

2026 GREAT BLUE HILL DISTRICT
KLONDIKE DERBY
UNIT INFORMATION PACKET



January 24, 2026
NEW ENGLAND BASE CAMP
CAMP SAYRE, MILTON MA

2026 GREAT BLUE HILL DISTRICT KLONDIKE DERBY

Welcome to the 2026 Great Blue Hill Hybrid Klondike Derby! This information packet will tell you everything that you will need to know about the Klondike.

Once again, we are changing a few things for the Klondike this year. The “Hybrid” events we introduced in the past were so popular, we’re offering them again this year! Patrols will once again have the opportunity to earn points “virtually” starting December 1st and roll them into their score on the day of the “face-to-face-event” on January 26th. A few important points regarding food for 2026:

- **The Klondike Dinner and dessert cookoff are back from last year!**
- Troops/Patrols will plan and cook their own breakfasts and lunch.

Date:

The Klondike Derby will take place on Saturday January 24th, 2026. Troops are encouraged, but not required to stay overnight from January 23rd through the 25th. If troops want to overnight, remember to reserve a campsite/cabin. This must be done through the council website (see link below).

Registration:

- Troops should register online at <https://www.scoutspirit.org/event/2026-great-blue-hill-klondike-derby/>
- If you plan to stay overnight, for a Cabin, Campsite Adirondack or tent site at New England Base Camp: <https://experiencebasecamp.org/collections/massachusetts-rentals>. Make sure to contact Heather Sheehan.
- **Registration:** The fee for the Klondike is \$15 dollars per person. For each person staying for dinner, the fee for dinner is an additional \$5. This base fee will cover patch, awards and registration.
- **Pool:** The pool will not be available to Klondike units.

In order to get the Klondike organized and running, we need to know how many patrols each troop plans on bringing, as well as the number of sleds the troop has. This will allow us to create the competition schedules for each patrol well in advance. Please register early. Webelos II scouts are invited to attend provided that they participate with a sponsoring troop.

Miscellaneous Information

- **Be Prepared:** All scouts must be dressed and properly prepared for the weather.
- **Campfire Wood:** On the sled, each patrol is required to bring wood to build fires at the Big Picture and Klondike Trail. Remember to collect enough wood for two small fires. You may either gather and cut wood on site or bring wood from home.

- **Updates:** Due to uncertainties of weather be sure to check the District web page for updates on the Klondike derby!

We hope that everyone will come and enjoy themselves at the 2026 Great Blue Hill District Klondike Derby.

Contact Information

Jim Solomon- Chair
james.a.solomon@gmail.com
617-365-9061

Pre-Klondike Meeting:

Once again we are going to have check-in and an information meeting on the Thursday before the Klondike Derby. This will allow units to ask questions and get starting times for patrols well in advance. It will also allow units/staff a little more time to get settled in at the derby. The meeting will take place on Thursday January 22nd at 7:30pm. Link to the meeting will be sent out via email later.

The Klondike Derby:

Saturday morning, we will have opening ceremonies around 8:30am in front of Hayden Lodge. Any general announcements will be heard at the end of opening ceremonies.

The Klondike Day events are discussed in greater detail below:

Face to face events:

- The Klondike Trail
- Alpine Race
- Big Picture
- Patrol Flag Competition
- In Site Shelter Building Challenge

Hybrid Events (to be done in the weeks leading up to the Klondike)

- Patrol Service Projects
- Patrol Outdoor Activity
- Patrol Photo Scavenger Hunt

Starting Times:

- There will be two running times for patrols participating in the Klondike Derby. These times will be given out during the SPL meeting.
- Patrols will have one time in the morning and one time in the afternoon
- One of these times will be for the Klondike Trail and The other for Big Picture. For example, if a patrol has their Klondike Trail time in the morning, the Big Picture will be in the afternoon.
- The earliest a patrol will begin on the Klondike Trail or Big Picture, is 9:00 am. The last patrol we will run will start no later than 4:30 pm.
- The shelter building will be done in your campsite on troop time. (If you’re not staying, a location will be designated for building shelters.)

Face To Face Klondike Derby

The Klondike Trail:

The Klondike Trail will have 5 challenge stations along the trail.

The patrol will begin at the starting line and push their sled to each of the stations every 15 minutes. At the end of the last station the patrol must complete the Alpine Race to the Finish Line

Each patrol will be given a score sheet, which they must carry around with them until the end of the trail. After the patrol completes the tasks at each station, the judge will mark their score on the score sheet. When the patrol reaches the finish line they must turn in their score sheet. Keep it in a safe place!

The **Fire Station** will have the patrols building a small fire to accomplish a simple task. It could be lighting a string, boiling water or lighting a sparkler. Patrols can bring non-chemically treated fire starters. This means no wax, oil, gas, or petroleum-based fire starters. All fire starters are subject to the approval of the Fire Station Judge. Extra points will be given for starting a fire without matches (e.g. flint and steel, bowstring, battery with steel wool, magnifying glass, etc.)

The **Knots Station** will test the patrol member's skills on knot tying. Scouts should practice the basic scout knots.

The **First Aid Station** will challenge patrol's skills in first aid in a first aid scenario. All skills will be basic first aid and chosen from the scout handbook.

The **Challenge Station**, as always, will be something to test a patrol's teamwork and skill knowledge.

The **Compass Station** will test a patrol's teamwork and ability to take compass bearings. Each patrol should bring at least two compasses with fine gradations (2 degrees) and a rotating bezel (like a Silva Starter or Suunto A-10)

Patrols will be given a list of 10 challenges, each of which involves taking five bearings in a row. The more correct bearings they take, the higher their score. Patrols can take back bearings or take bearings with multiple compasses to increase their accuracy. A patrol is allowed to divide up into two groups and divide the challenges between them.

The game is described in detail in this document, which also has a specific example of a challenge. Troops are welcome to set up their own course and practice on it!

Compass Game

If anyone (adults or older scouts) would like to help run a station, please contact Jim Solomon.

Klondike Sled:

Each patrol must have a Sled to run the Klondike trail.

- The Sled used in the Klondike Derby must carry enough wood to light a small fire, a winter first aid kit, at least one compass, and a scout handbook.
- The sled itself cannot be a plastic sled, toboggan or the like.
- The sled may not have wheels on it.

- See [Klondike Sled Plan](#) for an example of a sled.
- The sled must be dragged on the ground. (Except in those areas where there are rocks) If there is no snow, then the sled may be carried.
- If you don't have a sled already made, use this opportunity to build one, or borrow one from another unit.
- Contact Jim Solomon for any questions regarding sled construction or for arranging to borrow one.

Station Descriptions:

Each station on the Klondike Trail will be based on a particular scouting Skill. The skills are (in no particular order): Fire Building; First Aid; Knots and Lashings; Compass; Team Building. Patrols will be asked to do various tasks that will involve problem solving, some of their scout skills and a lot of teamwork. Anything in the Scout Handbook is fair game.

Upon arrival at each station, the patrol leader will be given a set of instructions, which he/she must convey to their patrol.

Klondike Trail Rules

Each patrol must follow these guidelines while on the Klondike Trail:

- There is a 6-scout minimum per sled. (If you're patrol is going to be smaller than this reach out to Jim Solomon to discuss options)
- All scouts that start the race, barring injury, must finish.
- All Patrols must show scout spirit on the trail. They will be given a score by the judges that will count towards that station. (This means no foul language, fighting, being rude to the judges, etc.).
- Patrols must enter and leave stations together and must stick together on the trail. (No one is left behind.)
- Patrol Flags: All patrols are encouraged to bring and attach a patrol flag to their sled. This is an important indicator of Scout spirit. Patrols will be judged on scout spirit, creativity and completeness of their flags (see details below).

Alpine Race

The patrol must leave the last station when the horn blows. They must race back to the starting line or designated finish line should the road conditions be bad. Points will be awarded depending on the amount of time the patrol takes to get to the end of the race. All patrol members must cross the finish line for the time to be counted, and all members must be close to the sled.

Big Picture

Big Picture Rules:

- Skills will be chosen from (but not limited to):
 - Knots/Lashings
 - Fire-building
 - Campsite Construction
 - First-Aid
- The patrol does not need their sled at The Big Picture.
- The patrol will be judged on scout spirit, as in the Klondike Trail.
- The patrol has 45 minutes to finish the big picture.
- The scenario will be themed to replicate a situation a patrol might encounter on a trip.
Some things that might be:
 - Bad Weather
 - A scout get injured
 - the patrol has lost or broken some gear
- The patrol will be given a scenario and then need to figure out what they need to do to accomplish the task set to them. They will have little interaction with the Judges as the patrol must figure it out on their own. Be warned a Judge might spring a surprise event on the scouts.
- Supplies needed would be:
 - Wood for a small fire
 - a backpacking stove, with fuel
 - A tarp
 - Some rope
 - A small pot for cooking
 - First Aid kit

NEBC Open program:

During the day from 10 to 4, if the scouts have some downtime from Klondike Derby activities, scouts can participate in the open program around Camp. Details will be available for what's available the weekend of the Klondike

In-Site Shelter Building Challenge:

Patrols will be tested in their knowledge of building a shelter. This activity must be done in site and will be judged by a Klondike district staff member. See the end of the packet for a score sheet. There is no set time for a patrol to do this, they can work on it throughout the day, but it must be judged and turned into the Klondike Staff by 4pm. If a troop has more than one patrol, we ask that each patrol work on their own shelter.

For troops which are not staying overnight and do not have their own campsite, an area will be designated in which patrols can build their shelters.

Bonus Points:

Patrol Flag Making: Patrol flags will be judged in 3 different areas each worth 8 points: Scout Patrol Spirit, Creativity and Completeness (you must include the patrol name/symbol, the date and “Klondike Derby 2026” in a creative way). Most patrols will create a whole new flag just for this event!

Campfire:

Weather permitting, we will be having a campfire at the end of the day at 7:00pm. At this time winners will be announced. All units should be prepared to participate with your best songs, skits and cheers. Sign up with your contribution to the campfire program will be announced at the pre-meeting and at opening ceremonies.

Dinner Details

This year we are once again offering a klondike derby dinner. The menu for the dinner is going to be **chicken with vegetables and potatoes**. When registering please indicate how many people will be attending dinner. There will also be a place to enter if anyone in your unit has any dietary restrictions or allergies. We will try to accommodate the best to our abilities. Again, please register by January 15th with your head count so we have plenty of time to purchase the food.

Dinner will be held inside Hayden Lodge from 5:00 to 7pm. Depending on the attendance at the Klondike, eating might be broken up into two shifts. Times and details will be determined on the week of the Klondike.

Bake Off:

Each Troop that attends dinner must prepare a dessert that will serve 10 – 15 people. This will be used as dessert for dinner. Troops may enter the contest as many times as they like. This dessert cannot be store bought. The Klondike Staff will judge which dessert is the best..

Klondike Derby Awards:

Several awards will be given out in recognition of patrol accomplishments throughout the Hybrid Klondike Derby. The following is a list of awards:

- **Flag Making Award** – Given for the best flags entered in the flag contest.
- **Spirit Awards** – Given to those patrols that the Klondike Staff thinks showed the best spirit throughout the day.
- **Best Performance (@ Each Station)** - The judge of each station will give the name of the patrol that gave the best performance at the station. (Points will accrue for accomplishing the task, teamwork/effort and scout spirit.)
- **1st – 3rd Alpine Race** – The three patrols with the best score in the Alpine race will be given awards.
- **1st – 3rd Scavenger Hunt** – The three patrols with the highest scores in the Scavenger Hunt will be given awards.
- **1st – 3rd Shelter Challenge** – The three patrols with the highest scores in the shelter challenge will be given awards.
- **1st – 3rd Big Picture** – The three patrols with the highest scores in the Big Picture will be given awards.
- **1st – 3rd Klondike Trail** – The three patrols with the highest scores in the Klondike Trail will be given awards.
- **1st – 3rd Overall** – The three patrols with the best combined score of all the Klondike events will be given awards. (Virtual events, Alpine Race, Scavenger Hunt, Klondike Trail, Big Picture, and All of the bonus activities mentioned above.)
- **1st – 3rd Dessert** – The three troops with the best dessert will be given awards.

Volunteers:

If anyone, adults or older Scouts, in your troop would like to volunteer for any of the above, or would like to help in general on the Klondike staff, there's plenty to do. Please contact Jim Solomon for details
See you at the Klondike - 2026 Klondike Derby Staff

Pre-Klondike Events:

We are offering some events this year to be done before the Klondike Derby. From December 1st to Feb. 23rd, patrols can participate in the following events that will earn them points towards the face-to-face Klondike Derby.

There are 3 activities for the patrols to participate in:

Winter/Outdoor Activity: Patrols can participate in a winter/outdoor activity with their patrol. Be creative and adventurous! Ideas include building a snow fort, going on a hike, downhill or cross-country skiing, snow shoeing, skating, or playing a field game (snowball fight!). Patrols must bring proof to the Klondike Derby. This can be a video, or a picture of the activity. Patrols will earn 25 extra points for the Klondike for each activity they do (up to a maximum of 4 activities)

Service Projects: Patrols that participate in Service Projects in their community can also earn bonus points or a conservation project. This can be something as simple as helping shovel a neighbor's sidewalk in your community (if it snows!). For each service project that a patrol participates in, they will earn 25 points for the Klondike derby (up to a maximum of 4 projects). Patrols must bring proof to the Klondike Derby. This can be a video, or a picture of the project. (Eagle Project will not count for this.) Projects can be done in your town, anywhere in the greater Boston community or at NEBC (but not the day of the Klondike).

Photo Scavenger Hunt

The Photo Scavenger Hunt list is attached to the end of this packet. Photos/videos will be used to show completion of the event. The items are all skill related. Patrols should take pictures of what is asked of them. (The more pictures the better... so that the judges can clearly see the work) These can be brought in on a camera, phone, or printed photos.

Required Gear for the Klondike Derby:
Patrols must bring the following to each of the events.
The events will not be providing any of the following.

Klondike Trail:

- Wood to light a small fire
- Winter First Aid Kit
- Scout Handbook

Big Picture:

- Wood to light a small fire
- Scout Handbook
- Winter First Aid Kit

Shelter Building

- Anything you might need to build a shelter

Thursday January 22rd
7:30pm Pre-Klondike Meeting
Meeting link to be sent out later

Saturday Schedule:

8:30

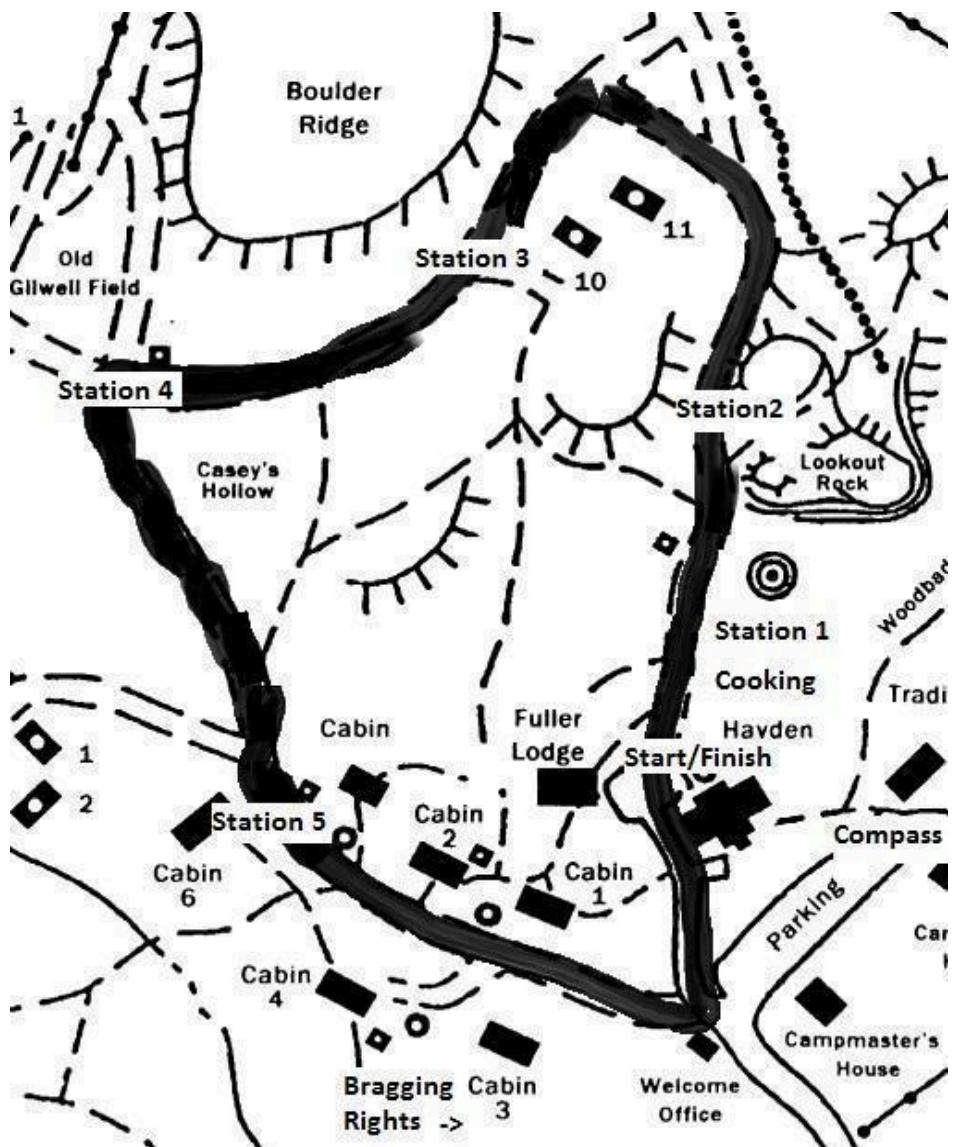
Opening Ceremonies

9:00 am – 5:00 pm

Events & Activities

7:00 pm

Awards & Campfire



Shelter Event Scoring and rules.

During down time patrols should create a shelter in their tent site. This shelter must be made using materials gathered around the campsite. It must be big enough to hold a maximum of 2 people in the shelter. It must also be strong enough to not fall over, covered enough to block water and a wind. If your troop is running multiple patrols, each patrol must build their own shelter.

Criteria	Max Score	Score
Can 2 scouts fit in it	10	
Use of Materials	10	
Teamwork	10	
Strength of Shelter	10	
Protection from Water	10	
Protection from Wind	10	
Scout Spirit	10	
Total Score	Out of 70	

Once your shelter is built, please find Klondike staff members and arrange for them to come to your site to judge the Shelter. All shelters must be judged by 4pm, please find a staff member early and arrange a time to come by. The judge will take the score sheet with them once they judge the event.

Photo Scavenger Hunt Rules

Before the Klondike Derby, patrols are encouraged to participate in the Photo Scavenger hunt. This can be done by taking pictures and bringing the camera, phone or print outs of the following items. The Scavenger hunt can be turned into the Klondike Staff member assigned to Scavenger hunt the day of the event for judging.

Item	Max Score	Score
Tie the following knots and take pictures of the finished knot		
Bowline on a bight	5 points	
Double Fisherman's knot	5 Points	
Sheepshank	5 Points	
Constrictor Knot	5 Points	
Construct a Camp Gadget with at least 3 different lashings		
Lashing 1	5 Points	
Lashing 2	5 Points	
Lashing 3	5 Points	
3 Different unlit Campfire Lays		
Campfire Lay 1	5 Points	
Campfire Lay 2	5 Points	
Campfire Lay 3	5 Points	
Make a blanket stretcher and carry a scout in it	5 Points	
Show Head, Arm, Knee and Ankle Bandages on scouts		
Head bandage	5 Points	
Arm Bandage	5 Points	
Ankle Bandage	5 Points	
Knee Bandage	5 Points	
Patrol members demonstrating 3 different carries		
Carry 1	5 Points	
Carry 2	5 Points	
Carry 3	5 Points	
Picture of 10 different Plants	5 Points	
Picture of evidence 10 different Animals	5 Points	
Total Score	Out of 100	