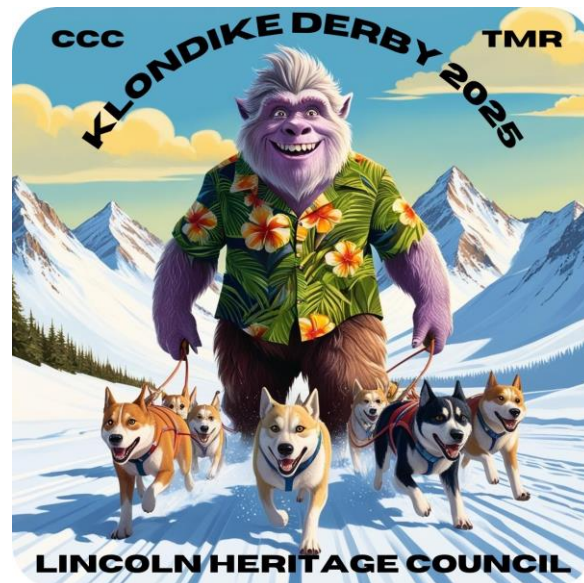


# LINCOLN HERITAGE COUNCIL

# Klondike Derby 2025



## January 17th-19th, 2025

## Camp Crooked Creek

950 Terry Dr.  
Shepherdsville, KY 40165

Event cost:

Scouts.....\$25

Adults.....\$10

Staff.....\$5

To request a campsite or ask questions,  
please email Steve Byers (event chair) at  
[stephenebyers@twc.com](mailto:stephenebyers@twc.com)

Register at [lh.tentaroo.com](http://lh.tentaroo.com)

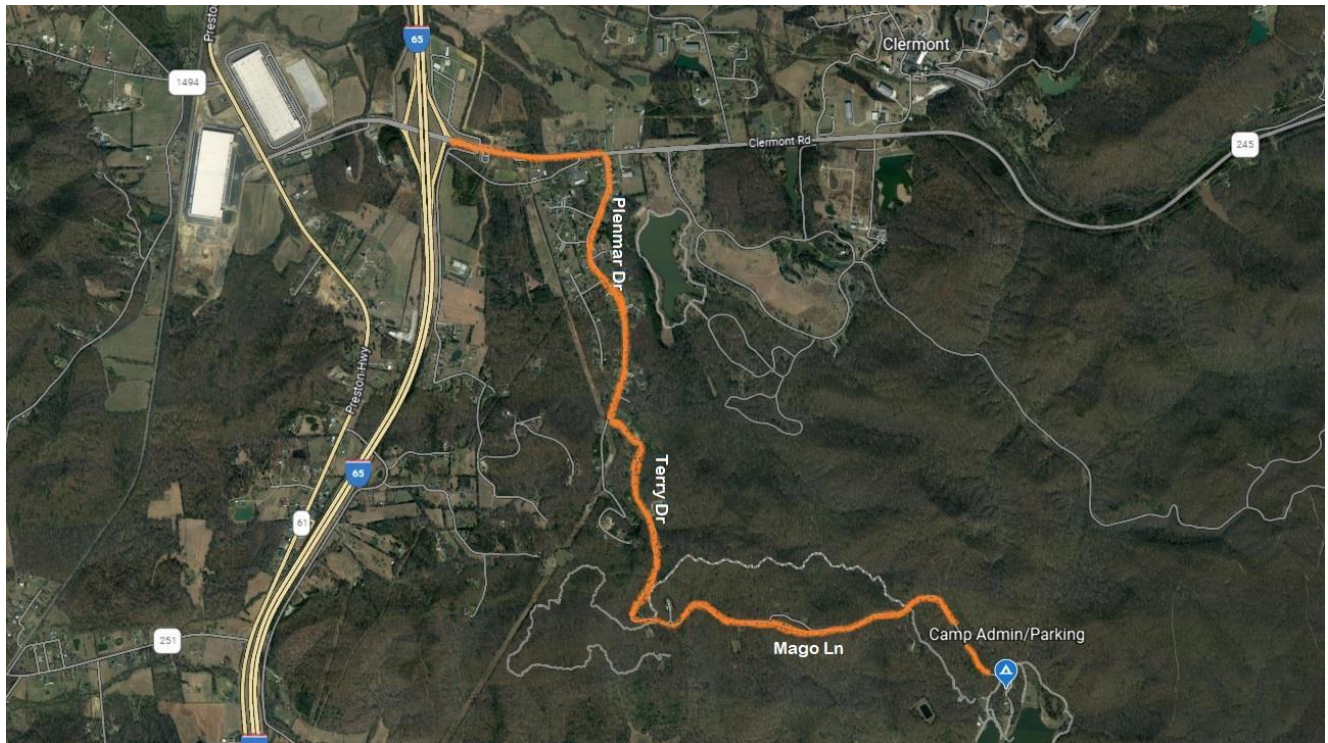


Experience cold weather camping, Team Building experiences,  
Leadership Development, and fun ways to practice and hone Scout  
skills.

This event is open to Scouts BSA, Venturers, Sea Scouts, and  
Explorers. Arrow of Light scouts can participate with a Scouts BSA  
troop.

# Directions to Camp Crooked Creek

Camp Crooked Creek, part of the Harry S. Frazier Jr. Scout Reservation, is located in Clermont, Kentucky (next to Bernheim Forest).



## Directions to Camp Crooked Creek:

- From I-65 take exit 112, the Clermont/State Hwy 245 exit.
- Turn onto Hwy 245 toward Clermont/Bardstown
  - If traveling FROM Louisville, go LEFT
  - If traveling FROM Elizabethtown, go RIGHT
- Turn right onto Plenmar Drive, just before the Bernheim Forest entrance.
- Turn left onto Terry Drive. Follow this road to the gravel parking lot. The administration building (i.e. check-in) is at the end of this parking lot.

# Questions?

Steve Byers, Event Chair  
[stephenebyers@twc.com](mailto:stephenebyers@twc.com)  
(502) 693-6999

Dylan Fox, Staff Advisor  
Buffalo Trails, District Executive  
[dylan.fox@scouting.org](mailto:dylan.fox@scouting.org)

## Registration & Campsites

Registration for this event should be completed online  
<https://lh.tentaroo.com/admin2/events/7754/32702/2025-Klondike-Derby>



Campsites can be requested by e-mailing Steve Byers,  
[stephenebyers@twc.com](mailto:stephenebyers@twc.com).

Campsites will be assigned on a first-come, first-served basis, and depending on unit size and needs, you may be sharing a campsite with another unit.

**Before departing on Sunday morning, the Senior Patrol Leader must check in with the Campmaster at the admin building to arrange a campsite inspection.**

# **Fee Schedule/Refund Policy:**

## **Fee Schedule:**

All fees should be paid based on the following information:

- Scout cost is \$25.
- Adult cost is \$10.
- Staff cost is \$5. This is for any adult that volunteers to help at a station.

## **Refunds:**

A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge if a written request is made at least 30 days prior to a council or district program/activity.

No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.

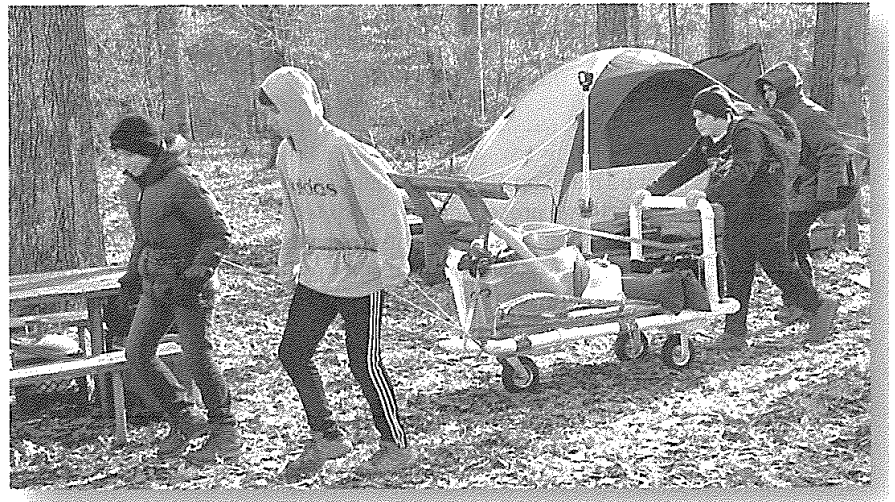
Fees are transferable to other Scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or canceled check

# The story...

In August 1896, prospectors discovered gold in the remote Klondike region of Canada's Yukon Territory. In July 1897, the S.S. Portland arrived in Seattle, Washington, with more than a ton of Klondike gold on board. This event touched off the great Klondike Gold Rush as thousands of people who dreamed of becoming wealthy began booking passage on steamers heading north from Seattle and other West Coast ports to the Yukon. Upon arriving at the northern end of the Inside Passage, however, these adventure-bound stampeders found no easy route leading to the still distant Klondike region. Their progress was slow as each prospector made repeated trips over the rugged trail through the bitter cold.

Imagine pulling a sled loaded with three to six hundred pounds of supplies over a stretch of ice up a steep grade, strewn with boulders and logs, then crossing over a riverbed on a couple of trees laid side by side and you get a picture of their labors. Facing 60-mile-an-hour winds in 65-degree-below-zero weather, the prospectors had to ascend the Chilkoot Pass -- 1,000 feet straight up. With a steady stream of stampeders lining the path each day, it took forty trips to get a ton of supplies up the mountain. Those who survived the mountain then faced a treacherous passage by boat to the town of Dawson near the gold fields.

Since 1949, Boy Scout units have been participating in Klondike Derbies to honor this historic time. Scouts pull a sled loaded with supplies from station to station and compete in various Scout skill-based events. Lincoln Heritage Council is carrying on the tradition!



The Klondike Derby consists of a race between multiple stations where patrols/teams/units will test their Scout skills and their leadership abilities, earning points towards a total score. Each team must transport their gear that will be necessary to complete the stations on a homemade sled with wheels or skis pulled by the Scouts. Lunch on Saturday is the only meal provided by camp for this event. All other meals for the event will be provided and prepared by the individual units within their respective campsites.

This event is open to Scouts BSA, Venturers, Sea Scouts, and Explorers. Each team of 4 to 8 people will have one sled for the trek. Other Scouts are encouraged to cheer on their team as they complete each station. Unit/Teams will lose points for any additional assistance from bystanders. Participants may be considered youth, through age 20; however, registrants aged 18-20 may register as adults if they are supporting youth in a capacity of a "BSA Adult Member."

# Schedule of Events

This schedule is subject to change. Any changes will be emailed to unit leaders and discussed in the meeting Friday night and Saturday morning.

<b>Friday</b>	
6:00 - 9:00 PM	Check-in @ Administration Building
8:00 PM	Scoutmaster and Senior Patrol Leader meeting
10:00 PM	Quiet time
<b>Saturday</b>	
7:30 - 8:30 AM	Check-in @ Administration Building <i>(only for Troops arriving Saturday)</i>
8:30 AM	Sled Leader/SM Meeting in Parade Field (next to Health Lodge)
9:00 AM	Sled Inspections
9:30 AM - 12:00 PM	All activity stations open
12:00 PM - 2:00 PM	Lunch in your campsite
2:00 PM	Sled Leader/SM Meeting in Parade Field (next to Health Lodge)
2:00 PM - 5:00 PM	All activity stations open
7:00 PM	Catholic Mass in the Dining Hall
8:00 PM	Award Ceremony in the Dining Hall
10:00 PM	Quiet time
<b>Sunday</b>	
11:00 AM	Units <b>MUST</b> be off camp property

# **Suggested Packing List**

## **Personal Gear:**

- Scout Uniform and Handbook
- T-shirts
- Pants
- Socks
- Underwear
- Footwear (waterproof)
- Warm clothes. hat, and gloves
- Sleeping bag
- Sleeping pad
- Toiletry Kit (toothbrush, towel, soap, etc.)
- Water bottle or canteen
- Personal mess kits
- Flashlight (extra batteries)
- Pen and paper
- Walking Stave (optional)
- Pocket Knife
- Watch (Optional)
- Sunglasses (Optional)

## **Unit equipment list:**

- One sled per team
- Tents and ground cloths
- Camp kitchen equipment
- Unit flag, American Flag, Patrol Flags
- Leaders Handbook
- Lanterns
- Water Containers/Water Coolers
- Fire Extinguisher
- Dining Fly and poles
- Rope
- Ax and Camp Saw
- Garbage bags
- Fieldbook

# Sled Requirements

All sleds must be in one piece and may be mounted on no more than two wheels (four-wheeled wagons will not be permitted) and each team should be able to pull their sled using ropes.

**Each team should have 4-8 members per sled.**

**Sleds will be inspected before racing starts Saturday morning.**

**All sleds must have the following items:**

- Patrol Flag
- Watch
- Compass
- 2 six-foot staves
- Blanket
- Trash bag
- First aid kit
- 4-6 tent stakes
- Tinder, kindling and flint/steel for fire starting
- Scout Handbook
- Tarp (large enough to build a shelter for the whole sled team)
- 50' of 3/8" rope
- 2 Neckerchiefs (or like-sized triangular bandages)

**Each team member must have their own:**

- Paper and pencil
- Water bottle or canteen
- 6 feet of rope
- Rain gear
- Extra socks in a waterproof bag
- Pocket knife
- Scout Stave or sturdy hiking stick

**A review (before the event) of the following Scout skills is encouraged:**

- Fire Building
- Knots/Lashings
- First Aid
- Map/Compass
- Proper and safe use of a pocket knife
- Shelter Building



# Camp Policies and Procedures

*Anyone participating in this event will be expected to follow Scouting America National Guidelines as outlined in the Scout Oath, Scout Law, and the Guide to Safe Scouting.*

**The Law is the Rule:** Everyone is expected to abide by the Scout Law, Oath, Motto, and Slogan.

**Youth Protection:** Camp will adhere to all Youth Protection Guidelines. Leaders, parents, and staff are expected to adhere to all Youth Protection Guidelines. For more information regarding Scouting's Youth protection policy, go to:  
<https://www.scouting.org/health-and-safety/youth-protection/>

**Buddy System:** Everyone will use the Buddy System "Pairs for Safety". Adults/ Leaders should be notified before Scouts leave their campsites. Scouts BSA may not have a buddy of the opposite gender.

**Camp Security:** All visitors to the camp must stop at the admin building or other communicated location and check-in. Upon conclusion of their visit, guests will sign out so that camp administration will know who is on camp property at all times.

**Alcoholic Beverages and Illegal Substances:** will not be tolerated and are against BSA policy. Possession or use will result in immediate dismissal from camp.

**Smoking and Tobacco:** Scouting America guidelines require a smoke-free, tobacco free, vaping free environment for our Scouts. If you must smoke, vape, or use smokeless tobacco, please do so out of sight of youth participants, youth staff, and not inside any buildings. Please "field dress" your butts and dispose of them properly remembering the ever-present danger of forest fires.

**Vehicles:** The Health and Safety Committee along with the Camping Committee has established a written policy and procedure of vehicles in camp.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration.
- Weather permitting, trailers will be allowed in campsites. However, vehicles used to pull trailers need to be moved back to designated parking lots.
- One person per seatbelt and they must be worn. No riding in truck beds. No RV's, ATV's, golf carts or generators. Only Staff carts are permitted.

**Parking:** Park in designated parking areas only. Unit leaders need to help enforce this policy.

**Campsites:** Do not cut trees. Bring your own approved firewood (taking firewood across state lines is not allowed), charcoal or collect dead wood from the downed trees. Use only the provided fire rings provided and/or a unit provided firebox. Never leave a campfire unattended, especially when going to bed. ***All campfires should be extinguished according to Scouting America guidelines.*** Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are completely extinguished.

**Uniforms:** Field uniform also known as a “Class A” uniform should be worn at the closing ceremony in the Dining Hall. Activity uniform also known as a “Class B” (Scouting appropriate) t-shirts are permitted during all other event activities

**Camp: Follow Scouting America guidelines for camping:**

- Walk, do not run, within your campsite.
- Remember tent stakes and tie-downs.
- Closed-toed shoes must be worn at all times.
- Stay out of the creek.
- Do not ditch or trench your tent.
- Leave no Trace.
- Trash your trash. It should be removed from all campsites.
- No pets or bikes
- Do not enter another unit’s campsite without permission.
- NO GROUND FIRES (Fires inside designated pits are okay)
- Follow Scouting America regulations according to fuels. Keep open flames out of and away from tents.

**Knives, Hatchets, Axes, Chainsaws or Firearms:** No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding or pocket knives are permitted by those Scouts that have earned their Totin Chip. Axes and Bow Saws are only permitted in ax yards of Scouts BSA Troops / Venture Crews.

**Rocks and Sticks:** Although tempting, rocks must not be thrown or kicked and sticks may not be swung. Injury/damage to property usually results from this action. Such actions will result in your being asked to leave the campout immediately.

**First Aid:** There will be a medical officer stationed on camp. All medical treatment or emergencies should be directed to the health officer. Minor first aid treatment can be given in the campsite if first aid items are available.

**Camp Emergencies:** If there is an emergency, there will be 3 long blasts of the air horn and everyone should rally in the Dining Hall. Once the emergency has passed, campers will be given instructions on where to go next. Campers should remain in the Dining Hall until the “All Clear” signal has been given. Leaders should review these procedures with their campers.

**Trash:** Your trash must be taken to a dumpster. No trash should remain in campsites overnight; there are skunks and raccoons that will visit your unit if this is not done.

**Cleanup/Check-out:** When your unit is ready to leave camp we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp. Half an hour before your unit is ready to leave camp, send 2 runners to Camp Admin.