

Conococheague District Klondike Derby

Hidden Valley Scout Reservation
Loysville, Pa.
January 24, 2026



Mushers Guide

General Information

Klondike Location

This year the Klondike Derby will once again be held at **Hidden Valley Scout Reservation** in Loysville, Pa.

Patrol Size

Each patrol competing must be made of between 4 and 8 Scouts. All events require complete Patrol participation. Some events may require repeat scouts if the patrol is less than 8.

Arrival / Check-in Process

Registration is limited to thirty sleds. Deadline for check in is Saturday morning at 7:30am and ending at 8:30am at the Dining Hall. One representative from the unit will need to check-in. **An early check in will be held this year at our Friday night cracker barrel from 7pm-8:30pm, in the dining hall and will grant you first pick at starting station for Saturdays Derby.**

- Did your Scouts vote on next year's Patch design voting?
- Did you hand in your sled roster(s)?
- Did your Scouts pick up a station map?

Headquarters

The Klondike headquarters will be at the Dining Hall.

Bathroom Facilities

Latrines are located throughout the campus.

Lunch

Each patrol will be required to carry lunch for themselves and anyone joining them on their sled and will need to prepare and have lunch as a patrol at the Scout Pavilion.

Garbage

All units should plan to carry in and carry out.

Parking

Parking is limited so please try to bring as few vehicles as possible.

Arrow of Light Scouts

Arrow of Light Scouts are encouraged to enter as a patrol with the Troop they are affiliated with. Arrow of Light Scouts are encouraged to have an older Scout or Den Chief as part of their team. Adults may accompany Arrow of Light Scouts for picture-taking and emergencies, not problem-solving.

Prohibited

The Klondike staff or Scout Camp reserves the right to confiscate any prohibited items or items felt to be unsafe from either campers or adults.

Prohibited:

- Adult Participation.
- Fireworks
- Firearms
- Alcohol
- Tobacco use or possession by underage individuals
- Ammunition
- Personal Communication Radios
- Laser Pointers
- Any other item determined to be unsafe.

Buddy System

Please remind all Scouts that the Buddy System should be always used. Campers should never travel alone.

First Aid

Each unit should bring their own first aid kit. Any emergencies should be reported immediately either to one of the activity leaders or by calling the headquarters.

Registration Fee-\$10 for youth and \$0 for Adults

Register your unit through Tentaroo.

Patrol Equipment Required

The following is a listing of equipment that each patrol should have with them in their sled as they compete in each event.

- American Flag
- Patrol Flag
- Scout Handbook
- Current Written Weather Report
- Pocketknife
- Rain / Snow Gear
- Various lengths of rope
- Fireman/Totin' Chips
- Pencil or Pen
- First Aid Kit
- Compass
- Flint and Steel or Hot Spark kit
- Waterproof ground cloth
- Bow Saw & Axe
- 3 – 6 ft. Staves
- 3 – 3 ft. Staves
- Tent stakes
- Tarp
- Blanket
- Splints
- Watch
- Whistle
- Notebook
- Blindfolds for every patrol member
- Appropriate clothing/boots
- Personal water bottle
- 50' Continuous Rope
- Unit Roster

Klondike Schedule 2026

1/23/26

7:00pm-8:30pm Crackle Barrel / Early check in /

1/24/26

07:30 – 08:30 Check in / sled & patrol inspection

08:30 – 09:00 Opening Ceremony

09:00 – 11:30 Report to assigned starting station,
Complete the first station and follow the route.

11:30 – 12:15 Lunch (on your own, on the trail)

12:15 – 3:15 Continue the Route

3:15 – 3:45 Service Project for HCSR

3:45 - The Great Klondike Sled Race.

Awards Ceremony to directly follow Race.

General:

Each station can accommodate up to 2 sleds. Each station will be staffed with appropriate scorers.

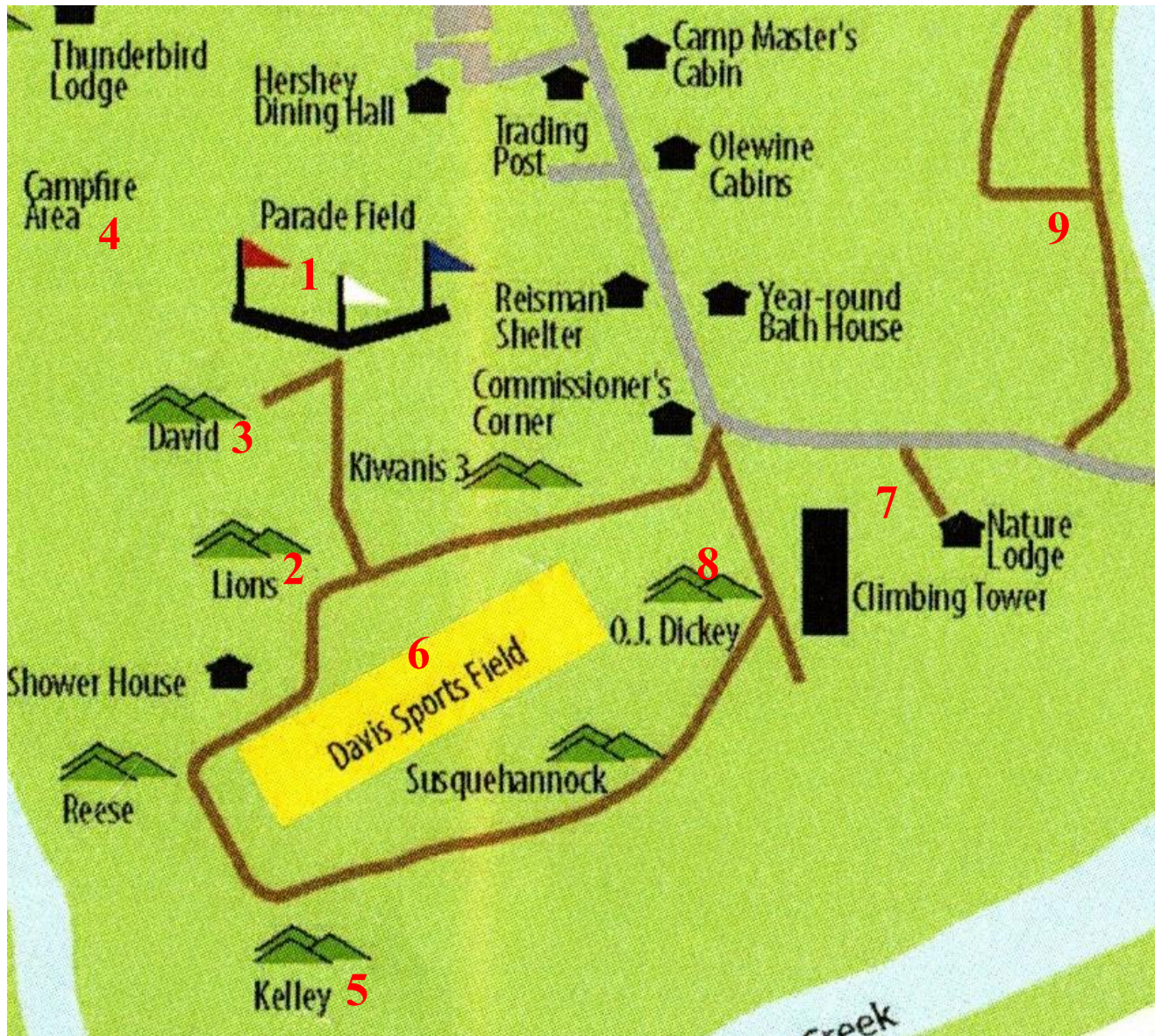
Full participation by patrol members in the events by making an honest effort, even if unable to successfully complete task, best attempt, is required. The points for “completion” and “participation” are aimed at encouraging patrols to fully participate in the Klondike Derby.

Adults/Leaders are not permitted to in any way to assist sleds, Picture taking is permitted, but no communication. In case of any tie(s) in the overall scoring, A Bonus station competition will break the tie.

Each patrol will be required to carry lunch for themselves and anyone joining them on their sled and will need to prepare and have lunch as a patrol.

*** Teamwork and time management will be of utmost importance to each patrol if they want to achieve the highest score possible.

Klondike Derby Map



Klondike Events

Be aware of the Old Hidden Valley Camper on the trail, they may stop your patrol and ask a question if you get it right you get a piece of gold. Save the wrapper for an extra point.

STATION 1 FLAGPOLE - Parade Field

Problem: The Concocheague district Klondike Flagpole was damaged by a winter storm.

Solution: Lash together a flagpole from materials on your sled complete with a back-country pulley system and raise the American flag, pledge to the flag, lower, and fold.

Scoring: Participation, Task.

STATION 2 Messy Camp – Lions

Problem: After a long day of fishing on the banks of Shermans Creek your troop returns to camp to find a Scout master who insists the messy camp you left in the morning be in tip top shape before turning in for the night.

Solution: Patrol members will enter camp and as a team evaluate for out of place items. The patrol will have no more than 5 minutes in camp before returning to the Scout master to report by memory their findings. The patrol may enter the camp as many times as they need to complete calling out all out of place items.

Scoring: Participation, Task (points will add up as misplaced items are found)

STATION 3 CROSSING THE SHERMANS CREEK – David

Problem: Your patrol is being stalked by a BIG Pennsylvania Black Bear known as club foot. To escape Old Club foot, you must cross the gorge. The weather is warm, and the ice is thin.

Solution: Patrol members must tie a rope using a bowline knot around their waist before starting to cross the gorge. The patrol members must step “on solid ice”. Once the first patrol member reaches the end, the remaining patrol members must tie the safety rope around their waist before beginning the course. After the second patrol member has reached the end of the course, the rope is coiled and thrown back to the remaining members of your patrol. Once across the gorge, time to do a little fishing, find a hole in the ice, and catch a mousetrap fish.

Scoring: Participation, Task & Time. Three seconds will be added to your score each time a patrol member’s foot touches non-solid ice. This is an 8-member patrol event. Patrols with less than 8 members will have scouts repeat.

STATION 4 FIRE BUILDING – Campfire Area

Problem: With night falling fast your patrol decides to pitch camp. The trip has been a long one and the past few nights have been without fire or a hot meal. It is necessary for a warm meal and your weather report shows temperatures are dropping dramatically so a sustainable fire is a must.

Solution: Answer a series of questions related to the prevention and treatment of cold weather injuries. Build a fire using materials you have on your sled, use a bow saw to cut a log into approximately sixteen-inch (16”), and then use an axe to split the piece of wood into four chunks of firewood. Logs will be provided. Bow saw, and axe should come from Patrol Sled. Build a fire capable of boiling water.

Scoring: Time taken to get water to rolling boil. Hypothermia questions. Participation

STATION 5 Bear Bag / Log Drag- Kelley

Problem: Your patrol has outrun Old Club Foot for the day, and you have found what you think may be a good campsite. However, there are a few things your patrol will have to do to make it right. A tree has fallen where the patrol dining fly should go. It is beginning to snow, and everyone wants to eat without getting snowed upon and after dinner, all remaining food items must be protected from Old Club Foot.

Solution: Using a Timber Hitch, tie-up and drag the fallen tree away from where you will erect your dining fly. Use your tarp, some tent stakes, your ropes to erect a dining fly using taut lines. Using a Lark’s head knot, tie up a Bear Bag and get it hung over a tree limb.

Scoring: Participation, leadership, tasks, time. You must correctly use each knot to accomplish the objectives.

STATION 6 SEARCH AND RESCUE – Davis Field

Problem: Little Johnny, the newest member of your troop, has gone missing at his first Klondike. Your Patrol will need to locate and rescue him before old Club foot finds him.

Solution: Your patrol will need to choose a member to lead the search and rescue before setting out for little Johnny. Patrol members must as a team ask the search and rescue lead all pertinent information for approval to start the search (what information is needed when completing a grid search & rescue?), you will also need to create a search plan with supplied map and execute the search and rescue in a timely manner.

Scoring: Task, Participation & Time.

STATION 7 A-FRAME WALK – FIRST AID CARRIES – Near Nature Lodge

Problem: One of your team has broken his leg. You must assist him over the frozen Perry County Tundra.

Solution: Your team must lash together an A-frame from the material on your sled. A member of your team plays injured, splint his leg, put him on the frame, and “walk” him across the tundra blindfolded as all but the injured have snow blindness. Now your patrol must use the Pack Strap carry for 10’, two-handed carry for 10’ then the four-handed seat carry for 10’ (different carriers) then build a stretcher (quickly disassemble you’re a-Frame) and move him back to the start using cooperation and teamwork. Old Club foot is hanging around and he’s hungry, so hurry.

Scoring: Participation, Task & Time. (The A-Frame must hold together through the entire “walk”.)

STATION 8 ORIENTEERING COURSE – OJ Dickey

Problem: A fallen tree has blocked the Susquehannock trail.

Solution: Using a map and compass, navigate the keystone states tundra to find the control points. Watch out for Old Club foot.

Scoring: Task, Participation & Time.

STATION 9 TOMAHAWK THROW - Behind Ruth Shelter

Problem: Deer Skin Dale has challenged your patrol to a tomahawk-throwing competition. Your reputations as skilled outdoorsmen are at stake.

Solution: Make the high score. All members must participate.

Scoring: Participation, Points awarded based on accuracy. Tomahawk must stick in the target.

Grand Klondike Race – Davis Field

Problem: Race around the course in the shortest time. This is a race against the clock. Scouts will push/pool their sleds around the circle.

Solution: Ensure all equipment is brought to the grand race as it will be needed to enter the race. From the starting line and using your Klondike sled, Ensure your sled has equipment Secured for if an item falls out They will need to go back for it. Race requires one musher and the rest of the patrol to be “Sled Dogs”.

Troop _____ Patrol _____

Inspection Category	Max Points	Points Awarded
1. Is the Patrol Flag Flying?	10	_____
2. What is the Patrol's name and cheer?	10	_____
3. Does the Patrol Leader have a WORKABLE COMPASS, and can the Patrol Leader use it?	10	_____
4. Does the patrol have a patrol FIRST AID KIT?	10	_____
5. Is the First Aid kit easily accessible location known to all members?	10	_____
6. Do the patrol members have water bottles?	10	_____
7. Are all Scouts properly CLOTHED (i.e., Mittens, Hat, Ear Protection, Winter Jackets, and "Long Johns?")	10	_____
8. Are all Scouts properly SHOD? (Insulated & Waterproof - NO SNEAKERS!)	10	_____
9. Does the Patrol Leader have a written weather forecast for Saturday showing the source and time?	10	_____
10. Is the Sled neat, and properly loaded, and contents, included protected from the weather?	10	_____
11. Does the sled contain the required staves?	10	_____
12. Are all SHARP TOOLS safely sheathed?	10	_____
13. Lunch plan and equipment to make lunch?	10	_____

Maximum	130	_____

NOTE: The whole patrol must qualify or have no score. No partial or pro-rated scores.

Patrol Leader: Resolve any disagreements with the inspection team head judge IMMEDIATELY. Your scores will not be changed later.

Note on Sleds: No wheels allowed on sleds.