



Klondike 2026

“Valley Forge”



CAMP SCOUTHAVEN

February 28, 2026

- sponsored by -
North Star District and
Great Falls Council, Scouting America
Version Day Event

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Welcome

Thank you for registering for the **2026 Klondike at Camp Scouthaven!** We're excited to welcome you—and your Scouts—for the day packed with adventure, camaraderie, and winter fun. Klondike is one of our district's most beloved traditions, bringing together Scouts, leaders, and volunteers from across the district and council for an unforgettable cold-weather experience. Whether this is your very first winter campout or you're a seasoned Scouter, we're thrilled to have you as part of the Klondike family.

Throughout the day, Scouts will dive into a variety of themed challenges designed to test their skills, spark creativity, and inspire teamwork. From the Multi-Person Ski to the 8-Knot Challenge and Ice Fishing, there's truly something for everyone. And of course, no Klondike is complete without our themed campfire program packed with skits, songs, and plenty of laughter to create memories that last a lifetime.

Safety remains our top priority at every Scouting event, and the North Star Klondike is no exception. Our staff and volunteers are extensively trained to ensure that all activities adhere to the highest standards of safety and youth protection. As leaders and volunteers, you play an essential role in modeling the Scout Oath and Scout Law throughout the weekend. Your commitment helps create an environment where every Scout feels welcomed, respected, and supported as they engage in activities that promote growth and learning.

We encourage you to fully embrace your time at Camp Scouthaven. Take advantage of the opportunity to enjoy the crisp winter air, participate in the various events, and capture moments with photos that will serve as lasting memories of this unique experience. For many of our newer Scouts, this will be their first experience with cold weather, overnight camping, and your guidance and encouragement will set the foundation for a lifetime of adventure in Scouting.

On behalf of the North Star District and the Great Falls Council, we extend our deepest gratitude for your participation and the vital role you play in supporting your Scout's journey. Your leadership, dedication, and passion make events like the Klondike possible and continue to enrich the Scouting experience for all.

Events

Tomahawk and Gun Club

Location: TBA

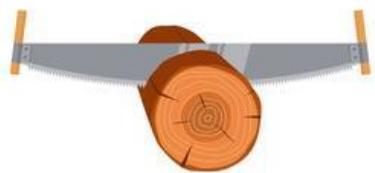
Many native Americans on both sides participated – utilizing first a modified war club called the tomahawk, later, using the shape of the gun stock, they created another throwing axe – both popular during the early colonial times. A noted Tuscarora figure Nicholas Cusick, a revolutionary war hero who played a crucial role in intelligent gathering, spying, consulting on many affairs with George Washington, and interpreter for the Marquis de Lafayette was just 17 years old. Nicholas is gathering up troops to go on a mission. Test your skills on hitting the targets to show (Kah-Natho as he was called among the natives) that you could, if need be, knock a hat off a British Officer and scare him back to Britain. Highest number of points within a limited time frame or throws.



Quaker Gun Barrels

Location: TBA

The British are coming. We need to make the barrels for the Quaker guns. Cut through the log as fast as you can. This is a timed event. Fastest time wins.



8 Knot Challenge

Location: TBA

8 knot challenge- Spanish bow line to the double fisherman to the alpine butterfly loop to the French bowline to the double sheet bend to the handcuff knot to the constrictor knot to the chain sinnet knot. These are all knots that were used during the revolutionary war by various trades, militants and governments. All knots must be correct, timed event.



Multi- Person Ski

Location: TBA

Snow is very deep in Valley Forge. You must stick together in your platoon. You travel down the road picking up your supplies along the way and come back to your starting point. Timed event. Points given for supplies retrieved throughout your travels.



[Ice Fishing](#)

Location: TBA

Fishing- Ice fishing was a huge part of survival while at valley forge. See how many fish you can catch before time runs out and you are frozen.



[Lashing](#)

Location: TBA

Now that the barrels are cut, time to get cooking and lash together a "Chippewa Kitchen". There will be at least 4 Diagonal, 3 Square and 3 Mark Two, 2 Tripod lashings. Points for correct number of lashings and timed- 15 min max.



[Archery Practice](#)



Location: TBA

Archery practice -your Patrol will be given 8 shots with a small suction cup bow and arrows and score will be taken to see how many of the targets are taken down.

[Fire Building](#)

Location: Boss Lean-To

Fire Building- There will be 2 different competitions here- Flint and Steel, and Ferris Rod and Match. FR/M only natural materials fastest time to have your fire burn through the string, several attempts must be made with FR before matches can be used. FS- all natural materials only found at camp- outdoors, does NOT include straw, hay or lint. See if you can get a fire built like your forefathers did, in the snow, like your life depended on it.



2 Individual competitions to be held at the fire building station. You can participate in one, or both. Flint and Steel will be given a char cloth. Timed event.

The Dan Ingram Memorial Klondike Sled Race

All Scouts will gather at the race starting spot with their sleds and patrol items as well as flag and yell and compete for a chance to win this year's sled race trophy.

The Shultz Cup

Named in honor of longtime Scouters Dave and Betty Shultz, the Shultz Cup is awarded to the top overall patrol at the Klondike. *The winning patrol may keep the Cup for one year and then return it at the 2027 North Star Klondike Derby.*

Previous winners are:

2003: Troop 829, Youngstown	2004: Troop 450, Tonawanda
2005: Troop 450, Tonawanda	2006: Troop 107, Buffalo
2007: Troop 841, Niagara Falls	2008: Troop 450, Tonawanda
2009: Troop 225, Kenmore	2010: Troop 450, Tonawanda
2011: Troop 450, Tonawanda	2012: Troop 829, Youngstown
2013: Troop 450, Tonawanda	2014: Troop 829, Youngstown
2015: Troop 5, Buffalo	2016: Troop 5, Buffalo
2017: Troop 5, Buffalo	2018: Troop 4, Lockport
2019: Troop 829, Youngstown	2020: Troop 833, Nashville
2021 (Virtual): Troop 107, Buffalo	2022: Troop 829, Youngstown
2023: Troop 829, Youngstown	2024: Troop 8, Cambria
2025: Crew 829, Youngstown	2026: TBD

Additional awards will be presented at the Saturday Camp Wide Cracker Barrel

Schedule of Events

Saturday, January 24

- 7:45-8:45 am Units Registration/ Check-In
- 8:45 am Opening Flags / Sled Inspection
- 9:00 am Patrol Competitions
- 12:00 pm Unit In-Site Lunch
- 1:00 pm Patrol Competitions Resume
- 2:30 pm Patrol Competitions Ends
- 2:45 pm Dan Ingram Sled Race begins
- 5:00 pm Awards/ Cracker Barrel (*please bring a snack to share*)

Event Safety & Emergency Information

Contact Information

Camporee Chair: Aaron Swanson: (716) 249-9155; cricket119swanson@gmail.com

Staff Advisor: Brandon Blatz: (716) 445-3350; brandon.blatz@scouting.org

Camp Rangers: David "Digger" Ashley: david.ashley@scouting.org

Jacob Ashley: Jacob.ashley@scouting.org

Emergencies

For emergencies, please dial 911 immediately, then notify the Professional Staff Advisor or the Camp Ranger.

Event Emergency Procedures

The Ranger and the Camp Staff have undergone extensive training to prepare for emergency situations that might arise in camp. The camp has emergency phone numbers posted near all phones; FM radio communication throughout the camp property; a written agreement with the local emergency service providers; fire equipment and first aid material and a working relationship with the local law enforcement and the fire department. If you have any questions about procedures after reading this section of the manual, please ask. During an emergency your responsibility is for your unit.

The Emergency Siren

The Camp Director will determine if using the siren system is appropriate. The sounding of the camp siren will signal a camp-wide emergency

Types of Emergency Siren Calls

- 10 seconds on / 10 seconds off signals a camp emergency with assembly.
 - Staff will report to predetermined areas as directed via radio calls and staff training.
 - All participants report to the Parade Field or Dining Hall (depending on time/weather).
- 15 seconds on / 45 seconds off signals a camp emergency without assembly.
 - This signal may stop before the emergency is over.
 - Everyone in camp is to shelter in place.
 - Additional instructions will be relayed via radio.
- A one-minute continuous siren signals the end of the camp-wide emergency.

First Aid

All medical injuries/illnesses must be reported to the Camporee Health Warden. The Health Warden and contact information will be announced at Flags. Camporee Staff & health Warden will be based out of the Camp Office.



If an event occurs requiring medical attention and the individual can make it to the Health Lodge, he/she should be escorted there. If the individual has a serious injury, do NOT move them and **call 911 then the Camporee Health Warden**. Medical personnel will be dispatched to the site of the medical emergency as needed.

Medications & Health Forms

Each unit attending the Camporee should have individual medical histories for each scout and adult. Health forms should be kept by the unit leader and made available to our medical staff as needed. Download the BSA form at http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Medications should be handled per unit policy. From the BSA Guide to Safe Scouting: The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Read the full BSA medication guidelines at

http://www.scouting.org/filestore/HealthSafety/pdf/SAFE_USE_OF_MEDICATION_IN_SCOUTING.pdf

Be Prepared

- Training—
 - All Adults must have current YPT Training
 - One adult from each unit must complete Weather Hazards training at my.scouting.org (current within two years).
- Each Unit MUST have a minimum of two (2) registered adults over 21 with an adult / youth ratio of at least 1 adult for every 10 youths.
- All Adults staying overnight must be currently registered in an adult fee required position or listed as an adult program participant.
- Hydration—Remind Scouts to drink enough liquids throughout the day. Everyone should bring their own water bottle for the weekend. More information:
<http://www.riskmanagementinscouting.com/proper-hydration-are-you-paying-attention/>
- Cold Weather-Related Health Issues—Review the symptoms of cold weather health conditions with your unit and report any instances to the closest medical tent for observation and treatment.
- Potable Water—Any unit camping at the Camporee should bring water jugs to carry at least 10 gallons. Water spigots will be available throughout Camp Scouthaven.
- Toilet Facilities—Latrines are available throughout the Camp

Safety (Campsite and Cabin)

- All Units should follow the Guide to Safe Scouting.
- Youth Protection—All adults must have current BSA Youth Protection Training (see my.scouting.org.)
- Buddy System—Scouts should utilize the buddy system at all times. Unit leadership should know where each group of buddies are in case of emergency.
- Fires—Cooking fires will be allowed at this event in the designated fire rings in each campsite or near each cabin. Units may also cook with propane or white gas stoves. Liquid fuels should be stored appropriately. For more information, please refer to <http://www.scouting.org/filestore/pdf/680-013WB.pdf>. It is also recommended that all units provide fire extinguishers, appropriate for the fuel being used in case of cooking area fires. No flames are allowed in tents. In no case, should youth or adults try to fight fires that are out of control. Fire emergencies should be reported to the Camporee Ranger.
- Inclement Weather—In the event of unforeseen severe weather, (thunderstorms/high winds/flooding/snow/sleet/ice) units will be notified. All leaders should congregate with their units, ensure that all members are present (take a head count), and proceed to the nearest permanent shelter. Further details to be discussed at the Friday evening leader's meeting.

Staffing

Equipment for the events will be provided by the Klondike staff and distributed at the Morning Flag's (or left at the Game Site), along with specific rules and scoring information. Patrols should complete their own unit's event first on Saturday morning on a non-competitive basis. Contact the Klondike chair with questions.

Fire

1. Mobilize your unit in a safe area. Send an adult leader to the Camp Office to report the location of the fire.
2. Under no circumstances shall staff/participants attempt to fight a fire that has passed the incipient stage (that which can be put out with a single fire extinguisher), nor shall staff/participants attempt to enter a burning building to conduct search and rescue. These actions shall be left to emergency services professionals who have the necessary training, equipment, and experience (such as the fire department or emergency medical professionals). Untrained individuals may endanger themselves and/or those they are trying to rescue.

Flooding

1. Mobilize your unit in a safe area.
2. When advised, proceed to emergency assembly area; take attendance; send an adult leader to staff member at the flagpole with a two-way radio, report unit status; further instructions will follow.
3. Event chair should check with local government for road closures before advising units as to the best route to evacuate camp (if necessary).
4. For up-to-date traffic information and travel conditions please visit the 511NY website.

Lost Camper

1. Report the situation to the camp office immediately.
2. The Professional Staff Advisor/Camp Ranger will provide further instructions.

Personal Accident

1. Give immediate first aid.
2. Report accident to Health Lodge.
3. Event Health Officer will administer further first aid and complete the Incident Report.

Severe Weather/Storm

In the event of extreme weather, the Camp Director will evaluate conditions and determine the safest appropriate response. Actions could include performing an accountability check, sheltering in place, moving campers and staff into durable shelter, or in rare instances, camp-wide evacuation.

Waterfront

During winter camping, the waterfront area must remain strictly off limits due to the heightened risks created by freezing temperatures and unstable ice conditions. Snow cover can conceal thin or fractured ice, making it impossible to judge whether the surface can support weight, and sudden shifts in weather can further weaken frozen areas without warning. Additionally, cold-water immersion poses an immediate threat of hypothermia, drastically reducing survival time. To ensure the safety of all campers, access to the shoreline is prohibited, and all activities must remain well within designated inland zones where conditions can be monitored and controlled.

Limitations to activities due to extreme weather

Always notify the event staff if you wish to cancel a program activity your pack is scheduled for, we will create a safe alternative for you.

Chemical or Unknown Substance Leak/ Spill

Care should be taken when confronted with any unknown material, and they should be taken very seriously. Typical hazard areas at Scout camp could include but not limited to kitchens, roadways and parking lots.

If you discover an unknown substance (leak, spill or container), gasoline leaking from a vehicle, the odor of LP gas leaking from a tank:

1. Clear the area for at least 100 feet in all directions, moving people to the leeward side of the material. Keep all people away.
2. Send two runners to advise the Camp Office.
3. The event staff will alert the Camp Director, the Camp Ranger and local emergency response personnel.

If you discover gas leaking from a pressurized cylinder:

1. Clear the area for at least 1,000 feet, evacuating any adjacent structures.
2. Send two runners to alert the Camp Office about the LP gas leak.
3. Assure that the area remains clear until help arrives.
4. The event staff will alert the Camp Director, Ranger and emergency response personnel.

Encounters with Wildlife

The Camp Scouthaven Property offers the opportunity to observe many types of birds, fish and wildlife. Undoubtedly, the opportunity to observe these animals will provide lifetime memories.

Seeing animals in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are only a visitor. Treat them with respect; give wildlife enough space so they will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event an individual is injured by wildlife, provide first aid then please report the incident to Health Lodge immediately. For additional information or assistance contact the event chair or the Camp Ranger.

Intrusion of Unauthorized Persons

All event staff and participants receive color wristbands upon your unit's check-in. If anyone is found without identification, they should be escorted to the Camp Office by an event staff member to be logged in as a visitor. If the individual refuses, notify the event chair or the Camp Ranger immediately.

Home Sickness

Studies have shown that 83% of campers between the ages of 8 and 16 will become homesick during some point of their stay at camp. Homesickness can take many forms including headaches, sore throats, not eating or crying. It is important

for adult leaders to be prepared for the possibility of one of their Scouts becoming homesick. Please consider the following:

Before Camp

- First year scouts are the most likely to become homesick during camp.
- Provide time during meetings for Scouts to discuss what camp is like with peers and leaders.
- Encourage parents to calmly reassure their child and to discuss camp with them ahead of time.
- Remind parents not to offer sentiments like, "Honey, if you don't like camp, you can always call us and we'll come get you."

During Camp

- Our event leadership is trained to deal with homesickness. We are happy to help.
- Try to determine what is bothering the Scout. Children can get homesick for various reasons including missing their parents, not liking the food, being picked on or not sleeping well. Once you discover exactly what is bothering the Scout you can work to fix it. The solution most often does not involve giving them what they want. Consult the event leadership for assistance/advice. Remember, they came to camp to have an amazing Scouting experience.
- Slow times can be the toughest for homesick campers. They tend to focus on being homesick and this can make things worse. Try to keep your Scouts busy.
- Don't make promises that you can't keep. This will only compound the problem. Don't offer bribes to Scouts for staying in camp, this sends the wrong message to children. The real reward should be the pride and confidence of surviving the weekend. Also, please consult the event leadership before using the phone for any homesick emergency.
- Be sure not berate or tease Scouts for feeling homesick. These are legitimate emotions and must be respected as such.

Event Policies

Prohibited Items

- Alcohol possession
- Firearms, weapons
- Fireworks, loud noisemakers, canons
- Drug possession
- Unauthorized generators
- Unauthorized vehicles of any kind
- Bicycles, E-Bikes, Scooters
- Chainsaws
- Logos, slogans, designs that conflict with Scouting ideals
- Pets of any kind (excluding service animals with appropriate paperwork)
- Open-toed footwear

Event Knife Policy

Folding knives with a blade length not exceeding 3 ½" are appropriate for legal and practical uses at this event if age-appropriate based on the Guide to Safe Scouting.

Sheath knives, knives with fixed blades of any length, machetes, bayonets, swords, cleavers, death stars, stilettos and switchblades are not allowed for youth or adult use at Great Falls Council functions. The only exception to this rule is the use of a chef's knife for the sole purpose of food preparation.

Stoves, Lanterns and Fuels

Due to the extreme danger involving storage of fuels used in camping lanterns/stoves, you must make arrangements with the event staff to store liquid/gas fuels in a safe place. Lanterns may not be hung in tents. Use of lanterns and stoves must be used under adult supervision and in accordance with the Guide to Safe Scouting.

NO FLAMES IN TENTS.

Smoking/Vaping Devices

Scouting has a strict no-smoking policy for all activities, which includes all forms of tobacco and e-cigarettes. All Scouting functions, meetings, and activities must be conducted on a smoke-free basis, with designated smoking areas located away from youth participants. Adults are expected to model healthy living and to not smoke or vape around young people, especially at camps.

Buddy System

We always use the buddy system at Great Falls Council events. This is a great chance to make new friends and stay safe. Please refer to the Guide to Safe Scouting and the Scouting.org Youth Protection website for information on how to implement the Buddy System with your unit.

Lost & Found

Please label all of your gear with name and pack number. The camp is not responsible for lost or stolen items. Lost and found items are collected at the Camp Office. When the event ends, items are sent to the Council Service Center in Buffalo.

Quiet Hours

A Scout is courteous. Quiet hours are from 10:00 pm – 6:00 am. Leaders are responsible for their unit's conduct.

General Information

Driving Information to Camp Scouthaven

Camp Scouthaven - GPS Friendly Address: 10784 NY-98, Freedom, NY 14065

Fees and Registration

Preregistration is required. The participation fee for this Camporee is \$15.00 per person (youth or adult).

Register online at: www.gfcscouting.org. Registration for Klondike opens December 5th and ends February 25th

Each youth must be a registered Scout, Venturer, or Explorer to attend. Webelos may attend during the day if sponsored by a host troop.

Check In

Check in will be from 7:45 to 8:45 AM Saturday at the Camp Office. (See the Camp Southaven map at the end of this guide.) A unit roster must be provided to the Camporee Staff at check-in. The Unit Roster can be found at the end of this guide.

Camping Information

Klondike 2026 is a day event. Units must pre-register and pay for a cabin/lean-to/campsite and wood online in the Council registration system if they plan to stay for the weekend.

Leaders Meeting - Cracker Barrel

Our Saturday Awards will feature a Camp Wide Cracker Barrel at the Dining Hall. **ALL UNITS ARE ASKED TO BRING A SNACK TO SHARE AT FOR THE CRACKER BARREL**

Uniforms & Colors

Field uniform (Class A) should be worn throughout for opening/closing flags (weather permitting) and the religious services. Activity (Class B) uniforms may be worn Saturday during the rest of the day. Please bring flags to the opening flag ceremony.

Meals

Units are responsible for all meals. Please make sure you have enough time to serve your meals and clean-up properly. A Camp Wide Cracker Barrel will be held after the Closing Campfire/Awards on Saturday.

Awards & Recognition

All youth and adult participants will receive a Camporee patch. Recognition will also be given out for participation in activities.

- An Overall Shultz Cup winner
- A Sled Race Champion
- Individual Game Awards

Sustainability

The Camporee has set a goal to be a zero-impact event. Units will be encouraged to follow Leave No Trace guidelines. Please plan your weekend to help minimize our impact.



Patrol Equipment List

- Scout Handbook
- Klondike Sled
- Neckerchief
- Small First Aid Kit
- Backpack
- Chapstick
- Extra Socks
- Pen / Pencil
- Patrol Flag
- 1 Helmet
- Ferro Rod/Striker

Patrol Fun Equipment List

- 1 Real or Fake Birds Nest
- 1 Wooden Spatula
- 1 Tri Corner Hat
- 1 Pack of Unopened Breath Mints
- 1 Turkey Baster
- Snack for Judges: 2-5 Slices Cooked Bacon. (*Sweet spicy bacon will get 8 points... Ridiculous Hot will get 10-point deduction*)

Units must bring ALL MATERIALS and THIS SHEET to Morning Flags for inspection

NORTH STAR KLONDIKE 2026

FEBRUARY 28

Unit Roster

Troop # _____ District: _____

This form must be turned in at registration

Adults	Position

Youth:

Senior Patrol Leader: _____

Patrol:	Patrol:	Patrol:
PL:	PL:	PL:

Camp Scouthaven Map

