

Crossroads District - Garden State Council - Scouting America

Klondike Derby Weekend

"There Can Only Be One!"

January 15th - 17th, 2027

Leader's Guide

(SM/ASM/SPL)

Can your Scouts survive 2 nights and 3 days of winter camping?

The Crossroads District Klondike is a three-day, two-night winter camping experience designed to challenge Scouts through outdoor skills, teamwork, leadership, and cold-weather preparedness. This full-weekend event immerses participants in authentic Winter Camping Conditions, reinforcing the values and resilience of Scouting.

Program Highlights

Klondike Derby & Trekker Challenge — Saturday

Saturday features two major competitive events:

Klondike Derby

- Traditional sled-based competition across nine skill stations.
- Ideal for Scouts working toward **First Class Rank**.

Trekker Challenge

- A high-adventure backpack trek for Scouts **First Class and above**, competing in teams of 2–3 with no more than two years' age difference.
- Each Trekker carries gear on a **homemade pack frame**.

The day concludes with a **camp-wide campfire**, celebrating Scout Spirit, fellowship, and the accomplishments of all participants.

Event Competitions

Standard Derby Sled Run

Scouts construct a sled prior to the event and pull it through a nine-station course testing essential Scouting skills.

Teams earn points at each station; the **highest-scoring team** wins the Derby.

Backpack Trek (Trekkers)

Designed for experienced Scouts, this trek emphasizes endurance, navigation, winter survival, and leadership.

Trekkers must carry all personal and team gear using a **homemade pack frame**, demonstrating preparedness and ingenuity.

Webelos & Arrow of Light Participation

Webelos and Arrow of Light Scouts are invited to attend **Saturday only** and compete in a dedicated **Webelos/AOL classification**.

Troops are encouraged to **sponsor Packs**, providing younger Scouts with a meaningful introduction to the teamwork, leadership, and adventure they will experience upon crossing over into Scouts BSA.

Growing the Promise of Scouting

Troops may invite **prospective Scouts** to participate in Saturday's Derby Sled Run.

With proper winter gear, recruits may optionally join the **full weekend campout** with their sponsoring Troop.

This is an opportunity to showcase the excitement, camaraderie, and real outdoor adventure that Scouting offers.

Lunch Break
11:30 AM to 1:30 PM

Troops are **strongly encouraged** to have **Scouts cook lunch**, reinforcing outdoor cooking skills and youth leadership. Adult-prepared meals are discouraged.

Registration & Fees

Units registering **between August 1, 2026 and November 30, 2026** may attend the event **free of charge**.

Registrations received **on or after December 1, 2026** will incur a **$5 fee per Scout**.

Campsite Assignment

Campsites are assigned based on **Hosted Station Route placement**.

All other campsite allocations are determined by **unit size**, **attendance needs**, and the discretion of the **Klondike Governor**.

QUESTIONS?: Contact:
Jacob Jewett (Phone/Text) 609-206-9576, or Email jj@jacobjewett.me

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Crossroads District Klondike

Klondike Derby Sled Team

Klondike Derby Trail Overview

Each year, men and women race more than 1,000 miles across the frozen mountains and valleys of Alaska in the legendary Iditarod Race. Our Klondike Derby is inspired by that tradition.

Packs and Troops will build sleds resembling Iditarod dog sleds — but instead of dogs, Scouts will pull the sleds along the imaginary Klondike Derby trail. These sleds will carry the essential equipment for each team as they journey from town to town.

Trail & Towns

The Klondike Derby Trail begins in Anchorage, serving as the General Headquarters. From there, each team will travel to various northern towns throughout the Yukon Territory and Alaska. Before heading out, all sleds will be inspected to ensure teams are properly equipped for the challenges ahead. Along the trail, one station will feature a competitive sled race, with two sleds per heat.

Town Challenges & Scoring

At each town, Scouts will face a practical challenge based on core Scouting skills. Teams earn gold points based on how effectively they work together and how well they complete each challenge. After visiting all nine towns and crossing the finish line, sleds will undergo a final equipment inspection. Lost items may affect the team's total score.

Time vs. Skill

While time on the trail is important, Scouting skills matter more. A team's score at each town depends on their proficiency in that town's challenge. If two teams finish with the same number of points, the fastest overall trail time will determine the winner.

Trekker Team Challenge

Some adventurers who hear the call of the Iditarod return year after year, pushing their endurance, sharpening their skills, and striving to reach the pinnacle of what that legendary race demands. A select few go even further — seeking challenges beyond the assistance of sled dogs, or preparing themselves for extreme feats of endurance such as summiting Mount Everest.

In our Klondike, Trekkers embody that same spirit of determination.

Scouts will compete as part of a two-to-three-person Trekker Team, facing advanced challenges designed to test their time management, knowledge, physical stamina, and teamwork. Completing the course is an achievement in itself — but completion does not guarantee victory. Only those who excel in skill, strategy, and perseverance will rise to the top.

Will you be prepared?

Will you exemplify what a Scout is — and what a Scout promises to be?

Where Where

Pine Hill Scout Reservation
120 Watsontown New Freedom Road
Pine Hill, NJ 08021

When

January 15th - 17th, 2027
Backup date will be announced if needed.

Prior to the Event

Registration Requirements

Units must notify the Klondike staff as early as possible if they plan to participate in this year's event.

Fees

Units registering between August 1, 2026 and November 30, 2026 may attend the event free of charge. Registrations received on or after December 1, 2026 will incur a $5 fee per Scout.

Important Dates

NOTE: Zoom link changes with each date. No Dial-In all are Computer Audio or Cellphone App.

Registration Open

- Wednesday **August 14th 2026**
  Start of Free Registration (https://scoutingevent.com/?OrgKey=BSA690&calendarID=684919)

Pre-Event Meetings

- Wednesday **September 16th 2026 7pm - 8pm** (Meeting 1 - Option 1)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/83459251767)
- Thursday **September 17th 2026 6pm - 7pm** (Meeting 1 - Option 2)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/84556806706)
- Wednesday **October 14th 2026 7pm - 8pm** (Meeting 2 - Option 1)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/89913126266)
- Thursday **October 15th 2026 6pm - 7pm** (Meeting 2 - Option 2)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/84066465874)
- Wednesday **November 18th 2026 7pm - 8pm** (Meeting 3 - Option 1)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/85672479473)
- Thursday **November 19th 2026 6pm - 7pm** (Meeting 3 - Option 2)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/89991528979)

Free Registration Ends

- Monday **November 30th 2026**
  Last Day of Free Registration (NO Exceptions)
  (https://scoutingevent.com/?OrgKey=BSA690&calendarID=684919)

Pre-Event Meetings

- Wednesday **December 16th 2026 7pm - 8pm** (Meeting 4 - Option 1)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/84479759903)
- Thursday **December 17th 2026 6pm - 7pm** (Meeting 4 - Option 2)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/86271437036)

Registration Ends

- Thursday **December 31st 2026**
  Last Day of Registration (NO Exceptions)
  (https://scoutingevent.com/?OrgKey=BSA690&calendarID=684919)

Pre-Event Meetings

- Wednesday **January 6th 2026 7pm - 8pm** (Meeting 5 - Option 1)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/82414922385)
- Thursday **January 7th 2026 6pm - 7pm** (Meeting 5 - Option 2)
  Planning Meeting via Zoom (https://us06web.zoom.us/j/84059341891)

Arrival Meeting

- Friday **January 15th 2026 9pm - 10pm** (Required Meeting)
  In-Person - SM/ASM/SPL, Station Master, Klondike Staff

Who Can Attend (ALL attendees must submit current A/B Health Forms)

Adults

Only registered Adult Leaders may attend. All Adult Leaders and Volunteers must have current Youth Protection Training (YPT). Adults who do not meet this requirement will be asked to leave.

Adults may not guide or participate with any Sled or Trekker Team. Any team receiving adult assistance will be disqualified.

Parents may attend only if they are registered adults and are present to meet BSA safety requirements or to volunteer as staff. This is not an event for the "Scoutmaster Nap."

Scouts

Male and female ages 10–17 are welcome.

- Sled Teams may be co-ed.
- Trekker Teams must be single-gender and within a two-year age range.

Webelos

Male and female Webelos may attend with an accompanying registered Adult.

- Webelos may participate only in Webelos Sled Teams and are NOT to be Judged.
- In accordance with the Guide to Safe Scouting, Webelos may attend Saturday's main event only.

Recruits

Male and female youth ages 11–17 who are not yet Scouts may attend either:

- The full weekend, or
- The Saturday Main Event.

Recruits must be sponsored by an attending Troop and are the responsibility of that Troop.
They must check in upon arrival and check out when departing.

Non-Scouts, Cubs, Children, Non-Participants, Non-Volunteers

Due to safety requirements and space limitations, these individuals are not permitted to attend.



Payment

- Registration completed on or before November 30, 2026 is free of charge.
- Registrations submitted after November 30, 2026 will incur a $5 fee per Scout.
- All payments must be received no later than one week prior to the event.

Classes of Participants:

There are three classes of participants:

Class A	Klondike Derby Sled Team:	Four to Eight Scouts (Recommended for Trail to First Class)
Class B	Klondike Trekker Team:	Two or Three Scouts (Recommended for Leadership Ranks)
Class C	Webelos & AOL:	6 - 8 Webelos/AOL make a team. (Scout BSA Scout may not be part of a Sled)

(If on the day of the race your team does not match any of the classes above, check with: Jacob Jewett 609-206-9576 voice/text, or jj@jacobjewett.me for approved exceptions.)

At the Event

Check-In Procedures

Check-in begins Friday evening at the Pavilion, located just past the main gate across from the Trading Post. Units will receive campsite assignments via email no later than one week before the event. Only one vehicle may enter camp solely to drop off a trailer if the Unit has been assigned a campsite. This vehicle MUST exit camp immediately after unloading.
No other vehicles will be permitted past the gate, nor will any vehicles be allowed during planned events between 8:00 AM and 6:00 PM — no exceptions.

Possible Recruits must check in upon arrival. The sponsoring Troop is responsible for the Recruit for the duration of their participation. Recruits must also check out before leaving. All check-ins and check-outs occur at the Pavilion.

Roster Submission

The Scoutmaster or designated Unit Leader MUST submit a roster listing all participants attending with their Unit. This roster MUST be turned in at the Friday Night Leaders' Meeting.

Saturday Check-In — Webelos/AOL & Recruits

Webelos/AOL checking in on Saturday must:

- Park in the main parking lot
- Report to Anchorage Headquarters near the Pavilion
- Arrive with sleds fully loaded and ready to go by 8:30 AM

Webelos/AOL will follow the same agenda as Scouts.

Campsite Assignments:

Campsites will be prioritized for Units assisting with running stations/towns during the event.
When established campsites are full, Units will be assigned a camporee-style site in the main field between the pool and the main entrance.

- No Unit is guaranteed a requested site
- No site will be exclusive to a single Unit
- Units must be prepared to share campsites

There are no fees for participation except for late registration; REGISTRATION IS REQUIRED.

This is a Winter Campout.
No cabins will be available, and only two sites contains lean-tos.
BE PREPARED.

Recognition & Awards:

Each registered Participant, Webelos/AOL, and Scouter will receive the Klondike Derby Race patch.

Special awards will be presented to the top three teams in each class:

- Scouts
- Webelos/AOL
- Trekkers

A **Sled Flag Contest** will also award the top three sled flags.

NOTE: Only full-weekend participants qualify for awards, with the exception of Webelos/AOL.
Remember: This is a **FULL WEEKEND EVENT**.

Weather Policy:

The Klondike Derby may be postponed in the event of severe rain or blizzard conditions.
A make-up date will be attempted; however, if rescheduling is not possible, the event budget will support another Crossroads District program.

Weather conditions will be monitored closely. Any postponement will be announced no later than early Friday morning of the event. Pre-registration is essential so Units can be contacted in the event of a postponement.

This is a free event — No Refunds of Any Kind will be issued. However if the unit was changed a registration fee for late registration, the Council will be asked to return the fees via the Unit Account in the Council Trading Post.

Please plan accordingly.

Lunch Competition:

Saturday lunch is a competitive event.

A **two-hour lunch break** will be provided — plenty of time for Scouts to cook.

Adults may NOT cook during lunch.

If an adult is caught touching a spatula or anything associated to cooking… **DISQUALIFIED**! This include pre-cooking, prep or cleanup.

Scouts — **be creative**, have fun, and **show off** your cooking skills.

The Judges are coming!

Clothing Requirements:

All Scouts must be properly clothed for winter conditions:

- Waterproof footwear
- Heavy socks
- Winter jackets
- Gloves
- Appropriate cold-weather layers
- Absolutely **NO** open toe shoes, sandals, Crocs or equivalent.

Inadequate clothing will **disqualify** a Scout.

The Inspection Team will check each participant for proper cold-weather gear.

Any team member not meeting specifications will be disqualified.

Unit leaders are responsible for ensuring compliance.

DO NOT BRING (Youth):

- Cellphones
- Headphones
- Wireless speakers
- Any device that plugs in, charges, or uses a battery unless it is a flashlight or Medically Required.

Sled Specifications

Sleds must resemble a standard Klondike Sledge (see Figure 1, Page 12).

- Unloaded weight: ~30 lbs
- Loaded weight: ~50 lbs
- Minimum length: 6 feet
- Handrail height: 39”–45"

Wheels are permitted but not required. During the speed race, sleds will be placed into heats with wheels and without wheels to ensure fair competition.



Klondike Derby Sled Team & Webelos/AOL Sleds

Each team will carry equipment on their team sled

- Points will be deducted from the total score for each item missing.
- The number of Scouts out, must equal the number returning. Unusual circumstances must be reported to the Klondike Governor, Jacob Jewett.

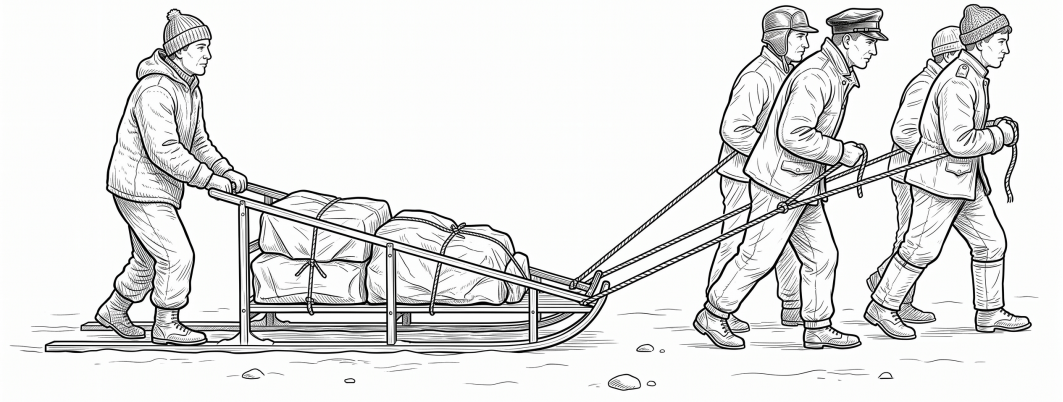
REQUIRED FOR EACH TEAM MEMBER

- Backpack with the Scout Basic Essentials (SHB pages 238-239)
    1. Pocketknife (SHB pages 378-381)
    2. Rain Gear
    3. Trail Food/Gorp
    4. Flashlight
    5. Extra Cold Weather Clothing (SHB page 243)
    6. Personal First-Aid Kit (SHB page 108)
    7. Sun Protection
    8. Map and Compass
    9. Matches, Flint & Steel, Homemade Fire Starters (SHB page 389)
    10. Water Bottle Filled with Water
- One Neckerchief
- One Pair of Water-proof Boots
- One Eating Kit (SHB page 301)
- Scouts BSA Handbook

SHB = Scouts BSA Handbook, 14th Edition used for page numbers.

REQUIRED FOR EACH SLED

- 100 feet of light twine
- 1 – 10'X10' tarp or heavy plastic
- 1 – Pot with Cover, (about 4 quarts)
- 1 – Blanket
- 8 – 12'x1/4" lengths of rope
- 1 – Notebook and pencil
- 1 – Wrist Watch.
- Original Patrol/Team Flag on 6' pole
- 3 – additional poles 6’ to 8’ long
- 1 – Sleeping bag
- 1 – Tent, (two man tent or larger)
- 1 – Hatchet with sheath (SHB page 383)
- 1 – Camp Saw (SHB page 382)



Sled Flag Contest

The 2027 Klondike Derby Race will feature a Sled Flag Contest recognizing the most outstanding and creative sled flag. Because every team is required to have a flag as part of the equipment check-in, all teams are automatically entered into the contest.

Contest Theme:
"There Can Only Be One — Highlander"

To add excitement and creativity to this year's event, the sled flag contest is inspired by the classic 1980s TV series Highlander, famous for its iconic line: "There can only be one."

Background on the Theme

Highlander is a fantasy adventure series that follows immortal warriors who have lived for centuries, each honing their skills, traveling the world, and facing challenges that test their strength, wisdom, and resilience. The show's central idea — that only one champion ultimately prevails — mirrors the spirit of competition, endurance, and personal growth found in Scouting.

The theme encourages teams to design sled flags that reflect:
Courage and determination

- Epic adventure and exploration
- Unique identity and team spirit
- The drive to be the best — because "There can only be one."

This theme gives Scouts the freedom to be bold, imaginative, and expressive while staying connected to a fun piece of pop-culture history.

Flag Contest Awards

The three highest-scoring flags will receive special recognition ribbons: first place, second place, and third place. In addition to these top awards, points will be awarded to every team based on how closely their flag adheres to the contest rules and reflects the event's theme.

Judging Procedures

The Sled Flag Contest Judge will be stationed near the equipment inspection area. Each flag will be evaluated according to the judging criteria listed below, and points will be awarded after all flags have been reviewed. In the event of a tie, the condition of the flag after the race will serve as the determining factor. Ribbons will be presented during the Sunday awards ceremony, and you MUST be present to win.

Flag Scoring Criteria

Originality	30 Points Possible
The flag should depict the “There Can Only Be One!” theme in picture or words. The design should be unique. The team name must be properly identified in print, picture or design. (e.g., Husky team would have a flag with a dog design.) The unit number should appear.	Theme = 9 Points Design = 9 Points Team Identification = 6 Points Troop Identification = 6 Points
Workmanship	18 Points Possible
The flag should demonstrate youth workmanship and initiative. It must be fully homemade. Team members should be directly involved in actual construction. The construction should be uniform.	Creativity = 6 Points Flag Construction = 6 Points Flagstaff design = 6 Points
Suitability	12 Points Possible
The size and shape should conform so that it is pleasing to display. It should have good mobility and fly in the wind when attached to the sled	Height = 6 Points Size & Shape = 6 Points

The Klondike Sled

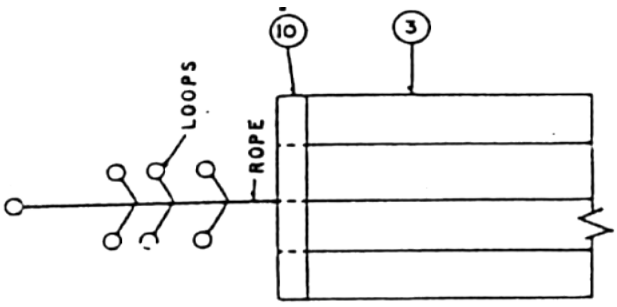
The diagram provided represents an authentic Klondike sled, but teams may use their own design as long as it meets all event requirements. Sleds may be painted in bright colors; however, for best performance, the bottom of the runners should be varnished or waxed to ensure smoother travel over snow and ice.

Teams are encouraged to add accessories that improve functionality. A canvas snow guard along the front and sides is strongly recommended, as it protects your gear from blowing snow and helps keep equipment securely inside the sled.

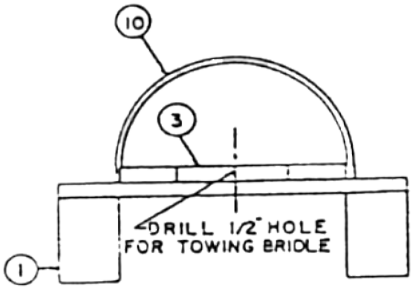
For durability, sleds should be built using screws rather than nails. Always drill pilot holes before inserting screws to prevent the wood from splitting. The towing bridle must be made of rope and should measure approximately 20 feet in length.

Bill of Material

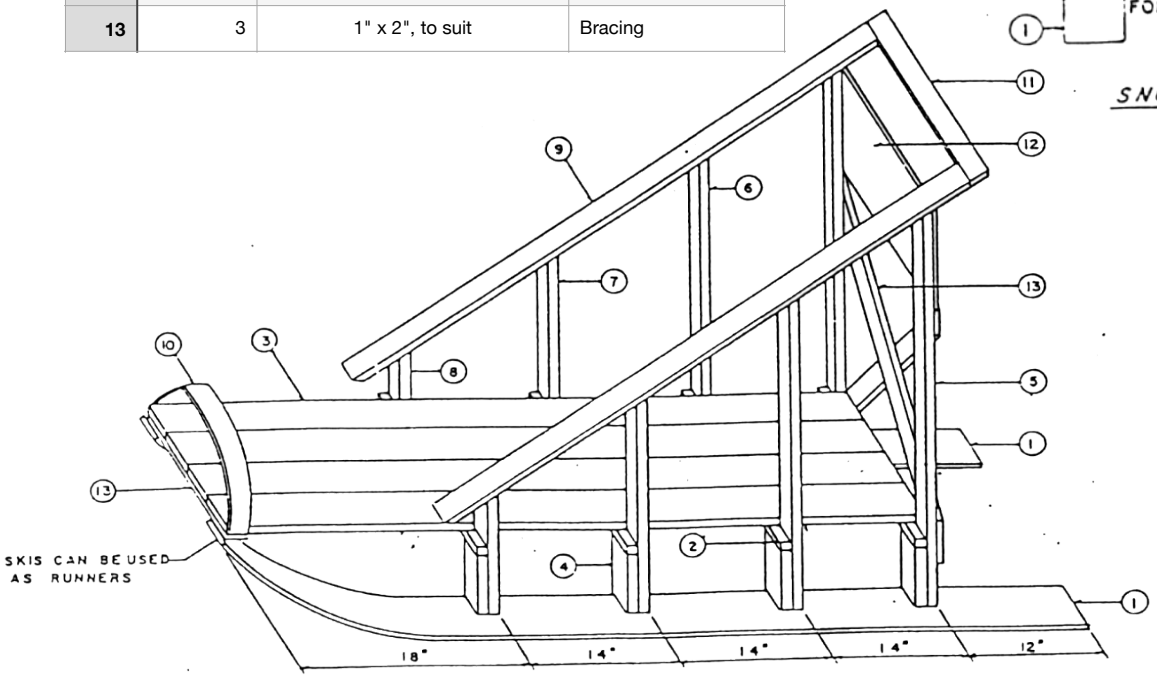
Part	Quantity	Size (Width x Hight, Length)	Description
1	2	4” x 1/2”, 6’ - 6”	Runner
2	6	1” x 1”, 1’ - 6”	Cross Support
3	4	1/2” x 4”, 5’	Floor Cover
4	8	1" x 2”, 6”	Upright Support
5	2	1" x 2”, 3’ - 4”	Rear Upright
6	2	1” x 2”, 2’ - 6 1/2”	2nd Rear Upright
7	2	1" x 2”, 1’ - 9 1/4”	2nd Front Upright
8	2	1" x 2”, 1’	Front Support
9	2	1/2" x 2”, 6’	Hand Rail
10	1	1/2” x 2", 2’ - 6”	Front Curved
11	1	2” x 2”, 1’ - 6”	Rear Hand Rail
12	1	1/4” x 10”, 1’ - 6”	Pocket Holder
13	3	1" x 2", to suit	Bracing



TOWING BRIDLE



SNOW SHIELD



Trekker Challenge Overview

The Trekker Challenge is designed for experienced Scouts who are First Class Rank or higher. Because this may be a new concept for some units, leaders are strongly encouraged to review these notes thoroughly with their Trekker teams. If you have questions, please contact Jacob Jewett at jj@jacobjewett.me or by phone/text at 609-206-9576.

Each team must carefully plan and carry all equipment they deem necessary to complete a three-day, two-night trek across frozen wilderness.

Team Structure & Scenario

Each team must operate under the Buddy System and consist of 2 or 3 Scouts—no more. Larger groups should form additional teams. This challenge tests individual skill, knowledge, planning, and teamwork.

Scenario

Your team began the Klondike Derby as part of a Sled Team. Unfortunately, several dogs have been injured and some team members have fallen ill and require urgent medical attention.

Your Trekker Team has been chosen to return to base camp and get help.

You must equip yourselves with everything needed to survive a three-day, two-night trek across deep snow and frozen terrain.

Equipment & Preparation

Each team must prepare a typed equipment list detailing every item they are carrying. This list will serve both as the team's internal checklist and as the judges' reference. Judges will evaluate:

- How well the team has prepared for the trek
- How effectively the team has packed and organized their equipment

Note: Teams are not required to carry three days' worth of survival rations.

Older Scouts should already understand essential winter-trek gear. They may consult the Scout Handbook or other outdoor resources for guidance. No additional equipment list will be provided beyond the few required items on the next page.

Town Events & Skills

Each team will participate in all Trekker-specific town events, each designed to be challenging and to require mastery of skills learned on the Trail to First Class and refined on the path toward Eagle.

Success will demand leadership, teamwork, and the strengths of every member.

Cooking Event

The cooking event is limited to 90 minutes. A designated cooking area will be provided.

Trekkers may use:

- Personal backpacking stoves
- Charcoal briquets
- A traditional cooking fire

Unlike the Sled Teams, Trekkers must start from zero.

The team of two or three must prepare a culinary delight, not a survival meal.

- Burnt or flavorless food will lose points
- Heat-and-serve meals earn zero points

Teams should prepare a well-balanced winter-appropriate meal, with enough food for all team members plus one judge. Judging will be based on planning, preparation, execution, and taste.

For inspiration, watch a few episodes of Iron Chef.

Aluminum-foil cooking is recommended but not required to be in a single pouch.

Backpack Requirements

Each Trekker must build a homemade pack frame.

- The backpack must be worn during all events except cooking or any station where safety requires removal.
- The pack must be sturdy enough to last the entire trek—your life would depend on it in real wilderness conditions.
- Manufactured or purchased backpacks will disqualify the team from the top Trekker Challenge prize.

Equipment & Preparation — Individual Equipment

The BSA Scout Handbook remains one of your most valuable resources.

Each Trekker must build and carry a homemade backpack, constructed by the Scout themselves. Outdoor authors such as W. Ben Hunt and Gil Gilpatrick have published helpful diagrams and instructions; these can be found in your local library or through online searches using Google or Bing.

For additional guidance, Thom Shoop, who directed the Klondike for 16 years, has curated an excellent Pinterest collection of homemade backpack examples.

Visit: www.pinterest.com/thomshoop/backpacks

Each Trekker Team must also prepare a typed list of all equipment they are carrying. This list serves first as the team's internal checklist and later as the judges' reference.

Minimum Team Equipment for the Cooking Event

- Food for the Cooking Event
- Optional backpacking stove or approximately 20 charcoal briquets
- (Wrap briquets in newspaper to help keep other gear clean.)
- Small shovel for managing hot coals
- Typed food list for the noon meal
- Typed menu for the noon meal

Team Equipment Expectations

Each team must carefully plan and carry all equipment they consider necessary and essential to survive a three-day, two-night trek across frozen wilderness and to compete in all nine station events.

A **typed equipment list** is required. Judges will evaluate:

- How well the team has prepared
- How effectively the team has packed and organized their gear

The rest is up to you.
By this stage, experienced Scouts should know how to pack their gear, maintain it, and use it properly in winter conditions.

Homemade Backpack Judging

Trekker Teams are not required to carry a flag.

Instead, judges will evaluate the quality of each homemade backpack, awarding points for:

- Design
- Craftsmanship
- Functionality
- Durability — assessed at the end of the day

Essentially... Basically.



Other Important Information

Rules

Electronics

- **All personal electronics should be left at home. This includes:**
- **Headphones & Speakers** — Bluetooth or wired
- **Cellphones & Tablets**
- **Computers & Handheld Games**

If it plugs in, needs a charger, or is not exclusively a flashlight, it must stay home.

Vehicles

One (1) vehicle may enter camp **only to drop off a trailer** at the assigned campsite.
If the troop does not bring a trailer, one (1) vehicle may enter camp **only to drop off sleds or troop equipment.**

Once the **DROP-OFF** is complete, **all vehicles MUST be moved to the main parking lot.**
No exceptions.

Fires (Cooking / Heat)

- Cooking stoves are strongly recommended.
- Fire cooking/heat is permitted only in established fire rings within designated campsites.
- Units assigned to a Camporee-style site in the field near the main parking lot must bring an above-ground portable fire pit with 4–6 inches of clearance between the fire pan and the ground.
- IMPORTANT: Units assigned a Camporee site without an above-ground fire pit will NOT be permitted to have a campfire.
- ALL UNITS MUST PROVIDE THEIR OWN FIREWOOD.

Participants / Visitors

Adults:

All adults must be currently registered BSA leaders with valid Youth Protection Training.

Youth:

Must be Webelos/AOL/Scout aged (10–17) and either:

- A current BSA member, or
- A recruit with a completed membership form.

Everyone in attendance MUST be registered for the event.

Campsites

All campsites are assigned, with priority given to Units running Towns/Events.

Some sites may be shared to ensure proper two-deep leadership and accommodate attendance needs.

Awards

All units are welcome to participate; however, the Klondike Derby is a FULL WEEKEND event.

To qualify for awards, a Sled Team, Trekker Team, or Unit must:

- Attend the entire weekend, and
- Be present at the Sunday Awards Ceremony.

Webelos/AOL Teams are exempt from the full-weekend requirement.

SEQUENCE OF EVENTS

Friday Night

Check In. . . . . FINAL UNIT REGISTRATION

1. Upon arrival, the adult unit leader will go to the Pavilion next to the pool for Unit Registration and confirm their number of Scouts and adults. Provide a roster to the health officer.
2. At 8:30 PM there will be a Cracker Barrel at Dinning Hall at least one leader and acting SPL or ASPL must attend.
3. Last minute updates to Saturday Schedule will be discussed.

Saturday - 9am

1. **STATION #A**. . . . . SLED TEAM CHECK-IN / INSPECTION
   - Team leader and Sled Team will report for Check-in at Anchorage headquarters.
   - Here the team and sled will have a general inspection.
   - If the team has a flag, Please visit STATION #C for the FLAG CONTEST.
   - Each team will receive a dispatch sticker which will indicate where to go for the first station. **BE SURE TO GO TO YOUR ASSIGNED FIRST TOWN FIRST**. All towns **MUST BE VISITED IN ORDER** and the problem at each town must be solved to successfully complete the Klondike Derby Race.
2. **STATION #B** . . . . . TREKKER TEAM CHECK-IN / INSPECTION
   - Trekker Team will report for Check-in at Anchorage headquarters.
   - Here the team and Backpacks will have a general inspection.
   - Each team will receive a dispatch sticker which will indicate where to go for the first station. **BE SURE TO GO TO YOUR ASSIGNED FIRST TOWN FIRST**. All towns **MUST BE VISITED IN ORDER** and the problem at each town must be solved to successfully complete the Klondike Derby Race.
3. **STATION #C** . . . . . FLAG CONTEST
   - At this station the sled team's flag will be judged. This is the first station where points will be given to a Sled Team.
4. **GO TO YOUR FIRST TOWN USING YOUR MAP & COMPASS**
   - If you arrive at the correct first town the mayor will award your team six points.
5. **THERE ARE NINE (9) TOWNS**.
   - Backpack Trekkers and Sled Teams must visit all 9 towns.
   - Teams MUST manage their time.
6. **Lunch / Stations Closed** 12pm - 1:30pm
   - All Stations will CLOSE for Lunch 12pm and Re-open at 1:30pm
   - Sled Teams will be allowed to leave their Sleds where they are at the beginning of Lunch, and resume from that location after Lunch.
   - Sled Teams will be making their own Lunch in their Assigned Campsite.
   - Trekkers will be making their own lunch in a Designated Location.
   - **ADULTS / LEADERS ARE NOT ALLOWED TO PREPARE, ASSIST OR COOK LUNCH.** Exception **ONLY** for Webelos/AOL Teams.

   ### All Stations Close at 5:30pm

7. Back to **STATION #A** for Sled Teams and **STATION #B** for Trekkers
   - Final Inspection
   - End Time Recorded

Schedule - Crossroads 2027 Klondike Weekend

Friday

4:00pm - 8:00pm	Unit check-in and Registration at the Pavilion
8:30pm	SM/SPL/Volunteer Cracker Barrel at the Dining Hall (Will cover last minute updates to Saturday Schedule)
10:00pm	Lights Out

Saturday

7:00am - 8:45am	Wake up and eat Breakfast in Camp Site - Webelos/AOL Registration
9:00am	Camp-wide Assembly with sleds before start of the Klondike Derby
4:00pm	Trading Post Opens
5:30pm	**ALL KLONDIKE STATIONS CLOSE**
5:30pm - 8:00pm	Troop Time / Diner Time in Camp Sites
8:00pm	Camp wide Campfire at the Campfire Circle
10:00pm	Lights Out

Sunday

7:00am - 9:00am	Wake up and eat Breakfast in Camp Site
8:30am - 9:00am	A Scout is Reverent - Scout Vespers at the Campfire Circle
9:00am	Closing Assembly / Awards Ceremony
9:30am - 12pm	Campsite Pack-up and Campmaster Inspection of sites. (Patches will be handed out at Checkout.)

Have A Safe Trip Home