



INLAND NORTHWEST COUNCIL

2026 KLONDIKE DERBY - "Race to the Pole"

INFORMATION PACKET

Carbon Lodge @ CAMP COWLES, Diamond Lake, WA
February 20, 21 & 22, 2026 Fri PM--all day Sat--Sun AM

FRIDAY

4:00 PM to 9:00 PM Check-in and campsite assignments (Carbon Lodge)
(PLEASE: use upper parking lot or Finch Lodge parking lot; lower Carbon Lodge parking for staff only;
do not park on the highways due to snowplows & neighbors
access; no vehicles in campsites, please---plan to use sleds to haul gear)

8:00 PM SPL and Scoutmaster Meeting (Carbon Lodge)---bring your own cups please

8:30 PM Cracker barrel for SPLs & all adult leaders (Carbon Lodge)

8:30 PM Mayors meeting in Bunkhouse Conference Room

SATURDAY

7:00 AM REVELLE (7:00 AM to 8:00 AM - Late Check-in at Carbon Lodge)

8:00 AM **Shooting Sports Orientation for Scouts want to shoot today in CARBON LODGE**
(REQUIRED to attend Sat AM class)
Mayors meeting in Bunkhouse Conference Room

8:45 AM Opening Flag Ceremony (Parade Grounds east of Carbon Lodge)---bring your troop flag
plus, your fully equipped sleds for each patrol---(see required equipment list in packet)

9:15 AM Troop Roll Call---Yells----Announcements
Let the Klondike Games Begin - Report to your assigned starting Town

NOON **Troops will prepare their own HOT meals on the trail at the Town they are visiting at NOON.**
Units will be judged by the Mayor based on hot, healthy & complete meal planned and prepared by the Scouts (not the adults)

3:00 PM Troops turn in their nuggets for judging for awards

3:15-4:15 PM Scoutmaster SUPER Sled Race starting from Parade Grounds (timed race with scouts pulling sled with their scoutmaster aboard)

4:30 PM Award Ceremony (inside of Carbon Lodge)

6:00 PM Dinner in your campsites (be sure to include your Arrow of Light guests/Commissioners)

8:00 PM Free Movies (a winter theme double feature) plus popcorn & hot chocolate (bring your own cup)

SUNDAY

9:00 AM Scouts Own Service/Flag Closing Ceremony (Carbon Lodge/Parade Grounds)

9:30 AM Continental Breakfast served in Carbon Lodge for those attending Scouts Own Service

Cost: \$30 per Scout & \$25 per Arrow of Light Scout & \$15 for Adults - includes Klondike Patch, Troop Ribbons, Camp Cowles usage fee, movie, snacks, etc. Please pay at the Scout Service Center or register online by **11:59 PM Sun 2-25-2026**:
\$35 for youth for late registration starting 2-8-2026 important note: cost is same for anyone who wants a patch or using facilities (even if not overnight)

Contact John Pegg, Klondike Chairman (509)720-6434 john.pegg@hotmail.com
Jason Charland, Council Program Advisor (509)242-8233 Jason.charland@scouting.org

Updated 1/11/2026 Council Web Site: <http://www.nwscouts.org>

Welcome to Klondike 2026

We are pleased to offer an INLAND NORTHWEST COUNCIL event. We hope your Troop plans to join us this year. We always have a great turn-out for Klondikes, whatever the weather. The more, the merrier. As you will see on the enclosed pages, a lot of planning has gone into this year's event. Please take a few minutes to read through this packet and share all the information with your Troop and especially your youth leaders so that they know what to plan for.

ARROW OF LIGHT SCOUTS - Arrow of Light Patrols are invited to attend as well and can participate with a host troop or operate as a separate patrol. Some separate activities will be available for the Arrow of Light, like BB Guns, etc. Arrow of Light groups should plan on arriving early Saturday morning. They are encouraged to stay for the awards ceremony. Each Arrow of Light den will face several tasks as they travel from town to town. Keep in mind that this is a learning experience for the Arrow of Light Scouts. They are encouraged to do their best.

CAMPING - It is not necessary to camp overnight to fully participate in the Klondike Derby. Camping is optional and is up to each unit. The camping does add to the Klondike experience. Camping space is limited. Remember to set up camp in a small area. Be courteous to other Troops. No camping in the parking lot areas. Arrange the patrols with enough space to camp by the patrol method. Set up a warming tent to serve all patrols. To gain protection from the wind, dig tents down into the snow or pile up snow walls. Pitch tents so that the wind does not blow smoke or snow into them. Be sure that the tents are anchored securely. Campsites will be assigned at Check In.

WOOD STOVES - Questions have come up about Wood Stoves in tents. **THIS IS STRICTLY FORBIDDEN IN THE GUIDE TO SAVE SCOUTING** - No fuels or flames of any kind in a tent. **NO EXCEPTIONS**. Per the Guide to Safe Scouting. Never use flames in tents, teepees, or snow shelters. This includes burning any solid, liquid, gel, or gas fuel; using features of tents or teepees that support stoves or fires. Can access online at <http://scouting.org/healthandsafety/gss/gss07.aspx>

FIREs - Fires are permitted outside in establish fire pits or elevated burn barrels.

LUNCH - Lunch preparation is part of the day's program events. Lunch should be planned and prepared by the Scouts, not the leaders. Lunch will be judged as part of the competition, so ensure it is hot, healthy and will sustain the Scouts while on the trail. Patrol or Den must eat at a station with a Mayor to get judged.

AOLs - Must bring their own lunches or coordinate with their host Troop.

BE PREPARED - Please note the schedule. There might be some further adjustments necessary depending on the weather & other logistics, so as someone said (I think his name was Baden Powell), Be Prepared. As usual there will be an SPL/Scoutmaster Meeting on Friday night (the 20th) at 8:00PM in Carbon Lodge to give you the most current information.

CLOTHING - Safety first! Dress for the conditions! Clothing and equipment list for winter camping can be found in your Scout book and nobody will be allowed on the course wearing cotton clothing or tennis shoes.

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PARKING - Please attempt to carpool as much as possible and keep the number of parked vehicles to a minimum. Parking is very limited. No RVs, Campers or Camping Trailers will be allowed. Troop trailers must remain in the parking lots. Be prepared to transport your gear to your campsite using your sleds.

NEED A SLED - Folks always ask if we have Klondike sled designs available. There are many on the Internet but if you have any trouble finding them, we have a couple paper copies that can be emailed to you upon request. If your troop needs a sled (ie, don't have time to build one, can't find last year's, etc.) or if your troop has an extra sled that you won't be using, please email the Klondike Committee. Sled designs available at:

Site for Sleds: https://scoutdocs.ca/Klondike/Klondike_sled_plans.php
<https://skcscouts.org/wp-content/uploads/2017/01/Klondike-Derby-Sled-Plans.pdf>

REGISTRATION - Registration is available on-line at www.nwscouts.org. Late Registration rates start 2-8-2026. Registration closes 2-15-2026 11:59 PM

CHECK IN - Check-in must be done as a unit. Anyone wishing to participate in the event must arrive by 8 am on Saturday at the latest. It is impossible for the derby volunteers to know where a unit is on the course.

Upon Check-in, Each Patrol will be assigned a Patrol Buddy that will accompany them along the Klondike trail. Each Patrol will also be given a Klondike Map, Passport, and Ziplock bag to keep your items dry.

Shooting Sports Orientation Training - ALL scouts that wish to participate in any of the many shooting sports activities, MUST complete a 30-minute orientation, offered at 8:00 am Sat 2/21. In Carbon Lodge.

BAD WEATHER - Special note: Klondike will not be cancelled due to any weather conditions except if the roads are closed or we are so advised by governmental agencies or if Ranger Leo says that camp is not accessible. We have camped in 20 below weather before and everyone had a great time. Carbon Lodge is always available as a back-up if someone in your unit gets too cold or too wet. (buddy system) BUT just to warm up, not to sleep

Thanks, as always for your support.
John Pegg, Klondike Chairman

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On the Klondike Trail

Years ago, during the great gold strikes in Alaska, brave men raced across the frozen tundra in search of riches, fame, and fortune. Some reached their goal and others perished in the trackless cold, never to be seen again. The challenge has remained long after the memory of men and gold have faded. The Klondike Derby is a test of Scout skills, knowledge and patrol teamwork. What better way to challenge Scouts than by asking them "Be Prepared?" It's also a lot of fun.

Each sled team of 5-8 Scouts will be given a map before they set out on the trail. They will follow the map and travel from town to town in search of gold. Each town will have a MAYOR who will give the patrol a problem to solve. Nuggets will be given for skill and Scout spirit. You MUST stop for lunch in the nearest town, and lunch will also be scored. Always watch for bandits! Answer their questions and they won't take any of your gold. The "good bandits" might even give you some gold. The total nuggets earned by the team will be kept by the team leader. They must be turned in at headquarters (in Carbon Lodge) at the end of the Derby for scoring.

Teamwork and spirit count as much as skill.

All Scouts should be prepared to demonstrate or have knowledge of the following subjects: hiking, first aid, camping, communications, emergency preparedness and any basic Scout skill found in your handbook. Going "above and beyond" or demonstrating mastery of skill usually earn your patrol bonus nuggets.

Towns must be followed in the order listed on the map. If you lose your map, you can purchase a new one at headquarters (in Carbon Lodge). This will cost you a few nuggets.



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2026 KLONDIKE SLED SUPPLIES

(checklist for supplies for your sleds)

Each patrol needs a sled. The sled must be able to carry one rider and be of solid construction. It must fly the patrol flag and unit number. All sleds that are new to this year's derby become eligible for award and will be judged for craftsmanship and ingenuity. Remember that our local winters are unpredictable and modifications to sleds (like wheels) to match the conditions are not discouraged. All patrols should be prepared with a patrol yell.

Each sled must carry the following equipment:

- **Food** (Lunch **MUST BE COOKED** on the trail at Noon and will be scored by the town's mayor. Plan hot, nutritious meals and leave no trace of having cooked there to score well. Patrols must provide their own fire container and pack out all ashes or cook with a stove. Don't forget patrol trail snacks. Hot cocoa mix and cups)
- **Water bottle/canteen** (one per Scout)
- **Ax or saw**
- **Lashing twine** (100 feet or so)
- **Scout knife**
- **Extra dry socks** (one pair per Scout)
- **Scout handbook** (Webelos should also bring a Webelos book)
- **Compass**
- **Notebook and pen or pencil**
- **Mess kit**
- **Matches (waterproof) and dry tinder**
- **Flint and steel fire starting kit**
- **Patrol first-aid kit with splint material**
- **Shelter building material**
- **6 ft length of rope, $\frac{1}{4}$ " or larger** (one per Scout)
- **Bundle of dry firewood** (enough for both fire building and cooking lunch)
- **Shovel**
- **Scout staves** (poles 1" or 2" diameter and 6' long, one per scout)
- **Blanket**
- **Plastic Garbage Bags** - for Poncho/rain cover for each Scout
- **Candle**
- **Positive attitude** (bring enough to share)

Note: your sled supplies may be checked at various points during the day.

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Rules and Instructions for Keeping Warm in the Sack

1. REMEMBER: The sleeping bag doesn't heat you, you heat it. So, use this rule, "Thickness is warmth", to keep this heat. If you're cold, add some more insulations (blankets, clothes, more newspaper).
2. DO NOT SLEEP IN BOTTOM OF BAG: Your breath contains water. If you close your bag with your head inside, then this water sticks to the bag. Wear a hat to keep your head warm.
3. CHANGE CLOTHES: NEVER sleep in wet clothes. Even perspiration will chill you at night.
4. EAT A CANDY BAR: This increases your metabolism (moves your blood faster) and it helps keep you warm.
5. GO TO THE BATHROOM BEFORE BED: This saves you a middle of the night trip in the cold.
6. DO NOT DRY "WET" CLOTHES IN BAG: Moisture will travel from wet clothes to sleeping bag.
7. PUT TOMORROW'S CLOTHES UNDER BAG: This heats up clothes for tomorrow's cold morning and provides more insulation.
8. FLUFF UP YOUR BAG: Always fluff up bag before using to create the thickness important in keeping warm.
9. MOST IMPORTANT, KEEP IT DRY: Keep all your sleeping gear dry and follow these rules, and winter camp should prove to be a rewarding experience.

IMPORTANT STUFF TO KEEP IN MIND

1. Clothing does not make you warm; it is your body processes that keep you warm. Clothing merely provides the insulation to preserve your warmth.
2. Layered thickness is warmth.
3. Keep your torso warm so that it can send heat to the extremities.
4. Avoid sweating by ventilation.
5. Keep rain and wind out of your insulation.
6. Use your head. Keep it covered when you're cold; remove cap as you warm up to avoid sweating.
7. Strain one muscle against another to maintain metabolism.
8. Wool clothing is best but needs wind protection, synthetics are next best. Down is OK, as long as it stays dry. Cotton is a poor choice.
9. If your feet are cold, put a hat on.

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10. Remember the word "COLD" -

Keep your clothing - Clean.
Avoid ----- Overheating
Wear clothing ----- Loose
Keep it ----- Dry

RECOMMENDED CLOTHING FOR TWO DAY WINTER CAMP

in addition, or in substitution to what you would normally bring to camp, bring:

- 2 shirts (wool is best, or flannel)
- 2 pairs wool or synthetic pants (Strongly recommend against cotton pants like jeans. They absorb moisture like a sponge).
- Fishnet, thermal or polypropylene underwear
- Boots (WATERPROOFED)
- 2 pairs of heavy socks (wool recommended)
- 2 pairs lighter socks (polypropylene is best)
- Windbreaker (as is or part of heavier jacket)
- Stocking cap (wool is best)
- Parka or heavy jacket
- Mittens, (WOOL, gloves not recommended except as extra pair)
- Extra shoes

It is always best to stay dry when camping in the snow, but you can expect to get wet and should be prepared. Boots or other shoes which are not waterproof will normally start getting the feet wet and cold after less than 15 minutes in the snow (depending on temperature, the colder it is, the longer the feet stay dry). Low top shoes will not keep the snow out of the shoes. Gaiters can be made from plastic bags and a strong tape like duct tape. Do not cover the bottom of your shoes with plastic, doing so will cause you to lose almost all of your traction (and you will fall down!).

Unless your parents are planning to buy some of the items on this list, anyway, do not run out and start spending lots of money on clothing and equipment. If you are in doubt or have questions, call one of the troop leaders for advice.

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