

LACKAWANNA DISTRICT  
2026  
KLONDIKE DERBY

CAMP SEPH MACK

JANUARY 30 - FEBRUARY 1, 2026

Knights of the  
Dodecagonal Table

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# Overview

The year is 2526. Your Patrol is part of the crew of the USS Scout with a mission to explore the universe. While investigating rumors of a disturbance to space travel, you discover a rift in space-time. Things go from bad to worse when your ship is pulled into the rift.

After exiting the rift, you have lost all communication with Fleet Command. You soon realize you are in a different universe. You have discovered a planet that supports life. Surprisingly, the planet is very Earth-like, except that civilization is in the Dark Ages. Huge castles are located all over the planet to protect cities.

After transporting your patrol down to one of these cities, you discover that none of your advanced technology works on the planet's surface. To survive on the planet, you'll have to rely on your Scout skills, including your advanced Scoutcraft knowledge.

Mingling with the locals, you learn that the area is led by a good King and Queen dedicated to defending the local population from Barbarians.

The King leads a group responsible for defending a large city. This group is the Knights of the Dodecagonal Table. With your advanced knowledge, you have shown the King that you can be part of this group. You call yourselves Scouts of the Dodecagonal Table. Your advanced knowledge includes using Scout Skills that will be required to deal with any task the King assigns to you.

# Schedule

## CHECK-IN

- One adult from each unit (Troop, Pack) must submit medical forms and clearances
- All units must register all attendees, both youth and adults
- All units must bring their own water. There is no water available at Camp Seph Mack.
- All meals are the responsibility of individual troops at their campsites.

### Friday, January 30, 2026

- Campers arrive after 6:00 pm
- Early registration is open from 8:30 - 9:30 pm.
  - Scoutmasters should bring all paperwork (clearances, medical forms)
- We'll have a cracker barrel from 8:30 - 9:30 pm. Troops are encouraged to bring snacks and games. We will provide hot drinks.

### Saturday, January 31, 2026

- Registration is open from 7:45 - 8:30 am at the Dining Hall.
- Patrol Leaders will receive their schedules at this time.
- Scoutmasters should bring all paperwork (clearances, medical forms) to registration (only if you did not check-in on Friday Evening).
- Volunteers helping to run games should meet at 8:30 am.

## PROGRAM

Opening Ceremony	9:15 am	Parade Field
Morning Stations	9:30 am - 12:00 pm	
Lunch	12:00 pm - 1:30 pm	Unit Campsites
Afternoon Stations	1:30 pm - 4:00 pm	
Awards Ceremony	4:30 pm - 6:00 pm	Dining Hall

### Sunday, February 1, 2026

- Depart by 10:00 am

# General Information

## REGISTRATION

- All participants (Scouts and adults) must pre-register on the camporee event page: <https://scoutingevent.com/527-LAC2026Klondike>
- There is a tiered registration cost to encourage early registration.
- All participants must bring copies of their Scouting America Annual Health and Medical Records, Parts A and B.
- All adults must bring copies of their clearances and Safeguarding Youth/Youth Protection Training certificates.
  - Safeguarding Youth Training or Youth Protection Training certificate
  - Pennsylvania Child Abuse History Clearance
  - Pennsylvania State Police Criminal Record Check
  - Federal Bureau of Investigation Criminal Background Check OR Resident Volunteer Verification Form (if a resident of PA for 10+ years)
- All adults attending with troops must be registered leaders in that troop.
- Paperwork for all attendees must be submitted at check-in on Friday evening or Saturday morning.

## ARROW OF LIGHT SCOUTS

- Arrow of Light Scouts are welcome to attend during the day. Troops are encouraged to invite Arrow of Light Scouts to shadow your patrols to see what cool things they will learn in Scouts BSA.
- If AoLs plan to camp, you must contact the organizers. AoLs may camp overnight provided they are experienced in winter camping AND the Pack can follow Cub Scout camping guidelines: two deep leadership from their Pack with a BALOO trained leader, and if any female Scouts are attending, at least one leader must be female.
- AoLs may not tent with Scouts in a troop.
- Webelos and younger Scouts may not attend, even for the day.
- Parents and legal guardians of Arrow of Light Cub Scouts may attend, but any other adults attending the camporee must be registered with Scouting America in the unit they are camping with.
- Individual Arrow of Light Cub Scouts may still attend with a parent or legal guardian if their den is not attending. *Please contact the organizers to allow coordination of two-deep supervision.*

## SAFETY

- For safety reasons, all participants should wear boots. No tennis shoes or Crocs, please.
- There is NO water at Camp Seph Mack. The State Park has turned off ALL water. Even to the restrooms. There are port-johns throughout the camp. **ALL Troops planning to attend must bring their own water.**
- Fires may only be built in existing firepits, fires may not be built on the ground. If using a burn barrel, all ash MUST be put in an existing fire pit and NOT on the ground.
- Individuals with symptoms of COVID or flu should not attend.
- Yellow Creek Lake is strictly off-limits.

## CAMPING

- Campsites will be assigned to units on a first come, first served basis.
- Units will pay directly for campsites after they are assigned.
- No meals will be provided, units are responsible for all meals.
- Please avoid driving in camp on Saturday during program time.

## PROGRAM LOGISTICS

- Patrols shall be 4 to 8 Scouts.
- If you have more than 8 Scouts, plan to split them into patrols of 4 to 8.
- Patrols may use a sled, or they may carry their gear in packs.
- Each team may have one adult photographer to accompany the patrol.
  - Adults cannot help pull the sleds or carry any patrol gear.
  - Adults may not directly participate in the activities.
  - Adults must not tell their team how to solve the Stations.
  - Adults may cheer for the patrol or help the adult in charge of the Stations as requested.
- Troops are expected to volunteer adults or older youth (16+) to run stations. Please provide a list of adult volunteers to the organizers as early as possible.

# Contests

## OVERALL

Awards will be presented for 1st, 2nd, and 3rd place based on points earned at stations.

## PATROL COAT OF ARMS

This year, instead of a patrol flag, patrols should design a coat of arms. Patrols may mount this on a pole or choose a different method for carrying it with them during the day. Judging will take place before the awards ceremony.

## AUCTION

During the awards ceremony, we'll hold our annual prize auction. Patrols will be able to bid on prizes from points earned at stations and additional points will be awarded to Patrols camping overnight.

## Scout Spirit

To be accepted by the Knights of the Dodecagonal Table, your patrol must exhibit a dedication to chivalry. In talking with the knights, you notice that chivalry looks remarkably like having Scout Spirit: living by the Scout Oath and Law. All stations will include a Scout Spirit component in their scoring.

Scouts are also expected to follow the principles of Leave No Trace and the Outdoor Code. If a patrol leaves candy wrappers or other litter on the ground, this will affect their Scout Spirit score at every station where it is observed.

# Patrol Gear

Listed below is the gear required for each Patrol. Additional items may be added, such as rain gear, cookware, or any other tools, as long as they do not grant Scouts an unfair advantage in the stations. Be sure to bring everything on this list. These materials will NOT be provided.

- Patrol Shield
- Lots of rope for tying lashings and knots.
- 2 (or more) Staves (sturdy enough to fashion a stretcher or shelter using your tarp)
- Tent stakes
- One tarp, 8' x 6' or larger
- Blanket
- Primitive fire starting materials (e.g. ferro rods, matches, lint, shavings, tinder, fatwood)
- Kindling/tinder/firewood
- Water - 2 gallons (you only need to bring this to the *Drop the Drawbridge* station)
- Knife
- Compass
- Scout Handbook
- Signaling references (optional)
- Gallon zip-lock bag
- Garbage bag for trash
- Pencil and Notebook
- Practice Patrol first aid kit

*Please review the note about first aid supplies in the station descriptions. You need a practice kit with supplies you can use, and a real kit in case a patrol member gets injured. Strongly recommended items for the practice kit include:*

- Triangle bandages - old sheets are excellent for repurposing this way
- Wood for first aid splints
- Gauze
  - Gauze pads - bandana or repurposed fabric scraps
  - Rolls of gauze - either an open package that gets reused, or strips of old sheets
  - Enough gauze to treat at least 2 badly bleeding patients.
- Potentially useful if you are trained to use them correctly:
  - Tourniquet - do not fully tighten!
  - Hemostatic Bandage - simulate with folded bandana

# Stations

## JOUST!

To become a Knight of the Dodecagonal Table, a person must be able to capably ride a horse and joust with a lance (long spear) while riding the horse.

To demonstrate your abilities to the Knights of the Dodecagonal Table, you must ride the horse and gather a set of rings using the lance.

In this challenge, the Scouts will:

- Design and build a “horse”
- Carry one of their lighter Scouts who is the knight on the “horse”
- The knight will use the lance to tilt at the rings

*Scoring: Patrols will be scored on creating a “horse” that allows the patrol to carry a Scout (does not need to look like a horse), staying on the horse, and number of rings captured.*

*Scouts will be able to complete this station using materials from the gear list, but they can supplement with other materials that fit the theme. No pre-built pieces for the “horse” are allowed.*

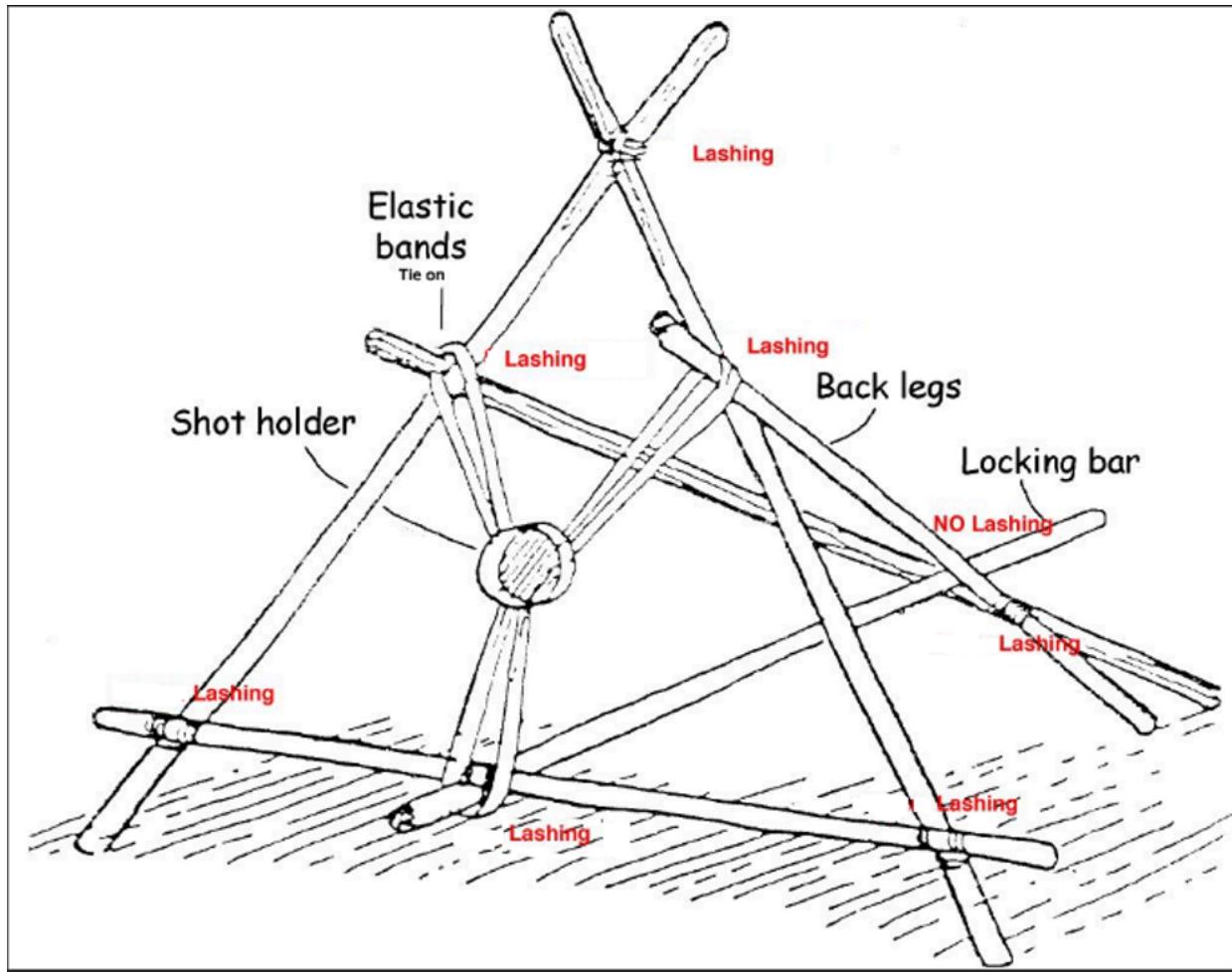
## DEFEND THE CITY!

Barbarians are coming to attack the city. Their ships are anchored off shore while they are camping on an island, giving you an opportunity to sink their ships and prevent their attack.

You have the knowledge to build a catapult that can launch fireballs at the ships. You will need to build the catapult and launch the balls at the incoming ships to destroy them.

Below is a diagram of what needs to be built. Patrols will be given all materials (except rope) to build the catapult. You must follow this design, or you will not be allowed to shoot.

*Scoring: Patrols will be scored on proper knots and lashings, sturdiness of the catapult, and how many times they hit the Barbarian ship.*



## RESCUE A KNIGHT!

The Knights have fought off a vicious attack from the Barbarians. Many Knights have been injured. The King's healers are overwhelmed at the field hospital. Knowing you have good medical knowledge, the King has left your patrol in charge of a medic's tent.

You must provide scouting appropriate first aid, so no leeches or blood letting! If the appropriate treatment is to stabilize a patient and call an ambulance, then that is what you should do.

*Scoring: This station will be scored based on identifying and treating life-threatening injuries first, then treating other injuries correctly. Patrols must be able to demonstrate proper treatment with appropriate practice equipment.*

*Simulated first aid equipment and supplies are enough, particularly for anything expensive, sterile, or non-reusable, as long as the simulated version works similarly for purposes of practicing the technique. For example, don't open your actual sterile gauze, but a scout can apply a folded bandana and say "I am applying gauze."*

## DROP THE DRAWBRIDGE!

The Barbarians have fortified an abandoned Castle and have raised the drawbridge to the Castle entrance.

The Knights need to get into the Castle to oust the Barbarians.

The Scouts were tasked to open the drawbridge. You scaled the Castle wall and got into the Castle.

Unfortunately, the pulley system is stuck, and your short sword is with the queen. Fortunately, the room across from the gatehouse is stocked with dry firewood.

You know that if you build a fire, you can burn the rope that is holding the drawbridge up.

*Scoring: Patrols will be scored on proper starting of the fire, burning of the rope, and if the drawbridge was dropped. Faster times will get better scores. The fire must be built in place on the ground using primitive fire building techniques, no advanced technology (e.g. no lighter, battery & steel wool, accelerants).*

## TAKE SHELTER!

Night is approaching, and you've just heard that this planet has highly acidic rain that falls every night, and you are in an area devoid of trees. Normally, you would deploy your Complete Artificial Shelter: Temporary Life Environment (CASTLE) to protect yourself, but none of your advanced technology works on this planet. Instead, you'll need to use your Scout skills to comfortably cover your whole patrol using the supplies you've brought with you. Time is of the essence, so you'll need to work fast.

*Scoring: Patrols will be scored on the protection afforded by the shelter, sturdiness of the shelter and tarp, correct tying of knots, and speed of building the shelter. The tarp will be provided. Only items from the Patrol Gear list may be used: staves, stakes, and ropes (no pre-tied knots).*

## ALERT THE KNIGHTS!

Your patrol is split up helping the Knights to surround a large party of Barbarians. One group has an important question, and needs to quickly get an answer from the other. You need a way to securely signal over a long distance, but none of your electronic devices work on the surface of this planet, and you can't let the Barbarians hear you, intercept your message, or catch a glimpse of your advanced technology. All you have to communicate with are the two flags each group of Knights carries with them. Luckily, you have information about signaling methods not yet invented in the Dark Ages that won't arouse their suspicions.

*Scoring: Patrols will be scored on correctly sending/receiving a question and a response using only the provided flags. Several signaling references will be provided, or patrols may bring their own references. Faster times will receive better scores.*

# Emergency Procedures

In case of an emergency, a horn will be blown 3 times.

Emergencies can be, but are not limited to:

- Unforeseen inclement weather
- Missing Scout

When the horn is blown 3 times, **ALL** units and attendees **MUST** stop what they are doing and immediately come to the Dining Hall for further instructions.

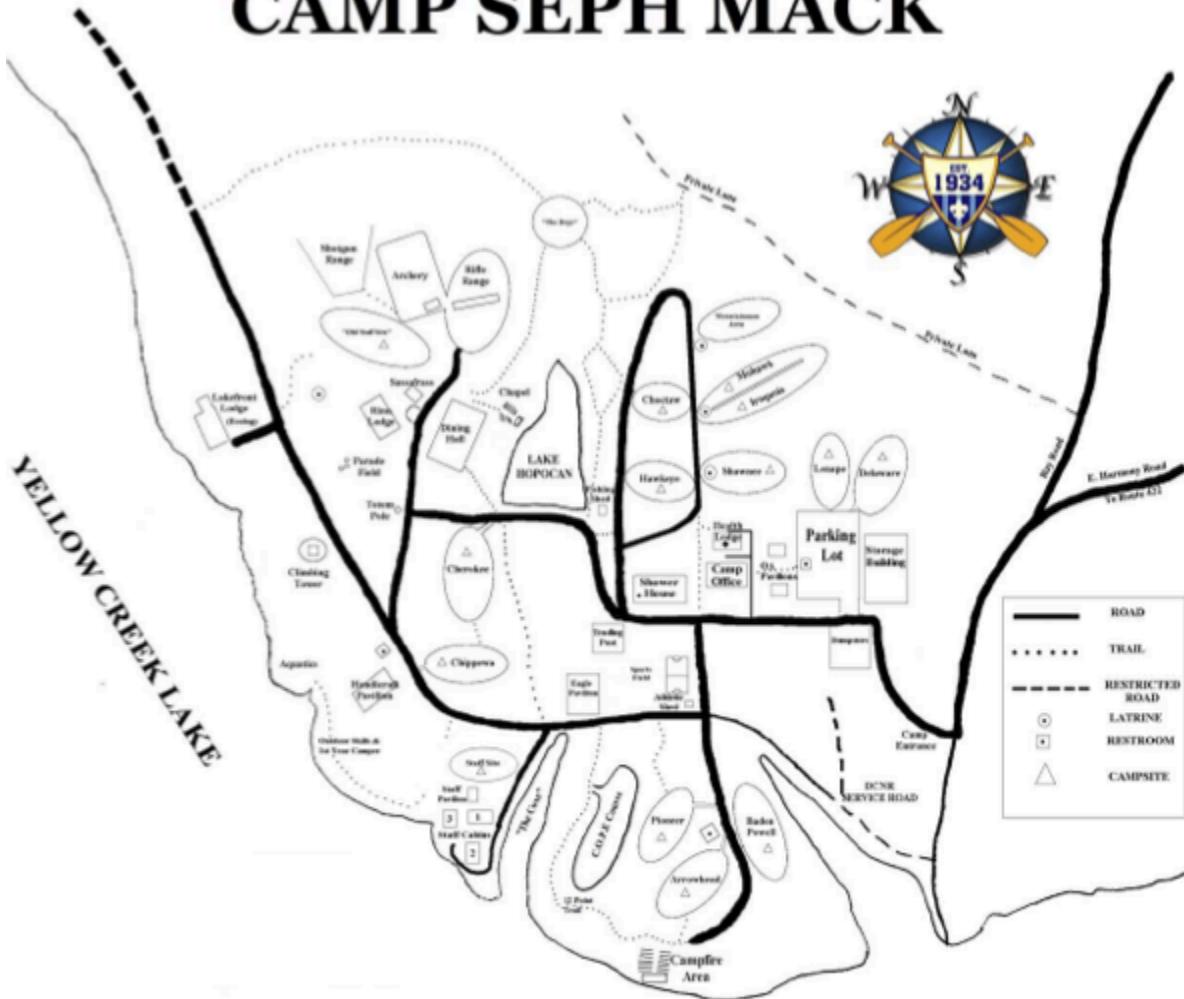
## EMERGENCY CONTACTS

IRMC - Indiana Regional Medical Center

835 Hospital Road  
P.O. Box 788  
Indiana, PA 15701-0788  
724-357-7000

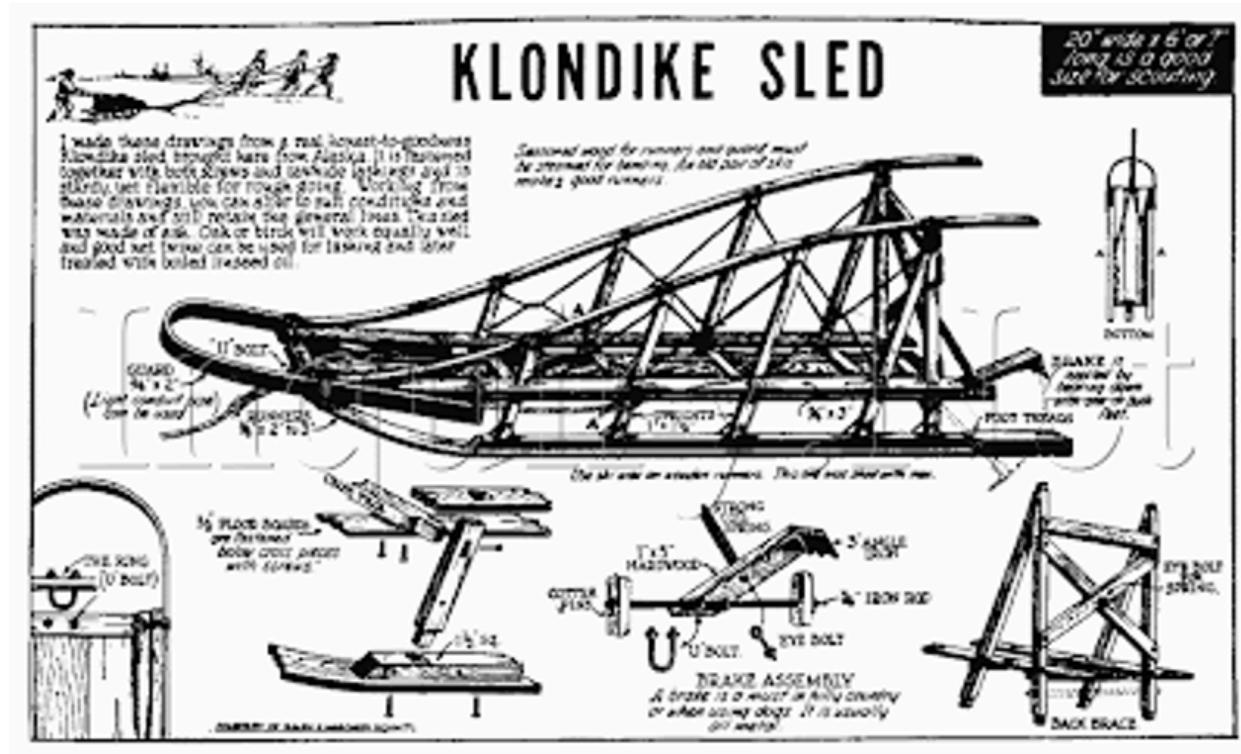
# Map

# CAMP SEPH MACK



## Appendix A - Sled Design

If you need to build a sled for the Klondike Derby, there are many examples on the internet. Search for 'boy scout klondike sled plans'.



Here are some links:

- [Klondike Derby Sled Plans - ScoutDocs](#)
- [Microsoft Word - Klondike Derby Sled Plans \(skcscouts.org\)](#)