

NORTHERN LIGHTS DISTRICT

KLONDIKE DERBY 2026

LEADERS GUIDE

Date: February 28, 2026

Location: Pellston Pioneer Park, two blocks west of the Pellston General Store (Mill Street.)

Time: Check In 10:00 AM

FEBRUARY 2026

SUBJECT: Klondike Derby

Dear Scoutmaster/Crew Advisor,

Excitement is mounting in anticipation of the Northern Lights District Klondike Derby to be held on February 28, 2026, on the nature trail of Pioneer Park in Pellston Michigan. We have ordered custom patches for the event, and our traveling trophies are ready to be claimed! Our trophies are antique district legacy miniature sleds and must remain in district, so if an out of district unit wins first or second place, a Klondike ribbon will be awarded. Pioneer Park is easy to find, just come in to Pellston and go two blocks west on Mill St from the BP gas station (Pellston General Store), just look for the 3 baseball diamonds.

Participation in the Northern Lights Klondike Derby will get your Scout Troop and Venture Crew off to a running start for the New Year. Mark your Scouting calendar now, announce the event at your next Troop/Crew meeting and Roundtable and watch as the enthusiasm mounts as your Scouts prepare for this great Winter event!

On the following pages is the information you will need to prepare your Troop and Crew. The fee is \$12.00 per Scout (no adult fee). Please have a unit roster to turn in at Check In. All units should bring and keep all medical A/B and permission forms just as the unit would do for a weekend campout. If there are any injuries or sickness, it will be the responsibility of the unit leadership to seek medical attention and care. All adults participating in this event must have current Youth Protection Training completed and have their course completion certificate with them. Unit leadership should address any issues or concerns over Youth Protection at the unit level. Make sure you know your adults attending!

KLONDIKE UPDATES: Updates will be sent out via email to all Northern Lights and Scenic Trails district members, if you are in other districts, please contact me with any questions before the event. Email contact is divehi@mybrokentoes.com and my phone number is 231-539-8707. Lastly, come ready to have FUN! A great event is planned for your Scouts.

Yours In Scouting

Northern Lights Event Committee

Bruce Emaus

Event Chair

KLONDIKE STATIONS 2026

STATION #1 SHELTER BUILDING

STATION #2 PIONEERING- Review Knots/Lashings

ladder building, ring the bell

STATION #3 FIRE BUILDING

STATION #4 FIRST AID-BROKEN LEG, BROKEN ARM

SCOUT GIRNEY

STATION #5 ORIENTEERING COURSE

STATION #6 EMERGENCY PREPARDENESS

SNOW SNAKE

Our Scout skill challenge stations will be spread along the Pioneer Park Nature Trail. All Stations will have a fire barrel warming station. These stations will also be used for the Derby's lunch stops. LUNCH ON THE TRAIL IS ONE OF THE REQUIREMENTS OF THE EVENT.

A noon horn will blow for lunch time. All Patrols will stop at a station area of their choosing and prepare their lunch. They will have one hour for lunch and cleanup. The lunch is at the discretion of the patrol and unit leadership: however, each patrol should plan to have at least a hot drink. Station fire barrels may be used for this purpose (hot dogs, grilled cheese, re-heat preprepared food, soup etc.). No Patrol ground fires will be permitted unless the patrol

brings their own fire pan or camp stove. If a Patrol is self-contained, they are permitted to stop anywhere of their choosing along the trail to have their lunch. The Nature Trail is a low impact area, anything the patrol brings in, they must bring out, this includes fire ash and trash. Leave No Trace. At the noon signal the sled will stop at this point and fix lunch. It will stay at that point until the 1:00 pm signal is sounded. Only one hour is allowed for lunch and clean up. The patrol must ensure their fire ash is out before collecting in tin or plastic bag!

The Maple River borders the southern part of the nature trail. Under no circumstance are Scouts permitted to go near the river. Please make sure you let them know this.

THE MAPLE RIVER IS OFF LIMITS TO ALL PARTICIPANTS!

SLEDS: Traditional Scout Klondike sleds will be used for the event. Should there be no snow, backpacks or wheeled sleds may be used to carry the required gear.

EQUIPMENT REQUIRED BY EACH PATROL: The equipment required on each sled fall into three general categories: 1) materials needed for specific challenges. 2) material normally useful during a rustic winter outing. 3) appropriate clothing for outdoor winter activity (a must). Scouts will be inspected for proper clothing. Additional items may be carried by a Patrol, this list is only the minimum mandatory items.

MANDATORY EQUIPMENT:

1. Patrol flag attached to the sled
2. A low impact method of cooking your lunch
3. Cleanup materials for cooking (garbage bag or tin for ash)
4. Hot drinks in quantity for each patrol member, 1-2 bottles of water for each Scout
5. Mess kit for each Scout, pot/pan appropriate for the lunch the patrol chooses for the Derby
6. Food for the noon meal
7. One compass for the patrol
8. A patrol first aid kit
9. Fire starting gear (flint/steel, matches, lighter) more points for primitive. Each patrol should have drier lint, tinder, shredded paper or saw dust to start a fire
10. Boots on every Scout (see note below)
11. Gloves for every Scout
12. At least one pocket Knife with Scout holding a Totin Chip card
13. One clip board per patrol
14. Two garbage bags
15. Two blankets per sled
16. One Boy Scout Handbook per sled
17. Two tarps 6X8 to 8X10
18. Splint sticks and torn sheet strips for making leg and arm splints
19. 10 pieces of 3/8 rope at least 4' long and one rope 10'-14' long
20. Two Scout staves 7'-8' long, 2"-2.5" in diameter (for Scout stretcher, ladder building and shelter building)

21. Five round wood pieces 1.5"-2" in diameter and at least 20" long for ladder rungs
22. One sleeping bag and complete change of winter clothes per sled

**SCOUTS WEARING TENNIS SHOES ONLY WILL NOT BE PERMITTED
TO PARTICIPATE IN THESE ACTIVITIES.
PATROL MUST HAVE ALL MATERIAL TO COMPLETE STATIONS.**



CONDUCT: The Scout Oath and Scout Law will be the rule of the Derby, as in any Scout event. While on their own going from station to station, the Patrols should follow the rules of outdoor conduct and the principles of Scouting. Scouts are reminded that there will be no intentional ramming of sleds allowed at the Derby, anyone caught interfering with another sled will be immediately disqualified. Any bad conduct issues witnessed by Derby volunteers will be dealt with by the volunteers and all decisions are final.

FEE AND CHECK IN PROCEDURE: All Scouts and Crew members, and leaders will pay \$10.00 to attend the event. This will cover all costs associated with the event. Parents can attend and observe at no charge, but they must not assist or coach any sled patrol. They will be allowed to eat lunch with the Patrol if the unit plans for this accommodation. Registration will be done through the Black-Pug system in michiganscouting.org. We will keep registration open through March 11, 2022. Walk On's will not be permitted without permission and prior arrangement by the event chair. The Derby will begin at 11:00 AM, Check In is from 10:00 AM

to 10:45 AM. Please arrive as close to 10:00 AM as possible to give us time to get your unit checked in. We will have outfitters tent next to the pavilion for Check In. During check in, each unit will be assigned a station to start the Derby at. They should be at their starting station by Derby start time. They will run the stations from this starting point in order. If they are assigned station #4 for their starting point for example, they will complete the station then proceed to #5, #6, #1, #2 and finish with #3. Upon completion of all six stations, units will go to the top of the sledding hill of the park for the sled challenge and Snow Snake challenge. This could add 20 extra points to the Patrols score.

NOTE: Keeping our Scouts safe is a priority, parents on the Derby trail to observe should be accompanied by the unit leaders.

SCORING THE DERBY: The scoring of the Derby is very simple. Each patrol can earn 20-100 points at each station for performing the station task. The time in minutes to perform the task will then be subtracted from the score. **SNOW SNAKE CHALLENGE WILL BE DONE WHEN THE PATROL FINISHES THE STATIONS.** They will launch it to a specified line on the sledding hill. Ten extra points will be added if the patrol makes it to the circle.

CHALLENGE DESCRIPTIONS

STATION #1 SHELTER BUILDING



The patrol will be asked to make a primitive shelter that all patrol members can fit in. Tarps, staves, and rope can be used. They can use standing trees or open space to complete the challenge.

STATION #2, PIONEERING



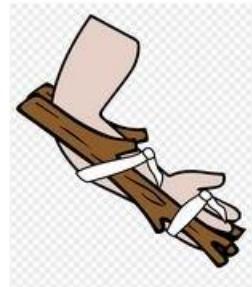
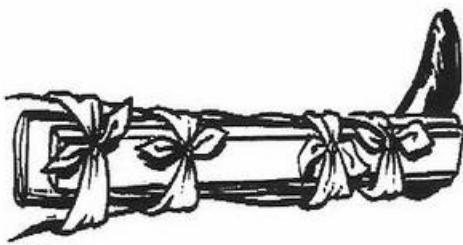
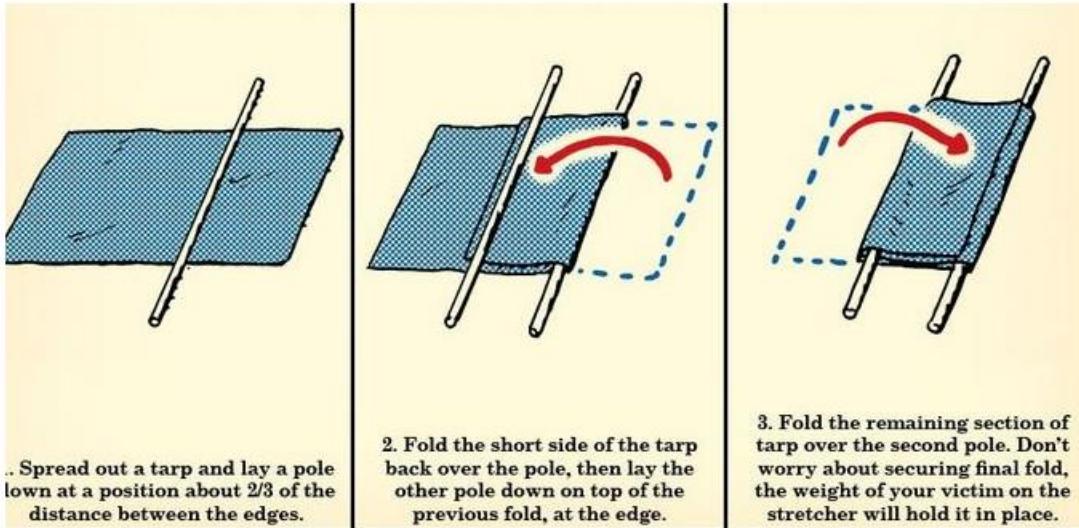
The patrol will be asked to build a five rung ladder using square lashings. The two 7'-8' staves, five 20" rungs and ten 4' 3/8 rope in their sled gear will be used for this challenge. Once completed, they will raise the ladder on a tree with a bell they must ring.

STATION #3, FIRE BUILDING



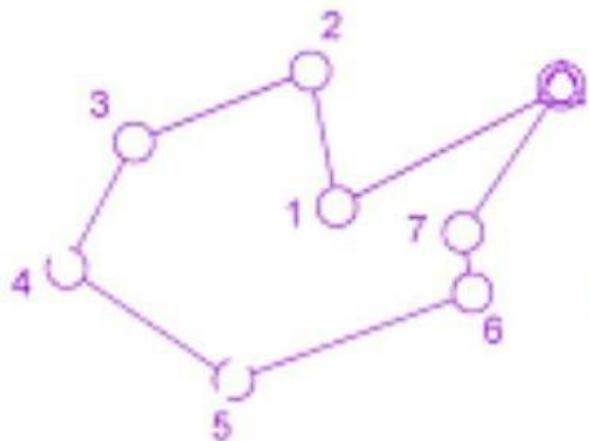
Scouts will build a fire against the clock and burn the rope! More points for Flint and Steel start. Great start up material is drier lint and peeled pine shims. Wax slugs permitted too.

STATION #4, Broken leg, Broken arm, and Scout Stretcher



This station challenge will test the Scout patrols First Aid skills. The scenario is one Scout breaks his leg and arm. The Scouts will fashion splints (sheet strips and wood pieces) then build a stretcher (girney) and carry the Scout 100' away from the station and back.

STATION #5, ORIENTEERING



This station challenge will test the Scouts compass and Orienteering skills. Upon starting the Orienteering course, the patrol will be given a map of the course and a card instructing them to start at one of the eight lettered “control points” within the course. At the starting control point, the patrol will have to orient their map and follow the bearing listed on their card to figure out which of the other seven posts is their next control point. They must write down the letter that appears on the post at each control point before proceeding to the next control point. The patrol will repeat this process seven times (orienting their map, taking a bearing, following the bearing to the next control point, and writing down the letter at that control point). The patrol might not visit every control point, so they could end up with repeating letters on their cards. Patrols will be given a score based on the time it takes them to complete the course and their course accuracy. They are competing to be the fastest but will have points deducted if their letters are incorrect.

STATION #6, EMERGENCY PREPAREDNESS



- Long-sleeved shirt
- Long pants (fleece or wool)
- Sweater (fleece or wool)
- Long underwear (polypropylene)
- Hiking boots or sturdy shoes
- Socks (wool or synthetic)
- Warm parka or jacket with hood
- Stocking hat (fleece or wool)
- Mittens or gloves (fleece or wool) with water-resistant shells
- Wool scarf



This station will test the patrols knowledge of being out in the winter elements. Our station judge will quiz them on their preparedness under normal winter outings and throw in questions about emergencies in the winter environment and can their personal gear and sled gear support the patrols wellbeing if they had to be in the winter woods for 12 hours.

CLOSING INFORMATION

Who can participate: The Northern Lights Klondike Derby is open to any AOL den of four boys or more, Scouts BSA troop or Venturing Crew. Webelos AOL Den will participate at the same stations as the troops and crews and the den may be coached and supported by the den leader or Den Chief.

RESTROOMS: There will be porta johns available near the pavilion.

SLED CHECK: Sled check will start at 10:00 AM during the check in. We may need a few leaders to help with this. Once sleds enter the sled check area items cannot be added to the sled until after the sled check has been completed. Patrols can have additional none required items on the sled If they choose.

ADULT LEADERS/VOLUNTEERS: Our Klondike event requires units to provide adults to help. We will have some tasks that leaders may be asked to help with. Please help us make this a great successful event for our Scouts.

We are a bit behind the eight ball with planning and I hope that you leaders can get with your Scouts and train and prepare for the Derby. This will be a fun challenging day for them. The Derby should wrap up around 3:00 PM.

Bruce Emaus

Event Chair