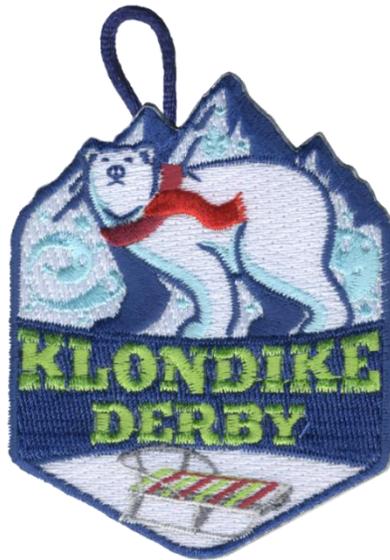


Seneca Waterways Council
WATERS EDGE DISTRICT
KLONDIKE DERBY
February 28th, 2026

Updated with New Date and Location



LOCATION: PathWay Church
1580 Five Mile Line Rd, Penfield, NY 14526

Open to all Scouts BSA units & Crews.
Cub scouts may attend as a day event.
Register at: <https://scoutingevent.com/397-WEKlondike26>

ANY QUESTIONS, EMAIL or CALL

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WHAT IS A KLONDIKE DERBY ?

Many years ago, men raced by means of dogs and sledges across the frozen wastes of Alaska in search of GOLD! Scouting has capitalized on this theme and has developed the Klondike Derby as an activity for Scouts.

Each dog team (so called because two to five Scouts act as huskies) form a separate expedition, and follows a course outlined on a map given to the team. The map guides the team over the field course to stations that simulate “cities”, with authentic Alaskan and fictitious names. Each team driver (patrol leader) is handed a sealed envelope containing his instructions. Teams line up at the starting line, are checked for readiness, equipment, etc., and when told are away on the trail. They tear open their sealed orders containing course directions, maps etc. Each team then starts off for a different station or “city” as shown on its map.

A practical problem involving basic Scouting skills will be encountered in each city.

After the final city on its expedition, the team checks in with the judge who marks a number of gold Nugget Points on a tally sheet. Awards are presented accordingly.

Sound good? You’re doggone right. Every Scout will want to be in the Derby. Look over the enclosed plan, talk it up with the Scouts and get the patrols working now! The Klondike Derby is the BIGGEST winter activity happening in the Waters Edge District!

EVENT OUTLINE

Patrols check in at the starting line and have sleds inspected. Patrols are given general instructions and sealed orders, where they proceed as directed by their orders. Patrols are started off simultaneously

The Leader of each station awards Nugget Points to the patrols. He or she then explains to them the problems which they must resolve and what

to do when they finish. As they complete the problem, points are awarded and patrols are sent to the next station.

There will be time in the morning and after lunch to complete the required and as many of the optional stations that patrols can finish to amass the most points. In addition to the events, Nugget Points are awarded for camping Friday night and outdoor shelters.

Scouts BSA UNITS and LEADERS

Health forms are mandatory for all attending, along with a **roster of names for both youth and adults**. Cost is \$10.00 for Scouts BSA youth, Adults are free. Cost includes Klondike Derby patch, hot chocolate, camping fees, and awards for the events. Patches will go to units pre-registered first for amount of people, in case of shortage of patches. This event is open to Scouts BSA units and Crews. **Cub Scouts can only come for the day, Scouts BSA units may choose to camp Friday night into Saturday, there will be no option to sleep over into Sunday.**

Proper clothing is a must and should be layered so the Scout can remove some layers if too hot or add layers if cold. Scout uniform is not required. No inappropriate shoes (tennis, athlete shoes, etc.) will be allowed.

Individuals will be sent home if inappropriately dressed. This should be covered at unit meetings if attending. This event will not be canceled because of cold weather. So, bring plenty of clothing to change into to keep dry if necessary.

Troops must provide their own food for the weekend.

There will be a prize for the best shelter that is slept in. Troops can arrive early to build a shelter to sleep in for two or more scouts. They can be built of snow, canvas, or wood and must be slept in overnight. No tent will be eligible for the award. The shelters will be judged on Saturday afternoon and the award will be given out on Saturday afternoon. You must let the Klondike

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Chair know if you are doing this so it can be judged.

Equipment needed for shelter construction

Shovels, buckets, scrapers, tarp, etc.

Please bring clothing and gear that is adequate for all types of winter weather.

The Saturday afternoon award presentation will take place at approximately 4:30PM. Please plan to stay through the awards.

Cub Scout UNITS and LEADERS

Health forms are mandatory for all attending, along with a **roster of names for both youth and adults**. Cost will be \$5.00 Cub Scout youth, Adults are free. Cost includes Klondike Derby patch, hot chocolate. Packs/parents should provide a lunch if desired. Patches will go to units pre-registered first for amount of people, in case of shortage of patches.

Proper clothing is a must and should be layered so the Scout can remove some layers if too hot or add layers if cold. Scout uniform is not required. No inappropriate shoes (tennis, athlete shoes, etc.) will be allowed.

Individuals will be sent home if inappropriately dressed. This should be covered at unit meetings if attending. This event will not be canceled because of cold weather. So, bring plenty of clothing to change into to keep dry if necessity.

KLONDIKE DERBY – February 28TH, 2026**GENERAL INFORMATION**

Klondike Derby will be a day of Scouting fun with a mixture of competitive spirit and outdoor fellowship. The following information will help you plan for this district event. Enclosed in this packet is an official agenda, the Derby rules, gear requirements and guide to building a sled.

1. The Klondike Derby will take place at PathWay Church, Address: 1580 Five Mile Line Rd, Penfield, NY 14526
2. Each unit should register on line at <https://scoutingevent.com/397-WEKlondike26> In the event of shortage of patches, pre-registered will have priority, pre-registered individuals over late registration.
3. **CAMPING-** Troops should camp in only the designated area (see attached map). Camping is available to troops only Friday night, the event will end Saturday evening. The church will be available Friday night and all day Saturday if the need arises to warm up a scout. No overnight sleeping in the church will be allowed.
No vehicles are to be driven onto the camping area, stay on the road/parking area. No ground fires are allowed, they must be off ground in a metal “fire pit” of some sort. Trash is Carry – in, Carry – out.
4. **SHELTER CAMPING-** All troops have the option and are encouraged to camp out Friday evening in Snow Shelters or other types of shelters that they build themselves Friday night. There will be an award for the best shelter that is slept in. This is an excellent opportunity to camp in the winter environment in a safe location.
5. **AWARDS-**All ScoutsBSA youth and adults who are registered will receive a Klondike patch.

We hope to have patches at the event but may have to hand out at a subsequent Roundtable. Awards will be given for top three Klondike finishers (by points), Top Sled Design, Top Sled Race patrol winner and Top Tug-o-War patrol.

The Webster Legion Post has kindly donated Wegmans gift cards for the top three patrols and a special recognition award. The post yet again has approved \$350 for gift certificates to Wegmans. However, the gift certificates must be used to help out a nonprofit organization, food cupboard, or a family in need. The \$350 will be divided for the top three patrols and a special recognition award.

6. **PARKING-** Vehicles and troop trailers will be allowed to park in the Church parking lot. We also can park cars at the Rothfuss Park parking lot and walk over. We have received confirmation from the Park that we can do that.
7. **CHECK-IN-** For troops arriving on Friday night, check in will be between 6 and 9 PM at the Church. Please send a leader to the Church. For Troops arriving Saturday, check in will be between 7:30 and 8:15 AM at the Church.
8. **CUB SCOUT EVENT-** Cub Scout events will run during the morning session. There are specific Cub events and Scouts BSA events, and many dual events. A list will be posted at the Church showing who can do what. The Cub events will not be scored.
9. Coffee & Hot chocolate will be available to all Scouts and leaders at the Lodge.
10. It is the policy of Scouting America, Seneca Waterways Council and Waters Edge District that no alcohol, tobacco or drugs will be allowed at any Scouting function. Anyone using these chemicals will be asked to leave immediately.
11. Pets are also restricted from Scouting events.

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Pay particular attention to “Equipment Needed”! This is vital information.

KLONDIKE DERBY SLEDS

1. Sleds must be secured properly to complete the course and to finish with all gear stored on board.

2. All sleds must be assembled by units prior to the event. Examples of sled plans:

https://scoutdocs.ca/Klondike/Klondike_sled_plans.php

<https://skcscouts.org/wp-content/uploads/2017/01/Klondike-Derby-Sled-Plans.pdf>

Scouts may search the web for countless other ideas and plans to make and embellish their sleds.

3. The sled should be a minimum of 18” wide and 6’ long and large and strong enough to hold all required equipment as well as one scout for the Great Sled Race. Pay special attention to proper harnesses or pull ropes.

4. The “**Best Sled Trophy**” will be awarded for the best looking sled. This sled will be judged on design, expedition-worthiness, creativity.

5. **Your sled must display your patrol flag.**

Patrols flags with patrol name & troop number will receive an extra Nugget Point.

TEAM SPECIFICATION

1. All Scouts must be clothed for extreme winter conditions; this event will not be canceled.

2. Each patrol must submit a roster of patrol members when checking in at camp. Participating patrols should be normal troop patrols, in appropriate winter dress. (Scout uniform is not winter dress.) **No inappropriate shoes** (tennis, athlete shoes, etc.) will be allowed. Appropriate winter dress will be enforced. Scouts may be sent home if not

appropriately dressed. Patrols will be penalized one (1) Nugget Point per scout for inappropriate dress.

3. Maximum size of each patrol must be eight (8) scouts and a minimum of four (4) scouts.

4. All Scouts are encouraged to be members of the same troop patrol.

KLONDIKE DERBY – February 28TH, 2026EQUIPMENT NEEDED BY EACH PATROL ON SLED
BEFORE STARTING COURSEPATROL EQUIPMENT LIST

- **ALL Scouts to be properly clothed- hat, gloves, no jeans, wear long johns, Snow pants or leggings, warm coat or parka.**
- Each patrol to submit roster at check-in (roster form attached)
- Health forms for each member of the patrol (in ziplock)
- Klondike sled (substitutions can be used to carry equipment if there is **NO** Snow or the unit does not have a sled)
- Notebook and pencil, clipboard, ScoutsBSA Handbook
- Patrol flag (proudly displayed on sled)
- Patrol cheer
- Two blankets, camp style
- Two 6' poles (scout staves are ok)
- Compass
- Pocket Knife
- Watch set to Klondike time
- First aid kit, including splint material
- Fire starting equipment (kindling, no liquid accelerant)
- Trash bag
- Tarp (8'x8') & 2-3 foot lengths of rope
- Scout scarf or cloth for blind fold
- Ropes: At least 20 feet of twine for lashing, 8-6' lengths of 1/4" rope, 1- 25' rope
- Each scout should have a cup/bottle for liquids
- 1 qt or liter of water per person, minimum, at the start
- FLAG Retirement Ceremony event -bring your own American flag and retirement ceremony that will be used to retire a flag at a Klondike event. Practice the ceremony before coming to the Klondike.

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EVENTS- 25+ challenging events will be offered. These events will be located around the Town Park property. Nugget Points will be awarded at each event, which will then be totaled at the end of the Klondike events to determine the best patrol for the day. The events will start at 9:00 AM on Saturday (see attached schedule). Please review the event list and signup to run an event. Each patrol will be given a 3x5 card at registration – please have them put their patrol name and troop number on it. When arriving at an event have the patrol leader give it to the person running the event so that the proper patrol name and troop number can be recorded.

SCORING:

Most of the events will be scored on a 10 point system: 6 points for the event, 1 point each for leadership and scout spirit, and 2 pts teamwork. It is important the patrol leader gives the patrol name and troop number to the scout or adult running the event.

Camping Friday night is an event and scouts that stay overnight will earn points for their patrol. The patrol with the highest score will be the winner. Winners of the Klondike will receive their recognition at the Awards Ceremony Saturday afternoon.

Klondike Required Events

As we've done in the past, there are a handful of Klondike events that are required to be completed in order to be in the running for Klondike Champion. Here is a list of those events along with brief descriptions so your patrols can "Be Prepared".

- 1) Sled Supplies Inspection: Equipment on the sled will be inspected against the supplies list in the Klondike Information Packet. There will also be 3 Scouting heritage questions. Reason for left hand shake? Years of Scouting in America? Who was the founder of Scouting?
- 5) Burn the String: Fire building event using your own fire kit consisting of matches, initial fuel, kindling, and main fuel. No liquid started allowed.
- 8) Flag folding and Retirement: Show proper flag folding. Perform a simple flag retirement using an old flag in your supplies or one provided at the station.
- 17) Compass Course: Figure out your step distance and then from a particular starting point take 3 direction and distance moves that will take you back to a numbered location.
- 25) Ring the Bell: a bell will be hung in a tree at about 25'. Using the 2 6' staffs in the required supplies list and another provided at the station, lash them together and ring the bell. Just for fun, who sang Ring My Bell and what music genre?
- 31) First Aid Stretcher Carry: From supplies on sled immobilize a victim's ankle and carry them around the course using a stretcher. Hint: team work doesn't mean 2 things can't be done at the same time.
- 32) Knot Relay: The scouts will have 10 min to cycle through the following knots: Square, 2 Half Hitch, Taut Line, Clove Hitch, Timber Hitch, Sheet Bend, and Bowline. All Scouts must know all knots as they are presented randomly.
- 34) Great Sled Race: Great sled race will take place at the end of the day. Rules are - Standard Klondike sled with all the gear removed. 5 scouts will be selected by their patrol that competed in the events during the day. Four scouts will pull and/or push the sled while the fifth scout will be the rider who must remain in the sled for the entire race. Be sure to polish the skis on your Klondike sled for the cross country

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race. Nugget points are given to the top 3 finishers.

COURSE EVENTS

1. Sled Inspection Scouts only
2. Burn the String (Fire Starting) Scouts
3. 3 Scout Mortar Both Scouts and Cubs
4. Branding Both
5. Flag Folding and Retirement Both
6. Ice Rescue- Both
7. Ice Cube Stacking Scouts
8. Yukon Log Saw Both
9. Snow Snake Both
10. Ham Radio Demo Both
11. Tomahawk Toss- Scouts
12. Slingshot Both
13. Tug of War- Scouts
14. Compass Course Scouts
15. Bristol Bay Balance Both
16. Frisbee Go Round Both
17. Don't Spill the Blubber Scouts
18. Samurai Clothespins Both
19. Smoosh Board Mush Both
20. Sluice Pipe relay Both
21. Kodiak Congo Line Both
22. Ring the Bell Scouts
23. White Out Both
24. Flint, Steel and Fire Scouts
25. Stretcher Carry Scouts
26. Knot Relay Scouts
27. Overnight Camping BONUS Scouts
28. THE GREAT SLED RACE Scouts

Required Events Highlighted**Other ideas from other Klondikes.....****LASHING**

The patrol will be required to tie three lashings: Sheer lashing, Square lashing, and Diagonal lashing.

FIRE BUILDING

The patrol will set up a fire with birch bark or other natural materials normally found in the woods and natural twig not larger than your fingers in diameter, (about 8" to 10" long).

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No commercial fire starters will be allowed.

You must bring your own material for your fire. This will be a timed event.

You will be asked to do 1 of 2 things:

1. To burn a string that is set at a certain height above the ground.
2. To boil water in a paper cup. The paper cup, water and 2 matches will be furnished. You will be judged if your fire can boil the water in a paper cup.

ROPE RESCUE / KNOT TYING

Each patrol must select a victim who has fallen through the ice. The rest of the patrol will tie a bowline in the end of a length of rope and throw it to the victim, 25' away. The victim must catch the rope and slip it under his shoulders. The rest of the patrol will pull him ashore. This is a timed event. Rope Rescue rope provided.

Each patrol will be asked to tie 4 different knots, each knot will be tied by a different scout.

FIRST AID / STRETCHER RACE

Each patrol will be asked to do a demonstration on First Aid. You will be told what to do when you reach this event. The patrol will make a stretcher, then place a scout on it and carry it around an obstacle course and back to the starting line. This will be a timed event.

LOG SAW / LOG TRANSFER

Two Scouts from each patrol will use a saw to cut through a log or as many Scouts as required will transfer a log from one location to another location. (The saw will be available at the site).

These will be timed events.

AXEMANSHIP

Patrol must know how to use and handle an axe and hatchet. Also you should know the safety rules and what makes a safe axe yard. You will be told what to do when you reach this event.

TRAVOIS RACE

The patrol will make a travois on a starting line, be able to carry a boy a short distance and back. This will be based on time. Any knots will be allowed.

WILDERNESS SURVIVAL

Each patrol will be asked to show that they know wilderness survival. All materials required will be accessible or from the equipment listed under "Equipment needed by each patrol".

ORIENTEERING

Each patrol will use their compass to complete a compass course. They will write down what they found (a number, letter, object, etc.) They will receive point for each correct answer.

CABER TOSS

Each patrol will toss a Caber. Each member will have the opportunity to compete. Longest toss per patrol will be awarded nuggets.

CROSS COUNTRY RACE

Your sled must be loaded with all equipment for the Cross-Country Mile Race. Sledges must remain in one piece. All scouts, sled and all equipment will race around an obstacle course and back to the starting line. Minimum patrol size is four (4) Scouts. Patrols of less than four Scouts will be penalized 10 seconds of time for each boy under 4. This will be a timed event. The top 4 finishers will receive nuggets toward overall competition.

KLONDIKE DERBY – February 28TH, 2026**TUG-O-WAR**

Minimum patrol size is four (4) Scouts, and will pull against other patrols of four in the tug-of-war. The top 4 finishers will receive nuggets toward overall competition.

JUDGES NOTES

Your job is to run and judge one of the events (there will be one or two adults at every station as available). You'll need warm cloths, thermos of hot coffee or hot chocolate. All necessary equipment for the operation of your station will be provided or should be on the Klondike sled of each patrol. We want to begin the patrols at **9:00 a.m.** so it will be necessary to have judges at all stations and ready at that time. THANK YOU again for all your help with this event.

KLONDIKE DERBY – February 28TH, 2026**Friday**

- 2:00 PM Adult and senior scout volunteer setup
- 6:00 PM - 9:00 PM Registration and Troop Check in
- 9:00 PM Cracker Barrel @ Lodge. Adult Leaders & SPLs from each unit should attend as important information will be shared
- 10:00 PM Lights out

Saturday

- 7:00 AM – 8:00 AM **Troop breakfast** (Troop provides)
- 8:00 AM Check in at Lodge for Saturday arrivals
Set-up campsites as needed (work on Shelter) & prepare for events
Adults running Events – come to lodge to Pick up Signs, Materials & Score Sheets
- 8:30 AM Flag Raising at Lodge
- 8:40 AM sharp **Patrols line-up with Sleds & all Equipment @ Lodge for Information Packet, Starting Location & Sled Judging**
- 9:00 AM - 12:00 PM **Klondike Derby Competition for Troops
Cubs only at AM session**
- 12:00 PM – 1:00 PM **Lunch** (Troop provides), Cub lunch will be served at the Lodge
- 1:00 PM - 3:00 PM Continue with Events. Troops only.
- 3:30 PM **Great Sled Race** (1st place -----) - patrol competition
Nugget points for the top three places (towards over-all competition)
- In case there is no snow, instead of the Great Sled race we will do
Tug-o-War (1st place -----) - patrol competition
Nugget points for the top three places (towards over-all competition)
- 3:30 PM - 4:30 PM **Inspection of Shelters** (Best Shelter award)
- 4:30 p.m. - 5:00 p.m. Flag Lowering, Announcements and **Awards ceremony**
- 5:00pm Troops depart. DRIVE SAFELY, SEE YOU NEXT YEAR