



CAMP SHENANDOAH
FEBRUARY 7 - 9, 2026

LEADERS' GUIDE

Ver. 08.16.25

FEBRUARY 7-9, 2026

Camp Shenandoah

Open to all Virginia Headwaters Council (VAHC) and out of council units.

AOL Camping Opportunity and Klondike Program

Check-in Friday night. Klondike derby all day Saturday.

Awards and Depart Sunday.

Registration deadline is Friday February 7, 2026.

ONLINE REGISTRATION ONLY.

<https://scoutingevent.com/763-httpswwwscoutingeventcom763Klondike2026>

Klondike Points of Contact:

Klondike Director: Nick King (540) 836-0992 nking6@liberty.edu

Assistant Klondike Director: Kent Baisley (910) 381-1876 baisleykp@gmail.com



VAHC 2026 KLONDIKE DERBY SCHEDULE

Friday – February 7

- 4:00–9:00 PM – Check-In @ Handicraft Shelter
 - 10:30 PM – Lights Out
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Saturday – February 8

- 7:00–8:00 AM – Check-In (late arrivals)
- 7:30–8:00 AM – Polar Plunge @ Waterfront (optional but fun!)
- 8:30 AM – Senior Patrol Leader Meeting @ Handicraft Shelter
- 8:45 AM – Flags (All patrols report to Parade Field)

Klondike Competition Stations Begins After Flags

- 9:00 AM – First Station
- 9:45 AM – Second Station
- 10:30 AM – Third Station
- 11:15 AM – Fourth Station

12:00–1:00 PM – Lunch (units provide their own)

- 1:00 PM – Fifth Station
- 1:45 PM – Sixth Station
- 2:30 PM – Seventh Station
- 3:15 PM – Eighth Station
- 4:15 PM – Flags (All patrols report to Parade Field)
- 4:30 PM – Turn in scorecards / Return to campsite

6:00 PM – Musher's Banquet (Dining Hall)

7:00 PM – Scoutmaster Dessert Cook-Off Contest

- 10:30 PM – Lights Out
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Sunday – February 9

- 9:00 AM – Church Service & Awards @ Dining Hall
- 9:30 AM–12:00 PM – Check-Out

VAHC 2026 KLONDIKE DERBY STATIONS

Sled Race

Scouts will run the mapped-out racecourse as a team. The patrol leader starts the race when instructed, and time stops when the last patrol member crosses the finish line. Speed and teamwork matter!

Scoring (100 pts max):

- 0–70 pts → Time (faster = higher score, use a tiered time chart)
- 0–20 pts → Patrol stays together and follows course rules
- 0–10 pts → Team spirit (cheering, encouraging, patrol yell)

Paul Bunyan

Scouts test their lumberjack and tool skills! Patrols rotate through challenges: sawing a log, lighting a match with an ax strike, demonstrating wood tool safety, and throwing tomahawks & knives.

Scoring (100 pts max):

- 0–25 pts → Saw log cleanly (technique, teamwork, safety)
- 0–25 pts → Ax strike to light a match
- 0–25 pts → Safe and correct wood tool handling demo
- 0–25 pts → Tomahawk & knife throws (accuracy + safety)

Shelter Building

Patrols build a 2-person natural shelter using only materials found on-site (plus twine for lashing). Judges will check for stability, creativity, and camouflage.

Scoring (100 pts max):

- 0–30 pts → Structure stability & weather resistance
- 0–25 pts → Proper lashings & construction technique
- 0–25 pts → Camouflage (how well it blends in / is hidden)
- 0–20 pts → Practicality (door placement, actual usability)

Fire Building

Scouts must start a fire without matches or lighters (homemade starters like wax/sawdust allowed). Once lit, patrols will complete a fire challenge chosen by the station (burn a string, boil water, or cook a simple item).

Scoring (100 pts max):

- 0–25 pts → Fire lays & ignition method (no matches = bonus points)
- 0–25 pts → Completion of challenge (string, boil, or cook)
- 0–25 pts → Fire safety rules followed
- 0–25 pts → Teamwork & preparation

(Deduction: -10 pts for using matches/lighters)

Team Challenge

This is all about patrol teamwork. The specific activity can vary (human knot, blindfold maze, transporting water without spilling, etc.). Scouts must rely on communication, planning, and cooperation.

Scoring (100 pts max):

- 0–40 pts → Completed challenge objective
- 0–30 pts → Team communication & cooperation
- 0–20 pts → Patrol leader involvement (delegation & guidance)
- 0–10 pts → Scout spirit

Scouting Trail (Trivia Hike)

A trail winds through camp with 20+ posted questions about Scouting, and Camp Shenandoah. Scouts must work together to answer as they go.

Scoring (100 pts max):

- 5 pts per correct answer (20 Qs = 100 pts possible)

First Aid – Winter Emergencies

Scouts face realistic winter first aid scenarios (frostbite, hypothermia, broken bones, etc.). They must treat the “victim” correctly and explain what they’re doing.

Scoring (100 pts max):

- 0–40 pts → Correct diagnosis of emergency
- 0–40 pts → Proper treatment steps

- 0–10 pts → Team communication with “victim” & patrol
- 0–10 pts → Confidence and clarity

Prospector’s Range – BB Shoot

Each Scout will take careful aim with a BB gun at paper targets. Patrol totals are combined for a team score. Safety is stressed before shooting begins.

Scoring (100 pts max):

- 0–70 pts → Shooting accuracy (target points added & scaled)
- 0–20 pts → Firearm safety (handling, muzzle awareness, follow commands)
- 0–10 pts → Focus & discipline (scout spirit)

Klondike Derby is not a
Round Robin Event

Your Patrol is to start at the station marked on your score card (received just before morning Flags).

Each Patrol is to proceed in numerical order to the eight stations.

Patrols must remain at each station until 10 minutes before their next start time.

Additional Important Information

Friday Night Check-In (4:00–9:00 pm – Handicraft Shelter)

Only the **Scoutmaster & SPL** should bring the unit's paperwork to check-in.

Bring with you:

- Any unpaid Klondike fees (checks payable to *Virginia Headwaters Council*)
- Patrol roster(s) for each patrol competing in station events
- Registration for the **Scoutmaster “King of the Klondike” Dutch Oven Dessert Competition**
- Confirmation of participation in the **Musher's Banquet**

Saturday Schedule Highlights

8:30 am – Senior Patrol Leader Meeting (Handicraft Shelter)

- SPL from each competing unit must attend.
- Paperwork for the derby will be distributed.
- Units should be ready to head straight to their first station after flags.

6:00 pm – Musher's Banquet (Potluck Style!)

- Each participating unit brings a side dish large enough to feed their own Scouts.
- **Klondike Staff will provide the main protein.**
- Guidelines:
 - No nuts or shellfish
 - Be creative—what would YOU want after a long trek across the Klondike?
 - If not participating, please let staff know at check-in or on your online registration.
 - Dietary or religious restrictions? Notify staff in advance.

Scoutmaster Lounge

- Located behind the Dining Hall in the maintenance area
- **Adult Leaders Only**
- Perks include:
 - Warmth & comfort

- Endless coffee supply ☕
 - Fellowship with other leaders
- Want to pitch in? The Quartermaster or Klondike Staff how you can help.

Administrative Information

Medical Forms

- Each unit must have a fully completed **BSA Medical Form (Parts A & B)** for every Scout and adult leader on site.
- Forms must be kept on hand by the unit.
 [Download the form here](#)

Vehicles & Trailers

- Absolutely **no riding** in the backs of trucks, trailers, or cargo areas of vehicles. Seat belts must be used in designated seats only.
- Trailers may be parked in designated campsite areas:
 - Trailers must be disconnected from the tow vehicle.
 - Tow vehicles must return to the main parking lot.
 - Trailer wheels must be chocked, and tongues secured on a block or stand.
-  **No vehicles are to be left in campsites – No Exceptions!**

First Aid

- An **EMT will be on-site all weekend**, stationed at the First Aid Lodge (or reachable by radio).
- Any location changes will be announced at check-in.
- **All injuries must be reported** to the First Aid Lodge.

Cold Camper Warming Station

- A gas heater will be available in the Camp Office throughout the weekend (subject to change – updates at check-in).

Water Access

-  **Not all campsites have water.** Winter shutdown prevents pipe bursts and system damage.
- Water is available at:
 - Pump house at the STEM area
 - Stewart, Gilkerson, and Coty campsites

- Outside the main gate
- Water buffalos will also be available near the parade field

Off-Limits Areas for Scouts

- Maintenance area (unless given permission)
- Waterfront area (except for Polar Plunge)
- Andrew Campsite/Cabins
- Ranger's House

Lost & Found

- Located in the Dining Hall.
- To prevent loss, Scouts should **label all gear** with name and unit number.

Trash & Clean-Up

- Dumpster located next to the Dining Hall.
- All trash must be taken out of campsites **at checkout**.

What NOT to Bring

- Sheath knives
- Gas lighters
- Chemical fire starters
- Video games
- **Poor sportsmanship / bad attitude!**
-  **Absolutely NO firewood may be brought to camp – No Exceptions!**

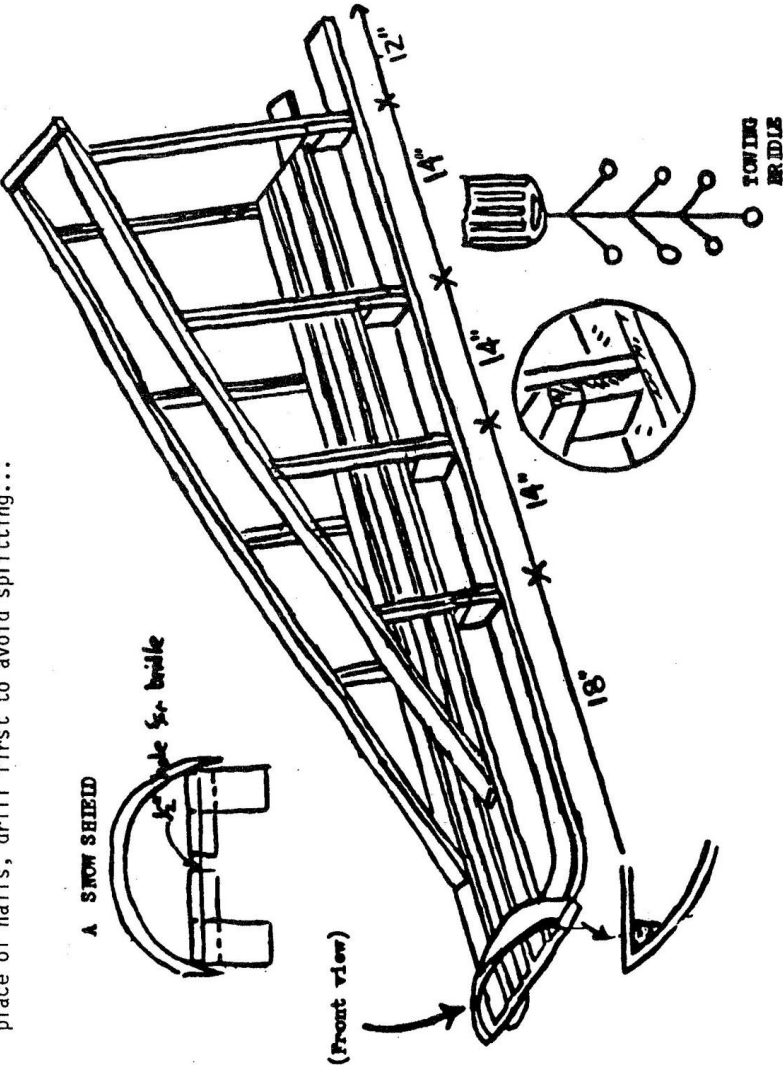
Sleds 🛷

- A sled is **not required**. Patrols may carry gear in a bucket or backpack.
- Units that have sleds should bring and use them.
- Want to build one? See the sample sled diagram below (just one idea — creativity encouraged!).

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KLONDIKE SLEDGE PLAN

This year all entries in the Best Sledge Contest will be judged for approved length of 6 feet long and 18 inches wide. The drawing should be self explanatory. Your own design will be accepted. Use your imagination!! However, after researches in our Public Libraries, the accompanying sketch is authentic and we ought to be the "real McCoy." Paint your sledge bright colors -- varnish the bottom of the runners -- then wax before use. The Eskimos iced their runners. Accessories may be added -- a canvas snow curtain as a snow guard front and sides will keep equipment dry. Use screws in place of nails, drill first to avoid splitting!!!



BILL OF RIGHTS	
2 pcs.	4" x 1 1/2" x 6'6" - Runner
6 pcs.	1" x 1" x 18" - Cross Support
4 pcs.	1/2" x 4" x 5" - Floor Cover
8 pcs.	1" x 2" x 6" - Upright Support
2 pcs.	1" x 2" x 40" - Rear Upright
2 pcs.	1" x 2" x 36" - 2nd Rear Upright
2 pcs.	1" x 2" x 26" - 2nd Front Upright
2 pcs.	1" x 2" x 12" - Front Support
2 pcs.	1/2" x 2" x 6' - Hand Rail
1 pc.	1/2" x 2" x 30" - Front Curved Guard
1 pc.	2" x 2" x 18" - Tow Bar

Patrol Equipment List

You do not need everything listed, but **required equipment is in bold**. Bring what's needed to complete your patrol's tasks.

- **Patrol flag**
- **Patrol roster**
- **1 Scout Handbook per patrol**
- **1 cup per Scout**
- **1 quart of water per Scout**
- **1 bow saw with blade guard**
- **1 ax with sheath**
- **1 fire starter (metal match, hot spark, or flint & steel)**
- Natural tinder (no candles)
- **1 patrol-size first aid kit**
- 1–2 plastic ground cloths
- 2 tarps (8x10)
- 1 large trash bag (lawn & leaf size)
- Small compass (liquid-filled recommended)
- Rope for lashing
- 1 pot or can with bail for boiling water
- Tin foil

Personal Survival Kit (for Each Scout) 🗺️

Each participant should be:

- Properly dressed for the weather
- Carrying (or in a backpack):
 - Signal whistle
 - Pocketknife (Swiss Army or Leatherman type)
 - Waterproof stick matches (sealed)
 - Rain gear / poncho
 - Personal first aid kit
 - Water container

👉 These are the **bare minimum essentials** needed for Klondike

AOL Track Overview

- Arrow of Light (AOL) youth can camp with their unit or as guests of a host troop and participate in a dedicated AOL Track on Saturday.
- The AOL Track mirrors Klondike events with Cub-appropriate challenges focused on teamwork, cold-weather skills, first aid, and range safety.
- Check-in at 8:00–8:30 at Handicraft Shelter, flags at 8:45 with all units, rotations 9:00–3:30, lunch noon–1:00 with your pack or host troop. Recognition will be part of Sunday morning awards.

AOL Equipment List (unit-level)

- Warm layers, daypack per youth, water bottle, cup, small tarp, 50 ft paracord, 6 stakes, pencil, den first aid kit, two 2-gallon buckets, hand sanitizer, tote for lunch, and a pack flag.
- No sheath knives; no personal stoves.
- Camp provides range gear and safety equipment.

AOL Safety Notes

- All AOL activities follow the current Guide to Safe Scouting and council policies.
- AOLs will not handle chopping/splitting tools or engage in tomahawk/knife throwing.
- Fire activities are adult-ignited with youth building and tending under direct supervision.
- BB shooting can occur due to Klondike having a Rangemasters and a certified council range.

AOL Recognition

- AOL patrols who participate will earn a Klondike Patch.
- A Top AOL Patrol will be named based on points
- Troops acting as hosts will receive a Troop Mentor Certificate.
- Recognition will be presented during Sunday awards.

VAHC 2026 Klondike Derby

Patrol Rosters

Troop #: _____ **M / F / Coed**

Senior Patrol Leader (SPL): _____

Patrol Name: _____

Patrol Leader (PL): _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Patrol Name: _____

Patrol Leader (PL): _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Scoutmaster “King of the Klondike” Dutch Oven Dessert Competition

Think you’ve got what it takes to be crowned **King of the Klondike**?

This year’s Dutch Oven Dessert Competition will be held **Saturday night after the Musher’s Banquet**.

Rules & Guidelines

- Open to all adult leaders (must register to compete).
- Desserts must be prepared **on-site at Camp Shenandoah** – no premade dishes allowed.
- **No shellfish or nuts** in any recipe.

Scoring Breakdown

- **Taste:** 40 points
- **Presentation:** 20 points
- **Creativity:** 20 points
- **Cleanliness & Organization:** 10 points

King of the Klondike Registration Form

Troop/Unit #: _____

Leader’s Name: _____

Dessert Name/Type: _____

