

RACE TO NOME, ALASKA

2022 New Horizons Klondike

GREATER ST. LOUIS AREA COUNCIL, BOY SCOUTS OF AMERICA

Website: <https://stlbsa.org/find-your-district/new-horizons-district/>

Please read this entire leader's guide. The most successful units at this event will have thoroughly read and attained a complete understanding of all the sections covered in this Unit Leader's Guide. As COVID-19 is ever evolving, we will be sending out a COVID safety policy closer to the event.

This event has two registration package options: a Day-Only event from 8am-5pm on January 15th; and a Weekend Cold Weather Camping event from January 14th @ 5pm to January 16th @ 9am. If you plan on camping over the weekend, you must review [Cold Weather Camping Guidelines](#) for the BSA and make sure your participants are prepared for whatever weather we will have that weekend.

In this packet, you will find two schedules, and notations next to activities that are only a part of the Whole Weekend program. Please read the entire manual, and go over it with your Patrol Leaders. Please pay close attention to which option you register for on BlackPug. We hope this guide will enhance your unit's experience at the 2022 New Horizons' Klondike as we Race to Nome, Alaska!

If you have questions, reach out to Amanda Vogt, District Camping Chair, at nhcampingchair@gmail.com or 314-650-3602. Special thanks to Chris Mausshardt, Program Director, and **NAME** for serving as Youth Campmaster for this event.

This Unit Leader's Guide contains the following sections to help you prepare for the event.

Sections

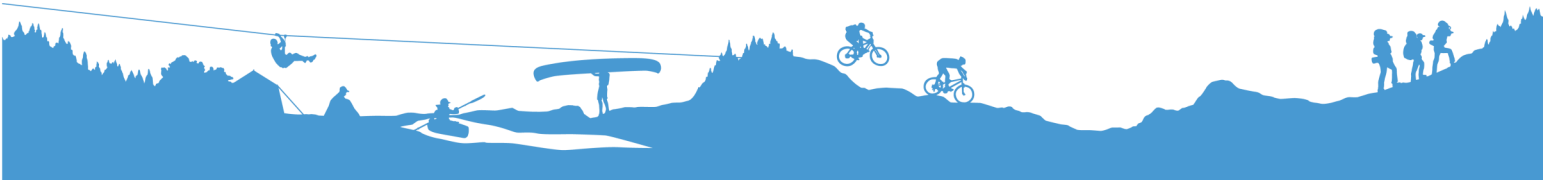
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Important Dates & Times

Early Bird Registration Ends December 15th
Late Registration January 9th-12th & Walk-In
Campfire Skit Deadline by 1pm on Saturday

Weekend Check-In Opens January 14th @ 5pm
Weekend Check-Out January 16th by 9am

Day Only Check-In Opens January 15th @ 8am



HISTORICAL THEME DESCRIPTION

The **1925 serum run to Nome**, also known as the **Great Race of Mercy** and **The Serum Run**, was a transport of diphtheria antitoxin by dog sled relay across the U.S. territory of Alaska by 20 mushers and about 150 sled dogs across 674 miles (1,085 km) in 5 ½ days, saving the small town of Nome and the surrounding communities from a developing epidemic.

Both the mushers and their dogs were portrayed as heroes in the newly popular medium of radio and received headline coverage in newspapers across the United States. Balto, the lead sled dog on the final stretch into Nome, became the most famous canine celebrity of the era after Rin Tin Tin, and his statue is a popular tourist attraction in both New York City's Central Park and downtown Anchorage, Alaska, but it was Togo's team which covered much of the most dangerous parts of the route and ran the farthest: Togo's team covered 260 miles (420 km) while Balto's team ran 55 miles (89 km). The publicity also helped spur an inoculation campaign in the U.S. that dramatically reduced the threat of the disease.



HISTORY OF THE BSA KLONDIKE

A **Klondike derby** is an annual event held by some Boy Scouts of America and Scouts Canada districts during the winter months and is based on the heritage of the Klondike Gold Rush. BSA units have been running Klondike derbies since 1949.

The event varies by district, but the typical Klondike derby consists of several stations where patrols/units must test their Scoutcraft skills and their leadership abilities, earning points towards a total score. Often, one or more races are included while the Scouts navigate between stations.

The unit must transport their gear on a homemade sled pulled by the Scouts. Districts may have specific guidelines for the construction of sleds. (Our Rule's are on page #)



DAY ONLY PROGRAM

Open to all Scouting ages. Register as a family, patrol, or unit.

Saturday, January 15th, 2022		
Time	Activity	Location
7:30 AM	Staff Breakfast	
8:00 AM	Check-In Opens	
9:00 AM	Program Areas Open	
12:00 PM	Lunch Program	
1:00 PM	Program Areas Open	
5:00 PM	Head Home	

Registration Link: <https://scoutingevent.com/312-52270>

Pricing:

Early: \$8 November 1st - December 15th

Regular: \$13 December 16th - January 8th

Late/Walk-In: \$18 January 9th - January 12th and Walk-In

Includes: event patch, hot lunch, program supplies

Items to Bring: water, mess kit, and cold weather gear. We'll email a list of required gear for your sled by January 1st.

Parking: Laemmli Parking Spaces. Overflow in Nusser and Shippey Parking Spaces. Carpool as possible.

STAFF THE EVENT

1st Class & Up. Venturing/Sea Scouting. Adults.

Day-Only Staff:

Pricing: \$5

Registration Link: <https://scoutingevent.com/312-52270>

Includes: event patch, hot breakfast & lunch, induction to the New Horizons Staff Alumni group

Whole Weekend Staff:

Pricing: \$10

Registration Link: <https://scoutingevent.com/312-52270>

Includes: event patch, all meals, camping, induction to the New Horizons Staff Alumni group

WHOLE WEEKEND PROGRAM

Open to Scouts BSA . Venturing/Sea Scouting. Adults.
Register as a family, patrol, or unit.

Friday, January 14th, 2022		
Time	Activity	Location
5:00 PM	Participant Arrival Begins	
5:00 PM - 10:00 PM	Check-In Open	
8:00 PM - 8:30 PM	Staff Meeting	
8:45 PM - 9:15 PM	SPL & Leader Meeting	
9:15 PM - 10:00 PM	Staff/SPL/Leaders Crackerbarrel	
10:30 PM	Quiet in Campsites	
Saturday, January 15th, 2022		
Time	Activity	Location
7:30 AM - 8:00 AM	Staff Breakfast	
8:00 AM	Check-In Opens	
9:00 AM	Program Areas Open	
12:00 PM - 1:00 PM	Lunch Program	
1:00 PM	Program Areas Open	
5:00 PM	Staff Dinner/Programs Closed	
7:00 PM	Interfaith Service	
7:30 PM	Evening Program	
8:30 PM	Giant S'mores Roast	
10:30 PM	Quiet in Campsites	
Sunday, January 16th, 2022		
Time	Activity	Location
7:30 AM - 8:00 AM	Staff Breakfast	
8:00 AM - 9:00 AM	Campsite Check-Out	

Registration Link: <https://scoutingevent.com/312-52270>

Pricing:

Early: \$10 November 1st - December 15th

Regular: \$15 December 16th - January 8th

Late/Walk-In: \$20 January 9th - January 12th and Walk-In

Includes: event patch, hot lunch, S'mores Roast, program supplies, camping fees

Items to Bring: water, mess kit, cold weather gear, camping gear, and Chocolate for S'mores. We'll email a list of required gear for your sled by January 1st.

Parking: Nusser Parking Spaces. Carpool as possible.

GENERAL RULES

Code of Conduct	The Scout Oath and Law will be the Law of the camp
Cooking	Cooking by gas stove, charcoal, or campfire is permitted.
Early Arrivals	Camporee Participants- Youth & Adults No Arrivals prior to 5pm- No exceptions Camporee Staff- Youth are not to arrive before 4pm
Early Departure	Depending on conditions, units needing early departure on Sunday should make prior arrangements with the Campmaster Advisor or the District Camping Chairman.
Face Masks	We will be following all Scouting, County, and State rules for masks wearing at this event. The current rules will be communicated about a week out from the event..
Fireworks	No fireworks or sparklers are allowed on Scout property.
First Aid	All families/units should have a small first aid kit with them in case of injury during the event. There will be a medical station at Laemmlli throughout the weekend located near the Emerson end of the field.
Garbage	Each unit must take their trash to one of the dumpsters stationed nearby at Emerson or the Ranger Station. If dumpsters are full, each unit must take their trash home.
Ground Fires	Ground fires are permitted. Campfires restricted in height based upon tentage proximity and density, and subject to weather related restrictions. Please use existing fire rings as much as possible.
Pressurized Fuels	Pressurized Fuels Training is highly suggested. Use of lanterns or stoves must be in accordance with current Council policy. Devices should be checked for leaks before use.
Roster	Your unit roster is acceptable with highlighted names. Used for COVID tracing, if necessary.
Tenting	Campsites and tents are set-up in Nusser field. Keep your site tight, so we can fit everyone. Tents should follow current COVID and YPT standards.
Tobacco	No person under the age of 18 is allowed to use tobacco products. All adult smokers are encouraged to refrain from smoking around youth. Violators will be asked to leave the property.
Traffic & Parking	Parking is on the outside of camporee fields, including trailers, plan on walking up to 100 yards with gear. Weekend participants should park in Nusser. Day Only participants should park at Laemmlli, and use Nusser and Shippey for overflow parking.
Use of Accelerants	Use of Kerosene, Lighter Fluid, Starter Fluid, or Gasoline to start fires by Scouts or unit leaders is Strictly prohibited!
Use of Water	Water sources are only for filling water containers. They are not to be used for personal hygiene, washing or rinsing dishes, or clothes.
Wristbands	All units must check-in through the Event HQ in Laemmlli field. Here you will receive a wristband that must be worn throughout the weekend to signal you have checked in. Depending on current COVID rules, there may be the need to screen participants on arrival.

SATURDAY PATROL TEAMS

For programs on Saturday we ask that you form into teams of 6-8 people to compete. We ask that at least one adult travels around with each Patrol during the day.

*If we need to combine parts of units to make a provisional team, let us know ahead of time, and we can help group you together. Someone will need to take charge of bringing a sled though, so register early.

Patrol Categories: We are dividing into three skills based categories for scoring prizes.

⇒ Cub Scout Aged Patrols: Average age is Cub Scouts

⇒ Senior Scouts BSA/Venturing: Patrol has at least 1 Eagle Rank, or 2 Life Ranks, or 2 Venturers

⇒ Scouts BSA Patrols: All Other Patrols

Sled Inspections & Judging: 8:30 AM - 10:00 AM

This station at the Emerson end of Laemmler Camporee Field will be open in the morning. All Patrols must present their sled in this time window. Here an adult will check your sled for safety issues, and a youth will judge your sled for creativity and uniqueness in design. Once sleds are deemed safe, they will be given their Race Map and Patrol Passport. Prizes will be awarded for unique sled design and creativity of Patrol Spirit on the sled.

Race to Nome Program Field: 9:00 AM to 12:00 PM, 1:00 PM to 3:30 PM

Patrols will travel through this field visiting towns along the way. Each Town has at least one activity on your Patrol Passport. Complete the activity to receive points. Many of the activities have a basic level challenge for one set of points, and a harder level challenge for bonus points.

Challenges will combine the basic Scout skills in order to complete the task. On the next page, you will see some of the town challenges. Other's are being kept secret until you arrive at the event.

When you receive the second version of this Leader's Manual on January 1st, it will include a list of supplies each sled must carry that will be used for the challenges along your route. Failure to bring a material may mean you cannot complete a challenge.

Saturday Lunch: 12:00 PM to 1:00 PM

Patrols will all come together for a lunch time challenge of fire building. Once they complete building their fire, they will use it to cook their foil pack lunches. Each patrol will receive one foil pack per person, along with a bag of chips and the opportunity to refill their water bottles. Foil packs will consist of stew beef, carrots, and potatoes. If your patrol would like to add to your foil pack any additional ingredients or seasoning, bring it with you on your sled. Bring a fire pan that you can cook on top of during the challenge as we avoid leaving dozens of fire rings in the field.

Adults will also have foil packs provided. You may add them to your patrol's fire, or build a fire of your own.

[Town: Nenana](#)

Sled Race

Description: Ready, Get Set, GO! It's a race, Your patrol and sled are in a all out race from the starting line to the finish line and are scored by how fast you go.

Points: Teams start with 1000 points and lose 50 points for every 15 seconds they run. Example: a team that takes 1:15 to run would lose 250 points and would gain 750 to their total score. Additional points are given to overall 1st, 2nd, 3rd place (500,250,100) for each Patrol Division.

Photo Scavenger Hunt

Description: We'll provide you with a list of items to find and take a photo of throughout the other towns. Submit your results back at Nenana for scoring.

Points: Teams receive points for each item found.

[Town: Lewis Landing](#)

Scrappy Tower

This Challenge is a Secret. We suggest brushing up on your lashing and knot skills.

Points: Teams receive 750 points for completing the challenge.

Semaphore Flags

Description: When Your cell phone doesn't have service, you need a different method of communicating across distances. We're bringing back Semaphore flags to send codes across the field.

Points: Teams break into two groups on different sides of a field. They receive points for number of words transferred correctly. They have time to practice before hand.

[Town: Galena](#)

Lost in the Wilderness

Description: This 5 station orienteering course is sure to put your map and compass skills to the test. Do you have skill to make it out?

Points: Teams receive 500 points for completing the course. An additional 250,150, 50 points are given for the top 3 patrols by speed in each Patrol Division.

Throw the Disc

Description: This homemade disc golf course is sure to impress.

Points: Teams receive points based on how many throws it takes to get the disk in the hole

[Town: Baldhead](#)

Team Building

Description: How well do you work with your patrol? These fun games and challenges are designed to puzzle your team and improve communication. The exact challenges are a secret.

Points: Teams receive 100 points for each of the 8 challenges they complete. Challenges are 4 games with two versions each.

[Town: Walla Walla](#)

Tomahawk Throwing

Description: Join us on the tomahawk range.

Points: Teams receive 200 points for every member throwing 5 hawks at the target. An additional 10 points are given for every hawk that sticks. Patrols may throw for as long as they like, while rotating with other patrols in line. Max points in this Town is 1000.

Town: Solomon

Flag Retirement

Description: Knowing how to respectfully and correctly retire an American Flag is an important skill. Take part in this flag ceremony

Points: Teams receive 1001 points for taking part in the ceremony. If patrols want to bring a flag, they may, if not there are 20 boxes of flags needing to be retired.

Town: Nome

First Aid Merit Badge

See page 9 for details.

First Aid Relay

Description: The specific relay skills needed are a secret. Brush up on advancement required skills.

Points: Teams are given points based on speed, and correct application of first aid.

Warm Up Station

Description: Getting too cold. Swing by our warm-up station where we will have hot chocolate, raman noodle soup, and outdoor heaters set-up.

SLED RULES

- ⇒ Must be constructed by scouts – no commercially manufactured sleds are permitted
- ⇒ Should be fashioned to look like an Alaskan dog sled
- ⇒ Large enough to carry all required equipment plus one scout (Full equipment list will be out January 1st. For space purposes, plan on everything being able to fit in a Rubbermaid tote size space. Plus some lashing poles.)
- ⇒ Harness for pulling by scouts
- ⇒ Any materials (wood, timbers, pvc, aluminum, etc..) are legal – including materials salvaged from other purposes
- ⇒ Ski runners are legal also adaptations should be made to add wheels for a “snow-free” Klondike
- ⇒ Must hold together for the duration of the event

ADDITIONAL PROGRAM NOTES

Campfire Skit/Song Approval

If your patrol, unit, or family would like to perform something during the evening's campfire, you will need to sign-up and get approval by 1pm at the Staff HQ. Look for Tim Trace and he will point you to the Youth Chair. OR Email Tim ahead of the weekend at tjtrace.bsa@gmail.com.

Changes to Programs

With the constant changes to COVID-19 procedures, there will undoubtedly be changes to the program. Program updates will be published to the New Horizons Event Page as announced, and an updated Leader's Manual will be emailed to all registered participants 48 hours ahead of the event.

Event Survey

We appreciate your assistance in reviewing the event so we can make future improvements to district camping opportunities. Link: <https://forms.gle/3Jmr3TM2Bm5eB9kJ8>

First Aid Merit Badge Jump Start

Scouts BSA members may work with EZ Squad during the weekend to get a jump start on the First Aid Merit Badge. They will then need to contact a New Horizons Merit Badge Counselor to check off any remaining requirements.

Prerequisites: Have completed all the first aid rank requirements through 1st Class. Bring their personal first aid kit with them.

Registration: <https://forms.gle/QgzpW8Zq6f95o1BC9>

Informational Station

The Staff HQ will have a poster of the day's scheduled events. You may also check your Patrol Passport with questions.

Participants

Cub Scouts, Scouts, Venturers, & Sea Scouts are welcome to be part of this event. Some activities will be restricted because of age guidelines within the Scouting program. This is why we ask an adult to travel with each patrol. So they can complete steps for Cub Scouts as needed.

Refunds

Refunds for this event will only be given if the event cannot take place due to a change in COVID-19 guidelines, or an individual must remain home due to COVID symptoms/exposure.

Religious Services*

A Scout is Reverent. We invite you to join other Scouts spending the weekend around our campfire Interfaith Service from 7pm-7:30pm. If you choose not to attend, please be courteous of those attending and remain at a respectful volume level in the program area, and use the time for a moment of personal reflection. All program areas will be closed during this time.

Uniforms

We encourage you to wear your favorite Scouting Activity Shirt or Class B during the day underneath your coat. Remember to dress "Scout Appropriate for Cub Scouting Ages Nearby". Bonus "cool points" if you have an outfit related to a past summer trip/camp.

FOOD

Day Only:

Lunch: Foil Packs (stew beef, carrots, potatoes), Chips. See page 6 for lunch details on cooking.

Warm Up Station: See Nome Town for more details.

Concessions: The District is selling a limited supply of candy, chips and soda at Nome Town. To make pricing easy for the Scouts, everything will cost \$1. Patches from past events will be available for \$3.

Whole Weekend:

Saturday Breakfast: Unit Provided

Saturday Lunch: See Day Only

Saturday Dinner: Unit Provided

Chili Cook-Off: If you would like to participate in the Chili Cook-Off competition, bring a bowl of your best chili to Staff HQ by 6:30pm to be entered in the judging.

Saturday S'mores Fest: Join us for a large bonfire after the evening campfire program. The District will provide the marshmallows and graham crackers. We challenge you to bring the chocolate of choice for your patrol. Will it be Hersey's or will you get creative with Peanut Butter Cups, Andes' mint chocolate, etc.

Sunday Breakfast: Unit Provided

Secure food very well when out of the campsite (raccoons are very bold at Beaumont). Per Short-Term Camping Accreditation Rules...please make sure your patrol cooking plans represent a well planned diet throughout the event.

COLD WEATHER GEAR DURING THE DAY TIME

Be prepared for the weather. This is especially relevant for Cub Scouts that don't know how to stay warm outside for the entire day. Things to think about:

Long-sleeved shirt

Long pants (fleece or wool)

Sweater (fleece or wool)

Long underwear (polypropylene)

Hiking boots or sturdy shoes

Socks (wool or synthetic)

Warm parka or jacket with hood

Stocking hat (fleece or wool)

Mittens or gloves (fleece or wool) with water-resistant shells

Wool scarf

Rain gear

COVID-19 Medical Screening Checklist

(Just in case we still need this)

These questions will be asked on anyone entering the program area – including participants, visitors, vendors, etc.

1. Have you or has anyone in your household been in close contact* in the past 14 days with anyone known or suspected to have COVID-19 or is otherwise sick?
2. Have you or has anyone in your household been in close contact* with anyone who has been tested for COVID-19 and is waiting for results?
3. Have you or has anyone in your household been sick in the past 14 days, or have you or they been tested for any illness and are waiting for results?
4. Has anyone in your household been exposed to an individual known or suspected to have COVID-19 in the past 14 days?
5. Have you or has anyone you have been in close contact* with traveled on a cruise ship or internationally or to an area with a known communicable disease outbreak in the past 14 days?

*According to the Centers for Disease Control and Prevention (CDC), “close contact” means:

- You were within 6 feet of someone who has COVID-19 for a cumulative total of 15 minutes or more over a 24-hour period
- You had direct physical contact with an infected person (hugged or kissed them)
- You shared eating or drinking utensils
- An infected person sneezed, coughed, or otherwise got respiratory droplets on you

If the answer is YES to any one of the five questions above, the participant must stay home. If all answers above are NO, proceed to the symptoms list below.

If anyone in your household has any one of the following new or worsening signs or symptoms of possible COVID-19, the entire household must stay home.

- Shortness of breath
- Cough
- Fever of 100.0° or greater
- Flu-like symptoms
- Repeated shaking with chills
- Fatigue
- Muscle or body aches
- Headache
- Sore throat
- Loss of taste or smell
- Diarrhea
- Nausea or vomiting