

Scouts BSA
Santiam River District Klondike Derby
"Scouting Through the Seasons"
February 20-22, 2026

General Information:

Who: AOL/Crews/Scouts BSA Troops and Patrols

What: Patrol competition and fun events for scouts to try out their skills in winter conditions.

When and Where: February 20-22, 2026

Big Springs Sno-Park, located three miles west of Santiam Junction on state Highway 22

What to Bring: See Personal List and Patrol Equipment lists in this document. Klondike Derby sleds are customary for each Den/Patrol/Crew but are not required. However, each Den/Patrol/Crew must have a method to transport your Klondike Derby supplies and equipment from one station to the next station.

Saturday Lunch: Each registered participant will bring a can of non-cream soup. Soups will be combined for a group meal. Bowls, spoons, hot coco and fruit will be provided. Soup cans will be turned in at Staff tent upon unit check-in.

Registration: Cubmaster/Senior Patrol/Crew Leader will turn in a written list of who is in each patrol/crew and all other youth and adults attending.

Registration is open to AOL/Scout Patrols/Venture Crews with a Limit of 8 members for each Den/Patrol/Venture Crew in the competition.

Event Contact info: Klondike Derby chair: Mike Boe

boecomm@msn.com

541-220-0954 (text or call)

Snow-Park Permits are required! A one-day permit costs \$4.00 for a one day, \$9.00 for a three day or \$25.00 for an annual permit. It is a \$30 ticket if you don't have one. Annual passes are available online, the rest are available from REI or Bi-Mart. There is a list of alternate locations online as well. https://www.oregon.gov/odot/dmv/pages/vehicle/sno_park_permits.aspx

Camping: Camping is strongly encouraged by all participants. Camps should be organized by patrol and troop to allow plenty of room for all troops. Camping area will be approximately ¼ mile east of the Big Springs parking lot on the north side of the trail. Troops will be responsible for providing their own water. *There is no potable water source at the Klondike Derby site.*

Facilities and Water

An **emergency warming/medical tent will be located in the Big Springs parking lot.** This will be **for medical issues and emergency warming only.** It is not meant to be a congregation area.

Pit **toilets are available** in the Big Springs parking lot. A hand sanitizing station (water will freeze) also will be available in the parking lot. It is recommended that units also prepare for cold weather hand washing in their camp sites.

All Units **must bring their own drinking, cooking, and cleaning water** for the Klondike Derby. *There is no potable water source at the Klondike Derby site.*

It will be **winter in the Cascade Range** so all units need to be prepared for winter conditions including rain/snow/ice, cold temperatures (potentially into the teens at night), wind, and bright sunshine.

All units will be expected to practice “**Leave no Trace**” principles at the Klondike Derby.

Event Information

Registration Information:

Early bird registration cost is \$12/scout, through Jan. 20th, 2026

On time registration cost is \$15/scout through February 15th, 2026

Late registration cost is \$20/scout

Adult leader/event staff cost is \$10/person

Even if your Scout Troop or Venture Crew is not ready to register, please, let the Klondike Derby Chair know that you will be attending so we can plan on logistics. Adults and older scouts will need to assist individual Klondike Derby Stations, and you may sign up to staff a particular station with the Klondike Derby Chair.

As usual, **adult leaders attending the events are needed and strongly encouraged to participate by being an event leader.** Please contact Mike Boe to sign up!

Competition and Scoring

No Scouts over the age of 18 may compete in the events. Adults may follow patrols but are strongly encouraged to let the Scouts and Patrol Leaders demonstrate their skills. **Scores will be reduced for patrols when adults are observed assisting or coaching.** Adults should only get involved in the event of a serious safety situation where your assistance is needed.

During registration, a Scorecard will be issued to each Den/Patrol/Crew competing in the events. **This score card must be kept by the patrol and presented to the event leader at each event** during the competition. Cards are to be turned in at the end of competition for compilation. Event leaders also will maintain records of scores for each unit competing in the events. Scorecards will be returned to each Den/Patrol/Crew Leader after the competition if they wish.

Each **station will have a maximum of 100 points** which can be earned. Patrols will be graded as follows: 10 points on teamwork, and 10 points on Scout Spirit, and 80 points on how well they complete the challenge faced at the event. Dens/Patrols/Crews are strongly encouraged to bring their flags and give their yell at each station.

Timed Events: Some stations (indicated under Event Details below) will be timed activities. Completion time will be a factor in scoring for that event.

Time limits: Patrols will have twenty minutes to complete each station, whether a timed event or not. Partial points will be awarded to patrols that are not able to complete an activity within the time limit.

Units arriving late will be allowed to compete. However, they must compete within the time remaining in the competition. No make-up sessions for late arrivals will be available.

Notes on patrol make-up: Co-ed patrols are allowed. An important premise of this event is teamwork. Organizers are requesting that substitutions do not occur during the competition. The patrol members starting the competition should be the patrol members finishing the competition. If a patrol member cannot finish the competition, the 'Team' will be short that patrol member.

Awards

The fastest three Dens/Patrols/Crews competing in the Iditarod Sled Race will be recognized with ribbons for patrol flags.

The top three Dens/Patrols/Crews in each individual event will be recognized for their accomplishments.

The third place and second place Dens/Patrols/Crews overall based on combined scores will be recognized for their accomplishments.

The Top unit from the event competition based on combined scores will be recognized for their accomplishment with a ribbon and a special prize.

General Event Information

There are a total of 10 stations for the Klondike Derby. Patrols should look over the events below and make sure to bring appropriate equipment, materials, and/or supplies. Equipment, materials, and/or supplies must fit in the sled or in backpacks of the unit members competing on the team.

NOTE: Adults, there is still time to join the fun! Contact Mr. Boe if you'd like to help with an event.

Event Details

- **Sled/Pack Inspection:** At the inspection station, each unit will first be inspected to make sure team members are properly dressed with appropriate winter clothing for the season. Patrols will be scored based on how well they are dressed and prepared for the weather conditions and for the Klondike Derby events.

- **Stretcher Build and Carry** (timed event): This tests Scouts' proficiency at rescuing a team member under the additional challenges of winter conditions. Equipment and supplies needed for this simulated emergency event should be on your sled or in your backpacks.

- **Heat in the Cold** (timed event): The scout skill of building a fire is made extra challenging during winter when conditions not only affect the materials and mechanics of building a fire,

they affect the abilities of the people building the fire. The objective of this event will be to bring ¼ cup (2 ounces) of water to a full rolling boil. This is a **timed event** and timing will start when the patrol begins preparation, inside or outside of the fire pit. Each team should bring their own preferred method of ignition and may bring their own source of tinder. Wood for the fire will be provided for each team.

- **Patrol Snowshoe** (timed event): Each Patrol will be timed on a course. Snowshoe equipment will be provided by the Klondike committee. **Special note:** This event is specifically a **team building exercise**, and will be judged accordingly.

- **How Cold is Too Cold?:** Winter conditions add new layers and new challenges to first aid, safety, and surviving. Does your patrol know how to survive, and help others survive, in the frozen wild? This conversational event will test the knowledge of patrols regarding winter first aid and emergency issues that could be encountered. Note: All patrols will be asked the same general questions regarding this subject to ensure equitable judging.

- **The Ups and Downs of Flag Etiquette:** A flag pole will be erected in the event area. Each patrol will be judged on how well they raise, lower, and fold the American flag.

- **Compass Skills, Direction and Distance:** This event will test a fundamental scout skill: using a compass. A compass course will be plotted, laid out, and marked with flagging or other visible marks. All members of the patrol will walk each leg (4-5 legs) of the course and record the bearing of their direction, and record the distance traveled. Scores will be judged against the known bearings and distances for the course.

- **Snowtime – Playtime:** This important event reviews scout preparedness. First and foremost, the ten essentials of each team member will be inspected, with emphasis on the most critical for the conditions. Each unit will also work as a team and build a snowman that best represents the personality of their patrol.

- **Shelter from the Cold** (timed event): This tests Scouts' proficiency at survival in the challenging conditions of winter. The patrol must build a survival shelter capable of protecting the entire patrol for an unplanned stay overnight in winter. Equipment and supplies needed for this simulated emergency event should be on your sled or in your backpacks.

- **Hard Water Rescue** (timed event): A patrol member has fallen through thin ice. The water is not deep, but the patrol member cannot get back to the rest of the patrol. How quickly and safely can you save your team mate, and how prepared you are for the rescue?

- **Extra Credit Opportunity:** This is an opportunity for scouts to demonstrate winter camping and activity skills and knowledge. An extra 25 points will be awarded to patrols **for camping Friday night** prior to the event. Units camping are responsible for all equipment, cooking, cleaning, etc. The emergency warming tent will be set up and functional Friday afternoon.

Schedule

Saturday February 21, 2026

8:00 Units may arrive on site

8:00-9:00 Registration for Participants (get your Score Cards pay your fee)

9:00-9:30 Sled and Patrol/Crew Inspection & turn in your soup.

9:45 Welcome and Introduction

10:00 Klondike begins

12:00 Lunch

1:00 Afternoon session begins

3:00 Events must be completed

3:20 Patrol/Crew Leaders must turn in their Scorecard

3:30 Iditarod Sled Race

4:00 Awards Presentation and Recognition Ceremony

4:30 Clean Up & Travel home if not staying for the night

If you have questions or want to sign up to help at a specific event, please contact
Mike Boe, Klondike Derby Chair

boecomm@msn.com

541-220-0954 (text or call)

Klondike Winter Gear Checklist

- ☐ **Chapstick**
- ☐ **Sunscreen**
- ☐ **Water bottle (Not a flimsy disposable)**
- ☐ **Insulated Boots**
- ☐ **Additional boots/shoes (boots preferred)**
- ☐ **Wool gloves (2 pair recommended)**
- ☐ **Snow Gloves**
- ☐ **Stocking Cap (2 required)**
- ☐ **Wool Blend socks (4 pair minimum)**
- ☐ **Additional non-cotton socks**
- ☐ **Snow/wool pants (2 pair minimum)**
- ☐ **Heavy Coat**
- ☐ **Non-cotton thermal pants/shirt combo (like Under Armor)**
- ☐ **Rain Gear or poncho**
- ☐ **Warm shirts/sweaters**
- ☐ **Mess kit, Mug, Utensils**
- ☐ **Day Pack (with ten essentials)**
- ☐ **Sun glasses**

Overnight gear

- ☐ **Sleeping bag (10 degree or less)**
- ☐ **Closed foam mat (6 feet or longer)**
- ☐ **Blanket or liner for sleeping bag**