

Sandhills District  
2025 Spring Camporee  
“Klondike Derby”  
Camp Bowers, NC

Cape Fear Council Scout Reservation

21-23 March 2025

**Leader Guide**

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## CHANGE LOG

- **01/25:** All changes/additions are highlighted
- **Introduction Letter.** Changed the third sentence in the fifth paragraph to read “Each Patrol/sled will need a copy of the **Patrol Leader/Sled Map** (See Page 18)”
- **Page 1.** Listed Matt Hall as **District Commissioner**; listed Nikki Toulouse as **District Program Chair**; corrected Jim Lyons' email address: [JLyons@pgsup.com](mailto:JLyons@pgsup.com)
- **Page 4.** Under **Camporee Information and Guidelines** updated 1. **Registration.** to read: **Unit registration for Camporee is to be completed online through the council calendar link. All fees must be paid prior to the event, and any outstanding fees will be collected during check-in. Please note that fees are non-refundable. Unit registration in Blackpug closes 7 March 2025 at 11:59 PM. Units may add individual campers at Registration, but the unit must be registered to attend in Blackpug before it closes. Units that do not intend to camp overnight Friday or Saturday night must still register and pay the required registration fees – there is no discount for not camping. Units must complete the Camporee Unit Roster (included in this guide) and are responsible for maintaining BSA health forms (Parts A and B) for all Scouts and Scouters attending. For any questions or issues with registration, contact the registrar, Angie Frassel, at (910) 578-4633 or [kfraz37@hotmail.com](mailto:kfraz37@hotmail.com).**
- **Page 4.** Under **Camporee Information and Guidelines** to meet Scouting America branding guidance and policies updated the first two sentences of 2. **Attendees.** to read: **All Camporee attendees must be registered members of Scouting America prior to arriving at camp. Adults must complete the criminal background check, obtain all required signatures on the Adult Application, and complete Youth Protection Training.**
- **Page 4.** Under **Camporee Information and Guidelines** changed 3. **Campsite Assignment.**
- **Page 4.** Under **Camporee Information and Guidelines** updated 4. **Check-In.** to read: For those units camping, registration check-in must be completed at the **Assayer Office (Admin Building)** by 10 PM Friday, 21 March 2025. **Absolutely no units will enter Camp Bowers earlier than 4 PM on Friday, 21 March 2025. Units arriving Saturday morning just to participate for the day, or to participate and camp overnight Saturday must arrive by 8:00 AM and check-in at the Assayer Office (Admin Building). Saturday arrivals must have registered in Blackpug before 7 March 2025. At Check-In units will be issued a wristband for each paid Attendee. Attendees will wear the wristband until departing camp on Sunday. Anyone found without a wristband will be asked to vacate the premises immediately.**
- **Page 4.** Under **Camporee Information and Guidelines** updated the second and third sentences of 5. **Vehicles.** to read: **AFTER UNLOADING SCOUTS AND EQUIPMENT, ALL VEHICLES MUST BE MOVED TO THE PARKING LOT (Depicted on Camp Bowers Map). ONLY VEHICLES CONNECTED TO TRAILERS AND/OR HAVE A PASS CAN REMAIN AT THE CAMPSITE.**
- **Page 5.** Under **Camporee Information and Guidelines** updated the last sentence 7. **Health and Safety.** to read: **If an action is deemed unsafe, stop it immediately to ensure everyone's safety.**
- **Page 5.** Under **Camporee Information and Guidelines** for brevity and ease of understanding updated **EMERGENCY Protocol:** to read: **In the event of an emergency (e.g., lost child, missing person, fire), three (3) blasts of a horn will signal everyone to act. All individuals, Scouts and non-Scouts, must immediately report to the Activity Field**

and form up by unit. **There are no exceptions.** For everyone's safety, remain at the Activity Field for accountability and further instructions.

In case of **severe weather**, the designated shelter is the **Dining Hall**.

- **Page 5.** Under **Camporee Information and Guidelines** updated 8. **First Aid.** to read: Scout leaders are responsible for addressing all minor situations within their units. Health forms must be kept accessible with the unit, and each campsite should have a First Aid Kit.

For serious injuries or emergencies, report immediately to the Assayers Office (Admin Building). A trained Medical Technician will be onsite throughout the entire Camporee. Any Scout experiencing an injury should be brought to the medic for evaluation and care.

Units with additional trained medical personnel are encouraged to notify the staff during check-in to assist if needed.

The nearest full-service hospital is **Kathleen E. Heer DO – Bladen County Hospital, 501 S. Poplar St, Elizabethtown, NC 28337 Ph: (910) 862-5100.**

- **Page 5.** Under **Camporee Information and Guidelines** updated 11. **Campsites and Latrines/Showers.** to read: All campsites have a pavilion, hard-stand latrine and shower facilities. The campsite latrines and showers are solar-heated. There are three newer propane heated latrine/showers, east, west and staff area. Attending units will not use the staff area shower. Units are responsible for cleaning campsite latrines and showers facilities along with the east and west latrine/showers prior to check out on Sunday. Staff staying in the Staff area cabins will clean the staff latrine/shower. If two units share facilities, the Senior Patrol Leaders will coordinate that both units participate in the cleanup.

As guests at Camp Bowers, remember to leave the camp cleaner than you found it. A Scout is Courteous, and Clean.

Upon arrival, inspect the facilities and report any damage or disrepair to the Quartermaster at Cracker Barrel on Friday night. Any issues that occur afterward should be reported immediately to the Assayers Office (Admin Building).

- **Page 6.** Under **Camporee Information and Guidelines** updated 12. **Campsite Inspection.** to read: Campsite inspections will begin at 9:30 AM on Saturday and will be part of the Camporee competition. Units should refer to the Campsite Inspection Sheets included later in the Leader's Guide for details on both the competition criteria and the checkout inspection requirements. Ensure your site meets all outlined standards to excel in the competition and for a smooth checkout process.
- **Page 6.** Under **Camporee Information and Guidelines** updated 15. **Visitors.** to read: Only registered members of Scouting America (Troop Committee, COR, etc) may visit Camporee. For adults, this includes completing the criminal background check, obtaining all required signatures on the Adult Application, and completing Youth Protection Training prior to arriving at camp. **To participate in the Saturday activities and Klondike Feast all youth must be paid Attendees with their unit – no exceptions. Adults who visit for the day Saturday and want to participate in the Klondike Feast will be charged \$5 payable cash at the Assayer Officer (Admin Building).** All youth and adult visitors must check in/out at the Assayer Office (Admin Building) to receive an appropriately colored wristband. Anyone found without a wristband will be asked to vacate the premises immediately. **All visitors must leave the Camporee by 10:00 PM each night.**
- **Page 6.** Under **Camporee Information and Guidelines** updated 16. **Scout's Own Service.** to read: *A Scout is Reverent.* An interfaith Scout's Own Service will be held

Sunday morning by the Activity Field flagpoles at 8:15 AM. A monetary collection will be carried out at the service. Monies collected will be sent through the Council Office to a to be determined beneficiary in Western NC affected by Hurricane Helene last year.

- **Page 6.** Under **Camporee Information and Guidelines** updated 17. **Checkout.** to read: The unit **Camporee Check-Out Checklist** and **Camporee Evaluation Form** are found on Page 23 & 24 of this **Leader Guide**. Checkout on Sunday will NOT begin until after the Scouts Own Service. Units needing to leave leaving prior to this will need to inform the Assayer (Camporee Chief) during check-in.

**Important:** Please print a copy of both the **Check-Out Checklist** and **Evaluation Form** and bring them with you to **Check-In**.

- **Page 6.** Under **Camporee Information and Guidelines** updated 21. **Pets.** to read: In accordance with the Guide to Safe Scouting **absolutely no pets are allowed.** This includes visitors. **Service animals are permitted in accordance with NC § Chapter 168. Persons with Disabilities.**
- **Page 7.** Under **Camporee Information and Guidelines** updated 21. **OA Trading Post,** with **The OA Trading Post will operate out of a white, carnival food trailer that will be parked adjacent to the Camp Bowers Trading Post building.**
- **Page 8.** Changed Beaver Ridge campsite to **Sandy Wood** campsite. The signs at the campsite have been changed but other signs around the camp may still say Beaver Ridge. So if you are assigned to that campsite ensure your Scouts know the changes made.
- **Page 8 & 18.** Added **Dove Roost** campsite in the Long Leaf Pine Restoration area to the maps on these pages. We've been told this campsite may be open and available for use by March.
- **Page 9.** Changed Flag Raising time to **8:20 AM** to give Patrols additional time to get to their Starting Points by 9:00 AM.
- **Page 9.** Changed the location of Flag Raising and Flag Lowering to read **Dining Hall.** Saturday's flag raising/lowering will take place at the flag poles behind the Dining Hall.
- **Page 9.** Changed Campsite Inspection & Gateway Judging time to **9:30 AM**
- **Page 11.** Under **General Objectives** changed the fifth paragraph to read: **Each event can earn a Patrol/ sled 20 to 50 "nuggets".** Nuggets will be awarded for task completion, Scout Spirit, teamwork/leadership. The events, while not difficult, will require some materials. **The Sled Inspection** is worth up to 50 nuggets – Be Prepared.
- **Page 11.** In the Claim Jumper discussion, changed to read: **The Claim Jumper will ask four different gold seekers a question, for each wrong answer the claim jumper will "steal" five (5) nuggets. If they answer all questions correctly, they keep their nuggets with no penalty or gain. Patrols/sled will be "claim jumped" twice. After questioning, the Claim Jumper will mark the sled with a ribbon. Every Patrol/sled will be jumped twice - but one may get missed on the trail. At the end of the event the Patrol/sled will turn in their nuggets and both their Claim Jumper ribbons to the Assayer Office (Admin Building) at the end of the race. If they don't have both ribbons they will have to answer questions at the Assayer Office with the same penalties as if it happened on the trail. While a Scout is Trustworthy, if a Patrol/sled loses their Claim Jumper ribbon they will be asked questions again. The Patrol/sled team can lose up to twenty (20) nuggets to each Claim Jumper, so Be Prepared.**
- **Page 12.** Added a paragraph at the bottom of the Lunch section: **"Learners" should bring their lunch with them to the Activity Field in the morning. Learners will eat lunch together as a group. Given a unit may only send one Learner the meal need not be shareable, should require no cooking and minimal clean-up. Trash bags will be available on the Activity Field.**

- **Page 12.** Added a paragraph at the bottom of the page discussing the knots and lashings your Scouts will need to know to be successful. **Let's talk knots and lashings. In my introduction I discussed that the Scouts will be tested on basic Scout to First Class skills. Therefore, they should all know how to identify, explain the use of and tie a Square Knot, Two Half Hitch, Taut-Line Hitch, Sheet Bend Knot, Bowline Knot, Timber Hitch, and Clove Hitch. Additionally, they should all know how to tie a Square Lashing, Shear Lashing, Diagonal Lashing. As an addition Scouts should know how to tie a Tripod Lashing.**
- **Page 13.** Added **Sled** as the first item of Equipment under the **Sled Inspection.**
- **Page 13.** Changed "Map of Camp Bowers (See Page 18)" to: **Patrol Leader/Sled Map** (See Page 18)
- **Page 13.** Changed "**Patrol Lunch**" to read: **Patrol lunch or lunch residue in trash bag** as some sleds may not pass the RCMP **Sled Inspection** until after lunch.
- **Page 13.** Changed "**Walking Sticks/Staves** (5' – 8', sturdy enough for lashing, one per Scout) to read "**Walking Sticks/Staves** (5' – 8', sturdy enough for lashing, one per Scout – **need not be able to support weight – this can simply be a long broom handle**)"
- **Page 14.** Changed **Panning for Gold** Task to read: Patrol uses a tarp co-operatively to toss a "nugget" over a horizontal rope 3 m above the ground. The nugget will be a tennis ball or a larger ball, colored yellow. The event will be scored by counting the number of **consecutive** times the nugget gets over the rope. **If the nugget hits the ground the count restarts.** Highest number over time will be the recorded score.
- **Page 14.** Changed **Fire Dousing** Task to read: **In the Klondike, due to the terrain and scarcity of firewood, Klondikers would have to carry firewood and fire making materials with them, you will be expected to do the same. At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches (Flint/steel) If you are unable to light the fire using flint/steel a match will be provided. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire. This is a timed event, time will be used to determine nuggets earned and in the event of a tie breaker.**
- **Page 14.** Changed **Chasm Crossing** Task to read: Your patrol is proceeding down a trail in search of gold. You come across a bridge that has been washed out by a storm. **The only thing spanning the chasm is an old bridge missing its floor planking.** Your problem is to get the entire patrol, along with your sledge and equipment, across safely without falling into the chasm. **Using your walking sticks/staves as rollers move your sledge and equipment across the bridge.** If a Scout falls or steps off the bridge and their feet touch the ground, they are considered lost and cannot continue to help. **If all Scouts fall or step off, you must start again.** If your sledge falls off, you must start again. **This is a timed event, time will be used to determine nuggets earned and in the event of a tie breaker.**
- **Page 15.** Changed **The Out-of-Reach First Aid Kit** Task to read: **Due to heavy snow falling, you couldn't see a sharp turn in the trail and your sled has crashed down an embankment. The sled hit your Patrol Leader and broke his/her upper left leg and it requires a leg splint. A first aid kit w/splinting material fell off your sled and lies just 50 yards (150 ft.) away, but you can't walk over to it because of the deep snow. Instead, you must use a pair of snowshoes you were able to save to retrieve the first aid supplies and splint your Patrol Leaders leg.**
- **Page 15.** Changed **Kim's Games** Task to read: **There is a bunch of random stuff on the table covered with a tarp. When the tarp is removed you will be given 30 seconds to look at what is on the table. Once the time is up, the table will be covered up again. The patrol will then run 50', do 10 push-ups, and will all run back to the table. When the Patrol is**

- assembled, the Patrol will have five minutes to write down as many things as they can remember. and be scored on how many correct items were on the list.
- **Page 15.** Changed **Knot Knowledge** Task to read: Using the ropes available on your sledge, team members must demonstrate their knowledge of the six basic knots from the Scout Handbook. Members will identify the knot presented, tell what it is used for and tie it correctly for a maximum of 7 nuggets per knot.
  - **Page 15.** Changed **Log Pull** Task to read: A fallen tree has blocked the trail. Each person in your Patrol must tie a rope to a log using appropriate Boy Scout Knots (timber hitch and half hitch) and together the Patrol must pull the log 100' – then remove and coil the rope. Scoring: This is a timed event, time will be used to determine nuggets earned and in the event of a tie breaker.
  - **Page 16.** Under **Klondike Derby Rules** changed “Patrols must be at the starting line on time, this is when the clock will start.” To read: At Check-In each Patrol will be issued a Patrol Route sheet. There are 11 different routes as there are 11 events/towns. Points are alphabetical. The first point on the Patrol Route is their start point and end point. The Patrol will not complete the task at the starting point, they will complete the task when they arrive back to it at the end. Patrols must be at their starting point before 0900 when the Long Blast of Air Horn will sound. If a Patrol arrives at their starting point after the Long Blast of Air Horn they will penalized 5 nuggets Patrols may preposition their sleds at their starting point before morning flags – plan accordingly and ensure you have all required items on your sleds.
  - **Page 16.** Under **Klondike Derby Rules** changed “Patrols must follow the designated course.” to read: Patrols must follow the designated course on their Patrol Route sheet.
  - **Page 17.** Under the **Consolidated List of Needed Equipment for Patrol/Sled** changed “Map of Camp Bowers (See Page 18)” to read: Patrol Leader/Sled Map (See Page 18)
  - **Page 17.** Under the **Consolidated List of Needed Equipment for Patrol/Sled** changed “Walking Sticks/Staves (One per Scout – can be hand carried – this can simply be a broom handle)” to read: Walking Sticks/Staves (One per Scout – can be hand carried – this can simply be a long broom handle).
  - **Page 18.** Publishes the **Patrol Leader/Sled Map**. Please print a copy of this map for each Patrol competing, they will need it. Print additional copies for Adult Leaders.
  - **Page 19.** Under **The Klondike Feast!!** added Additionally, the Staff will provide a Vegan main dish for those who would prefer that. to the third paragraph.
  - **Page 23.** Changed the 3<sup>rd</sup> bullet to read: Ensure fire pit fires are extinguished and are COLD to touch!
  - **Page 24.** Cleaned up the appearance of the Camporee Evaluation Form
  - **Page 26.** I have included a list of the basic Scout skills identified by their rank requirements which will be helpful. While not all inclusive knowledge of these basic skills will be necessary to be successful in the Klondike.

**2025 Sandhills District  
Spring Camporee  
Klondike Derby  
Camp Bowers / Cape Fear Scout Reservation  
21-23 March 2025**

Fellow Scouters,

Welcome to the 2025 Sandhills District Spring Camporee. This year's theme is "Klondike Derby". The Camporee Staff is working hard to make this theme one that will be both exciting and helpful to all units participating. Given the Youth Protection guidelines there is no plan for a Cub Scout program. If you have new Scouts who have recently joined or crossed over as Arrow of Light Scouts who do not wish to compete but would like to learn we have a special program for them on the Activity Field. To participate in this program the youth must be Tenderfoot or below. Please let the Registrar know how many "learners" you have.

Registration will be available online starting 02 January 2025. Units that register after the 06 February 2025 Round Table may not receive patches. All units attending must be registered by 06 March 2025. After 06 March 2025, only additional Scouts or Adults may be registered to previously registered units – ensure your numbers are correct, - **FEES ARE NON-REFUNDABLE.**

We have a lot to offer you and your scouts, so please read on.

The Camporee will provide a great time to meet fellow scouts and get acquainted with scout friends and adults from units in the District. At the same time "Klondike Derby" is a competition, a competition designed to measure and test your youth's Scout skills. All the skills necessary to be successful in the Klondike Derby are basic Scout to First Class skills that unit programs should be focused on. There is nothing out of the ordinary and how well your Scouts do should be a good assessment of your overall unit program.

In this leader's guide, you will find information that is important to your unit's success at the Camporee. At check in, you will be required to provide a copy of your registration and Unit Roster to the Registrar at the Assayers Office. Each Patrol/sled will need a copy of the **Patrol Leader/Sled Map** (See Page 18). A detailed schedule of events is included in this guide, please make copies for your other adult leaders and most importantly for your SPL/ PLs, this is their event.

There is a lot to do and much fun to be had, so come and enjoy the Klondike!

**Where:** Camp Bowers

**When:** 21-23 March 2025

**Registration Fee:** \$15 per Scout, \$10 per adult leader and staff.

**Fee includes Camporee Patch.**

**Make checks payable to:** Occoneechee Council, check memo line – Sandhills Spring Camporee 2025.

Mark Peters  
Camporee Chief

12 January 2025

## Table of Contents

Camporee Staff .....	1
What Was the Klondike Gold Rush? .....	2
The Last Grand Adventure .....	2
Which Route to Take? .....	2
Camporee Information and Guidelines.....	4
Directions to Camp Bowers, Cape Fear Council Scout Reservation.....	7
Camporee Terms .....	7
Schedule of Events .....	9
Sandhills District Spring Camporee Awards .....	10
Saturday Program Notes .....	11
The Field Course .....	11
General Objectives .....	11
Lunch .....	12
Activities/Tasks You May (or May Not) Encounter – Be Prepared. ....	13
Sled Inspection (RCMP Border Crossing).....	13
Shelter Set-Up .....	13
Slingshot .....	13
Ice Rescue .....	14
Panning for Gold.....	14
Travois Building.....	14
Snowshoe Relay .....	14
Fire Dousing.....	14
Chasm Crossing .....	14
The Out-of-Reach First Aid Kit.....	15
Kim’s Game .....	15
Dutch Oven Hang.....	15
Knot Knowledge.....	15
Log Pull.....	15
Dead Horse Carry.....	15
Nature Scavenger Hunt .....	16
Klondike Derby Rules.....	16
The Patrol Sled .....	16
Consolidated List of Needed Equipment for Patrol/Sled .....	17
Patrol Leader/Sled Map .....	18
The Klondike Feast!! .....	19
Dessert Competition.....	19
Pineapple Casserole Recipe .....	19
Campsite Inspection Sheet.....	21

**2025 Sandhills Spring Camporee Patrol / Squad Roster Form .....22**  
**Camporee Check-Out Checklist.....23**  
**Camporee Evaluation Form .....24**  
**T-Shirt Order Form.....25**  
**Scout Skills .....26**  
    **SCOUT Rank Requirements .....26**  
    **TENDERFOOT Rank Requirements .....26**  
    **SECOND CLASS Rank Requirements .....26**  
    **FIRST CLASS Rank Requirements .....27**

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Camporee Staff**

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District Chair	Kevin Frassel <a href="mailto:kevin.frassel@gmail.com">kevin.frassel@gmail.com</a>	(910) 578-4951
<b>District Commissioner</b>	Matt Hall <a href="mailto:mh746scouter@gmail.com">mh746scouter@gmail.com</a>	(910) 583-1939
<b>District Program Chair</b>	Nikki Toulouse <a href="mailto:elizabeth.toulouse@gmail.com">elizabeth.toulouse@gmail.com</a>	(806) 570-8441
District Outdoor Chair	Nik Cline <a href="mailto:ScouterNik@gmail.com">ScouterNik@gmail.com</a>	(919) 307-7095
District Round Table Chair	Paul Kopelen <a href="mailto:paul.kopelen.bsa@gmail.com">paul.kopelen.bsa@gmail.com</a>	(910) 644-3993
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Health and Safety Chair	Scott McKenzie	
Facilities and Traffic Coordinator	Barry Swift <a href="mailto:bsceltbear@aol.com">bsceltbear@aol.com</a>	(910) 308-2731
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## What Was the Klondike Gold Rush?

[\(NPS.gov Park Home Learn About the Park What Was the Klondike Gold Rush?\)](https://www.nps.gov/parkhome/learnaboutthepark/whatwastheklondikegoldrush/)

### The Last Grand Adventure

Cries of "Gold! Gold! Gold in the Klondike!" started a race. 100,000 hopeful miners sprinted toward Alaska and the Yukon with their eyes on riches.

In August, 1896, Skookum Jim and his family found gold near the Klondike River in Canada's Yukon Territory. Their discovery sparked one of the most frantic gold rushes in history. Nearby miners immediately flocked to the Klondike to stake the rest of the good claims. Almost a year later, news ignited the outside world. A wave of gold seekers bought supplies and boarded ships in Seattle and other west coast port cities. They headed north thinking they would strike it rich.

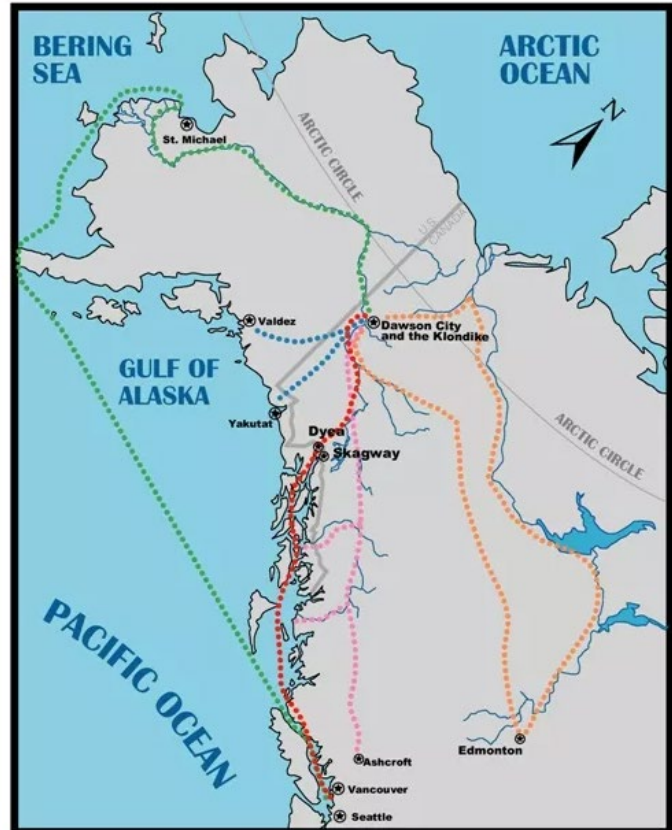
### Which Route to Take?

Stamperders faced several routes to the Klondike. Some chose the all water or "rich man's route." Sailing around Alaska and up the Yukon river was easy, but expensive. Some stamperders tried walking the entire way with one of the overland routes. These were often tangled messes. Folks taking some of these routes arrived two years after everyone else. Other stamperders tried crossing the glaciers near Yakutat and Valdez. In a sea of icy towers, many of these people got lost or went snow blind.

Most stamperders opted for the cheapest, most direct routes - the White Pass and Chilkoot Trails. A stamperder taking this "poor man's" route sailed up the Inside Passage. They disembarked, then hiked over the Coast Range mountains to reach the head of the Yukon River. On a homemade boat, stamperders traveled over 500 miles by river to reach the gold fields.

Through the fall and winter of 1897-98, ships delivered gold seekers to Skagway and nearby Dyea, Alaska. Both mushroomed from tents to towns in a matter of months.

Skagway, at the head of the White Pass Trail, was founded by a former steamboat captain named William Moore. His small homestead was inundated with some 10,000 transient residents struggling to get their required year's worth of gear and supplies over the Coast Range and down the Yukon River headwaters at lakes Lindeman and Bennett. Dyea, three miles away at the head



### Trails to the Klondike Gold Fields 1897-98

- EDMONTON "BACKDOOR ROUTES"
- ALL AMERICAN "GLACIER ROUTES"
- ASHCROFT ROUTE
- ALL WATER ROUTE "RICHMAN'S ROUTE"
- CHILKOOT AND WHITE PASS ROUTES

While many routes existed to the Klondike, most took the Chilkoot or White Pass routes.

NPS

Sandhills District  
2025 Spring Camporee: Klondike Derby

of Taiya Inlet, experienced the same frantic boomtown activity as gold seekers poured ashore and picked their way up the Chilkoot Trail into Canada.

Stampederers faced their greatest hardships on the Chilkoot Trail out of Dyea and the White Pass Trail out of Skagway. The Chilkoot Trail was the toughest on men because pack animals could not be used easily on the steep slopes leading to the pass. Until tramways were built late in 1897 and early 1898, the stampederers had to carry everything on their backs. The White Pass Trail was the animal-killer, as anxious prospectors overloaded and beat their pack animals and forced them over the rocky terrain until they dropped. More than 3,000 animals died on this trail; many of their bones still lie at the bottom on Dead Horse Gulch.



The Golden Staircase leading over Chilkoot Pass from the Scales in 1898  
*National Park Service, Klondike Gold Rush National Historical Park, KLGO Library SS-32-10566*

During the first year of the rush an estimated 20,000 to 30,000 gold seekers spent an average of three months packing their outfits up the trails and over the passes to the lakes. The distance from tidewater to the lakes was only about 35 miles, but each individual trudged hundreds of miles back and forth along the trails, moving gear from cache to cache. Once the prospectors had hauled their full array of gear to the lakes, they built or bought boats to float the remaining 560 or so miles downriver to Dawson City and the Klondike mining district where an almost limitless supply of gold nuggets was said to lie.

By midsummer of 1898 there were 18,000 people at Dawson, with more than 5,000 working the diggings. By August many of the stampederers had started for home, most of them broke. The next year saw a still larger exodus of miners when gold was discovered at Nome, Alaska. The great Klondike Gold Rush ended as suddenly as it had begun. Towns such as Dawson City and Skagway began to decline. Others, including Dyea, disappeared altogether, leaving only memories of what many consider to be the last grand adventure of the 19th century.



### Camporee Information and Guidelines

1. **Registration.** Unit registration for Camporee is to be completed online through the council calendar link. All fees must be paid prior to the event, and any outstanding fees will be collected during check-in. **Please note that fees are non-refundable.** Unit registration in Blackpug closes 7 March 2025 at 11:59 PM. Units may add individual campers at Registration, but the unit must be registered to attend in Blackpug before it closes. Units that do not intend to camp overnight Friday or Saturday night must still register and pay the required registration fees – **there is no discount for not camping.** Units must complete the Camporee Unit Roster (included in this guide) and are responsible for maintaining BSA health forms (Parts A and B) for all Scouts and Scouters attending. For any questions or issues with registration, contact the registrar, Angie Frassel, at (910) 578-4633 or [kfraz37@hotmail.com](mailto:kfraz37@hotmail.com).

2. **Attendees.** All Camporee attendees must be registered members of Scouting America prior to arriving at camp. Adults must complete the criminal background check, obtain all required signatures on the Adult Application, and complete Youth Protection Training. Youth not registered with a Scouts BSA unit, Venturing Crew, Sea Scout Ship, or Explorer Post are not permitted to accompany registered parents or siblings. In accordance with the Guide to Safe Scouting, specifically the Youth Protection and Adult Leadership section, all adults staying overnight must be currently registered as either an adult volunteer or an adult program participant. Registration as a merit badge counselor position does not meet this requirement. Registered adults visiting the Camporee must check in/out at the Assayers Office (Admin Building). **All visitors must leave the Camporee by 10:00 PM each night.**

3. **Campsite Assignment.** Units will be assigned a campsite after they register on a first come first serve basis. All considerations will be made to accommodate unit requests for a specific campsite. If two (or more) units share a campsite they are expected to be considerate of one another and share clean-up. Units that wish to Camp together need to inform the Registrar, Angie Frassel as soon as possible. Campsite assignment will be in accordance with The Guide to Safe Scouting policies. Girl Troops will share campsites and latrine facilities, and Boy Troops will share campsites and latrine facilities. Any Co-ed unit will be assigned a campsite that meets The Guide to Safe Scouting policies for Co-ed units. Unlike Camp Durant, Camp Bowers does not have latrine facilities with individual lockable stalls. Therefore, using the buddy system even to go to the latrine is imperative.

If you know what camp site you are camping at, you can go straight to the campsite. An adult unit representative can check-in the unit at the Admin Building.

4. **Check-In.** For those units camping, registration check-in must be completed at the Assayer Office (Admin Building) by 10 PM Friday, 21 March 2025. **Absolutely no units will enter Camp Bowers earlier than 4 PM on Friday, 21 March 2025.** Units arriving Saturday morning just to participate for the day, or to participate and camp overnight Saturday must arrive by 8:00 AM and check-in at the Assayer Office (Admin Building). Saturday arrivals must have registered in Blackpug before 7 March 2025. At Check-In units will be issued a wristband for each paid Attendee. Attendees will wear the wristband until departing camp on Sunday. Anyone found without a wristband will be asked to vacate the premises immediately.

5. **Vehicles.** Upon arrival on Friday, registered units will be directed to their campsites. **AFTER UNLOADING SCOUTS AND EQUIPMENT, ALL VEHICLES MUST BE MOVED TO THE PARKING LOT (Depicted on Camp Bowers Map). ONLY VEHICLES CONNECTED TO TRAILERS AND/OR HAVE A PASS CAN REMAIN AT THE CAMPSITE.** Vehicles with attached trailers will be parked so they do not impede emergency vehicle traffic, encroach on neighboring unit campsites, or impede the activities planned. Trailers not connected to a tow vehicle must have appropriate chalk blocks to prevent trailer movement. Issues should be

Sandhills District  
2025 Spring Camporee: Klondike Derby

addressed at the Camporee Headquarters (Admin Building). Traffic will be minimized during all Saturday events. **No vehicles will be permitted to be used in camp Saturday without a pass from the Camporee Chief.**

6. **Quiet Hours.** Everyone must be in their campsites between the hours of 11:00 PM and 6:00 AM. All are expected to be quiet. *“A Scout is Courteous.”*

7. **Health and Safety.** Use the Buddy System! Refer to the “Guide to Safe Scouting” for policies and procedures. All safety precautions will be adhered to throughout the Camporee. Report all unsafe conditions and actions to the Assayer (Camporee Chief) immediately. **If an action is deemed unsafe, stop it immediately to ensure everyone's safety.**

**EMERGENCY Protocol:** In the event of an emergency (e.g., lost child, missing person, fire), three (3) blasts of a horn will signal everyone to act. **All individuals, Scouts and non-Scouts, must immediately report to the Activity Field** and form up by unit. **There are no exceptions.** For everyone's safety, remain at the Activity Field for accountability and further instructions.

In case of **severe weather**, the designated shelter is the **Dining Hall**.

8. **First Aid.** Scout leaders are responsible for addressing all minor situations within their units. Health forms must be kept accessible with the unit, and each campsite should have a First Aid Kit.

For serious injuries or emergencies, report immediately to the Assayers Office (Admin Building). A trained Medical Technician will be onsite throughout the entire Camporee. Any Scout experiencing an injury should be brought to the medic for evaluation and care.

Units with additional trained medical personnel are encouraged to notify the staff during check-in to assist if needed.

The nearest full-service hospital is **Kathleen E. Heer DO – Bladen County Hospital, 501 S. Poplar St, Elizabethtown, NC 28337 Ph: (910) 862-5100.**

9. **Campfires.** Portable fire pits will be permitted, providing you follow Guide to Safe Scouting on campsite fires. Use your campsite's pre-existing in-ground fire pits if one is present or a metal tire rim. No trees are to be cut down. Keep all fires at a reasonable size; never leave a fire unattended and always provide adult supervision for all fires. Each unit must bring its own fire extinguisher or fire bucket. All units need to plan for camp stove cooking or no-heat meals in the event there is a ban on campfires. Use camp stoves properly. **NOTE: Use of liquid fuels to start fire is prohibited within BSA.**

10. **Chemical Fuels.** Use of liquid fuel, propane, and butane in stoves and lanterns is permitted only with knowledgeable adult supervision and in accordance with the Guide to Safe Scouting.

11. **Campsites and Latrines/Showers.** All campsites have a pavilion, hard-stand latrine and shower facilities. The campsite latrines and showers are solar-heated. There are three newer propane heated latrine/showers, east, west and staff area. Attending units will not use the staff area shower. Units are responsible for cleaning campsite latrines and showers facilities along with the east and west latrine/showers prior to check out on Sunday. Staff staying in the Staff area cabins will clean the staff latrine/shower. If two units share facilities, the Senior Patrol Leaders will coordinate that both units participate in the cleanup.

As guests at Camp Bowers, remember to leave the camp cleaner than you found it. A Scout is Courteous, and Clean.

Upon arrival, inspect the facilities and report any damage or disrepair to the Quartermaster at Cracker Barrel on Friday night. Any issues that occur afterward should be reported immediately to the Assayers Office (Admin Building).

Sandhills District  
2025 Spring Camporee: Klondike Derby

12. **Campsite Inspection.** Campsite inspections will begin at 9:30 AM on Saturday and will be part of the Camporee competition. Units should refer to the Campsite Inspection Sheets included later in the Leader's Guide for details on both the competition criteria and the checkout inspection requirements. Ensure your site meets all outlined standards to excel in the competition and for a smooth checkout process.

13. **Water.** Water points are available in campsites. Units will need to provide their own water containers. Scouts should carry their own canteens/water bottles during all activities. A fire bucket should also be brought and kept full near the fire ring in your campsite.

14. **Uniforms.** Field uniforms are to be worn during Flag raising/lowering, Saturday evening Camp Fire event and Interfaith Service. Activity uniforms (Troop T-shirt or Camporee T-shirt) are to be worn at all other times. OA sashes are encouraged by current dues paid members at Camp Fire.

15. **Visitors.** Only registered members of Scouting America (Troop Committee, COR, etc) may visit Camporee. For adults, this includes completing the criminal background check, obtaining all required signatures on the Adult Application, and completing Youth Protection Training prior to arriving at camp. **To participate in the Saturday activities and Klondike Feast all youth must be paid Attendees with their unit – no exceptions. Adults who visit for the day Saturday and want to participate in the Klondike Feast will be charged \$5 payable cash at the Assayer Officer (Admin Building).** All youth and adult visitors must check in/out at the Assayer Office (Admin Building) to receive an appropriately colored wristband. Anyone found without a wristband will be asked to vacate the premises immediately. **All visitors must leave the Camporee by 10:00 PM each night.**

16. **Scout's Own Service.** *A Scout is Reverent.* An interfaith Scout's Own Service will be held Sunday morning by the Activity Field flagpoles at 8:15 AM. A monetary collection will be carried out at the service. Monies collected will be sent through the Council Office to a to be determined beneficiary in Western NC affected by Hurricane Helene last year.

17. **Check-Out.** The unit **Camporee Check-Out Checklist** and **Camporee Evaluation Form** are found on Page 23 & 24 of this Leader Guide. Checkout on Sunday will NOT begin until after the Scouts Own Service. Units needing to leave leaving prior to this will need to inform the Assayer (Camporee Chief) during check-in.

**Important:** Please print a copy of both the Check-Out Checklist and Evaluation Form and bring them with you to Check-In.

18. **Trash/Garbage.** Carry all garbage and trash away upon departure. If dumpsters are available, ensure that all trash is in the dumpster and not piled on top or beside it. If the dumpster is full or not available, carry trash out of the camp for proper disposal.

19. **Alternate Plans.** No plans have been made for rescheduling the Camporee. In case of extreme weather or major emergency, the Assayer (Camporee Chief) or the Professional Staff may cancel the Camporee. If the Camporee is cancelled, emails and phone calls will be made to adult leaders on unit registration forms. Please ensure the POC information on the registration form is legible and correct.

20. **Prohibited Items.** Refer to the "Guide to Safe Guiding." Ensure all adults are aware of the policies and procedures. **This is a unit leader responsibility.**

21. **Pets.** In accordance with the Guide to Safe Scouting **absolutely no pets are allowed.** This includes visitors. **Service animals are permitted in accordance with NC § Chapter 168. Persons with Disabilities.**

22. **Rules Violations.** The Assayer (Camporee Chief) in consultation with the Staff will

Sandhills District  
2025 Spring Camporee: Klondike Derby

determine penalties for any violation of the rules.

23. **Lost and Found.** Lost and Found items are to be turned into and picked up from Assayers Office (Admin Building).

24. **Campfire Details.** This year's Camporee Campfire will be held at the Campfire Arena. Units are encouraged to participate in skits or songs to show their Scouting spirit. Skit summary will be delivered to Assayers Office (Admin Building) for approval no later than 4:30 PM, Saturday, 22 March, 2025. The evening will conclude with the OA Call-Out Ceremony during the campfire. This is a quiet and solemn event, and for safety reasons, flash photography is not permitted.

25. **OA Trading Post.** The OA will run a Trading Post with snack items for sale throughout the evening Friday until approximately 1 hour after campfire Saturday, or until sold out beforehand. **The OA Trading Post will operate out of a white, carnival food trailer that will be parked adjacent to the Camp Bowers Trading Post building.**

26. **T-Shirts.** [T-Shirt order information will be published soon.](#)

27. **Staff T-Shirts.** [T-Shirt order information will be published soon.](#)

28. **RED T-SHIRTS ARE IN USE FOR STAFF**

### Camporee Terms

In this Klondike Derby you will be introduced to some terms you aren't necessarily familiar with, such as:

**Assayer:** a person or company that tests a metal, etc. to find out how pure it is = **Camporee Chief**

**Assay Office:** institutions set up to assay (test the purity of) precious metals. = **Camporee HQ (Admin)**

**Towns:** all along the Klondike route small towns popped up where gold seekers could rest, buy supplies and maybe get a hot meal = **Event Stations**

**Mayor:** each Klondike town most likely had someone in charge/authority = **Staff or Volunteer running/grading an event**

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Directions to Camp Bowers, Cape Fear Council Scout Reservation**

You are going to:

Camp Bowers,  
Cape Fear Scout Reservation  
13165 Hwy 53 West  
White Oak, NC 28399

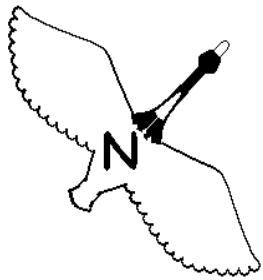
From Fayetteville:

Head East on either Person Street or Grove Street. After crossing the Cape Fear River, turn right onto NC Hwy 53/210. Follow NC-53 E/Cedar Creek Rd for approximately 21 miles. Camp Bowers Trail will be on your right. Follow the signs to Sandhills District Camporee.

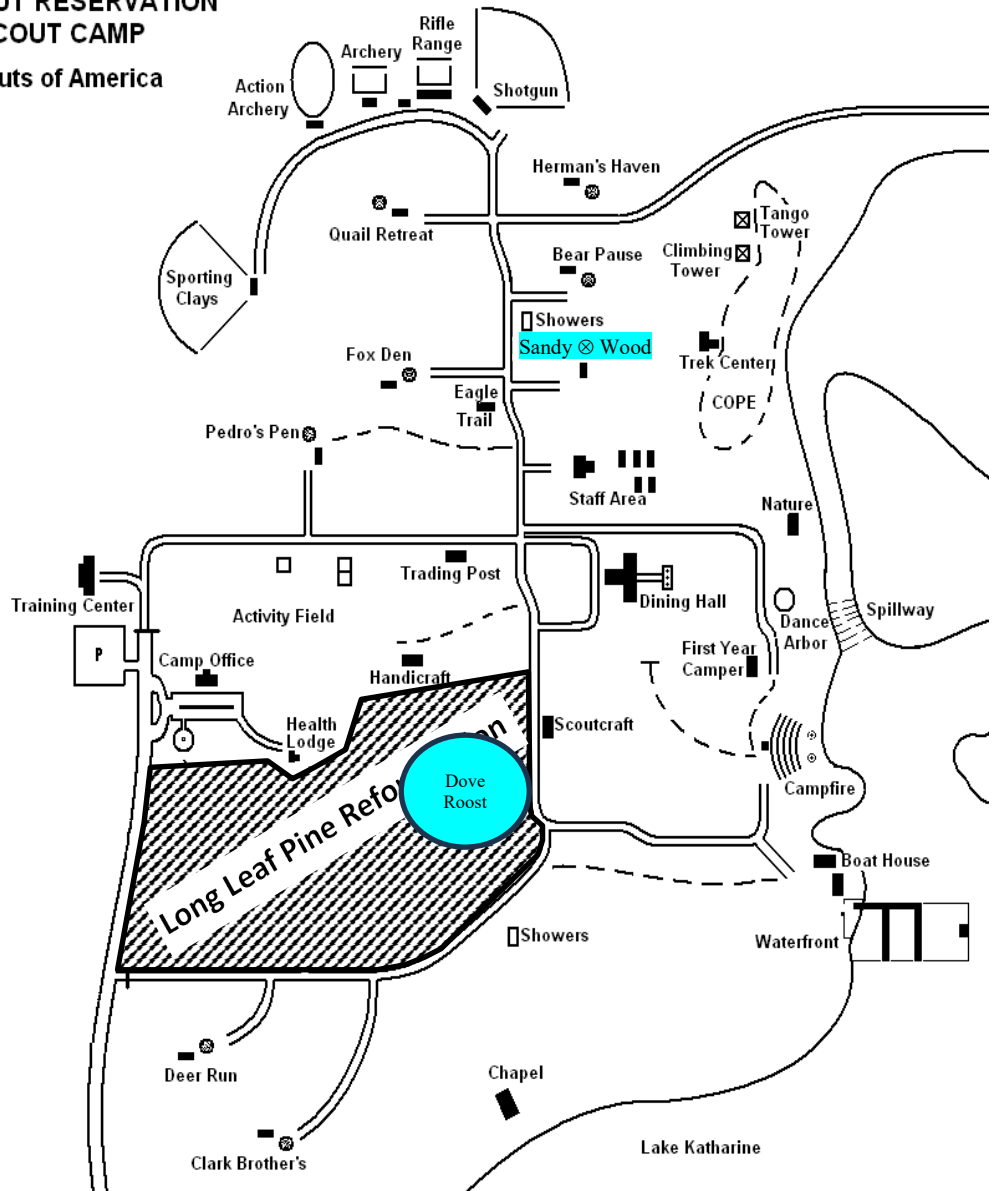
**CAPE FEAR COUNCIL SCOUT RESERVATION  
CAMP BOWERS BOY SCOUT CAMP**

Cape Fear Council Boy Scouts of America

NOT TO SCALE



LEGEND	
	= Camp Site
	= Dirt Road
	= Trail
	= Basketball
	= Shower House
	= Gate



Sandhills District  
2025 Spring Camporee: Klondike Derby

**Schedule of Events**

<b>Day/Date</b>	<b>Time</b>	<b>Event</b>	<b>Location</b>
<b>Friday</b> <b>21 March</b>	5:00 PM	Check-In	Assay Office
	8:30 PM	Leaders Meeting/ Cracker Barrel	Assay Office
	ONLY Unit Leaders (Scoutmaster and SPL) and all Town Mayors and Camporee Staff 11:00 PM	Lights Out/Taps – ALL vehicles out of campsites	
<b>Saturday</b> <b>22 March</b>	6:00 AM	Reveille	
	6:00-8:15 AM	Breakfast Personal Hygiene Campsite Clean Up	Campsites
	<b>8:20 AM</b>	Flag Raising	<b>Dining Hall</b>
	8:55 AM	5 Minute Warning (2 Blasts of Air Horn)	Campsites
	9:00 AM	Klondike Derby Start (1 Long Blast of Air Horn)	Trail Route
	<b>9:30 AM</b>	Campsite Inspection & Gateway Judging	
	12:00 Noon	<b>Lunch</b> (1 Long Blast of Air Horn)	<b>Trail Route</b>
	1:00 PM	Klondike Derby Resumes (1 Long Blast of Air Horn)	Trail Route
	4:00 PM	Klondike Derby Ends (2 Blasts of Air Horn)	Assay Office
	Deadline for units to checkout if departing Saturday night		
	4:30 PM	All Campfire Skits Turned In	Assay Office
	5:00 PM	Flag Lowering	<b>Dining Hall</b>
	5:45 PM	<b>The Klondike Feast!!</b>	Activity Field
	7:00 PM	All Campfire Skits Approved	Assay Office
7:30 PM	Campfire Awards Presentation	Campfire Arena Campfire Arena	
11:00 PM	OA Call Out Ceremony Lights Out/Taps	Campfire Arena	
<b>Sunday</b> <b>23 March</b>	6:00 AM	Reveille	
	6:00-8:00 AM	Breakfast Personal Hygiene Campsite Clean Up	Campsites
	8:15 AM	Scout's Own Service	Activity Field
	09:15 AM	Unit Checkout/Patch Issue	Assay Office
	12:00 Noon	Camp Closes	

**THERE WILL BE NO MOVEMENT OF VEHICLES IN CAMP UNTIL AFTER SCOUT'S OWN SERVICE ON SUNDAY.**

**PLEASE PRINT ENOUGH COPIES OF THIS FOR ALL ADULT AND YOUTH LEADERS**

## Sandhills District Spring Camporee Awards

### ♣ **Unit Service Award**

#### ❖ **Hiking Stave**

- The Hiking Stave is a "Legacy Award" from our former Dogwood District. The Scout Unit earns this Hiking Stave Award by demonstrating excellent Service to Others during the Spring Camporee. Service was rendered but not bragged about by the Scout Unit. Others noticed the service. The Unit that takes home the Unit Service Award is required to care for/display the Hiking Stave until the next District Spring Camporee, at which time they will present it to that Camporee's Award recipient. The Unit may adorn the stave with one item representing their Unit.

### ♣ **Unit Scout Skills Award**

#### ❖ **Sword**

- The Sword is a "Legacy Award" from our former Highlander District. The Scout Unit earns this Sword Award by demonstrating well-rounded knowledge in basic Scout Skills such as First Aid, Knots, Patrol Method, and Teamwork. The Unit that takes home the Scout Skills Award is required to care for/display the Sword until the next District Spring Camporee, at which time they will present it to that Camporee's Award recipient. The Unit may adorn the Sword with one item representing their Unit.

### ♣ **Unit Scout Spirit Award**

#### ❖ **Kudu Horn**

- This Kudu Horn is the actual "Legacy Kudu Horn" from our former LaFayette District. The Scout Unit earns this Kudu Horn Award by demonstrating Scout Life in spirit, enthusiasm, clean campsite, campsite gateway, clean and properly worn uniforms, and clean language. The Unit that takes home the Scout Spirit Award is required to care for/display the Kudu Horn until the next District Spring Camporee, at which time they will present it to that Camporee's Award recipient. The Unit may adorn the Kudu Horn with one item representing their Unit.

### ♣ **Baden-Powell Award for the Best Overall Unit**

#### ❖ **Campaign Hat and Plaque**

- The Baden-Powell Award is unique to Sandhills District and presented to the Scout Unit, exhibiting the best-of-the-best in OUTSTANDING Service, Scout Skills, and Scout Spirit. This Baden-Powell Award represents the Best Overall Unit "TOP UNIT" attending the Sandhills Spring District Camporee. The Unit that takes home the Baden-Powell Award receives a laser engraved plaque that is theirs to keep. The Unit's SPL will be presented with a BSA Campaign Hat to be worn at all District Events and will pass the hat on to the SPL of the next Camporee Award Recipient to receive this Award.

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Saturday Program Notes**

The activities and tasks you will encounter are based on skills “Klondikers” would have used as they made their way north into the Klondike in pursuit of **GOLD!!!** The reality is only basic Scout-First Class skills are necessary to be successful, so Be Prepared! We are aiming for fun with some learning and skills reinforcement along the way – but mostly fun activities.

**The Field Course**

The field course of 6 to 12 towns will be laid out across Camp Bowers. We will utilize areas such as the activity field, ranges and the trails around the camp. The towns will be marked on a map of Camp Bowers provided on Page 18.

**General Objectives**

Each patrol or "dog team" (so-called because Scouts act as huskies) follows a course in numerical order as outlined on the packet given to the unit leader at registration. The map will guide the teams around a circuit of simulated towns.

As they arrive at each town, the patrols should demonstrate their Scout spirit by giving their patrol yell. It will cost the boys points if they don't yell.

The teams will encounter a practical problem involving basic Scouting skills. Depending on how well the team works out this problem, it is awarded a number of nuggets (points). The team then has its score sheet marked and sets off for the next town.

Towns must be visited in the correct rotation. All patrols must visit all towns and complete the event at each town. Upon finishing the course, each patrol reports to the Assayer Office to turn in their “gold” and have it assessed.

**Each event can earn a Patrol/ sled 20 to 50 “nuggets”.** Nuggets will be awarded for task completion, Scout Spirit, teamwork/leadership. The events, while not difficult, will require some materials. **The Sled Inspection is worth up to 50 nuggets – Be Prepared.**

The events listed below identify the required materials in **red**. In the Yukon there were outfitters who could supply the ill prepared Klondiker with whatever they needed, the same here. If a Patrol/sled is ill prepared, they will be able to "rent" the gear required from the "town" Mayor for five (5) nuggets per item.

At check-in Friday (Assayer's Office, ie Admin Building) each Patrol/sled leader will receive a stake of 150 "nuggets" from the Sandhills Mining Company. The Patrol Leader must have his poke (Small, durable bag for nuggets) with him. If he does not have it, he can rent one for five (5) nuggets.

Throughout the Klondike there were all sorts of criminal activities, to include “Claim Jumpers” who took advantage of the ill prepared gold seeker. Camporee Klondikers will experience Claim Jumpers during the Camporee. The Claim Jumpers will "hold up" Patrols/sleds on the trail. To pass, the Patrol/sled must be able to satisfactorily answer the Claim Jumpers Scout-related questions. These questions will be common Scout – First Class Board of Review questions. **The Claim Jumper will ask four different gold seekers a question, for each wrong answer the claim jumper will "steal" five (5) nuggets. If they answer all questions correctly, they keep their nuggets with no penalty or gain. Patrols/sled will be “claim jumped” twice. After questioning, the Claim Jumper will mark the sled with a ribbon. Every Patrol/sled will be jumped twice - but one may get**

Sandhills District  
2025 Spring Camporee: Klondike Derby

missed on the trail. At the end of the event the Patrol/sled will turn in their nuggets and both their Claim Jumper ribbons to the Assayer Office (Admin Building) at the end of the race. If they don't have both ribbons they will have to answer questions at the Assayer Office with the same penalties as if it happened on the trail. While a Scout is Trustworthy, if a Patrol/sled loses their Claim Jumper ribbon they will be asked questions again. The Patrol/sled team can lose up to twenty (20) nuggets to **each** Claim Jumper, so Be Prepared.

Nuggets come in two distinguishable sizes. Small = 1 Pt, Large = 10 Pt.

To enter the Klondike, gold seekers were required to have 1000 lbs of supplies per individual entering Canada. Royal Canadian Mounted Police (RCMP) were at the borders to inspect gold seekers supplies before they entered Canada. Those who lacked supplies were not allowed to enter. At our Klondike Derby the RCMP will inspect the patrols gear, Patrols lacking required items will be fined.

### **Lunch**

Town Mayors will not allow a Patrol/team to start an event after 11:45 AM. At 12 Noon one long blast of an air horn will signify it is lunch time. All towns will close.

If a Patrol/team is in the middle of an event they will be permitted to finish but they will receive no additional time for lunch. If a Patrol/team is on the trail they will proceed down the trail to their next town. Patrols/teams will eat the lunch they have on their sled at the town where they are.

Because of this it is highly recommended the Patrol/team develop a lunch menu that requires no cooking or preparation and minimal clean-up. The Patrol must transport all waste with them once activities resume. There are many websites with "No Cook" trail food ideas, I recommend the Scout "Be Prepared".

IF, a Patrol/team forgets any of their lunch items in their campsite a buddy team may return for it. They will inform the Mayor and be allowed to return to their campsite to retrieve the forgotten items. However, the Patrol/team will be fined 20 nuggets.

It is possible that based on the route the Patrol/team will not encounter the RCMP Border Crossing until after lunch. If this is the case the Patrol/team will show the RCMP their bag of trash to prove they had their lunch on the sled.

"Learners" should bring their lunch with them to the Activity Field in the morning. Learners will eat lunch together as a group. Given a unit may only send one Learner the meal need not be shareable, should require no cooking and minimal clean-up. Trash bags will be available on the Activity Field.

Let's talk knots and lashings. In my introduction I discussed that the Scouts will be tested on basic Scout to First Class skills. Therefore, they should all know how to identify, explain the use of and tie a Square Knot, Two Half Hitch, Taut-Line Hitch, Sheet Bend Knot, Bowline Knot, Timber Hitch, and Clove Hitch. Additionally, they should all know how to tie a Square Lashing, Shear Lashing, Diagonal Lashing. As an addition Scouts should know how to tie a Tripod Lashing.

**Activities/Tasks You May (or May Not) Encounter – Be Prepared.**

**Sled Inspection** (RCMP Border Crossing)

Task: “Sled” is inspected for all required equipment and for proper packing; nothing should fall out when the sled is turned over. Every Scout must be wearing appropriate clothing and footwear. ALL the required items listed in **red** below must be in or securely attached to the “sled” of your choice (See Page 16 – Patrol Sled).

Equipment:

- **Sled**
- **Poke** (Small, durable bag for nuggets), at least one (more may come in handy)
- Your sled should display a **Patrol flag**
- **Patrol Leader/Sled Map** (See Page 18)
- Schedule of Events (See Page 9)
- **2 x Tarps or Blankets** (4' x 6' or 6' x 6' recommended)
- **Ropes**
- **Flint, steel, dryer lint, natural tinder, natural kindling, natural wood fuel**
- **First-aid Kit, Splinting material, Bandanas**
- **Dutch oven** (Or a pot with a loop handle)
- A pocketknife or multi-tool
- **Patrol lunch or lunch residue in trash bag**
- **Trash Bag**
- **Extra clothing,**
- **Rain gear**
- **Flashlight**
- **Trail Food**
- **Water**
- **Sun Protection**
- **Walking Sticks/Staves** (5' – 8', sturdy enough for lashing, one per Scout – **need not be able to support weight – this can simply be a long broom handle**) may be hand carried or on the sled.
- **Compass**
- **Watch**
- **List of Events** (One per patrol will be provided upon check-in)

**Shelter Set-Up**

Task: There's a major storm coming that's going to last a day or two. Utilizing the equipment on your sledge, you must build a shelter to keep your team safe until the storm passes. Your shelter must fit your patrol, sledge and remaining gear.

Equipment: **2 x Tarps or Blankets** (4' x 6' or 6' x 6' recommended), minimum **6 x Ropes** and minimum **2 x Walking Sticks/Staves** (5' – 8', sturdy enough for lashing).

**Slingshot**

Task: Take a chance at a Bullseye. The time has come for competing amongst other teams fighting for Gold Nuggets in this Slingshot Contest in Yukon Territory.

Equipment: Slingshot, Dog Food and Tin Cans (Supplied to all)

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Ice Rescue**

Task: Your Patrol comes across an unfortunate prospector who has fallen through thin ice. Each Scout throws a rope to a "victim" who has "fallen through the ice" and retrieves same. Patrol may be asked to demonstrate other forms of ice rescue.

Equipment: **25' Long Rope** (or shorter ropes tied together with appropriate knots)

**Panning for Gold**

Task: Patrol uses a tarp co-operatively to toss a "nugget" over a horizontal rope 3 m above the ground. The nugget will be a tennis ball or a larger ball, colored yellow. The event will be scored by counting the number of **consecutive** times the nugget gets over the rope. **If the nugget hits the ground the count restarts.** Highest number over time will be the recorded score.

Equipment: **Tarp or Blanket** (4' x 6' or 6' x 6' recommended)

**Travois Building**

Task: Your patrol leader becomes delirious with a fever. You must transport them to the nearest doctor. By using your walking sticks, tarp or blankets and 6-foot lengths of rope from your sledge, you will need to assemble a travois, and transport your patrol leader 50 yards (150 ft.) without dropping them.

Equipment: **Tarp or Blanket** (4' x 6' or 6' x 6' recommended), **3 x Ropes** and **3 x Walking Sticks/Staves.**

**Snowshoe Relay**

Task: Your patrol has found a giant gold nugget worth millions of dollars. On the way back to base camp with the nugget, your patrol is caught in a snow slide. Most of the equipment is lost. The snow is waist deep and the only means of transportation is snowshoes. You have been able to make one long pair of snowshoes from salvaged equipment from your sledge. Using the snowshoes transport the gold nugget the last 50 yards (150 ft.) without dropping it. The average time per scout is used so patrols of different sizes can fairly compete.

Equipment: Show Shoes and giant Gold Nugget (Provided)

**Fire Dousing**

Prerequisites: Firem'n Chit

Task: **In the Klondike, due to the terrain and scarcity of firewood, Klondikers would have to carry firewood and fire making materials with them, you will be expected to do the same. At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches (Flint/steel) If you are unable to light the fire using flint/steel a match will be provided. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire. This is a timed event, time will be used to determine nuggets earned and in the event of a tie breaker.**

Equipment: **Flint, steel, dryer lint, natural tinder, natural kindling, natural wood fuel. Other than the flint and steel no commercial fire-starting products will be used, and no wax fire starters (even homemade ones) will be allowed.**

**Chasm Crossing**

Task: Your patrol is proceeding down a trail in search of gold. You come across a bridge that has been washed out by a storm. **The only thing spanning the chasm is an old bridge missing its floor planking.** Your problem is to get the entire patrol, along with your sledge and equipment, across safely without falling into the chasm. **Using your walking sticks/staves as rollers move your sledge and equipment across the bridge.** If a Scout falls or steps off the bridge and their feet touch the ground, they are considered lost and cannot continue to help. **If all Scouts fall or step off, you must start again.** If your sledge falls off, you must start again. **This**

12 January 2025

Sandhills District  
2025 Spring Camporee: Klondike Derby

is a timed event, time will be used to determine nuggets earned and in the event of a tie breaker.

Equipment: 4 x beams (4" x 6" x 12'), 6 x Walking Sticks/Staves

### **The Out-of-Reach First Aid Kit**

Task: Due to heavy snow falling, you couldn't see a sharp turn in the trail and your sled has crashed down an embankment. The sled hit your Patrol Leader and broke his/her upper left leg and it requires a leg splint. A first aid kit w/splinting material fell off your sled and lies just 50 yards (150 ft.) away, but you can't walk over to it because of the deep snow. Instead, you must use a pair of snowshoes you were able to save to retrieve the first aid supplies and splint your Patrol Leaders leg.

Equipment: Splinting material and bandanas or other suitable materials (long cloth strips)

### **Kim's Game**

Task: There is a bunch of random stuff on the table covered with a tarp. When the tarp is removed you will be given 30 seconds to look at what is on the table. Once the time is up, the table will be covered up again. The patrol will then run 50', do 10 push-ups, and will all run back to the table. When the Patrol is assembled, the Patrol will have five minutes to write down as many things as they can remember. and be scored on how many correct items were on the list.

Equipment: Provided

### **Dutch Oven Hang**

Competing patrols will run down 150 feet where there will be three poles/sticks and a rope. The members will then tie a tripod using a tripod lashing, hang a Dutch oven using a bowline on one end and a taut-line hitch on the other and run back.

Equipment: 3 x Walking Sticks/Staves, one long length of rope, one short length of rope, and a Dutch oven. NOTE: If a unit does not own a Dutch oven, DO NOT purchase one solely for Camporee – a pot with a loop handle will suffice. If you have neither the Town Mayor will gladly "rent" you one.

### **Knot Knowledge**

Task: Using the ropes available on your sledge, team members must demonstrate their knowledge of the six basic knots from the Scout Handbook. Members will identify the knot presented, tell what it is used for and tie it correctly for a maximum of 7 nuggets per knot.

Equipment: One rope per Patrol member.

### **Log Pull**

Task: A fallen tree has blocked the trail. Each person in your Patrol must tie a rope to a log using appropriate Boy Scout Knots (timber hitch and half hitch) and together the Patrol must pull the log 100' – then remove and coil the rope. Scoring: This is a timed event, time will be used to determine nuggets earned and in the event of a tie breaker.

Equipment: 6' – 8' long 12" diameter log (so it's relatively heavy), one rope per Patrol member.

### **Dead Horse Carry**

Task: Your pack horse has died and you need to get it off the trail. Scouts have to work together as a patrol to lift and carry an ungainly weight wrapped in a tarp.

Equipment: Tarp or Blanket (4' x 6' or 6' x 6' recommended), 2 x Walking Sticks/Staves.

Sandhills District  
2025 Spring Camporee: Klondike Derby

### **Nature Scavenger Hunt**

Task: Your patrol leader will be given a list of items at check in. These items will be nature related and readily available throughout the camp. You should not need extra time during the day to find these items. They will all be easily found either between towns or nearby while you are waiting to participate in a town. Scavenger Hunt starts after Check-in and may be handed in at the Assayer's Office any time after lunch.

### **Klondike Derby Rules**

Read the list of possible. Each Patrol is responsible to have everything they will need on this trek, listed in red. If a Patrol is missing an item necessary to complete an event they can "rent" the necessary items from the Town Mayor.

- Sleds are to be constructed by youth.
- **Sleds must have at least 2 wheels** attached and be functional.
- Minimum overall Sled Dimensions: 36" long, 18" wide, 18" high.
- Maximum overall Sled Dimensions: 72" long, 40" wide.
- Nothing except the ropes or straps used for pulling can extend 16" past the body of the sled in front or rear, and only 2" on the sides. The body of the sled is considered to be the load platform area, plus the structural members on the sides, front and rear.
- No riders allowed in or on the sled.
- All sleds must be propelled only by Scouts.
- No electrically or mechanically powered devices are allowed.
- Teams should be prepared to have sleds travel over rough terrain.
- All Sleds will be inspected prior to the start of the race for safety. Bring your Patrol sleds to Check-In.
- Patrols consist of a minimum of 4 Scouts or maximum of 8 Scouts. Patrols must finish with the same number of participants you start out with.
- Patrols must attempt all challenges.
- **At Check-In each Patrol will be issued a Patrol Route sheet. There are 11 different routes as there are 11 events/towns. Points are alphabetical. The first point on the Patrol Route is their start point and end point. The Patrol will not complete the task at the starting point, they will complete the task when they arrive back to it at the end. Patrols must be at their starting point before 0900 when the Long Blast of Air Horn will sound. If a Patrol arrives at their starting point after the Long Blast of Air Horn they will penalized 5 nuggets Patrols may preposition their sleds at their starting point before morning flags – plan accordingly and ensure you have all required items on your sleds.**
- Patrols must follow the designated course **on their Patrol Route sheet.**
- Patrols must have everything secured on their sled or carried on their person.
- Safety Observer / Timekeeper will be at each station along with Town Mayor.

### **The Patrol Sled**

In the Klondike there was no standard for a sled. Wealthier gold seekers most likely purchased manufactured sleds, while many of the poorer ones simply used back packs, or whatever they had to move their supplies. Many Scout Klondike Derby's take place in parts of the U.S. that receive a lot of snow each winter and are an annual event for many Councils and Districts. As such many Troops have Klondike Derby sleds, they use year after year. We are in the Sandhills and I will be very surprised if we have any snow on the ground. Therefore, for our Camporee a wagon w/four wheels is a suitable "sled", or units may elect to construct a traditional Klondike Derby sled, a travois, or use a wheelbarrow, or two wheel cart, you cannot use backpacks it must be some means of non-motorized conveyance. If you have a traditional Klondike Derby sled feel free to put some wheels on it as to not tear up your runners on the sand and rock – the point is everything listed in red below must be carried on the "sled".

12 January 2025

Sandhills District  
2025 Spring Camporee: Klondike Derby

If you want to build a traditional Klondike Derby sled follow these links for design plans and building instructions.

- [https://pack239novi.tripod.com/Klondike/Sled\\_design.pdf](https://pack239novi.tripod.com/Klondike/Sled_design.pdf)
- <http://www.scouters.us/sled.html>
- <http://www.inquiry.net/outdoor/winter/gear/sleds/>
- [https://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.php](https://scoutdocs.ca/Klondike/Klondike_sled_plans.php)

**Consolidated List of Needed Equipment for Patrol/Sled**

As a minimum, each Patrol/sled needs to have the following items for the events Saturday.

- **Poke** (Small, durable bag for nuggets)
- Your sled should display a **Patrol flag**
- **Patrol Leader/Sled Map** (See Page 18)
- **2 x Tarp or Blanket** (4' x 6' or 6' x 6' recommended)
- **Ropes** (Some stations require one rope per Patrol/sled member, some stations require long ropes up to 25' – so Be Prepared)
- **Walking Sticks/Staves** (One per Scout – can be hand carried – **this can simply be a long broom handle**)
- **Flint, steel, dryer lint, natural tinder, natural kindling, natural wood fuel**
- **First-aid Kit, Splinting material, Bandanas**
- **Dutch oven** (Or a pot with a loop handle)
- A pocketknife or multi-tool
- **Patrol lunch**
- **Trash Bag**
- **Extra clothing**
- **Rain gear**
- **Flashlight**
- **Trail Food**
- **Water**
- **Sun Protection**
- **Walking Sticks/Staves** (5' – 8', sturdy enough for lashing, one per Scout) may be hand carried or on the sled.
- **Compass**
- **Watch**
- **List of Events** (One per patrol will be provided upon check-in)

We may need help running some of the stations, we'll let you know at future District Round Tables leading up to this awesome event. If additional help is needed, we'll let you know Friday night at the Cracker Barrel. Please do not be offensive to the volunteers (some may be youth) if an event is not to your personal standards. Bring any issues or concerns to the Assayer (Camporee Chief), District Program Chair at the Assayers Office (Admin Building).



Sandhills District  
2025 Spring Camporee: Klondike Derby

**The Klondike Feast!!**

As was common among cowboys of the old West and others, throughout time people often combined their provisions for a common meal. Many Scouters and Scouts are familiar with “Cowboy Stew”. This was a simple meal, with no specific recipe, a can of beans from one cowboy, a can of peas from another, and maybe a can of carrots from a third, along with some fresh rabbit or a prairie bird they may have been able to harvest. Today, we often have “potluck dinners” with our family, friends and neighbors. I imagine the same holds true amongst the Klondike gold seekers. At the end of a long day, several probably combined portions of their supplies in a community meal of sorts to provide some variety and stretch their food supplies.

Based on this, at the end of the day Saturday, after evening flags the gold seekers of Sandhills District will come together for a Klondike Feast!

The Sandhills Mining Company will source a hog from a local farm and will smoke that throughout the day Saturday for some scrumptious pulled pork. In potluck fashion each unit is asked to bring two dishes to the feast to share, a main dish and side. Knowing that not everyone eats pork for many reasons we ask the units to consider this in the dishes they bring.

**Additionally, the Staff will provide a Vegan main dish for those who would prefer that.** If you have a Scout or Scouter with a food allergy, or other dietary restrictions please prepare something they can eat. Additionally, please bring serving utensils for your dishes, as well as eating utensils and mess kits of choice. Serving utensils and dishes should be marked with the unit so there is no confusion as to whose pot is whose.

**Dessert Competition**

While the Scouts are enjoying the activities we also want the adult leaders to have a little competition as well. So, besides the two dishes you prepare for the Klondike Feast, we ask each unit to prepare a dessert to be judged by the Camporee Staff. Why do this you may ask? Well, because a feast is not a feast without dessert!!!!

The 2016 Highlander District Spring Camporee was a Cookoree theme. As part of that Cookoree I demonstrated many versions of the following recipe – use it if you like, but I have won many dessert competitions with it and have to say all the versions I’ve made were delicious and it is quite simple to make.

Pineapple Casserole Recipe

First Place 2014, Week 1, Camp Boddie Dutch Oven Cook Off – (Pineapple)

Prepared by Mark Peters and Joey Sasala, T776

First Place 2014, Week 5, Camp Durant Dutch Oven Cook Off – (Pineapple)

Prepared by Vickie Griffith, T701

First Place 2015, Week 1, Camp Durant Dutch Oven Cook Off – (Pineapple, Banana, Blackberry)

Prepared by Mark Peters, T776

Tied First Place 2016, Week 1, Camp Workcoeman Dutch Oven Cook Off – (Mango/Cherry)  
and (Tropical Fruit, Apricot, Raisin) - Prepared by Mark Peters, T776

5 Small Great Value can pineapple tidbits (1 can drained)

1 cup sugar

1 cup white flour

Sandhills District  
2025 Spring Camporee: Klondike Derby

2 cups shredded cheddar cheese

1 stick butter

1 box (4 tubes) Ritz crackers (I've used Great Value and Savoritz brand as well)

Mix pineapple, sugar, flour and cheese together in mixing bowl. Lightly crumble 1 1/2 tubes of Ritz crackers into the bottom of a lightly oiled Dutch oven. Spoon pineapple mixture on top of crackers and spread evenly. Crumble remaining 2 1/2 tubes of Ritz crackers on top of pineapple mixture. Cut butter into patties and distribute over the top of the Ritz crackers. Put lid on Dutch oven and bake 350° for 30-45 minutes until mixture is heated through and top is lightly browned.

You could use pineapple chunks or crushed pineapple. However, the chunks will be extremely hot when baked possibly burning your mouth, and the crushed pineapple may be too soupy.

**Twists/Variations On The Recipe:**

Pineapple, Banana Casserole: Add one slice banana before adding the top layer of Ritz Crackers. (Gobbled up at 2015 S7B OA Conclave, and 2015 West Point Camporee – probably would have won at West Point, but we missed the Dutch Oven Cook Off entry submittal time)

Pineapple, Banana, Blackberry Casserole: Besides adding the banana, add a cup of fresh Camp Durant blackberries before adding the top layer of Ritz crackers. To prevent it from being soupy, drain two cans of the pineapple tidbits instead of just one. (First place 2015, Week 1, Camp Durant Dutch Oven Cook Off)

Sweet Potato Pie Casserole: Swap the pineapple in the original recipe with two 15 oz cans of sweet potatoes (cut in chunks) w/light syrup. Then add a layer of mini marshmallows before adding the last layer of Ritz crackers. (Second place 2015, Week 1, Camp Durant Dutch Oven Cook Off – we think, they didn't specify)

Mango/Cherry Casserole: One can diced mango with syrup, one can diced mango with water, two jars maraschino cherry (one drained). (Tied first place 2016, Week 1, Camp Workcoeman Dutch Oven Cook Off)

Tropical Fruit, Apricots, Raisins Casserole: Two cans tropical fruit, one bag dried apricots (diced), 1/2 box raisin. Sprinkle apricots and raisins on top of fruit, cheese, flour, sugar mixture. (Tied first place 2016, Week 1, Camp Workcoeman Dutch Oven Cook Off)

Peach/Mango Casserole: Two cans peaches in light syrup (one drained), one can diced mangos in water.

Pineapple/Strawberry Casserole: Same as pineapple/banana, just use strawberries.

Fruit mixture is only limited by imagination? Elderberries? Whatever you use, ensure there isn't too much liquid so it isn't too soupy.

The cheese choice is only limited by your imagination as well, want some sweet and spicy? Use Pepper Jack cheese. The sky is the limit there!

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Campsite Inspection Sheet**

Description of Item to be Inspected	Score
<b>TENTS</b> (15 points): All tents should be uniform throughout the campsite, flaps open (rolled and tied) or closed. Each tent is to have personal gear and sleeping gear neatly arranged. All sleeping bags are to be rolled or laid out neatly. (note closed tents will not be opened) No clothing on tents.	_____/15pts
<b>FIRST AID KIT</b> (10 points): Sitting out in plain view of ALL Scouts in the unit.	_____/10pts
<b>ADEQUATE GARBAGE DISPOSAL</b> (10 points): No unclosed garbage bags. There should be no sign of unburned garbage in your fire pit. Aluminum in the fire pit will count as a deduction.	_____/10pts
<b>FLAG</b> (10 points): American Flag properly displayed. Patrol flags displayed in patrol areas.	_____/10pts
<b>BULLETIN BOARD</b> (10 points): May be improvised, but must be adequate to post schedules, camp map and patrol roster with individual assignments. This information must be in plain view at all times.	_____/10pts
<b>PATROL ASSIGNMENT OF DUTIES</b> (10 points): Each patrol is to have a duty roster for all patrol members.	_____/10pts
<b>GROUND</b> S (10 points): The campsite and surrounding area is to be neat, clean and free of all trash or garbage. Each piece of trash on ground will be 1 point deduction	_____/10pts
<b>SHELTER</b> (10 points): Swept floors and tables clean and clear, no unnecessary electrical items plugged in.	_____/10pts
<b>GATEWAY</b> (15 points): Gateway should be theme related. It should show creativity and imagination.	_____/15pts
<b>GRAND TOTAL</b>	_____/100pts

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Sandhills District  
2025 Spring Camporee: Klondike Derby

**2025 Sandhills Spring Camporee  
Patrol / Squad Roster Form**

Please turn this form into the Registrar upon arrival.

**Unit#** \_\_\_\_\_  
Min = 4 Scouts  
Max = 10 Scouts

(Circle One)

**Patrol / Squad Name:** \_\_\_\_\_

**Patrol / Squad Name:** \_\_\_\_\_

**# of Youth**

Patrol / Squad Members	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

**# of Youth**

Patrol / Squad Members	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

**Patrol / Squad:** \_\_\_\_\_

**Patrol / Squad Name:** **Learners** \_\_\_\_\_

**# of Youth:**

Patrol / Squad Members	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

**# of Youth:**

Patrol / Squad Members	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Camporee Check-Out Checklist**

\*If departing the Camporee before the Scout's Own Service, notify the Camp Registrar at check-in at the Assayers Office.

Unit: \_\_\_\_\_ Charter Organization: \_\_\_\_\_

\_\_\_\_\_ 1. Secure all Pack/Troop gear.

\_\_\_\_\_ 2. Vehicles are permitted at each campsite to retrieve unit trailer(s) **AFTER** the Scout's Own Service. Please drive responsibly and with courtesy to others.

\_\_\_\_\_ 3. Request a camporee staffer to clear your campsite.

- Pick up all trash in and around your campsite. Take all trash with you as your unit departs.
- Clean up the campsite latrine/shower area.
- **Ensure fire pit fires are extinguished and are COLD to touch!**
- Return any metal tire rims to where they were found.
- Take this form to the registrar upon completion to receive unit paperwork.

\_\_\_\_\_ 4. Check-out at the Assayers Office with the Camporee Registrar to receive ribbons, patches, etc.

\_\_\_\_\_ 5. Drive safely and enjoy wonderful memories of another great camporee!

Campsite cleared: Y or N.

\_\_\_\_\_  
<Signed by Camp Staff>

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Camporee Evaluation Form**

High quality requires continuous improvement. Your feedback helps us improve the program and benefits the youth who participate. Please fill this out and return it to a camp staffer at check-out. One youth form and one adult form per unit.

Evaluation

Please circle one. **You are a(n): Adult or Youth.**

Please circle one. **Here with a: Troop or Crew.**

Circle the number (1-5) for each item below.

- | 1  | 2    | 3       | 4    | 5         |   |
|--|------|---------|------|-----------|---|
| Poor   | Fair | Average | Good | Excellent |   |
| 1. The overall rating for this event was .....   | 1    | 2       | 3    | 4         | 5 |
| 2. The staff followed the published schedule .....   | 1    | 2       | 3    | 4         | 5 |
| 3. Our unit had plenty of time to prepare and plan for this event .....                          | 1    | 2       | 3    | 4         | 5 |
| 4. The staff was well trained and helpful .....  | 1    | 2       | 3    | 4         | 5 |
| 5. The registration fee was fair .....   | 1    | 2       | 3    | 4         | 5 |
| 6. Station groups were not too crowded .....   | 1    | 2       | 3    | 4         | 5 |
| 7. The Leader Guide and other information were helpful .....                                     | 1    | 2       | 3    | 4         | 5 |
| 8. The location was good .....   | 1    | 2       | 3    | 4         | 5 |
| 9. The Scouts, unit leaders and staff had fun .....  | 1    | 2       | 3    | 4         | 5 |
| 10. This activity was fun, and representative of the Scouting program .....                      | 1    | 2       | 3    | 4         | 5 |
| 11. What did you like best about the event? _____  |      |         |      |           |   |
| 12. What did you like least about the event (not including the weather)? _____                   |      |         |      |           |   |
| 13. What would you like to change for next year? _____   |      |         |      |           |   |
| 14. Do you have any ideas for a theme or stations for future events? _____                       |      |         |      |           |   |
| 15. How did you hear about this event? (Leader Guide, email, Roundtable, District website, etc.) |      |         |      |           |   |

**Please consider helping plan, organize and/or run the next Sandhills event.**

Please give us your name, phone number and email address and we will contact you:

Name \_\_\_\_\_ one \_\_\_\_\_ Email \_\_\_\_\_

Area of interest: Camporee Chief, Camporee Staff, Unit Commissioner, District Committee

Additional Comments: (Print on back , if needed)

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Sandhills District  
2025 Spring Camporee: Klondike Derby

**T-Shirt Order Form**

[T-Shirt order information will be published soon](#)

NOTE: COST OF T-SHIRTS IS **NOT** INCLUDED IN CAMP REGISTRATION. T-SHIRTS ARE  
OPTIONAL BUT ENCOURAGED. **RED T-SHIRTS ARE IN USE FOR STAFF**

Sandhills District  
2025 Spring Camporee: Klondike Derby

**Scout Skills**

Here is a list of the basic Scout skills that will be necessary to be successful. While not all inclusive knowledge of these basic skills will be necessary to be successful in the Klondike.

**SCOUT Rank Requirements**

- 1a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning.
- 1b. Explain what Scout spirit is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
- 1c. Demonstrate the Scout sign, salute, and handshake. Explain when they should be used.
- 1d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge.
- 1e. Repeat from memory the Outdoor Code. List the Leave No Trace Seven Principles. Explain the difference between the two.
- 1f. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
- 4a. Show how to tie a square knot, two half-hitches, and a taut line hitch. Explain how each knot is used.

**TENDERFOOT Rank Requirements**

- 3a. Demonstrate a practical use of the square knot.
- 3b. Demonstrate a practical use of two half-hitches.
- 3c. Demonstrate a practical use of the taut-line hitch.
- 4a. Show first aid for the following:
  - Simple cuts and scrapes
  - Blisters on the hand and foot
  - Minor (thermal/heat) burns or scalds (superficial, or first-degree)
  - Bites or stings of insects and ticks
  - Venomous snakebite
  - Nosebleed
  - Frostbite and sunburn
  - Choking

**SECOND CLASS Rank Requirements**

- 1b. Recite the Leave No Trace Seven Principles from memory. Explain how you follow them on all outings.
- 2b. Use a pocketknife, and a saw or axe if needed, to prepare tinder, kindling, and fuel wood for a cooking fire.
- 2c. Using a minimum-impact method, and at an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site. Properly dispose of the ashes and any charred remains.
- 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
- 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
- 3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.
- 5a. Tell what precautions must be taken for a safe swim.
- 5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.

Sandhills District  
2025 Spring Camporee: Klondike Derby

5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.

6a. Demonstrate first aid for the following:

- Object in the eye
- Bite of a warm-blooded animal
- Puncture wounds from a splinter, nail, and fishhook
- Serious burns (partial thickness, or second-degree)
- Heat exhaustion
- Shock
- Heatstroke, dehydration, hypothermia, and hyperventilation

6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.

6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.

6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.

6e. Tell how you should respond if you come upon the scene of a vehicular accident.

8b. Explain what respect is due the flag of the United States.

9a. Explain the three R’s of personal safety and protection.

9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.

### **FIRST CLASS Rank Requirements**

1b. Explain the potential impacts of camping, both on the environment and on other outdoor users. Explain why the Outdoor Code and Leave No Trace Seven Principles are important for protecting the outdoors.

3a. Discuss when you should and should not use lashings.

3b. Demonstrate tying the timber hitch and clove hitch.

3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.

3d. Use lashings to make a useful camp gadget or structure.

4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/ or width of designated items (tree, tower, canyon, ditch, etc.).

5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.

5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.

5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.

5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.

6b. Tell what precautions must be taken for a safe trip afloat.

6c. Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.

6d. Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.

Sandhills District  
2025 Spring Camporee: Klondike Derby

6e. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)

7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

7b. By yourself and with a partner, show how to:

- Transport a person from a smoke-filled room.
- Transport for at least 25 yards a person with a sprained ankle.

7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

7f. Explain how to obtain potable water in an emergency.