



Klondike 2025

The Last Frontier

February 14-16, 2025
Camp Arrowhead, Marshfield, MO

Pricing

Scouts: \$25

Closes Midnight Feb. 8, 2025. LATE REGISTRATION: \$50.

AOLs and adults: \$5

Registration:

Online at <https://scoutingevent.com/306-OZKlondike2025>

Get ready for an unforgettable adventure and test of your Scouting skills! Build your group's sled to carry your equipment for the various challenges. There are prizes for the best decorated sled, Scout spirit, and placing in the sled race.

Shelli Luke | Event Co-Chair | shellidluke@gmail.com

Gwen Thomas | Event Co-Chair | gwenethomas@att.net

Aaron Puffer | District Executive | aaron.puffer@scouting.org

Event Schedule

Friday - February 14th

5PM Front Gates Open
 5-8PM Unit Check-In & Campsite Assignment
 9PM Scoutmaster/SPL Meeting in Foster Lodge
 10:30PM Lights Out – Quiet Time

Saturday - February 15th

7 AM Suggested Breakfast Time at Your Own Campsites
 8 AM Last Minute Adjustments to Sleds
 8:15 AM Opening Flag Ceremony & Announcements at Dining Hall
 8:45 AM Challenges begin.

Session 1: 8:45 – 9:30 AM

Session 2: 9:40 – 10:25 AM

Dutch Oven: 10:35 – 11:20 AM

LUNCH BREAK: 11:25 AM – 12:35 PM Dine at your own Campsite

Session 3: 12:40 – 1:25 PM

Session 4: 1:30 – 2:15 PM

Session 5: 2:20 – 3:05 PM

Session 6: 3:10 – 3:55 PM

Session 7: 4:00 – 4:45 PM

4:50 PM Klondike Sled Race
 5:45 PM Closing Flags or Right after the Race concludes
 6:00 PM Closing Campfire Ceremony and Awards
 6:30 PM Break for Dinner or Early Checkout at Foster Lodge (or at conclusion of campfire)
 10PM Lights Out – Quiet Time

Sunday - February 16th

8-11AM Campsite inspections/check-out
 Please host an interfaith worship service in your campsite

11:30 AM Gates Closed, All Troops off Property

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Station Descriptions

Station #	Description	Area
1	First Aid	Outside Foster Lodge
2	Axe Throwing	Behind Foster Lodge
3	Blinding Snow Challenge	Outside of Nature Lodge
4	Patrol Ski Challenge	Climbing Tower
5	Branding & S'Mores	By Chess Board
6	Fire Building	Outside Scout Craft Pavilion
7	Pioneering	West of (beyond) Fire Building
Bonus Event #1	Cast-Iron cooking	Commissioners' Corner
Bonus Event #2	Race	Starting Line Near Climbing Tower

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Event Specifics

○ **Weather**

- This is a Snow/Rain/Shine event, please plan and pack accordingly.
- Extra set of Dry Clothes, Gloves, Hats, Long Underwear, etc.
- Sample Packing List on Page 7.

○ **Food**

- Every Unit is responsible for their own food. Remember: Perishable/fresh items may freeze. Don't forget to bring supplies for hot beverages.

○ **Check-In**

- At Foster Lodge – One Leader may check in entire unit.
- Please bring Health Form A & B for everyone in the unit.
- A Medic is on-site during the event. Medic HQ is in the health lodge.
- If you feel ill, or are running a fever, please stay home.

○ **Vehicles**

- No vehicles in Camp. All must be parked in the lot outside of Foster Lodge.
- You may take one vehicle with trailer to campsite to unload and unhook trailer. Then bring the truck back to the parking area.

○ **Campfire on Saturday Night**

- Awards given at Campfire (must be present to win)
- Optional Sled Burning if Wooden
- Each Unit Should be Prepared to Sing or Perform Skit at the campfire, please relay the skit and/or song to staff during check-in.

○ **Interfaith Worship Service**

- Please incorporate an interfaith worship service in your campsite during breakfast.

○ **Check-Out - Gates close at 11:30 AM Sunday**

- Campsite Inspections Required for check out. Please call Gwen at 417.840.5751 or Shelli at 417.894.3512 when you are almost ready to depart.
- Patches will be distributed at check out.
- Leave No Trace – All Trash in Barrels at Campsite Entrance
- Campfires Must Be Put Out cold
- All Gear, Food, and Personal Items Removed

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○ **Dutch Oven Cooking Competition**

- Categories: main dish, side dish, bread, dessert
- Judged on Originality, taste, consistency, and overall appearance.
- Teams: 6-8 scouts per entry
- Due to time constraints, ingredients may be prepped (cut, chopped, sliced, diced, marinated) and ready to assemble in the Dutch Oven. However, no items can be precooked.
- Teams must provide all ingredients.
- Patrol teams are responsible for assembling the ingredients, overseeing placement of proper # of hot coals, monitoring cooking time, rotating, removal, etc.
- Teams can provide their own charcoal, charcoal chimneys, and Dutch Ovens. However, these items can be provided for use if needed. Please make sure to request supplies during online registration.
- All cooking must be done in an approved Dutch Oven. No griddles, grills, roasters, skillets, etc. are to be used.
- A copy of the recipe with the team's name/troop number must be presented to the judges.
- Judging will take place at 12:15 PM by non-partisan, hungry volunteers/staff.
- Know and practice safe food handling procedures.
 - Teams should start with clean equipment and use clean cooking practices.
 - Good hand washing practices are required. There should be no finger licking.
- Use good fire safety practices. Keep yourself and others safe.
- Any equipment borrowed must be cleaned properly and returned to Foster's Lodge before the troop checks out and heads home.
- The winners will be announced at the Campfire. Participants must be present to win.

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SLEDS

- Scouts are to bring sleds to carry their gear for the day. A sled should have no more than 12 Scouts for rotation. (The race is limited to 6 scouts per heat).
- Be sure the sled is equipped and suitable for rocky terrain.
- Wheels are allowed on sleds.
- Supplies to be on the sled:
 - Patrol Flag
 - Fire Starting/building materials (Anything approved in the BSA Handbook)
 - Ropes for pulling sled/repairing any damages
 - First Aid Kit
 - Day Pack with water, snacks, small trash bag, rain gear, etc.
 - Be prepared!

Sled Race

- **Max 6 Scouts** per sled for the Race per heat.
 - Sleds may be used multiple times for groups with more than 6 scouts
 - Teams may run the course a 2nd time if they would like to try to improve their time or “for fun”.
- Starts will be staggered, results are based on time.
 - Each sled must have an adult leader to time their race.
- The entire group racing **must** cross the finish line together to complete the race. **The team starts together AND crosses the finish line together.**
- Good sportsmanship and Scout spirit is expected by both Youth and Adults

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Sample Packing List

- Water bottle
- Socks, wool and moisture wicking preferred (winter weight/thickness)
- Good sturdy footwear, water resistant if possible
- Base Layers – Thermal Underwear or Long Johns
- Sleeping clothes (not what was worn during the day)
- Outer layers – Avoid cotton
- Coat and Outerwear – Fleeces, and something that can block the wind.
- Hat that covers your ears
- Gloves
- Flashlight or Headlamp
- Handwarmers
- Towel
- Mess kit
- If it is snowy or rainy, a dry set of clothes/shoes/etc. is recommended.

Wet Clothing, socks, gloves, and shoes are dangerous in cold weather.

*****BE PREPARED**** PREVENT FROST-BITE and HYPOTHERMIA ******

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