

**21ST ANNUAL
FOUR MILE RUN DISTRICT KLONDIKE DERBY
SATURDAY FEBRUARY 7, 2026**

INFORMATION FOR ADULT LEADERS

KLONDIKE MEETING AT JANUARY ROUNDTABLE: You are invited to attend an in-person informational meeting on Thursday January 8, 2026, at 4MR District Roundtable, 8:00 p.m. at Our Lady of Lourdes Catholic Church. Units are strongly encouraged to participate to get useful information and to find ways to help run this event.

ONLINE REGISTRATION: Please register your unit on NCAC's 4MR District website no later than midnight Sunday, January 25, 2026: <https://ncacscouting.org/calendar/>. Registration will require you identify a point of contact (POC); at least one staff volunteer (if different from POC); number (and names) of patrols participating; and whether you will be camping. NCAC does not issue refunds except for extraordinary circumstances, so we suggest you pay online only for the participants you are certain will attend and then pay the difference onsite. Bring a check to the event to make up the difference if more attend than you registered online. Note: if you have a scout family who has trouble coming up with the registration fee or a patrol who has financial trouble coming up with a sled or sled equipment and you cannot cover this within your own unit, please reach out to Rob Faris or Randy Bender..

Once your unit is registered, your point of contact will receive a spreadsheet to provide information on your patrols, adult registration, and staff volunteers. The Klondike Derby needs volunteers to support the event itself and to prepare the trails as well. To help staff this event, you may contribute to be staff, adults and/or scouts who are 16 years old or older. We have designed the event to benefit from each unit's expertise and passion. Therefore, every participating unit is expected to contribute at least one person committed to serving on event staff for the duration of the event. You will be asked to identify that person(s) upon your unit's registration. The event coordinators reserve the right to penalize patrol scores of any units that fail to meet this reasonable expectation.

We reserve the right to assign start times based on when you submit your registration. We can accommodate no more than a certain number of patrols. If we end up being over-registered (which hasn't happened in our 21-year history but could happen in the future), patrols will be cut based on order of registration (first come, first served).

HOSPITALITY SUITE FOR ADULT LEADERS: *Adults are prohibited from being on the course without permission.* You cannot escort or follow your patrols around the course -- but we do encourage adults to stay onsite at Camp Highroad for safety and other reasons. If you are not staffing a town or helping at HQ, we invite you to visit and hang out in our heated Pine Lodge (8 am - 2 pm) in front of a nice fire, drink some hot cocoa, enjoy a provided lunch and attend scout training provided by Dan Dertke (4MR Training Chair). Please reach out to Dan in advance if you have specific training preferences. **Note: all attendees (including adults) must be registered - Camp Highroad charges us based on your attendance. Those adults with permission to be on the course will be issued a pass in advance by HQ. Passes are subject to inspection by mayors and District event staff should an adult be found on the trail or in the backcountry. To ensure the safety of our youth, adults spotted in the backcountry should be reported to a staff member. Adults violating this provision may cause their unit's patrols to be disqualified, or be penalized by the event staff, which may include deduction of nuggets.** We understand the desire to see what the course looks

like (especially for newer units) - the HQ staff will, workload permitting, conduct an escorted tour for interested adults. Tour information will be available at the registrar's table at Chilkoot Pass.

GENERAL OUTLINE OF THE COURSE: All patrols will register at Headquarters at Chilkoot Pass (the high ropes course). Patrols will be sent on a shorter route or a longer route depending on their average age/rank. Each patrol will be issued a passport and map corresponding to the path they are to follow. All patrols will visit four towns in common:

- Big Skookum Gulch – Scout Knowledge
- Bonanza Creek – Camping Skills
- Cripple Creek – First Aid
- Dead Horse – Land Navigation.

Older patrols will visit a faraway fifth town Dawson City – Pioneering, whereas younger patrols will not visit Dawson City but will instead visit a closer town Skagway – Archery. Younger scouts should be comfortable on the shorter course. The longer course is not exceptionally long (about 3 miles), but with a stream crossing and more rugged terrain through the woods will be a fun challenge for your older scouts.

CLASSIFYING YOUR PATROLS: Our sorting hat will classify patrols based on their average age and rank. Younger patrols will be sent out on the shorter IDITAROD course and older patrols will be sent out on the longer YUKON QUEST course. IDITAROD patrols will encounter different challenges than the YUKON QUEST patrols. Note: no competitors may be over 17 years old -- if you have scouts 18 and older, we welcome them to join our event staff.

BE ON TIME: Our Registrar will send out assigned reporting time(s) by email sometime during the week before the event. We expect you to have your sleds ready to go at the Chilkoot Pass registration table at your assigned reporting time. DO NOT BE LATE. If you are late, be prepared to be bumped to the end of the starting lineup (which may be hours later). If you are arriving on Saturday morning, we recommend that you get to Camp Highroad at least 30 minutes before your reporting time. Please do not expect to be able to drive your car to the registration table – the road will be closed to all traffic except sleds.

MAXIMUM TIME: No Patrol will be allowed to remain on the course for more than 4.5 hours or the approach of darkness, whichever comes first. Almost all patrols finish well before that limit.

PROPER CLOTHING: Your scouts' clothing will be inspected along with your sleds to ensure that their clothing is consistent with the weather conditions. Please make sure your scouts are dressed appropriately. This means hats, gloves, no shorts, **rain gear if it is raining or likely to rain**. Please make sure all your scouts **wear waterproof boots**. SNEAKERS ARE NOT ALLOWED! **Scouts not wearing boots will not be allowed on the trail – no exceptions.**

No Boots – No Start! Seriously!!

FOOD/WATER: Your scouts should bring a trail lunch. Scouts *may or may not* be offered use of a fire in the town they eat lunch in. Hot water *may* be available in some towns. All sleds must carry adequate water (see sled equipment list) to ensure scouts stay hydrated. Each patrol or crew member should also have a cup to drink from (the towns will not supply cups).

CHECK-IN:

- I. Unit Leader Check In: Unit Leaders should be prepared to present the following to our Klondike Registrar upon arrival on Saturday morning:

- (1) Total number of unit attendees (scouts and adults).
- (2) Check payable to NCAC for any additional participant fee (memo line: 2026 4MR Klondike Derby)
- (3) Cell Phone number of person onsite who possesses current BSA Med forms for each participant.

II. Patrol Check In:

Each patrol leader should present a Sled Inspection Form and a final Patrol List to the registrar (this same info should be provided in a spreadsheet in advance):

- (1) Patrol/Crew name
- (2) Age/Rank of each scout.

Note: we request at least one (1) staff member from your unit who can devote the day to help staff the event. This adult should expect to remain assigned from 0800 until the end of the event. This requirement can also be met by participating in pre-Klondike Derby trail work that will be scheduled on the weekends leading up to the event.

WINTER CAMPING: Your unit is encouraged to camp on Friday and/or Saturday night. To reach the camping field, continue straight on Steptoe Hill Road beyond the intersection with the road to Prescott Field – the camping field will be on your left. We intend to assign campsites in advance to make it easier to set up in the dark, so please let us know through registration if your unit intends to camp. Camping is strictly Leave No Trace -- Do not dig fire pits. Water is available at the red spigot on the camping field just southwest of the Pine Lodge access road. This spigot will be marked with a lantern after dark on Friday night. If cold is forecast, please ensure that your campers are prepared (at minimum, this means a good ground pad, an extra sleeping bag or blanket in addition to a cold weather sleeping bag, and a hat). Please tell your campers to bring a complete change of clothes for sleeping in – perspiration from the day's activities will chill them in the night if they do not change. There will be porta johns on the camping field and latrines at Chilkoot Pass (HQ) and across from Skagway. Exigency warming is available at Pine Lodge.

VEHICLES: Carpool and use 4WD vehicles if you can. No motor vehicles will be allowed past the Horse Paddock into the Outback during the competition itself. Please have your scouts pull their sleds from the parking area to Chilkoot Pass – do not attempt to drive them to Chilkoot Pass (The road will be blocked.). Please avoid blocking (a) the pink-flagged trail on the east side of the horse corral or (b) the yellow-flagged trail corridor adjacent to the horse paddock next to the farmhouse. Do not park on the field above the pond and please watch for no parking signs. We *strongly recommend* parking such that at least two wheels are on hard pavement (Campers may park on the Pine Lodge access road with two wheels on the hard surface.). There is a tractor available to pull stuck vehicles out of soft ground, but you will be responsible for paying the fee. *No vehicles are permitted off-road under any circumstances.*

PATROL METHOD: The course is closed to adults and no adult coaching on the course is permitted (Please do your coaching and training before your patrol hits Chilkoot Pass.). We encourage adult leaders to join our staff. While we always seek to have inclusive scouting events accessible for all scouts, this event is conducted in challenging weather conditions, over a remote course with physically challenging terrain. If you have a special needs scout that requires adult escort, please discuss with the Registrar in advance. The event staff will do their best to collaborate to make accommodations that maintain the safety of all scouts, as well as the competitive integrity of the event, but realize that it may not be possible to permit an adult escort in all requested cases.

SELD: Must be scout-built. Wheels are optional but skis are mandatory. While we expect that you will not build a sled for your scouts, please mentor your scouts to test their sled before the

event while there is still time to adjust and strengthen it. For some reason, patrols are known to become demoralized if their sleds fall apart on the course.

SLED EQUIPMENT: Please see the **Sled Equipment List**. The patrol leaders should be working through the Troop Quartermaster (a scout) to obtain the equipment needed.

RAIN OR SHINE: Bad weather will not be a reason to stay home. If roads are impassable and you want to know if the event has been postponed, please call 703.577.1360 for more information and look at your email, also.

CONDUCT/DISCIPLINE: Scouts are expected to follow the scout oath and law. Your scouts will be disqualified if they tamper with trail signs or markers, obstruct the trail with obstacles, or otherwise try to interfere with the progress of another patrol.

PLEASE REMIND YOUR SCOUTS TO RESPECT THEIR FELLOW SCOUTS: Different troops in our district have different cultures. The scouts you will meet on the trail or in the towns are likely to have different ages, experience levels, genders, etc. Please remember that we are all scouts at this event. Please show respect and treat everyone as fellow scouts.

FIRST AID STATION: All injuries should be reported to headquarters at Chilkoot Pass or to a town mayor in radio contact with the first aider.

LOST & FOUND: At Chilkoot Pass, then at February Roundtable. **Please label ALL items with your troop number to facilitate return.**

2026 4MR KLONDIKE DERBY RULES

1. REGISTER. All attendees must register.
2. ADULT PARTICIPANTS: All adult participants must be currently certified in Safeguarding Youth Training (can be done online). All adults camping with their scouts overnight MUST be a registered adult with Scouting America. Two deep leadership is required with at least one female leader if female scouts are present. No exceptions!
3. MAXIMUM NUMBER OF PATROLS. We will do all that we can to accommodate all registered patrols but if we can't, assignments will be made on a first come/first served basis. Those who register late may lose out...
4. Patrol/Crew SIZE. You need at least 6 scouts but no more than 9 per patrol. If you have a special situation, please contact the registrar in advance (For example, it may be possible to provisionally combine smaller patrols from two units so both can participate.).
5. BE ON TIME. Please arrive at the Chilkoot Pass registration point at your assigned time. If you arrive late, you may be bumped to the end of the line.
6. CLOSED TRAIL. No unit adults permitted on the trail except authorized District or event staff, or other individuals with permission. Those with permission will be issued a pass in advance, and passes are subject to inspection should an adult be located on the trail or in the backcountry. To ensure the safety of our youth, adults spotted in the backcountry should be reported to a staff member. No motor vehicles are allowed in the backcountry.
7. MANDATORY GEAR: All scouts must have:
 - Proper foot gear (boots are required)
 - Hat, gloves and coat

- Rain gear (if raining or likely to rain)
- Adequate water – dehydration is a real problem - 1 liter of water (2 liters if temperatures are over 60° F) per scout,
- Trail lunch

8. FOLLOW THE TRAIL. Each patrol will be given a map of the trail, and a passport. They must visit the towns in **the order** listed in their passport. The trails are marked with ribbons and/or small flags. Should they "miss" a town, they will be sent back to their previous town or will be disqualified from the competition scoring (they cannot continue out of order and still compete for trophy or treasure).

9. LUNCH. Your scouts will be given 20 minutes in a town to eat their trail lunch. **Hot water may or may not be available in the towns for soup, hot cocoa, etc.**

10. GARBAGE: Pack it in, Pack it out.

11. CODE OF CONDUCT: Follow the Scout Oath and Law.

12. MAYOR'S DECISIONS are final.

13. EQUIPMENT INSPECTION. **There will be a sled inspection primarily for health and safety. The sled inspection sheet is published in advance.**

14. SLEDS: Regardless of whether there is snow cover at the camp or not, sleds must be scout built and have skis that run the full length of the sled and can support the sled as runners.

15. NO IMPEDING: You may not intentionally impede the progress of any other patrol. That includes no moving of trail markings, putting obstacles on the trail, etc.

[end]