



Winter Klondike

January 24, 2026

Beaumont Scout Reservation

“Building to the Future”

Final Edition (01/03/26)

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Welcome to Winter Klondike

Welcome to the Boone Trails 2026 Winter Klondike - "Building to the Future". The Klondike event will be held on January 24 at Beaumont Scout Reservation, most events will be at the Emerson Center and Scoutcraft Field. Our event will incorporate the Klondike Derby as well as many other activities and is open to Webelos, Scouts BSA, and Venturers.

Upon arrival, please send your Scoutmaster and SPL to Headquarters (HQ) to check in along with a copy of your registration list. Check-in will begin at 7:00 AM at Headquarters (HQ) in Scoutcraft Field Gazebo. **Turn in completed Range and Target Sports Permission Form for each Scout participating in these activities.**

Our Klondike is youth-led. During the event, please listen to and follow the directions provided by the youth staff. If you have any questions or comments, please don't hesitate to contact staff or visit HQ. We are here to make sure that your Scouts have a great time and they look forward to our next District event, Spring Camporee, April 17-19 at Camp Warren Levis. We welcome and appreciate your feedback along with suggestions for the future.

Registration

The event fee for the Klondike will be **\$15 until online registration closes on January 19, 2025**. If you do not register by this date but still wish to attend you may pay a fee of \$20 at the event. **The fee includes the event patch, program materials, lunch on Saturday by the Boone Trails OFP, and all activities (except shotgun). Please note that Saturday lunch is not guaranteed for registrations after January 18.** Event registration can be found on the Boone Trails District webpage.

Scouts also have the opportunity to purchase shotgun shooting during pre-registration and (if there are any remaining) at HQ during check-in. The ticket price is \$5 for a five-round set (i.e., 5 shots plus 5 clays). There will be a maximum of 23 sets available for purchase. **Each Scout and AOLs must have completed Range and Target Activities Permission Form, a copy is included in this manual and be downloaded from the online registration site. Signed forms are to be turned in with HQ to receive a colored wristband for range and target sports participation.**

Additionally, pre-registration will be available for merit badges and Webelos Nova to reserve a spot for your Scouts and so they can be prepared with any prerequisites. We're offering very exciting badges and Nova that are sure to fill quickly. Therefore, if

your Scouts are interested in a badge or Nova please register as soon as possible; however, upon check in ask if there are any openings.

Winter Klondike Staff

Our Klondike is youth-led. The Campmaster, senior staff, and many youth staff volunteers from troops around our Districts are excited about the event and working hard to ensure that every participant has a good time.

We welcome Scouts and adults to join staff and help plan events that your troop wants to attend. Meetings for this event are held on Wednesday night at the Weldon Spring Site Interpretive Center from 7:00 to 8:00 PM. Scouts are asked to contact the Campmaster for meeting information.

Tentative meeting dates are as follows:

- January 7
- January 14
- January 21

BOONE TRAILS SENIOR STAFF FOR THIS EVENT:

● CAMPMASTER:	Wesley Barlow	
● ASST. CAMPMASTER:	Joseph Rachmiel	
● SCOUT ACTIVITY LEAD:	Dylan Day	
● AOL ACTIVITY:	Matthew Day	
● LOGISTICS:	Dylan Day	
● ADULT ADVISOR:	Dax Nieders	dnieders@kdarco.com
● CAMPING CHAIR:	Dave Spies	bsadspies@gmail.com

Winter Klondike Manual

Planning for the Klondike takes months and goes right up to opening night as staff adjust for the availability of equipment, resources, counselors, and the weather. In order to publish information as soon as possible, a draft manual is provided for troop planning. A final manual will be published about a week before the event and updates will be announced at HQ. Troop feedback based upon the draft manual is appreciated for review during the planning process.

Winter Klondike Lunch

A lunch is included with registrations made before January 18. After that, we will try to accommodate but cannot guarantee lunch since the food will be ordered.

The Winter Klondike lunch will be similar to previous Winter Klondike meals. The planned meal is as follows (substitutions may be required due to availability):

- Chicken Noodle Soup
- Soda or Oyster Crackers
- Peanut Butter Jelly Sandwich
- Oreo Cookies
- 16 oz. bottle water

Plates and utensils will be provided.

No special dietary alternatives are planned. Individuals with special dietary needs are advised to bring their own food.

Adults/leaders are welcome to contact Darrel Tadsen (dtadsen@aol.com) at the Boone Trails O.F. Patrol or visit the OFP Saturday morning to review ingredient labels or ask any questions about the lunch.

Coffee Klatch

Adults are welcome to visit the OFP Coffee Klatch on Saturday morning to meet with fellow leaders and unit commissioners

Leader Training

Adult pressurized fuel and SM/ASM training; advancement in a troop for AOL leadership training is planned for this event. Preregistration is available during online registration, but walk-in registration will be available by visiting HQ on Saturday morning immediately before or after the opening flag ceremony.

Training will begin immediately after coffee klatch. Participants are welcome to bring a pressurized fuel item such as a stove or lantern for training, but the instructor will have a stove and lantern on hand for those that do not bring a device.

Boone Trails Items



Boone Trails adult leader patches will be available at HQ for \$3 each (while supplies last). All funds generated by the patch sale will be used by the Boone Trails District Advancement Committee.

Event Guidelines

1. The Scout Oath and Law will be our guide during this event.
2. Our camporee is youth-led. Please listen to and follow the youth staff directions. If you have any questions or concerns, please visit the event headquarters (HQ).
3. Absolutely NO fireworks, personal firearms, weapons, alcohol or other drugs will be permitted at the camporee. Adults that need to smoke or vape are asked to please make sure that they are out of sight of all Scouts.
4. All troops must check in their Scouts and adults when arriving and then check out before leaving.
 - a. Each unit should present a roster of those present and those who are expected to arrive during the event. The roster should include, at a minimum, name and emergency contact name, phone number, and identification of any Scouts that are to be picked up before the conclusion of the event and by whom.
 - b. All participants are required to wear their wristband for the duration of the event.
 - c. Please review the Camper Security Policies (NCAP Standard AO-804) for more information.
5. Personal Vehicles

- a. All vehicles used in camp must be operated in a safe and legal manner. All posted speed limits must be adhered to.
- b. Passengers must be seated in a seat and seat belts used. No one may ride in a vehicle's cargo area.
- c. Please park in designated parking areas and be courteous to other troops. Vehicles should stay on camp roads unless given permission by the camp ranger, event adult advisor or event headquarters. Vehicles must stay out of pavilions and buildings. Roads must remain clear for emergency vehicles.
- d. If required for the event, vehicles staying overnight should post the parking pass visibly on the dash while the vehicle is within camp. If required, parking passes will be handed out by staff upon arrival or will be available at HQ.
- e. Anyone wishing to use a personal ATV, UTV, golf cart or similar vehicle on a GSLAC property and/or a GSLAC Scouting event must receive permission from the event adult advisor and camp ranger and have required training per GSLAC Motor Vehicle Policy.
- f. Vehicle operation should not interrupt or spoil the experience of any Scout or participant, or program presentation such as campfires, flag ceremonies, etc.
- g. Vehicles may only be operated after dark if equipped with working headlights.
- h. Follow the *Guide to Safe Scouting* including:
 - i. Youth drivers are prohibited. Must be 18 years of age or older.
 - ii. Transportation of passengers in a pickup or truck bed, recreational camper or towed trailer is prohibited. See limited exception for parade and hayrides.

6. Medical Care

- a. Every participant in a short-term event must have an up-to-date BSA Annual Health and Medical Record, with parts A and B completed. The BSA Annual Health and Medical Record for all in camp (scouts and adults) should be kept in a secure location accessible to the unit leader and the health officer.
- b. Camp staff and volunteer leaders may and should treat minor cuts, scrapes, or other minor injuries. Anything beyond their expertise should be sent to the Camp Health Officer.
- c. Please review the Short-Term Medical Care Policies (NCAP Standards HS-503 through HS-509) for more information.

7. Please review the Emergency Procedures (NCAP Standard AO-805).

8. Troops are responsible for ensuring that any troop fires are built safely, managed and put out cold when finished.
9. The scout uniform should be worn during the event. We ask that you wear your field uniform during flag ceremonies. Your activity uniform may be worn at all other times. If you are a former staffer and just attending, please refrain from wearing your staff shirt or hoodie.
10. Troops must maintain the BSA guidelines for two-deep leadership and follow all other Youth Protection Training (YPT) guidelines.
11. The Buddy System is required at this event and Scouts should remain within the event boundaries.
12. To attend any shooting sports activity (if available), participants will be required to attend the safety brief and bring a completed Shooting Sports Permission Form.
13. Garbage and trash
 - a. Participants are expected to practice Leave No Trace guidelines and properly dispose of all trash.
 - b. Garbage and trash should be removed from the campsite daily.
14. There will be NO fighting (verbally or physically) at this event. Any issues should be reported to staff at HQ.

Activities

Range and Target Activities - Must turn in a completed Range and Target Sports Permission Form for each Scout participating in these activities at check in.

- Rifle Shooting
- Shotgun: Scouts have the opportunity to purchase shotgun shooting tickets during pre-registration and (if there are any remaining) at HQ. Tickets that have not been used before 2:00 PM will be forfeit and remaining rounds will be on a first-come basis.
- BB Guns
- Hawk Throwing
- Wrist Rockets
- Archery

Climbing Tower & Crate Stacking

In Emerson Center:

- Chess - Theatre (afternoon only)

Scoutcraft Field:

- Yard Games

Competitions

- Klondike Derby – This year, the annual race will have participants practicing the scouting skills (maximum 5 participants per race). Our race sees teams race through a course while completing a number of challenges. Participating scouts should be able to push their sled over a long distance. Prizes will be given out for Most Theme Cohesive, Fastest, and Safest sleds.
- Top Shot – There will be separate Archery Top Shot and Rifle Top Shot competitions based upon the Highest Score in the respective competition. Each Scout gets one (1) “round” and must state BEFORE THEY SHOOT that the round is for top shot (one try only per Scout). Scoring will be based on the individual events normal score system. Scouts only.
- First Aid Challenge for Cold Weather injuries. Scouts will be provided 3 different cold weather conditions where they must diagnose and treat each injury.
- Shelter Building Contest – The shelters must adequately protect a human from the elements. Shelter cannot be premade (no tents, pop ups, etc) Must be able to meet the following criteria (Comfortably fit inside, Reasonable water protection,

reasonable stability. Materials must be found in a natural state. Judged by senior staff.

- Fire Building for Scouts and Adults (both will compete separately). No more than 3 participants per team. The team must burn through a string that is 2 feet high in the least amount of time. Fire fuel cannot exceed 1 foot in height. Materials must be found in the immediate area of the competition and be natural items - no paper, accelerants, etc. Matches will be provided and material hunt is for up to 10 minutes.

Activity Locations

Winter Klondike HQ	Scoutcraft Gazebo
Opening Flag Ceremony	Pioneer Kit Cabin on Scoutcraft Field
Lunch by OFP	Near Beckett Cabin
Coffee Klatch	Near Beckett Cabin
Engineer Presentation	Emerson Theatre (Lunch hours only)
Citizenship in Society MB	Emerson (Large Meeting Room)
Engineering MB	Emerson (Red Room)
Electronics MB	Emerson (Green Room)
Geology	Emerson (Entryway)
Architecture	Emerson (Blue Room)
AOL Activities	Emerson Theatre (morning), otherwise at ranges and climbing tower area (afternoon)
OA Chapter Meeting	Scoutcraft Field Pavilion
Knife & Hawk	Near Archery Range
Wrist Rockets	Near Archery Range
BB Gun	BB Gun Range
Rifle & Shotgun	Rifle & Shotgun Ranges
Klondike Games	Scoutcraft Field
Chess	Emerson Theatre

Klondike Derby	Starts at Pioneer Kit Cabin
Climbing Tower & Crate Stacking	Climbing Tower
Water Bottle Rocket	Emerson -build in morning, launch at 1:45 pm at Scoutcraft Field. Bring 2 Liter bottle w/cap

Schedule

SATURDAY

7:00 am	Check-in opens
8:00 am	Flag ceremony at HQ and morning announcements
8:30 am	Morning activities and Merit Badges open Webelos activities start
9:00 am	Coffee Klatch by OFP (Adults/Leaders) Pressurized Fuel Training
11:45 am	Morning activities close
12:00 pm	Lunch
12:15 pm	Engineering & Architecture Presentation - Emerson Theatre
12:45-1:45 pm	Water Bottle Rocket Launching - Scoutcraft Field
1:00 pm	OA Chapter Meeting for Arrowmen Begins and AOL Activities at the Ranges near the Climbing Tower
1:30 pm	Afternoon activities open Sled Check in for Klondike Derby Begins
2:00 pm	Klondike Derby
3:30 pm	All activities (games, climbing, shooting, etc.) close
4:00 pm	Closing ceremony

Sled Requirements

The sleds will be a part of the Klondike Derby. The sleds **MUST** meet the following requirements for the **Klondike Derby Race**:

- Must be a life-size sled, which means that a scout should be able to sit comfortably on the sled. Otherwise, sleds can have any dimensions.
- There must be **NO WHEELS** on the sled but it must be able to operate on various surfaces, including snow, grass, and gravel.
- Must be able to hold materials and anything we give you at the event.
- You can use wood, lumber and similar traditional materials for construction, metal may not be used in the frame of the sled.
- Lashings must be the primary fastener on the sled. Screws and nails may be used, however they must be covered by lashings.
- Maximum team size is three for two pulling and one pushing.
- Must be safe and well built (as determined by Staff).

Failure to meet any of the requirements listed above will result in an automatic disqualification from the race. If you have any questions, comments, or concerns on whether or not your sled will qualify for the race, please email the Campmaster for a ruling prior to the event.

Please bring your sled to the Pioneer Pavilion for a pre-race inspection at 1:30 pm.

A sample sled guide to get you started is provided on the next page.

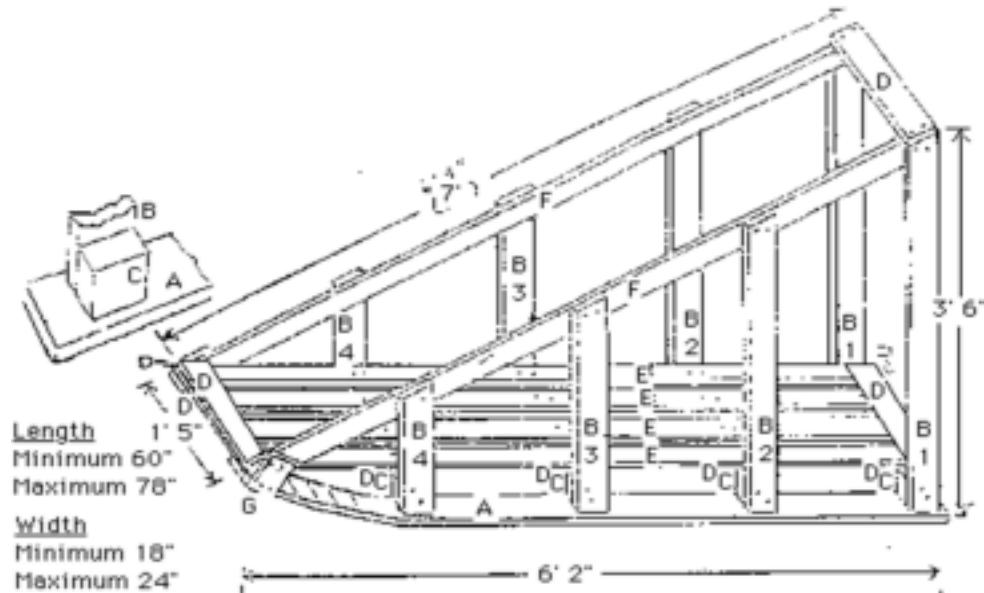
Klondike Derby Sled Plans

The following plan is for a sled that has minimum and maximum dimensions as shown. There is no absolute requirement for these dimensions, but these are typical of those used in most areas.

The sled below is shown as a guide. Your own design may be used if it conforms to the minimum and maximum dimensions. Make sure the sled is strong enough to bear the weight of your equipment and will hold together for a long trip. It is best to use screws rather than nails. Drill first to avoid splitting wood. Varnish bottom of runners and wax before using. Wire netting or a canvas snow curtain may be added to prevent items from falling off of the sled.

Secure a towing rope at the front and secure a brake rope at the rear.

Sled:



Materials:

Item	Label	Quantity	Dimensions
Runners	A	2	1" x 4" x 6'2"
Uprights	B1 B2 B3 B4	2 2 2 2	1" x 4" x 3'6" 1" x 4" x 2'8" 1" x 4" x 1'9" 1" x 4" x 10"
Upright Supports	C	8	2" x 4" x 4"
Cross Supports	D	6	1" x 4" x 1'5"
Floor Strips	E	4	1" x 4" x 6'
Hand Rails	F	2	1" x 2" x 7'
Front Supports G 2 1" x 4" x 6"			

Scout BSA Merit Badges

Merit badge spots can be reserved online along with camporee registration. Remaining spots (if any) will be announced during the opening. Scouts are asked to bring a blue merit badge card to the merit badge and complete any prerequisites as noted below.

	Citizenship in Society Prerequisites: None Scouts need to sign up by age: 13-15 year olds AM Session; 15-17 year olds PM Session
	Engineering Prerequisites: 2 and 5, bring evidence of completion.
	Architecture Prerequisites: 1.a, 1.b, 4, and bring evidence of completion.
	Electronics Prerequisite: 6, bring evidence of completion plus a \$10 fee for LED light kit. Fee collected during online registration
	Geology Prerequisites: Complete 4b, 5c - bring a rock or mineral of your choosing to identify

Webelos/AOL STEM Nova

Webelos will have the opportunity to participate in a STEM Nova Fearful Symmetry during this event. Sign-up during registration.



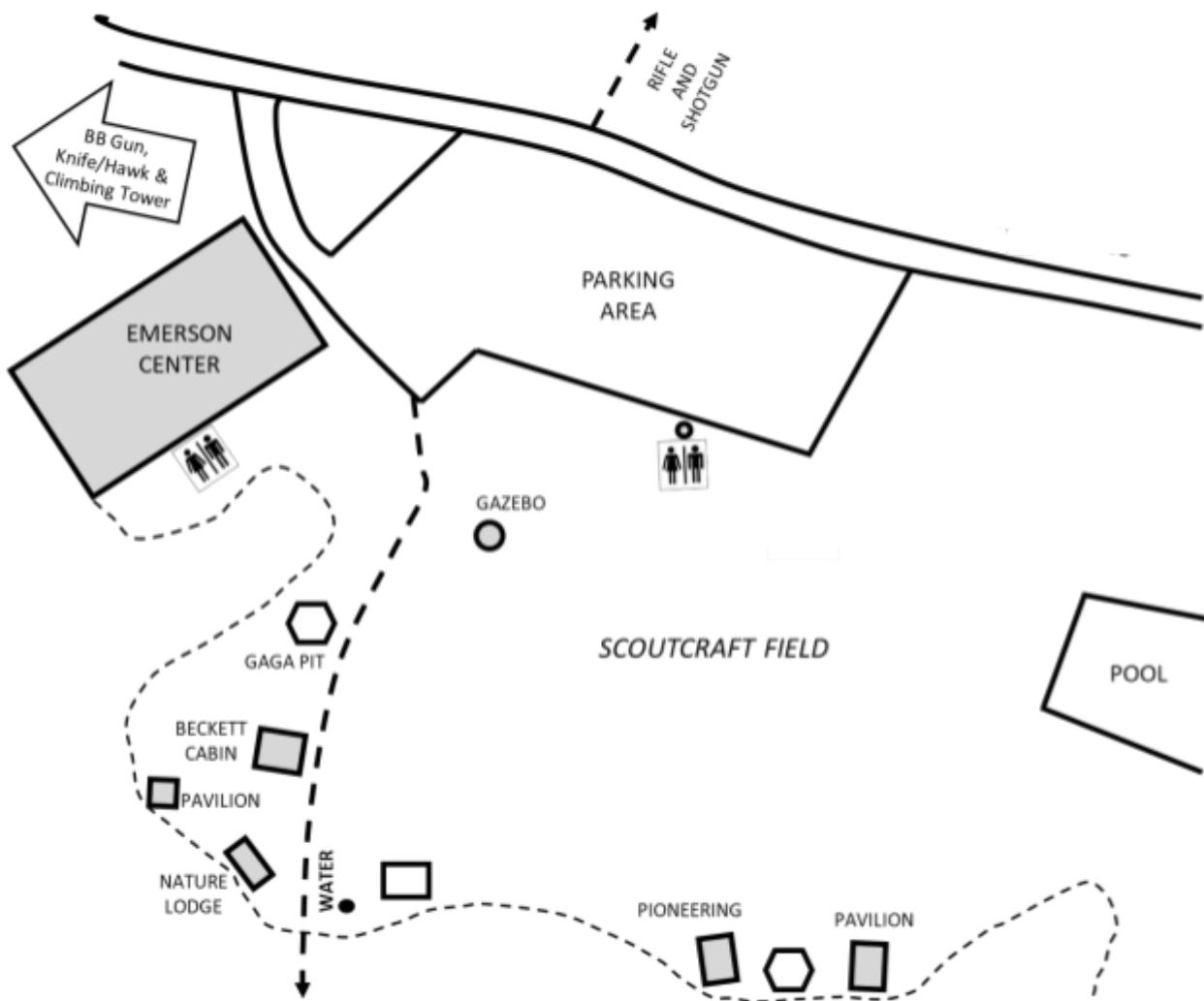
Webelos/AOL Activity

Planned activities include:

Spaghetti and marshmallow towers (Engineering), Build Bottle Rocket - bring an empty 2 L bottle w/cap	Theater Room
Rubber band string cup stacking (Team Building)	Theater Room
Wind Turbine Activity (Engineering)	Theater Room
BB guns, Knife, Hawk, and Archery from 1:00-2:00	Ranges
Climbing Tower from 2:00-3:00	Climbing Tower

Event Map

Winter Klondike will be held at Beaumont Scout Reservation around Scoutcraft Field.



Winter Klondike Headquarters will be at the Gazebo on Scoutcraft Field.

RANGE AND TARGET SPORTS PERMISSION FORM

Range and Target Activities Permission Form

Boone Trails District _____ (Unit, District or Council) will be conducting an open shooting **★** experience. In this program, Scouts will be able to participate in archery, rifle, shotgun, and/or pistol (Venture or Sea Scouts only) programs under the direction of an NRA Range Safety Officer, NRA certified instructors, or USA Archery Level 1 Instructor.

Scouts will be required to wear appropriate protection equipment at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, shotgun, archery instructor(s).

I, the undersigned, give my child, _____ permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. For safety, my child and I agree that they will do the following or they will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, shotgun, and archery instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is a registered Venturer or Sea Scout (for pistol programs).

Participant signature _____ Date: _____

Parent/guardian signature _____ Date: _____

*** This program also includes knife and tomahawk target activities.**