

# **Following the Northern Lights**

**2026 Klondike Derby**

**Scouting America  
Laurel Highlands Council - Eagle Valley District**



**January 30 – February 1, 2026**

**Mingo Creek Park, Finleyville, PA**

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# 2026 Klondike Derby Welcome

This competition will test Scouting America patrols in Scout skills, individual knowledge, teamwork, and ingenuity, and will challenge your Scouts to combine their abilities to accomplish various activities. Scout patrols will compete in a round robin style schedule and will have to work together to be successful! All of the stations are designed to be both equally challenging and fun. They will combine scout skills and are designed to get your patrols functioning (and competing) and again, having fun. Adults who accompany their units to the event are encouraged to participate as Station Leaders. Please contact the event chair to volunteer your time.

This year, the Klondike Derby will take place on Saturday, January 31, 2026 from 8:00AM (Saturday check-in begins at 7AM) to roughly 5:00 PM. Those units wishing to camp out can arrive Friday around 6PM and depart by noon on Sunday. The Klondike will be held in and around Shelters 6-9 of Mingo Creek Park, Finleyville, PA . Prizes will be awarded to the top patrols.

Klondike Event Day Registration Address: Historic Henry House, Mansion Hill Rd, Venetia, PA 15367

Overnight Camping Registration Address: 1 Shelter 10 Road, Finleyville, PA 15332

## Registration

Registration Before:  
Friday January 16, 2026

Last day to Registration:  
Saturday January 23, 2026:

\$15.00 per Scout  
\$10.00 per Adult

\$25.00 per Scout  
\$15.00 per Adult

The cost of this event includes the program materials, event patch, and awards. All participants must pre-register using the council's online registration system. Early registration deadline is January 16, 2026 and late registration will end January 23, 2026. Patrols must also arrive at the event with a completed registration form with the names of all patrol members and leaders attending. Registration begins at 7:30AM near Shelter #8.

Patrols should bring snacks for their members to enjoy during the events.

2026 Klondike Derby Co-Chairs,  
Gerrit Goodman  
412-999-7829  
eaglevalleybsa@gmail.com

Eagle Valley District Executive,  
Nick Aubitz  
717-471-4564  
nicholas.aubitz@scouting.org

# 2026 Klondike Derby Patrol Guide

## Patrol Equipment List

Will be checked for completeness during the event

1. Patrol Roster – included in this guide
2. Patrol Flag with unit number and patrol name
3. First Aid Kit – based on checklist in the Scouts BSA and Webelos handbook, points deducted for incomplete contents
4. Scout BSA or Webelos Handbook
5. Compass - field or floating-needle type
6. Blanket
7. Tarp (approximately 12' x 12' recommended)
8. Rope needed for all events
9. Tent stakes
10. Klondike Derby Leader's Guide
11. Related items needed to complete tasks
12. Materials to construct a stretcher (practice beforehand!)
13. 6 poles with blanket or canvas, etc can be blanket or tarp above
14. Fire building materials (all natural no accelerants or fire starters)
15. Flint and steel
16. Hatchet (Scouts BSA only)
17. 2 Safety Glasses or Goggles
18. 2 pairs of Work Gloves
19. Caution tape or boundary rope
20. Snacks
21. Water - water is NOT available at Mingo. Bring your own!

## Overnight Camping

For Friday January 30 or Saturday January 31, your patrol will have the option to camp overnight at the camp sites above Shelter 10 (Pavilion 10 Mingo Creek Park, Venetia, PA). Camping is voluntary, but units can camp one or both nights. An award of 10 points will be added if more than 50% of your patrol that signed up is staying overnight. Check-in at Shelter 10 no later than 6PM. Please contact an event chair or the District Executive know if your unit will be later than 6PM.

Overnight camping will be dependent on the weather, and for clarification, a decision will be made Thursday night (24 hours before) or Friday morning (12 hours before) in the event of serious weather or cancellation. Individual discretion should be used, if your or your patrol feel that the weather is inadequate please email one of the event organizers if you chose to not attend.

## Saturday Lunch Cook-off

Saturday Lunch will be judged as part of the Klondike Derby, failure to participate will affect your overall score. Lunch is scored by taste, description, ingredients, and preparation. Taste alone will make half of your patrol's score.

Patrols will need to bring all ingredients and equipment from home, no ingredients or equipment will be provided. Each patrol will be given time in the morning to set up their equipment either at a pavilion or make a shelter or cooking. White Gas stoves are prohibited.

Your patrol should plan a hardy and nutritious meal. Complex dishes, sides, temperature sensitive (meat), or anything that may take a long time to cook fully; may and should be pre-cooked and should be mentioned as part of the preparation. Included in your meal at least one (1) ingredient must be carried on your patrol's sled through the morning.

**Judging of the meals will be held from 12:30pm to 12:50pm at Station 3 (at Pavilion 8).** Creativity of the meal will allow for some points to be made up, please exercise caution with the idea of creativity. Scouts should prepare a small sample

of the meal that incorporates everything to be judged. To prevent food waste please only use small portions, i.e. sufficient for 2-3 people.

Leaders will be allowed to drop off any cooking equipment at their designated shelter. White Gas stoves are prohibited as well as any other unauthorized cooking equipment per Scouting regulations. A reminder if scouts are separating from their patrols to participate, they should use the buddy system.

## **Klondike Schedule**

Patrols will NOT have a preset order for visiting the stations of the Klondike Derby. Each patrol is given the opportunity to visit the stations in whatever order the Patrol Leader chooses. Each patrol can spend as much or as little time at each station or visit as many or as few stations as the Patrol Leader chooses. Obviously, more stations visited may lead to a higher patrol score.

Friday January 30, 2026

- 6:00PM: Overnight camping check-in for preregistered patrols, Shelter 10

Saturday January 31, 2026

- 7:30AM: Check-in at Shelter 8
- 8:30AM: Patrol Leader's meeting at Shelter 8
- 9:00AM: Flag raising at Parade Field flagpole
- 9:15AM: Klondike Derby begins
- 12noon – 1:00PM: lunch judging at Shelter 8
- 3:30PM: Klondike Derby ends
- 4:15PM: Awards and depart for home/campsite

Sunday February 1, 2026

- 11:00AM: Clean campsites and depart for home

# Klondike Derby Stations

## Whitehorse - Radio Silence – Teamwork - Station 1

Your patrol has encountered a severe snow squall and must communicate with the nearest town to arrange for food pickup. Unfortunately, the raging snow storm has taken down all phone lines and cell phone towers. It's a good thing that you found a couple of flags and know semaphore or wig-wagging. You can now send a message to the town on the other side of the valley. Flags and a semaphore template will be provided. Good luck!!

## Dawson City - First Aid – Scout Skills - Station 2

Walking in the Klondike is a real pain, isn't it! It's always snowing and it's freezing cold too! You better be prepared and watch your step. Your patrol leader, unfortunately, was not prepared is now hurt and must be moved to a safe site. However, the path is not clear and the snow is falling again! You must construct a stretcher from your patrol supplies to move carry your patrol leader through an obstacle course. Because so much snow is falling, your patrol cannot see. Guided by your patrol leader who can see, traverse the obstacle course with your patrol leader on the stretcher. This is a timed event.

Your patrol will also be given a short quiz to judge your knowledge of outdoor activities in the Klondike. This is an optional part of this station and give your patrol additional points in the competition.

## Haines Junction – Snowshoe relay – Scout Skills - Station 3

Your patrol encounters deep snow in the Klondike, making walking very tiring and difficult. Don't you wish that you had snow shoes? Upon reaching the town of Haines Junction, your fortune improves: your patrol finds a set of snow shoes. Before you can use them; however, you must show your proficiency in using them. Each patrol member, in turn, will run an obstacle course while wearing snow shoes. The snow shoes are provided and this is a timed event.

## Carcross - Yeti nest – Teamwork - Station 4

Your patrol and sled pass through a narrow canyon where a rock fall has blocked the trail. On closer examination, though, you see an opening in the rock fall that will permit the patrol to pass through – although only one scout at a time. You must pass each member of the patrol through the opening in the rock fall. A patrol size of 8 is assumed. The patrol will pass the final scout through the hole. This is a timed event.

## Tagish - Fire Building – Scout Skills – Station 5

Your patrol must build a fire by any Scouts BSA-approved method. Your patrol will be asked to cook a flapjack on your fire. For extra points, one member of the patrol selected by the patrol leader can try to successfully flip the flapjack. The flapjack batter, frypan, spatula, and hot mits will be provided. This is a timed event. Time stops when the flapjack is fully cooked.

Points will be awarded for the time taken to build the fire, teamwork, and a successful flip.

## Watson Lake - Ice Rescue – Physical Fitness – Station 6

A member of your patrol has fallen through the ice. Each scout will throw a rescue line to another scout/victim some distance away. A throw is successful when it lands within an arm's length of the victim. An 8-scout patrol is assumed. Patrols with less than 8 scouts will need some scouts to go twice. This is a timed event with points awarded on the time taken for 8 scouts to make successful throws to the victim.

## Carmacks - Pioneering – Teamwork – Station 7

Traveling in the Klondike can be pretty exciting and dangerous at the same time. The safety of your patrol often hangs on its skill, know-how, and application of knots and lashings. Your patrol will be asked to complete a pioneering project at Carmacks. Points will be awarded for teamwork and for the time taken to fully complete the structure. Points will be deducted for incorrect lashings.

## Skagway - Archery – Physical Fitness – Station 8

The Klondike is a wild area where the best defense is skill with a bow and arrow. Your patrol will use bow and arrow to hit targets. Points will be given based upon the number of arrows that hit the target areas.

## Klukwan Junction - Dead Horse Carry – Physical Fitness – Station 10

The phrase "dead horse" refers to the horses that died from harsh conditions, lack of food, or overexertion in the Klondike. "Dead Horse Carry" is the necessity for miners and prospectors in the Klondike to transport their own supplies and equipment over difficult terrain, often after their horses could no longer continue.

You had a horse that carried many of your provisions and this eased the burden on your patrol. Bad news....your horse died after being overworked and underfed! Your patrol is now forced to carry its provisions itself. The weighty provisions are to be wrapped in a tarp and carried by the patrol through an obstacle course. This is a timed event. The provisions and the tarp will be provided.

## Juneau - Sled Race – Physical Fitness – Last Event, Camp-wide

Your patrol will be allowed to remove all items from your sled and line up at the Parade Field Flag Pole. You'll race to the other side of the field, up the small hill, and through a small set of obstacles. You'll then pull your sled to a marked point on the hill where your sled must be turned to go down the hill ahead of everyone in your patrol in a controlled descent. Lastly, your patrol must rush to the Flag Pole where time will be stopped after the last patrol member crosses the finish line, the patrol raises the sled, and shouts its patrol yell.

Points will only be awarded for time, with points deducted for recklessness.

## Emerald Lake - Panning for Gold – Teamwork – Station 11

The patrol will use its tarp cooperatively to toss a large gold "nugget" over a rope suspended horizontally 10 feet off the ground. The score is the number of consecutive times that the nugget is thrown over the rope and caught. The patrol will use its own tarp. The "nugget" is provided.

## Ketchikan – Tomahawk Toss – Scout Skills – Station 12

Travel in back country of the Klondike is dangerous and your patrol may encounter a time where tomahawk skill is needed. Your patrol will throw tomahawks at targets with points awarded for hitting and sticking, just hitting, or swiping/glancing.

## Whittier - Scouting Compass – Scout Skills – Station 13

Each patrol is given a course with 5-6 bearings and distances. At the end of each bearing/distance, the patrol marks down the letter at that point. After completing the course, the patrol will have a series of 5-6 letters. Its score is based on the number of correct letters and the correct order for that course.

# **Administrative**

All adult volunteers at the Klondike **MUST** be registered leaders with current clearances and youth protection training. As of September 1, 2023, all adults staying one night or more in connection with this Klondike must be currently registered in an adult, fee-required position or as an adult program participant. **The units assume responsibility for ensuring that their adult participants meet the above guidelines!**

## **Alcoholic Beverages / Tobacco Products**

Alcoholic beverages are not permitted at any scouting function. The use of tobacco products is discouraged at any time at any scouting event. If you must use tobacco products, please do so far away from the scouts and their activities.

## **Weather**

To offer a full outdoor program, all scouts must be fully prepared for possible weather conditions expected at this time of year. In particular, temperature ranges can be extreme. Scouts are encouraged to bring the necessary clothing and supplies to be as comfortable as possible. No sneakers or tennis shoes are allowed at the Klondike. Scouts wearing these items will not be allowed to participate. A warming site will be maintained at the first aid cabin located at the campsites above Shelter 10.

Every effort will be made, consistent with Scouting's Guide to Safe Scouting, to offer a full outdoor program. Due to the potential for extreme temperatures and snowfall, the organizers have mandated that all Klondike activities will be suspended if air temperatures fall below 10 degrees Fahrenheit. In addition, the roads in Mingo Creek Park are not plowed after a snowfall. In the event that temperatures fall below 10 degrees or snow makes park roads impassable, the organizers will postpone the Klondike until a later date. For this reason, **please ensure that contact information for your unit is current and up to date when registering.**

- 1 **Rain without lightning and high winds** – Events will continue as planned.
- 2 **Severe Weather** – During the Klondike, all attendees will shelter in place in one of the shelters or in the first aid cabin until weather passes.
- 3 **Potentially hazardous weather** – Events may be stopped for everyone's safety.

## **First aid**

A first aid station will be staffed by a trained health officer during the Klondike (7:30 AM to 5:00 PM on Saturday), Friday night after 6 PM, and Sunday until 12 noon for those units who are camping.

For Scouts Or Scouters needing immediate assistance, the first aid station will be located in the cabin near the campsites above Shelter 10. Please be sure to advise your unit members of its location. All injuries, regardless of how small, must be reported to the health officer to ensure proper documentation and treatment. The health officer will need the scout's name, age, troop number, area the injury occurred, time it occurred, and subsequent treatment. A unit leader must attend with the injured scout and must provide the youth's health form to the health officer.

## **Parking**

Parking Around Shelters 6, 7,8, And 9 Is prohibited. All units are asked to park personal/troop vehicles above the first aid cabin near the scout campsites. Vehicles are not allowed to drive into the campsites, but must stay on the road above the campsites.

## **Restrooms**

Outhouses are available near each of the shelters. All units must pack out all their trash. Do not place trash in dumpsters. It is recommended that each unit bring toilet paper - just in case! When using the bathroom facilities, please consider others and keep them clean - "A Scout is Clean."

## **Water**

Water is turned off at Mingo Creek Park during this time and is unavailable. **Units must bring their own water.**

## **Health Forms**

Each youth and adult participant must have Parts A&B of the Personal Health and Medical Record. Health forms will be maintained by the units. All scout forms must be completed and signed by the parent or legal guardian. Forms are available at the BSA website: <https://www.scouting.org/forms>

## **Special Medical Issues / Needs Advisory Form**

The Advisory Form For Campers With Special Medical Issues/Needs is to be completed for youth participants that have severe health or physical concerns that may limit their full participation or present safety issues. An example is if your child has a severe peanut allergy and requires special accommodations. Please complete and submit this form to alert the staff of the exact issue/need. Make sure that any prescribed medication(s) are recorded on the health form. Parents are responsible to write out instructions including medication information, dosage, other instructions, and permission for an adult leader to supervise the youth with the medication(s). All medicines must be in the original, labeled prescription container(s). Medications requiring refrigeration must be brought in a small cooler with ice. The cooler must be labeled with the Scout's name and unit number. Exceptions Are Inhalers And Epi-pens, which the Scout can carry.

## **Sickness**

1. Take the individual to the health officer.
2. Health officer will make decision as to further action.
3. Alert the health officer of the sickness, if necessary the event chair will notify the Scout Executive and/or the District Executive.
4. Parents are to be notified ASAP upon recommendation of the health officer.

## **Fatal / Serious Injury or Illness**

In the case of a fatal accident or illness, the following procedure applies:

1. A serious injury or illness includes.
  - a. Any period of unconsciousness.
  - b. Any hospital inpatient admission or,
  - c. Any surgical intervention other than suturing of skin or setting of simple fractures.
2. In the case of a serious injury or illness, staff should do everything possible to provide first aid. Every troop is required to have a first aid kit. The health officer should be contacted to bring additional first aid equipment to the location. EMS should be contacted as soon as notice is given to the health officer. The health officer is the person who contacts EMS. The event chair should be contacted immediately.
3. The event chair will gather basic facts and call the Council Scout Executive. The event chair and Scout Executive are to read and review the BSA Report of Fatal or Serious Injury or Illness.
4. The event chair and Council Scout Executive will follow the steps as outlined in the BSA Report of Fatal or Serious Injury or Illness.

## **Suspected Child Abuse**

In the event of suspected child abuse, the following procedure applies:

1. When you suspect child abuse, PA State Law requires you to immediately make an oral report of suspected child abuse via the statewide toll-free number Childline: 1-800-932-0313. Recent amendments to Pennsylvania's Child Protective Services Law (CPSL) allows mandated reporters to make a written report online.
2. If you make an oral report to Childline, you must follow up with a written report (which may be submitted electronically) within 48 hours.
3. Even if you are unsure as to what occurred, a report must be filed. You can ask the event chair to sit with you for support if you feel uncomfortable in the process as long as they do not interfere in any way with the making of the report. In the event that child abuse happens and the reporter fails to make a report of the suspected abuse, punishment will ensue. The first willful failure is considered a second-degree misdemeanor.

If the child is found to be abused upon investigation, the willful failure to report is considered a first degree felony or higher depending upon the situation. Penalties increase if willful failure to report continues.

Please remember to have a first aid kit and trash bags in your campsite. Due to PA environmental regulations, firewood may not be transported onto the property. All fires must be located in designated fire rings, i.e. **NO Ground Fires**. The following rules apply:

1. Keep fires in designated areas (no new fire rings).
2. Practice "leave no trace" principles.
3. Keep fire buckets and ensure that they are filled with water while the fire is burning.
4. Never leave a fire unattended.

## **Wood or Structure Fire**

1. Immediately notify everyone in the danger area.
2. The event chair or his designee will notify the Finleyville Fire Dept., Finleyville police, and/or the Washington County Sheriff Departments.
3. Staff member will sound the emergency signal (3 horn blasts), account for all attendees at shelter #8, and await instructions.
4. The health officer will remain at the first aid cabin for medical assistance.
5. The event staff will direct staff members in fighting the fire.
6. A staff member will be designated to meet fire personnel at the Klondike entrance.
7. If evacuation of the event is required, leaders will muster their units at the Klondike entrance. Each unit leader will be responsible for tracking their people as they leave to ensure that all are accounted for.
8. The fire department will determine when all is clear.

## **Garbage**

The Klondike Derby adheres to Leave No Traces practices. All trash must leave with the unit. Dumpsters are removed from the park during the winter and will not be available.

## **Conduct**

Scouts shall conduct themselves in a manner that brings credit to themselves, their unit, and to the BSA. Scouts shall request permission to enter prior to entering the campsite of another unit. Defacing, destroying, or trashing of the property of others is strictly forbidden.

1. No running in camp at any time.
2. Always use the buddy system.
3. No climbing on tree stumps, trees, or on top of tables.
4. Stay out of areas marked by yellow caution tape.
5. Place all trash in their proper containers.
6. Leave every area cleaner than you found it.
7. Every person inside camp must wear an issued wristband during the event.

## **General Precautions to Prevent Camp Emergencies**

1. Be alert to the surrounding areas, and the people in them.
2. Mingo Creek Park is open to the public, although the staff will try to limit the movement of non-participants through the Klondike. Conduct frequent head counts of scouts, especially going to and from activity areas.
3. Use the buddy system and have scouts inform the unit leaders before going anywhere.

## **Missing Person**

In the event of a missing person, the following procedure will be used:

1. Send a runner immediately to the missing person's campsite to see if he has returned.
2. Notify the Program Director or event chair immediately
3. After talking to unit leaders, the event chair or designee will call for a camp-wide assembly after an appropriate amount of time if the person is still missing.

4. The event chair or designee will direct a search and will order notification of proper authorities as needed.
5. Establish the last place the person was seen, search the person's tent for missing items, and with the unit leader ensure that the person is NOT in camp.
6. The health officer will remain at the first aid cabin or other specified location to provide medical assistance and to provide a communications center.
7. The event chair or designee will instruct the staff in searching areas where the missing scout was last seen and other logical areas.
8. If the area is unknown or the person is not found, staff members will search the following areas:
  - a. Event Areas
  - b. Camping Areas
  - c. Roads, Trails, And Wooded Areas
9. All areas should be searched calling out the missing person's name. All staff will cover their area and report back to the first aid cabin within 30 minutes.
10. The event chair or designee will make the decision on how to continue the search

## **Unauthorized Person / Activity in the Klondike**

Non-Participants may be seen walking through or near this event; as Mingo Creek Park is not closed to non-participants. However, staff will try to minimize the number and frequency of non-participants passing through the Klondike activities.

1. All authorized participants and staff will wear colored wristbands.
2. If any participant or staff member observes a non-participant interfering with Klondike activities, they should immediately alert the event staff. Do not approach or confront the individual at any time.
3. The participant or staff member should immediately alert the event staff to the location of the unauthorized person.
4. Once the event staff is alerted, they will take the necessary action. The event staff will take no less than two other staff members and proceed to the last location the person was seen. If the unauthorized person is to be escorted away from the Klondike with additional assistance (police, sheriff), the event chair will contact the necessary authorities.
5. The event staff will speak to the unauthorized person to determine the identity of the person and why they are interfering.
  - a. If it is determined that the person would be approved to be at the event, the event staff will check the person's driver's license and confirm that this individual is authorized to be at the event.
  - b. If the event staff decides the threat level of the unauthorized entrant is high, then the event chair will call the proper authorities. While authorities are en route, the staff will do what they can to keep the unauthorized person at the location.
6. If the unauthorized person is confirmed but cannot be located, the event chair will call for a full camp assembly. The staff will account for all attendees and staff in camp.
7. Event staff will review any unauthorized entrants at a staff meeting and adjust procedures.

### To Insure Protection of Attendees All Emergencies

Three (3) air horn blasts will be sounded in succession. All activity will cease - Everyone not near the trouble needs to stay at their activity station until given the "All Clear".

# Eagle Valley District 2026 Klondike Derby

## Patrol Roster

Unit Type: Troop/Crew

Patrol Name: \_\_\_\_\_

Scout Name, Patrol Leader Specified	Leaders
1	
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# Additional Information:

Semaphore flagging:

						
						
						
						
						