



# *"Frostbite Mystery Challenge"*



Hosted by Troop 440 and Friends

## Background

Your team will investigate a mystery unlocked by using your Scout skills and spirit! It will be a wild and wacky adventure fun for all your Scouts. Keep working on those core outdoor rank skills you know and love as it will be key to unlock the mysteries

## Events

There is a total of 6 stations that will be included for the final scoring. These have been listed with some brief descriptions in this Klondike Leaders guide.

## Start Positions and flow

We have decided to run an open format this year. It will be the patrols decision where to start. All 6 of the stations are within the main corridors of the camp – don't cut through campsites please. There should be enough time to complete all of the events, and it will be required to complete them all to win and ultimately solve the "Frostbite Mystery". At the completion of each station you will get one clue. Immediately after the Saturday morning flag ceremony, final directions will be given, and each patrol should have developed a plan for the open format mentioned previously.

## Patrol Etiquette

The Patrol Leader is responsible for their patrol's actions and has the responsibility to ensure that their patrol is at the activities as directed within the competition. We ask that patrols try to keep to 3-4 patrols max per station. If you arrive at a station and there is 3-4 patrols waiting already, we will encourage you to move on to the next station and come back. There will be designated waiting areas at each site for the troops that are waiting. We ask for Scouts to be respectful and not cut in line – penalties will be given for being unruly or unfair including disqualification if necessary.

## Scoring

Each station is worth 100 points. They all have multiple levels of scoring which will be explained by the station chief at each station. Some of the events have times that are weighted and some are more skill weighted. And DON'T forget Scout SPIRIT!

There will be one winner of each event and the best scores over the entire Klondike will be awarded 1st, 2nd and 3rd places. This will be announced at closing flags. So please stay until the closing flags.

## Locations

Locations will be within the core camp and Scouts should not cut across campsites. We will have maps with the check in packages with final locations and visual markers. We recommend Patrols take time to study the map to develop their strategy to maximize the open format after receiving their check-in package (so leave time before flags).

## Sleds and Patrol Equipment

The sleds will be evaluated as part of the sled race. They will need to be able to handle carrying equipment and a scout on both snow and muddy terrain. Please be prepared to show that the sled is carrying the necessary patrol equipment as part of the scoring.

## Afternoon Events After the Competition

Events are for those staying overnight. We request those wanting to participate in these events indicate on check in so we can get the judges out to your respective sites after the competition and before evening programs begin.

### Campfire Songs Skits, Jokes

Please come prepared to participate in the evening campfire program. The campfire Master of Ceremonies will be looking for contributions before/right after flags, lunch time and at closing flags.

### Emergency Shelter Building

Work from the natural environment and put together a shelter for an emergency scenario.

### Dutch Oven Cookoff (leaders)

No, don't cook your leaders...well at least that's not part of the competition. Navigate your sled as a team through an obstacle course. This is for high energy troops that need to be able to run some of that off. We would create a specialized award for this so as not to impact the overall competition results.

### Birchbark Expeditions

Take some time out from the competition to learn about our nationally acclaimed High Adventure Trek. Troops need to plan sooner to lock in a trek as the spots are filling faster from Troops/Crews across the country.

# GREAT FALLS SCOUT COUNCIL KLONDIKE 2026

## Schedule

### Friday, January 16<sup>th</sup>

- |                 |   |
|-----------------|---|
| 5:00 – 9:00 pm  | SPL/Scoutmaster Check-in at the Camp Office and Campsite set up.  |
| 9:00 – 9:30 pm  | SPL/Scoutmaster Meeting at Hutchison Dining Hall                  |
| 9:30 – 10:30 pm | SPL/Scoutmaster and Adult Cracker Barrel at Hutchison Dining Hall |

### Saturday, January 17<sup>th</sup>

- |                             |  |
|-----------------------------|--|
| 7:00 am -                   | Reveille   |
| 7:00 – 8:30 am              | DAY VISTORS Check-in at the Camp Office                          |
| 7:30 – 8:30 am              | BREAKFAST (Unit provided at troop or crew's campsite)            |
| 8:45 – 9:00 am              | Flags / Opening ceremonies at the Flag Field                     |
| 9:00                        | Competition events begin.  |
| 1:00 pm -                   | Competition events end   |
| 1:00 pm -<br>open/optional) | LUNCH (Unit provided at Troop/Crew campsites) (Afternoon program |
| 2:30 - 3:50 pm              | Troop/Crew activities or optional Klondike events                |
| 4:00 - 4:45 pm              | Flag Retreat/ Awards @ The Flag Field                            |
| 5:00 – 6:50 pm              | DINNER (Unit provided at Troop/Crew campsites)                   |
| 7:00 pm – 7:25 pm           | Religious Services   |
| 7:30 pm – 8:15 pm           | Evening Campfire Program   |

### Sunday, January 18<sup>th</sup>

- |                |                                      |
|----------------|--------------------------------------|
| 7:00 am        | Reveille                             |
| 7:30 – 8:00 am | Breakfast / Site breakdown/cleanup   |
| 10:00 am       | Checkout – See you at Klondike 2027! |

## General Information

### **Fees & Registration:**

The fee is \$15.00 per person. Signup and payment are required by Friday January 12, 2025. The fee covers warming station @ Hutchison Dining Hall, utilities, event supplies, patches, and miscellaneous costs. Late registration will be \$20.00 per person so please plan accordingly.

### **BSA Registration Policy:**

Every unit member must be currently registered with the BSA to attend. There must be 2 Adults over the age of 21 present the entire time. Unregistered participants are not covered by insurance and therefore cannot stay on the grounds. It is the Unit Leader's responsibility to ensure registration of youth/adults in their unit. **A minimum of two adults over 21 must always be present. BSA Youth Protection Training (YPT) is required for ALL adults in attendance. BSA's "Two-Deep" leadership policies will always be followed.**

### **Camping:**

Cabin, Lean-to, and campsite registrations and requests for firewood will be done as part of the registration process. Registration for Cabins/Lean-To's/Campsites **MUST be paid in full within 14 days of registration**. If payment is not received the Cabin/Lean-To will be open to other units to reserve.

### **First Aid:**

First Aid/Medical service will be available at the Camp Office Friday evening through Sunday morning.

Youth medication must be held by the Unit Leader. All injuries, sudden illness, frostbite, or hypothermia, regardless of extent must be reported to Klondike medical staff immediately. Trained First Aid personnel will be on hand.

## Events and Competition

### **Sled Race: Conquer the Gauntlet!**

Your patrol is about to embark on a harrowing dash through a danger-packed course where speed alone won't guarantee victory. This is a test of versatility, teamwork, and quick thinking as you navigate obstacles and fend off challenges of every kind. Will your team power through the hazards and claim the fastest time, or will the course leave you snowbound? Strap in—it's going to be an epic ride!

### **Fire Skills Challenge: Beyond the String!**

Think you've mastered the art of fire building? This station is designed to put your fundamental skills to the test—without relying on the old “burn the string” shortcut. You'll need confidence, technique, and a steady hand to succeed. It's all about real-world fire-making ability: prepare, ignite, and sustain. Can you rise to the challenge and prove you're ready for anything?

### **Search & Rescue: Ready for Anything!**

When disaster strikes, will your team rise to the challenge? This station tests the classic first aid and transport skills every rescuer needs. From stabilizing injuries to moving your patient safely, precision and speed are everything. Come prepared, think fast, and work together—because in this scenario, every second could make the difference between success and failure. Are you ready to prove you can handle anything?

### **Tarp/Tent Setup: Shelter or Bust!**

Can your team build a fortress against the elements? In this challenge, you'll prove your outdoor skills by setting up a solid home base that keeps your crew safe, dry, and ready to dominate the competition. With many skilled hands working together, speed and precision are key—because the faster you get under cover, the longer you stay in the game! Show off your teamwork and survival savvy. Will your shelter stand strong or leave you out in the cold?

### **Knot Relay: Speed, Skill, Survival!**

Think you know your knots? Prove it! In this high-energy relay, every second counts as you race to tie essential knots with precision and speed. Your patrol's success depends on teamwork, quick thinking, and mastery of the basics. Don't forget—your patrol equipment includes your book, so use it wisely! Will you be the fastest to secure victory, or will tangled ropes slow you down? Time to find out!

### **Frosty Face-Off: The Ultimate Snowman Showdown**

Step into a winter wonderland where imagination meets icy artistry! Gather your mittens, roll those snowballs, and sculpt your way to glory in the coolest competition of the season. Whether you craft a classic Frosty, a whimsical creature, or a towering masterpiece, this is your chance to turn snow into a story. Creativity, teamwork, and a sprinkle of holiday magic will crown the champions of this frosty face-off. Who will build the snowman that melts hearts? Let's find out! – This does not count towards the Klondike scoring, however you will receive medals for 1st, 2nd and 3rd places. This will be judged by the Troop 440 based on creativity, skill and style.

### **The Frostbite Mystery: Unravel the Secrets!**

Your patrol is about to step into an immersive adventure where every challenge is more than just a test—it's a piece of the puzzle. Each event reveals clues, hidden details, and fragments of a story shrouded in mystery. Complete all the stations, gather the evidence, and connect the dots to crack the case. Will your team have the insight and determination to solve the Frostbite Mystery before time runs out?

## **Patrol Equipment**

Each of the following items are needed to be on the Klondike Sled:

- Patrol Flag on a pole lashed to sled.
- Patrol Roster (listing each patrol member present)
- (2) working flashlights for emergencies
- Patrol First Aid Kit including at least:
  - (5) triangular bandages
  - splint materials
  - bandages and dressings
- Pocketknife
- Notebook and (2) writing instruments.
- (1) quart of water for each patrol member
- Fire making material will be provided by the station, you will not be able to use outside materials
- Watch or timepiece.
- Tarp
- (2) Oak Staves
- Map of Camp Scouthaven: with event locations (from event program)
- Compass
- Scout Handbook

Each of the suggested items for your sled may be used during the Klondike events. It is acceptable to carry some of these items on person rather than in the sled (i.e., paper, writing instrument, pocketknife, flashlight, watch, etc.) throughout the day. However, please have all items ready in your sled for the inspection at the sled race.



## GREAT FALLS SCOUT COUNCIL KLONDIKE 2026

### Suggested Personal Gear Check-off list.

Clothing:	Equipment:
Warm coat or parka (water resistant)	Backpack
Warm shirt - 2	Scout Handbook, notebook, pen/pencil
Sweater or Sweatshirt	Warm sleeping bag, extra blanket
Pants – 2 (avoid jeans)	Mess kit (fork, spoon, knife, bowl, cup)
Underwear – 2	Scout Knife
Thermal underwear (“Long Johns”)	Dirty Laundry Bag (Plastic Bag)
Socks – 4 pair	Flashlight, fresh batteries
PJ’s or extra thermal underwear	Toiletries (Toothbrush/Paste, Soap, TP)
Boots – waterproof and snow proof	Towel, washcloth
Gloves – 2 pair (waterproof)	Compass, Wristwatch
Poncho or Rain Suit	Small personal first aid kit
Handkerchiefs	Large garbage bag and zip tie
Snow pants	Chapstick

Do not bring:

Electronic devices or games, sheath knives are not allowed.

Notes: Avoid wearing cotton if possible!

Scouts should not sleep in the same underwear or socks that were worn all day. The body’s natural perspiration will dampen these clothes and will quickly become chilled in your sleeping bag.

Change into spare socks, underwear, or PJs to sleep.

For more information, attend the Cold Weather Training program and or review The Boy Scout Handbook or Fieldbook.

## HYPOTHERMIA

It will be imperative that all scouts and adults watch out for each other, observing and providing for proper protection from the elements.

Scouts and Adult leaders - make sure to check participants for proper clothing, hypothermia and frostbite, if not properly clothed.

### Mild Hypothermia Warning Signs

Signs and symptoms of mild hypothermia include:

- Shivering
- Dizziness
- Hunger
- Nausea
- Faster breathing
- Trouble speaking
- Slight confusion
- Lack of coordination
- Fatigue
- Increased heart rate

### Moderate to severe hypothermia

As your body temperature drops, signs and symptoms of moderate to severe hypothermia include:

- Shivering, although as hypothermia worsens, shivering stops
- Clumsiness or lack of coordination
- Slurred speech or mumbling
- Confusion and poor decision-making, such as trying to remove warm clothes
- Drowsiness or very low energy
- Lack of concern about one's condition
- Progressive loss of consciousness
- Weak pulse
- Slow, shallow breathing

Someone with hypothermia usually is not aware of his or her condition because the symptoms often begin gradually. In addition, the confused thinking associated with hypothermia prevents self-awareness. Confused thinking can also lead to risk-taking behavior.

### Prevention

Before you step out into cold air, remember the advice that follows with the simple acronym COLD —

cover, overexertion, layers, dry:

- Cover. Wear a hat or other protective covering to prevent body heat from escaping from your head, face, and neck. Cover your hands with mittens instead of gloves. Mittens are more effective than gloves because mittens keep your fingers in closer contact.

- Overexertion. Avoid activities that would cause you to sweat a lot. The combination of wet clothing and cold weather can cause you to lose body heat more quickly.
- Layers. Wear loose fitting, layered, lightweight clothing. Outer clothing made of tightly woven, water-repellent material is best for wind protection. Wool, silk, or polypropylene inner layers hold body heat better than cotton does.
- Dry. Stay as dry as possible. Get out of wet clothing as soon as possible. Be especially careful to keep your hands and feet dry, as it is easy for snow to get into mittens and boots.

**TROOP ROSTER**

Troop #	Scoutmaster:
Campsite:	SPL:

Adults in Camp:

Days in Camp (Mark with "X" in box)

Name	Phone #	FRI	SAT	SUN
1)				
2)				
3)				
4)				
5)				
6)				
7)				
8)				

Patrol Name:

Scout Name	Age
1)	
2)	
3)	
4)	
5)	
6)	
7)	
8)	
9)	

Are you staying for closing campfire? Yes / No

Skit/Song your patrol will perform for campfire:

---



---

**Print multiples of this page if necessary. Remember to have a copy of your patrol roster on your sled!**