

Frontier Challenge

Roosevelt District
2026 Klondike Derby

LEADER'S GUIDE



Camp Hart
Pennsburg, PA

February 13 – 15, 2026

2026 Klondike Derby

This year's Klondike Derby takes us to the frontier. The frontier is the untamed wilderness. This event your patrol will be challenged to show if you have what it takes to survive in the frontier.

They will use fire making skills, orienteering skills, first aid skills to help mend themselves in the wilderness, rifle and archery skills to provide food, knot/lashing skills to setup structures, wilderness survival skills to help combat the unforgiving terrain and weather, Totem Chip skills to cut logs, and knowledge to answer questions about likely scenarios.

Logistics

- Camp Host, Gina Gorski 215-806-2644
 - Camp Master, Ken Gorski 215-806-2645
 - Health Officer, Chris Gallagher 267-303-5499
- Camp Check-In, Event Registration, and Headquarters will be in Cozy Cabin/Office
 - Please make sure you Check-In with camp masters upon arrival at camp
 - Please send only one or two people to Event Registration upon arrival at camp
- Staff and General Meetings will take place in the dining hall kitchen
 - Mandatory leader's meeting on Friday – please see schedule
- First Aid will be located in the dining hall.
- Awards Ceremony / Campfire will be held outside in the campfire area, weather permitting
- There will be a cracker barrel following the campfire in the dining hall
- Closest Emergency Room
 - Grand View Hospital – 700 Lawn Ave, Sellersville, PA 18073 (12 minutes)
 - St. Luke's Hospital, Upper Bucks Campus - 3000 St Luke's Dr, Quakertown, PA 18951 (17 minutes)
- Trading Post will be open Saturday afternoon. Times will be posted Saturday Morning.

Meals

- All Units will be responsible for their own meals in their campsites, except Saturday lunch.
 - Camp wide lunch will be provided at the Dining Hall – please see schedule
- Hot Coffee and Hot Chocolate will be available throughout camp to warm up. **PLEASE BRING YOUR OWN CUP TO REDUCE WASTE.**

Event Details

- Mandatory Unit Leader meeting, Friday night in Hart Lodge basement
 - Unit Leaders, SPL, ASPL are expected to attend
- The Frontier challenge begins Saturday morning after flag raising and opening ceremonies and will conclude with an awards campfire early in the evening
- Events are designed to test scouts on patrol leadership, patrol teamwork, scout spirit, and scouting skills, and will compete for up to 15 points per station
 - There will be 13 challenge station throughout camp
- Patrol size should be no less than 4 and no more than 8, unless approved by the Event Host prior to the opening ceremonies
- **Each person needs to be prepared for winter camping** (we can't stress this enough!)
- Each scout is reminded to follow the Scout Oath and Law to the best of their abilities
- Each patrol should have a song or skit prepared for campfire, and will perform it at one of the stations. Not all will be chosen for the campfire, but be prepared if you are called!
- Patrols will be using sleds to go from station to station for our Klondike (may use wagon, wheelbarrow, etc)
 - If no snow, only one set of removable wheels will be permitted on the back half of the sled – from the middle of the sled back; size and type your choice
- Leader Dutch Oven Competition
 - Leaders will cook their Dutch Oven creations in their campsites.
 - Bring their entries to the Dining Hall to be judged at cracker barrel
 - Winners will be announced at Closing Campfire
- Cracker Barrel
 - Units that are camping can meet in the dining hall after campfire for some snacks and good company. Each unit is encouraged to bring their favorite cracker barrel treat to share.

Event Rules

- Have Fun!!
- Be Safe!!
- Do not throw snowballs (it does happen) but hope for snow
- NO SNEAKERS
- Dress appropriately for the weather, **IT WILL BE COLD!**
- Follow the Scout Law, with regards to other Patrol's gear and sportsmanship
- No portable heaters or electric blankets are permitted during the event
- See a member of the committee with any questions or concerns
- Show your Scout Spirit throughout camp
- When in doubt, see rule #1

What is Scout Spirit?

- Each Troop/Unit/Patrol is required to have a flag of some sort, a team name (such as an animal), and a song or cheer. All three are to be prominently displayed at each station and separate competition. Displaying great Scout Spirit trumps every other aspect of the Klondike Derby Competition, including skill.

Camp Rules

- **Conduct yourself with the highest regard to the Scouting Oath & Law.**
- All vehicles and trailers must be parked in the main parking lot for the duration of the weekend. Vehicles and trailers are not permitted in camp without the express permission of the Ranger. If there is a need to move larger or heavier equipment into a campsite please let us know so arrangements can be made.
- Overflow parking is at Garrison, with Units responsible for transporting participants back to Hart.
- No open flames are permitted inside cabins for heating purposes. (Not including fireplaces)
- Fires are permitted outside only in either established fire circles or in raised fire pits/grills.
- Units are to remain in the designated areas only.

Equipment Lists

Patrol Equipment (must have at least one, or the number listed, on sled)*

Sled (BSA sled, wagon, cart, wheelbarrow, etc)

Patrol Flag

First Aid Kit with gauze or wraps

Scout Handbook - multiple

Pencil or Pen and Paper

Method to start fire

Tinder in a waterproof container

Kindling

Fire Bucket (bucket to hold water)

Containers for approx. 2 Gallons of Water

Camp Shovel to be used around a fire pit

Pair or pairs of Fire/Heat Resistant Gloves

Tarp

(2-5) 4 ft Long Staves [for making flagpole]

(2) Blankets to be used for stretcher

(2) Compasses

(8) 6 Ft pieces of rope [for knot tying/lashing]

Bear Bag + 30 to 50 foot rope for bagline

Handkerchiefs – one per scout

Pot to boil water over an open fire

Mess kit or pans to cook your Pancake

Pancake mix [can be prepared ahead of time or made in station]

Patrol song or Patrol skit for campfire

Patrol Leader (Each PL must have this on their person)

Patrol Roster (including: name, rank, emergency phone numbers - required at registration)

Pencils and Paper

Watch

Map of Area (will be provided Friday night)

Station Packet (will be provided Friday night)

Personal Equipment (Each Scout must have this on their person)

Rain gear for each Scout

Coat, Hat, Gloves

Sturdy Footwear **(NO SNEAKERS)!**

Pocket knife (only with Totin' Chip)

Mug or Cup (for HOT drinks)

Personal Water Bottle

Troop Equipment

Troop Flag – please bring your troop flag to opening ceremonies on Saturday to be displayed at the dining hall all day, to be retrieved at closing colors.

Stations List

Patrols will be working on scoring points at each station. Patrols will have the opportunity to earn extra points by **VOLUNTARILY** demonstrating Scout Spirit, Patrol Yells, and Songs at each station.

*****Check Point Charley*** Not listed as a station. Done before Opening Ceremonies**

- Units will get their “sleds” checked before leaving opening ceremonies to make sure they have all the necessary equipment to travel through the Wilderness. Patrols will be awarded points based on equipment list.

*If your unit / patrol is unable to get a suitable item before the Klondike, please email devankartha@gmail.com for exemptions, questions, or concerns about materials. Depending on item and need, this may avoid point deduction for Checkpoint Charley.

1. .22 caliber Shooting

Scouts will test their shooting skills in the Wilderness. Guns are used to protect, hunt for food, and scare off predators. Each Scout will get a total of 5 shots. Patrols will be awarded points based on shooting score.

2. First Aid

Access to Hospitals and medical personnel is limited in the Wilderness. Patrols will be asked to complete specific first aid tasks. Patrols will be awarded points based on accuracy of treatment for the first aid needed.

3. Saw Work

In the Wilderness it was necessary to make your own trails at times. Patrols will choose 2 Scouts to operate a 2-Man saw to cut wood pieces in an allotted timeframe. Patrols will be awarded points based on how fast a piece of wood was cut off the log.

4. Survival scenario

As a scout you must be ready for many situations that might occur in the frontier. Your patrol will be given a survival scenario. You will be scored on how well you are prepared as well as your teamwork to overcome said situation.

5. Fire Building

In the Wilderness, fire is a necessity. It is used to cook, for warmth, scare off predators, etc. Patrols will be awarded points for building a fire with 3 matches or less using only natural materials. Keep your fire going for 5 minutes. Points lost for store bought fire starters (bonus points will be awarded for friction or flint and steel starts).

6. Knot Tying/Lashings

Rope skills are necessary when in the Wilderness, to help with shelter, food storage, storing gear, etc. Patrols will use a minimum of 5 Staves to lash together an A-frame tent frame. Then your patrol will finish this off by securing a tarp to keep the weather out.

7. Patriotic

Lash together a flagpole. Perform a flag ceremony including raising, lowering, and folding the flag of the United States of America.

8. Orienteering

Finding your way around open spaces with nothing to guide you is common in the Wilderness. From a marker down, pick a bearing and walk 30 paces with that bearing, once you do that add 60° and walk another 30 paces, and then repeat a third time. The measurement of how close your patrol made it back to their initial mark will be how they are scored"

9. Ravine crossing

The Wilderness is undeveloped land. Many obstacles will be in your way. Find a way to safely attach your sled to a line going across a ravine. Then pull your sled across without anything falling off your sled.

10. Bear Bag

In the Frontier all the wildlife will want to investigate your food and other smellables when you stop for the night. Properly Hand a bear bag between 2 trees in the allotted time.

11. Archery

Another useful defense mechanism in the Wilderness is a bow and arrow. Patrols will need to pop balloons on the targets. Patrols will get points based on the number of balloons they pop.

12. Cooking

In the Wilderness it is necessary to find food and prepare it over an open fire. Patrols will be required to use their own mess kit to cook pancakes over an open fire. Patrols will get bonus points for spicing things up.

13. Sled Race

Winter nights in the frontier can be long, cold, and unforgiving. The fastest patrols can get from A to B without freezing in their own tracks. Patrols will be timed to see how quickly they can move their sled through a small, set course.

Event Schedule

Friday	6:00 – 8:00pm	Camp check in and Event Registration at Cozy Cabin/Office
	9:00 – 9:30pm	Unit Leaders, SPL, ASPL meeting at Hart Lodge Basement
	10:00pm	Quiet Time
	11:00pm	Taps/Lights Out

Saturday	6:30 – 8:00am	Reveille and Breakfast with your Unit
	8:00 – 8:30am	Late Check ins & Sled inspections (Check Point Charley)
	8:30 – 9:00am	Opening Ceremonies & Flag Raising
	9:00am – 12:00pm	Morning Stations & Cub Klondike
	12:00 – 1:00pm	Lunch in Dining Hall
	1:00 – 4:00pm	Afternoon Stations & Cub Klondike
	4:20 – 4:30pm	Closing Stations & Evening Colors
	4:30 – 6:30pm	Dinner with your Units (Responsible for own meal)
	7:00 – 8:00pm	Campfire – Awards and Songs
	8:00 – 9:00pm	Cracker Barrel in Dining Hall & Leader Dutch oven competition (Dining Hall) - Bring Snacks to Share!
10:00pm	Quiet Time	
11:00pm	Taps/Lights Out	

Sunday	7:00am	Reveille
	7:30am	Breakfast with you Unit, pack up campsite
	9:00 – 11:00am	Site Inspections, Unit checkout
	12:00pm	You don't have to leave, but you can't stay here

If you plan to leave earlier than 9:00am, please let staff know at check-in.

Klondike Sled Station Timetable

Patrols will be given a specific Station Number to start their Bigfoot Adventure. Patrols will then work in numerical order to complete all 12 Stations. Have designated Leader sign your sheet at each Station.

Check Point Charlie Station will be completed before leaving Parade Field.

Please remember these are approximate times. We would like to stick as close to the schedule as possible, but things happen.

DO NOT enter a station unless a Leader indicates there is space for you. Patience is key to having a great event.

Patrol Name: _____

Troop #: _____

Station	Start Time	End Time	Signature
CHECK POINT CHARLEY			
1	9:00	9:20	
2	9:30	9:50	
3	10:00	10:20	
4	10:30	10:50	
5	11:00	11:20	
6	11:30	11:50	
LUNCH	12:00	1:00	
7	1:00	1:20	
8	1:30	1:50	
9	2:00	2:20	
10	2:30	2:50	
11	3:00	3:20	
12	3:30	3:50	
13	4:00	4:20	