



2026 Glaciers Edge Council Klondike Derby Leaders Guide

Ed Bryant Scout Reservation

N6960 County Rd G, Mauston, WI 53948

Saturday, January 17, 2026

Camper Fees

Scouts and Adults - \$15

Invited Staff – contact for pricing

The fee includes activities, Saturday lunch, and a Commemorative patch.

Contact Information

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KLONDIKE DERBY

Welcome, Scouts and Scouters!

Chase the Legend!

Hang ten and wax those sled runners—Sasquatch is headed for the shoreline! This year's Klondike Derby rides a tropical-meets-tundra vibe as patrols search for the snowy pines and sandy 'shores' of Ed Bryant Scout Reservation. Prepare for a day filled with challenges, teamwork, Scout skills, and plenty of bigfoot-sized fun.

Earn points along the way and compete for the ultimate prize: **The Klondike Sled of Legends!**

This year's program is packed with fun, challenges, and opportunities for Scouts BSA Troops, and Arrow of Light Dens to test their skills, knowledge, and teamwork.

Key Event Details

- **Registration:** [Sign up online](#) by **January 12, 2026 @ 11:59 PM.**
 - **All Units must pre-register.** Due to space concerns and meal preparations, we have a maximum of 300 participants.
 - **Walk-ins will not be allowed.**
- **Cost:** \$15 per participant (Scouts and adults); includes activities, Saturday lunch, and a commemorative patch.
 - **Invited Staff:** Contact for pricing.
- **Questions?** Contact Cody Butcher (608-852-4363 / CodyJoeB24@hotmail.com).

In the **2026 Klondike Derby**, each patrol or Arrow of Light Den will embark on a thrilling quest through the Yeti's frozen domain. Teams must conquer Yeti-themed challenges designed to test their leadership, teamwork, Scout Spirit, and essential Scouting skills. Equipped with a map of the Yeti's trails, each patrol will navigate to stations, pulling or pushing their Klondike sled loaded with gear, food, and water.

- To earn the Yeti's approval, teams must rely on their resourcefulness. Adults may accompany the teams as silent observers but remember that the Yeti values youth-led problem-solving. Adult interference may lead to a deduction in points. Exceptions will only be made for health or safety concerns.
 - Arrow of Light Den Leaders and parents supporting their dens are part of the team and may offer guidance as needed. Still, the Yeti encourages them to allow Scouts to tackle tasks independently wherever possible.
 - Prepare your sleds and patrols—only those who embody the spirit of the Yeti's domain will succeed in this frosty adventure!
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KLONDIKE DERBY

Event Schedule

Saturday, January 18, 2025

- **7:30–8:45 AM:** Registration and sled inspections
 - **8:45 AM:** Opening ceremony & instructions
 - **9:00 AM–12:15 PM:** Station rotations
 - **12:15–1:00 PM:** Lunch (provided)
 - **1:10–2:40 PM:** Station rotations
 - **2:40–2:50 PM:** Klondike Race Prep
 - **2:50 PM:** Klondike Race
 - **4:15 PM:** Awards & Closing Ceremony
 - **5:00 PM:** Departure
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What You'll Need

- **Required:**
 - BSA Health Medical Form (Parts A & B) – Bring **one copy** per participant (Scouts and Scouters)
 - Personal medications
 - Weather-appropriate clothing (layers, non-cotton gear, hats, gloves, boots).
 - Scouts (and Scouters) not dressed for the weather won't be allowed to participate.
 - Check the forecast and be ready for the weather.
 - A positive, Scout-ready attitude!
- **Packing Lists:**
 - More details can be found on the attached pages
- **Leave at Home:** Alcohol, firearms, fireworks, illegal drugs, pets, skateboards, and valuables.

CAMP RULES

Units must follow the **Guide to Safe Scouting, Youth Protection, and the Scout Oath and Law.**

The Events

Get ready for a day packed with winter-themed adventures! Patrols will visit stations, tackle challenges, and earn points for teamwork, Scout Spirit, and task completion. Scouts and Arrow of Light will attend each activity station in a round-robin format. A single air horn blast will sound when Scouts have 10 minutes remaining at each station, and then a double blast will indicate that it's time to move on to the next station. **Each station rotation will be 45 minutes, including travel time between stations. When you hear the air horn signal, ensure you're ready to move to the next station.**

IMPORTANT: *The stations may change based on weather, the availability of snow, the availability of the leadership to run each station, and location. Please plan each available station but be prepared for schedule changes if necessary.*

KLONDIKE DERBY

Here's a sneak peek at some of the action:

Klondike Derby Check-In and Sled Inspections: The Yeti's Approval – Peter Rice/Health Lodge – this is a Scored Event

- **Objective:** Start the event by ensuring patrols are prepared and organized. This station rewards patrols for proper preparation, appropriate attire, and having all required paperwork in order.
- **Description:** Patrols begin their adventure by presenting themselves to the Yeti's Gatekeeper. Patrols must demonstrate readiness to enter Yeti's domain by showing their paperwork, appropriate winter attire, and preparedness.
 - Be prepared to present your Patrol or Arrow of Light Den sled, Patrol flag and cheer, and all your required gear to a Klondike staffer. We'll be looking for prepared Scouts, Scout spirit, and enthusiasm!

Stations and Activities

1. Sasquatch Surf Sprint (Obstacle Course):

- **Objective:** Showcase speed, skill, and teamwork in a thrilling race to the finish!
- **Course:** Designed with twists, turns, bumps, and humps by the Klondike committee.
- **Rules:**
 1. All Patrol members must participate to qualify for awards
 2. All Patrol gear must remain on the sled during the race.
- Winner: The Patrol completes the challenge in the fastest time!

2. Rescue at Tiki Point (First Aid Station):

- Treat injuries from a 'wipeout'—sprains, fractures, hypothermia, and more.
- **Twist:** Scouts must also transport patients on their sled or improvised stretcher to a designated "medical center."
- **Bonus:** Scouts will answer first aid-related trivia questions.

3. Sasquatch Splash Toss (Snowball Toss):

- Hit targets shaped like beach monsters and pesky ice crabs.
- **Twist:** Targets are at varying distances with higher points for more complex shots.

4. Fire on the Beach (Fire Building):

- **Objective:** Build a fire with limited materials and melt the frozen coconut: ****BRING YOUR FIRE BUILDING SUPPLIES!!**** Water and a tin can will be provided. Matches and ferro-rods/magnesium fire starters will be allowed; **liquid-fueled lighters are not.** Homemade fire starters (toilet paper tubes with dryer lint, egg cartons, wax, etc.) will be allowed. Leave the commercially bought starters at home.
- **Challenge:** Bonus Points will be awarded if the Patrol builds its fire only from natural materials.

5. Surf's Up Cook-Off (Cooking Competition) – stoves will be provided

- **Objective:** Create your own tropical ramen masterpiece using provided ramen and ingredients you bring. Scouts create an elevated Ramen dish (one packet of ramen provided per patrol) using any unique ingredients they bring. Points are awarded for creativity, taste, presentation, and cleanup. Time is limited, so simple may be better. Scouts are encouraged to pre-prepare as much as possible to conserve precious time.
 1. Your cooking gear must be on your sled during the race.

KLONDIKE DERBY

- **Twist:** Patrols present their dish to a “Yeti judge” for evaluation. Bonus points for incorporating a fun tropical-related name or theme into their dish.
 - 6. **Shark Bait Crossing (Teamwork/Obstacle Course)**
 - **Objective:** Patrols must cross a path without touching the “shark-infested waters.” Use planks, ropes, or sleds to navigate.
 - 7. **Beachcomber Trivia**
 - Answer Scout skills, survival, and Sasquatch lore questions.
 - **Bonus:** Correct answers to bonus “Yeti lore” questions.
 - 8. Other events TBD:
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Scoring

Stations are worth up to 50 points, with bonus points for teamwork, creativity, and Scout Spirit. Patrols with the highest scores will be awarded prizes at the closing ceremony.

General Scoring Criteria (Applicable to All Stations)

- **Task Completion (30 points):** How well did the patrol complete the task?
- **Teamwork (10 points):** Did the patrol work together effectively?
- **Scout Spirit (10 points):** Was the patrol enthusiastic and respectful?
- **Bonus Points (5 points):** Award for exceptional creativity, speed, or extra effort.

The top-scoring Scouts BSA Patrols, and Arrow of Light Dens will receive prizes (as measured by total points).

Camping & Logistics

- **Arrival:** Check in at the Peter Rice Building on Saturday morning. **Bring a unit roster and health (BSA Medical Form Part A&B) forms for ALL Scouts and Scouters.**
 - **(This is a part of a SCORED event and will be added to your Patrols overall score)**
 - **Parking:** Vehicles must stay in the lot after unloading. Contact us if someone needs vehicle access for medical reasons.
 - **Meals:** We’ll provide lunch on Saturday. Bring your food for any other meals.
 - **Facilities:**
 - Water: Available at Fellowship Hall.
 - Restrooms: Fellowship Hall and campsite latrines.
 - Trash: Pack it in and out—dumpsters are at the camp entrance.
 - **Departure:** Check out as a unit at the Peter Rice Building and leave camp better than you found it.
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KLONDIKE DERBY

Weather & Safety - Survive the Yeti's Frozen Domain

Winter in the Yeti's realm is as unpredictable as the creature itself. Temperatures can plunge to -10°F (or feel even colder with wind chills as low as -35°F) or climb to a balmy +55°F—all on the same day! Snow, rain, sleet, or sunshine may greet you, and only those prepared for the Yeti's unpredictable mood swings will thrive.

To earn the Yeti's respect and participate in the adventure, Scouts (and Scouters) must adequately dress for the elements. The Yeti demands:

- **Layers, layers, layers!** Insulating long underwear, hats, gloves, and wool or synthetic socks.
- **Boots, not sneakers!** Your footing is your survival in the Yeti's icy terrain.
- **Water-resistant outerwear:** Windproof and waterproof jackets, pants, and rain gear are necessary.
- **No cotton!** Cotton betrays you when wet or sweaty—it's useless in the Yeti's frigid grip.

Water-resistant outerwear (coat, poncho, etc.) should be readily accessible on sleds or daypacks. The Yeti has no tolerance for the unprepared. Scouts not meeting these requirements will be asked to warm up and sit out until they can safely participate.

For guidance, consult the **Yeti's Packing List** at the end of this guide. Stay prepared, stay warm, and show the Yeti you're ready to conquer the cold!

In the event of severe weather, unit leaders will receive an email with information regarding cancellation or other changes as needed.

WARMING SHELTER (Fellowship Hall)

Attendees will have access to a warming shelter, where coffee and hot chocolate will be available throughout the day. This shelter will be for temporary use only or in an emergency.

Please make sure Scouts are supervised while in the shelter.

Volunteers Needed!

We need your help to make this event unforgettable. If you can assist with a station, contact Cody Butcher (608-852-4363). We promise you'll have fun—and maybe even spot the Yeti!

Thank you for joining us on this epic adventure. We can't wait to see your patrols in action. Good luck, and may the best sled win!

Yours in Scouting,
The 2026 Klondike Derby Committee

KLONDIKE DERBY

Appendix A: Klondike Derby Sled Gear List

Patrols should have all the gear on their sleds to be prepared for the Klondike Derby challenges. This gear list will be checked at Yeti's **Approval Check-In Station**, and patrols can earn points for being fully equipped.

Required Gear

1. Fire-Building Supplies: A Fire-safe container or surface will be provided at the station.

- Waterproof matches or lighter (minimum 3 per Scout)
- Tinder (e.g., dryer lint, cotton balls. etc.)
- Kindling (small sticks or wood shavings)
- Firem'n Chit

2. First Aid Kit:

- **Simulated First Aid Supplies (for the first aid station)**
 - **Please bring stuff you can use – don't feel the need to use sealed or sterile equipment**
- **Real First Aid Supplies**
 - Bandages (various sizes)
 - Gauze pads and adhesive tape
 - Antiseptic wipes or ointment
 - Splint material (e.g., small sticks, foam, or SAM splint)
 - Space/emergency blanket
 - Scissors or multitool
 - Disposable gloves

3. Cooking Equipment: (stoves will be provided - or use your own)

- Small pot or pan

- Utensils (spoon, spatula)
- Biodegradable soap and sponge
- Hot beverage cups
- Small trash bag
- Hot pan holders

6. Tools:

- Hatchet or camp saw (properly stowed)
- Totin' Chip
- Two 6–8-foot staves (for lashing or stretcher building)
- Extra rope for lashing (15-20 feet of 1/4" rope, cut into 6-8 foot lengths)

7. Miscellaneous Equipment:

- Scout Handbook
- Patrol flag (Surfs Up-themed encouraged!)
- Clipboard with event schedule and blank paper
- Pen or pencil
- Stopwatch or timer (one per patrol)
- Small roll of duct tape

8. Emergency Supplies:

- Whistle (one per patrol)
- Small folding shovel (for snow or emergency use)
- Additional emergency blankets (minimum 2)
- Water bottles or canteens (minimum 1 liter per Scout)

Optional Bonus Gear (for Extra Points):

- Patrol mascot or themed decoration for the sled
- Creative additions to the patrol flag
- Additional winter safety gear (e.g., hand warmers, snow goggles)

Packing Tips:

- Ensure gear is secured to the sled to prevent loss during travel.
- Divide gear among patrol members for easier access at stations.
- Double-check for weather-appropriate gear (e.g., no cotton clothing, insulated gloves, waterproof boots).

KLONDIKE DERBY

Appendix B: KLONDIKE Safety: Hypothermia

What is Hypothermia?

Hypothermia is a severe risk caused by cold weather, physical exertion, and insufficient food or hydration. Proper preparation and clothing are essential to avoid this danger.

Critical Rules for Staying Warm

- 1. Dress Properly or Sit Out:**
 - Scouts without appropriate cold-weather gear will not be allowed to participate.
 - Essential clothing includes:
 - Long underwear
 - Hats and gloves
 - Wool or synthetic socks
 - Insulated boots (no sneakers)
 - Multiple outerwear layers
 - **Avoid cotton!** It loses insulation when wet.
 - 2. Bring Water-resistant outerwear:**
 - Each Scout should carry a raincoat or poncho on the sled.
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The "Laws of Layering"

Layering helps manage moisture, temperature, and protection.

- 1. Base Layer (Closest to Skin) – “Wicking Layer”:**
 - Use lightweight or midweight materials that wick moisture (e.g., polypropylene or Smartwool).
 - Avoid heavy expedition-weight layers unless in extreme cold.
 - Wool options, like Smartwool, minimize odors and are easy to maintain.
 - 2. Insulating Layer: - “Warm Layer.”**
 - Add warmth with fleece pullovers, jackets, or pants.
 - **100-weight fleece:** Light and suitable for mild activity.
 - **200-weight fleece:** A versatile middle or outer layer.
 - **300-weight fleece:** Ideal for rest or camp, not active use.
 - Consider features like water repellency and zippers to release excess heat.
 - 3. Outer Layer: “Wind Layer.”**
 - Opt for lightweight, compressible jackets with down or synthetic fill.
 - **Down:** Warm and packable but ineffective when wet.
 - **Synthetic Fill:** Retains warmth even when damp; better for mixed rain and snow.
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Additional Tips

- Use fleece accessories (hats, gloves, socks) for extra warmth.
- Prepare for weather swings; temperatures can vary drastically.
- Leaders should monitor Scouts for signs of hypothermia or frostbite.

This practical approach ensures safety and comfort during outdoor winter activities.