

PRINCE WILLIAM and BURKE LAKE DISTRICTS

21st ANNUAL KLONDIKE DERBY

In 2026 the Prince William and Burke Lake Districts are again collaborating to provide a youth organized Klondike Derby for the two districts. We will be providing the same fun stations and some new and will continue the tradition of this being the most-fun winter camporee in the region! This is a fantastic opportunity for Scouts to meet for a day-long, patrol-level competition of scout skills, individual knowledge, teamwork, and ingenuity.

The object is simple: patrols/crews earn gold for Scout Skills, Scout Spirit, and Patrol/Crew Cooperation while having fun in the wintery cold. Patrols/crews use a map and station list to determine which competitions they want to try. Each patrol/crew plans its route, selects the stations it will attempt, and budget its time to maximize its winnings.



~ REMINDERS ~

KLONDIKE 2026 DATES & RATES

This event is open to the Prince William and Burke Lake Districts. We will maintain a wait list for units outside of these districts.

Saturday, January 31, 2026 @ 8AM to ~6PM

Rate per youth or adult:

\$26: Early Registration

\$30: Late registration starts midnight, Monday, January 12; registration ends January 26

Note: units will have the option to camp Friday and/or Saturday night.

Register online at:

<https://scoutingevent.com/082-97216>

Units should register with an estimate of the number of attendees to reserve a spot or contact the planning team by email at ncac.klondike.derby@gmail.com by midnight 1/19/26 with the unit's contact's name, email and phone number, unit number, and estimated number of youth and adults.

All payments must be made online by 1/26/26. Units will be able to add additional attendees and pay online on site (1/31/26) if needed.

LOCATION

Camp William B. Snyder, 6100 Antioch Rd, Haymarket, VA 20169 <https://www.gotosnyder.org/map/>

SLEDS OPTIONAL!

Sleds are optional, however, if your patrols want to race in the Klondike Derby, they must bring a Scout-built sled. NO store-bought plastic (or other material) sleds, carts, etc. are allowed – it must be a Scout-built sled. See the following for examples/instructions for building a sled:

https://scoutdocs.ca/Klondike/Klondike_sled_plans.php

<https://skcscouts.org/wp-content/uploads/2019/12/2020-Klondike-Sled.pdf>

You may need to add wheels to the sled if there is no snow on the ground during the camporee.

COMMUNICATION

Primary communication will be through **Basecamp**: [Klondike Derby 2026](#). Your unit POC will be given access once you register or inform the planning team your unit is coming.

Prior to the event, a final Welcome Packet will be emailed to the registration points of contact and posted on Basecamp. It will include the final Schedule, Campsite and Stations.

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SNOW POLICY

Hey, this is a Klondike Derby – there's supposed to be snow! If for any reason the District or Council feels that conditions warrant cancelling the event, a member of the Klondike Derby staff will call the unit point of contact identified in your registration forms. If we cancel the event, refunds will be made by Council to units. Ultimately, every unit leader must ensure the safety of their units. Unless the District or Council cancels the event, however, refunds should not be anticipated.

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~ **SCHEDULE ~ DRAFT:**

Final schedule will be sent with the Welcome package

~ **SCHEDULE ~**

Thursday, January 22, 2026

7:30 PM Virtual Leaders Meeting (SPLs and Scout-Leaders only)

Teams Meeting [Link](#)

Friday, January 30, 2026 (for those units staying overnight)

1:00 PM Optional - No Host Staff lunch at Foster's Grill (Foster's Grille, 4418 Costello Way, Haymarket, VA 20169)

2:00 to 8:00 PM Klondike Derby Staff set-up/prep

4:00 to 8:00 PM Check in @ Hylton Training Center – SPLs and Scout-Leaders only

Saturday, January 31, 2026

8:00 to 9:30 AM Check in @ Hylton Training Center – SPLs and Scout-Leaders only

9:15 AM Opening Ceremony Rehearsal (Color Guard Only)

9:45 AM Camporee Opening @ Parade field - Except for station leaders who should be setting up

10:00 AM to 3:30 PM KLONDIKE DERBY!

12:00-1:00 PM Lunch at campsites or in program area – take trash with you! Station Leaders have the adults rotate out so everyone can eat!

3:30 to 4:00 PM Gold Counting @ Assayer's Office at Campsite 1

****Station Leaders need to turn in the score sheets when they return gear at 4:00 PM****

4:00 PM **Klondike Derby Race:** Sleds – decorated for bonus

4:45 PM Campfire rehearsal

5:00 PM Campfire and Awards Ceremony @ Campfire Amphitheater

After campfire Check out for those units leaving

After campfire-11:00 PM Unit time for those units camping overnight

Sunday, February 1, 2026 (for those units staying overnight)

6:00 AM Reveille in individual camps

6:00 to 8:00 AM Breakfast at campsites

8:00 to 9:00 AM Pack Personal Gear and **LEAVE NO TRACE**

9:00 to 11 AM Check-Out @ Notify Camp Snyder Campmaster to check out

11:00 AM Departure Complete

All Scouts – Missing anything? Stop by Admin and check the Lost and Found

~ REGISTRATION CHECKLIST ~

Signing up for the best winter camporee in the region is really simple! For more units, there are just two steps to get you ready to roam the gold fields:

1. An adult registers with council and pays event fees, and submits the supplemental information form (e.g., dietary restrictions), and
2. A Scout submits the Patrol Registration form.

STEP 1. COMPLETE REGISTRATION AND SUBMIT PAYMENT TO COUNCIL

- Web site: <https://scoutingevent.com/082-97216> Enter the estimated number of participants (youth and adults), pay for those that have committed. You can always add more later by clicking on the registration link in your confirmation/receipt e-mail.
- Units that are sponsoring a station get one free participant's registration. Sponsoring means that the unit will create their own station as well as provide the gear and staff the station. They will work with the program team to incorporate the station into the theme of the program and for scoring.

STEP 2. SPL OR CP SUBMITS ONLINE PATROL REGISTRATION FORM

- Ask your Senior Patrol Leader or Crew President to complete the Patrol Registration form at the end of this packet.
- It asks for the name of each patrol/crew that will compete in the camporee, the first name and last initial of the patrol leader/crew president, and the total number of scouts in each patrol or crew.
- **Senior Patrol Leader or Crew President must bring the form to registration when they check in with the unit leaders.**

~ PROGRAM INFORMATION ~

OVERVIEW

FRIDAY: Units have the option to campout Friday and/or Saturday night. The camporee staff will provide campsite assignments during the Thursday (1/22/26) online Leaders meeting.

SATURDAY – Arrive; check-in; set-up camp. All meals are the unit's responsibility; Patrols/Crews compete against each other for Klondike glory; ALL adults assigned to stations; interfaith service; OA events; Awards; lights out.

SUNDAY – Breakfast at campsites pack up; check out; and go home!

FRIDAY (OPTIONAL)

DINNER: Units should plan to eat prior to arrival. Everyone should also bring a water bottle.

ARRIVAL: Units should plan to arrive between 4 PM and 8 PM on Friday. If you know you will arrive late, please tell us on the online Unit Registration form or post a message via Basecamp. Units may check in between 6 and 8 PM on Friday night in the Hylton Training Center. If your Unit arrives before 6 PM, notify the Klondike staff of your arrival first (Hylton Training Center) then set-up camp, but please don't expect to check in until 6PM. There is plenty of parking, but vehicle access to the campsites will be limited.

Trailers may be parked at the campsite for the weekend. All vehicles must be moved to the parking lot after unloading so that others may unload.

WHO SHOULD BE IN HYLTON TRAINING CENTER Each unit should send two (2) people into Hylton Training Center during check-in: (1) the Senior Patrol Leader, Crew President, or senior Scout and (2) the Scoutmaster, Crew Advisor, or Scouter in Charge. All others should be setting up camp. Water and port-o-potties are available near the campsite.

REQUIRED ITEMS: Units should present the following items at check-in:

Scout Leaders

Patrol/Crew List: A list of every Patrol or Crew competing in the Klondike is required. We need to know:

- (a) each patrol/crew **name**,
- (b) the name of the **leader** for each patrol/crew, and
- (c) the **number** of Scouts in each patrol/crew.

Please ask your scout leader to submit the information in advance via Basecamp by Jan 15.

We will review the information on Friday night to confirm the scorecards.

Adult Leaders

Outstanding Payment: All payments must be made online. The registration site will remain open during the event. No money will be collected.

Health Forms: Parts A and B of the BSA Annual Health and Medical Record for every participant – Scout and adult – must be in the Troop's Medical Point of Contact's possession and easily retrievable by the unit adults in the event of an emergency.

CHECK IN TABLES: Ensure you check in at each and every table!

Scout Leaders

- **Patrol Check in:** Confirm that all of your patrols/crews are entered in the competition.
- **Patrol Folder:** Pick up information for each patrol/crew.

Adult Leaders

- **Registration Table:** Be prepared to provide the contact information (name, cell number and email address) of the Scoutmaster or Scouter in Charge and station leaders. Verify attendance, provide the final account of campers (even if less than the number registers). Payment for late additions must be made online. The registration site will remain open during the event. The staff will not accept any money, checks or online transactions on site.
- **Volunteer Table:** Sign In – verify your station assignment.
- **Health:** refer to the health section below.

HEALTH TABLE DETAILS:

Medical Point of Contact: Each Troop will arrange/establish a medical point of contact (MPOC) who will have in his/her possession medical forms for their Scouts. The MPOC is required to check in with the First Aid Station on Saturday evening to review if any of their unit's Scouts have been treated. The MPOC's mobile phone number must be provided to the Klondike Health Staff. In the event that an accident happens, this will hasten the camp staff's ability to locate troop leaders (who may be anywhere on the campgrounds) and parents. The MPOC will only be contacted in case of emergency.

Qualified Medical Personnel: If any of the adult leaders participating in the Klondike Derby is a doctor, nurse, medical technician, or otherwise EMT-qualified, please notify us at registration. We will have a Camp Health Officer on staff, but the more experience on hand the better.

LATE ARRIVAL: If your unit will be arriving after 9:00 PM on Friday, please indicate this on the **Unit Registration online form**. Check in for late arrivals will be conducted in Hylton Training Center on Saturday starting at 8:00 AM.

LIGHTS OUT: Scouts need a good night's sleep for the following day's activities. Taps are at 10:45 PM and lights out/quiet time is at 11 PM.

SATURDAY

HEADQUARTERS: The Klondike Headquarters is in Hylton Training Center and will be the central coordinating point for all activities on Saturday. Check in will start at 8:00 AM for those that are arriving Saturday. If you checked in Friday evening, we'll see you at 9:45 AM for the opening ceremony at the parade field.

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Qualified Medical Personnel: If any of the adult leaders participating in the Klondike Derby is a doctor, nurse, medical technician, or otherwise EMT-qualified, please notify us at registration. We will have a Camp Health Officer on staff, but the more experience on hand the better.

OPENING CEREMONIES: Saturday morning's competition will begin with opening ceremonies conducted by the OA at 9:45 AM at the flagpole in front of the dining hall.

KLONDIKE STATIONS: There is no shortage of stations, and patrols/crews all have the same amount of time to compete. Scouts will plot their own course through the Derby. The entire patrol must report to each station – no splitting patrols – and patrols will compete in the order in which they arrive. Patrols can leave a station line to go to another station, but they will lose their place in line. More than one patrol can compete concurrently at some stations.

STATION VOLUNTEERS: This event is only successful because of the efforts of all of our volunteers! The Klondike Derby staff expect all adults to volunteer to help at the Klondike with the following exceptions: if an adult is required to monitor a campsite or is required to be with a patrol to assist with a special needs Scout. We will use a group text to communicate with all adult volunteers. Please limit use of the group text to Klondike-critical communication.

STATION INSTRUCTIONS: Each patrol will report to the Station Leader and will receive a challenge, written instructions where applicable, and any limits or restrictions. Depending on how well the Patrol performs, gold will be earned. The patrol with the most gold wins!

Stations: Below is a list of stations and the skills awarded at each.

Station #	Name	Short Description	Leadership or Scout Skills
1	<i>Fast Fire</i>	For time, build a fire and start a fire with matches to burn a rope suspended over the fire pit	S
2	<i>Nuclear Reactor Recovery</i>	For time, using bungee cords, successfully move 'radioactive material' in a tin can to a new location.	L
3	<i>Build a Snowflake</i>	Using knots and lashings, build a rope snowflake between dowels	S
4	<i>ALOWS/Spiderweb</i>	Send 6 Scouts through the rope spider web without touching the rope	L
5	<i>Megaclove</i>	Tie a clove hitch around a tree without getting any closer than 10' from the tree	S
6	<i>Team Ski</i>	With 6 Scouts, complete a ski course on a single pair of skis in less than 10 minutes	L
7	<i>Chilkoot Scales</i>	Separate Backpack gear between 10 Essentials, Justified, and Non-Essential	S
8	<i>Knot Kim's Game</i>	Examining 8 knots for 60 seconds, recreate the knots from memory	S
9	<i>Clean Hands</i>	Build a camp gadget wash station.	S
10	<i>Yukon Shortcut</i>	Display proper technique, as a patrol, to conduct an ice rescue	L
11	<i>Match Maker</i>	Using a hatchet in an axe yard, split 10 matches, one at a time, in the least amount of swings	S
12	<i>Survey Says</i>	Using a compass and orienteering skills, determine magnetic direction and measurements of height and length	S
13	<i>Hooked on Scouting</i>	Lash staves together to form a fishing pole, attach line and hook to catch a 'fish' from a frozen lake	S
14	<i>Yukon Hole</i>	Every Scout in the patrol gets to throw three cornhole bags; the top three Scouts' scores are combined for a total score	S
15	<i>Patch Perfect</i>	Patrols work together to design next year's patch	L

CLAIM JUMPERS: Periodically patrols may be approached by “average looking” miners of all ages and genders. The patrol’s interaction, knowledge, and Scout Spirit will be observed and challenged during these meetings. This is an opportunity for the patrol to “shine” and earn extra gold or hit a dry vein. Claim Jumpers can take your gold. Warn and encourage your patrols accordingly.

SATURDAY (continued)

INDOORS MANNERS: If you treat the Klondike staff well, you may be rewarded as well, but show no respect, and you'll be sorry!

SCORING: Pieces of gold will be earned for each point scored, task accomplished, and good deed done. There are four Award Categories. The top three teams will win a prize in each category:

1. Scout Skills: Most gold collected from the Stations is associated with Tenderfoot-1st Class Ranks.
2. Patrol Unity/Leadership: Most Gold collected from the Patrol, Leadership, and Teambuilding Stations.
3. Commissioners Award: Based on our Commissioners' observations with input from the Station Leaders.
4. Stampeder Award: The Klondike Champs! Most Gold collected overall!

LUNCH: Think easy, tasty, and warm! But think fast! **Units will provide their own lunches. We do not have use of the dining hall at Camp Snyder for the January 2026 Klondike Derby.**

DINNER: Unit responsibility at unit campsites.

CAMPFIRE and AWARDS CEREMONY: All troops and crews will gather at Campfire Amphitheater for the campfire and awards ceremony. Following an opening ceremony, presentations will be made for the patrols or crews that showed exceptional skill in a variety of events. Following the award ceremony, Scouts may enjoy free time with their units back at the campsite or may depart.

SATURDAY EVENING DEPARTURE: Even if your unit is leaving Saturday night, you should plan on staying at least through the awards ceremony.

PATCHES: We are planning to provide Klondike event patches but only to those units with a satisfactory checkout. If the patches have not arrived in time to distribute at Klondike, they will be made available at Burke Lake and Prince William District Roundtables, mailed, or delivered as needed. The Klondike staff will provide them upon satisfactory check-out.

SUNDAY (OPTIONAL)

CHECK OUT: All units should plan to depart no later than 11 AM on Sunday.

CAMPSITES: Campsites should be left in tidy conditions and latrines swept, if necessary. Please report any damage or problems to the Klondike staff.

PATCHES: We are planning to provide. If they have not arrived in time to distribute at Klondike, they will be made available at Burke Lake and Prince William District Roundtables, mailed, or delivered as needed. The Klondike staff will provide them upon satisfactory check-out.

~ KLONDIKE RULES ~

Law of the Klondike: As in all Scouting Activities, the Scout Oath and Law and Venture Oath and Law will be the Law in the Klondike. Any individual who does not act as he/she may be putting his/her unit's future Klondike and Klondike privileges in jeopardy.

Guide to Safe Scouting: We follow it. So will you.

Discipline: Leaders will be responsible for the behavior of their Scouts at all times. Stations have assigned enough Adult Leaders to every adult to take a break to check in with their Scouts during the day. Sports equipment, except sleds, should not be brought to the camporees.

Quiet Hours: All units will be subject to quiet hours from 11:00 PM to 6:00 AM. Lights out will be at midnight. Leaders in each troop are responsible for enforcing quiet hours and lights out. Scouts returning from the evening program should return quietly in respect for those who are sleeping.

Weapons, Knives, Full Size Axes, Fireworks, Firearms & Ammunition: Refer to the Guide to Safe Scouting for guidelines.

Alcoholic Beverages: Absolutely no alcoholic beverages of any kind are allowed at the Klondike Derby.

~ ADMINISTRATIVE NOTES ~

Lost & Found: The camp lost and found will be located in Hylton Training Center. Remind Scouts to have their personal property and clothing clearly marked with name and troop number. Although we are not responsible for lost or stolen items, we will make every effort to recover and return items to their proper owner. The Klondike Staff does not assume any responsibility for money or equipment lost during the camp.

Families: Remember that the Klondike Derby is a Scouting event; it is not a family vacation event. Families who wish to attend may certainly do so but must make arrangements for their own accommodation and food. There are nearby hotels and bed and breakfasts. All adults attending the Klondike are expected to volunteer at a station during Derby hours.

~ GENERAL EXPECTATIONS ~

Mess Kits: The Klondike will **not be providing dinner**. Every attendee should bring a **water bottle** and/or a **reusable cup** for hot (and cold) beverages throughout the derby.

Uniform & Dress Code: The Field Uniform is appropriate to wear to and from camp and at the awards ceremony. Activity uniforms may be worn during the activities.

Cold Weather Gear: Scouts must be prepared to spend the entire day in the competition area – mostly outside! They should be dressed appropriately for the weather. It can be cold and wet – and hopefully snowy. All Scouts participating in outside activities **MUST** be properly dressed to include the following: hat, gloves, winter jacket, winter pants, dry socks, and waterproof boots. Denim jeans are **NOT** recommended for wearing outside. Scarves, polypropylene (or equivalent) undergarments, and appropriate shirts, socks, and pants should be worn underneath snow suits / jackets. See the equipment list attached.

~ HEALTH AND SAFETY ~

First Aid: The First Aid Station will be set up in Hylton Training Center during the day and will be marked with a prominent sign. The location will be addressed at the Saturday morning opening ceremony. For all injuries, illnesses, and incidents beyond basic Troop or Scout-rendered first aid call 911 and notify the

Camp Health Officer at the Klondike Derby First Aid Station located in the Hylton Training Classroom Admin Building.

Medical Point of Contact: Each Troop will arrange/establish a medical point of contact (MPOC) who will have in his/her possession medical forms for their Scouts. The MPOC is required to check in with the First Aid Station on Saturday evening to review if any of their unit's Scouts have been treated. The MPOC's mobile phone number must be provided to the Klondike Health Staff. In the event that an accident happens, this will hasten the camp staff's ability to locate troop leaders (who may be anywhere on the campgrounds) and parents. The MPOC will only be contacted in case of emergency.

Qualified Medical Personnel: If any of the adult leaders participating in the Klondike Derby is a doctor, nurse, medical technician or EMT-qualified, please notify us at registration. We will have a Camp Health Officer, but additional resources are welcome.

Fire & Ambulance Service: In the unlikely event that fire or ambulance services are needed, call 911 first, then send a runner to Hylton Training Center so emergency equipment to be directed to the correct location.

Medical Problems: In addition to any annotations on the Scout or Scouter's physical form, please identify any Scout or Scouter that has medical problems and what that problem is during registration when at the Health Table. The information will be kept confidential, but it is critical to help with speedy patient care as needed. Any treatment for this condition is the responsibility of the unit.

Doctor-Prescribed Medicine: If a camper must take doctor-prescribed medicine (e.g., insulin), please alert the on-site medical personnel to the medications and medication schedule during check-in. The Klondike is not responsible for ensuring that a camper takes his or her medicine. That is the responsibility of the Scout and Adult Leader.

Vehicle Limitations: All vehicles must park at the main parking area at the entrance of the camp. Units are allowed one vehicle to transport gear to campsite. One trailer may stay at the campsite, but all vehicles must return to main parking area by "Lights Out" for overnight.

Winter Safety: The weather can be quite cold and wet. Troop leaders are reminded that they are responsible for ensuring that all members of their Troop are prepared for these conditions to include having adequate dry clothing, socks, and footwear. Scouts who are not adequately dressed will be barred from the program area and other outdoor activities.

Health and Safety tips:

Hydration: Cold weather can cause dehydration just as easily as hot weather. All Klondike Derby participants should carry with them a water bottle and drink it all at least three times during the activities and drink while in camp. It is also important to relieve body fluids as needed. Retaining body fluids and waste takes body heat and contributes to being cold and dehydrated.

Hypothermia:

Symptoms – shivering, tired, exhaustion, confusion, drowsiness

First Aid – warm up slowly, warm (not hot) sugary liquid, add more layers, change out of wet clothes or socks.

Prevention:

Wear layers of synthetic, wool, or wool/synthetic blend clothing (not cotton), keep feet dry, wear gloves or mittens, stocking cap, and scarf as needed. Stay dry, cover skin, wear layers and remove or add them to prevent sweating.

For sleeping, **remove any socks or clothing worn during the day** – do not wear day clothes to bed; put insulation layer between ground /sleeping pad/mattress and your sleeping bag such as extra blanket or fleece blanket, put extra blanket or fleece in your sleeping bag.

Keep a warming fire going at camp but units will ensure the fire is 'cold/out' prior to lights out.

Have warm drink available at camp.

Stay hydrated!

Frost Bite:

Symptoms – tingling/stinging skin, red skin, numb skin, white frozen skin

First Aid – soak in warm water (not hot) or warm wash cloth until skin returns to normal. Get individual in warm environment like indoors or vehicle. Do not rewarm frost bitten skin at campfire until it has been slowly rewarmed as described above. warm up slowly, warm (not hot) sugary liquid, add more layers, change out of wet clothes or socks.

Prevention – stay dry, cover skin, wear layers and remove or add them to prevent sweating.

~ PLANNING FOR THE KLONDIKE ~

~ PERSONAL EQUIPMENT CHECK LIST ~

Please work with your Scouts to prepare them for all kinds of weather. We have had three feet of snow and 60° sunny days – one year apart. Cold weather camping is different and requires more training and gear. This list is a suggestion. If you have all of it, you won't go wrong. We don't check gear. That's the unit leaders' responsibility.

Clothing to be Worn

- Waterproof snow jacket
- Waterproof snow pants
- Ski hat
- Snow or waterproof boots
- Sunglasses
- Waterproof gloves
- Scarf *
- Troop / Patrol Shirt
- Scout neckerchief

Extra Clothing to be packed

- Extra pair of pants (avoid JEANS)
- Extra T-shirts (Polypropylene)
- Sweater/ sweatshirt
- Extra pair of socks
- Extra pair of underwear
- Second set of shoes/ boots
- Warm Sleepwear
- House Shoes/Slippers*

PATROL EQUIPMENT CHECK LIST

Patrol Equipment (strongly suggested)

- Knot Book
- Field Guide
- Sled or Small Wagon (recommended)
- Plastic Tarp
- Blanket
- Rope
- "Klondike" Sled*

Day Pack with:

- Scout handbook
- Extra Hat (someone always loses one)
- Extra Gloves (in case yours get wet!)
- Pocket knife
- Matches
- Canteen or water bottle
- Flashlight w/ extra batteries
- Sunscreen / lotion
- First Aid kit
- Notebook & pencil/ pen
- Emergency blanket
- 8' rope
- Lip balm *
- Compass
- Small mirror
- Magnifying glass *
- Totin' Chip Card
- Fir'm'n Chit*
- Trail Food

Toiletries

- Toothbrush & toothpaste
- Hairbrush or comb

Miscellaneous Equipment

- Watch *
- Walking stave
- Camera

(*) item is recommended but not required.

ALL EQUIPMENT & CLOTHING SHOULD BE MARKED WITH SCOUT OR PATROL NAME & TROOP. Our lost and found pile becomes epic when the weather is warm. If you want your Scouts to go home with the stuff they brought, ask them to put their names and unit numbers in/on everything.

~ UNIT PREPARATIONS ~

During the Troop/Crew Meetings between November and January, we recommend that you discuss the following items:

WINTER CLOTHING –

- Layering, wicking, keeping dry.
- Discuss the importance of dry feet – wear snow boots or water-resistant boots!
- Bring another pair of shoes, another pair of gloves, and another hat!

KNOTS –

- Lashings (tripod & camp gadgets);
- Basic Knots & Hitches;
- Friendship Knot; and
- Diamond Hitch.

FIRST AID –

- Hypothermia;
- Heart Attacks;
- Broken Bones;
- Shock; and
- First Aid with the Scout neckerchief.

BOOKS – Most everything comes out of the Scout Handbook, the Field Book, and the Knots Book. Review the following:

- Winter Camping & Shelters
- Proper Campsite set up (where does that bear bag and the cat hole belong?)
- Miscellaneous facts from the Scout Handbook.

MAXIMIZE POINTS –

- Extra Gold for doing a skit or song at lunch – this is not a station.
- Helping out at any time is rewarded on the spot at the discretion of the staff.
- Snapping a picture of the Yeti.
- Claim Jumpers – can give or can take gold!
- Patrol Cheer, flag, and Scout Spirit at each Station are worth extra points.

~ HINTS FOR GETTING THE MOST OUT OF THE DAY~

Patrol/Crew Spirit: Each station will award extra points for the following:

- Patrol/Crew/Scout Spirit
- Cooperation!!
- Patrol/Crew Yells
- Patrol/Crew Flags

Claim Jumpers: Can reward you, can rob you based on your Scout Spirit and Scout Knowledge. Remember, “Do a Good Turn Daily”. Sometimes a little help offers big rewards. But always be courteous and friendly.

Adult Help: This is a unique event for patrols and crews. It is not a troop event. It is not an adult event. Adult help to patrols/crews is a huge, massive, catastrophic No-No. It can cost patrols many, many points. Stations award points based on how Scouts try to solve problems even if they don't ultimately succeed. If an adult lends a hand or even gives you a hint, all will be lost. Scouts shouldn't ask for help. Adults shouldn't offer it.

Patrol Packs: There are things that each Patrol might want to have. We don't check; we can only lead your Scouts to the water.

- Scout Book
- Field Book
- Knots Book
- Staves (Recommend each Scout have one. They will come in handy during a number of stations. Label them with your unit number using permanent ink – they all look alike.
- Sled
- Rope
- GPS and/or compass.

Time Management: As in real life, success or failure usually comes down to time management.

We do not have access to the dining hall, units should be preparing their meals.

15-ish Stations in 5.5 hours? Probably not going to get through them all, but all will be fun and challenging. Some will be harder than others. Some will take 10 minutes, some will take 30 minutes, some might take longer – depends on teamwork and concentration. Take a few minutes to review the layout and determine where you want to start, where you want to hit, and where you want to end up! Don't dawdle and don't get bogged down. If there are a few patrols waiting at a station, move quickly to the next one. You can always come back! Do your best – you will get some points for just trying!! If you begin a station then realize that your patrol just doesn't have the skills, politely tell the station leaders that you're making a tactical withdrawal. You'll get points for everything up to that point.

Klondike Staff: They have extra gold to give out for performances, good spirit, helping to clean up, etc. If you make them smile, they give you gold... Do a Good Turn Daily.

~ What to expect at Camp Snyder ~

Camping: Camp Snyder is an NCAC facility. As members of Scouting America, it is our obligation and responsibility to see that everyone respects and observes posted rules and regulations and follows guidance provided by the Klondike staff. Let's be sure to leave the campground in better shape than when we arrive.

Campsite: Klondike staff will assign unit campsites and they will be shared to maximize the use of space. Stations will be set up in or near the campsite. Take this into account when setting up your tents.

Campground road is one-way and Speed limit 10mph: The campground road is one way – veer towards the right as you enter. The camp speed limit is 10mph or lower if necessary! Vehicles and pedestrians will be sharing the road. Drivers must be aware of pedestrians. Pedestrians be aware of vehicles and stay on the side of the road facing the direction of the traffic flow.

Parking: Troop trailers and one vehicle **per** unit are permitted per campsite and must be parked fully off the road; the vehicle can be used as a warming station at night for Scouts/Scouters if necessary. Vehicles must remain on the gravel roads or in the designated parking areas by the campsite. Vehicles may not park on the grass at any time. After the vehicle is unloaded, park in the gravel parking lot by the camp entrance.

Mud: Expect snow and/or muddy conditions. There will be no tent ditching or other changes made to the ground contours.

Pavilion/Picnic Tables: The pavilions will be shared by the units. Picnic tables are located in each campsite under the pavilion. Please do not move them outside of the individual campsites. Camp stoves are allowed.

Ground Conditions: Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads for a good night's rest. Recommend not using tent platforms in camp as the air flow under the platform exacerbates cold weather conditions.

Campfires: Campfires or open fire cooking will only be permitted in existing fire pits. Fires will not be left unattended and must be completely extinguished before retiring for the night. Units may bring a portable fire pit if they wish. Campers must have a fire bucket with water nearby. In accordance with VA law **no outside firewood** may be brought into camp. Only use firewood provided by Camp Snyder. Units may also make use of the dead wood - there is plenty! Tools will be needed. The camp would appreciate units chopping extra for future guests.

Use of Liquid Fuels: The safety of our Scouts and Scouters must be a prime consideration in the use of liquid fuels. The use of liquid fuels in lanterns and stoves is acceptable at this Klondike only if: 1) A knowledgeable adult provides supervision over the storage, transportation, and usage of the fuel; and 2) Scouts have been taught the safe and proper handling and usage of the fuel, stoves, and lanterns.

Availability of Water: Water is available from orange-handled water spigots near each campsite. Please be respectful of others when you are getting water. Some carrying of water will be required. Washing dishes at the central water locations or in the comfort stations/shower houses is prohibited.

Canteens or water bottles must be carried during the program on Saturday, as drinking water may not be readily available. Proper hydration is key to keeping our Scouts healthy. To avoid the serious consequences of dehydration, ensure everyone regularly consumes water.

Latrines: Shower House 1 will be open during the event. All other shower houses in the camping area will be closed, however, porta-potties will be available. Please ask all attendees to be trustworthy, helpful,

courteous, kind, thrifty, and clean when using them. There are flush toilets in the Hylton Training Center for adults.

Trash: Every unit should bring a supply of plastic trash bags for their own trash. DO NOT leave trash in your campsite or the shower houses. Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage. A dumpster is available by the dining hall on the main road loop.

Below is a draft to give units an idea of how stations may be laid out at Camp Snyder for patrols to strategize maneuvering between stations plus station points and do not reflect the locations or challenges of this year's Klondike Derby. The final maps will be distributed to the units with campsite assignments prior to the Klondike derby.



~ PREVIOUS WINNERS ~

Stampeder Award

2025 Troop 2220 Smodge
2024 Troop 2220 Dragonite
2023 Troop 918 Vipers
2020 Crew 1853 Los Gauchos
2019 Crew 1853 Enterprise
2018 Troop 1412 Vipers
2017 Troop 995 501st
2016 Crew 1853 Bod Squad
2015 1390 Black Knights
2014 Troop 680 Marauders
2013 Troop 2215 Cobras
2012 Crew 1853 Autobots
2011 Troop 1501 Dream Team
2010 Troop 991 Stags
2009 Troop 1853 Scorpions
2008 Troop 1853 Sharks
2007 Troop 1853 Pirates
2006 Troop 1853 Pirates
2005 Troop 1853 Pirates2

Scout Skills

2025 Troop 2220 Smodge
2024 Troop 2220 Dragonite
2023 Troop 918 Vipers
2020 Troop 1853/343 Cardboard Crusaders
2019 Crew 1853 Enterprise
2018 Troop 1390 Black Knights
2017 Troop 995 501st
2016 Crew 1853 Bod Squad
2015 Crew 1853 Loyal Candy Guard
2014 Troop 1518 Klondike Bars
2013 Troop 2215 Cobra
2012 Troop 2215 Hawks
2011 Troop 2215 Mortal Campers
2010 Troop 1853 Pirates
2009 Troop 1853 Pirates
2008 Troop 1853 Pirates
2007 Troop 1853 Meecees

Commissioners Award

2020 Troop 454 Blue Lightning
2019 Troop 1412 Vipers Patrol
2018 Troop 1390 Black Knights
2017 Troop 995 501st
2016 Crew 1853 Bod Squad
2015 Crew 1853 Royal Candy Guard
2014 995 Tinkerbelle
2013 Crew 1853 The Trainers
2012 Troop 2215 Cobras
2011 Troop 853 Golden Platypi
2010 Troop 1115 Desperados
2009 Troop 2215
2008 Crew 1501 Shadow
2007 Troop 1518 Roadrunners

Patrol Unity/Leadership

2025 Troop 1853 Grease Fires
2024 Troop 4673 Trader Joes
2023 Troop 918 Vipers
2020 Troop 454 Blue Lightning
2019 Troop 150 Dragons
2018 Troop 995 Cucumber Patrol
2017 Troop 680 The Hounds
2016 Troop 680 Minutemen
2015 Troop 430 Lightning
2014 Troop 1785 Dragons
2013 Troop 1115 Los Desperados
2012 Troop 688 Box of Raisins
2011 Troop 1115 Los Desperados
2010 Troop 1853 Pirates
2009 Troop 1523 Square Knots
2008 Troop 1501 Chinchillas
2007 Troop 1853 Pirates

~ LEAD A STATION! ~

We invite you to support the Klondike by developing and running your own station. Units that do are awarded one free registration every year they run their station. Contact us if you are interested in developing your own station.

Each year the Klondike Derby staff come up with the program activities and coordinates the supplies. If a troop or crew would like to develop and provide the Station Guide and materials for a challenging station, it will be incorporated into the Klondike. Examples from past years include Kate's Kitchen (Cooking with Kate) and Paul Bunyan's Svenska Ficklampa (cutting wood and fire starting).

Guidelines:

- The Unit must develop the station, not simply volunteer to run a station.
- The Station must be challenging, fun, and patrol oriented.
- The Station must be constructed in a manner that allows points/gold to be awarded. The conduct of the station, the points assigned, and the scenario must be clearly written. Points vary based on difficulty and time requires. More difficult stations, like the Svenska Ficklampa and Orienteering, are worth more points than easier stations. Stations that take more time to complete like Orienteering will be worth more points. The Klondike Derby staff will assist in this effort.
- Stations should be designed to be completed in 30 minutes.
- The Station must be within the requirements of the Scouting America Guide to Safe Scouting.
- The Station must be approved by the Klondike Derby staff.
- Supplies to run a station are the responsibility of the unit developing the station to buy, maintain and store after the event. Units must not expect reimbursement without prior approval from the Burke Lake District Director.

Examples of past Station Leader Guidelines can be provided; contact post your interest on Basecamp and the program team will provide.

Contribute to the Klondike! It is fun to set up a challenge and watch the Scouts work together to beat that challenge!

PATROL / CREW LIST

BRING TO REGISTRATION

Scores are tracked by Patrol/Crew name.
Don't change the name during the event.

UNIT TYPE: • Crew • Troop DISTRICT: _____

COUNCIL: _____

UNIT #: _____

SPL/CP: _____

Patrol / Crew #1	
Patrol / Crew Name:	
Patrol / Crew Leader:	
Total Scouts in Patrol: (including Leader)	
Patrol / Crew #2	
Patrol / Crew Name:	
Patrol / Crew Leader:	
Total Scouts in Patrol: (including Leader)	
Patrol / Crew #3	
Patrol / Crew Name:	
Patrol / Crew Leader:	
Total Scouts in Patrol: (including Leader)	
Patrol / Crew #4	
Patrol / Crew Name:	
Patrol / Crew Leader:	
Total Scouts in Patrol: (including Leader)	

SCOUTER POINTS OF CONTACT

BRING TO REGISTRATION

Units are expected to retain a unit roster with the emergency contacts at campsite.

UNIT TYPE: • Crew • Troop DISTRICT: _____

COUNCIL: _____

UNIT #: _____

SPL/CP: _____

NAME	ROLE: SMIC, Station Leader, etc.	Cell phone number	Email address
	Scoutmaster or Scouter in Charge		
	Station Leader		