

D7, D8 and D12
Northern Lakes District, Troop 41 Hosts
Klondike Derby 2026 – Deer River, MN

Klondike History

During the late 1800s, Gold prospectors traveled the sub-zero reaches of Alaska and the Yukon by dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which they learned from native Inuit people. Scouting has incorporated this theme in the Klondike Derby and Scouts have been testing their Klondike skills since 1949. The objectives of the Klondike Derby are to make Scouts use their heads, put their Scouting skills to work in the field, demonstrate teamwork, Scout spirit, and to have fun in the outdoors.

When: January 31, 2026 – February 1, 2026

Registration: 9:00-10:00 AM

Event: Jan 31: 10:00 AM – 5:00 PM (Teams arriving timely will ensure a prompt start time)

Where: White Oak Antique Tractor Club: 1655 Division St, Deer River, MN 56636

LUNCH – Bring your own lunch. All preparation must happen at the site in the 1 hour provided for lunch, teams will be given 60 minutes to leave their activity station, cook lunch, and return to the next station. They will be expected at their next station at the designated start time. You may use a propane stove, Dutch oven, or fire (recommended to bring fire pit to elevate heat off the ground). You bring it, you prep it, you eat it. We suggest warm and hearty meals. We will expect each team to observe the “leave no trace” motto.

Medical Forms: As stated in the Guide to Safe Scouting, leaders should have the Annual Health and Medical Form for each unit member participating in the Klondike (Form A and B).

Individual Scout Preparation: This entire event is outdoors in January. Scouts and Leaders are to be dressed appropriately to be outside for the entire day. A complete extra set of dry clothes for each team member including pants, shirt, socks, and dry gloves are suggested.

Sleds: The Klondike sled is the main tool of the gold-seekers in the Yukon. Therefore, it must be strong enough to carry all of the team's gear and durable enough to carry a single passenger on the trail. There are a variety of websites on the internet with sled plans. Choose whichever one you like. All sled teams must have their sled inspected at the Picnic Shelter.

Sled Gear: Each team must have these items on their sled. The team may use anything on the sled to complete any given task.

- 1 copy per team of a Scout Book or Field Guide
- Pencil and paper
- Watch or Timepiece
- Compass
- Flashlight
- First-aid kit
- Pocket knife
- Fire Starting Kit (**NO** accelerants, chemical bags, lighters, or MATCHES). Flint and steel are acceptable.
- Fire starters (char cloth, tinder, kindling, twine)
- 50 Ft of 550 Cord/ Parachute Cord Minimum
- Waterproof ground cover (plastic or canvas)
- Trash bag
- Spare rope or cord for sled repairs
- Duct tape
- Blanket or Tarp
- Whistle (audible signal device)
- Full water bottle or Hydration system for each team member
- Sachel for carrying gold nuggets
- Materials to Safely Transport fragile medical supplies

Activity levels and weather conditions can vary throughout the day. Make every effort to ensure your Scouts are properly dressed. Dress in layers. Layers can be removed and carried on the sled and put back on based on activity level and changing conditions. Since our Scouts will be racing around the course it is likely they will perspire. Moisture wicking materials next to the skin and wool are great clothing material choices. Being cold and wet can make for a miserable time and risk hypothermia. Adult leaders ensure all Scouts are properly dressed and wearing adequate head, hand, and footwear. All Scouts should be aware of the signs and symptoms of frost bite and hypothermia so they can monitor their buddy throughout the day.

All sleds and personal gear will be inspected at registration. Corrections must be made prior to beginning of the Derby. This is a scored event. A missing sled, missing personal gear, or a sled that does not meet the outlined specs will lose gold nuggets until all deficiencies are corrected.

PREPARED FOR SUCCESS:

1. Scouts should be able to recognize, identify appropriate use, and tie knots as described in the rank requirements for Scout through First Class.
2. Scouts should be able to recognize and properly use various lashing as described in the Scout book.
You may have to build something to overcome a challenge!!!
3. Scouts should be able to build a fire without matches. Magnesium stones, compression igniters (bonus provided if homemade), flint & steel, char cloth, natural tinder and kindling are allowed. NO accelerants, lighters, fire starter packs, paraffin.
4. First Aid Skills are always useful.
5. Map Reading Skills
6. Snowshoe use/ X-country ski use
7. Marksmanship

Scoring: Each event will be worth a maximum of ten gold nuggets. Each team will be judged on 3 areas. An outstanding greeting at the entrance to each town is worth 2 gold nuggets. Teamwork in each event is worth up to 3 additional gold nuggets. The final 5 gold nuggets are awarded based on the effective completion of the event; time is a factor. Each event is timed. Total time on the course is used to break ties and identify individual event winners.

Greeting

No greeting 0 gold nuggets

Spirited Greeting 1 gold nugget

Outstanding Team Greeting 2 gold nuggets

Teamwork

No teamwork 0 gold nuggets

Little teamwork 1 gold nugget

Fair teamwork 2 gold nuggets

Great teamwork 3 gold nuggets

Event Completion

Not completed 0 gold nuggets

Alright 1 gold nugget

Fair 2 gold nuggets

Good 3 gold nuggets

Danggg! 4 gold nuggets

Perfect 5 gold nuggets