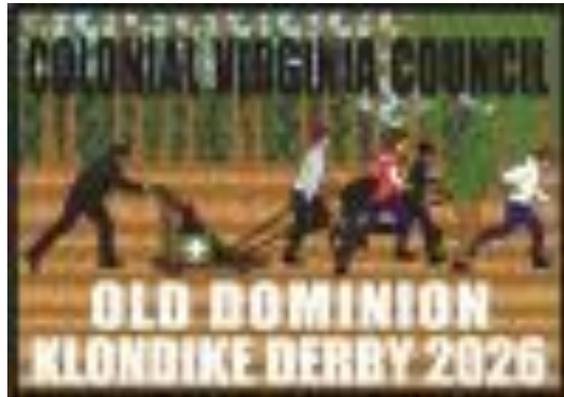


2026 OLD DOMINION DISTRICT

KLONDIKE DERBY



January 23-25, 2026

**Johnson's Garden Center District Camping Site
3201 Holland Rd, Suffolk**

THE YUKON, THE KLONDIKE & THE IDITAROD

The Klondike is a region of the Yukon in northwest Canada, east of the Alaska border. It lies around the Klondike River, a small river that enters the Yukon from the east at Dawson. The Klondike is famed because of the Klondike Gold Rush which started in 1896 and ended the following year. Gold has been mined continuously in that area except for a hiatus in the late 1960's and early 1970's.

The climate is exceedingly severe - very hot and humid in the short summer, and extremely cold during the long winter. For seven months of the year, intense cold prevails, varied by furious snow storms which begin in September and occur at intervals until May. By mid-October, ice is formed over all the rivers. The ground for the better part of the year is frozen to a depth of 3 to 10 feet.

The Iditarod Trail refers to the usual 1,049 mile trek from Anchorage to Nome across the frozen tundra of Alaska. Portions of the trail were used by Native American Inuit tribes years before the arrival of Russian fur traders in the 1800's, but the trail reached its peak between the late 1800's and the mid-1920s as miners arrived to dig coal and later gold, especially after the Alaska gold rushes in Nome in 1898 and the area known as the Yukon to the east. In today's modern world, dog sled teams and their operators, known as mushers, challenge themselves, each other, and the elements by competing in a land race across the frozen tundra. They rely on their knowledge, skills, and abilities to get them through.

In Scouting, we like to recreate the spirit of the mushers that ran this trail. We run our own "trail" using teams of scouts instead of dogs to get us through the frozen tundra. Teams pull a sled, similar in design to those of the Iditarod, laden with gear and supplies, from point to point representative of towns & checkpoints along the trail. At each location, a skill needs to be performed that will enable us to build upon teamwork and insure we can proceed up the trail.

At each location, you will rely on your scout skills to complete the objective. You will rely on your scouting knowledge and abilities also, with some good old "ingenuity" to carry you onward. As you complete the objective, you will be issued "Gold Nuggets" (points) which will be used at a trail auction on Saturday evening.

YUKON CITIES TO VISIT & TASK CHALLENGES

Scouts, this is a competition campout designed to allow you to demonstrate your mastery of scout skills or ability to improvise and succeed despite your skill level. We hope you are challenged on the trail and feel a sense of accomplishment at the

end. This year we have a very different mix of challenges: some new ones that we doubt any of you have seen and some old standbys to boost your scores...

Consistent with the theme, you'll guide your sleds to a host of Yukon Gold Rush boomtowns and famous locations. You'll give them a hearty cheer and set to the task at hand with gusto.

All crews will start at Anchorage for a sled inspection and from there you'll choose your own route to the gold fields. Passing through each boomtown - Knik, Old Skwentna, Takotna, and Unalakeet to name a few - and face a different task at each. Do you best! You'll be rewarded according to your efforts! The whole trek ends at Dawson Station so the assayers can judge your haul and convert your gold into camp credit. If you strike it rich, you'll be encouraged to part with your loot at the Yukon Pawn Auction.

Some challenges we've used in the past and a few new ideas:

- | | |
|---------------------------|-----------------------------|
| Compass Mastery | Log Chopping/Wood Splitting |
| Height/Distance Measuring | Knot Tying Races |
| Ladder Lashing | Snowblind! |
| Archery | Monster Clove Hitch |
| Sled Rescues | Tomahawk Throwing |
| Team Building Exercises | Crevasse Crossing |
| Carrying a "Dead Horse" | Marksmanship Skills |
| Lashing Flagpoles | Log Hauling |
| First Aid Skills | Wilderness Shelter Building |
| Fire Building Challenges | |

These are just some of the unknown's mushers may face as they try to stake their claim in the frozen northern wastes. To add to these perils, you may have to face Claim Jumpers that could cost you dearly or need to enlist the aid of some helpful Mounties along the way - but not for free! Be Prepared!

ORDER OF THE ARROW



This event is sponsored and run by the Chanco Chapter of the Order of the Arrow. The Arrowmen chose the events, they run the stations, and act as judges. They encourage their troops to attend with enthusiastic scout spirit, compete with gusto, and are unbiased in their participation. They shadowed the host troop in 2019 to learn the lay of the land, ran the event in 2020 with minimal guidance, and are now taking the traces. This is part of their cheerful service and giving back to the program they enjoy so much.

They invite Arrowmen from other chapters to assist if they like, but those Brothers need to be mindful of the purpose of the campout - cheerful service. They will need to work, guide, and offer assistance to the competing patrols without favoritism or ridicule. Any Arrowman interested in assisting should report to Dawson Station Friday evening at 2000. Sashes must be worn so participants can identify the staff.

Saturday evening at the camp-wide campfire, we will host an OA Call Out ceremony. Troops interested in having their Ordeal Candidates formally called out should fill out the attached OA Call Out Ceremony sheet (page 13) and turn it in at check in. The ceremony is well done, run by many of the Chanco members of the Wahunsenakah Lodge ceremonies team, and is sure to lend gravity to the scout's selection.

Wimachtendienk Wingolauchsik Witahemui

SCOUTING'S NATIONAL HONOR SOCIETY

KLONDIKE RULES & REGULATIONS

Klondike is a competition between patrols meant to foster the very best attributes of sportsmanship and camaraderie. The following rules will help us have a fun time and ensure things are fair across the board. Adults need to see that their Scouts know and understand these rules. A Scout is Trustworthy.

1. The Scout Oath & Law must be adhered to by all participants.
2. Competition:
 - a. This is a competition campout designed to challenge the scouts mentally and physically both individually and against one another in a sportsman-like environment.
 - b. Good sportsmanship and camaraderie should be displayed by all scouts, leaders, and adults on the trail.
 - c. Scouts are encouraged to enthusiastically participate in all stations.
3. Judging Criteria; all units participating will receive “gold nuggets” (points) based on the following areas: **sled organization, patrol yell/slogan, patrol flag displayed, teamwork, spirit, objective met/completed, speed objective is met, ingenuity.**
4. Teams/Patrols:
 - a. Size must be a minimum of 4 scouts and a maximum of 10. Many events are physically demanding or designed for numerous participants. Too small a patrol and they will not be able to meet the challenge. Too large a patrol and they have an unfair advantage.
 - b. Patrol rosters must list each member of the patrol.
 - c. Patrols should have a unique name, flag, and yell to show their scout spirit.
5. Sleds:
 - a. Must meet be large enough to carry all the Patrol’s gear and sturdy enough to survive the event. They can be on skis or wheels. Scouts act as the sled dogs and pull the sled by way of a bridle/towrope system. (Sled plans can be found on the internet)
 - b. All equipment listed **must** be carried in the sled. All sleds will be inspected.
 - c. Sleds will be judged and “gold nuggets” (points) awarded for adhering to the gear list. A Troop/Patrol name or flag should be on the sled & easily visible. Patrols should enthusiastically offer their yell or cheer when asked.
6. Plan for lunch “on the trail”.
7. WEBELOS Patrols:
 - a. May attend if invited by a Troop.
 - b. They should arrive Saturday morning in time to check in before 0830.
 - c. Arrow of Light patrols (AOL/WEB II’s) can camp overnight per BSA policy, and the registration fee applies.

- d. First year WEBELOS (WEB I) can take part in competitions during the day. No fee applies, but no patches are awarded.
 - e. If a WEBELOS Patrol is to participate on the trail, Two-Deep Leadership is required to accompany them AT ALL TIMES.
 - f. Please indicate on roster & registration form if this is a WEBELOS Patrol.
8. Bring a camping/scouting-oriented item for the “Yukon Pawn” Auction and turn it in at the Leaders Huddle on Friday night (or Saturday on arrival). Each competing patrol should bring a prize for the auction. It works much like Pollyanna gift exchange; bring a prize to bid on a prize. *In order to be fair & for ALL units to be able to participate in the auction, each competing unit (troop/patrol/crew/den) may “purchase” only ONE item at the auction. Once you have made your winning bid and are awarded your purchase, your unit is done bidding. All items will be able to be viewed prior to bidding.*
9. A note about the venue and any shooting sports offered.

The site is a working crop farm. The irrigation ponds and buildings are strictly off limits unless otherwise noted. NO swimming or horseplay!!!

DO NOT BRING ANY FIREARMS.

Archery equipment and/or firearms, and appropriate safety gear will be provided by the Range Masters. Eye & ear protection must be worn. The station proctors are certified NRA and/or National Camp School shooting sports instructors. **WEBELOS will not participate in tomahawk throwing!!**

10. BSA’s YPT Policies & Two-Deep Leadership shall be followed.
11. BSA policies on drugs & alcohol will be adhered to. Adults shall exercise proper judgment in using tobacco products. All smoking materials must be discarded appropriately.
12. We do not plan on canceling due to weather. **Dress & plan equipment appropriately.**

GENERAL RULES & GUIDELINES

The following rules will help us have a fun and safe camping experience. It is the responsibility of the adults in charge to see that their Scouts know and understand these rules. Anyone caught violating them may be asked to leave the camp.

General -

- Pets are not permitted on any camp property during the duration of this camp event. Service animals will be permitted, but must be discussed in advance.
- Tent trenching is not allowed.
- Open flames in tents are prohibited.
- Secure and store foods to prevent attracting our little furry friends.
- Observe the Outdoor Code & follow the rules of Leave No Trace.
- Camp safety and in adherence to BSA policy found in “Guide to Safe Scouting.”
- Please enforce the Buddy System with your scouts.
- All campers are to stay within the boundaries of the camp. We do not want scouts wandering away from camp.
- Please respect others during Lights Out. Scouts are not allowed out of their site after lights out with the exception of to and from the latrine.

Campfires -

**ALL CAMPFIRES WILL USE RAISED FIRE STANDS
OR INSTALLED FIRE RINGS.**

- Site bonfires are not permitted, but campfires contained within raised fire stands or in the fire drums located at camp are permitted.
- Depending on local fire conditions, additional restrictions may be imposed.
- Firewood brought in from an outside source is recommended; however, on site deadfall may be used.
- Campfire should be managed by Scouts who have their Firem’n Chit
- A campfire should be monitored at all times by adults.

First Aid -

- Each troop must have current BSA medical forms on site for each participant.
- Each troop is expected to have a first aid kit for minor injuries.
- Emergency medical care must be called for severe injuries and staff must be informed as soon as possible.

Leave No Trace -

- All campfires must be contained within the fire rings located in the camp sites or in your portable pits.
- Police your campsite before departing.
- Carry out all your refuse.
- There is a dumpster located behind the garden center.

Vehicles -

- Access - only one vehicle per unit should enter the campsite. If at all possible, have the scouts carry their gear in and limit the vehicle to carry troop gear.
- Parking - Please only have trailers in your site. All other vehicles should be parked in the designated area nearby.
- Handicapped Parking – Requests for special parking passes for medical conditions will be made on a case-by-case basis. Special passes must be requested in advance and will be issued on the day of the event. We prefer to discuss the request prior to event to allow for the greatest degree of accommodation. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.
- Vehicle Speed – Drivers must exercise EXTREME caution when operating motor vehicles on camp property. Speed limit is 10 MPH.
- Passengers are not allowed to ride in back of pickup trucks.

Water and Sanitation -

- Portable toilets and water will be available.
- The water spigot is located a fair distance from camp at the Garden Center, so troops should bring an initial supply of fresh water for their campsite use.
- The portable toilets are rented and part of your camp fees. Please use them and keep them clean. In the past we have found bottles filled with urine after camp. This is completely unacceptable.
- Police your campsite before departing.
- Carry out all your refuse. Bring plenty of trash bags.
- There is a dumpster located behind the garden center.

Please direct any questions about this event to Andy Falkenstein, Committee Chairman, Troop 16, at andrew.falkenstein@yahoo.com or 904-563-1091.
Robert Gardner Sr. rag.sr10@gmail.com

CHECK-IN PROCEDURES

1. Check-in opens at 5:00 p.m. on Friday. Please do not arrive early as we may still be setting up. Upon arrival, you will be directed to your unit's campsite.
2. Please unload all scouts and gear as soon as possible. Only trailers and a tow vehicle may remain in site. Please move all other vehicles to the designated parking area. Be especially watchful for scouts in camp, on the trails, and in the fields.
3. One adult from each unit should report to Dawson Station (the elevated building in the back) as soon as possible after arrival with the following:
 - 2 copies of "Troop / Crew / Patrol Roster" form (one for the host and one for Council)
 - Payment check (if due) made out to Colonial Virginia Council BSA
 - Yukon Pawn auction item for each competing patrol
 - OA Call Out form (if applicable)
 - Any Arrowmen who want to volunteer for stations
4. Camp set up may begin immediately after check-in. It is recommended you set up some sort of perimeter line, possibly with flagging tape. Gateways are encouraged, but not required. Units checking in late should be courteous to those already on site and not block their trailers or access to the trailers.
5. It is very important that your unit's event judges, Scoutmaster, and Senior Patrol Leader be at the Leaders Huddle / SPL Cracker Barrel on Friday evening for a briefing and tally sheets.
6. If arriving Saturday, please arrive and check-in at HQ by 0800.

SCHEDULE OF EVENTS

Friday

- 1700 – 2000 Check-in followed by campsite set up
2000 – 2100 OA Pre-Brief (at Dawson HQ - all Arrowmen welcome)
2100 – 2200 Leader's Huddle & SPL Cracker Barrel (at Dawson HQ)
2300 Taps. Lights out; all quiet in sites

Saturday

- 0630 Reveille
0630 – 0830 Breakfast & Clean up
0845 Flag Raising & Greeting (all mushers to the flagpoles)
0900 Sled Inspection. When completed, hit the trail!
0900 – 1200 Trail is open! *See you at the end! Mush!!!*
1230 – 1300 You can eat lunch on the trail whenever you get hungry, but the stations will close so the OA Guides can get a bite.
1300 – 1600 Back on the Trail!
1600 Trail closed. Return to campsites to Class A up for colors.
1645 Flags (all musher to the flagpoles)
1645 – 1900 Dinner & Clean up
1900 – 2000 Yukon Pawn! The Assayer's Office is Open!
2030 Campfire & OA Call Out Ceremony (at the Fire Ring)
** (units not staying overnight should depart after campfire)*
2300 Taps. Lights out; all quiet in sites

Sunday

- 0700 – 0845 Reveille & Breakfast
0900 Scouts Reverent Service (at the Chapel)
0930 Camp breakdown, police line & departure. Travel safely.
1100 Why are you still here! Go away! See you next year!

SLED INSPECTION CHECKLIST

Patrol Name _____ Unit # _____

_____ Patrol yell / cheer enthusiastically given & flag proudly displayed (2 pts)

_____ Trail lunch for each Scout

_____ Drinking water for each Scout (water bottles or Camelbaks)

_____ Rain gear for each Scout

_____ (1) Scouts BSA Handbook

_____ Pen or pencil & notepad

_____ (1) Blanket

_____ (8) Ropes, 8ft long lengths (approx. 1/4" dia.)

_____ (1) Compass

_____ First aid kit (includes 2 or 3 simulated dressings & 3 cravats)

_____ 100' string or twine strong enough to hold lashings

_____ Tarp / plastic sheeting 6' x 8' minimum (8' x 10' suggested)

_____ Tinder, kindling, natural fuel to sustain a fire

_____ Flint and Steel (no matches or lighters)

_____ (6) Staves, 5ft long each

_____ (1) Frying Pan

_____ (1) Large trash bag (Leave No Trace!)

Old Dominion District Klondike Derby Registration Form
January 23-25, 2026

Please return this form to the Colonial Virginia Council Scout Shop by , **January 18, 2025**. (Make checks payable to COLONIAL VIRGINIA COUNCIL, BSA). Fees are determined to cover patches, site prep, materials, portable toilets, and incidentals. If you have any questions, contact Andy Falkenstein, Committee Chairman T-16, at 904-563-1091 or andrew.falkenstein@yahoo.com.

After January 17th, the registration fee is \$25 per person and there is no guarantee of a patch.

Colonial Virginia Council
P.O. Box 12144
Newport News, VA 23612-2144
757-595-3356

Unit/Troop # _____ Scoutmaster/Leader: _____
Trip Leader attending: _____ Phone: _____
Address: _____

Registration is \$20.00 per person by January 17, 2025. This will include one event patch for each registrant. Please make checks payable to the CVC as noted above and identified for **Old Dominion Klondike Derby**.

**Patches are not guaranteed for late registrants.*

Estimated Number of Participants:

Number of Scouts: _____ Webelos Patrol attending? Yes/No
Number of Adults: _____ Number of Webelos: _____

Total # Participants: _____ x \$20.00 = \$ _____

Note: Total fees are due at the CVC Scout Shop in advance. However, balances may be paid at check in by **check only**. **No cash can be accepted.**

Camping - we will camp: __Friday only __Saturday only __Both nights __None

TROOP/ CREW/ PATROL ROSTER

(Turn in two copies at Friday night check-in)

Unit: _____	District: _____
SM: _____	ASMs: _____
SPL: _____	_____
Other Adults _____	_____
_____	_____
_____	_____

Patrol: _____	Patrol: _____
PL: _____	PL: _____
Scouts: _____	Scouts: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Patrol: _____	Patrol: _____
PL: _____	PL: _____
Scouts: _____	Scouts: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

(Reproduce additional copies as needed)



**OLD DOMINION KLONDIKE DERBY
OA CALL OUT**
(Turn in at Friday night check-in)

Unit # _____ Total number of candidates to “Call Out” _____

On-site Point of Contact (name/number) _____

Names of Youth:

Names of Adults:

OA “Call Out” Ceremony will be held at Saturday’s campfire. Current Arrowmen are asked to wear the appropriate sash during the ceremony.