



SCOUTING AMERICA
HEART OF VIRGINIA COUNCIL

2026 KLONDIKE DERBY
CUB ADVENTURE CAMP



THE 2026 HOVC KLONDIKE DERBY

THE ROMAN EMPIRE

Brought to you by
Troop 706-B



February 27 TO MARCH 1, 2026
PARTICIPANT GUIDE

(LAST UPDATED 1/20/26)

DOGWOOD DISTRICT
HEART OF VIRGINIA COUNCIL
8090 VILLA PARK DRIVE
HENRICO, VA 23228

HOVC SCOUT RESERVATION
CUB ADVENTURE CAMP
1697 MAIDENS ROAD
MAIDENS, VA 23102

2026 HOVC KLONDIKE DERBY

WELCOME TO THE 2026 HOVC KLONDIKE DERBY!

The tradition of a youth led Klondike Derby continues! Troop 706-B from the James River District, the winners of the 2025 Derby, are hosting the 2026 event. Everything from the event theme and patch design to every single activity station is designed and planned by Scouts so you know your youth will have a blast. Let your adult leaders relax around the campfire while host Troop 706-B and their team take your Scouts on the adventure of a lifetime and crown a brand-new Klondike Derby Winner.

Troop 706-B has decided on *The Roman Empire* as the theme for this year's derby. To refresh the event, they are incorporating many brand new stations that focus on teamwork. This is a fantastic opportunity for your newly bridged Cub Scouts to come together and form a solid patrol of their own or learn to work within your unit's existing patrol framework. Teams are encouraged to embrace the event theme by turning their sleds into chariots and/or wearing costumes. Brush up on your Roman numerals and Latin, hone your building skills, and learn to walk together as we pay homage to one of the most influential empires in history.

We will continue to offer the Backpacking Class for those who want to attend but don't have the time or ability to build a sled. Your team can divide up the gear list and backpack it or use a commercially available wheeled cart/wagon to compete. This is awesome for new troops, troops with only one sled, and last-minute signups.

Event Sponsor, Dogwood District, is excited to continue overseeing HOVC's oldest youth-run event. This Participant Guide outlines the event policies and procedures. Please make sure you are familiar with everything in the guide and if you have questions, please direct them to one of the event staff listed under contacts on the event information page.

We're looking forward to another great Klondike Derby and hope to see you and your "chariot" at the Heart of Virginia Council's Cub Adventure Camp February 27 – March 1, 2026!

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EVENT INFORMATION

When	Friday, February 27 – Sunday, March 1, 2026 There is no rain date for this event. All units should prepare for foul weather.	
What	Team Building, Leadership Development, Scout Skills, Cold-Weather Camping Nights	
Who	The event is open to Scouts BSA Troops, Venture Crews, and Ships. AOLs must accompany and be registered with a troop and have their own designated leadership. We cannot accommodate provisional scouts or younger Cub Scouts.	
Where	Heart of Virginia Council Scout Reservation, Cub Adventure Camp, 1697 Maidens Road, Maidens, VA 23102 – This address will take you to the Welcome Center at Cub Adventure Camp where check-in will occur.	
Contact	Jennifer Bateman, Event Coordinator Pam Miscikowski, Event Registration Melissa Bartholomew, Event Registration	KlondikeDerby.HOVC@gmail.com Pamela.Miscikowski@scouting.org Melissa.Bartholomew@scouting.org
Register	Units must register and pay online through the Black Pug system. Registrations require a minimum of four scouts and two adults. You may not register and pay as an individual. Additions to your registration should be made by going into your existing registration and adding participants. Your registration is complete when payment is posted. Payment must be made online with a credit card.	

Online Registration Is Open

Registration Changes for 2026:

1. We have streamlined registration this year. Units will register the total number of Scouts BSA Adults, the total number of Youth Participants, and the total number of Teams.
2. Please remember that each team must have a minimum of four and a maximum of eight youth. Teams may use a sled or be part of the backpacking class.
3. How you divide youth participants into teams is NOT part of the registration process. Team rosters will be collected on the day of the event.
4. If you need to change the number of teams on your registration, please do so in a timely manner so all who wish to may participate. The event is limited to a maximum of 24 teams.

NO REGISTRATIONS WILL BE ACCEPTED AFTER FEBRUARY 25, 2026.

Pre-Registration is required. There will be no on-site registration.

Cost	HOVC youth may attend the event for free as part of the 2026 Season Pass. Out of council youth are \$15 each. All adults are \$5 each. Payment is due at the time of registration. The registration cost covers the event patch, an event ribbon for your unit's flag, keepsake wristband, camping for two nights, and all activities. <i>Units supply and cook their own food for the weekend. Potable water is available onsite.</i>
Refunds	In the event of the death of an immediate family member, sickness, injury, or military transfer, we will refund all monies paid. Please email HOVC.CustomerService@Scouting.org to discuss your situation. The Heart of Virginia Council strives to provide the very best programs possible. We enter into obligations with our staff and vendors several months before the event. Cancellations during the week of the event undermine our ability to provide a quality program. Reasons such as vacation schedules, school events, and last minute changes of mind are not acceptable reasons for refunds. Participants who leave during the event will not receive a refund. Requests for refunds received after the event is over will not be honored.

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CONCEPT

In August 1896, prospectors discovered gold in the remote Klondike region of Canada's Yukon Territory. In July 1897, the S.S. Portland arrived in Seattle, Washington with more than a ton of Klondike gold on board. This event touched off the great Klondike Gold Rush as thousands of people who dreamed of becoming wealthy began booking passage on steamers heading north from Seattle and other West Coast ports to the Yukon. Upon arriving at the northern end of the Inside Passage, however, these adventure-bound stampeder found no easy route leading to the still distant Klondike region. Their progress was slow as each prospector made repeated trips over the rugged trail through the bitter cold.

Imagine pulling a sled loaded with three to six hundred pounds of supplies over a stretch of ice up a steep grade, strewn with boulders and logs, then crossing over a riverbed on a couple of trees laid side by side and you get a picture of their labors. Facing 60 mile an hour winds in 65 degrees below zero weather, the prospectors had to ascend the Chilkoot Pass – 1,000 feet straight up. With a steady stream of stampeder lining the path each day, it took forty trips to get a ton of supplies up the mountain. Those who survived the mountain then faced a treacherous passage by boat to the town of Dawson near the gold fields.

Since 1949, Boy Scout units have been participating in Klondike Derbies as a way to honor this historic time. Scouts pull a sled loaded with supplies from station to station and compete in various Scout-skill based events. Event sponsor, the Dogwood District, is carrying on the tradition and we hope you'll join us!

The 2026 Klondike Derby is a race to complete activities in multiple “towns” where teams test their Scout skills and leadership abilities to earn “gold.” Each team transports the gear necessary to complete the different stations on a homemade sled pulled by Scouts. We continue to offer the Backpacking Class where your team can divide up the gear list and backpack it or use a commercially available wheeled cart/wagon to tote your gear and compete in the town activities with all the others. This is awesome for new units, units with only one sled, and last-minute signups but please note that you will lose a few points on the sled/gear inspection form if you don't have an actual Klondike-style sled.

The event is open to Scouts BSA Troops, Venture Crews, and Ships. AOLs must accompany and be registered with a troop and have their own designated leadership. We cannot accommodate provisional scouts or younger Cub Scouts. Each team of four to eight scouts will have one sled for the trek. Backpacking Class teams may have one backpack per team member. Units may field as many teams as they wish as long as each team has a minimum of four scouts. Units must indicate the number of sled teams they are fielding on their registration. Scouts who are not participating on a team are welcome to watch as are adult leaders, but teams will lose points for any assistance from bystanders. The event is limited to 24 teams.



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TENTATIVE SCHEDULE & PROGRAM

FRIDAY

5:30 – 7:30 PM	Check-in and Campsite Set-up – Required Paperwork, etc.: <i>Scouting America Medical Forms Parts A&B with front and back of insurance card</i> <i>Full Unit Roster</i> <i>Klondike Sled Team Rosters</i> <i>Gold Nugget Auction Items – Two (or more) Items per Sled Team</i> Accommodation for units arriving after 7:30 PM is available with advanced notice.
10:30 PM	All Scouts in Unit Campsites
11:00 PM	Lights Out – Fires Out – All Quiet!

SATURDAY

7:30 AM	Reveille
7:30 – 9:00 AM	Breakfast & Lunch preparation to take bagged lunches on the trail
8:45 – 9:15 AM	SPL & SM Meeting in the Dining Hall – Gold Nugget Auction Items Due
9:30 AM	Sled Team Leader Meeting and Sled/Gear Inspection
10:00 AM	Opening Ceremony
10:15 AM	Klondike Trail Open – Shotgun Start
3:45 PM	Klondike Trail Closed
4:00 PM	Sled Team Gold Count and Bonus Gold Paperwork
4:00 – 4:30 PM	Sled Team Auction Item Preview
4:30 PM	Gold Nugget Auction – Last Chance to Submit a Campfire Song/Skit
5:00 – 7:00 PM	*Back Again this Year* – Cub Adventure Camp Trading Post Open – Located on the back side of the Dining Hall
5:15 – 7:30 PM	Dinner in Campsites
7:45 PM	Campfire and Awards
10:30 PM	All Scouts in Unit Campsites
11:00 PM	Lights Out – Fires Out – All Quiet!

SUNDAY

7:00 AM	Reveille
7:00 – 8:30 AM	Breakfast
9:00 – 10:30 AM	All Units Leave Event – Be Sure to Check the Lost and Found Prior to Departure. Drive Home Safely and We'll See You Next Year!

*Please respect others during lights out.
Scouts are not allowed out of their camping area after lights out
except for to and from the latrine with a buddy.*

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CHECK-IN & CHECK-OUT PROCEDURES

CHECK-IN

Unit check-in will be conducted from 5:30 PM till 7:30 PM on Friday evening at the Welcome Center pavilion adjacent to the gravel parking lot at Cub Adventure Camp. Do not arrive early; there will be no one to check you in; you may NOT enter the event area prior to check-in. Units needing late check-in can be accommodated but please contact event staff ahead of time.

Only the unit leader in charge will proceed to the check-in area. All other unit participants will remain outside the pavilion. The unit leader-in-charge will present the following:

- Full unit roster of all youth and adult participants
- Klondike Derby sled team roster(s)
- Auction Items (two per sled team) – May be turned in at check-in or, at the latest, the SPL/SM meeting
- Current, [Official Scouting America Medical Forms Parts A&B](#) for all youth and adult participants including a copy of the front and back of the insurance card – These will be checked and returned to the unit for safekeeping.
- List of individual medical concerns to discuss with the health officer – if necessary

No participant, youth or adult, will be permitted to stay on event property without a current Scouting America Medical Part A&B Form and a copy of the front and back of the insurance card.

WRISTBANDS

All event participants will be issued a wrist band that must be worn for the duration of the event. Visitors and guests will be given a different color wrist band when they check in.

VEHICLES IN CAMP

Once check-in is complete, the unit will be directed to their camping area. You must show your unit parking pass in order to proceed past the parking lot. Only one vehicle per unit at a time may enter the camping area. The speed limit is 5 MPH (the speed of a walking person). Unit trailers must be unhooked and parked in the designated trailer parking area. Please note that some campsites do not have trailer adjacent parking and gear may need to be carried a short distance. No trailers are to be parked blocking roadways.

Units should unload the tow vehicle and immediately move it to the main parking lot **BEFORE** setting up camp so others may enter the grounds. Trailer parking in some areas will be tight. **No vehicles may remain in the camping area during the event.** All parking passes must be turned in at the SPL/SM Leader meeting Friday evening

Scouts and non-drivers should walk to the unit camping area. A limited number of pull carts are available to transport extra gear. These must be unloaded and returned to the Welcome Center promptly. It is recommended that all troop and personal gear be consolidated into the trailer and tow vehicle or in as few vehicles as possible if your unit is not bringing a trailer.

CHECK-OUT

Unit check-out will be on Sunday between 9:00 AM and 10:00 AM. Please ensure that your camping area is left better than you found it (Leave No Trace). **ONLY AFTER 9:00 AM** on Sunday will vehicles be allowed into the camping area. This includes the tow vehicle for trailers. Units should pack all gear **BEFORE** bringing vehicles into the camping area to load up. For the safety of all participants, any vehicles entering the camping area must stay on the road with the exception of the trailer tow vehicle if necessary to hook up to the unit trailer. Units wishing to leave Saturday night must notify the staff in advance.

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EVENT DETAILS

CHALLENGES

There will not be a town description list posted prior to the Klondike Derby. Challenges will focus on Scout skills in fire making, first aid, knots & lashings, navigation, saw & ax use, wilderness survival, and general scouting knowledge.

COMPETITION

Scouts will compete as a patrol/team of 4 to 8 Scouts. Several activity stations/towns will be set up throughout the event area. The Derby will begin as a shotgun start with teams beginning at different towns along the course. Scouts will compete by participating in a variety of activities which will require them to demonstrate basic Scouting skills, teamwork, and problem solving all while showing Scout spirit.

Scoring will be done by the Scouts running the town according to the scoring rubric for the activity. Teams can earn a maximum of 20 “gold” nuggets in each town: 13 for the task, 4 for teamwork, 3 for Scout spirit. Only the sled team leader should collect the gold earned, and they should verify that the correct number earned is received. Do not leave the town without your gold as teams may not go back to collect forgotten gold. Gold should be deposited in a secure container as gold lost on the trail will not be replaced.

At the end of the Derby, each team will spend their gold in the gold nugget auction. The entire team should decide on what item(s) they'd like, but only the sled team leader may actually bid on the item(s). Teams may not pool their gold with anyone even those from the same unit. Auction items are entirely dependent on what participants donate to the auction.

KLONDIKE DERBY RULES

Listen carefully to the challenges when you get to each town. Each team is responsible for having everything they will need to complete the challenge on their sled. If last minute activity changes occur, the necessary materials will be available at the town. All required materials are listed under Sled Required Cargo and on the Sled/Gear Inspection Sheet.

- Teams consist of a minimum of four (4) and a maximum of eight (8) Scouts.
- Teams must attempt all challenges.
- Teams must follow the designated course.
- Teams must have everything secured on their sleds or in their backpacks/cart/wagon.
- Teams are encouraged to wear matching Class Bs to demonstrate team spirit. If teams want to add on matching attire like hats, bandanas, snowshoes or even chicken feet, they are welcome to do so.
- All sleds will be inspected prior to the start of the race for safety.
- All sleds must be propelled only by Scouts.
- No electrically powered sleds are allowed.
- Wheels are optional but discouraged.
- Teams should be prepared to have sleds travel over rough terrain.
- No Scout cell phones are permitted on the course.
- Starting positions will be determined by random drawing. Each team will start in a different town in a shotgun start.

SLED INFORMATION

Every competing team needs an official Klondike sled unless they are participating in the Backpacking Class. The sleds are fashioned to look somewhat like Alaskan dog sleds. Some materials often used include plywood, pine boards, or old fiberglass with used skis for the runners. Sometimes PVC pipes can be used to form the body of the sled. Wheels on sleds are discouraged. Please remember that commercially purchased wheeled carts/wagons are considered part of the Backpacking Class and will lose points on the sled/gear inspection sheet.

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There is no absolute requirement for what a Klondike sled must look like and there are many plans available on the internet. Make sure the sled is strong enough to bear the weight of your equipment and will hold together for the duration of the course. Sleds can be held together entirely with lashings. If permanent construction is the goal, it is best to use screws rather than nails as nails can come loose under the stress, strain, and banging of the course. Drill first to avoid splitting the wood. Varnish the bottom of the runners and wax them before using. Paracord lashings, netting, or a canvas snow curtain may be added to prevent items from falling off the sled. Secure a towing rope at the front with handholds and secure a brake rope at the rear.

Examples of Klondike Sleds:

http://scoutdocs.ca/Klondike/Klondike_sled_plans.php
<http://scoutdocs.ca/graphics/sled-bindings-front.jpeg>
<http://scoutdocs.ca/graphics/sled-bindings-rear.jpeg>
http://scoutdocs.ca/Klondike/Klondike_sled_plans.pdf

http://pack239novi.tripod.com/Klondike/Sled_design.pdf

http://www.inquiry.net/images/hunt_klondike.gif

<http://scoutingmagazine.org/issues/0911/a-klondike.html>

SLED REQUIRED CARGO

Each team must provide the following equipment for their sled. Sleds/Gear will be inspected at the sled team leader meeting on Saturday morning. Gold is awarded based on preparation.

Core items:

- Sled/Gear Inspection Sheet – With the unit/team portion filled out
- Team Campfire Skit – Sign up at the team leader meeting
- Patrol Flag – Must be attached to the sled/a backpack and visible.
- Scouts BSA Handbook
- Pencil and Paper
- Secure container to hold your earned gold
- First Aid Kit
- Water and a packed lunch for each team member to eat on the trail
- Trash Bag

The remaining items will be added to the list once the town activities have been finalized. The complete list will be available as a separate document titled Sled/Gear Inspection Form. Once available, you can download it from the HOVC calendar Klondike Derby event page on the right side under “Attachments.”

GOLD NUGGET AUCTION

Each participating sled team must bring at least **two** items (more than two are welcome) to donate to the auction. Examples of past items include bundles of rope, compasses, flashlights, fire starters, outdoor games, gently used pre-owned items such as tents, sleeping bags, backpacks, axes, etc. This is what sled teams have worked for all day, so your generosity is greatly appreciated. Auction items are due no later than the SPL/SM Friday night meeting. Please **DO NOT** bring food items. Food auction items will be provided by the event staff.

CAMPFIRE PROGRAM

Show off your various talents and entertain us all with skits, cheers, songs, and Scouting antics! The campfire will be held on Saturday evening at the Cub Adventure Camp Amphitheater or in the Navas Lodge Dining Hall if the weather dictates. Each team should plan to participate in the campfire. The deadline to sign up is Saturday afternoon before the start of the gold nugget auction, **BUT** to earn gold for participation, teams must sign up by the Saturday morning team leader meeting. Skits will be “first-come, first-served” in order to avoid duplications. All skits must meet with the approval of the event chair or designee and should be in good taste.

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In that regard, the Heart of Virginia Council makes every effort to adhere to the Ceremonies and Campfire Guidance as taught at Scouting America's National Camping School. When selecting a skit to perform, a song to sing, or a run-on, please avoid the following so that all in attendance may enjoy the show.

- Inappropriate language including name calling
- Scripting that requires the use of an accent or stereotyping
- Nudity, undergarments, bodily functions, or sexual overtones
- Guns, drugs, gangs, alcohol, suicide, or other sensitive social issues
- Portrayal of violent behavior or bullying
- Improper use of food or water, including wasting food and getting people wet
- Do not embarrass anyone or include anything that is not in keeping with the ideals of Scouting America

ORDER OF THE ARROW

The new short-term-camp standards encourage the OA to have a presence at all events. OA members are invited to wear their sash to the Saturday evening campfire. If your unit wishes to hold an Order of the Arrow call-out, please contact Jennifer Bateman at KlondikeDerby.HOVC@gmail.com prior to February 20, 2026.

SLED TEAM AWARDS

Awards will be presented to the First, Second, and Third place finishers. In the event of a tie, the team with the highest score on the course will be the winner. The troop of the winning sled team will have the right of first refusal to host the 2027 Klondike Derby. This is an exciting opportunity to showcase your troop as you select the event theme, design the patch, and plan/run the different stations. Having a new host each year keeps the event fresh and allows a new group of Scouts to showcase their skills. Due to the increased number of youth interested in staffing, even smaller troops have no trouble hosting the event.

CAMPING POLICIES

ADULT LEADERS

All units must ensure that they meet Scouting America's two-deep leadership requirement in camp at all times. Scouting America's policy requires at least two adult registered leaders be in camp at all times; both must be 21 years of age or older. Units serving female youth must have at least one registered female adult, age 21 or older, in camp at all times. See the Guide to Safe Scouting for clarification.

CAMPFIRES

Campfires are allowed in all established campfire rings. **Portable above ground fire rings are NOT ALLOWED at Cub Adventure Camp.** You may NOT build any new campfire rings in camp. Please note that some units will be camping in areas with a shared fire ring thus should not set up camp in such a manner that the shared fire ring is within their personal camp boundaries. Fires in established campfire rings will be authorized depending on the status of state/local fire prohibitions in effect for the weekend of the event.

CAMP PROPERTY

The HOVC Scout Reservation exists as a service to you and to your unit. Please do not destroy or deface any equipment, facilities, or trees. Units will be charged for equipment that is damaged, destroyed, or lost.

CAMPSITES

Units are encouraged to set up their campsite with their unit number and are welcome to bring temporary canopies as long as they are staked and/or weighted to secure them to the ground. Camping locations will be assigned based on registration date and unit size. Note that trailer parking may not be campsite adjacent.

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FIREWOOD

No firewood should be brought with you to the Heart of Virginia Scout Reservation. The risk of bringing in invasive pests is too high; wood is plentiful at camp. Plenty of dead wood is available throughout camp.

MEALS

No meals are provided by the event. Units must bring all food, appropriate food storage, cooking equipment, clean-up supplies, and waste removal bags. Please use biodegradable soap like Campsuds brand. All meals except for lunch on Saturday will be prepared and consumed within the designated unit camping area.

TAPS/LIGHTS OUT

A Scout is courteous. All Scouts should be in their designated camping areas at 10:30 PM to wind down the day's activities. Lights out is at 11:00 PM sharp. Unit leaders must ensure that fires and lanterns are out and that all their youth have retreated to their tents and are quiet. We ask unit leaders to set the example and remain quiet after 11:00 PM.

TOILETS & SHOWERS

- Welcome Center Pavilion – Male and Female Bathrooms with Flush Toilets and Sinks
- Western Fort – Individual Flush Toilets, Sinks, and Showers
- Navas Lodge Dining Hall (back side) – Male and Female Bathrooms with Flush Toilets and Sinks
- Primitive latrines are located in the following areas: Baloo, Yurts, Mountain Cabins, and Mowgli. Please note that the handwashing sinks in those areas are shut off for the winter.

Units are encouraged to have hand sanitizer and hand-washing stations at their campsite. A hands-free hand washing station ideal for cold weather can be found here: https://youtu.be/hbbbpEk2E_8

A commercially available version by Igloo is also available: <https://www.igloocoolers.com>

TRAILERS

Trailers must be unhooked from the vehicle and properly secured with wheel blocks. No vehicles may remain in the camping area. Depending on your assigned camping area, trailers might not be allowed to be parked directly at the unit camp site.

TRASH DISPOSAL

Participants should practice outdoor ethics principles to the maximum extent possible. If you packed it in – you pack it out. All units are expected to police their camping area and remove all trash. Dumpsters are located on the side of the Navas Lodge Dining Hall. Trash not taken to the dumpsters must be stored in the unit trailer. No trash should be left out overnight as you do not want to attract animals to your camping area.

UNIFORM

Units are encouraged to wear the official field uniform, often referred to as a "Class A" uniform, during check-in, check-out, and campfire programs. At all other times, participants may wear an activity uniform, referred to as "Class B", consisting of a troop or camp t-shirt/sweatshirt with Scout pants or shorts.

VEHICLES IN CAMP

Safety is our number one priority, and drivers must exercise EXTREME caution when operating motor vehicles on camp property. The speed limit is 5 MPH (the speed of a walking person). All roads must remain open for emergency vehicles at all times.

Vehicles are only allowed in camp to drop off and pick up gear during check-in and check-out and must be immediately moved to the gravel lot at the Welcome Center Pavilion. **No cars may be parked in your campsite overnight.** The parking lot outside the Navas Lodge Dining Hall is for event staff and emergency vehicles. We encourage the consolidation of camp gear to cut down on traffic in camp. Pull-carts are available

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for transportation of gear to camping areas if needed. Vehicles must stay on roads or gravel parking areas. Absolutely no one is allowed to ride in the bed of a truck or in a trailer.

After check-in, the only cars that should be seen in camp during the event are official event vehicles. If the need arises for a vehicle to be in camp, approval MUST first be obtained from the event chair or designee. Special arrangements will be available for special needs visitors, Scouts, and Scouters as requested.

At check-out, units should pack all gear **BEFORE** bringing any vehicles into the camping area to load up.

WATER

Drinking water is available at the Navas Lodge Dining Hall and the Western Fort. Units are encouraged to bring 2 to 5 gallon containers for transporting water to their camping area. Units may use the pull carts at the Welcome Center to transport water. Please be sure to return them. Units are also welcome to bring their own water. Water will also be available on the course for sled teams and staff to refill water bottles.

MEDICAL MATTERS

MEDICAL FORMS & INSURANCE CARDS

According to Scouting America policy, all Scouts and leaders must complete an [Annual Heath and Medical Record Form](#) (Parts A&B only) for all Scouting activities and have a copy of the front and back of their current insurance card on file with the unit. Part A&B is just the health history form (excluding the physician's portion). It is the responsibility of the unit to obtain and maintain copies of these forms for members of their unit for all activities they conduct. Medical forms and insurance cards will be checked during check-in. The unit will be responsible for securing their own health forms for the weekend.

MEDICAL NEEDS

As part of the check-in process for short-term camps, the unit leader-in-charge must inform the camp health officer or designee of campers with limitations, special needs, or life-threatening circumstances.

MEDICAL TREATMENT

All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report any injury beyond Scout-rendered basic first aid. Qualified medical personnel will be on duty in the Health Lodge. St. Mary's Hospital, Richmond, VA, will treat emergency patients from camp. Goochland County Fire and Rescue Association provides emergency transport if needed. Non-emergency transportation is provided by the unit leaders to either Goochland Medical Center or St. Mary's Hospital (as determined by the health officer).

MEDICATIONS

All prescription drugs are to be kept and administered by the unit. They must be kept in a secure location out of the reach of youth. Refrigeration for medicine is available in the Health Lodge. Provide a list of medications, dosage (Medical Part B) and to whom you are administering medication when you check in with the health officer. By law, medications must be in a container with a typed label from the pharmacy. Medications shall be given only in accordance with the label. Handwritten changes will not be accepted.

Over the counter medications should be administered in accordance with the original label, except as otherwise provided by the council's health supervisor, or a prescribing health care provider's direction, or a parent/guardian's signed summary thereof.

In addition, the Scouter Code of Conduct specifies that if you, as an adult, are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

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SLEEP DISORDERS

Visitors with sleeping disorders requiring a CPAP machine are encouraged to bring it with them to maintain proper health. Please be advised that electricity is not guaranteed so you should have a battery powered machine. Used batteries must be taken home with you; they may not be placed in camp dumpsters. Portable gas-powered generators are not permitted on camp property.

EMERGENCY PROCEDURES

The Heart of Virginia Council maintains emergency procedures to meet, and in some cases, exceed the standards set by Scouting America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist – their life, your life, or someone else's life could depend on it. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member. In the event that an emergency arises, an alarm will sound. When this alarm is heard, all units and participants are required to assemble at the Navas Lodge Dining Hall and await further instruction.

INCLEMENT WEATHER

Activities may be interrupted by dangerous lightning. If this occurs, take shelter in the nearest large wooden structure and avoid being out in the open. The Ship and Castle Pool Complex are not safe options. The Navas Lodge Dining Hall, Administration Building, and Welcome Center Pavilion feature lightning protection. The camp is equipped with an Emergency/Tornado Siren.

GENERAL INFORMATION

ALCOHOL, DRUGS, & TOBACCO

- No alcoholic beverages or harmful/illegal drugs are allowed in camp. All prescription drugs are to be kept and administered by an adult within the unit. (See the Medications section above.) Failure to comply with this policy will be grounds for removal from camp and possible banning from future camp events.
- Per Scouting America policy, smoking and the use of any tobacco products (including the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking) is prohibited in tents, buildings throughout the camp, and in the presence of Scouts. In accordance with Virginia Commonwealth Law, anyone under 21 years old is prohibited from using tobacco in any form while at the event. Those over 21 who smoke must do so out of sight in the designated adult smoking area: the Welcome Center Pavilion parking lot. Cigarette butts must be field stripped and placed in a trash receptacle.

BUDDY SYSTEM

Scouts are expected to use the buddy system at all times and especially for night-time bathroom use.

CELL PHONE POLICY

Scouts may NOT take cell phones on the Klondike course.

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. Do not bring them to the event. If you permit them during travel to and from camp, please leave them in the car during your stay at the event. Youth campers are not permitted to have two-way radios, pagers, laser pointers, or drones.

2026 HOVC KLONDIKE DERBY

EXPECTED BEHAVIOR

- The Scout Oath and Law
- The Guide to Safe Scouting
- Outdoor Ethics
- NO fireworks, pets, firearms, electronic games, radios, walkie-talkies, TV's or CD/DVD/MP3/iPod players
- Scouts are not permitted to roam through another unit's camping area
- Scouts are not permitted to leave the boundaries of the event location

FIREARMS, FIREWORKS, & KNIVES

- Personal firearms, ammunition, bows and arrows, large sheath knives and large folding knives are not permitted at the event. Additionally, no water guns or Nerf style guns are permitted at the event.
- Fireworks of any kind are prohibited on Camp property.
- Pocketknives may be carried by adult leaders and any Scout who has earned Totin' Chip.

LIQUID FUELS

Adult leaders only may use stoves and lanterns requiring liquid fuel. Extra fuel must be turned over to the unit Quartermaster for safekeeping in locked storage.

MONEY & VALUABLES

The trading post WILL be open this year! The entrance is located around the back of the Navas Lodge Dining Hall to the right of the restrooms. Each participant is responsible for the safeguarding of his/her money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. All items regardless of value should be clearly marked with the owner's name and unit number.

OPEN FLAMES

For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane, or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires must be extinguished so that they are cold to the touch.

PETS

No pets are allowed at the event. Please ensure that anyone planning to visit your troop during the weekend is also aware of this rule. Service animals must wear identifying insignia.

VISITORS & GUESTS

Visitors and guests MUST check in with the event staff upon arrival and receive a visitor/guest wristband which must be worn for the duration of their stay. They are welcomed and encouraged to attend and watch the daytime activities and campfire. The individual unit leaders-in-charge at the event are responsible for the behavior of all guests visiting their unit or its members. The unit leader-in-charge is also responsible for ensuring that his/her unit's visitors and guests are aware of the camp's health and safety rules and procedures, and that they are followed. Visitors and guests are NOT permitted to spend the night. All must wear closed toe shoes at all times.

WILDLIFE AND ANIMALS

Cub Adventure Camp is located in a heavily wooded area of Goochland County in Central Virginia. We do have wild animals and snakes that roam freely through the area. Our skunks are very used to having humans in their home for several months of the year and food will attract them. We ask that food (including candy) be kept out of tents and placed in coolers on top of picnic tables. Please do not interact with or feed wildlife. If we leave them alone, they will leave us alone. All campsite trash should be placed nightly in the dumpster behind the Navas Lodge Dining Hall.

Cub Adventure Camp

Heart of Virginia Council #602, Boy Scouts of America

