



Narragansett Council 2026
Cub Scout
Iditarod Derby
Camp Norse February 21
Check in/registration 8:00-8:45
Event starts 9am ends at 4pm



Welcome to the 2026 Cub Scout Iditarod Derby!

Teams will push/pull their sleds through Winter Backcountry themed challenges, completing each task that will **teach** Scouts **new skills** and test those that have been learned during their scouting experiences. We will also have some observation stations to help continue the **growth** of their scouting experience. There are some **new stations** to keep things fresh for our Scouts and to keep parent leaders on their toes.

The event is staffed by multiple leaders from across the scouting community. These volunteers will be sharing their knowledge at each of our stations and will also be helping parents and other leaders by serving as 'Safety Officers' for the event.

Registration for the Iditarod Derby Event is RSVP through the Council Calendar:
<https://scoutingevent.com/546-iditarod>

*There is NO WALK-IN REGISTRATION AT THE EVENT. CHECK-IN ONLY

PLEASE READ EVENT SAFETY GUIDELINE!

- No Camping Reservations are available for Iditarod Weekend for Cub Scouts
- Shooting Ranges are closed for this event
- Please read the provided links for station preparation.
 - You are in charge of your Sled!
- Sled Construction Guidance:
<https://skcscouts.org/wp-content/uploads/2019/12/2020-Klondike-Sled.pdf>

We need assistance from Pack Leaders and Parents taking charge and running stations! Please contact Steve Favreau at strevefav@gmail.com to volunteer in advance or coordinate as soon as possible on arrival the day of the event; particularly if you are unfamiliar with some of the newer stations.

Thank you in advance for your help and support. We look forward to seeing you all!

2026 Klondike Derby Guidelines

- Units will be responsible for providing a complete roster at check in
- Group sizes no larger than 25 ***Ideal sled size is 8-12 scouts**
- All participants must be pre-registered, no walk-ins
- Indoor spaces will be available
- Restrooms are available for all behind the Admin building
- Restroom at the back corner of the ballfield are for youth only
- Extra bathrooms (outhouses) will be provided and cleaned throughout the day
- Limited overnight camping for event staff
- Arrive prior to event start
- Scouts/units responsible for providing their own lunch
- Self contained grill/camp stove are allowed outdoors.
- Crock pots are allowed and can be plugged in inside the dining hall
- Dress for the weather!
- **Read these Guidelines Again..... You know you skipped some of it.**

BYOL – Please bring your own lunches

Schedule

8am – 8:45 am Sled Check-in/Registration /Station Assignments

8:45 am Opening Ceremonies

9am Stations Open (Proceed to your units assigned station)

9am-Noon First 6 Stations

Noon – 1pm Lunch

1pm – 3pm Last 6 Stations

3pm – 3:30pm Sled Races Continued, More Food

3:30 – 4:00 pm Awards/Recognitions and Closing Ceremonies

Required Items on each Sled:

- ☐ Annual Health and Medical Record Part A+B for **ALL** adults, scouts, and siblings
<https://www.scouting.org/health-and-safety/ahmr/>
- ☐ Scout Neckerchief (1 per scout)
- ☐ (3) 6 foot poles
- ☐ Compass (1 for every 2 scouts)
- ☐ Team Flag
- ☐ A Tent/Tarp 12x16 or larger
- ☐ (3) 25 Foot Rope Sections
- ☐ 3 foot lengths of Rope (1) per Scout
- ☐ Swiss Army style folding knife or Scissors
- ☐ Individual non sharable lunches and drinks
- ☐ Spool of string/twine
- ☐ Twin Blanket
- ☐ Second Small Tarp (4x8)
- ☐ Foam camping pads
- ☐ Pencils and notepad for each scout
- ☐ Group matches and/or flint and steel
- ☐ Trash Bag
- ☐ First Aid Kit
- ☐ BYOL – Please bring your own lunches

Recommended Items on each Sled

- ☐ Refillable water bottle for each person with the sled
- ☐ Snacks to fuel your Scouts in their journey through this frozen Alaskan race
- ☐ Extra clothing appropriate for the weather of the day
- ☐ Hand Warmers

Keeping warm is the most important part of cold-weather camping and outdoor activities. Use the “**C-O-L-D**” method to stay warm.

- **C = Clean:** Insulation is only effective when the insulating layers are kept clean and fluffy. Dirt, grime, and sweat can reduce the ability of a garment to keep you warm.
- **O = Overheating:** Avoid overheating by adjusting the layers of your clothing to keep from sweating during warmer temperatures. Stay hydrated by drinking plenty of water. Avoid energy drinks (sports drinks are OK).
- **L = Loose layers:** A steady flow of warm blood is essential to keeping all parts of your body heated. Wear several loosely fitting layers of clothing and footwear that will allow maximum insulation without blocking your circulation. Always wear a hat.
- **D = Dry:** Sweaty, damp clothing and skin can cause your body to cool very quickly, possibly leading to frostbite and/or hypothermia. Keep dry by avoiding clothes that absorb moisture. Always brush snow off your clothes before you enter a heated area. Keep the clothing around your neck loose so that body heat and moisture can escape instead of soaking through your layers.



Stations

***All stations are subject to change as needed**

All groups will proceed in order to the next station from their Assigned Starting Point at the time of Check-In).

1.) Flag Retirement Ceremony (Demonstration Site)

This Station is led by the Scouts from Troop 4480.

They will be sharing and demonstrating the steps taken to properly retire "Old Glory".

Scouts and Leaders are encouraged to help and ask questions.



2.) Fire Safety/Fire Construction

Scouts will be presented with a frame with 2 strings. The bottom string is 12 inches from the ground; the second is 18 inches from the ground. The Scouts must build a fire from NATURAL materials from the surrounding area. It cannot be any higher than the bottom string. After a WEBLEOS, AOL or ADULT lights the fire, it will need to burn the top string. WEBELOS uses flint/steel (It is SCoouting America policy that only Webelos, AOL and Adults may light a fire)



3.) Navigating the Winter Backcountry (Compass and Navigation Course)

Scouts will be taught use of map and compass and pace counting. Scouts will then have the choice to try the challenge course which has 4-5 way points and a CODE to be deciphered.



4.) Sled Races (Timed)

What it sounds like

There will be a start and finish mark. The largest Scout gets THE SLED RIDE! Timed or Endurance (number of laps in 20 Minutes) Category is up to the Group



5.) 'Tracks and Tales'

Buddies will take turns walking/jumping in Snow or Mud over a course while others have to guess the Pace Combination. We take these lessons to animal tracks to guess THEIR adventures.



6.) Crossing the Glacier Crevasse:

Teamwork/Trust/Communication
Scouts must cross a glacier with a 'Team Ski'. Crossing alone or falling off 'Team Ski' results in the Team having to start again.

- Do a Team Count
- Odds Call, Evens Listen
- Traverse from Flag A to B
- Evens Call, Odds Listen
- Traverse B to A



7.) Escaping the Polar Bear

- Your sled is being chased by a Polar Bear!!
Escape by using
blocks of ice (wood planks) to cross the ocean
from one glacier
to the other!!
Using only the (3) wooden planks (3' lengths of
2x4), your whole team must cross a finish line 40
feet away without stepping into the ocean.



8.) Shelter Building (Leave No Trace Principles)

Search the woods and use items on your sled to
create a shelter big enough for all of your team
members or Create Shelter with Materials
included in your pack list.

Remember 3 Principles of Shelter:

1. Insulate (from ground)
2. Wind Protection (from weather and heat loss)
3. Precipitation (Keep Dry)



*The judge will gently shake the structure to make sure it is stable and won't EASILY fall apart .

Name and Follow the 7 Principles of Leave No Trace

<https://lnt.org/why/7-principles/>

9.) Snow Blind

- Your team member is suffering from snow blindness!!! Get them to safety by giving verbal commands and leading them to the rest of the team.

A Scout starts 50 feet away. They are blind folded and must navigate around 4 obstacles and make it back to the team using only the verbal commands from their team mates.

10.) First Aid (Demonstration Site)

What are the two most important things to do to stop a cut from bleeding?

How do you assist a choking victim who cannot breathe?

Scouts will locate one of its team members in the woods.

This team member was attacked by a wild animal!! Sled teams will stop bleeding, need to place the victim's arm in a sling, and create a stretcher to carry the victim out of the woods to safety



11.) {Broken} Model Campsite & Leave No Trace

- Observe our Model Campsite and see how many mistakes we made during our late night setup.
- Did we follow the principles of Leave No Trace?
- Write a list of your findings
- Turn in your lists at Dining hall once you have completed this unmanned station
- Please fill out the sheet as a team
- Test your knowledge with our Leave No Trace Game



12.) Critter Proofing your Supplies (Knot Knowledge)

Improve your knot knowledge at Fort MAgee where you will learn some essential Scouting knots: Overhand, Square, bowline, clove hitch, double half hitch and slip knot. Scouts will take turns throwing a 25 foot rope over a branch, securing a weighted bag with a square knot on one end, tie a bowline around the other end and lift the bag off the ground.



Tranquility Base: Yukon River Rest

Stop at the Yukon River Tranquility Base (Inside Dining Hall) and spend time discharging and recharging before returning to the activities. The quiet space is a sensory friendly space that scouts can retreat to de-stress, take a break from noise, or simply have a moment of calm when needed; essentially a safe, designated area for self-regulation, not a punishment space, but rather a place to help manage their emotions and regain composure.

Other fun activities:

Call of the Wild – Nature Scavenger Hunt

Location – Throughout Camp (**Event Areas Only**)

Task: You will be given a list of items. These items will be nature related and readily available throughout the day. They will all be easily found either between towns or nearby while you are waiting to participate in a town.

The Scavenger Hunt starts after Check-in and may be handed in any time after lunch at Dining Hall

A Nature Scavenger Hunt list will be provided the day of the event at registration.

Camp Norse Trivia -

Courtesy of the Camp Norse Alumni Association

Task: You will be given a list of questions that will help grow your knowledge of Camp Norse and Scouting. The answers to these questions can be found as you travel throughout camp.

Camp Trivia starts after Check-in and may be handed in any time after lunch at Dining Hall

A Camp Norse Trivia sheet will be provided the day of the event at registration.

Bonus Station - Fueling your adventure

Scouts will be able to make their own warm snack