derby is being held at this location for the first time. Lets make this first experience at this location a great success. Toloma Lodge is working to create a very successful event. However, the rules in this guide have been made to conform to the requirements that have been placed on this event by the Bay Area Council. It is very important that Scouts and Scouters follow all the rules and regulations. We must be good Scouting “citizens” to be welcomed back for future Klondike Derbies.

## **Check-In and Campsite Assignment**

Upon arrival only the Scoutmaster and the Senior Patrol Leader must Check-In at Klondike Derby Headquarters (Dinning Hall). The Check-In times are 5:00 PM to 8:00 PM on Friday Session 1 or Saturday Session 2. Please be prepared as follows:

1. Check-in at the Klondike Derby Headquarters to confirm pre-registration information or provide any last minute changes.
2. Confirm that you have your medical forms and Troop Release forms for all your participants.
3. Receive your Klondike Derby competition packets for each Patrol. (At the evening meeting).
4. Receive your campsite location assignment.
5. Pick up your Headquarters parking permit.

## **Parking at Camp Hi-Sierra Campground**

The parking at the Camp Hi-Sierra (Klondike Headquarters) is LIMITED. Please respect the Camp Ranger living on-site and do not block any of the roads. Each Unit will be issued parking permits for use in the campground area. Place your permit on the driver's side dashboard so it can be easily seen. No parking is permitted on any roads. Parking is allowed only in parking lots. Each Unit must arrange for their own shuttle service between the campground area and the overflow parking area. Your cooperation in not parking in restricted areas is extremely important to the safety and success of the Klondike. Please cooperate with the Safety Officials coordinating parking to make this work for everyone.

## **Unloading & Loading Equipment at Meadow View Campground**

It is requested that unloading and loading of equipment be made as expeditiously as possible. Keep extra vehicles in the area to a minimum and adhere to the parking requirements listed above.

## **Rules for Winter Camping in the Camp Hi-Sierra Area**

1. Be prepared for just about anything while winter/snow camping.
2. This Winter Camporee/Klondike Derby may be difficult for young new Scouts who have not been camping before with your unit. Please be sure to screen and properly prepare those Scouts attending to make sure that everyone will have an enjoyable time.
3. Camp only in designated campsites.
4. You will need to provide your own water containers, which can be filled at the Headquarters building (Dinning hall).
5. Wood fires **must** be in a **portable fire ring**. All ashes must be removed from the event site. Do not dig down through the snow to bury the ashes. Fires are prohibited on camp roads or paved surfaces.
6. No straw or the like may be used for ground cover. You may use ground cloths, plastic and cardboard, which must be removed afterward.
7. There is no winter garbage or trash pick up. All trash and garbage must be placed in bags and removed when you leave. Police your campsite carefully. Leave it in better shape than you found it.
8. There are Toilets in the Dinning Hall area - Use Them! Do not "Find a Tree" when you need to "go." It is required that all participants use port-a-potties. Please encourage all units to use these facilities. Continued use of the area is dependent on cooperation with the U.S. Forest Service. Remember; ground latrines or "cat holes" are forbidden.

## **Severe Weather**

The policy for modifying or canceling the Klondike Derby due to extreme winter weather conditions is as follows:

- 1). Winter storm or Blizzard warning in the Camp Hi-Sierra area;
- 2). Wind chill below -32° F;
- 3). Visibility less than 100 feet;
- 4). Any other non-weather related conditions which the Council, U.S. Forest Service, or the Klondike Derby Staff deem to be unsafe.

For any questions about the event, please contact [chief@toloma.org](mailto:chief@toloma.org)

## **Health and Safety**

Scouts must be in proper clothing to participate in the events. Dress to stay warm and comfortable. Don't wear anything made of cotton! It holds moisture, and makes you cold! Winter clothing is most important! Tennis shoes are not appropriate.

During past Klondike Derbies, a number of Scouts have been observed with inadequate or improper clothing for weather conditions that could have resulted in cases of Frostbite and Hypothermia. Be sure to review symptoms of Hypothermia and Frostbite and know how to recognize and treat them.

Be prepared for Sun exposure even in winter. Use sunscreen and sunglasses.

No Snowball Fights. Don't ruin a Scout's experience at the Klondike by hurting him with a snowball.

We recommend extreme caution if traveling at night in snow country. You may arrive early in the Camp Hi-Sierra area on your check-in day, but please do not arrive at the Klondike Derby site until the official check-in time.

Special Activities: Because of the variety of storms that hit the Sierras in the winter, there should be an abundance of snow.

Be sure to carry chains and travel at a safe speed!

## **Injury or Illness**

Send a runner to a Klondike Staff member. Don't move injured patients. Keep them warm and comfortable. Note and report the following:

- Exact Location.
- What happened?
- Are they conscious and breathing?
- How many were injured?
- Obtain description of injury.
- Patient's name, age, sex and Unit if known.
- What first aid has been given?
- Who is with the patient?
- Who is caring for the patient?
- Time of accident.

## **Forbidden Items (The “No-No” List)**

Listed here are forbidden items, equipment and activities. Remember that violations of some of these guidelines could result in injury to Scouts, or violation of area regulations or BSA rules. If the violation is serious, you could be asked to leave the Klondike. Follow the Scout Oath and Law!

- No Ground Latrines. Use the Porta-a-Potties.
- No ground fires, all must be in portable fire rings.
- No cutting of standing trees or limbs, dead or alive. Bring your own wood supply. No Axes allowed.
- No Scouts using liquid fuel equipment, unless an adult knowledgeable about chemical fuels and equipment supervises youth involved in the storage, handling, and use of chemical fuels and equipment.
- No stoves or lanterns on trails allowed. No open flames in tents.
- No smoking is allowed at public events or in any public area. Set a good example. No Alcoholic beverages or illegal substances allowed. This is not the time nor place. No snowmobiles except as provided by the Klondike Staff.
- Do not wear skis in the Klondike Derby area. No tennis shoes or cotton clothing allowed. No pooches; leave Fido at home.
- No Grouches, Please! (We are here to have fun!)

## **Camp Cleanup and Service Project**

Be sure you leave your campsite cleaner than you found it. Obviously you may not get everything until the snow is gone. In order to provide for this eventuality, a service project day will be scheduled in the spring.

## **Checkout and Receipt of Patches**

Campsites must be inspected and pass the inspection before checkout day to receive your Klondike Derby patches.

## **Arrow of Light Participation**

Klondike is a Scouts BSA designated event. The skills are designed for Troops, Crews, and older scouts. This includes bringing the proper equipment as described in this guide, along with the skills to use it. Due to the skill levels used in the events, and the necessity of a sled and equipment, we feel that Arrow of Light Scouts may have more fun attending a different snow experience that is geared more to their age level. Pursuant to the Guide to Safe Scouting, Webelos Scouts and Webelos Scout Dens may not participate, even as visitors.

Arrow of Light Scouts may participate at this event by attending as an Arrow of Light Den/Patrol. They must be under the supervision of two deep leadership from their Arrow of Light Den/Patrol, including a BALOO trained adult if spending the night. The Arrow of Light Den/Patrol and their adults will register the same as any other participants. They would need to provide the equipment described in this guide to be able to participate in the skills.

## **\*\* KLONDIKE DERBY EVENTS \*\***

**HEADQUARTERS** - Check in with the “Royal Canadian Mounted Police” with your Patrol Roster. All Patrol members must be in proper clothing to proceed to the other events!

**JUNEAU** - Your Patrol has found a snowmobile rider in a snowdrift. He has a severe cut and bleeding on his leg, has a compound fractured arm, is in shock and has hypothermia. Give him First Aid and transport him on an improvised stretcher to the Juneau Hospital 100 yards away. The Lodge will provide the poles for the stretcher.

**FAIRBANKS** - You will be given a set of compass headings and a “measured pace” distance. At each check point there will be a skill-based question. You will need to answer the question to receive the next set of coordinates. You are scored by completion time and will receive a penalty for incorrect answers.

**ATTU** - This is the Hot Chocolate Chug-A-Lug. You are to build a fire, heat your water and mix cocoa for a Chug-A-Lug contest. Patrols are to bring their own wood, pot and water. Two matches and the cocoa mix will be furnished. No combustible fuels may be used. The Lodge will provide 2 matches, Cocoa Mix and Tubes for containing the fire.

**SITKA** - Your Patrol is challenged to a Tug-of-War. Be prepared for a tough pull!

**POLAR COVE** - The sledge and one Scout is separated from the rest of the Patrol by an expanse of 40 feet of (imaginary) thin ice. The Patrol will need to join enough pieces of 6-foot sections of rope so that it can be cast and reach the sledge. The stranded Scout will tie the rope to the sledge and be pulled to safety. Your Patrol will need to bring enough 6-foot pieces of rope.

**SEWARD** - This is the great Klondike Race and you are to be prepared for any catastrophe. You will travel over an obstacle course laid out by the Judges. Any time you come in contact with another Patrol and their sledge you must be prepared to do battle with a suitable supply of snowballs. The object is to move over the course as fast as possible in order to win the race.

**ANCHORAGE** - This event is called Snowball Volleyball. Your Patrol will take a volleyball and you will be matched up with another Patrol in a volleyball game. Rules will be furnished at the site. The Lodge will provide the Volleyball equipment.

**NOME** - Your Patrol will have the opportunity to try Bowling Pins target shoot with snowballs. A course will be set up on a hard snow surface with bowling pins and a bowling ball.

**SKAGWAY** - A will be given a special “Snow Snake” with instructions to enable your Patrol to propel the snake down a special snow alley for the maximum distance. Lodge will provide the Snow Snakes for the competition.

**FORT YUKON** - Materials will be given to your Patrol in order to build a big slingshot for throwing snowballs at an innertube or target. This is a timed event and will be scored on accuracy and distance.

**HEADQUARTERS-A** - This is a special event involving the construction of a snow cave or Igloo. Take the drawings furnished and scoop out a snow cave along the bank of snow piled along the parking area. For those who sleep overnight in the snow cave, a special certificate will be awarded called the "Snowshoe Thompson Award." The Cave must be inspected by Klondike Staff Adult.



**Please note that each patrol will need to carry the equipment needed for each event.**

**It can be carried on the Patrol's sledge.**

Patrol Flag

1 Water Bottle for each member

Extra Drinking Water

1- 6ft length of Rope per member

Coffee Pot

Matches

Kindling

Fire starter

Firewood

Tarp

Gloves Pair for each member

Compass

Shovel

First Aid Kit

Hatchet (optional)

2 Six Foot Poles (optional)

Snow Snake (optional)

## **SCHEDULE YOUR TROOP'S OA ELECTION AT KLONDIKE**

As Scouting's National Honor Society, we forge lifelong bonds among the leaders in Scouting and:

- Recognize those who exemplify the Scout Oath and Law in their daily lives and, through that recognition, cause others to act in the same way
- Reinforce a life purpose of leadership in cheerful service to others
- Create and deliver peer-led, adult-guided, advanced leadership experiences for Scouts and Scouters that positively impact their unit, community, and ultimately our nation
- Be an integral part of Scouting America and encourage participation in all it offers through units, outdoor adventures, and national events to further the Scouting experience

**FOR MORE INFORMATION SEND AN EMAIL TO  
[CHIEF@TOLOMA.ORG](mailto:CHIEF@TOLOMA.ORG)**

# SLEDGE

bolts or screws instead of nails - drill first  
 Make towing bridle of  
 rope, about 20 feet.

## Bill of Material

Pt.	Qty.			
1	2	4"	"	6" -
2				
3	4	-	-	"
4				
5				
6				
7				
8				
9				

12  
13

Envelope type  
 staple so  
 Assay Report

OR  
 CLIPBOARD

REAR VIEW

TOWING BRIDLE

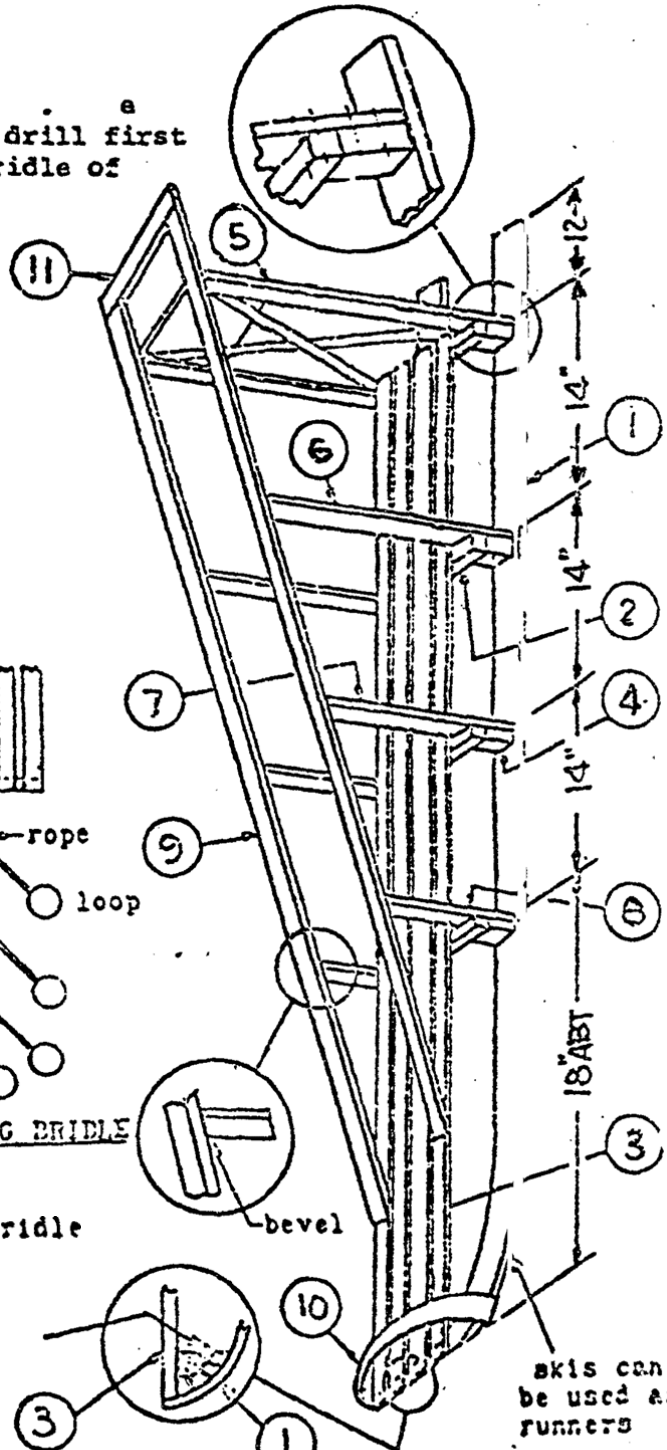
SNOW SHIELD  
 (L view)

for towing bridle

skins can  
 be used as  
 runners

NOTE: SLEDGE  
 SKIS AS RUNNERS.

MADE OF WOOD WITH THE EXCEPTION OF



# How to Make a Snow Snake!

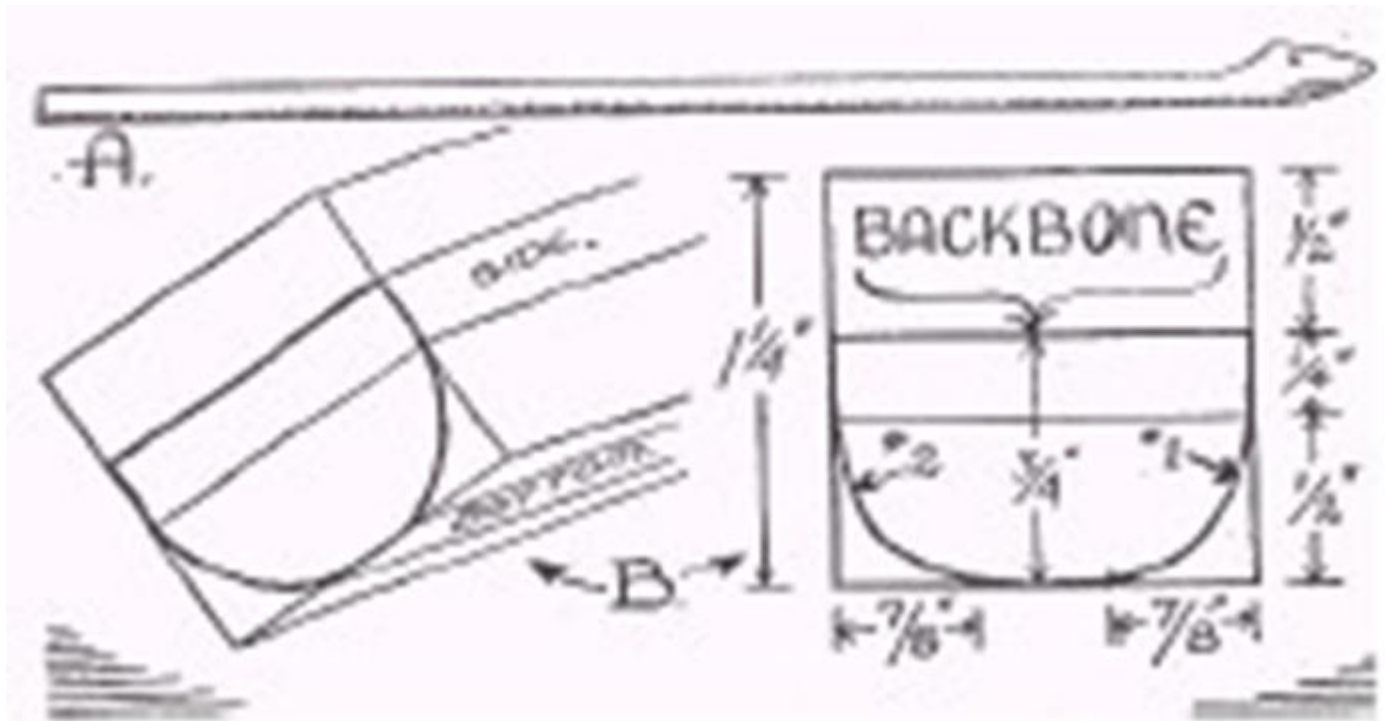


What follows is a brief description of how to make a Klondike Snow

Snake which will be used at Skagway. Native Americans traditionally used a snow snake for competitions held among the various Iroquois tribes. The object of the snow snake game was to see who could throw the “snake” the longest distance down a grooved snow and ice track. The snake could be thrown at speeds of up to one hundred and fifty miles an hour.

The natives would form their long grooved track by dragging a straight log through the snow. Once the snow hardened, they would have a long ice track, and these tracks were known to be more than a mile in length!

The snake itself was usually made from a 5 foot long hickory or ash stave. Below is a drawing of the snake.



When cutting out your snake, be sure and wear all your safety gear, especially safety glasses!

The snake should be sanded smooth, especially on the bottom of the wood. The natives usually decorated their snake. You can use an upholstery tack to represent the eyes of the snake. The snake once made can then be thrown in either of the following ways: The underhand method. Or the overhand method.



**PARTICIPANT NOTES:**

