

2026

Klondike Derby



Program Guidebook

"Yukon Flora"

February 7, 2026

Camp Sol R. Crown

**11651 304th Avenue
Trevor, WI 53179**

**** PLEASE DISTRIBUTE THIS TO YOUR PATROL LEADERS ****

2026 KLONDIKE DERBY

Partial Station Skills List:

- Sled Inspection
- Sled Race
- Orienteering
- Mystery Station
- First Aid
- Fire Making
- Lashing
- Disability Awareness
- and more...

New for 2026: The number of stations has been increased by two! Stations will open one half hour earlier (9:30am,) but it will still be a challenge to complete all the stations. Plan accordingly!

BACKGROUND

Located on the Taiya Inlet on the southern coast of Alaska, homelands of the Tlingit people, the Klondike Gold Rush National Historic Park preserves the history of a mass influx of goldseekers, known as stampedeers, who inundated the area after the 1896 discovery of gold in the vicinity of Dawson, where the Klondike River joins the Yukon River. The town of Skagway marks where travel to the gold fields that could be done by boat ended and the beginning of an arduous, mountainous slog inland. The Skagway Historic District retains much of its 1860 character preserved, in part, by the National Park Service. The Chilkoot Trail and White Pass units of the park preserve routes used by stampedeers to travel to the inland goldfields on the lands of the Tlingit.

Dreams of untold riches sent 100,000 fortune hunters to one of the most beautiful, but harsh areas on the map: the Klondike. Many traveled unprepared to meet the bitter cold and the rugged Alaskan wilderness. For a few, the riches became reality. For many, their dreams turned into lost hope and even death.

The Scout Klondike Derby has been founded to challenge scouts to use their wits and winter skills, to survive what many stampedeers did not. Patrols will be asked to solve problems using only the materials they bring with them. *To succeed, indeed to survive, cheerful teamwork is a must.* Not only must Patrols bring all of the proper equipment, but they must also develop a strategy for success. There will be several activities to choose from – some are worth more points than others. Patrols must manage their time and resources carefully. Also, scouts must be prepared to face whatever weather the day brings – rain, snow, sleet, mud, cold — the Klondike will go forward only for those prepared to face the elements.

THIS YEAR'S PATCH

The opposite of Leave No Trace, the Yukon gold fields were solely about extraction, the hope to strike it rich by uncovering and claiming ownership of the right rocks. And the vast landscape around the gold fields was either an obstacle, mountains to get over and rivers to cross, or a commodity, trees to chop down for shelter, fuel and sluices, native plants and animals to harvest for food. Despite the narrow commercial focus of the stampeders, these homelands of the Tlingit and Tagish peoples were rich in natural beauty and native rocks, animals, plants and waters.

A few stampeders noticed and delighted in the natural landscape, as illustrated in the nature-sensitive writings of Jack London. This year's patch highlights the native flora, overlooked or exploited during the Yukon gold rush and a major attraction in Alaskan National Park sites today.

Did you know? The National Park Service holds a large collection of free use photos, many of which can be found on the websites of specific parks. This year's patch was based on this National Parks resource photo: <https://www.nps.gov/media/photo/view.htm?id=FD0C5703-155D-451F-67A772FDDDD3B417>

2026 KLONDIKE DERBY SCHEDULE

- 7:45am** **Staff for sled inspection reports to Jadel Center for Briefing & Setup**
- 8:00am** **All other non-station staff volunteers report to Jadel Center for assignments**
- 8:00am** **Scout Patrol Check-in / Sitka Sled Inspection & Competition**
Patrol Leader (only!) goes into the Jadel lobby to check in and get the Patrol Score Card and lunch wrist bands. Then the Patrol Leader leads their patrol to the north side of Jadel for sled inspection. After sled inspection is complete, go to any station to wait for the start of the Klondike. Remember, patrols will start in the station in the order they got there.
- 9:30am** **Klondike Derby Begins! Complete as many stations as possible before your lunch.**
Stations start running the event, in the order the patrols arrived at the station. Patrols can go to any station in any order they wish after they finish a station.
- 11:45am** **Lunch starts (look at your patrol card to see when your lunch starts)**
If you signed up for the optional lunch, check your lunch schedule, you have a 15-minute window starting at the marked-in time to check-in for lunch. The Patrol Leader should go into the Jadel lobby to check in for lunch. The patrol should get into the lunch line. If you don't get our lunch, be sure to stop and have a lunch of your own! Not eating a lunch will at best slow you down, at worst, hypothermia can set in. Continue on to finish the rest of the stations after your lunch.
- 3:45pm** **Klondike Derby ends. Scoring begins.**
Once all stations and the sled race have been completed, return your Patrol Score Card ASAP to the Head Judge in the Jadel lobby. Scoring is closed at 4pm. **If you do not get your Score Card to the head judge by 4pm your score will not be counted!**
- ~4:10pm** **Awards Presentation in the Jadel Center**

2026 KLONDIKE DERBY

PATROL & INDIVIDUAL EQUIPMENT LIST

Equipment and clothing had to be reliable and ready for immediate use in the dangers of the Alaskan Wilderness. Success in the Klondike Derby depends on both proper equipment and on preparation. *Be prepared to show that you have all the necessary gear by unpacking your equipment and be able to quickly re-pack it after the inspection. You will lose points for anything on this list you do not have. You may bring things not on the list, but remember, you have to move that sled around all day.*

Final Patrol Equipment List

- **REQUIRED TO PARTICIPATE: Scout Health Form Part A and B** ([download here](#)) for each patrol member and all accompanying adults neatly stowed in a binder, file folder, or similar organizing system (Note: These are the sections of the health form that do not require a doctor's signature.)
- An AWESOME Sled with pull rope. Must be ground transport (cannot use backpacks.) Wheels may be attached if needed due to conditions.
- Scout Handbook
- Rope for Knots // Lashings (twelve (12) pieces each eight (8) Ft long)
- Fire making materials & supplies (matches/starter, dry tinder & enough *small sized* wood pieces to sustain a small, but hot, fire for cooking) kept in a *dry* container (6" to 10" long wood sticks). **{NO WHITE GAS, LIQUID FUEL STARTERS, OR STORE-BOUGHT STARTERS. You may make your own homemade scout-approved fire starters.}**
- Patrol Flag~~Be Creative!
- Plastic Garbage Bag, for patrol garbage
- Scout Staves (1 per Scout) at least 5 total, at least 5' long, 1.5" or thicker wood.
- Tarp big enough for the entire patrol fit underneath.
- Compasses (at least 2 per Patrol)
- First Aid Kit (**follow BSA Scout Handbook for materials list**).
- *Small* (Fire) Shovel
- 1 gallon of water to put out a small fire
- At least one raw egg still intact in its shell (you may want more...)
- Pencil and/or small marker with paper and clipboard or notebook (2 per patrol)
- A splint with a way to tie it in place. (may not use staves or branches)
- 1 written poem or song you created as a patrol in advance (No AI/LLM inputs) in advance telling the Sitka Inspection judges about winter, fishing, gold prospecting or survival. (See *Spirit Competition*)

Scout Equipment

- Drinking water in a canteen, Nalgene, or thermos for each scout {Stay Warm & Hydrated}
- A lunch tickets or a packed lunch for each scout {Stay Warm & Well Fueled}
- Large Neckerchiefs or bandannas, suitable for blindfolds (1 per Scout)
- Extra Dry Clothes for emergencies (or to change into after the events)
- Warm winter clothing *appropriate* for the weather (including, for example a heavy winter coat, snow pants, long underwear or other warm layers, wool socks, sweater/fleece, hat, scarf, gloves/mittens, etc.) {Scout Uniform Optional} **NO JEANS OR COTTON! ~~STAY WARM~~**
- Insulated & Waterproof Boots for Wet/Snow Conditions **(NO GYM SHOES!!!! PLEASE NOTE THAT ANY SCOUT WEARING SHOES NOT APPROPRIATE TO THE WEATHER WILL NOT BE ALLOWED TO PARTICIPATE)**

All items are to be stowed in duffels, day packs, or suitable containers and carried on your sled. *Add anything else you think your patrol will need--- think about the weather, location, and anything else which might impact you. BE PREPARED!*

THERE WILL BE STATIONS WHERE YOU MAY USE ANYTHING FROM YOUR SLED IN THE SCENARIO! BE CREATIVE!

Highlights for 2026

GOLD HUNT: Long after the Yukon fields have been depleted of ore, there is still gold out there—in the form of the Alaskan landscape. What can your team learn about Northern Flora? At the check-in, you will get a special map. If you can figure it out from the clues, you will find some gold nuggets of knowledge. (The knowledge is of the Yukon, the clues are not.) Each is worth extra points, but beware! If you spend too much time looking for gold, you may not finish all the stations you need to finish in order to survive. This quest for knowledge must be undertaken by the entire patrol, plus your sled. **Do not split the patrol, there are monsters....**

Lunch: An optional event provided lunch is \$5. When you sign up for the Klondike, please indicate for each youth and adult if they will be having lunch. If needed, lunch may be broken up into several periods. Your lunch time will be marked on your patrol card. The stations will NOT shutdown during lunch. If you do not opt to buy lunch, you must pack one.

Spirit Competition: A song or poem about winter, fishing, goldseeking, the National Park Service, etc. will earn you extra points! This should be written as a patrol! (No AI/LLM input allowed.) Include references to specific species of plants native to the Yukon for extra points.

Station points: Every patrol that is part of a troop that is running a station will get bonus points.

Staying the night: Every patrol that spends the night on Friday night gets a special “Wind Chill” point. Troops will get this point **ONLY** if they check in with the Campmaster on Friday night at the Jadel center and if at least 50% of the patrol camps that night. Note: the Campmaster requires an accurate list of who is in camp, youth and adults.

Mystery Station: Come out for the Mystery Station....it’s going to be interesting! Plan for the unexpected. Slingshots, annoying parrots, Pedro the Burro have all been there before. Be ready to show your scout skills and resourcefulness and earn your points!

OVERVIEW OF THE DAY

ACTIVITY STATIONS

When a Patrol Leader registers their patrol at the headquarters office, they will receive a Patrol Score Card, Schedule of Events, Map, and will have their sled inspected prior to starting the Klondike. When arriving at a station, the Patrol Leader must check in with the Station Mayor.

There will be 10 scheduled activity stations, *plus* the Iditarod Sled Race, Sled Inspection, *and* lunch. The stations will test scouts on a variety of scout skills. The activities will be similar to past years, with some changes/additions. Note that there will be multiple lunch periods. Look on your Patrol Score Card for when your lunch is scheduled. All stations will be open during lunch periods.

FAIR WARNING: The activities at the Klondike are for the scouts; patrols that are *in any way* assisted by adults during this year's Klondike will have points deducted from their total by the Station Mayor.

ADULT SCOUTERS CAN OBSERVE, BUT THEY CAN NOT HELP, THAT INCLUDES TALKING TO THE SCOUTS IN ANY WAY ONCE THEY START AT THE STATION!!!

TIME PERIODS

Keep in mind that your patrol will have **390 minutes** to get to all ten stations, lunch, sled race, and complete all tasks. Each station will give you 30 minutes maximum to complete your task. Plus you must travel from station to station. Just as the Station Mayors will be instructed to keep track of and adhere to the maximum periods, your patrol should do the same. *Speed & Efficiency Count!!!* If you are just completing an activity, you will want to hurry to the next station. Some activities will take longer than others and some stations will take a bit of time to find. And if too many patrols show up at the same station, you may waste time waiting. Plan ahead!!!

PATROLS & PATROL SIZE

Klondike Derby usually only brings out the hardest scouts from a unit. It is required that a patrol have *at least 5 scouts, but no more than 9*. Finally, all Scouts should be mindful that the Scout Oath and the Scout Law apply at all times during the Klondike Derby. See table on the right for the minimum number of scouts that need to camp Friday night to get the "Wind Chill" point.

Patrol size	Minimum # camping
5	3
6	3
7	4
8	4
9	5

PATROL SCORE CARD

Patrols must keep track of their own scores. Each Patrol Leader will be given a **Patrol Score Card**, which they must carry from station to station. On it, they will also have their schedule for the day. After each event, the Patrol Score Card must be presented to the Station Mayor for his signature.

At the end of the day, when a patrol has finished all stations as well as the Sled Race, **the Patrol Leader needs to turn in the Patrol Score Card to the Head Judge by 4pm in order to receive full credit. NOTE: Scoring ends at 4pm! Make sure the Patrol Leader is at the Jadel Center with the score card before 4pm!** After the Head Judge records the scores on the Patrol Score Card, it will then be returned to the Patrol Leader as his permanent record of the event.

SCORING POINTS

In general, patrols will be measured on two scales: 1) how well the task was completed *and* 2) how well they worked as a team. At the beginning of an event, a "Station Scenario" will be read to each patrol by a Station Mayor. *Everyone in your patrol should listen carefully to those instructions, and any additional messages, since the total number of points your patrol will earn may be dependent on how well you followed the instructions given to you.*

As is true with every Klondike, the emphasis is on scout skills and patrol spirit. Everything in this Klondike is worth points. Only the Station Mayor or his/her appointed assistants at each station will evaluate your patrol.

The point scoring system: Patrols will *automatically* receive FIVE points for each station completed. The balance of the points awarded will be the average of all stations completed. Bonus points for gold nuggets! Ties will be broken by the fastest time in the sled race. Completing all stations will earn you a lot of completion points; but performing well at each station will increase your average score. What will your strategy be? *Quantity or quality?* Both could bring victory!

The Station Mayors will be instructed to deduct 5 points (out of 30!) from the final score of any patrol who is in any way assisted by an adult at a station during the Klondike Derby.

In addition to the points awarded for completing an event, a Station Mayor will have the sole discretion to award a single BONUS POINT for *exceptional scout skill and/or spirit* at that station. Any BONUS POINTS earned by a patrol will be marked on the Patrol Score Card.

IDITAROD SLED RACE

As in previous years, the **Iditarod Sled Race** will be considered a separate event. However, since your patrol will be looking for BONUS POINTS, those will be awarded to the First and Second place patrols that finish the race with the best timed scores. All BONUS POINTS earned at the sled race will be calculated by the head judge and then be added to that patrol's final score.

SLED OR A MEANS OF CONVEYANCE

Having a Klondike sled is an important part of the tradition. Each patrol must have a sled or some other means of moving their patrol equipment. Many Troops have built or will build their sled for this event. Sleds can be built out of many different materials. There have been sleds made of PVC pipe, cardboard boxes, Lazyboys, or even shopping carts! Many of the Klondike's activities are designed around the sled, so remember that anything you create will need to be pulled throughout the day, used at a station scenario, and at the Iditarod Sled Race. Also make a patrol flag based on your patrol name. Creative patrol flags are a must! NOTE: All sleds must be pulled; no backpacks or similar allowed. *You may have to be creative depending on the weather conditions. BE PREPARED!* Yes, if there is no snow, you may put wheels on your sled...

CAMPING

Winter Camping will be available at Camp Crown on Friday and Saturday night. Troops running a station have been given priority site selection. Further, any troop that wishes to camp, but who is not running an activity station, will be assigned a site that does not interfere with the Klondike Derby. You must contact the Klondike Event Chair for a campsite. Check in at the Jadel Center with the Campmaster, and be sure to check out with the Campmaster before you leave your campsite. You must have an accurate list of all youth and adults in camp for the Campmaster!

To reserve a camp site and for further information related to winter camping during the 2026 Klondike Derby, please send a request to the Klondike Event Chair (see end of this document for contact information).

FIRST AID STATION

There will be a First Aid Station in the Headquarters area in the Jadel Center. *However, each Troop/Patrol is responsible for its own scouts.* Any incident requiring First Aid must be reported to HQ. For any *emergencies*, call 911 first; and then immediately notify HQ.

PARKING

Depending on the weather, parking may be difficult. We need to keep the main roads open for emergency vehicles. The Parking lot at the Jadel center in Camp Crown should suffice, but you may be required/instructed to park at another designated area. If you are camping Friday night or Saturday night, you will be allowed to park at your campsite. Please do not block the roads!!!

AWARDS

We will have awards for 1st, 2nd and 3rd place patrols based on total points at the end of the Klondike Derby. The First-Place patrol will also get the coveted Klondike Cup for a year.

LUNCH

Lunch periods start at 11:45am in the Jadel Center, with 15-minute lunch windows assigned after that if needed. Lunch will be served if you registered for the optional \$5 event lunch at time of registration. Our lunch staff is looking to put together a great meal. Enjoy!!!

If you do not get our lunch, please make sure to provide a lunch to everyone in your patrol (and adults). Your body needs fuel to survive the cold!

WEATHER EMERGENCY

The Klondike Derby will be cancelled if the wind chill is less than 10 degrees below zero, or other conditions are deemed unsafe by the Klondike staff. *The decision to cancel the Klondike Derby will be made at noon, one day before the event, on February 6th.* Every person that registered a patrol will receive both an email and a phone call in the event that cancellation is required. Currently there is no “makeup date” should the event be cancelled; refunds cannot be offered. Emergency information related to the Klondike can be found on the Council Website at: www.neic.org.

VOLUNTEERS – ADULTS AND OLDER SCOUTS

We need adults and older Scouts who would like to help. Volunteers can either assist the Mayor at a station or help with Klondike logistics. Please provide the names of these people so we can assign them to activities in advance of the event. Volunteers will need to register as staff for the event and should email the event chair for details. And all volunteers get a patch!

GENERAL INFORMATION REGARDING THE 2026 KLONDIKE DERBY

Klondike Chair: “Michael” Cunningham ~ (224) 632-0696 ~ scoutmastertroop52deerfield@gmail.com

Location: Camp Sol R. Crown, 11651 304th Avenue, Trevor, WI 53179