WEBELOS KLONDIKE DERBY

Klondike Information 2027

The Webelos Klondike is the annual outdoor wintertime activity for Webelos and Arrow Of Light Scouts. Winter weather is a challenge and all participants and spectators should be dressed for the outdoors and the weather. Please have your scouts wear the proper footwear. Sneakers and Croc-style shoes are not appropriate outdoor gear, and as such are not permitted on the Klondike Trail or during the Klondike Sled Race. Your scouts should expect to visit nine stations: Knots, Fire Building, Bucket Brigade, Nitro Game, Shelter-Building, First Aid, Kim's Game/Scout Badge, Chariot Race and Obstacle Course. These challenges are based on essential Scout skills, most of which can be found in the official Scouting America Webelos or Arrow of Light (2024 editions) rank books, or within this packet. These challenges may include some beginner Scouting America Tenderfoot skills.

Tentative Schedule (Revised November 2026)

8:00 am- 8:30 am Leader and Patrol Leader check-in with Patrol Roster.

➢ Medical Form A & B for each Participant (Webelos, Arrow of Light, and Leaders)

➢ Patrols will be assigned a Patrol Number at check-in and will begin at the corresponding station.

Patrols and Klondike Sled (No wheels allowed)

➢ Each Patrol needs a Name, Yell, and Patrol Flag, Sled and Equipment on the List (see Page 3).

➢ If supplies are not listed in the Equipment list: supplies will be furnished at the station.

➢ The Station Mayor will tell the patrol if the handbook can be used at that station.

Lunch:

➢ Lunch will not be scored.

➢ Each scout should bring a foil-pack lunch. Foods MUST BE pre-cooked and just need to be warmed up.

➢ Each station has some form of fire pit or fire box.

Parents and Leaders:

➢ Leaders and Parents are only observers while the Patrol is completing a station.

➢ Each Webelos/AOL Patrol must have Two Deep Leadership.

Two-Deep Leadership:

➢ Scout leaders who are running a station (Mayors) cannot be considered part of the two-deep leadership for a patrol.

Weather:

➢ All participants must wear winter clothing suitable for outdoor conditions and variable temperatures during the day.

➢ Scouts MUST wear proper footwear. Sneakers and Croc-style shoes are not allowed.

➢ Inclement weather and conditions will result in cancellation of the event. Leaders will receive an email on Friday, February 19th by 4:00pm if canceled. Info can also be found on the Facebook Groups Posts.

Questions? Please contact the Scout leaders below:

Klondike Chairs ~ Bob Kuntz (bobkuntz21@gmail.com) and Tiffany Stuckey (tiff@stuckeyauto.com)

District Executive ~ Doug Baker (Douglas.Baker@scouting.org)



EQUIPMENT LIST

___ Klondike Sled (No Wheels allowed)

___ (1) Webelos and Arrow of Light Handbooks in Ziplock bag, (2024 editions)

___ (2) Pens or Pencils and (1) notebook

___ Patrol Name, Yell, and Patrol Flag

___ Patrol First Aid Kit

___ (3) 6ft Poles

___ 12-14 Tent Stakes, Hammer

___ (1) 4 ft. x 6ft. Tarp (smaller tarp)

___ (1) 10 ft. x 12 ft. Tarp (larger tarp)

___ (8) 6ft - 8ft. length of rope

___ (1) 25ft. - 30 ft. length of rope

___ (2) blankets

___ (3) Matches, and fire making supplies (See Page 4) (Newspaper or any form of quick-start, pre soaked, or fire sticks not allowed)

___ (1) Gallon of Water

___ (1) Packet Hot Chocolate Mix

___ Items used to boil water and make a cup of hot chocolate for leader to drink

___ Each scout should bring a foil-pack lunch. Foods MUST BE pre-cooked and just need to be warmed up.

___ Food, drink, supplies needed to prepare lunch for patrol, leaders.

___ (1) Large Garbage Bag (33-35 gallon), for use at Lunch.

___ Healthy snacks and drinks for the day.

___ Hand-sanitizer for the Patrol and Leaders.

___ Medical Form A & B for all Webelos, Arrow of Lights, and Leaders

___ Patrol Roster (See Page 7)

Revised 11/17/26

ALLOW US TO PROVIDE SOME HELPFUL KLONDIKE HINTS:

IMPORTANT: Your patrol must ask permission to enter every station. Give your patrol yell. "Happy Scout Patrol from Troop AnyNumber requesting permission to enter, Sir!

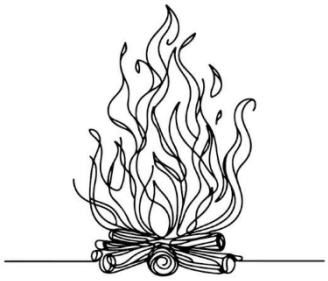
FIRE STATION

Scouts will be required to start a fire that will burn through three strands of string above the fire pit (12, 18 and 24 inches above the ground) and then make hot chocolate for their leader in time allotted.

EARN A BONUS POINT! Your Patrol can earn a bonus point if no matches are used to start the fire. There are many ways to start a fire without a match. Your scouts are up to the challenge.

Please note that the following items cannot be used in any component of the Fire Making Station!

- Butane
- Zippo Lighters, or other Lighter Fluid
- Charcoal lighter fluid or other Accelerants
- Chemical enhanced or Pre-soaked wood
- Quick Light: tinder sticks, kindling, or logs
- Fire Starter squares, blocks, pellets
- DuraFlame style logs with accelerants
- Newspapers, mail, paper products, magazines
- Store bought quick light products or FatWood products
- Any wood product that has been purchased that is designed to specifically enhance a hotter, fast burning, or rapid start flame.



This station will be timed from the start to the completion of the three strings being burnt through. This time will be used only as a tie breaker if needed at the end of the Klondike Derby.

KNOTS

The Scouts will be tested on the following knots: Square Knot, Clove Hitch, Bowline, Two Half Hitches, Taut-line, Sheet Bend, Timber Hitch

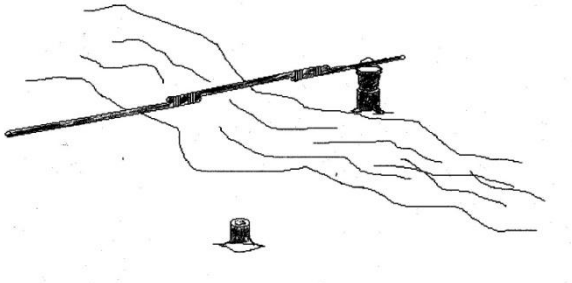
Scouts will also be asked to describe when to use each type of knot.

Resource: https://www.animatedknots.com/



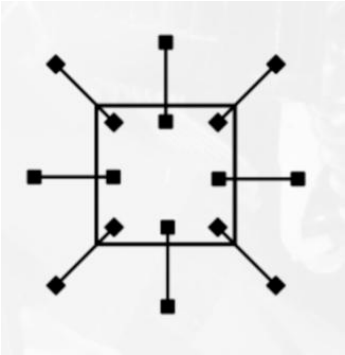
BUCKET BRIGADE

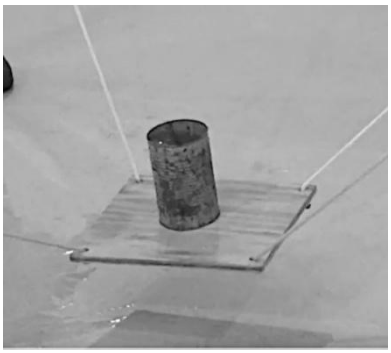
Scouts will lash together their three poles. They will then use the long pole to lift a bucket and rotate it approximately 90 degrees across a stream (imaginary) and set it down.



NITRO GAME

The Scouts will enter the station and see a 20 ft circle diameter on the ground. In the middle of the circle, there will be a can of water "Nitro" on a wood platform that has ropes attached to it. The Patrols will need to work together to transport the Nitro using the wood platform and ropes outside of the 20 ft circle. The Patrols will be judged on how much water is left in the can. Please note: The Scouts cannot enter the 20 ft circle at any time and the platform cannot be set back down on the ground after it has been lifted. Three attempts will be allowed.





FIRST AID

Scouts will be given scenarios to test their first aid knowledge.

KIM'S GAME/SCOUT BADGE

This a two part station. The first part will be Kim's Game. There will be 20 random items laid out on the table covered by a blanket. The Mayor will uncover the items for 30 seconds and the Scouts need to memorize what items are on the table. The Mayor will cover the items back up and the Patrol will need to list as many items as possible on a piece of paper. The rest of the station will be used for the Scout Badge section. During this part of the station, the Patrol will answer questions about Scouting America.

FUN FACT: Kim's Game is a classic memory and observation game traditionally used in Scouting America and The Scouts UK, as well as in military and sniper training. The name comes from Rudyard Kipling's 1901 spy novel *Kim*, in which the young protagonist plays the game to train as a spy.

SHELTER BUILDING

This year's shelter building is a tent.

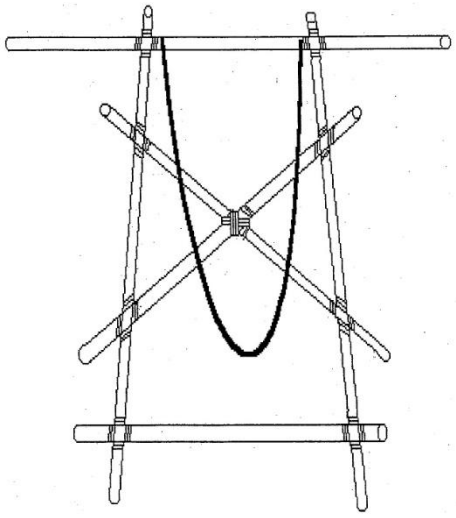


OBSTACLE COURSE

Each patrol will need to work together to navigate an obstacle course. Patrols will be judged on their teamwork and ability to complete each section.

CHARIOT RACE

Patrols will need to work together to lash a "chariot" and pull a patrol member a measured distance out and back.



BEST OF LUCK SCOUTS! Contact Bob or Tiffany with any questions!