

## Klondike Derby 2026: Tundra Trailblazer Trek Basic Information

### **What is a Klondike Derby?**

A Klondike Derby is a winter Scouting event where patrols pull homemade sleds between stations, completing challenges that test Scout skills, like first aid, knots, fire-building, and teamwork. This guide contains detailed information about the events and activities that compose the Klondike Derby.

### **Who can participate in the Klondike Derby?**

Registered Scouts BSA and adults can participate in the Klondike Derby. Scouts participate as patrols. The minimum number of Scouts in a patrol is five; the maximum number of Scouts in a patrol is nine. Units with fewer than five Scouts can combine with Scouts from another unit.

### **Dates**

The Klondike Derby will be held on Saturday, February 28, 2026. The day will begin with a flag ceremony, at 8:30 a.m., and it will conclude with an awards ceremony, at 7:45 p.m. Scouts BSA units can camp on Friday night, February 27, and/or on Saturday night, February 28. All participants should plan to depart the Summit by 12:00 p.m. on Sunday, March 1, 2026. See the following page for a complete schedule.

### **Location**

The 2026 Tundra Trailblazer Trek Klondike Derby will be held at the Summit Bechtel Reserve. All participants should enter through the North Gate, the address for which is **2550 Jack Furst Drive, Glen Jean, West Virginia 25846**.

Due to its proximity to the Summit Center and other camping and program facilities, Base Camp Bravo will be the headquarters area for the Klondike Derby on the Summit site. Driving directions to Base Camp Bravo will be provided at the North Gate.

### **Costs and Inclusions**

The cost to participate in the Klondike Derby is \$20.00 per youth participant and \$10.00 per adult participant. This fee includes events and program activities, an event patch, and lunch and dinner on Saturday. There is no additional fee to camp on Friday and/or Saturday evenings. Lunch (Philmont-style trail lunch) and dinner on Saturday are the *only* meals included in the registration fee.

Adult leaders or parent(s)/guardian(s) of Scouts in need of financial assistance to participate should e-mail Johnny Tracy and Samuel Bosley (information in the next section) to request it.

### **Contact**

Contact Seneca District Program Chair Johnny Tracy, at 901-489-6027 or [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org), with any program or Summit-specific questions, suggestions, or offers to help. Contact Seneca District Executive Samuel Bosley, at [Samuel.Bosley@scouting.org](mailto:Samuel.Bosley@scouting.org), with any questions about registration or payment.

### **Registration**

Registration can be placed online by visiting [www.buckskin.org](http://www.buckskin.org) and selecting the event on the online council calendar.

Klondike Derby 2026: Tundra Trailblazer Trek  
Program Schedule

Friday, February 27, 2026

5:00-9:00 p.m.	Arrival/check-in for Friday night campers	North Gate Entrance
5:00-10:30 p.m.	Campsite set up	Base Camp Bravo
10:30 p.m.	Quiet time begins	Camping Area

Saturday, February 28, 2026

5:30 a.m.	Quiet time ends	Camping Area
6:30-8:15 a.m.	Breakfast (unit-provided)	Unit Campsites
7:00-8:00 a.m.	Saturday arrivals	North Gate Entrance
7:00-8:10 a.m.	Check-in for Saturday arrivals	Fork in the Road D.H.
8:15 a.m.	Leader/senior patrol leader meeting	Fork in the Road D.H.
8:30 a.m.	Morning flag ceremony	Bravo Parade Ground
9:00 a.m.-12:00 p.m.	Frozen Frontier Competitions	Base Camp B/Action Pt.
12:00-1:00 p.m.	Lunch (events and competitions closed)	Base Camp B/Action Pt.
1:00-3:30 p.m.	Frozen Frontier Competitions	Base Camp B/Action Pt.
4:00-5:00 p.m.	Glacier Games	Bravo Parade Ground
5:00-7:00 p.m.	Frosty Food Finale	Unit Campsites
7:00 p.m.	Dinner and Frosty Food Finale Judging	Fork in the Road D.H.
7:45-8:15 p.m.	Closing ceremony and awards	Fork in the Road D.H.
8:20-10:00 p.m.	Movie (Scout vote)	Fork in the Road D.H.
10:30 p.m.	Quiet time begins	Camping Area

Sunday, March 1, 2026

5:30 a.m.	Quiet time ends	Camping Area
12:00 p.m.	All participants depart the Summit	North Gate Exit

*This is a tentative schedule. Times and locations may change based on a variety of factors and conditions. The Klondike Derby leadership team will work to communicate any changes or adjustments quickly. A final version of this schedule will be distributed at the event.*

Register for the Klondike Derby by visiting [www.buckskin.org/calendar](http://www.buckskin.org/calendar) or scan the Q.R. code here to visit the event registration and information page.

Klondike Derby 2026: Tundra Trailblazer Trek  
Venue (Summit Bechtel Reserve) Information

**Download the Summit Visitor Map Mobile Application**

The Summit Visitor Map can be accessed on a mobile application that geolocates the user on the Summit site. Follow these easy steps to get the map for a mobile device:

1. Download the *ArcGIS FieldMaps* mobile application (search term in the app store).
2. Open the application and select *Continue without signing in*.
3. After launch, search *Summit Visitor Map* in the search bar.
4. Look for the Summit logo icon and tap it to select the map. The map will open!

**Camping**

Units may camp on Friday (February 27) and/or Saturday (February 28) night. Klondike Derby camping will be in Base Camp Bravo, which contains large, open fields for camping. Campers and units must supply all their own camping equipment. There will be no assigned campsites.

**Parking**

Parking is available along the gravel roads near the camping areas, and there are several gravel parking lots that are conveniently located near the camping areas. The unit trailer and the vehicle attached to it (or just one vehicle) may be parked in the campsite.

**Trash**

There are dumpsters located in several areas in Base Camp Bravo. All trash should be bagged and placed in one of these dumpsters on departure.

**Restroom Facilities**

Restroom facilities near the camping area will be available in Fork in the Road Dining Hall/Eagle's Nest Dormitory, which contains public restrooms for use by youth participants and individual-stall restrooms with showers for use by adults or youth.

Restroom facilities in Action Point (the primary program area) will be available in the buildings in Action Point and/or in portable toilets.

Per Scouting America regulations, all public restroom facilities are designated as all-youth or all-adult male or female. Participants should use the restroom facility that aligns with their age and Scouting America-registered gender.

**Behavioral Expectations**

All participants are expected to abide by the Scout Oath and Law for the duration of the Klondike Derby. All adult participants should read and understand the [Scouter Code of Conduct](#). All participants must abide by the Youth Protection guidelines of Scouting America, which prohibit, among other activities, hazing, initiations, and unconstructive discipline. Individuals who do not abide by these simple expectations may be disqualified from participation in the Klondike Derby.

## Klondike Derby 2026: Tundra Trailblazer Trek Before the Derby

### **Sleds**

Sleds are an important element of a Klondike Derby. Patrols should plan to bring a sled of some sort to carry all the individual and patrol supplies needed for the day. There are only a few rules for sleds, but they should be followed:

1. All sleds must be homemade.
2. Sleds should carry all patrol gear and all personal gear for patrol members.
3. Skis are not allowed on sleds.
4. Sleds may use wheels.

Scouts, under the supervision of a trusted adult, are encouraged to research Klondike Derby sled designs on the Internet, where there are numerous free design ideas and complete plans available. There will be a *Best Sled* contest with a special recognition!

Please contact Johnny Tracy, at [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org), or Samuel Bosley, at [Samuel.Bosley@scouting.org](mailto:Samuel.Bosley@scouting.org), for any requests for assistance or advice on sleds. All participating patrols must have a sled, but the planning committee does not want a lack of a sled to prevent anyone from participating!

### **Unit Volunteers Needed**

Each unit is asked to run at least one event for the Frozen Frontier Competitions by providing at least one volunteer (at a time). All materials for the Frozen Frontier Competitions will be provided, but unit event sponsors are invited to bring supplemental supplies and materials to enhance the program. Please contact Johnny Tracy, at [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org) or 901-489-6027, to claim a station to run. If stations need coverage, the event leadership will reach out to the leaders or registered units to request assistance.

### **Sled Supplies**

Patrol sleds should have the following items on their sleds:

- Patrol flag or banner
- Patrol first aid kit
- Compass
- One large blanket
- First aid kit
- Fifty-foot (or longer) length of rope
- All personal gear for all patrol members

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Before the Derby (*continued*)

**Individual Preparedness**

The Klondike Derby is a cold-weather event. Participants should dress appropriately for the weather. Here are some tips for preparing for cold weather (this list is not exhaustive):

1. Wear water-proof boots or shoes (instead of sneakers or non-water-proof shoes)
2. Dress warmly, in layers (to remove or add as needed)
3. Bring rain gear (based on the weather forecast)
4. Bring a water bottle—dehydration can still occur in cold weather!
5. Scouts and leaders should bring supplies and clothing that will make them feel comfortable for the duration of the event.

**Attire**

Scouts and leaders are encouraged to dress for the weather, and all participants should dress for comfort and safety. The Scouts BSA field uniform is recommended only for dinner and the closing awards/campfire ceremony.

**Paperwork**

Unit leaders are responsible for the items listed here.

To be returned at check-in:

1. Participation Information Card (last page of this guide)
2. Check, payable to the Buckskin Council, to pay any remaining fees (units are strongly encouraged to pay online)

To be retained by the unit leader (these will not be collected):

1. Copies of *Annual Health and Medical Records* for all participants, youth and adult
2. Unit-level permission slips

**Questions?**

The purpose of this guide is to cover the basic preparations required for successful participation in the Klondike Derby, but it is not exhaustive. Please do not hesitate to contact the event organizers (contacts listed on page 1) with any questions!

## Klondike Derby 2026: Tundra Trailblazer Trek Program Competitions and Activities

### Event Structure

There are three main events that will comprise the program of the Klondike Derby:

1. Frozen Frontier Competitions (timed patrol competition events)
2. Glacier Games (afternoon field games, races, and other competitions)
3. Frosty Food Finale (dessert cook-off)

### Event Scoring

For the Frozen Frontier Competitions, each patrol will be provided a scorecard to be taken from station to station. Each event will be scored by time. Ten points will be awarded to the patrol with the fastest time to successfully complete a challenge/competition, with nine points going to the next-fastest patrol, eight points to the third-fastest patrol, and so on. Event judges will also be looking for patrol and Scouting spirit, ingenuity, and creativity!

For the Glacier Games, the patrols that finish first, second, or third in each race will be recognized; an overall winner will be recognized, too. For the Frosty Food Finale, all participants will vote for their favorite dishes. The best dish made by a youth patrol and the best dish made by an adult or group of adults will be recognized.

### Frozen Frontier Competitions (Timed Patrol Competition Events)

The Frozen Frontier Competitions are timed patrol competition events. Each participating patrol will be assigned a starting event and a station rotation list.

#### 1. Cocoa Cook-off Race (Fire Building and Cooking)

This event combines fire-building skills with a timed cooking challenge. Teams race against the clock to build a fire using provided materials and then heat water to a specified temperature to prepare hot cocoa.

**Scouting Skills:** Fire building (various methods), fire safety, knowledge of different types of tinder and kindling, cooking, time management, and teamwork.

#### 2. The Chilkoot Pass (Sled Obstacle Course)

Teams navigate their sleds through a challenging obstacle course simulating the arduous journey over the Chilkoot Pass during the Klondike Gold Rush. Obstacles might include inclines, declines, tight turns, simulated "crevasses," and other challenges requiring teamwork and maneuvering skills.

**Scouting Skills:** Teamwork, communication, problem-solving, knot tying (for securing loads), pioneering (for potential improvised repairs), and physical fitness.

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Program Competitions and Activities (*continued*)

**3. The Injured Miner (First Aid and Rescue)**

Teams encounter a scenario involving an "injured miner" requiring immediate first aid and safe transport. Scenarios could involve various injuries, such as fractures, sprains, hypothermia, or bleeding. Teams must assess the situation, administer appropriate first aid, and devise a method to transport the "injured miner" using their sled or improvised equipment.

**Scouting Skills:** First aid (treating various injuries), emergency preparedness, knot tying (for improvised litters or securing the victim), teamwork, and problem-solving.

**4. Lost Prospector (Search and Rescue)**

Teams are given a scenario where a "prospector" is lost in the wilderness. Using map and compass skills, along with clues or coordinates, teams must navigate to the prospector's location and safely return them to base. This station might involve following tracks, using a compass for direction, and understanding terrain features.

**Scouting Skills:** Orienteering (map and compass), search and rescue techniques, teamwork, observation, and tracking.

**5. The Frosty Fortress (Shelter Building)**

Teams are tasked with constructing an emergency shelter using provided materials (such as tarps, rope, and poles) or natural resources found in the area. The shelter must meet specific criteria for size, weather protection, and stability. This station tests the Scouts' ability to create a haven in a cold environment.

**Scouting Skills:** Shelter building, knot tying, pioneering, resourcefulness, and understanding of hypothermia prevention.

**6. Timber Titans (Wood Tools Skills)**

Teams demonstrate their proficiency with wood tools such as saws, axes, and more. Tasks might include sawing logs to specific lengths, splitting wood for fire starting, or constructing a small wooden structure. Emphasis is placed on safe tool handling and proper techniques.

**Scouting Skills:** Wood tool safety and usage, axe and saw handling, knowledge of different wood types, and potentially basic woodworking. *All Scouts should have their Totin' Chip on them.*

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Program Competitions and Activities (*continued*)

**7. Tracks and Trails (Animal and Plant Identification)**

Teams identify animal tracks, scat, and other signs of wildlife, as well as common plants found in the region. This station emphasizes observation skills and knowledge of local flora and fauna. This could include identifying tracks in the snow or other simulated tracking scenarios.

**Scouting Skills:** Nature observation, animal tracking, plant identification, and knowledge of local ecology.

**8. Yukon Yarn (Knot Tying and Lashing)**

Emphasizing speed, accuracy, and teamwork, this event is designed as a relay race. Each team member is responsible for correctly tying a specific knot before passing the rope to the next teammate.

**Scouting Skills:** Knot tying, speed, accuracy, teamwork, and communication.

**Glacier Games (Afternoon Field Competitions)**

For the Frozen Frontier Competitions, patrols will participate on their own at each station. For the Glacier Games, all participants will gather in the parade ground in Base Camp Bravo at 4:00 p.m. These games, which will not be announced in advance, will be competitions between patrols focused on Scouting skills, winter survival techniques, teamwork, and fun!

**Frosty Food Finale**

The final event for the day is the Frosty Food Finale, a cook-off event that is open to both youth patrols and to adult participants (as individuals or as groups). The rules for the Frosty Food Finale are simple:

1. This is primarily a dessert competition. Entries from the Frosty Food Finale will be the dessert after the provided dinner.
2. All entries must be prepared and cooked in the campsite. There are no specific rules about the heat sources or cooking vessels.
3. Teams should present dishes accompanied by a card or piece of paper with the name of the dish and the ingredients used in the dish listed. There are no restricted ingredients, but the ingredient listing is important for those with food allergies!
4. The cook-off begins at 5:00 p.m., after the conclusion of the Glacier Games. All entries must be delivered to the Fork in the Road Dining Hall by 7:15 p.m.
5. Participants will cast votes for their favorite dessert (tokens will be provided). Two recognitions will be made; the best youth and adult dish, determined by vote count will win!



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Program Competitions and Activities (*continued*)

**Awards Ceremony and Closing Campfire Program**

Following dinner, scheduled to begin around 7:45 p.m., there will be an awards ceremony and a closing campfire program. Awards from the Frozen Frontier Competitions, the Glacier Games, and the Frosty Food Finale will be presented. Patrols, units, and individuals are also invited to perform songs, skits, and other special talents at this program. Songs, skits, and other performances must be screened for Scouting-appropriateness by the event leadership. This screening will take place at the Fork in the Road Dining Hall between 5:30 and 7:00 p.m. (any time during this window; the screening should take no more than one or two minutes per song/skit/performance).

**Other Activities/Games/Opportunities**

**1. Best Sled Contest!**

There will be a *Best Sled* contest at the event. Judging will take place before the morning flag ceremony on Saturday.

**2. Visit the Scouting Museum and the Sustainability Treehouse**

The Scouting Museum, on the ground floor of the Scott Visitor Center, and the Sustainability Treehouse will be open during the day on Saturday. All participants are encouraged to visit these special Summit attractions.

**3. Saturday Movie Night**

On Saturday evening, after the awards ceremony and closing campfire program, all participants are invited to participate in a Movie Night in the Fork in the Road Dining Hall. Three movie options will be provided, and youth participants will be invited to vote for the movie they want to watch. The movie receiving the most votes will be shown.

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*Bring this form, completed, to check-in, along with a check for any outstanding fees. Unit leaders may also submit a unit roster, though this is not required, since individual registration is required online.*

### Participation Information Card

Primary Leader Name: \_\_\_\_\_ Unit type/number: \_\_\_\_\_

Cell Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Alternative Leader Name: \_\_\_\_\_ Alt. Cell Phone: \_\_\_\_\_

Camping: \_\_\_\_\_ Friday \_\_\_\_\_ Saturday \_\_\_\_\_ Both \_\_\_\_\_ N/A

### Patrol Information

*Please list the names of the patrols from your unit that will be participating in the Klondike Derby. Each patrol should have its own sled.*

Patrol 1 Name: \_\_\_\_\_ Number of Scouts: \_\_\_\_\_

Patrol 2 Name: \_\_\_\_\_ Number of Scouts: \_\_\_\_\_

Patrol 3 Name: \_\_\_\_\_ Number of Scouts: \_\_\_\_\_

Patrol 4 Name: \_\_\_\_\_ Number of Scouts: \_\_\_\_\_

Patrol 5 Name: \_\_\_\_\_ Number of Scouts: \_\_\_\_\_

### Participation Confirmations

Our unit paid for \_\_\_\_\_ youth participants and \_\_\_\_\_ adult participants online.

We have \_\_\_\_\_ youth participants and \_\_\_\_\_ adult participants in attendance.

We owe registration fees for \_\_\_\_\_ youth participants, at \$20.00 each, for a total of \$\_\_\_\_\_.

We owe registration fees for \_\_\_\_\_ adult participants, at \$10.00 each, for a total of \$\_\_\_\_\_.

All adults in attendance with our unit are registered members of Scouting America and have completed Safeguarding Youth Training.

Yes \_\_\_\_\_ No \_\_\_\_\_

All youth in attendance are registered members of Scouting America.

Yes \_\_\_\_\_ No \_\_\_\_\_