

2026 Mullan Trail District

Cub Scout Klondike Derby

Saturday, January 24, 2026

Historical Museum at Fort Missoula

3400 Capt Rawn Way, Missoula, MT 59804

Event Overview

Join us for a fun-filled winter adventure designed for Cub Scouts of all ranks! Teams will rotate through eight exciting stations, learning skills, practicing teamwork, and enjoying the outdoors. The day ends with a campfire program featuring skits and songs.

Fees: \$12 per Scout, \$5 per adult

Registration:

Annual Health and Medical Record Parts A & B required for all youth and adults. Unit must bring completed forms to check-in. Medical forms will be stored with the medical officer on site and returned to the Unit at check-out.

All participants should bring their own sack lunch.

Cub Scout Klondike Event Chair:

Timmothy Garrison | (619) 398-7002 | muxchief@hotmail.com

Check-In Details:

Check-in should be done as a unit. Please gather all Scouts and adults together in a group before sending one representative to the check-in table.

Your unit will need to provide:

- Confirmation of attendees
- Group Assignments
- Annual Health and Medical Record (Med form) Parts A and B **for each Scout and Adult attending**
- Payment for any outstanding fees

You will receive:

- Check-in materials
- Station rotation assignments

Packs are responsible for breaking up their Scouts and Leaders into teams of 3-6 Scouts and 1-2 Leaders. The ideal number of Scouts on each team is six. Teams should be a mix of ranks/ages and genders.

Medical Forms:

Medical forms are required for all people attending the event – both Scouts and adults. The medical forms will be returned to the Unit at check-out from the event.

A fillable copy of the [Annual Health and Medical Record](#) can be found here.

Schedule

Time	Activity	
9:15-9:45	Unit Check-In	Each station will last approximately 20 minutes.
9:45-10:00	Opening Ceremony	Dens will attend their assigned stations and rotate when directed.
10:00-10:20	Station 1	
10:25-10:45	Station 2	
10:50-11:10	Station 3	
11:15-11:35	Station 4	All participants should provide their own sack lunch.
11:40-12:10	Lunch	
12:15-12:35	Station 5	
12:40-1:00	Station 6	
1:05-1:25	Station 7	
1:30-1:50	Station 8	
2:00-2:45	Campfire Program (Skits & Songs)	Please dispose of all trash in the receptacles provided.
2:45-3:00	Closing Ceremony & Awards	

Safety

Supervision: All units must provide at least two adults registered in Scouting to attend the event. Two-deep leadership and Safeguarding Youth guidelines always apply.

Buddy System: Scouts must stay in pairs or groups during rotations.

Medical Forms: Annual Health and Medical Record Parts A & B required for all youth and adults; units submit at check-in.

Weather Preparedness: January temperatures can range from +40°F to -40°F; wind chill is a critical factor.

Keeping warm is the most important part of cold-weather camping and outdoor activities. Use the “C-O-L-D” method to stay warm.

- **C = Clean:** Insulation is only effective when the insulating layers are kept clean and fluffy. Dirt, grime, and sweat can reduce the ability of a garment to keep you warm.
- **O = Overheating:** Avoid overheating by adjusting the layers of your clothing to keep from sweating during warmer temperatures. Stay hydrated by drinking plenty of water. Avoid energy drinks (sports drinks are OK).
- **L = Loose layers:** A steady flow of warm blood is essential to keeping all parts of your body heated. Wear several loosely fitting layers of clothing and footwear that will allow maximum insulation without blocking your circulation. Having clothing that is brightly colored (orange or red) is also a good idea, so hunters and sportsmen can see you in snowy conditions. Always wear a hat.
- **D = Dry:** Sweaty, damp clothing and skin can cause your body to cool very quickly, possibly leading to frostbite and/or hypothermia. Keep dry by avoiding clothes that absorb moisture. Always brush snow off your clothes before you enter a heated area. Keep the clothing around your neck loose so that body heat and moisture can escape instead of soaking through your layers.

Eating the right type of food when camping or playing in the cold also is important.

One of the best ways to remember what is appropriate to eat when you are spending time outside in cold weather is to use good nutrition to build the fire within. Make sure your food consumption includes sugars, which act like a fire starter; carbohydrates and proteins, which act as kindling; and fats that produce the energy needed to keep the fire burning and your body running at peak performance. Hydration is as important in winter as in summer. Drink when thirsty. Plan on hydration stops hourly. Water or “sports” drinks that contain some sugar and electrolytes are good for hydration, but avoid “energy” drinks.

What to Bring

Clothing:

- Warm layers using C-O-L-D method
- Waterproof boots
- Warm hat
- Mittens or gloves (bring extras)

Food & Drink:

- Sack lunch
- Water bottle

Other:

- Positive attitude and Scout Spirit!
- Optional: small daypack for gear

Recognition and Awards

Awards will be presented at the Closing Ceremony.

Ribbons

- Klondike Derby participation ribbons will be presented to each Pack participating.
- First, Second, & Third place Dens will be awarded for each event.

Scouting Spirit Award

This award trophy was created in 2011 by the chairman of the Klondike at that time, volunteer Scouter Tony Higuera, to recognize the Cub Scout Pack who demonstrated the highest standard of Scouting Spirit at the Cub Scout Klondike. The award is judged by District scouting officials present at the event. Scouts are observed during the entire event and judged based on their demonstrated values of the Scout Law and Oath. Every year since 2011, the winning Pack is added to the base of the award.

The sled was hand made by Mr. George Lehtinen, from Soldotna, Alaska. The sled and base was a donation from Mr. John Manz and Tony Higuera.

- The Den will be evaluated on all aspects of their conduct, including but not limited to: youth leadership, deportment, preparation, etc. The Dens will not be informed when evaluations are in progress. Packs with multiple Dens will have their Den scores averaged together.
- The Leaders will be evaluated on flexibility, a sense of humor, patience, a good dose of understanding, and a willingness to have fun. You must smile and have fun. These are necessary traits you need to help make every event an event they will want to come back to! Stay positive and energetic and live in the moment without regards to winning. You will make Cub Klondike a success.
- The *Pack* will receive points for any adult leading a station.
- The *Pack* with the highest average score will be the winner. There will be no second or third place.

Stations

Knot-tying relay

Goal: Practice timber hitch, square knot, and bowline; teamwork under time.

- This is a **timed event**.
- Four (4) ropes 10-12 feet long all of the same diameter and one 4-foot long pole 2.5 inches in diameter shall be issued to each Den.
- One log shall be placed on the snow 50 feet from the Den.
- The race will be run as a relay with total elapsed time plus penalty time to determine the placing of the Den.
- Scout 1 ties a timber hitch to the log, returns to tag next Scout
- Scouts 2-4 tie square knots to the end of the previous rope
- Scout 5 ties a bowline
- Finally, the entire Den shall run to the rescue loop, insert the 4-foot pole through it, and using the pole only, pull the log across the starting line.
- Time stops when the log is completely across the starting line. Any knot tied incorrectly will result in a 60 second penalty per incorrect knot. If a knot comes untied during the contest, the patrol shall stop pulling until the knot is retied. There will be no penalty assessed for retying a failed knot provided the knot is tied correctly before the log is pulled across the finish line.
- A Den with less than five (5) Cubs may compete by having a Cub run twice. The returning Cub in each case goes to the end of the line and cannot run another leg until all other Cubs have run their leg of the relay in turn.
- The total time allowed to complete the contest by a Den shall be 20 minutes. Dens who have not completed the task in 20 minutes will be stopped, and no points will be awarded for this event.

Wrist Rocket Safety Briefing

This station will immediately precede attending the Wrist Rocket Challenge. Scouts will listen to the safety briefing and prepare to participate in the wrist rocket challenge. This station is unscored.

Wrist Rocket Challenge

Goal: Safe, fun target shooting that reinforces range discipline.

- This is a **point event**.
- There will be three different sized targets with varying point values (1, 2, or 3 points depending on size and difficulty).
- Each Scout will be given five shots with the wrist rocket and given a score.
- The Scouts' scores will be combined for a final score.
- Six (6) Scouts will compete in this event. A Den with less than six (6) Cubs may compete by having a Cub shoot twice.

First Aid Station – Timed Rescue Scenario

Goal: Practice splinting and safe transport using a sled.

- This is a **timed event**.
- This is a rescue and first aid scenario (first aid materials will be provided). The injury will be the same for every group.
- Only six (6) Scouts per team will be able to participate in this event, so Den leaders need to select the participants prior to the event. For Dens with more than six members, additional members may not actively participate, but they are encouraged to cheer for their team and others. This event is time limited.
- A sled will be provided for teams to use.
- The race will be run as a relay. Two youth will run the sled to a pre-marked location via a small obstacle course and provide first aid to a teammate (simulating broken lower leg). Splinting material will be provided. Place injured teammate on the sled and transport him or her back to the starting line via the same obstacle course. The next two youth will then take the sled and do the same as the first two youth rescuing a second simulated injured teammate with the same injury. Two consecutive rescues per Den with lowest elapsed time per Den is the winner.
- Den members shall propel the sled by pushing or pulling, but no outside aid of any type may be utilized. Carrying the sled with injured team member will not be allowed.
- Safety will be monitored carefully.

Combined Station: Snowshoe Relay Race + Skits & Songs

Goal: Short relay for movement; begin skit/song prep for campfire program

- This is a **timed event**.
- Den will be provided two pairs of snowshoes to participate in the relay race.
- Adults are allowed to help the Scouts put the snowshoes on.
- A Den with less than six (6) Cubs may compete by having one or more Cubs run twice.
- The Den with the shortest time will win the event.

The remaining time at this station will be used to draft, rehearse, and prepare a skit, joke or song for the closing campfire program. Each Den will be given 3 minutes for their performance at the closing campfire program.

You may prepare something for campfire ahead of the Cub Scout Klondike day and practice it at this station.

Compass Relay

Goal: Reinforce compass rose and map orientation; quick relay memory challenge.

- This is a **points event (with a timed component)**.
- Scouts will be asked to participate in a relay to create a compass rose from memory by placing the 8 points of the compass in the correct positions.
- No Cub can carry or use any compass, written or other memory aid during the contest.
- **The correct placement of the points of the compass is the first priority in this event. Time is used only as a tiebreaker.** In other words, if one Den gets all eight points correct and all other Dens get seven or fewer, the Den with eight correct will win no matter their time (as long as it's less than the 20 minute maximum). If two or more Dens get an equal number of points correct, then the Den with the shortest elapsed time will win.

Scouts will also be instructed on how to take a bearing with a compass and practice that skill once the compass creation relay is complete.

Team Challenge Station: The Snow is Lava

Goal: Problem-solving, communication, and teamwork under constraints.

- All Scouts must stand on a platform for 5 seconds.
- One Scout at a time, initially; then two, then three, then four, then five, then six.
- The challenge will start with one platform
- The platform will get progressively smaller

This station will also include other teamwork games.

Fire Building

Goal: Build a safe fire lay and burn a string.

- Scouts will be instructed on fire building.
- Scouts will work together to prepare a fire lay
- **Only Webelos, Arrow of Light or Adults may light the fire based on Scouting's Age Appropriate Guidelines and the Guide to Safe Scouting**
- Scouts will build their fire to burn through a string
- Time stops when the string is burned through
- Extinguish the fire until it is cold-out.

2026 Mullan Trail District Cub Scout Klondike Group Distribution

Pack # _____ Contact Name _____

Phone _____ Email _____

Packs are responsible for breaking up their Scouts and Leaders into teams of 3-6 Scouts and 1-2 Leaders.

The ideal number of Scouts on each team is six. **Teams should be a mix of ranks/ages and genders.** Packs may register multiple teams and are charged on a per-Scout basis.

Pack #: _____ **Group Name:** _____

	Name	Rank
Team Leader		Adult
Asst. Team Leader		Adult
Scout 1		
Scout 2		
Scout 3		
Scout 4		
Scout 5		
Scout 6		

Pack #: _____ **Group Name:** _____

	Name	Rank
Team Leader		Adult
Asst. Team Leader		Adult
Scout 1		
Scout 2		
Scout 3		
Scout 4		
Scout 5		
Scout 6		

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Group Name:

	Name	Rank
Team Leader		Adult
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Scout 2		
Scout 3		
Scout 4		
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Group Name:

	Name	Rank
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