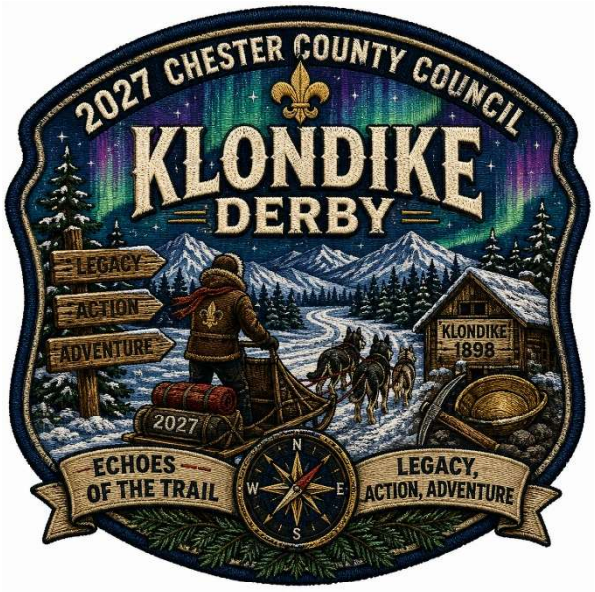
2027 Chester County Council

Klondike Derby

Preliminary Program Guide

October 26, 2026

Echoes of the Trail: Legacy, Action, & Adventure.



Camp Horseshoe January 22, 23, 24 2027

IN THIS GUIDE

- Welcome To The Trail
- Weekend Schedule
- The Trail Challenge
- Camping & What To Bring
- Safety, Conduct & Site Care
- Leaders, Check-In & Contacts
- Trail Spirit & Recognition
- Station Summary



WELCOME TO THE TRAIL

Welcome

Welcome to the Chester County Council 2027 Klondike Derby! This winter weekend brings Scouts together to practice outdoor skills, solve problems, work as a team, and enjoy the adventure of the trail. Every team member has a role: plan carefully, communicate clearly, support one another, and show Scout spirit at every station.

Klondike stations are designed to be a challenge which will test the scout skill knowledge and push the ideas of preparedness, teamwork and resilience. We want to push these ideas to better prepare, our scouts of today to be future leaders of tomorrow.

Our Theme

“Echoes of the Trail: Legacy, Action, Adventure” celebrates the knowledge passed down by those who came before us, the energy to take action today, and the courage to seek new adventures. As patrols travel the course, remember that the strongest team is one that learns from experience, acts with purpose, and brings everyone along.

Event at a Glance

Dates: January 22–24, 2027

Location: Horseshoe Scout Reservation

- Indoor & Outdoor Camping available at Camp Horseshoe & Camp Ware
- The day activities will be held at Camp Horseshoe.

Hosted by: Chester County Council

Event contact: Klondike@cccbsa.org

Arrival / check-in:

- Camping: Friday 6pm – 8pm
- Day Activities: 8am – 9am

Departure:

- Camping: Sunday: 10am
- Day Activities: 6pm

Registration: https://scoutingevent.com/539-122831

FEES:

- Indoor Camping: $25 per person
- Outdoor Camping: $15 per person
- Day: $10 per person

WEEKEND SCHEDULE

Friday — Arrival & Camp Setup

6:00–8:00 PM | Unit arrival and check-in

8:30 PM | Leaders' meeting and final event briefing

10:00 PM | Taps - Quiet hours begin

Saturday — The Derby

6:30 AM | Reveille and breakfast by units

8:00 AM | Patrol sign in (Goodman Pavilion) and patrol staging (Parade Field)

8:45 AM | SPL & PL briefing (Parade Field flagpole)

9:00 AM | Opening ceremony (Parade Field)

9:00 –11:30 AM | Morning trail stations

11:30 –1:30 PM | Lunch by units (Lunch will be judged and score for points toward overall score)

1:30–4:00 PM | Afternoon trail stations and sled challenges

4:00 – 5:00 PM | BB open to AOL Patrols (Rifle Range)

4:00–4:30 PM | Final scoring and patrols return

5:00 PM | Awards, recognition, and closing program (Parade Field)

6:00 PM | Klondike concludes (Day participants leave, Units camping will provide their own dinner and evening activities)

10:00 PM | Taps - Quiet hours begin

Sunday — Pack Out & Departure

7:00 AM | Reveille and breakfast (Unit provided)

8:00 AM | Break camp and pack equipment

9:00 – 10 AM | Campsite inspection and departure

Please leave the site cleaner than you found it and follow the Camp Master's checkout instructions.

THE TRAIL CHALLENGE

How the Derby Works

Scout and AOL Patrols travel between designated stations and complete challenges designed to test outdoor knowledge, practical skills, teamwork, communication, and problem-solving. Follow the instructions provided at check-in. Stations may be completed in a different order once your patrol starts at their designated start station.

Adults, does watching your youth participate in Klondike make you reminisce about days gone by? Do you wish that you could go back and form your own patrol, complete and feel like a youth again? Well, this year you can! Each troop will have the ability to field a patrol of 3 to 4 adults to compete against other adult patrols for bragging rights! That's right, three divisions of competition, AOLs, Scouts and Adults.

Sample Trail Stations

- Fire Building & Fire Safety — demonstrate safe preparation and fire knowledge; any live-fire activity must be specifically authorized and supervised.
- First Aid & Emergency Response — assess a scenario, communicate clearly, and demonstrate appropriate first-aid knowledge.
- Knots & Lashings — tie required knots and explain when they are used.
- Navigation — use a map, compass, bearings, or course clues.
- Scout Skills & Outdoor Knowledge — answer questions and demonstrate practical skills.
- Team Problem-Solving — complete a group challenge with everyone contributing.
- Sled Handling — maneuver the patrol sled safely through a marked course.
- Winter Preparedness — identify layers, cold-weather risks, and ways to stay warm and dry.

Sled & Patrol Expectations

Each patrol should arrive with a safe, sturdy sled and equipment suitable for the published event rules. Secure all loads so equipment cannot fall or create a hazard. No one should ride on a sled unless the event rules explicitly allow it. Follow station staff instructions, respect boundaries, and keep the course clear for other patrols.

Scoring & Sportsmanship

The event committee will publish the official scoring system and any time limits at check-in or the leaders' meeting. Patrols should prioritize safe practice, teamwork, Scout spirit, and honest completion of each challenge. If a station instruction is unclear, ask the station staff before proceeding.

CAMPING & WHAT TO BRING

Personal Packing Checklist

- ☐ Cold-weather sleeping bag and sleeping pad
- ☐ Tent and ground protection appropriate for winter conditions
- ☐ Warm base layers, insulating layers, and waterproof outerwear
- ☐ Extra socks, gloves or mittens, and hat
- ☐ Sturdy, weather-appropriate footwear
- ☐ Headlamp or flashlight with spare batteries
- ☐ Personal hygiene items and towel
- ☐ Reusable water bottle and personal mess kit
- ☐ Personal medications, clearly labeled and managed under unit policy
- ☐ Small daypack and any required personal items

Unit Equipment

- ☐ Patrol sled and approved repair supplies
- ☐ First-aid kit and emergency contact information
- ☐ Food, cooking equipment, and water as required by the unit plan
- ☐ Trash bags and campsite cleanup supplies
- ☐ Tents, tarps, ropes, and winter camping equipment
- ☐ Fire equipment only if permitted by the site and event leadership
- ☐ Unit roster, emergency contacts, and required forms

Patrol Sled Requirements

- ☐ Patrol sled and approved repair supplies (No wheels)
- ☐ First-aid kit and emergency contact information
- ☐ Food, cooking equipment, and water as required by the station list below
- ☐ Maps, compass, and station materials listed in event rules
- ☐ Three (3) six-foot staves
- ☐ Blanket & tarps, ropes
- ☐ Box saw, hand axe, & pocketknife
- ☐ Patrol Flag & Spirit

SAFETY, CONDUCT & SITE CARE

Safety Comes First

All participants must follow the instructions of event staff, unit leaders, land managers, and emergency personnel. Stay within approved boundaries and travel routes. Use tools only when authorized and under appropriate supervision. Report injuries, hazards, lost participants, or unsafe conditions immediately to an adult leader or event staff.

Winter Weather & Emergency Plan

The event leadership will communicate weather-related changes, shelter locations, emergency contacts, and any cancellation or early-departure procedures. Units should review their own emergency action plan before arrival. In an emergency, stop the activity, alert the nearest adult leader or event staff, and follow their directions. Call emergency services when appropriate.

Cold-Weather Readiness

Dress in layers and keep spare dry clothing available. Avoid cotton as the primary layer next to skin in cold, wet conditions. Eat regularly, drink water, and watch for signs of cold stress. Tell an adult leader promptly if you feel numb, unusually tired, confused, or persistently chilled. Never ignore a teammate who appears unwell.

Keeping warm is the most important part of cold-weather camping and outdoor activities. Use the "**C-O-L-D**" method to stay warm.

- **C = Clean:** Insulation is only effective when the insulating layers are kept clean and fluffy. Dirt, grime, and sweat can reduce the ability of a garment to keep you warm.
- **O = Overheating:** Avoid overheating by adjusting the layers of your clothing to keep from sweating during warmer temperatures. Stay hydrated by drinking plenty of water. Avoid energy drinks (sports drinks are OK).
- **L = Loose layers:** A steady flow of warm blood is essential to keeping all parts of your body heated. Wear several loosely fitting layers of clothing and footwear that will allow maximum insulation without blocking your circulation. Having clothing that is brightly colored (orange or red) is also a good idea, so hunters and sportsmen can see you in snowy conditions. Always wear a hat.
- **D = Dry:** Sweaty, damp clothing and skin can cause your body to cool very quickly, possibly leading to frostbite and/or hypothermia. Keep dry by avoiding clothes that absorb moisture. Always brush snow off your clothes before you enter a heated area. Keep the clothing around your neck loose so that body heat and moisture can escape instead of soaking through your layers.

All participants must be dressed for the weather conditions of the day. Sneakers or shorts are not appropriate apparel. Any youth showing up not dressed appropriately may not be allowed to participate. Please "Be Prepared for all weather conditions."

Units are responsible for preparing their scouts for the potential for cold weather. Proper layering, boots, extra socks, hats, gloves, etc. are highly recommended. Units should have hand and feet warmers available for their scouts.

Youth Protection & Supervision

Follow current Scouting America youth protection policies and all applicable council and unit rules. Maintain required adult supervision, buddy practices, and appropriate boundaries. Participants should know who their unit leaders are and where to report concerns.

Leave No Trace

Respect the property and other users. Use only approved campsites, trails, and facilities. Pack out trash, protect vegetation, avoid unnecessary noise, and leave the site clean. Follow all posted rules for fires, vehicles, parking, sanitation, and wildlife.

Parking

We will have staff guiding parking on Saturday morning. Please be considerate and follow their instructions so that we can get everyone into camp in an orderly efficient manner. Any vehicles with trailers and buses will be guided to park in the area across from Campcraft between Sherwood and Boonesboro.

Units camping at Horseshoe that are coming in Friday night will be asked to move their vehicles from the main parking after Cracker Barrel out of the main parking lot to either the parking along the Quonset Hut or the overflow parking starting down toward the main lot till Saturday night after the day units leave. This way we can get more vehicles that are unloading gear closer to their day setup areas on Saturday.

Any parents coming in and dropping youth off will be asked to come into the main parking lot, make the first right into the lot and follow the circle around and drop their youth as quickly as possible to keep traffic moving.

Sleds can be dropped off Friday night at Goodman Pavilion in Camp Horseshoe to reduce congestion on Saturday morning.

Fires

For those camping outdoors – Do not assume that firewood will be available at camp. Firewood restrictions are in place. Troops camping outdoors should bring their own firewood to camp or gather what you can in camp. Any wood brought in must be burned or taken home at the end of the weekend. Any firewood brought in is to not be left behind.

All Fires must be in an existing fire pit unless you bring a portable fire pit with you. ***Fires are not to be left unattended.*** Bring your own buckets, shovels, and rakes to tend your fires.

Weather Conditions

As always, we will monitor the winter weather prior to and during the event. We will have contingency plans in place in the event of an impending storm and will communicate those plans as the weekend approaches. If there is snow the Rangers will get everyone out, don't panic. (A little would be nice though). If it starts to snow during the event, you will not be permitted to exit until the roads are cleared for the safety of all.

LEADERS, CHECK-IN & CONTACTS

Registration

Register online through Black Pug https://scoutingevent.com/539-122831 through January 13, 2027. 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.

Before You Arrive

- Confirm registration, fees, roster, and required forms with the event organizer.
- Review the final schedule, map, station rules, and weather plan.
- Inspect sleds and equipment before travel.
- Make sure every participant knows the unit meeting point and emergency contact process.
- Check for event updates before departure.

Event Information

Event: Chester County Council Klondike Derby

Dates: January 22–24, 2027

Location: Horseshoe Scout Reservation – Camp Horseshoe

Event chair: Martin Summers / Ryan Teat

Check-in point:

- Camping: Camp Horseshoe, Camp Ware Headquarters – Camp Masters
- Day Activities: Goodman Pavilion

Emergency meeting point: Parade Field

First-aid / medical station: Camp Horseshoe Headquarters

Trading Post: Open 9 AM – 4 PM

Notes & Announcements

The Trading Post Hours will be 9:30am to 11:30am and 1:30pm to 5:00pm.

A fire will be maintained in Kindness Center throughout the day. Hot Chocolate will be available in the afternoon at the Kindness Center as well. We will not be providing cups for this. Please have your youth prepared and pack their own cups for hot beverages on the sled or day packs.

Units staying at Ware the bridge is open. Please give your scouts time to be at Horseshoe in time for registration Saturday morning. We will update this as we get closer to the event to verify if conditions are still safe to use during the Klondike weekend.

Anyone that is volunteering to run stations please plan on meeting at Camp Horseshoe Headquarters at 8am to receive the links to the scoring program and review any questions you may have prior to running your stations.

TRAIL SPIRIT & RECOGNITION

A Good Turn on the Trail

The Derby is about more than finishing first. Help another patrol when it is safe and appropriate, encourage every member of your team, and treat volunteers and fellow Scouts with respect. A successful patrol shares responsibility, learns from mistakes, and celebrates effort as well as achievement.

Participation

While we encourage a spirit of friendly competition, Senior Patrol Leaders and Patrol Leaders should ensure that **every Scout has the opportunity to participate in each event.** No Scout should be told to sit out simply because they have not yet mastered a particular skill. The Klondike Derby is about more than winning; it is an opportunity to challenge ourselves, learn new skills, identify areas for improvement, and grow together as a patrol and as individuals.

Encourage one another, support your fellow Scouts, and approach every challenge with a positive attitude. Remember, the true measure of a successful patrol is not just how well it performs, but how well its members work together, learn from one another, and help each other succeed.

Adult Leaders please allow the youth to participate in the events. No adults will be permitted to participate in the stations, unless you have an adult patrol. There will not be a building available for adults to congregate.

Adult leaders are asked to encourage and support youth participation throughout the Klondike Derby. Please allow the youth to take the lead, work together as a patrol, and learn from each event. **Adults are not permitted to participate in the event stations unless they are competing as part of an adult patrol.**

Please also be aware that there will be no designated indoor building available for adult leaders to gather during the event. We appreciate your cooperation in keeping the focus on youth leadership, teamwork, and the spirit of the Klondike Derby.

Recognition

Awards and recognitions will be announced by event leadership at the closing in the parade field. Categories include overall 1st, 2nd and 3rd place for Scouts, AOLS and Adult patrol performance. Each station will have 1st, 2nd & 3rd place as above.

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 add to overall scoring.

Closing Thought

The trail leaves an echo in every skill we learn, every teammate we support, and every challenge we meet together. Carry the legacy forward, take action with confidence, and stay ready for the next adventure.

STATION SUMMARY

(All Stations are subject to change. Finalized Stations will be provided by November 30 ,2025)

Each station will have a bonus category worth 0 to 10 points for Patrol Spirit. This will be used to decide ties and not count toward the final overall score.

Sled Judging (Max points 50) – Stone wall in front of Headquarters

All scouts show great pride in their sleds and showing their patrol flags. Judging for the best designed sled based on the Iditarod Sled Race. Present yourself to the Judges and verify that you have the required items on board.

- 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, & pocketknife – 5 points
  - Patrol Flag – 5 points

Sled Racing (Max points 50) – Cope

Be the fastest patrol to navigate the obstacle course. At a start command, your patrol will race against the clock to pull your loaded sled through a serpentine course to the finish line. .

- Points to be awarded as follows: (Possible 50 Points)
  - Patrols will be awarded points in rank order based on their time required to complete the racecourse.
  - 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.
- Race rules:
  - Sled must be loaded with all patrol gear.
  - No more than four Scouts may pull or push their sleds through the course.
  - The remaining patrol members must run the course near, but not touching, their sled.

Trivia/ Scavenger Hunt (Max points 50) – Kindness Center

In the spirit of Horseshoe Scout Reservation know on your camp history. There will be 25 questions based on Camp Horseshoe and Ware trivia. The other 25 items will be things that can be found in Camp. Lists will be given out to the in camp patrols at the Cracker Barrel Friday night so that those patrols can report to the station in the morning.

- Points to be awarded as follows: (Possible 50 Points)
  - 1 point for each correctly answered questions at the station. Cell Phones cannot be used.
  - 1 point for each correctly found item on the list.

Fire Building (Max points 50) – Trailblazers

Goal "cook" soup on a limited materials fire. Soup will be water in a soup can.

- Points to be awarded as follows: (Possible 50 Points)
  - Time to build & boil – 0-20 points
  - 1 match fire: 10 points
  - Safety: 5 points all or nothing
  - Teamwork: 1-5 points
  - For those looking for a challenge. 10 points, hard mode. The wood will be wet.
- Materials will be provided, only need a hatchet and a knife
  - (2) 2x4x12" pieces of wood
  - (5) matches
  - Soup can and water

First Aid (Max points 50) – Alumni Pavilion

Your patrol is on winter hike one of your patrol members has a medical emergency.

- Points to be awarded as follows: (Possible 50 Points)
  - Clear concise 911 instructions. 0-5 points
  - Make the area safe and safe treatment of the patient 0-10 points
  - Accurate assessment of all "injuries". 0 -10 points
  - Accurate treatment of all "injuries". 0-10 points
  - Proper stretcher and transport. 0 – 5 points
  - Teamwork 0-10 points
- Station rules:
  - One member of your patrol will be the victim.
  - Your patrol must properly assess the situation.
  - Apply the correct first aid treatment
  - Create a stretcher to transport your victim.

Winter Shelter Building (Max points 50) – Achgeketum Circle

Your patrol is on a winter hike and bad weather sets in. You will have to build a proper shelter to house your entire patrol from the storm that is setting in.

- Points to be awarded as follows: (Possible 50 Points)
  - Teamwork: 0-5 points
  - Weather Protection: 0-10 points
  - Capacity & Function: 0-15 points
  - No Trace: 0-5 points
  - Stability & Durability: 0-15 points
- Station rules:
  - You have 30 minutes to construct your structure. Progress will be assessed after time limits is up.
  - The entire patrol must participate.
  - Use only materials from your sled.
  - Everyone must fit in the shelter.

Kim's Game (Max points 50) – White House Porch

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.

- Points to be awarded as follows: (Possible 50 Points)
  - 0 – not identified
  - 1 – General identification (Pen)
  - 2 – for each item detailed identification (Blue Pen)
- Station rules:
  - Patrol will have 1 minute to look at 25 items on a table. The entire patrol must participate.
  - Patrol when then be given paper and pen and have 5 minutes to write down the items viewed.

Patrol Cook Off (Max points 50) – At your site

Outdoor activities in the cold of winter begs for a hot soup. Soup is the ultimate comfort food to satisfy your taste, warms you up and satisfies your hunger. Each patrol must create and prepare a soup for your patrol and 2 judges. Earn bragging rights for your patrol as the camp top chef. Lunch has been extended to two hours to allow patrols time to prepare, cook and be judged on their soup.

- Points to be awarded as follows: (Possible 50 Points)
  - Cooks are subject to sanitary inspection by the judges. 0 -10 points
  - Appearance 0-10 points
  - Cooked over wood fire: 10 points
  - Cooked over Gas stove: 5 points
  - Aroma 0-10 points
  - Taste 0-10 points
- Station rules:
  - Patrols are to prepare and cook soup on site.
  - Must use fresh ingredients.
  - This event will be judged at lunch by the Klondike staff.
  - Must be a soup no chili.

Plant & Animal Track Identification (Max points 50) – Goodman Pavilion

One of the older scout skills seldom used is knowing your local animal tracks and plants. Your patrol will need to identify 25 local plants and 25 animal tracks via flash cards that are local to Camp Horseshoe and Ware.

- Points to be awarded as follows: (Possible 50 Points)
  - 1 point for each correctly identified plant
  - 1 point for each correctly identified animal track

Knot Tying (Max points 50) – Campcraft

Test your patrols knots knowledge, speed and accuracy by typing the seven basic scout knots against the other patrols at Klondike. The following knots are the seven basic knots: Square Knot, Two Half Hitches, Taut-line Hitch, Sheet Bend Knot, Bowline, Timer Hitch, & Clove Hitch.

- Points to be awarded as follows: (Possible 50 Points)
  - Each Knot that is correctly tied. 2 points each
  - Patrols will be awarded points in rank order based on their time required to complete the relay.
- Station rules:
  - 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.

Map & Compass (Max points 50) – Parade Field

Test your patrols map & compass knowledge and skills. Knowing the parts of a compass and maps along with how to use them will help you navigate while you are hiking in the field.

- Points to be awarded as follows: (Possible 50 Points)
  - Correctly identify compass parts and directions: 10 points
  - Correctly identify map symbols: 10 points
  - Correctly orient the map: 10 points
  - Set the assigned five bearings correctly: 10 points
  - Correctly identify 2 types of maps and what they are used for: 10 points

Rifle Tournament (Max points 50) – Rifle Range

22 rifle target shooting for accuracy. Send your patrols best shot to compete against other patrols for the best shot in Camp Horseshoe. (Scouts BSA only will participate in this event.)

- Each patrol representative gets 5 rounds to score as high as possible.
- Points will be awarded per grouping and

A separate bb gun event will be scheduled for AOL between 3:00-4:30

- AOLs wanting to participate should be at the range by 3:00 for the safety talk.

Archery Tournament (Max points 50) – Archery Range

Event in development

Search & Rescue (Max points 50) – OA Lodge Patio

Event in development