

# 2026 PROGRAM GUIDE

# Mondike

BY INI-TO LODGE

BY SCOUTS. FOR SCOUTS.

# WELCOME TO KLONDIKE



Welcome to the Ini-To Lodge Annual Klondike! Our team has worked hard to plan an exciting and fun-filled event for you and your units. We hope you enjoy the challenges, games, and time outdoors while making winter camping memories that will last a lifetime. There will be plenty of chances to have fun and earn awards, so come ready to participate. Most of all, Be Prepared for a great time!

- Mckayla & Luke

## CONTACT INFORMATION:

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## SCHEDULE OF EVENTS

### Friday, January 23, 2026

4:00-8:30 p.m.	Arrival – Units Camping as directed by FRC beforehand
8:00 p.m.	OA Staff Meeting @ Flint River Dining Hall
9:00 p.m.	SPL Meeting and SM Check-In @ Flint River Dining Hall
11:00 p.m.	Lights Out

### Saturday, January 24, 2026

7:30 AM	Gates Open; Staff report to Flint River Dining Hall and prepare for events
8:00 – 9:00 AM	Additional Check-In (One Adult Leader) (Dining Hall conference room)
<b>9:00 AM</b>	<b>Opening Ceremony</b> – CLASS B activity uniform. Troop formations on foot of Flint River Dining Hall Field - Flag raising, announcements, etc.
9:15 a.m.	Klondike Events begin (Each unit/patrol will be given more specific instructions on rotation at Klondike)
9:00-12:00 noon	Archery & Shooting (pick your Unit's best shooter) <b><u>DO NOT MISS THE BUS</u></b>
9:00-4:00 p.m.	Camp Wide Game
12:00 noon	Lunch Break (Bring tickets to Dining Hall to receive prepaid meals)
1:00-3:00 p.m.	Klondike Sled Race (some missed Klondike Events also will be available)
3:00-5:00 p.m.	Free time – Camp Wide Game Deadline 4:00pm
<b>4:45 p.m.</b>	<b>Flag Lowering Ceremony – Class A uniform (dining hall field)</b>
5:00 p.m.	Dinner at Campsites
6:30 p.m.	<b>Ini-Social! Campfire, Awards, OA Call-Out</b> (Grand Pavilion)
8:30 p.m.	Brotherhood Ceremony (For OA members)
11:00 p.m.	Lights Out

### Sunday, January 25, 2026

9:00 a.m.	Sunday Vespers Service (Dedicated Scout Monument in-front of Grand Pavilion)
	<b>Check out:</b> OA representative will be available out after Sunday Service on the Flint River Dining Hall porch for any questions.



## EXPANDED SATURDAY SCHEDULE

### 09:00AM Opening Ceremony

Here is where we will officially kick off the 2025 Klondike. The ceremony will start with a presentation of the colors followed by some enhancements. Field Uniforms will not be required for this, but we do ask that Scouts be wearing a troop activity uniform. After the enhancements we will play our classic egg toss game where scouts will attempt to pass an egg between each other without breaking it.

### 09:15AM Klondike Events Begin

At this time all of our classic Klondike events will begin. There is a complete list of events at the end of this document. Event locations will be posted on maps around the event and identified with markers at the station.

### 09:15AM Archery and Shooting events

The archery and shooting events will be taking place on the Camp Thunder shooting ranges and as such scouts will need to take the bus to get there. Each troop should send one scout for archery and one scout for rifle. The buddy system must be followed, no troop may send only one scout. They need to meet at the bus stop immediately after the opening ceremony. The scouts will need to be back on the bus immediately after shooting ends to travel back to the Flint River Adventure Area.

### 09:00AM – 04:00PM Camp Wide Game

The camp wide game is a yearly challenge open to every unit in attendance. This game can be skill or luck based but is always a good time! Be on the lookout for information for what the game is when you get to Klondike!

### 12:00PM Lunch Break

Take time to relax and eat with your unit. Feel free to take advantage of the trading post and purchase a hamburger or other snacks. Food will be sold on a first come first serve basis.

### 01:00PM Klondike Sled Race

The annual Klondike sled race will take place on the field in front of the lake across from the dining hall. Each troop should have a sled that one scout can sit in. 4 scouts will then pull that sled across the field. There will be 6 troops in each race with the winners of each race competing against each other.



### **03:00PM Free Time**

### **04:45PM Flag Lowering Ceremony**

Please wear your Class A uniform.

### **05:00PM Dinner in Campsites**

### **06:30PM Ini-So**

This year we will be continuing our new tradition of our Saturday night Ini-Social! Ini-So this year will be taking place at the Grand Pavilion and will serve as a time for brotherhood and fellowship. This time will also serve as a time for reverence and celebration as we call-out those who have been elected into our Brotherhood through our Call-Out Ceremony. We will also be giving out our Klondike Awards at Ini-So. We also ask that you please come in Class A uniform.

### **08:30PM Brotherhood Ceremony**

The details of the Brotherhood ceremony will be discussed at camp, but if one of your scouts are planning on going through the Brotherhood ceremony, they will need to turn in the Brotherhood letter before 5 P.M.





# ORDER OF THE ARROW

## ANNUAL KLONDIKE GAMES

### Don't Break the Goose Egg

This game will take place directly after the flag raising Saturday morning. Two scouts from every troop will pair up. One scout from each group will form a line with other scouts and likewise with the other scout. Each scout should be facing their partner at this point and have a group to their left and right (unless they are at the end of the line.) Each line should have at least 1ft between scouts and partners should be standing ~3ft apart. Each scout on one line will be given an egg. Partners will begin to pass the egg back and forth with one partner taking a step back after each pass and catch. Whichever group is able to form the largest gap between their partners will be declared the winner of this event.

### Browsea Basketball

Scouts have five minutes to throw a basketball through the hoop. One point is given for every shot made. The troop with the highest score wins.

### Waguli Stick

A group of five scouts gather around in a circle and are given a waguli stick. The scouts then begin passing the stick back and forth catching it in the middle of the stick (marked off with two pieces of tape.) The troop that can go the longest wins.

### Log Pull

Scouts are given a log along with a piece of rope. Using their scout skills they must use the rope to drag a log without the two becoming detached. No scout may touch the log after the log and rope are attached. The troop who does this the quickest wins this event. If the rope and log detach the troop is disqualified. 15 seconds will also be detracted from a troops time if they use the correct method for this task.

### Moon Ball

As a team building activity, the object is for a patrol to keep the beach ball aloft as long as possible. Scouts are not allowed to hit the ball twice in a row. This activity becomes exciting as the Scouts count out loud the number of hits and attempt to surpass their personal best.

### Paul Bunyan

Scouts will chop a log of wood apart using an ax. A point is given for every setting taken and the lowest score wins. Scouts may use an ax from their troop but axes will be available.

**SAFETY GLASSES AND GLOVES WILL BE REQUIRED FOR PARTICIPATION**

### Crosscut Saw

Troops will use a large two-person saw to cut a block of wood. The lowest time wins.



### **Rope Burn**

Scouts must use their natural resources (and a match) to start a fire and burn through a rope. Time begins when the first materials for the fire are placed and time ends when the rope is burnt into two pieces.

### **Blow Ball**

Scouts will place a ping pong ball onto the table and blow as hard as possible to get the ping pong ball as far as they can. Staff will watch 1 person at a time and then mark where the ping pong ball was with a piece of tape and have the scouts write their name and troop number on the tape. Winner is the troop with the furthest distance.

### **Archery/Rifle Shoot**

Each troop will choose their best rifle and Archery shooters. The two scouts will then be transported over to the other side of the Lawhorn Scouting Base. The scout with the highest score in their respective category will win.

### **Tomahawks**

Scouts will be able to throw tomahawks at this station. This event is purely for fun and will have no winner.

### **Water Boil Challenge**

In this game, scouts will seek to bring water to a boil as quickly as possible. However, there is a catch. The water must be in a paper cup. Build a fire and bring water in a paper cup to a boil as quickly as possible to win this game!

### **Cornhole**

Cornhole here is a game of speed and skill. In a 60-second time period, you must get as many bean bags as you can into the hole of a cornhole board. Whichever troops can get the most points will win.

### **Ladder Ball**

Score as many points in ladder ball in one minute as you can to win this game.

### **River**

Using wood cookies and your brain, get your troop across an imaginary river without losing anyone. If no scout is on a wood cookie then the wood cookie will be swept away and no longer available for use. Troop's times will be divided by the number of scouts and the troop with the lowest time wins.



# ORDER OF THE ARROW

## Pipeline

In this game, scouts aim to roll a ball down a series of pipes into a bucket. While the ball is on the pipes scouts cannot move their pipes. Scores will be calculated by time divided by scouts with the lowest number winning.

## Blind Man Buff

Scouts form a circle; One scout is in the middle of the circle and is blindfolded. Staff will say "Go" and the scouts will walk in a circle around the scout in the middle, When the Staff member says "Halt" then everyone will stop. The scout in the middle will then try to tag a scout that is in the circle around them. If the blindfolded scout gets another scout then He/She will guess who it is just by touch if guess correctly then the scout that was tag will be the next to be in the middle. Winner is the troop with the most guessed people

## Build It Faster

Each team will be given 5 minutes to build a tower out of whatever they can find around them, the tallest tower wins.

## Rock Relay

The whole group lines up anyway they want. The first person will be given a rock, they need to pass the rock down the line using only their elbows and if you drop it you start over, fastest time wins.

## Bridge Build

Each group will build a tiny bridge as fast as they can out of material around them, then once they are ready a rock is put on their bridge and it must hold it for five seconds. If the bridge falls the time does not count. Fastest time wins.

## Big Circle Count

The whole group gets in a circle, then one person says "1" then someone else that is right next to the first person says "2", and it keeps going around until everyone has said a number, but if two of the same people say the same number the group starts over. The fastest time wins.





## **CUB SCOUT EVENTS**

*All may participate, however, cub scouts are given priority. These events are just for fun and are not scored.*

### **Wrist Rockets**

Scouts will use slingshots to shoot dry dog food at metal pans.

### **Silent Line – Up Challenge**

The group lines up shoulder to shoulder in any order they want and no one can talk except one person (the group can discuss it) then it starts, the staff will give the group an order to line up in age and then height. The group with the shortest time wins.

### **Human Knot Times**

The group makes a circle that's shoulder to shoulder, everyone grabs the hand of someone across from them and the other hand to someone else's hand. Then the group has to untangle themselves.

### **Flash Cone Rearrange**

Each group will be given a stack of cones, they will need to place the cones on the group to make three shapes, the shape will be given by the staff. The fastest time to make all three shapes.

### **Name Toss**

Everyone stands in a circle and quickly tosses a ball across the circle, saying each receiver's name, until the ball gets back to the first person. The fastest time wins.