

2026 Chester County Council

Klondike Derby

Rebel Winter



Camp Horseshoe January 23, 24, 25 2026

Revision 1, November 12, 2025

The 2025 Klondike Derby is at Horseshoe Scout Reservation so more Scouts can enjoy the challenge of winter camping and fun. The Klondike Derby day events will be held at **Camp Horseshoe**. Camping will be available at both Camp Horseshoe and Camp Ware. AOL's, Scouts and Scouters are welcome for the day's events.

What a great way to show Scouting spirit by sharing this experience with the entire Chester County Council. Register online through Black Pug <https://scoutingevent.com/539-106611> through January 15, 2026. Early Bird fees are to December 27, 2025. Registration closes January 15, 2026. Come for the day or the weekend and enjoy the challenges planned for you. Both indoor and outdoor camping is available at both Camp Horseshoe and Camp Ware. Camping assignments are based on a **first come first serve basis**. Payment of full fees is due at time of registration. Cabins cannot be assigned unless payment is received in full prior to the event. Any questions email Klondike@cccbsa.org.

This year's theme is Rebel Winter. "*I have friend's everywhere.*" It is loosely based on the recent Star Wars series Andor. Patrols will be the Rebels. Their participation will help get the coded message to the Rebel Alliance about the construction of the Death Star and other Imperial maneuvers.

Patrols design your sleds to match your favorite Star Wars space transport. Each sled is to have a secret compartment to carry the coded message to the Rebel Command. There will be Imperial spies and checkpoints that will try to find the message. If discovered risk being imprisoned (lose credits).

Patrol Leaders "Be Prepared" to show your winter and scouting skills. Be ready to test those skills against other patrols. Many of the traditional skills from the previous Klondike Derbies

will be featured again with some potential new stations. Let's hope we get some snow again this year.

Check-in on Friday for overnight camping begins at 6:00 pm at the camp at your assigned camp with the Camp Master. Each Scouting America unit will need to turn in a complete roster with your Camp Master. Any questions or concerns about the Klondike should be directed to Klondike staff and not the Camp Master.

On Saturday, check-in will begin at 8:00 am for all units that are joining us for the competitions at Goodman Pavilion. Please send in one adult to register your unit. You will need to have a complete roster with patrol names sent in by January 15th. The competition will begin at 9:00 am at the parade field for the opening ceremonies. See the schedule for the day's events.

While final scores are being tabulated events will be provided to keep everyone active. The awards will start between 4:30 and 5:00 pm at the Parade Field.

EVENTS SUMMARY

1. Welcome to the Rebellion (Max Credits 50) - Troop 92B Location: Parade Field wall

All scouts show great pride in their sleds and showing their patrol flags. Judging for the best designed sled based on the Star Wars Universe will take place during registration. Present yourself to the Imperial inspectors to verify that you have the required items on board. Also don't forget to build a secret compartment to house any and all coded messages to keep them from prying Imperial Inspectors eyes.

- Points to be awarded as follows: (Possible 25 Points)
 - Sled matches theme – 5 points
 - Creativity – 0 - 10 points
 - Complexity – 0 - 10 points
- Mandatory items to be included on the sleds: (Possible 25 points)
 - Patrol First Aid Kit & Blanket – 5 points
 - Three 72"/6' poles – 5 points
 - Rope for lashing – 5 points
 - Bow saw, hand axe, & pocket knife – 5 points
 - Patrol Flag – 5 points

2. The Eye Heist (Max Credits 50) – Troop 2 - Location: Campcraft

- Scouts will need to be able to tie the seven basic knots
 - Square Knot, Two Half Hitches, Taut-line Hitch, Sheet Bend Knot, Bowline, Timer Hitch, & Clove Hitch.
- This will be a relay race.
- First scout runs up ties the first knot then runs back tags the next patrol member to tie the next knot. This continues till all knots are tied.
- Points
 - Each Knot that is correctly tied. 2 credits each – Total 21 credits
 - Patrols will be awarded credits in rank order based on their time required to complete the relay.

- 3. Aldhani Dam (Max Credits 50) – Pack 92 – Location: Field in front of Rothrock**
- Problem solving station where patrols must use the limited materials (only what you have on your sled) to build a structure that can support weight to repair your ship.
 - You have 30 minutes to construct your structure. Progress will be assessed after time limits is up.
 - Number of Scouts participating: Entire Patrol
 - Scoring:
 - Teamwork: 0-5 credits
 - Weather Protection: 0-10 credits
 - Capacity & Function: 0-15 credits
 - No Trace: 0-5 creditss
 - Stability & Durability: 0-15 credits
- 4. Smuggler’s Run (Max Credits 50) – Troop 92 - Location: Cope**
- At a start command, patrols race against the clock to pull their loaded sled through a serpentine course to the finish line.
 - No more than four Scouts may pull or push the sled through the course; all other patrol members must run the course near, but not touching, their sled.
 - Patrols will be awarded points in rank order based on their time required to complete the race course.
 - A 10 second penalty will be added to the race time for each scout not crossing together with their patrol.
 - A 20 second penalty will be added to race time for each missed gate, turn or hitting an obstacle.
- 5. Rebel Communications (Max Credits 50) – Troop 30 - Location: White House**
- Kim's Game is a classic memory-enhancing activity that challenges participants to sharpen their observation and recall skills. The game consists of displaying a set of items for a brief period, then covering them, and requiring participants to recall and list as many items as possible.
 - Enhance your memory skills as sometimes communications are not written down.
 - Patrol will have 1 minute to look at 25 items on a table. Patrol when then be given paper and pen and have 5 minutes to write down the items viewed. Each item will have 3 possible values.
 - Points
 - 0 – not identified
 - 1 – General identification (Pen)
 - 2 – for each item detailed identification (Blue Pen)
- 6. Narkina 5 Prison Break (Max Credits 50) – Troop 95B - Campcraft**
- Your patrol is attempting to escape from the Imperial prison guards at Narkina 5.
 - During the prison break your leader is wounded in the leg and your patrol has to create a stretcher to transport them to safety
 - As you start your escape, the Prison Guards attack and in a flash of light your entire patrol except for the patrol leader is blinded. You must navigate the course blind folded while your patrol leader gives you directions to navigate the course.
 - Patrol members must work together to get all members over the obstacle course.
 - Scoring:
 - Teamwork: 0-10 credits
 - Patrol Leader Leadership: 0-10 credits
 - Time: 0-30 credits

- 7. Crash Landing (Max Credits 50) – Troop 19G - Location: Kindness Center**
- Your pilot has successfully crash landed your space cruiser. Everyone but your pilot is ok.
 - The patrol must properly assess the situation, apply first aid and create a stretcher to transport your pilot.
 - One patrol member will be the Rebel Pilot.
 - Points to be awarded for:
 - Clear concise 911 instructions. 0-5 credits
 - Make the area safe and safe treatment of the patient 0-10 credits
 - Accurate assessment of all “injuries”. 0 -10 credits
 - Accurate treatment of all “injuries”. 0-10 credits
 - Proper stretcher and transport. 0 – 5 credits A
 - Teamwork 0-10 credits
- 8. Ferrix Salvage Fire Building (Max Credits 50) – Troop 23B - Location: Trailblazers**
- Patrols must use whittling skills to break down wood to kindling and tinder.
 - Patrols will need to provide a bow saw, hand axe and pocketknife.
 - The object will be to boil 2 cups of water provided at the station by the staff.
 - Matches will be provided to start the fire.
 - Patrol teamwork will be important.
 - Points
 - Points will be awarded for the patrols time and number of matches used.
 - 50 points max
- 9. Star Wars Trivia/ Scavenger Hunt (Max Credits 50) – Troop 7B - Location: Headquarters Porch**
- The scavenger hunt will have a Star Wars Andor theme with some Scouting items as well.
 - 50 items 1 point for each correct item on the scavenger hunt list.
- 10. Blaster Training - Council Staff (Max Credits 50) - Rifle Range**
- 22 rifle shooting for accuracy. Send your patrols best shot to compete against other patrols for the best shot in Andor. (Scouts BSA only will participate in this event.)
 - **A separate bb gun event will be scheduled for AOL between 3:00-4:30**
 - AOLs/ Webelos wanting to participate should be at the range by 3:00 for the safety talk.
- 11. Star Map Navigation - Troop 44B (Max Credits 50) – Parade Field**
- Each player begins at the launch pad corresponding to the first “Starting Point” listed on their Mission Log (score card).
 - From there, pilots will navigate their starships according to the coordinates and hyperspace jumps indicated.
 - When a pilot completes the route, they must record on their Mission Log the number of the beacon (or planet marker) nearest to the actual destination they’ve reached.
 - After charting their first hyperspace course, pilots will proceed to the beacon indicated by the second Starting Point on their Mission Log and repeat the journey.
 - Once again, they’ll plot and travel a third course through the stars.
 - Star Map Navigation scoring:

- If a pilot lands precisely on the correct destination, their score for that run is 100 Galactic Credits.
- If they miss the mark, deduct 1 Credit for each light-foot of error, or 5 Credits for each beacon away from the correct location.
- After completing all three hyperspace routes, add the totals together to obtain the pilot's Final Mission Score.
- The highest score earns the title of Top Starfighter Pilot of the Galaxy. The maximum possible score is 50 Galactic Credits.

12. Patrol One Pot Meal Cookoff (Max Credits 50) – Klondike Staff – Location: Patrol Sites

- Bragging rights for your patrol. This event will be judged at lunch by the Klondike staff.
- Lunch has been extended to two hours to allow patrols time to prepare, cook and be judged on their one pot meal.
- Patrols are to prepare and cook a one pot meal on site and in the open with fresh ingredients.
- Points
 - Cooks are subject to sanitary inspection by the judges. 0 -10 credits
 - Appearance 0-10 credits
 - Cooked over wood fire: 10 credits
 - Cooked over Gas stove: 5 credits
 - Aroma 0-10 credits
 - Taste 0-10 credits
 - One pot meal cooked as a troop: – 10 credits

13. Bowcaster Archery Tournament – Council Staff (Credits 50) - Archery Range

- Each scout in the patrol gets two (2) arrows to shoot, scoring based on arrows hitting targets averaged out by the number of shooters.

2026 Klondike Derby Schedule:

January 23, 2026

**6 PM Registration of camping Troops, Headquarters
8 PM SPL/Scoutmaster Mtg – Headquarters (Ware & Horseshoe)
10 PM Taps/Lights out**

January 24, 2026

**6:30 AM Reveille
8:00-8:45 AM Klondike Registration – Goodman Pavilion (1 per unit)
8:30-8:45 AM Team Briefing (SPL or Patrol Leader Only)
8:00-9:00 AM Sled Judging at the Parade Field
9 AM Start Klondike Field Activities
11:30-1:30 PM Lunch Break (Lunch is provided by your own units)
1:30 PM Klondike Field Activities Resume
3:00 – 4:30PM AOL BB Shoot at the Rifle Range
4 PM Klondike Field Activities Conclude
5 PM Klondike Awards Presentation - Parade Field
6:00 PM Klondike Concludes**

January 25, 2026

**7 AM Reveille
9-10 AM Depart Camps – Check out with the Camp Ware or Camp
Horseshoe Camp Master**

Patrol Needs:

Decorated Klondike Sled (Star Wars Spaceship Themed)

3 - Six-foot staves

Patrol first aid kit

Blanket/tarp

Bow saw, hand axe and a pocketknife

Rope for lashings

Pot for boiling water

Patrol flag

Patrol Spirit!

****Hot cocoa will be available in the afternoon at the Kindness Center.**

****The Trading Post will be open all day.**

*** Each Station will have a 1st, 2nd and 3rd place patrol for both Scouts BSA and AOLs.**

**** There will be a 1st, 2nd, and 3rd overall patrol for both Scouts BSA and AOLs.**

***** There will be no ties. Ties will be decided by Scout/ Patrol Spirit points awarded at each station. Each station will award 0 – 10 points per patrol. These points will only be used to determine results for tie breakers and not added to overall scoring.**