

Klondike 2026

February 27-March 1st
Donner Party

Welcome to Klondike 2026!

We hope you will find that Klondike improves year over year, and 2026 will be no exception. This year's Klondike theme is the Donner Party.

As always, you will need to participate in the games to earn points to win prizes. Also, like last year, you will need to provide most of the supplies that you need for the games, as well as carry them all from game to game on a sledge if we have snow, or a wagon if there is no snow. You need to provide your sledge/wagon as well. If you do not have a sledge, please have an adult reach out to the Wintun Chapter Advisor, Scott Russell, at russell@amanginacha.org, and he should be able to get a loaner one for your patrol.

We can not stress enough how important it is that you bring everything from the list located on the last page of this guide. Please read the list and this guide...all of it...up, down, left, right, and backward...and share it with your troop. Give them all a copy and verify that they each read it.

As always, points will be awarded for overall spirit, which includes yells and cheers. Belt those suckers out when asked or when leaving a station or whenever you need to rally your patrol!

Scout Handbook use is generally encouraged, but a time limit may be enforced on some games, so don't think you can just learn your skills on the fly. Remember the Scout Motto, "Be Prepared".

Remember, this event (just like Camp-O-Ree and the Dutch Oven Cook-off AKA 'Cast Iron Chef') is planned and put on by your local OA Chapter (Wintun chapter of the Amangi Nacha lodge). Everything from the patch design to the game planning, volunteers, and the ordering of the porta-potties is handled by this group of scouts and their adult advisors.

If you (or a youth you know of) have been inducted into the OA but haven't been in a while (or maybe ever), don't be embarrassed... no shame...just contact one of us to find out how easy it is to come back. Anyone with an arrow sash is happy to point you in the right direction. By the way, sometimes we have cookies, nachos, ice cream sundaes, or even pizza at the meetings.

Games

Here are the descriptions for each game. Adults and volunteers will run these stations; the "station supplies" are supplied by the station leaders unless specified in instructions, although it's important that scouts know what they are in for. If we do not have enough adults to run all of the games, the staff will decide which games will be cut. If you have any questions, please let us know.

Snow Stacking

Stack Snow with your cups as high as you can without breaking the snow or the cups. Each Scout gets a cup, limit 5 cups. Or, each patrol gets 5 cups.

a. Instructions: Using a red solo cup, stack snow around you as high as you can in 7 minutes. The time to measure the height will be at the end of the 7 minutes. If you break all cups, the time ends, and that's your final height

b. Scoring

i. 25 points for participation

ii. 1 solo cup tall is 10 points, 2 is 20 points and so on

iii. Record scores for Scout Spirit and Patrol Method (0 - 10 points each)

c. Station Supplies

i. Table

ii. Red Solo cups

iii. Some kind of timer

d. Prep

i. Find a good spot with enough snow around it

ii. Set up the table flat enough for stacked snow to stay

Team Ski

As a patrol, go through an obstacle course on a shared set of team skis. Be the patrol with the fastest time

a. Instructions

i. As a full patrol, work together to complete the obstacle course

b. Scoring

i. 25 points for participation

ii. Record scores for Scout Spirit and Patrol Method (0 - 10 points each)

iii. Points for completion of the course

1. >1 min- 50 points, 1-3min- 25 points, 4-6min-15 points, 7+min-10 points

c. Station Supplies

i. Team skis

ii. Obstacle supplies (ex., Cones, Ropes, etc.)

d. Prep

i. Big open area

ii. Mark the obstacle course

String Burn / Boil

Everyone's favorite, you try to light a fire to burn some sting as well as boil some water for dinner. The lower string is the maximum height of the tinder. Your patrol must build a fire no higher than the first string that will continuously generate enough heat to boil the water in the can above. Once the water boils, the timer will stop.

a. Instructions

- i. No Prep Allowed
- ii. Flint and steel only, no matches, no lighter fluid, use only what you brought on the sled.
- iii. The Tinder base must be no higher than the string

b. Scoring

- i. 25 points participation
- ii. points to burn the top twine
 1. 75 points < 5 min
 2. 50 points 5 - 15 min
 3. 25 points 16 - 30 min
 4. 15 points > 30 min
- iii. 25 points for boiling the water

c. Station Supplies

- I. Twine
- II. Stakes
- III. Wire
- IV. TrashCan Lid
- V. Tin Can with Water

d. Prep

- i. Place stakes on either side of the trash can lid
- ii. Mark string locations (to be consistent between patrols)
- iii. Tie the string to the stakes at the height of the marks.

Merit Badge Relay

a. Instructions

- i. Patrol lines up single file. When the judge says go, one member runs to the bowl and draws out a merit badge, and has one chance to identify it correctly
- ii. He then runs to the back of the line, and the next member of the patrol goes.
- iii. After 10 minutes, the game stops, and the score is tabulated

b. Supplies

- i. Merit Badges
- ii. Answer key
- iii. Calculator
- iv. Timer

c. Prep

- i. Mark the line-up area

d. Scoring

- i. 1 point for each correct answer
- ii. Average points/patrol members are recorded on the score sheet
- iii. Divide the patrol's total points scored by the number of boys in the patrol. Round up to the next point

Snow Blind

a. Instructions:

- i. Assign a member of the team to act as a guide in this event
- ii. Have the rest of the scouts put on blind folds and go through an obstacle course

b. Scoring:

- i. Based on participation (be consistent)

c. Supplies

- i. Supplies to make an obstacle course (ex., Cones, Rope, etc.)

Track and Trail

Follow a trail made from sticks and snow to get to a treasure. Then make your own trail for scouts to follow.

- a. Instructions:
 - i. Have the scouts follow and build a trail to a chosen location with simple items like sticks and snow
 - ii. Scouts will follow a trail first made by the previous patrol, then build their own for the next patrol.
- b. Supplies
 - i. Collect some sticks from around the area
- c. Scoring
 - i. 25 Points for participation
 - li. 15 Points for completing the tracking aspect
 - iii. 10 Points for having their built trail completed
 - iv. 1-10 points for spirt and scout method

Extra Curricular Activities

Sledge Race

Put a scout in the sledge and pull him around the course. This is a classic Klondike game. "Scoring" is simple... the fastest time wins.

Tug-o-war

Traction or no...we may also have a tug-of-war for fun, bragging rights and possibly some spirit points.

Scoring

So now you know how the games work, you may be wondering how we tally up the score. When a patrol visits your station, you will write down their score for:

1. Patrol Method
 - a. 0 - 10
2. Scout Spirit
 - a. 0 - 10
3. Score or time for the event
 - a. Whatever points or time they received for playing the game

While the time or score for the event is pretty fixed, whatever they earned, they earned. Patrol Method and Scout Spirit are much more flexible as long as you are consistent.

Did a patrol make you laugh or impress you with an interesting solution (even if they didn't actually do well in the game)? Toss them a few extra points in these categories. Conversely, they didn't have a patrol flag or didn't say "Thank you." Dock them some points here.

The judges will collect the score sheets and add up all of the points to find the winners in each category.

Categories

- Top Spirit Patrol
- Sledge Race
- First Place in the Games
- Second Place in the Games
- Third Place in the Games

Schedule of Events

Friday

4:00 p.m. - 9:00 p.m. (1600 - 2100) Campsite Set-up

9:00 p.m. (2100) Cracker Barrel and Game Assignments – for SPL and Unit Leaders & OA members

10:00 p.m. (2200) Quiet Time / Lights Out

Saturday

7:00 a.m. – 8:30 a.m. (0700 - 0830) Breakfast

8:45 a.m. (0845) Flags and Opening Ceremony

9:00 - 9:30 (0900 - 0930) Stations Setup

9:30 a.m - 11:30 p.m (0930 - 1130) Patrol Competitions

11:30 p.m. – 1:00 p.m (1130 - 1300) Lunch Break

1:00 p.m. – 3:00 p.m. (1300 - 1500) Patrol Competitions

3:00 p.m. – 4:30 p.m. (1500 - 1630) Tug-of-War and Sledge Race

5:00 p.m. (1700) Awards and Closing Ceremony *ASAP after Extra Circular*

10:00 p.m. (2200) Quiet Time

Sunday

8:00 a.m. – 10:00 a.m. (0800 - 1000) Check Out and go home

Schedule subject to on-site revision as necessary due to weather, time, and staffing constraints. Planned events may change due to weather conditions and/or adult leader availability. It is the responsibility of each patrol to find and compete in all the events. Keep in mind that the events may change without notice.

Appendix

Directions to Location

Take Highway 44 east towards Lassen Park. The parking lot for Eskimo Summit Winter Sports Play Area is approximately 1.5 miles past the entrance to Lassen Park. Please park at the far end of the parking lot from the entrance.

As with any scouting event, you are asked to back into parking spots; please be careful. This makes it much more efficient in the event we need to evacuate for any reason. **Remember that it's a good idea overnight to prop your windshield wipers out so they don't freeze to the glass.**

Important Notice of Camping Conditions

The Klondike Derby is an undeveloped off-road location. You will absolutely not be able to drive to your campsite to unload. A marked and packed trail will be provided for site access; however, multiple trips may be necessary to move all your gear into and out of the event – use your sledge and patrol effort.

The Forest Service has asked us to camp **at least 100 yards** from the parking lot. Unfortunately, camping immediately north or east of the parking is out. The emphasis of the Klondike Derby is fun in the snow and backcountry winter camping. The site and conditions (deep snow in which tent stakes don't hold very well) do not lend themselves to large-scale encampments with large group tents and dependence on "tailgate camping" equipment. Remember, you have to haul it in, set it up, and haul it out. Plan and pack accordingly.

The Eskimo Winter Sports Play Area is at 6,000 feet of elevation. Day and especially nighttime temperatures can be very cold. Overnight lows around 15°F are not out of the ordinary. If you would like to come earlier on Friday and construct Igloos, please let us know so we can account for you. Unit leaders must be responsible for assuring that both attending adults and scouts are properly clothed for the conditions with waterproof boots and weather-resistant outer clothing. If a scout is not properly clothed, don't allow them to attend, especially overnight. Keeping your feet dry is essential. Emphasize snow pants, "real" or improvised gators, and warm boots. Cotton & Jeans will last about 20 minutes at a camp like this, so don't bring them.

Leave no trace is in effect for this activity. Make sure you leave nothing – holes in the ground, scattered ashes, trash, etc.

Snow Advisory

Large amounts of snow can fall at Eskimo summit at any time. Even though we are parked close to Highway 44, there is sometimes a delay before plows can clear the road. Please pay close attention

to weather forecasts as the event nears and be prepared for winter driving conditions. Even a plowed road is often coated with a layer of packed snow and ice. Snow tires or available chains are a must; keep in mind that it may be helpful to have trailer chains as well if hauling. If at all possible, have enough vehicles on-site to supply your unit's transportation needs in the event of heavy snowfall. It is much easier to drive from Eskimo Summit to the valley than to wait for vehicles to make it up from Redding on snowy roads to get you home.

When you park, it is important to back in and a good idea to raise your windshield wipers.

Available Facilities

The Klondike Derby is in the woods. There are no picnic tables, fire rings, water sources or garbage disposal cans.

Each unit needs to consider the following:

- **Water:** Bring your own supplies. Keep in mind the below-freezing temperatures. Precautions may be needed to keep water from freezing
- **Garbage:** Collect, contain, remove, and pack out all of your own and any others you find.
- **Fires:** You may have fires, but building a warming/cooking fire in deep snow is difficult and inconvenient, plus ecologically damaging when spring comes around. Each unit is required to bring a "barrel stove" or similar if a fire is desired. Absolutely no ground fires will be permitted.
- **Firewood:** Bring your own. On-site fuel is limited to standing limb wood, which is often wet and difficult to obtain, and snow will have soaked and covered anything available on the ground. Don't chop trees when you don't have to. Bring your own wood!
- **Camp Comfort:** Snow is a wonderful resource – pile it, pack it, square the edges to shape, put a tarp or scrap plywood on top, and you have a kitchen table. The same for seating – use your imagination and come prepared. A square-nosed shovel is very useful for sculpting snow.
- **Sanitary Facilities:** We have been asked not to use the pit toilets and to please stick to the porta-potty that we will have on site. It will be located at the north end of the loop, which is much closer to where we camp anyway. Please encourage its use. Each troop is to supply sufficient toilet paper for each of its members.

The Klondike Derby is a guest of Lassen National Forest. Our continued use of this site for winter activities depends on our treatment of the Forest Service and our public lands. Scouts and scouting ethics pledge that there is nothing left but trampled snow as evidence of our passage through Klondike.

“Flying Snow” and the sled hill.

From 4:00 p.m. on Friday until noon on Sunday, the sled hill adjoining the Klondike Derby is **strictly off-limits** to scouts. Also, during the same time frame, the throwing of snow or snowballs is prohibited. Any scout found in violation of these two rules may be asked to leave the Klondike Derby.

Event Leaders

Each unit must provide Adults to run an event. All events will be set up and ready to go by 9:30 am on Saturday. The materials will all be provided; however, if you have something to offer or if you have any questions, please contact the OA Chapter Chief or one of the Chapter Advisors. Without Adult Leaders, these events will not take place. As with the rest of scouting, the success of this event depends primarily on volunteer effort.

Contacts:

wintun_chief@amanginacha.org

russell@amanginacha.org

Cub Participation

All Cubs are highly encouraged to attend on Saturday for the day's activities. There will be no separate program provided for Cubs; however, they will be eligible for some awards. Overnight camping is NOT permitted according to the guidelines in “The Guide to Safe Scouting”.

Item Number	Quantity	Description
1	1/Patrol	First-Aid Kit
2	1/Patrol	Fire Starter: Flint & Steel, Bow Drill, or Other Designs *Matches, Lighters, Accelerants, Fire Starting Products will NOT BE ALLOWED for String Burn Competition*
3	1/Patrol	Secret Item, Find in text
4	1/Scout	Some kind of blind fold, get creative
5	1/Scout	Pocketknife
6	1/Scout	Water
7	1/Scout	Trail Snacks
8	1/Scout	Sunscreen
9	1/Scout	Scout Handbook
10	1/Scout	Rain Gear / Poncho
11	1/Scout	Pencil / Pen
12	1/Patrol	Clipboard: Containing Leader Guide, Supply List, a silly little drawing you made, and Patrol Roster
13	1/Patrol	Trash Bag
14	1/Patrol	Sledge / Wagon (Dependent on Snow)
15	1/Scout	10' of Paracord

Leather