

Sub Zero Klondike 2026

Leader's Guide

last updated Jan. 5, 2026

Pack light because you can only bring what fits in your sled when you and your patrol power through the *Sub Zero* terrain. Supplies are limited and more resources are nowhere to be found, or found but frozen in ice. To make it from challenge to challenge it will be a rewarding journey. You and your patrol should start preparing for the journey now and practice your winter camping skills so that you are as comfortable as possible in these conditions. Keeping morale high is necessary and should not be overlooked, so get your team ready to bring home the *Sub Zero* trophy!

When: Overnight camping: Friday, February 6, 2026

Klondike Derby Events: Saturday, February 7, 2026. Registration opens at 8 a.m.

Where: Camp William Hinds (146 Plains Rd, Raymond, ME)

Cost: \$15.00 per person (\$10 for early registration)

Who: All troops are welcome! Scouts will be divided into patrols, which should be made up of at least three and no more than eight scouts. Each patrol should have a homemade Klondike sled. The sled will carry patrol supplies.

Overnight stay: This is a great opportunity to do some winter camping and score bonus points in the Klondike! Troop 1 invites all the troops participating in the Klondike to join us in staying out in the cold the night before. Arrive at Hinds between 5:00 p.m. and 6:30 p.m. on Friday, February 6 prepared to sleep outside. Troops will be assigned a campsite and are responsible for their own shelter, supplies, and food. This will earn you extra points for staying the night and put your team at an advantage for the competition the next day.

Saturday Schedule:

7:00 a.m.: Station leader arrival and set up

8:00 a.m.: Participant arrival (Parking Lot) and registration opens (Dining Hall)

8:45 a.m.: Welcome Ceremony (Sports Field) – teams gather with sleds

9:00 a.m.: Stations open. Patrols head to first station.

10:00 a.m.-2:00 p.m.: Lunch station open – patrols choose when to go (Ring Dining Hall)

2:30 p.m.: Stations close.

3:00 p.m.: Awards Ceremony (Dining Hall)

3:45 p.m.: Event ends and participants depart.

Station Rotation: Patrols are assigned their first station and a time slot for the Arctic Speed (biathlon) station. Other than that, patrols move from station to station at their own pace. Each station should take about 20 minutes. Consult with station leaders to get advice on where to go next.

Lunch: Patrols are in charge of bringing their own lunch and preparing it. Hot foods or beverages are encouraged. Patrols choose when they want to take their lunch break. The lunch station is located in front of the Ring Dining Hall. Fires will be available for cooking, including for foil packets. Hot water will be available for ramen or hot drinks.

Safety: Patrol Leaders are responsible for keeping their patrol safe. Assign buddy pairs to watch for hypothermia. Staying warm, hydrated, and fed are key to a successful day! Fires will be available at Ring Dining Hall and a warming station will be available at the Dining Hall.

Points and Awards: Each station is worth 15 points. There are eleven stations. Each patrol can earn up to 15 bonus points for staying outside Friday night. Awards will be presented to the top 5 patrols.

Stations

#1 - Tallest Flame (Scout Craft): The goal is to burn through a three-foot high string across the fire pit. Teams build fires with supplies they bring or forage. Only supplies from trees or plants (wood, paper, bark, grass, etc.) may be used. Each team will be provided with one free fire starter (cotton ball with Vaseline) and three matches and can purchase additional fire starters and matches at the cost of one point each. Teams will have up to ten minutes to gather supplies and lay their fire. Only matches provided by the station may be used to light the fire.

Completion Points

- 1 point: Use only one match
- 1 point: Don't use fire starter
- 1 point: Not touching fire after it is lit
- 1 point: Successfully burning through string
- 1 point: Burning string in less than 60 seconds
- 1 point: Thoroughly put out fire
- 1 point: Demonstrate fire safety

Teamwork Points

- 1 point: More than one scout is helping
- 1 point: At least half the patrol is helping
- 1 point: Everyone has contributed
- 1 point: Patrol has planned strategy before starting
- 1 point: No adults provide advice

Fun Points

- 1 point: Dramatic cheering upon completion
- 1 point: All participants only use one hand
- 1 point: Dance around fire

Patrol Supplies Needed: fire supplies (wood or plant-based only)

Supplies Provided at Station: Rebar, ruler, string, fire starters, matches

#2 - Yeti Egg Hunt (Nature): Each scout must collect a Yeti Egg. Two scouts at a time are allowed in the Yeti Egg Cave and must avoid the Yeti while collecting an egg and returning to the start line. If the Yeti tags a scout, they must drop their egg and freeze in place. Another scout may then start. Frozen scouts can be thawed by being tagged by another scout. After being thawed, they must return to the start line and that scout must start over. If all scouts are frozen at the same time, they can sing a song to the Yeti for all of them to be thawed and start over. The Yeti Egg Cave is only open for ten minutes.

Completion Points

- 1 point: One scout gets an egg.
- 1 point: At least half the patrol gets an egg.
- 2 points: Every scout gets an egg.
- 1 point: Nobody is frozen by the Yeti.
- 1 point: Patrol doesn't have to sing to the Yeti to start over

Teamwork Points

- 1 point: Patrol has planned strategy before starting
- 1 point: Patrol effectively communicates during egg hunt
- 1 point: All frozen scouts get thawed
- 1 point: No adults provide advice

Fun Points

- 1 point: Dramatic cheering upon completion
- 1 point: At least one scout does a cartwheel while in the Yeti Egg Cave
- 1 point: Voluntarily singing a nice song to the Yeti (not to thaw everyone)
- 1 point: At least one scout successfully juggles at least three Yeti eggs
- 1 point: Nobody runs into a tree

Patrol Supplies Needed: Yeti awareness

Supplies Provided at Station: Yeti eggs, Yeti costume, rope

#3 - Ice Break (Main Beach): Your patrol leader has fallen through the ice and you must save them! Evaluate the situation, choose from available supplies, and demonstrate cold water rescue and first aid techniques.

Completion Points

- 3 points: Demonstrate cold water rescue
- 1 point: No other patrol members fall in water
- 5 points: Demonstrate appropriate first aid

Teamwork Points

- 1 point: Patrol leader doesn't speak
- 1 point: Patrol has planned strategy before starting
- 1 point: At least half the patrol helps
- 1 point: Everyone has contributed
- 1 point: No adults provide advice

Fun Points

1 point: Patrol completes challenge without speaking

Patrol Supplies Needed: First Aid Kit on sled (just shown, not used at station), first aid knowledge

Supplies Provided at Station: You'll see!

#4 - Arctic Speed Biathlon (Sports Field & Shooting Range): Patrols race to the Shooting Range on snowshoes from the Sports Field and get 5 rifle shots in 30 seconds to maximize their score. Sleds will be left at the Sports Field. Patrols will be timed on their run. Shooting scores are based on hitting the paper target and the bullseye (more precise scoring rings will not be used). This is the only station with assigned times. Make sure you show up on time or you will not be able to participate in this station.

Completion Points

1 point: At least one target hit once

1 point: At least half the targets hit at least once

2 points: Every target hit at least once

1 point: At least one target hit five times

1 point: At least half the targets hit five times

2 points: Every target hit five times

2 points: At least one bullseye

Teamwork Points

1 point: Patrol listens carefully to safety briefing

1 point: Total time to and from Shooting Range less than five minutes

1 point: Total time to and from Shooting Range less than seven minutes

1 point: Total time to and from Shooting Range less than nine minutes

1 point: Total time to and from Shooting Range less than fifteen minutes

Patrol Supplies Needed: None

Supplies Provided at Station: Snowshoes, rifles, stopwatches, ear plugs, eye protection, Mr. Ed

#5 - Blizzard Barricade (Across Tenny Bridge): Use provided supplies to lash a duplicate structure. Patrols will be given three minutes to study the example and make a plan. They will then have fifteen minutes to complete the project.

Completion Points

2 points: Complete at least half of the necessary lashings

3 points: Complete structure

1 point: All lashings are tight

1 point: All lashings are the same as on model

Teamwork Points

1 point: Patrol has planned strategy before starting

- 1 point: At least half the patrol helped with a lashing
- 1 point: Everyone has helped with a lashing
- 1 point: No adults provide advice

Fun Points

- 1 point: Use all fun extra supplies
- 1 point: Tell the station leaders a joke
- 1 point: Provide the back story for your sculpture
- 1 point: Tell a fun fact about scouting that your station leader didn't already know

Patrol Supplies Needed: lashing skills

Supplies Provided at Station: Example structure, ropes, poles, fun extras

#6 - Trail Blazer (Low Cope Hill): Patrols use their sleds to race up the Low Cope Hill and back down as quickly as possible. All patrol members should participate. Patrols may attach ropes to sleds for pulling.

Completion Points

- 2 points: Total time less than five minutes
- 2 points: Total time less than seven minutes
- 2 points: Total time less than nine minutes
- 2 points: Total time less than eleven minutes
- 1 point: Total time less than thirteen minutes
- 1 point: Total time less than fifteen minutes

Teamwork Points

- 1 point: Patrol has planned strategy before starting
- 1 point: Every patrol member remains in touch with sled/ropes for entire race
- 1 point: Every patrol member crosses finish line together

Fun Points

- 1 point: Sing an inspiring song before starting
- 1 point: Do a creative team cheer after completing

Patrol Supplies Needed: Sled and ropes

Supplies Provided at Station: Stopwatches

#7 - Sled Judging (Ring Dining Hall): Sleds will be judged on their ability to take on the terrain, decorations/scout spirit and gear cleanliness maintained by your patrol. Extra points will be rewarded for exceptional appearance, so represent your troop well.

Sled specifications

Weight:	As light and as durable as possible
Size:	6' long by 2' wide
Sled height:	Whatever works for your troop. But try not to be top heavy

Scoring will be based on: Patrol Name (on sled), Patrol Symbol (on sled), Troop Number (on sled), Troop Town (on sled), Troop Sponsor (on sled), Patrol Spirit (effort put into sled by patrol), Klondike Theme, and Patrol Flag.

Sled Supplies: First-aid kit, Compass, Rope, Knife, Dry firewood and fire supplies, snacks, extra warm clothes, drinking water, and food and gear for lunch

#8 - TBD Station

#9 - TBD Station

#10 - TBD Station

#11 - TBD Station

Bonus – Winter Camping (Hinds Campsites): Practice your winter camping skills! Patrols earn bonus points for staying the night at Hinds before the Klondike takes place. Troops are in charge of their own gear and food. Scoring will be done on a self-reported honor system.

Bonus Point Scoring

- 2 points: At least one patrol member sleeps outside
- 2 points: At least half the patrol sleeps outside
- 2 points: The entire patrol sleeps outside
- 2 points: At least one scout sleeps outside without a tent
- 2 points: At least half the patrol sleeps outside without a tent
- 2 points: The entire patrol sleeps outside without a tent
- 1 point: Patrol cooks and eats a yummy dinner
- 1 point: Patrol cooks and eats a yummy breakfast
- 1 point: At least one adult sleeps outside