THE ULTIMATE KLONDIKE DERBY

2027 Edition • Saturday, January 9, 2027

Hosted by Whitetail and Great Trails Districts

Event at a Glance

WHEN: Saturday, January 9, 2027 — one-day event - but Patrols are welcomed and encouraged to spend the night on Friday and Saturday.

WHERE: The Frozen Hills at Camp Scout Haven

WHO: Scout patrols and Venturers; Webelos and Arrow of Light guests may participate during the day with an accompanying sponsoring troop and appropriate adult supervision.

WHAT: A Yukon-themed winter adventure testing Scout skills, teamwork, leadership, problem-solving, and Scout spirit. Patrols compete for the Traveling Klondike Derby Trophy.

COST: Pre-register by end of day December 12th, 2027, with headcount and full payment. Early bird cost is $15 per attendee (youth and adult), including patch. Registration cost starting December 13th, is $30 per attendee

The Mission: Race to Save the Yukon Expedition

A blizzard has stranded a team of prospectors in the Yukon. Patrols must transport supplies, navigate the wilderness, build shelter, send signals, and respond to emergencies. Each station is a chapter in the expedition. Activities and locations may change for weather and safety.

Saturday Program — January 9

8:00–8:45 AM	Registration, sled inspections, patrol assignments (Dining Hall)
8:45–9:00 AM	SPL and station-leader briefing; opening ceremony (Parade Field)
9:00–11:30 AM	Events - station rotations
11:30 AM–12:00 PM	Lunch; patrols bring their own meals
12:00–3:45 PM	Events - station rotations
4:00 - 5:00 PM	Religious Ceremony
~5:15 PM	Awards and closing ceremony

2027 Events and Stations

Tentative list; finalized before the event and subject to weather and staffing. Station leaders explain the scenario, rules.

Sled Check / Expedition Readiness — Inspect required gear, patrol flag, roster, and weather preparedness; scored separately.

1. Fire in the Blizzard — Build a controlled fire with permitted natural materials and burn a suspended cord; bonus within the 10 points for a non-match ignition method. Adult-controlled fire area.

2. Yukon Launcher — Construct a tripod launcher with appropriate lashings; launch soft projectiles at designated targets.

3. Ravine Supply Crossing — Use rope and knots to move a supply crate or sled across a simulated ravine. Scouts remain on safe ground; no suspended people.

4. Thin Ice Rescue — Demonstrate reach/throw rescue using a simulated victim, then explain cold-exposure care. No one enters ice or water.

5. Lost in the Yukon — Follow compass bearings and a camp map to find marked supply caches and report a final location.

6. Blizzard Shelter — Build an emergency tarp shelter using anchors, ropes, and knots; explain weather protection and safe site choice.

7. Bigfoot Stampede — Four Scouts at a time operate shared Bigfoot skis around turns and deliver a small supply item; teams rotate members.

8. Lumberjack Challenge — Tie a timber hitch, haul a log, and demonstrate supervised safe bow-saw technique; safe execution outranks speed.

9. Whiteout Navigation — Navigate a flat, hazard-free marked course through clear verbal directions and patrol teamwork; adult spotters supervise.

10. Yukon Supply Run — Haul the patrol sled through a marked obstacle route while completing short supply and knot tasks.

11. Injured Prospector — Assess a simulated injury, demonstrate first aid and splinting, and describe an appropriate evacuation plan.

12. Expedition Scavenger Hunt — Ongoing challenge: identify and photograph or record ten designated expedition clues throughout camp; no unsafe or restricted-area access.

Awards

First place will win the Traveling Klondike Derby Trophy

Klondike Derby Bonus Points

- 5pts if at least one member the patrol sleeps outside in a tent.
- 5pts for at least one adult volunteer manning a station
- 5pts for having at least one Webelos or AOL Scout on your team.
- 5pts for adult leaders not following their Patrols
- 5pts for turning in feedback survey

Preparing for the Derby

- Review layering, moisture-wicking base layers, insulating layers, waterproof outerwear, and avoiding wet cotton.
- Bring warm boots, gloves, hat, extra socks, dry clothing, and sufficient water.
- Practice knots, lashings, fire safety, map-and-compass navigation, basic first aid, and emergency signaling.
- Assign patrol roles so younger and older Scouts each contribute.

Klondike Sleds and Required Gear

There is no required sled design; sleds must be safe, controllable, and able to carry patrol supplies. Sled inspection includes:

- Sled
- Patrol flag and waterproof patrol roster
- Scout handbook
- Compass
- Blanket or emergency insulation and patrol first aid kit
- Approved pocketknife (where age/training permits); rope or twine
- Fire-starting materials, including matches
- Filled water bottle for each Scout
- Trash bag, tarp, spare socks, weather-appropriate clothing
- Shelter building Supplies (e.g., Tarp, Rope, Poles)

Bigfoot Ski Requirements

Event skis will be provided. Patrols may bring two 8-foot 2×4 boards fitted with four sets of rope handles; no boots may be fixed to the boards. Racers must be evenly spaced. Bottoms must remain natural wood with no cleats, wax, grooves, paint, or traction devices. Homemade skis must pass inspection. Recommended materials: two 8-foot 2×4s, approximately 100 feet of 3/8-inch rope, and electrical tape. Drill and recess rope holes so knots do not protrude below the boards.

Rules, Safety, and Guest Participation

- Scout Oath, Scout Law, and Outdoor Code apply at all times. Follow current Scouting America Guide to Safe Scouting, youth protection, two-deep leadership, and tool/fire age and training rules.
- No one may enter or go onto the lake or ice. Ice-rescue activities are simulations on land. Violators will be sent home,
- All fires must be in authorized pits or fire barrels and under adult supervision; no accelerants.
- Saw use, pioneering, rope hauling, and all physical activities require approved setups, safety boundaries, and qualified supervision.
- Leave wildlife undisturbed and pack out all trash.
- Webelos and Arrow of Light guests must be accompanied by their sponsoring troop and appropriate adult supervision; daytime attendance only under this event plan.
- Participants must have suitable winter clothing. Event staff may limit participation when a Scout is inadequately equipped for the conditions.
- Units must bring required medical forms and first aid supplies. Winter weather may require station modifications or cancellation.

- Units are encouraged to camp in tents at campsites. Those doing so will receive extra points. However, cabins and lean-tos are available on a first-come, first-served basis. Arrangements must be made by pre-registration that can be done online or at the Scout service center.

- Two Deep Leadership, as outlined in the National Scouting Policy is required.

Meals

Meals are the responsibility of individual troops.

Contact

Event Chairperson: Mike Sullivan — mikesul0401@gmail.com

Staff Advisor: Michael Charlesworth, email: Michael.Charlesworth@Scouting.org

Cancellation Policy:

Individuals/Groups that cancel their event registration 14 days or more prior to the event date will receive a refund of the total registration fee less a 50% cancellation fee. No refunds will be given for cancellations made less than 14 days prior to the event date.