

2026 Del-Mar-Va Council Southern Klondike Derby

Level Up!



January 23-25, 2026
Henson Scout
Reservation

Leader Guide

Del-Mar-Va Council, invites you to:
Level Up!
at this year's Southern Klondike Derby.

What is a Klondike Derby?

Many years ago, men raced across the Alaskan frozen wilderness by means of dogs and sleds. Scouting has taken this idea and created the Klondike Derby. Each patrol/den builds a sled, collects materials and equipment, and prepares to embark on the Klondike adventure and participate as a team in the derby.

General Information

Contact:

Michael Redington (Chair) or Dennis Redington (Program Director)

Phone: (302) 258-7759; (302) 381-6784, please leave a message

Email: michael.r.redington@gmail.com or dennis.redington@sussexvt.k12.de.us

Register via the Del-Mar-Va Council website at <https://scoutingevent.com/081-hsrklondike>

Location:

Henson Scout Reservation, 5700 Nanticoke Road, Rhodesdale, Maryland 21659

Cost:

- Scouts registered by 2 January, 2025: \$15 per person
- Arrow of Light Scouts registered by 2 January, 2025: \$10 per person
- Adults registered by 2 January, 2025: \$10 per person
- Attendees registered after 2 January, 2025 will be charged an additional \$5 per person
- **All adults who volunteer to help at stations will receive a \$5 discount.**

Leadership:

Per BSA regulations, two leaders, one of whom must be at least 21 years of age, must accompany each unit. As per the newest Scouting America policies, all adults who camp **MUST** be registered Scouts BSA Leaders with current YPT.

Competition Levels:

Youth, ages 11-17

Youth/Young Adults, ages 14-20 (Venturing/Sea Scouts/Older Scouts)

AOL Scouts, ages 9-10

Groups of participants will be provided wristbands to ensure that they are participating in age-appropriate activities.

All scouts and scouters will be participating in age-appropriate activities at three different levels:

The General Derby for scouts

The Cub Scout Derby for AOL scouts

The Extreme Derby for scouts 14+

General Derby Notes

Each unit attending is asked to have the adult leader(s) assist with the events as the teams compete in the activities. This year, patrols/dens will complete in a series of activities, some based on speed, others on accuracy. All events will live-action versions of popular retro video games. A few of the events in this year's tournament will have their roots in Scout Skills, but most will rely on good teamwork, leadership and communication. Prizes will be awarded at Saturday evening's campfire for the overall event and for selected events.

Please notify the Klondike Staff in advance of any of your Scouts or leaders have special medical needs (e.g. CPAP, allergies, etc.). We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.

Visitors will be allowed to visit the derby on Saturday and can stay for the campfire. If they wish to stay either night, they will need to register and pay. Arrow of Light Scouts **can now tent camp** during the Klondike Derby, provided they have proper equipment and leadership. Otherwise, they may participate, on Saturday or enter the cabin lottery.

General Guidelines

Conduct:

- Each troop/pack is responsible for the Scouts in their unit.
- Please leave **NO fires** unattended. There will be **no fires** (except for cooking) during the day on Saturday since everyone is expected to be out at the event sites.
- The Scout Oath, Law and Outdoor Code will govern all participants. Derby regulations are necessary to ensure that every Scout and Leader has an enjoyable experience and a safe one as well.

The above list is not intended to be complete, but it is very important that it be agreed upon by the adult and youth leaders of the unit to ensure the safety of all present and to protect the camp for all to enjoy.

Patrol Leaders/Denners/Den Leaders:

This section has some basic hints and suggestions for Patrol Leaders, Denners and Den Leaders.

1. Remember this is a competitive event. Your patrol's/den's scoring will be based on the requirements of each event-for example, time to correctly tie knots, accuracy of orienteering, etc.
2. Do not assume anything. Follow the directions at the events and activities. Remember, some events are designed to allow you to utilize unique methods, other than conventional methods, to complete them.
3. Use your imagination with the events. Impress the judges. They love to see a group come up with a different way to complete an event.
4. Do not ever argue with a judge. If you think that you have been treated unfairly by a judge, immediately bring this to the attention of your unit leader who will report it to the Klondike staff. DO NOT wait until Sunday morning to bring this up. The Klondike staff is there to help you during the derby, but you need to communicate.
5. We cannot emphasize enough...DO NOT START THE DERBY WITHOUT YOUR SLED ITEMS!
6. Be respectful of other patrols/dens. It is not very Scout-like to laugh at a unit or individual for failing at an event. Bullying, taunting and/or teasing will not be permitted. You are a team and will win or lose together.
7. Above all else HAVE FUN!!!

Other Event Notes

Participation Patches:

Patches for your unit will be issued at time of Check Out (Saturday night for cubs and Sunday morning for everyone else). If they are not available at the event, patches will be distributed through your District Executives at the first available Roundtable after the event.

Campfire Program:

Each troop, patrol or den should prepare a song or skit for performance at the Saturday night campfire. Skits/songs should be in the best traditions of Scouting—that is, they should follow the Scout Oath and Law. Members of the Nentego Lodge 20 will be in charge of Saturday night's Campfire Program. Please submit your campfire program selection to the campmaster staff by dinner on Saturday. It would be fun to play into the theme with campfire activities (i.e. dress up, perform old [permissible] skits, reenact old camping scenes, etc.)

Klondike Derby Information

Check-In Procedures

Units may begin checking in at 5:00 PM Friday. Upon arrival, one adult and the SPL from each unit should report to Headquarters (The Administration Building next to the Dining Hall, beside parking lot). Packs can check in starting at 7:00 AM on Saturday (unless camping Friday night).

Leaders should be prepared with the following:

- Proof of Insurance (if not from the Del-Mar-Va Council)
- Troop/Pack Roster (Page 8)
- Unit Health Forms (Unit Leader must keep copies for staff use if needed).
- Payment (if any) that is due

Your campsite will be issued to you at Check In. The campsites to be used will be at the discretion of the Klondike Staff and will be arranged based on unit sizes. Smaller units may have to share campsites with other units to ensure that there is enough space. No reserving of campsites will occur, however, any of our camp lodges are available for rent on a first-come, first-served basis, for an extra fee.

Each troop furnishes its own tents, food and equipment. Potable water is available at any of the five posted (**see map**) frost-free spigots around camp. It is recommended that the units find wood or bring charcoal or a camp stove for cooking. After your unit has set up your campsite, vehicles must be returned to the Main Parking Lot. One unit trailer may remain in camp to hold supplies for the event.

Team Specification:

Each team should have 4 to 8 scouts. For some events, a larger group will be an advantage and for other events, a smaller group would be an advantage so it will balance out. All members of the team must be properly clothed for cold and poor weather, as weather conditions dictate.

Event Proceedings:

The day will be open programming except for a couple of scheduled times to ensure that the head-to-head competitions run smoothly. If there is a line at some events, you may choose to wait or go to another area and come back later.

Judges:

Please plan ahead so that each Scout understands that the judges' word is final. If there is a judgement concern, the unit leader should bring this to the attention of the event chair for mediation. We will work to resolve the issue in the most Scout-like manner. The event chair's decision is final.

Awards:

Awards will be presented for first, second and third place for the overall competition. Several events have been pre-selected for the best team to be recognized with an award. Staff members will distribute event prizes at the campfire on Saturday night.

Klondike Derby Schedule

Friday:

5:00 PM CHECK-IN BEGINS (Administration Building)

9:00 PM Cracker Barrel / Leader Meeting (Administration Building) One adult leader and the SPL from each troop should attend.

PLEASE, have your Senior Patrol Leader or Den Leader relay the event information and updates back to the patrols/dens BEFORE they head out for the competitions on Saturday morning.

Saturday:

8:00 AM – Opening Ceremony (Activities Field)

8:30 AM-11:00 AM – Events (Assigned Sites)

11:00 AM-12:00 PM – Cookoff (Brownsea and Scoutcraft)

12:00 PM-1:00 PM – Lunch (Campsites)

1:00 PM-4:00 PM – Events (Assigned Sites)

4:00 PM-5:00 PM – Tie-Tac-Toe Final Tournament

5:00 PM-7:00 PM – Dinner (Campsites)

7:30 PM-9:00 PM – Campfire Program and Awards (Campfire Area)

Immediately after the campfire – Leader Meeting/Cracker Barrel (Administration Building) One adult and the SPL from each troop should attend.

Sunday:

8:00 AM – Chapel Service (Campfire Area)

8:30 AM – Camp Site Inspections and Check out Begins (Campmaster Lodge)

At checkout, the SPL or adult leader will need to report to Campmaster Quarters and a staff member will accompany you to your site for final inspection. Please do not leave without checking out with someone in the Campmaster Lodge.

Sled Specifications:

The sled must be Scout constructed. After much deliberation and consistent annual feedback, sleds must use runners or skis and **cannot have wheels**. Milk crates or buckets are recommended to store items. The Patrol Leader/Denner is expected to always be in complete control of his/her team. At no point in the derby should the safety of others around or in front of the sled be compromised.

Leaders of groups ages 11+ should not accompany or help to pull the sled since this is a patrol building competition—let the scouts do the patrol method without you. Any coaching or practice should be done prior to the event. Adult participation will result in disqualification. Cheering and encouragement is encouraged.

General Klondike Station Descriptions 2026

Sleds should include the following equipment and supplies:

- Leather gloves for each member
- First aid kit, neckerchiefs and blanket
- Wooden dowels or spars for a stretcher and Joust.
- Wood tools (axe, saw, pocketknife, safety glasses)
- Drinking water for each team
- member
- Rope, twine or paracord
- Patrol flag
- Leader guide
- Event map & check sheet
- Pen or pencil and paper
- Scouting America Handbook (any edition) and Field Guide are encouraged as they have instructions for many of the basic skills that will be needed to complete some events. Proper knowledge of Scout knots, lashings, fire building, etc. will be needed to be competitive.

Mario Bros.

Patrols will have to trust each other as they traverse the game that opened a whole new world, compliments of Nintendo. The twist you ask? Surely that would be challenging enough?! Okay, you know me too well, the twist is, people going through the obstacles must do it while blindfolded. Only the Patrol Leader will get to see what is coming.

Paperboy

Patrols will pull one member on the sled to throw newspapers at targets along a specified path. This event will be ranked by most on target hits in order of increasing time.

The Oregon Trail

Go west young man (or young woman as the case may be). What an interesting way to do this year's first aid and rope stations. Patrols will navigate a trail while overcoming obstacles such as someone developing dysentery and gathering food to stay alive. Other random obstacles may include lashing a tripod for cooking dinner or tying a timber hitch to drag a log back to camp for a fire.

Tetris

How about taking this one into the 21st century by going 3D? Teams will be given a series of objects to pack into a space. It may take several tries to get it right so be efficient.

Duck hunt

One member of each patrol will shoot a series of clay pigeons with a shotgun.

Pitfall

Try to avoid the crocodiles, scorpions and other jungle dangers by jumping, ducking and Tarzan swinging your way through an obstacle course to locate the treasure. You want to know some knots here as well (cough, bowline).

Star Wars

Time to relive the famous Death Star scene from the Battle of Yavin—Klondike-style. Patrols will load one member into the X-wing, we mean sled, to race down a trench to launch proton torpedoes at a target before making a hard turn to escape smashing into the wall. Think basketball meets chicken. Targets will be a standard 5-gallon bucket recessed below a model of the Death Star. Tennis balls will be used as proton torpedoes and will be launched, two at a time, from no closer than 10 feet away.

Dig dug

For this event, navigate the pathway to find the rewards. Along the way, you will need to inflate your enemies to remove them from your path.

Mario Kart

Time for a sled race, but that would be too simple now wouldn't it? This race will follow a crazy track with bonus tokens up for grabs along the route.

Pac-Man

Patrols will compete head-to-head, on dual courses, with one person from each patrol as the title character attempting to pick up the pellets (plastic balls like ping pong or practice golf balls) along a playing field. Blindfolded players from the opposing team will chase the Pac-Man similar to playing Marco Polo in a pool. Four power pellets allow you to avoid being assaulted by the ghosts for a short time.

Q-Bert

Patrols will move across all 15 panels on a pyramid-shaped playing field. Moves can only occur diagonally. When a panel is stepped on, it will turn on. If it is stepped on again it will turn off. The goal is to have the panels on the playing field on when every member of the patrol has crossed. Watch out for Coily, Ugg & Wrong-Way.

Missile command

This is an inverse twist on the classic war game. Instead of defending your cities from the missiles, you are the attackers. Each member of the patrol will have the opportunity to launch a football at bowling pin skyscraper cities. Each of the four will consist of 10 skyscrapers arranged as they would be on a bowling lane.

Donkey Kong

This year's twist on the fire building challenge requires you to build a fire to burn a rope that releases a barrel to roll toward our hero Mario (known as "The Plumber" in the original Donkey Kong). If you are going to make a fire, you are going to need some wood. Make sure that you have all of your wood tools and your Totin' Chip skills are up to snuff.

Pong

This year, we have a second head-to-head tournament that will be kind of like human foosball. Teams will relive one of the first household video games—Pong. If you haven't seen it before, it was very simple in concept but often challenging to play. Teams will align on opposite sides of the field and can only move laterally. A ball will be kicked back and forth until someone scores. After a ten-minute round, the team with the most points wins. Ties will go to sudden death. The top teams will return later for the championships.

Joust

Scouts will pull their sled toward targets attempting to be the fastest team to accurately hit all of them with their pole or spar.

Burger Time/Tapper

What a crazy twist on this year's cookoff. Patrols will have to make their tastiest burger and bring it, unassembled, to the Campmaster lodge. The burger will then be assembled from an elevated position by dropping ingredients onto plates held by another member of the team below. To avoid needing to be belayed, they will be no higher than 5 feet off the ground for scouts and 3 feet for cubs. Beverages must accompany the meal and will be slid across a table longways. Root beer and 16oz mugs will be provided. Bonus points will be provided for patrols who can slide the mugs into target zones on the table and for creative theming of their burger. It may be advantageous to watch a video of how the games were played.

Cub Scout Skills Challenge 2026

Sleds should include the following equipment and supplies:

- Leather gloves for each member
- First aid kit, neckerchiefs and blanket
- Pocketknife
- Drinking water for each team member
- Compass(es)
- Pen or pencil and paper
- Rope, twine or paracord
- Den flag
- Leader guide
- Event map & check sheet
- Wooden dowels or spars for Friction Bridge, A-frame Walk, Platform Paddling & Stretcher Race.
- Webelos Handbook (any edition) is encouraged as it has instructions for many of the basic skills that will be needed to complete some events. Proper knowledge of Scout knots, first aid, fire building, etc. will be needed to be competitive.

Mario Bros.

Dens will have to trust each other as they traverse the game that opened a whole new world, compliments of Nintendo. The twist you ask? Surely that would be challenging enough?! Okay, you know me too well, the twist is, people going through the obstacles must do it while blindfolded. Only the Den Leader will get to see what is coming.

Paperboy

Dens will pull one member on the sled to throw newspapers at targets along a specified path. This event will be ranked by most on target hits in order of increasing time.

The Oregon Trail

Go west young man (or young woman as the case may be). What an interesting way to do this year's first aid and rope stations. Dens will navigate a trail while overcoming obstacles such as someone developing dysentery and gathering food to stay alive. Other random obstacles may include making a tripod for cooking dinner or tying a taut-line hitch to make a tarp into a tent.

Tetris

How about taking this one into the 21st century by going 3D? Teams will be given a series of objects to pack into a space. It may take several tries to get it right so be efficient.

Pitfall

Try to avoid the crocodiles, scorpions and other jungle dangers by jumping, ducking and Tarzan swinging your way through an obstacle course to locate the treasure. You want to know some knots here as well (cough, bowline).

Star Wars

Time to relive the famous Death Star scene from the Battle of Yavin—Klondike-style. Dens will load one member into the X-wing, I mean sled, to race down a trench to launch proton torpedoes at a target before making a hard turn to escape smashing into the wall. Think basketball meets chicken. Targets will be a standard 5-gallon bucket recessed below a model of the Death Star. Tennis balls will be used as proton torpedoes and will be launched, two at a time, from no closer than 10 feet away.

Dig dug

For this event, navigate the pathway to find the rewards. Along the way, you will need to inflate your enemies to remove them from your path.

Mario Kart

Time for a sled race, but that would be too simple now wouldn't it? This race will follow a crazy track with bonus tokens up for grabs along the route.

Pac-Man

Dens will compete head-to-head, on dual courses, with one person from each patrol as the title character attempting to pick up the pellets (plastic balls like ping pong or practice golf balls) along a playing field. Blindfolded players from the opposing team will chase the Pac-Man similar to playing Marco Polo in a pool. Four power pellets allow you to avoid being assaulted by the ghosts for a short time.

Q-Bert

Dens will move across all 15 panels on a pyramid-shaped playing field. Moves can only occur diagonally. When a panel is stepped on, it will turn on. If it is stepped on again it will turn off. The goal is to have the panels on the playing field on when every member of the patrol has crossed. Watch out for Coily, Ugg & Wrong-Way.

Missile command

This is an inverse twist on the classic war game. Instead of defending your cities from the missiles, you are the attackers. Each member of the den will have the opportunity to launch a football at bowling pin skyscraper cities. Each of the four will consist of 10 skyscrapers arranged as they would be on a bowling lane.

Donkey Kong

This year's twist on the fire building challenge requires you to build a fire to burn a rope that releases a barrel to roll toward our hero Mario (known as "The Plumber" in the original Donkey Kong). If you are going to make a fire, you are going to need some wood. Make sure that you have your pocketknife to make the wood shavings needed to start the fire.

Pong

This year, we have a second head-to-head tournament that will be kind of like human foosball. Teams will relive one of the first household video games—Pong. If you haven't seen it before, it was very simple in concept but often challenging to play. Teams will align on opposite sides of the field and can only move laterally. A ball will be kicked back and forth until someone scores. After a ten-minute round, the team with the most points wins. Ties will go to sudden death. The top teams will return later for the championships.

Joust

Scouts will pull their sled toward targets attempting to be the fastest team to accurately hit all of them with their pole or spar.

Extreme Derby Challenge 2026

The year we will be living the adventures of Tomb Raider for our extreme derby. Be prepared to follow clues on an adventure throughout the unimproved areas of camp. Along the way you will be challenged physically and mentally to solve puzzles, decipher riddles, locate destinations and out pursue your opponents as you hope to track down the lost *Golden Eagle of Dorchester*. This year we will start the competition from the main part of camp on Saturday so you will not need items for an outpost like last time. You will want a fully equipped day pack for the adventure and should include any items you may need to complete the tasks below.

Minimalist Cooking

Scouts should bring meals to prepare while on the trail for lunch. Lunch should be homemade (i.e. not commercially manufactured MREs, freeze dried, etc.) and a sample should be provided for judging in the Minimalist Cooking Cookoff. No ground fires should be used at any time during the cooking of trail food.

Orienteering

Scouts will navigate a predetermined series of paths to find their way from station to station to find the challenge areas. Scouts will need to measure different objects with the skills that should have been learned on the Trail to First Class.

Lashings

Scouts will need to know the basic Scout lashings for at least one of the challenges along the way.

First Aid

Scouts will need to demonstrate their knowledge of wilderness first aid to help with the clues.

Fire Building

Scouts will demonstrate the ability to use basic wood tools to prepare the materials for building a fire to achieve a task you will find along the adventure.