

LINCOLN HERITAGE COUNCIL

Tunnel Mill Reservation Klondike Derby

January 23rd-25th, 2026



“Klondike Nights”

Map and Directions to:

Camp Tunnel Mill
3913 Tunnel Mill Rd
Charlestown IN 47111



From Louisville (on 65):

- Go North on Interstate 65 to Exit 6 (I-265)
- Take Exit 10 onto Indiana 62 East
- Continue for 8 miles to Monroe St.
- Turn left onto Monroe St.
- Continue .4 of a mile to Tunnel Mill Rd.
- Turn right on Tunnel Mill Rd.
- Continue for 4 miles, Camp entrance is on the left.

From Louisville (East End Bridge):

- Go North on 265 across the Lewis and Clark Bridge.
- Take Exit 10 onto Indiana 62 East
- Continue for 8 miles to Monroe St.
- Turn left onto Monroe St.
- Continue .4 of a mile to Tunnel Mill Rd.
- Turn right on Tunnel Mill Rd.
- Continue for 4 miles, Camp entrance is on the left.



Schedule of Events

Units should **NOT** arrive before the scheduled arrival time. Upon arrival, units will need to check in at the Dining Hall. Those participating in the night race are encouraged to nap at some point during the day. All schedules are subject to change.

Friday	
Time	Event
6:00 - 9:00 PM	Check-in @ Dining Hall
10:00 PM	Taps
Saturday	
Time	Event
7:30 - 8:30 AM	Check-in @ Dining Hall <i>(for Troops arriving Saturday)</i> Breakfast @ Campsite
8:30 AM	Opening Flags @ SM Cabin/Flats
9:00 AM	Sled Leader/SPL/SM Meeting @ Dining Hall
9:00 AM- 12:00 PM Morning Events	Pioneering Project @ Campsite Tug-o-War Competition @ Scoutmaster Flats Practice Stations (Orienteering, Geocaching, Fire-building, Knots, Shelter Building)
12:00-2:00 PM	Lunch @ Troop Campsites
2:00 PM	Sled Meeting @ SM Cabin/Flats
2:15 PM - 5:15 PM Afternoon Events	Daytime Race Dutch Oven Dessert Cooking @ Campsite Pioneering Project Judging
5:45	Closing Flags
6:00 PM	TMR/Scout Trivia @ Dining Hall
6:30 PM	Dinner @ Dining Hall Dutch Oven Dessert Judging
8:00 PM	Day Event Awards @ Dining Hall
9:45 PM	Sled Meeting @ SM Cabin/Flats
10:00 pm - 1:00 AM	Night Race
11:00 PM / 1:30 AM	Lights Out
Sunday	
Time	Event
9:00 AM	Breakfast @ Dining Hall Night Race Awards
11:00 AM	Everyone off property

All campsites MUST be cleaned before leaving camp. Before leaving, check in with the admin building to have a campsite inspection.

Unit Preparation for Camp

If your unit follows the steps listed below, the process of preparing everyone for an enjoyable experience at Camp Tunnel Mill should go smoothly. **REMEMBER THAT YOU ARE PROVIDING YOUR OWN FOOD FOR THIS WEEKEND with the exception of Saturday night dinner and Sunday breakfast.**

Divisions

- Rookie (Arrow of Lights) - (Cannot participate in fire building)
- Junior (Scout-First Class)
- Senior (Star-Eagle)

Race Skills Needed

- Fire Building
- Knots/Lashings
- First Aid
- Totin' Chip/Whittlin' Chip/Firem'n Chit

Upon Receiving the Leaders Guide:

- Inform or remind all Scouts and parents of the Camp Dates
- Recruit three or more adult leaders to spend the weekend with your unit
- Units with female scouts must have at least 1 female leader attending
- Note payment dates to ensure your troop gets the best price
- Consider unit providing adults to help run the event

Finalizing plans for the outing:

- Give final notice to all scouts and parents about plans for attending camp
- See that all Scouts and Adults have a current medical form
- Arrange for your transportation to and from camp
- Determine food menus for meals (Sat dinner and Sun breakfast will be served)
- Ensure all your Scouts families have the information on the weekend
- Arrange payments through your unit or each person
- Register online www.lhcbbsa.org through Tentaroo.

One week before Camp:

- Review Schedule with your Scouts and families.
- Double-check medical and health history. Have a copy ready to turn into the health officer.
- Prepare the unit/patrol equipment to bring to camp.
- Inspect each Scout's personal gear- we could get snow, so be prepared!
- Finalize transportation arrangements to and from camp.
- Finalize food menus (Sat Dinner and Sun Breakfast will be served)
- Review the Guide to Safe Scouting and Camp Regulations with leadership.

Other Activities

- Sled Race Skills Practice Stations - Stations will be set up in the morning for the scouts to practice their skills prior to their race time.
- Sled Judging - There will be a station for judging sleds for an award. Be creative.
- Pioneering Project at your campsite - Just use lashings. Be creative and think outside the box.
- Tug-of-War
- Dutch Oven Cookoff - Desserts made by unit adults (Dishes served with dinner for Saturday)
- TMR and Scouting History Trivia

What to Bring to Camp

Please distribute copies of this page to each Scout. Camping will be in your own tents.

Personal Gear:

Scout Uniform and Handbook
T-shirts
Pants
Socks and Underwear
Footwear (waterproof)
Warm Clothes. hat, and gloves (for winter activities)
Sleeping bag /Sleeping pad
Toilet Kit (toothbrush, towel, soap, etc)
Water bottle or canteen
Personal mess kits
Flashlight (extra batteries)
Pen and paper
Walking Stave (optional)
Pocket Knife (If you have your Whittin Chip or Totin Chip card)
Watch (Optional)
Sunglasses (Optional)
Tent (If your Unit doesn't have one for you)
Be Prepared for the weather (Continue to check the report on the news the week before you arrive)

What not to bring to Camp:

Bikes, Roller Blades or Skates, Skateboards
Sheath Knives, Butterfly Knives
Fireworks
Electronic devices
Firearms

Unit equipment list:

BSA Fieldbook
Tents and ground cloths
Unit flag and American Flag
Patrol/Den Flags
Leaders Handbook
Lanterns, stoves and fuel *No white gas
Water Containers/Water Coolers
Fire Extinguisher
Dining Fly, Poles, Rope
Ax and Camp Saw
Garbage bags

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.

Saturday, there will be a station for judging sleds for an award. Be creative!

**All sleds must have the following items.
(These can be on the sled or carried by team members.)**

EACH SLED MUST HAVE:

- Patrol Flag
- Scout Handbook
- Watch
- 2 six-foot staves
- Blanket
- 2 Neckerchiefs (*or like-sized triangular bandages*)
- Trash bag
- Tarp (*large enough to build a shelter for the whole sled team*)
- 4-6 tent stakes
- Tinder and kindling for fire starting
- 50' of $\frac{3}{8}$ " - $\frac{1}{2}$ " rope

EACH TEAM MEMBER MUST HAVE:

- 1 canned good for "entrance fee"
- 10 essentials
 - Pocketknife (and Totin'/Whittlin' Chip)
 - Fire Starter (and Firem'n Chit)
 - Rain Gear
 - Flashlight/Headlamp
 - Extra Clothing/Socks
 - Personal First Aid Kits
 - Sun Protection (optional for night run)
 - Compass (maps will be provided)
 - Water Bottle
- 6' of 550 paracord
- Hiking Stick or Stave
- Paper and Pen/Pencil

Tunnel Mill Camp Policies and Procedures

Anyone participating in this event will be expected to follow BSA National Guidelines as outlined in the Guide to Safe Scouting.

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

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: BSA 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.

No Plumbing Available: During winter/cold months, usually mid-October through the beginning of April, the water is NOT available throughout camp. Water for drinking and cooking will be available at the Dining Hall or Administration Building. During warmer months the water around latrines is available throughout camp.

Campsites: Do not cut trees. Bring your own Indiana DNR approved firewood, charcoal or collect dead wood from the downed trees. No pit/trench fires, fire rings provided. Never leave a campfire unattended, especially when going to bed. ***All campfires should be extinguished according to BSA 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 BSA 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 BSA 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 Whittlin’ Chip or 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. ½ an hour before your unit is ready to leave camp, send 2 runners to Camp Admin.

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/>

Fee Schedule/Refund Policy:

Fee Schedule: All fees should be paid based on the following information:

- Scout cost is \$20.
- Adult cost is \$10.
- Staff cost is \$5. This is for any adult that volunteers to help at a station. Please email Allison Hoffman or Dawn Potts to be added to the volunteer list.

(Scouts will receive a commemorative patch and special gift upon check-in. Registered adults will receive the patch)

Refunds: A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge as long as 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.

Questions? Contact the following:

Event Chair(s):

Allison Hoffman
scoutcubmaster75@gmail.com

Dawn Potts
scoutmom346@gmail.com

District Executive:

Dylan Fox
Dylan.fox@scouting.org