

# Adirondack District Klondike Derby

## Arctic Explorer Edition 2026

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**SATURDAY, FEBRUARY 28th, 2026**

**8am - 3pm**

**CADYVILLE RECREATION PARK**

**114 Goddeau Rd, Cadyville, NY 12918**

**\$10 Per Person**

Register at: <https://scoutingevent.com/364-108077>

Welcome to Adirondack District's "Arctic Explorer" Klondike Derby!

Teams of Scouts and Cubs will brave the frozen north...

....to recover the **LOST EXPEDITION'S GOLD!**

## Event Schedule

<u>Time</u>	<u>Activity</u>
8:00–8:45 AM	Check-In & Sled Inspection. Games available for free play.
8:45–9:00 AM	Opening Ceremony & Safety Briefing
9:00–11:30 PM	Morning Station Rotations
11:30–12:30 PM	Lunch (units provide their own)
12:30–1:30 PM	Afternoon Station Rotations
1:30-2:30 PM	Finale! Tug-of-War + Sled Race!
3:00-3:30 PM	Cash in your gold nuggets for prizes!

## Teams

Keep your teams to *about* 10 kids. Cubs & Scouts should be on different teams. If you have a large pack or troop, break into patrols/dens for multiple teams (you can share a sled for the finale race).

## How It Works

Teams rotate around the Stations. Each station has a challenge for the group. **Scouts** will be given a more difficult version, while **Cubs** will have a simpler age-appropriate version. **Gold nuggets** are earned, and the team carries their gold stash with them as they go.

At day's end, teams cash in their gold nuggets for PRIZES at our "Trading Post."

## Scoring

Each team earns **gold nuggets** per station in each of three categories:

- Skill/Speed – How well they perform the task.
- Teamwork – How well they cooperate and communicate.
- Spirit – Attitude, enthusiasm, and Scout Spirit.



## Pack & Troop Responsibilities

- Every Pack or Troop **must provide at least ONE adult volunteer to run a station during the day.** This is in addition to your 2-deep adult leadership. The extra volunteer does not need to be a registered Scout.  
\*\*\*\*2-deep youth protection must be observed at all times, all Stations, including the Warming Hut. One-on-one contact between adults & youth is not permitted.
- Each Pack or Troop will be assigned a Station in advance. It is their responsibility to finalize the RULES of that Challenge, and to bring all necessary equipment/items for it. The District will help you procure items if you need help.
  - Please try to borrow or find any items you require. Reimbursements for purchases must be approved in advance by the District.
  - This is how we can keep the Klondike cost low for the Scouts!
- **Bring your own lunch.** We encourage you to cook as a Pack/Troop. Bring camping stoves or fire pits. No open fires on the ground are allowed!
  - You can fulfill rank requirements with outdoor cooking
  - Or Scouts could prepare foil meals beforehand, and cook them on site
  - Hot dogs, chili, ramen are also good options!
- Bring foldable camping chairs for your unit. Bring a pop-up tarp if desired.



- Bring camping mugs for our Hot Cocoa station to save the Earth! (But we'll also have paper cups if you forget).
- For the fire-building station bring a metal pot, water, matches (or flint & steel), kindling and small amount of firewood. For compass station bring a compass.
- Medical Form to be kept by the troop leader.

## Adirondack District Will Provide:

Prizes!

Patch to each paid participant!

Hot Cocoa & marshmallows!

Warming Hut (limited space)!

Warming Fire!

We will have a First Aid officer on hand + restrooms with hand sanitizer.





## DRESS WARM !!

- **Wear warm layers.** Hats, gloves, boots and snow pants are a must!
- Bring a bit more than what you think; you'll need – water, food, and clothes
- Stay hydrated. It's easy to get dehydrated in the winter. You aren't visibly sweating, so you don't think to drink water, but since the air is so dry, you lose a LOT of water through breathing. Drink lots of water!
- Eat plenty of carbs to stay warm. Eat a hot meal for lunch. Prep your lunch at home in the warmth of the kitchen so all you need to do is reheat it.
- **C O L D:**
  - C = Clean - dirty clothes lose their loft and get you cold.
  - O = Overheat – never get sweaty! Strip off layers to stay warm but not too hot.
  - L = Layers - Dress in synthetic layers for easy temperature control.
  - D = Dry - wet clothes lose their insulation.
- **COTTON KILLS!** Do NOT bring/wear clothing made of cotton. Staying dry is the key to staying warm. Air is an excellent insulator and by wearing several layers of clothes you will keep warm.
- Remember the 3 W's of layering
  - Wicking inside layer - should be a polypropylene material as long underwear and also sock liner
  - Warmth middle layer(s) - should be fleece or wool
  - Wind/Water outer layer - should be Gore-Tex or at least 60/40 nylon.
- Wear snow pants over your regular clothing
- Bring extra hand covering - working hands get wet easily.
- Keep your hands and feet warm. Your body will always protect the core, so if your hands and feet are warm, your core will also likely be warm. If your hands or feet are cold, put on more layers, and put on a hat!

## SLED REQUIREMENTS



Packs & Troops will load up their sleds with the gear (water, snacks, rope, firestarting items, compasses, extra clothing). You can adorn them with your troop flag or decal, or other decorations.

**TROOPS!** You are encouraged to bring your Klondike Sled! This could be a fun pre-Klondike activity for you to do at troop meetings. Design —> Build —> Test.

The Troop sleds should be able to carry at least 1 person. At the Yukon Rescue station you'll have to carry your victim a short distance. At the Finale Sled Race you'll have to pull your Senior Patrol Leader!

If you cannot bring a sled, don't sweat it! Another troop will *kindly* lend you their sled and the race can be run as a time trial.

Sleds cannot have wheels, and must above all be SAFE.

Otherwise there are no specific parameters (this year at least!).

Helpful links for sled design & construction:

[https://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.php](https://scoutdocs.ca/Klondike/Klondike_sled_plans.php)

<https://skcscouts.org/wp-content/uploads/2019/12/2020-Klondike-Sled.pdf>

[http://storage.neic.org/event/docs/2696/boys life klondike sled plans ii.pdf](http://storage.neic.org/event/docs/2696/boys%20life%20klondike%20sled%20plans%20ii.pdf)

[https://www.reddit.com/r/BSA/comments/1hrdxt/klondike sled construction best way to attach/](https://www.reddit.com/r/BSA/comments/1hrdxt/klondike_sled_construction_best_way_to_attach/)

[https://www.youtube.com/watch?v=doctyyig\\_qE](https://www.youtube.com/watch?v=doctyyig_qE)

**CUBS!** Your sleds can be a basic plastic sled. The type you'd use sledding down a hill. But attach more ropes to the front, so all the Cubs can help pull it!





## Scouts BSA Arctic Explorer Stations

### Yukon Rescue

- Ice rescue

Setup: Mark a pretend “thin ice” area. A dummy or toy has “fallen through the ice.”

Materials: Poles, rope, dummy.

Rules: Scouts learn ice rescue from adult, then, demonstrate it by crawling out with rope or stick to rescue the victim. Then carry them on your sled to the pretend “medical tent” and treat them for hypothermia and frost bite.

Scoring: Skill, teamwork, spirit.

### Fire on the Tundra

- Fire Building and Boil Challenge

Setup: Snow cleared, \*fire pits\* for fires

Materials: Fire pits, matches, kindling, tinder, small pot, 1 cup of water. Light it with flint & steel for extra points!

Rules: Build and light a fire, boil water fastest.

Scoring: Speed (skill), teamwork, attitude.

### Snowball Toss

*\*\*No throwing at each other\*\**

Setup: Fun targets for kids to aim at. Pile of snow! Marked-off throwing line.

Rules: Your sled team needs to eat! Hunt the “arctic animals” with your snowballs, hit enough of them accurately to feed your team.

Scoring: Effort, teamwork, and spirit.

### Frozen Compass

- Navigation Challenge

Setup: Three markers set at compass bearings.

Materials: Compass, map, clue tokens.

Rules: Team follows bearings to collect tokens and return. Hockey pucks or other items are hidden under snow that must be found.

Scoring: Accuracy, teamwork, spirit.

## Caterpillar Race

- Coordinated Tandem XC Skiing

Setup: Basic course

Materials: 2 pairs (or more) of tandem XC "caterpillar" skis

Rules: Teams must complete the course, with deductions for falling over

Scoring: Speed, teamwork, spirit.

## Bear Bag Hang

- Wilderness Safety and Food Storage Challenge

Setup: Choose an area with a sturdy horizontal branch 12–15 feet high.

Materials: Rope (50 feet), 2-gallon dry bag or 'food bag,' full waterbottle for throwing weight.

Rules: Teams demonstrate how to hang a bear bag safely using the PCT or two-tree method. The bag should hang at least 12 feet off the ground and 6 feet from any trunk. They must hang it before the “polar bear” arrives!

Scoring: Time, teamwork, and safety awareness.



## Cub Scout Arctic Explorer Stations

### Yukon Rescue

Challenge: Rescue a stuffed animal from the 'ice river' with rope.

Setup: Rope, stuffed animal, marked off "river" area.

Scoring: Effort, teamwork, and spirit.

### Fire on the Tundra

Challenge: Build a fire lay and demonstrate fire safety.

Setup: Wood, kindling. Adult will light the fire.

Scoring: Effort, teamwork, and spirit.

### Snowball Toss

*\*\*No throwing at each other\*\**

Challenge: Accuracy toss at targets for fun and points.

Setup: Fun targets for kids to aim at. Pile of snow! Marked throwing line (Cubs can stand closer than Scouts)

Scoring: Effort, teamwork, and spirit.

### Caterpillar Race

Setup: Basic course

Materials: 2 pairs (or more) of tandem XC "caterpillar" skis

Rules: Teams must complete the course, with deductions for falling over

Scoring: Speed, teamwork, spirit.

### Gold Pan Challenge

Challenge: Search snow or sand for hidden 'gold nuggets' using basic cardinal directions.

Setup: Simple station with adult leader.

Scoring: 1–5 points each for effort, teamwork, and spirit.

### Snow Bocci

Setup: Balls or other game elements. Put a tarp down atop the snow or flatten it, so they play on that, unless there is good ice underneath.

Scoring: Effort, teamwork, and spirit.



## **FINALE!**

### **Sled Race — Timed Obstacle Course**

Setup: 100-yard course with turns or cones.

Materials: Sled, rope.

Rules: Pull sled through course with your Senior Patrol Leader on the sled. Cubs will pull one of the Leaders on the sled.

Scoring: Fastest teams get gold nuggets according to their time. Cubs & Scouts judged separately. Extra nuggets for Scout spirit!

### **Tug of War**

Setup: large rope, marked off scoring boundary

Rules: ALL scouts and cubs count off onto two random teams, and compete. Each member of winning side gets a gold nugget.

### **Event Leader Tips**

- Keep the day moving—stations should last 20-30 minutes each.
- Encourage cheerfulness and enthusiasm even in cold weather.
- Celebrate teamwork over competition—make it fun!

For Questions contact Mike Fitzgerald, [michael.fitzgerald2@scouting.org](mailto:michael.fitzgerald2@scouting.org) or 518-869-6436

