

Wannalancit Klondike Derby 2026
February 14, 2026

Love the Cold Klondike



This year's Klondike Derby is all Love. Loving the cold, the klondike and scouting! You and your patrol will compete in the good old outdoors using your Scout skills, Scout spirit, teamwork and the stuff in your sled. You are going to love it.

Location Address: Pemi Fish and Game
295 Beede Road
Holderness, NH 03245

<https://pemi.org/directions/>

Saturday, February 14 – 8:00am - 4:00PM

Registration and Payment

Pre-registering your unit early is essential for event planning, as it allows us to accurately estimate staffing levels, supplies, and overall attendance. Please provide your best estimate of the number of Scouts and sleds your troop will be bringing.

Costs

Scouts \$15 each

Adults \$6 each

In the event of bitter cold (well below zero) or unsafe roads, Scouting America New Hampshire has the sole authority to cancel or reschedule this event. No shows are not refundable.

Upon arrival, please follow the instructions of our lovely parking crew and get your sleds ready for check in. At the same time your unit leader and SPL will need to check in at HQ (The Pemi Fish and Game Main building). Unit and patrol registration will be verified; the SPL will be given sled check forms to be distributed to each patrol leader/Sled.

Safety Check opens at 8:00 AM outside of event HQ. We will verify that every Scout is properly dressed and equipped to ensure safe participation. **Scouts who do not have proper winter clothing and footwear will be prevented from participating in the Klondike Derby**

After Safety Check, each sled team will receive a starting station. The patrol can then proceed to that station for the scored sled check immediately prior to the opening ceremony at the assigned station.

Event Schedule

Saturday, February 14 – Klondike Derby

8:00 AM Klondike Patrol Registration and Safety Checks open. You may move to your first station after completing both.

8:45 AM Klondike Stations Open

There will be a short flag ceremony at each station and in the administration building.

9:00 AM stations open fully

11:30 AM Lunch Break – all stations closed Remember to notify the mayor when you start cooking and of your progress during your preparation and cleanup.

1:00 PM Stations re-open

3:00 PM Klondike Stations close (finish the station you are at) Turn in score cards to HQ

4:00 PM Awards & Closing

Klondike Stations & Rubrics

Safety Check – scored prior to stations opening
Cooking - (Lunch) - scored event at a station at a time
First Aid -
Citizenship/Flags -
Map & Compass -
Relay Race -
Shelter Building -
Knots/Lashings -
Fire Building -
Other surprise stations may be available so be prepared!

Equipment Lists for Klondike Derby

Patrol Equipment List (Per Patrol)

- Klondike Sled
- Patrol Flag
- American Flag
- Patrol First Aid Kit
- Notebook and pencils or pens
- Hot balanced meal for each member of the Patrol
- Hot drink for each Scout
- Utensils for cooking
- Pot & Pans to cook & to heat water or cocoa
- Minimum of one (1) quart of water per Scout (2 quarts recommended)
- Adequate clean-up materials for cooking and fire-building
- A trash bag for all your trash. This is a pack in/pack out event!
- Soap to wash hands
- A portable stove for cooking
- Fuel, kindling, and tinder for a small fire
 - Fires may use only natural materials (wood) - No charcoal
 - All fires must be built above the ground in a trash can lid, wheelbarrow body or similar fireproof fixture supported on bricks or cinder blocks as needed.
 - NO GROUND FIRES
- Matches or fire starters (*points likely awarded for alternative fire-starting method*)
- Several Lengths of Rope (or paracord) (for lashing & Shelter building)
- 4-6 6-ft staves or spars
- Tarp

Personal Equipment List for Each Scout

- Scout Spirit
- Boots for snow and/or mud – NO SNEAKERS
- Layered clothing for cold weather activity – NO COTTON JEANS
- Warm hat and gloves or mittens
- Folding pocket knife (No sheath knives allowed)
- Scout Handbook (*Useful for information*)
- Compass and whistle
- Cup and eating utensils / mess kit
- Water bottle and water
- High-energy snacks for morning and afternoon (protein, not candy)
- Musical instrument for the Patrol cheer and Scout Spirit Station (optional)
- Extra socks
- Backpack (Day pack)

General Rules

These rules apply for the entire Klondike weekend.

1. Everyone at the Klondike Derby site – Scouts, adults, workers, everyone – needs to have a BSA Health form (Parts A&B + ins card). Health Forms are kept by the unit leader.
2. Everyone on the course must be appropriately dressed: synthetic layers, snow boots, warm hat, mittens or gloves. No Scout will be allowed on the course wearing sneakers or cotton jeans.
3. You are expected to abide by your Scout Oath, the Scout Law, and the Outdoor Code. Show respect to our hosts, event staff, and other Scouts.
4. To build a fire for competition, you must use a metal fire pan of sorts and elevate it at least 6" off the ground with bricks, cinder blocks, or similar materials (IF THERE IS NO SNOW). When finished, make sure your fire is dead out, and take the ashes away with you, along with your trash.
5. SNOWBALL THROWING IS NOT ALLOWED. This is grounds for disqualification of the entire patrol, so help each other remember this rule!

On the Course

1. Every patrol must have one sled. It must carry all your patrol's Klondike Derby equipment. The patrol flag and Troop number must be displayed on the sled. Each sled to be limited to no more than 8 scouts.
2. In the case where there is no snow, your sled may have wheels, preferably detachable. You must have a way to control your sled at all times, even on hills.
3. When you register, you will receive a starting station. You must start the competition at that station.
4. Other than Klondike Staff, no adults are allowed to enter a station, or to communicate with any patrol inside a station.
5. It is the responsibility of the Patrol Leader to notify the Mayor of each station that his patrol has arrived and is ready to perform the assigned for them. It is also the Patrol Leader's responsibility to check out with the Mayor and get the scorecard punched before leaving the station.

6. When Lunch starts, all patrols inside a station will prepare, eat, and clean up their lunch in that station. All patrols on route between stations will proceed to the next station and have lunch there.
7. Before starting to prepare lunch, the Patrol Leader must notify the Mayor of the station where you are located, to ensure that your efforts will be scored. See the sample Lunch Scoresheet in this packet to see what will be evaluated.
8. The Mayor of any station is the final arbiter of any conflicts concerning the scoring at that station. The on-site Event Chairman is the final arbiter of any conflicts concerning a patrol's overall score and ranking. Since no adults are allowed in stations, any arbitration must be initiated and conducted by the Patrol Leader.

Strategy Hints

At each station you will be given a task to complete. Make sure you understand what is expected and ask questions. Take a bit of time to plan how you will attack the task. Patrols that work together with each Scout contributing ideas and effort are likely to score better than patrols where some Scouts are left out. Display your patrol flag and use your patrol yell at every appropriate opportunity. Budget your time. There is enough time to visit every station, but only if you don't take too long on any one task. Sometimes you will do better to accept a partial score at a station where you're having difficulty so that you can move on to complete other stations. If you are working in a station when the lunch period begins at 11:30, you will have lunch at that station after completing its task. If you are on the trail, you will prepare lunch at the next station you reach. In either case, BE SURE TO NOTIFY THE MAYOR, before you begin, that you will be having lunch at the station. Give the mayor your scoresheet and how your patrol has divided up the work.

Cold Weather Tips

Winter can be a lot of fun if you're properly prepared. Here's how:

1. AVOID COTTON! Cotton clothing absorbs moisture from your skin while you're active. When you stop moving, the damp cotton draws heat out of your body very fast. Instead of cotton, use synthetic long underwear, and wool-blend socks. These allow moisture to pass through the layers and stay warmer even when damp.
2. Dress in synthetic layers. You should have a wicking layer next to your skin, then one or more insulating layers, and a weatherproof shell layer on the outside. Multiple layers trap insulating air between them and give you flexibility to adjust as temperature or activity levels change. Windproof and water-resistant shell pants and jacket with hood will help keep that warm air from blowing away.
3. Plan ahead for warm feet. Wear insulated winter boots or hiking boots that are large enough to wear two pairs of wool socks inside. If your boots (or any clothes) are tight, they'll reduce circulation, leading to cold spots. BRING EXTRA SOCKS!
4. "If your feet are cold, put your hat on." Keep your core warm so there's extra heat for your extremities. An unprotected head loses a great deal of heat, so make sure to wear a hat. Use a neck-warmer or scarf to protect your neck as well.

5. Mittens are warmer than gloves because your fingers stay together. Wear thin liner gloves for tasks that need more dexterity but keep your mittens on whenever possible.
6. Stay dry. Brush off snow before it melts on your clothing. Unzip or remove layers if you're overheating, so you don't soak your clothes with sweat. BRING EXTRA SOCKS in case your feet get wet (they can also be used as emergency mittens).
7. Watch each other for signs of frostbite or hypothermia and take action as soon as you notice them.
8. Fuel your engine. Your body needs food to generate warmth, so eat a good breakfast, lunch, and supper, and carry high-energy snacks. Candy will give you a quick energy boost, but it is followed by a fast drop unless you add slow-burning protein, fats, or complex carbohydrates.
9. Stay hydrated. Your body needs plenty of water to pump the heat from your core to your extremities. In winter's dry air, you lose moisture without noticing it, so make an effort to drink – at least 1 quart in the morning and another in the afternoon. Plan lunch to include water too, as in a soup or stew.
10. Protect your food from freezing. Remember that cans may freeze in cold weather.
11. Keep your water in wide-mouth bottles, and store them upside down, so that any ice that forms does not seal the opening.
12. White gas (Coleman fuel) works well for cooking in cold weather but be careful not to spill it on your skin – its rapid evaporation can cause frostbite.

Signs of Hypothermia

Mild

Shivering
Minor Clumsiness
Slow thinking, confusion, change in mood

Moderate

Intense Shivering
Change in coordination (stumbling, falling)
Change in mental status (irritability, forgetfulness)

Severe

Shivering may stop due to energy depletion
Further Deterioration of mental status (disorientation, irrational behavior.
Pulse may be undetectable)

Any person showing signs of hypothermia shall be reported to the station leader or other event leaders. If needed the person will be escorted to a warming shelter for care.

Awards:

Overall 1st, 2nd, 3rd, 4th
Station awards: Best score for each station
Spirit Award: Best overall scout spirit / teamwork

WannalancitKlondike 2026**UNIT ROSTER**

Unit Type & Number	
Primary Leader	
Cell Number	
Secondary Leader	
Cell Number	

Additional Adults

#	Name
1.	
2.	
3.	

Scouts

#	Name	#	Name
1.		9.	
2.		10.	
3.		11.	
4.		12.	
5.		13.	
6.		14.	
7.		15.	
8.		16.	

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SLED ROSTER

Unit Type & Number	
Patrol Name	
Sled Name	

	Name	Rank
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		

One of these forms must be completed and handed in per Klondike Sled.