KLONDIKE DERBY 2027

LEADER'S GUIDE



February 26–28, 2027

Version: November 2026

WELCOME & REGISTRATION

ARRIVAL AT A GLANCE
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 departure Sunday.

REGISTRATION
ONLINE REGISTRATION ONLY — register on scoutingevent.com (search Klondike Derby 2027, Council 763).
There is no early deadline — registration stays open right up to Saturday, February 27, 2027, the day of the Derby.

POINTS OF CONTACT
Klondike Director: Kent Baisley, (910) 381-1876, baisleykp@gmail.com
Klondike Planning Team: Jaime Penney





SCHEDULE OF EVENTS

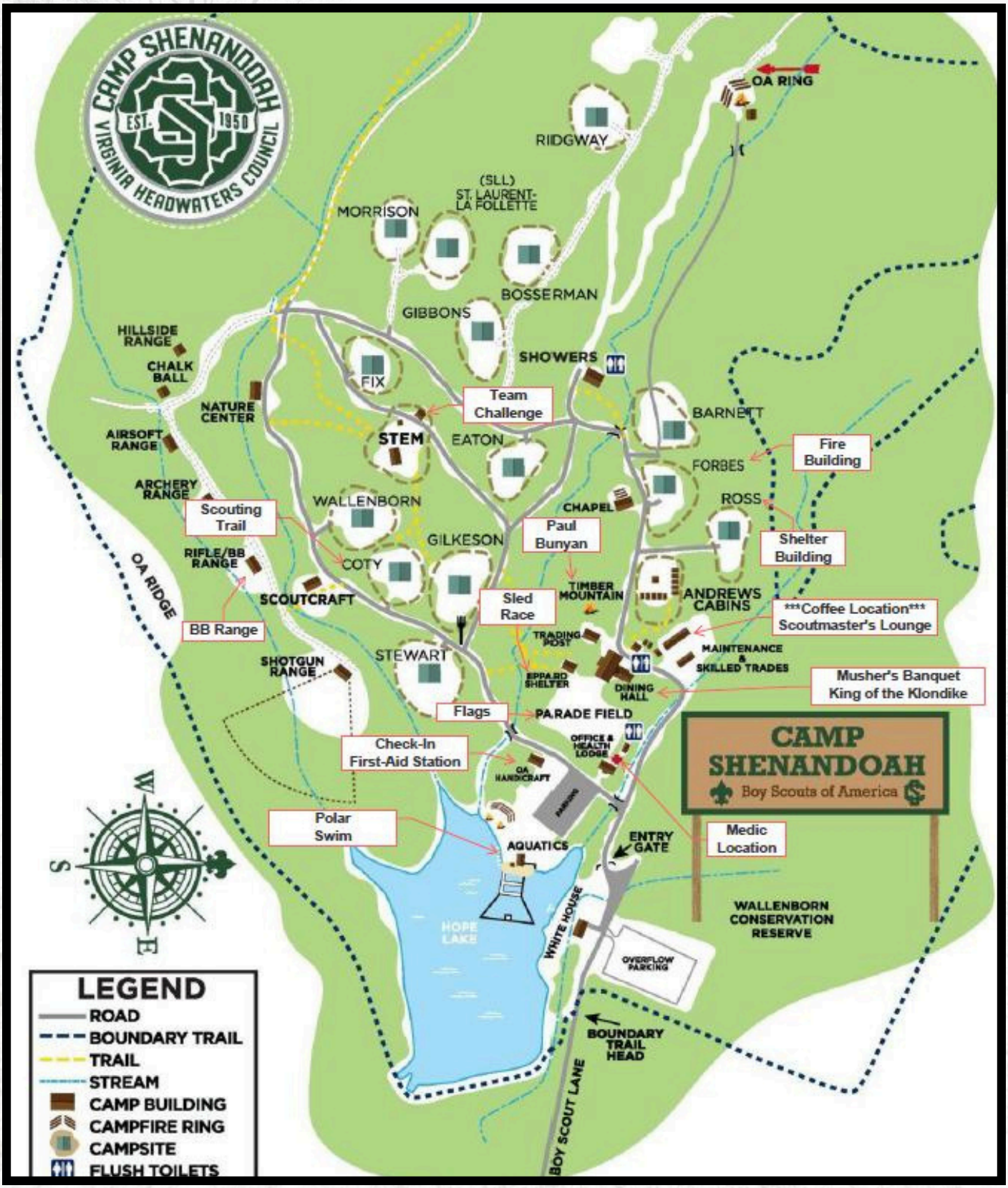
FRIDAY, FEBRUARY 26
4:00–9:00 PM — Check-In, Handicraft Shelter
5:30–7:00 PM — Cracker Barrel (Scoutmasters & SPLs)
9:00–10:30 PM — Quiet Hours



SATURDAY, FEBRUARY 27
7:30 AM — Polar Plunge, Waterfront (optional)
8:30 AM — SPL Meeting, Dining Hall Porch
8:45 AM — Flags & Kick-Off, Parade Field
9:00 AM — Start of Klondike Derby Stations (see pages 5–9)
12:00–1:00 PM — Lunch Break
1:00 PM — Klondike Derby Stations Resume
4:15 PM — End of Stations
6:00 PM — Musher's Banquet, Dining Hall
7:00 PM — Dutch Oven Dessert Competition, Cooking Area
8:30 PM — Campfire Program, Fire Circle
10:30 PM — Lights Out, Campsites

SUNDAY, FEBRUARY 28
9:00 AM — Church Service & Awards, Dining Hall
9:30 AM–12:00 PM — Check-Out, Main Lot

Camp Shenandoah — Klondike Map



STATIONS 1–2

Stations 1–2 — Two field challenges test speed, teamwork, practical skills, and frontier resourcefulness.

1. SLED RACE — Host: Troop 162

Patrols run a mapped racecourse as a team; the clock stops when the last patrol member crosses the finish line. Location: Timber Mountain area.

Scoring (100 pts max)

- 0–70 time (tiered chart)
- 0–20 patrol stays together & follows course rules
- 0–10 team spirit

2. PAUL BUNYAN — Host: Troop 84

Lumberjack skills: two-man crosscut saw, light a match with an ax strike, wood tool safety, and tomahawk & knife throwing. Location: Timber Mountain.

Scoring (100 pts max)

- 25 pts — crosscut saw
- 25 pts — match lighting with ax strike
- 25 pts — wood tool safety
- 25 pts — tomahawk & knife throwing









STATION 3 — SHELTER BUILDING

3. SHELTER BUILDING — Host: Troop 111
Build a two-person natural shelter from on-site materials plus twine. Location: East side of camp.
Scoring (100 pts max)
• 0–30 stability & weather resistance
• 0–25 lashings & technique
• 0–25 camouflage
• 0–20 practicality





STATION 4 — FIRE BUILDING

4. FIRE BUILDING — Host: Jaime Penney — Troop 38
Start a fire without matches or lighters (homemade wax/sawdust starters allowed), then complete a station challenge (burn a string, boil water, or cook). Location: Fire Building station.
Scoring (100 pts max)
• 0–25 fire lay & ignition
• 0–25 challenge completion
• 0–25 fire safety
• 0–25 teamwork & preparation
–10 pts for matches/lighters.



STATIONS 5–6

5. TEAM CHALLENGE — Host: Crew 22
A patrol teamwork activity set by the station host. Location: STEM/Eaton area.
Scoring (100 pts max)
• 0–40 objective
• 0–30 communication & cooperation
• 0–20 patrol leader involvement
• 0–10 Scout spirit

6. SCOUTING TRAIL — Host: Troop 33
A trivia hike: 20+ posted questions on Scouting and Camp Shenandoah; 5 pts per correct answer. Location: Scoutcraft, west side.
Scoring
• 5 pts per correct answer (20+ questions)

ROTATION RULES
Klondike Derby is NOT a round-robin event. Your patrol starts at the station marked on your scorecard (handed out just before morning flags) and proceeds in numerical order through the eight stations — 40 minutes at each station plus 5 minutes travel. Patrols remain at each station until 10 minutes before their next start time.

STATIONS 7–8

7. FIRST AID — Host: Troop 33
Patrols handle 4 scenarios: broken arm, allergic reaction, impaled foot, and CPR (with mannequin). Location: Dining Hall.
Scoring (100 pts max)
• 0–25 broken arm
• 0–25 allergic reaction
• 0–25 impaled foot
• 0–25 CPR

8. PROSPECTOR'S RANGE — Host: Troop 84
Patrols shoot the BB range under supervision (eye protection required). Location: BB Range.
Scoring (100 pts max)
• 0–80 shots on target
• 0–20 safety & discipline



WEEKEND DETAILS

FRIDAY CHECK-IN
Scoutmaster & SPL only; bring unpaid fees — checks payable to Virginia Headwaters Council, patrol rosters, Dutch Oven Dessert Competition registration, Musher's Banquet confirmation.

SPL MEETING — SATURDAY 8:30 AM
Paperwork distributed; head straight to first station after flags.

MUSHER'S BANQUET — 6:00 PM
Potluck style: each unit brings a side dish large enough to feed its own Scouts; Klondike staff provides the main protein; no nuts or shellfish; tell staff about dietary/religious restrictions in advance; if not participating, say so at check-in or on your registration.

SCOUTMASTER LOUNGE
Behind the Dining Hall in the maintenance area, adult leaders only — warmth, endless coffee, fellowship; want to help? Ask the Quartermaster or Klondike staff.





DUTCH OVEN DESSERT COMPETITION

Scoutmaster “King of the Klondike” Dutch Oven Dessert Competition

Saturday night after Musher's Banquet. Open to all adult leaders — register at check-in. Desserts must be prepared on-site at Camp Shenandoah; no premade dishes. No shellfish or nuts, please.

Scoring (100 pts): Taste 40, Presentation 20, Creativity 20, Cleanliness & Organization 10, plus 10 points at judges' discretion for overall impression.

Registration form — Troop/Unit #: _____ Leader's Name: _____ Dessert Name/Type: _____



ADMINISTRATIVE INFORMATION

MEDICAL FORMS — Completed BSA Medical Form Parts A & B for every Scout and adult, kept by unit (download at filestore.scouting.org, form 680-001).

VEHICLES & TRAILERS — No riding in truck beds/trailers/cargo areas, seat belts in designated seats; trailers disconnected in designated campsite areas, wheels chocked, tongues on a block/stand; tow vehicles return to main lot; NO vehicles left in campsites — no exceptions.

FIRST AID — EMT on site all weekend at First Aid Lodge (or by radio); report ALL injuries there.

COLD CAMPER WARMING STATION — Gas heater in Camp Office all weekend (updates at check-in).

WATER — Not all campsites have water (winter shutdown) — water at STEM pump house, Stewart, Gilkerson and Coty campsites, outside main gate, and water buffalos near parade field.

OFF-LIMITS — Maintenance area (unless given permission), waterfront (except Polar Plunge), Andrew campsite/cabins, Ranger's house.

LOST & FOUND — Dining Hall — label all gear with name and unit number.

TRASH — Dumpster next to Dining Hall; all trash out of campsites at checkout.

WHAT NOT TO BRING — Sheath knives, gas lighters, chemical fire starters, video games, poor sportsmanship — and absolutely NO outside firewood, no exceptions.

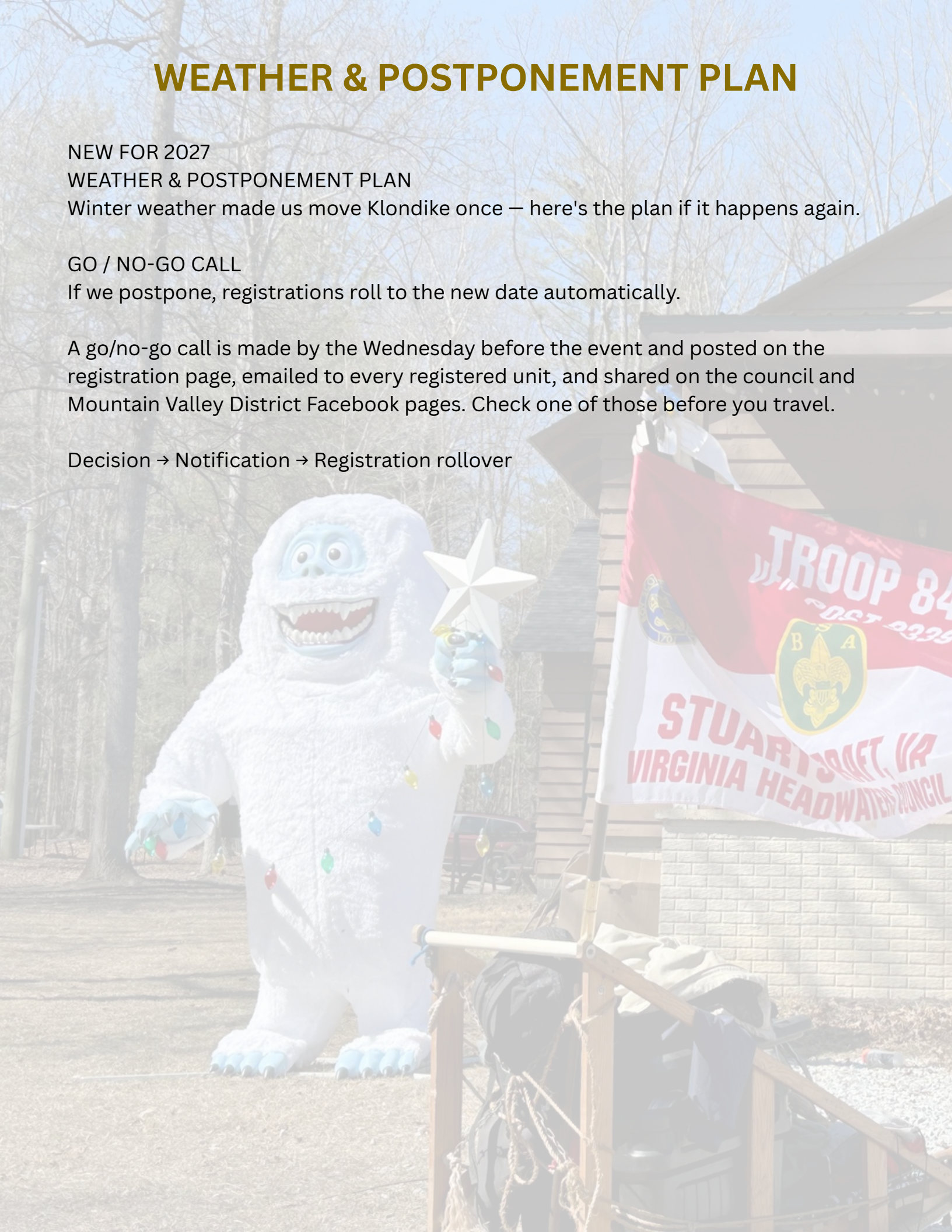
WEATHER & POSTPONEMENT PLAN

NEW FOR 2027
WEATHER & POSTPONEMENT PLAN
Winter weather made us move Klondike once — here's the plan if it happens again.

GO / NO-GO CALL
If we postpone, registrations roll to the new date automatically.

A go/no-go call is made by the Wednesday before the event and posted on the registration page, emailed to every registered unit, and shared on the council and Mountain Valley District Facebook pages. Check one of those before you travel.

Decision → Notification → Registration rollover



SLEDS & PATROL EQUIPMENT

SLEDS & PATROL EQUIPMENT
A sled is NOT required — patrols may carry gear in a bucket or backpack; units with sleds should bring them.

CLASSIC KLONDIKE SLEDGE PLAN — About 6 feet long, 18 inches wide

PATROL EQUIPMENT LIST (★ = required)
★ 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; small compass; rope for lashing; 1 pot or can with bail for boiling water; tin foil

Note: ★ marks required items.

