

## National Pike Klondike Derby Frequently Asked Questions – 27 January 2020

This event is subject to cancellation due to weather or other safety conditions, as determined by the NPD event staff or the Maryland Department of Natural Resources. Event organizers will follow the BSA Guide to Safe Scouting and their own judgment when considering safety issues. NPD will make every reasonable effort to hold the event; however, if the event is cancelled, NPD will not be able to offer refunds but will distribute event materials in an equitable manner.

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[When is the Derby?](#)

This year's Klondike Derby will be held on Saturday, February 22nd:

- The Cub Scout trail will run from 8:30 A.M. to 4:30 P.M.
- The Scout Trail will run from 8:00 A.M. to 4:30 P.M.
- Troops/Crews may camp on Friday night, Saturday night, or both (see details below)

[Where is the Derby?](#)

The McKeldin area of Patapsco State Park:

<http://www.dnr.state.md.us/publiclands/central/patapscomckeldin.asp>

[Who's in charge?](#)

**Event Coordinator:**

Dan Phillips (503-758-3471, [scouterdanmail@gmail.com](mailto:scouterdanmail@gmail.com))

**Cub Scout Trail Coordinators:**

Ed Wollack (301-854-0036, [ejw3p1415@verizon.net](mailto:ejw3p1415@verizon.net));

Jerry Budai (443-838-4195, [jerry.budai@gmail.com](mailto:jerry.budai@gmail.com))

**Scout Trail Coordinator:**

John Barrett (443-878-7852, [cdrjandmsm@comcast.net](mailto:cdrjandmsm@comcast.net))

**Camping Coordinator:**

Jeff Burt (443-831-0375, [jeffburt@comcast.net](mailto:jeffburt@comcast.net))

**Parking Coordinator:**

Jeff Burt (443-831-0375, [jeffburt@comcast.net](mailto:jeffburt@comcast.net))

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**Registrar:**

Randy Miller (443-812-1606, [randymiller10@comcast.net](mailto:randymiller10@comcast.net))

**How do I register my unit?**

For online registration go to:

<http://www.baltimorebsa.org/nationalpike/klondike>

Once you have registered, you may add to your registration (increase your numbers) by going into the online system and adding to your registration.

The online system is closed down about a week before the event to allow us to publish the final trail schedules. After that, if you have net increases to your numbers, you can settle any increases in fees at the Registration desk at any time on the day of the event. Registration never closes -- we do not turn away late deciders unless we saturate our trail capacity (600 participants on the Cub trail, 50 sleds on the Scout trail).

Remember that you are registering for the number of participants, not specific scouts -- if one scout backs out, you can use his/her registration to cover a scout who is added late.

Once you have registered and paid for a specific number of participants, there is no mechanism available to provide refunds.

If your whole unit is late to register -- your unit does not register in time to use the online system -- then you should communicate directly with Randy Miller (443-812-1606, [randymiller10@comcast.net](mailto:randymiller10@comcast.net)) in order to be added to the trail schedules.

All that said, please understand how this works:

On the Cub Scout Trail, we have starting times available in five minute increments (8:30, 8:35, etc.). Based on the size of the Cub Scout trail group that you register, we reserve one or more sequential starting timeslots -- roughly one starting slot for every 9 scouts participating on the trail. This rate is what we have used successfully in the past and helps to smooth the scouts out over the full day. Your unit will be told one starting time on the Cub Scout Trail (the earliest of the sequential timeslots). We maintain the Cub Scout Trail schedule as units register so that we can give units their approximate starting times as soon as they register. However, if you increase your trail numbers by more than a half dozen after you initially register, you may grow into another timeslot, and cause a cascading change in the starting times of all the units that registered after you. While we understand that most units want an early starting time, please do not register for the Cub Scout Trail until you have a fair estimate of your eventual numbers.

On the Scout/Webelos/sled trail, things are more binary -- we reserve a timeslot for each sled you register. The number of scouts you put on each sled does not impact the sled schedule, but if you need to add or subtract a whole sled, that can also cause cascading changes to other units -- so we would ask that you be as accurate as possible in registering the number of Scout/Webelos sleds, and inform us immediately if your plans change.

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### **How long does the event take?**

In January 2019, units on the Cub Trail averaged three hours and thirteen minutes (3:13) from the time they signed in at the registration desk to the time they signed off the trail. 67% of the units fell within 26 minutes (+/-) of this 3:13 average. Note that most units sign in at registration about 15 minutes before their official start time.

Sleds on the Scout/Webelos/sled trail took longer. Sleds took an average of five hours and 1 minute (5:01) from the time they signed in at the registration desk to the time they signed off the trail, with two thirds of these units finishing within 40 minutes (+/-) of five hours. Note that most sleds sign in at registration about 15 minutes before their official start time.

### **Are siblings welcome?**

Siblings are welcome to participate in the event.

If the sibling is not an active participant we ask that you register the sibling as an adult and pay the adult fee (\$5); this helps cover the per-person park visitation fees that we pay to the park service. We will provide an event patch for these siblings.

If the sibling is an active participant – will receive a passport, a patch, and participate at each station – then please register them as if they were scouts (\$15).

We caution parents that non-participating siblings – usually younger children – may grow cold quickly and may not last the three hours typical of the Cub Trail. Having a back-up plan to get younger siblings off the trail (perhaps at Ulcer Gulch, with food and a fire) is advisable.

### **Are food and drinks available at the park?**

Refreshments will be available all day at Ulcer Gulch outposts; save room in your pack by purchasing drinks, snacks, or lunch from Troop 649. Hot coffee, hot chocolate, tea, water, and donuts will be for sale at the beginning of the Cub Scout Trail. These items plus hot dogs, chili dogs, soup, snacks, and soft drinks will be available at the "Lower Gulch" on the basketball court about half-way through the Cub Scout Trail and about 3/4 of the way through the Scout Trail. The same full selection of trail fare will be offered at the end of the Cub Scout Trail in the Warming Pavilion, up the hill behind the registration tent. Bring gold nuggets or cash (no credit cards, please) to pay for purchases – credit cards weren't invented until 1950.

### **What if we want to camp at the park?**

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Scout Troops and Venturing Crews are welcome to camp in the Group Camping area of the park. We usually have six to eight units camping on Friday night, and two to four camping on Saturday night.

Things to note:

- Water is available but units should come prepared to support their water needs for at least their initial meal. We'll provide an update later.
- Port-a-pots will be available (no indoor facilities).
- **Due to the ash borer quarantine, no firewood may be transported into the campground.** We have contracted with DNR to provide a supply of cut firewood from within the park, and you may scavenge additional firewood from within the park.
- The camping fee is \$2 per person per night; the fee is waived if you have a valid DNR Youth Group Pass.

Jeff Burt is the Camping Coordinator. See contact information above.

If you have Webelos who are interested in camping with a troop, please contact the troop Scoutmaster (if you have a point of contact) or Randy Miller to make arrangements.

### [How large should a sled group be?](#)

Stations on the Scout trail are generally designed to accommodate a den or patrol – ideally six to eight scouts. However, we do not restrict the sizes of groups on the trail. If you have a den of a dozen scouts that want to run a single sled, you are free to do so; just be aware that there will likely be stations where not all of the scouts can fully participate.

If your sled group is four scouts or fewer, they may have difficulty executing some of the stations. If you have a group of three or fewer, Klondike registration may be able to combine your group with another small group to make a more natural sled group – please contact registration.

### [What are the sled requirements?](#)

Webelos dens are expected to bring a sled with the equipment called out in the event flyer. A Webelos sled can be essentially anything, subject to the constraints expressed in the flyer (no metal runners). You may build a sled, borrow a sled (contact registration if you are interested in borrowing an existing Klondike sled), or use a commercially produced toboggan, sled, or wagon. Scout patrols are expected to use a sled built by scouts.

### [Does my troop or crew need to register through Doubleknot?](#)

Troops and crews should register through the Doubleknot online registration system if they are camping or will end up owing fees:

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- If you are camping overnight at the park you should register through the online site. If you do not have a Youth Group Pass (YGP), you'll owe \$2 per night per camper (for all campers, youth and adult).
- If you run one or more sleds on the Scout/Webelos/sled trail, you will owe fees for these scouts.

Troops and crews whose entire participation is as station volunteers and who do not camp overnight should send an e-mail to the event registrar (Randy Miller) to provide contact information and their YGP number and YGP expiration date – and should of course coordinate with the Trail Bosses and Camping Coordinator as necessary.

**Is my pet welcome?**

No, please.

BSA discourages the inclusion of personal pets at large public events; we'll have over 1300 people in McKeldin for our event. While your pet may be well-behaved, you have no control over how other participants may react to your pet.