

Event Guide



2026 KLONDIKE DERBY

Saturday, February 7, 2026

**Sycamore Sportsman's Club
1773 Motel Rd.
Sycamore, IL**

**Register Online at
www.ThreeFiresCouncil.org**

**Event Check-in 8:00 am
Competition 9:00 am – 3:00 pm
Awards Ceremony 3:30 pm**

WHAT IS THE KLONDIKE DERBY?

The Klondike Derby is an annual day-long event hosted by Troop 18 for Scouts BSA and Webelos Scouts. Youth compete as patrols in several outdoor skill events. A score is given at each station. Scores are tallied at the end of the day, and ribbons are awarded to the top-scoring patrols. Cub Scouts receive separate awards from older Scouts.

Scouts compete as a patrol of 5 – 8 youth. Each patrol brings a “Klondike sledge,” which is styled after the type of sledge (sled) used by gold miners in the Klondike Gold Rush from 1896 – 1899. Each sledge must carry specific equipment needed to complete the competition. Sledge designs and the equipment list are described later in this guide.

Local Troops run the competition stations, which are given names themed around historic American Gold Rushes. The station activities are designed to last 20 - 30 minutes each and will accommodate approximately one to four patrols at a time. Stations planned for this year include:

First Aid	.22 Rifle Shooting
Animal Tracks	Log Cutting
Sled Race	Signaling
Tomahawk Throw	Knot Tying
Lashings	Fire Building
Tug of War	Orienteering
Litter Carry	

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KLONDIKE DERBY LOCATION

Sycamore Sportsman's Club
1771 Motel Rd.
Sycamore, IL 60178

Pull down the gravel drive and park in designated areas. There is limited parking, so carpooling is required.

Please be prepared to be outside all day.

KLONDIKE TIMETABLE

December 17 Online Registration Opens
January 31 Event Go/No-Go Decision
Date February 4 Online Registration Ends

February 7th Saturday

8:00 A.M.	Check-in opens
8:45 A.M.	Patrols proceed to assigned starting station
9:00 A.M.	Events begin
12-1 P.M.	Lunch
1:00 P.M.	Events Continue
3:00 P.M.	Events Close - Scoresheet Turn-in at Clubhouse
3:30 P.M.	Awards Ceremony- Outside the Clubhouse

KEY CONTACTS

Sean Nadeau, District Executive, 630-797-4627,
SeanM.Nadeau@scouting.org

Ryan Hooper, Event Chair, 815-751-7359,
RMHooper5@gmail.com

REGISTRATION

This event is open to Scouts who are registered with **Scouting America**.

Units must register for the event online; day-of-event registrations are strongly discouraged to allow for proper planning and provisioning. Registration is available at www.ThreeFiresCouncil.org by selecting the event from the council calendar (*Sycamore Klondike Derby*).

Online registration must be completed by the unit leader. During registration, leaders will indicate the number of patrols participating, provide the names of all youth attendees (including both competitors and youth assisting with event staffing), and list the number of adult leaders attending for the day.

Competition patrols should consist of **up to six (6) Scouts BSA youth or up to eight (8) Webelos Scouts**. Patrols are expected to be youth-led; adult leaders may accompany patrols but should not direct activities.

Each troop or pack is required to submit a **final, completed roster** at check-in on the morning of the event. A sample roster form is included in this guide. Patrols will not be permitted to compete without a completed roster.

Patrols may be formed with youth from multiple troops or packs and may be co-ed. Units that do not have enough youth to form a full patrol are encouraged to coordinate with neighboring units to form a combined patrol. **Webelos Scouts are strongly encouraged to compete in Webelos-only patrols**, as awards are presented separately.

COST

Participating Youths are \$10

Admission includes:
Competition entry
Event patch

All leaders/adults attending the event will be free of charge.

EVENT CHECK-IN

Patrols must check in at the **clubhouse no later than 8:45 AM** on the day of the event. For check-in purposes, only one patrol leader and one designated unit leader will be permitted to enter the building.

The designated unit leader should be prepared to address any last-minute roster changes and submit payment, if applicable. **Units that did not pre-register any Scouts will be assessed a \$25 on-site registration fee per unit**. Payment may be made by cash or check payable to **Three Fires Council**.

At check-in, unit leaders must present the following documents:

- A **completed roster form** listing all youth and adults in attendance (a blank roster form is included at the end of this guide)
- **BSA Annual Health and Medical Record, Parts A & B**, for all participating youth and adults
- **Medical forms will be retained by the adult leaders with the troop/pack.**
- A designated medical officer will be stationed in the Clubhouse.

LUNCH PLANNING

Units are responsible for providing their own lunches.

Cooking is permitted, and many units choose to prepare a hot meal using camping stoves. A full one-hour lunch period is scheduled, providing sufficient time for meal preparation if desired. All food, cooking equipment, and supplies must be provided by the troop or pack.

SLEDGE/SLED REQUIREMENT

Patrols competing in the event must transport all required equipment on a **homemade Klondike sledge** pulled by the Scouts. Many troops and packs already have a sledge that has been passed down through generations. Units that need to construct a sledge may find a variety of approved designs and ideas available online.

In the event of limited or no snow, patrols must provide an alternate method to move their sledge throughout the course. Some sled designs incorporate optional wheels, while others may be placed on trolleys or wagons. If necessary, units may use toboggans, plastic sleds, or wagons to transport their equipment; however, use of non-traditional sleds may impact eligibility for **Klondike Spirit** points.



GEAR FOR THE SLEDGE

IMPORTANT!!! There are several things you **MUST** bring for your sledge, and each competing patrol will be judged on its readiness. Most units place these items in plastic bins on the Sledge. They will be transported on the sledge by the patrol throughout the day.

Here is the list:

- **Enough DRY firewood, tinder, and kindling to build a small campfire.**
- **A Patrol Flag and Cheer**
- **6 ft. rope per scout**
- **One 25 ft. rope per sled**
- **Blanket and/or tarp**
- **3 - 6 Lashing staves/poles**
- **Compass**
- **Matches**
- **First Aid Kit**
- **Clip Board**
- **Pencil and Paper**

- **Water bottle for each Scout**
- **Hot/insulated beverage container for each scout**
- **Scout handbook with knot illustrations/instructions**

See the next page for typical instructions given to patrols in the competition.

WINTER EVENT CLOTHING

The Klondike Derby is a full-day outdoor winter event. All participants must dress appropriately to remain outdoors for extended periods. Clothing choices should account for weather conditions, ground conditions, and varying activity levels throughout the day.

At a minimum, participants are expected to wear **long underwear or base layers, water-resistant or waterproof pants, an insulated winter coat, a hat, and gloves or mittens.**

Cold-Weather Clothing Guidelines

- **Dress in loose, layered clothing.** Air is the primary insulator in cold-weather clothing. Loose, thick, and dry layers provide significantly better insulation than tight or thin clothing. A wind-resistant outer shell is essential.
- **Insulate legs and head adequately.** These areas can lose a substantial amount of body heat, even when they do not feel cold.
- **Wear properly insulated footwear.** Feet require thick, loose insulation. Summer boots often do not allow adequate space for insulating layers. Insulated winter boots are recommended, or boots sized to allow for two to three pairs of non-cotton socks.
- **Protect hands from the cold.** Gloves or mittens should be thick and loose. Mittens generally provide better warmth than gloves.
- **Stay active.** Light activity helps maintain body heat and comfort throughout the day.

Instructions for Patrol Leaders

Arrival & Start

- **Flag ceremony** will be held at **8:45 AM** in front of the clubhouse.
- Patrols must report to their **assigned starting station** by **9 AM**.

Competition Format

- All events begin promptly at **9:00 AM**.
- Patrols will start at their assigned station. After completing the first station, patrols may visit remaining stations in any order **except for rifle shooting**.
- Patrols must report to the clubhouse at their designated time for rifle shooting.
- Patrols may bypass stations with long wait times and return later.
- Patrols have until **3:00 PM** to complete as many stations as possible. There is **no advantage to finishing all stations early**.

Lunch

- Lunch is scheduled from **12:00 PM to 1:00 PM**.
- Lunch is provided by each troop or pack.
- Cooking is permitted; all food, supplies, and cooking equipment are the responsibility of the troop or pack.

End of Competition & Awards

- Stations will close at **3:00 PM**.
- Patrol leaders must turn in completed scorecards at the **Clubhouse by 3:15 PM**.
- Scores will be tallied, and awards will be presented for **1st, 2nd, and 3rd place** patrols in both the **Webelos** and **Scouts BSA** divisions.

Typical Sycamore Klondike Competition Events

1. **.22 Rifle Shooting** – Each member of the patrol will learn parts of the rifle and safe shooting skills. Scouts will then have the opportunity to shoot at a scored target.
2. **First Aid** - the patrol comes around the bend of the trail and finds an injured scout. Properly administer first aid for this scout. Materials: Patrol should have first aid materials on their sled. The station could supply an injured scout or ask one of the contestants to be the injured scout.
3. **Camp Gadgets/Lashings** the patrol will work together to lash a tripod with leg braces to support a 2.5-gallon water jug or construct some other camp gadget as devised by the station. Patrol should bring lashing ropes or twine and 6 poles. The station should have extra ropes and poles.
4. **Fire Building** – Patrol will build a fire; boil some water to warm them up. Patrol will bring matches, pot, water, cups, spoon, and hot cocoa mix. The station should have extra pots and provide tinder, kindling, and fuel.
5. **Log Cutting** – Station will provide the Scouts with two-man saws and improvised sawbucks. They must saw through a six-inch log against the clock. They can keep the chunk they saw off.
6. **Tomahawk Throw/Wrist Rockets** – Station will provide hand axes and stumps for throwing competition (Scouts BSA) and set up a wrist rocket station (Webelos). Requires a trained range officer.
7. **Sled Race** – The ultimate Klondike Derby event. The station will section off a course of about 500 feet, then time the patrols as they compete for the title of fastest sled using a stopwatch or app on a phone.
8. **Teambuilding** – Station(s) to run a teambuilding activity, such as Isotope Relay, Survival Rope Throw (Tie and throw rescue rope to "victim" on cardboard ice floe or simulated ice break-through), Group Ski Race (using 4-man skis), etc.
9. **Signaling** - Patrols have five minutes to decide on a method of signaling a silent message to a line-of-sight outpost. The station gives two Scouts a short message and sends them to a visible point—for example, a point 75 yards down the trail—and instructs the Scouts to signal the message back to their mates.
10. **Animal Tracks** – Patrols will identify various animal tracks found in Illinois
11. **Knot Tying** - Patrols must complete specified knots while being timed.
12. **Litter Carry** – Patrols will compete against other patrols in creating a litter and carrying a (simulated) injured scout over a distance.
13. **Orienteering** – Patrols will quickly complete a short course using a compass as a guide or measure the height of objects, such as trees, using simple trigonometry.

TROOP/PACK #:

CITY:

SYCAMORE SPORTSMAN'S CLUB KLONDIKE DERBY 2026
Roster Form to be turned in at Klondike Registration

UNIT LEADER:

POSITION:

YOUTH NAME & PATROL	PRE-PAID ONLINE?	YOUTH NAME & PATROL	PRE-PAID ONLINE?
1	Y/N	13	Y/N
2	Y/N	14	Y/N
3	Y/N	15	Y/N
4	Y/N	16	Y/N
5	Y/N	17	Y/N
6	Y/N	18	Y/N
7	Y/N	19	Y/N
8	Y/N	20	Y/N
9	Y/N	21	Y/N
10	Y/N	22	Y/N
11	Y/N	23	Y/N
12	Y/N	24	Y/N
ADULT LEADER NAME		ADULT LEADER NAME	
1		5	
2		6	
3		7	
4		8	

TOTAL NUMBER OF YOUTH: @ \$10.00 each = TOTAL DUE \$ _____

TOTAL NUMBER OF ADULTS:

TOTAL NUMBER IN ATTENDANCE:

PLEASE USE ONLINE REGISTRATION

TOTAL PAID ONLINE \$ _____

TOTAL PAID AT REGISTRATION BY CASH OR CHECK \$ _____

MAKE CHECKS PAYABLE TO: THREE FIRES COUNCIL

NOTE: This form is to be turned in at Klondike Registration