

***Soaring Eagle District
Klondike 2026: Tales of Our Past***

Camp Manatoc

February 14, 2026



Folk Lore Edition

SOARING EAGLE DISTRICT FROM TIGER PAWS TO EAGLE CLAWS

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1) Introduction

a) Theme:

This year's theme is *Tails from our Past Edition*. Scouts will be challenged to use scouting skills through a series of events designed to navigate to a claim and survive the harsh elements

b) Who is invited:

1. Any Scouting BSA patrol is invited to attend and compete in Klondike 2026.
2. Cub Scouts, Webelos Scouts and/or Webelos Scout dens may not participate at a Scouts BSA troop unit campout or at a Scouts BSA "camporee" or other events designed for Scouts BSA during the day and/or overnight, even as visitors.

c) How to sign up:

Event registration will be on-line. Stefania Duffy, our District Executive (DE), will have this up and running December 12, 2026. There will be a link on the gtcbbsa.org website for sign-up.

<https://scoutingevent.com/433-gtcklondike>

d) Check-In and Check-Out:

1. Troops are required to bring a roster printout, from myscouting, indicating those that will be participating in Saturday's activities (Scouts & Adults).
2. Registration will be at the Lewis Conference Center located below the Dinning Hall. The **acting SPL is required** to perform the registration process.
3. Registration will begin Saturday morning at 7:00 am - 8:00 am at the Lewis Conference Center. Please be diligent.
4. Each Patrol must register separately and have two adult leaders per patrol/troop.
5. **2 items are required from each unit** for the auction and will be collected **at registration**.
6. Patrol Adult Leaders – please supply your cell phone numbers (for those of you that will have them during the event) in case we need to contact you during the event for any reason.

e) Staff identification:

Staff will be wearing some type of colorful headwear or arm band to identify them in case of a question or issue that needs attention.

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f) Event Awards:

1. The Awards Ceremony will begin 6:45 PM (Training Lodge Shelter).
2. Winners of each station will be recognized at the Awards Ceremony. There will be a 1st, 2nd and 3rd place ribbon.
3. Overall event winners will be recognized at the Awards Ceremony with 1st, 2nd, and 3rd place plaques and the 1st place winners will take home the Klondike Plaque for 2026.
4. Each Unit participating in the event will receive an Event Ribbon to put on their Troop flag.

g) Sleds are to be decorated with the Tales from our Past Theme:

1. Sled Judging will take place from 8:30 AM to 9:00 AM (Training Lodge Shelter).
2. Sleds are to have the capability to go off-road and have wheels as well as sled rails to accommodate all weather scenarios: rain, mud or snow.
3. All the equipment listed in the event section needs to be on your sled.
4. Sled Judging – we will be assigning points based on the following:
 - (1) Does it match the theme of the event?
 - (2) Do you have your gear needed and is it organized?



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2) The Tales from our Past Folk Lore Edition Program Timing

- Saturday
 - 7:00 – 8:00 am Registration at the Lewis Conference Center, **2 items for auction required (camping related items, only one can be a food item)**
 - 8:00 – 8:15 am Event Station Leaders meeting in Lewis Conference Center
 - 8:15 – 8:30 am Patrol Leaders meeting in Lewis Conference Center
 - 8:30 – 9:00 am Sled Judging at the Training Lodge Shelter Sled Judging – sleds will be judged based upon theme appearance. Best overall adoption of an American Folk Lore Tale theme will win 1st, 2nd, and 3rd place
 - 9:00 am Flag Raising at the Training Lodge Shelter
 - 9:30 am Trail Opens
 - 11:45 am Trail Closes
 - 12:00 pm Cooking Challenge (behind Trading Post - all units participate for lunch)
 - 1:15 pm Trail Opens
 - 3:45 pm Trail Closes
 - 4:00 – 4:30 pm Sled Race at the Parade Field
 - 6:30 pm Vespers – Training Lodge Shelter
 - 6:45 pm Awards Ceremony – Training Lodge Shelter with the Auction immediately following awards at the Lewis Conference Center (patches & feedback forms to be handed out)
– Due to room capacity, we are asking each Troop to only send 2 Scouts/patrol and 1 Adult

3) Skill Stations:

- a) There are twelve (12) Stations total and locations are identified on the supplied map.
- b) Each station should have a fire going or warming station of some kind.

1. Jack-Be-Nimble's Fire Sparks & Spurs

- Timed event to build fire and burn through two ropes (bring your own non-processed wood).
- Will be provide the option of using matches (2 – supplied) or flint & steel

2. Riding the Ocean Waves with Blackbeard

- Balance platform- work as a team to keep the platform edges off the ground

3. Make a rope long enough to climb Jack's bean stalk

- Test your roping skills and tie as many ropes together as you can with different scouting knots in a timed event.

4. Attend to the Injured of the Casey Jones Train Wreck (2 Stations)

- First Aid Station – respond to broken bones or deep wound first aid cases

5. Finding the Bigfoot Trail

- As you go from station to station navigate to and collect Orienteering control markers

6. Pickin' Apples with Johnny Apple Seed

- a. Lash a ladder together to reach the apples

7. Cooking (afternoon meal) Challenge

- This event will be held behind the Trading Post. All Patrols will report at 12 Noon and have about 1 hour to prepare their lunch. Your lunch will be graded based on the following:
 - Complexity – bag lunches will get a minimum score, cooking your lunch will assure a higher score.
 - 1. You can **pre-cook items ahead of time** to save on time – highly recommended.
 - Smell, hot, edible
 - Hot coals will be provided to at least start your fire. Please bring additional materials to heat / cook your meal. **Lunches prepared on grills will only earn half of the points maximum**
 - Coals must be an off the ground, so put them on something that will not scar the ground.

8. Crossing the Mississippi Rapids with Mike Fink (2 Stations)

- Get your sled across the icy river to continue your campaign to meet more American Folk Lore heroes.

9. Cuttin' Logs with Paul Bunyan

- Cross cut saw timed competition

10. Thornroot Refuge

- Create a shelter so that your Patrol can survive the night.

11. Molly Pitcher's Race to bring Water to the Thirsty Cannoniers.

- Sled Race – right after lunch at parade field. One sled at a time. Best times will win 1st, 2nd, and 3rd place

12. Harriet Tubman's Midnight Escape

- Blind folded obstacle course- Patrol Leader will verbally guide Patrol through the maze

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4) What needs to be on your sled:

- a) Ropes and Lashing equipment: Two 6ft long and three 3ft long staves, and ropes to lash these together in some fashion; note that the stations will provide additional staves and rope as needed.
- b) A compass: practice map reading skills and orienting a map using a compass.
- c) A knife: scout approved, meaning a folding knife that is sharp, no bowie knives, machetes, or similar.
- d) Flint & Steel: earn bonus points if used to start your fire at the fire starting station
- e) Your Patrol/Crew/Team/Den Flag
- f) Wood / materials to assist with cooking your lunch. Heated starter coals will be provided Patrols will still need additional coals, charcoal chimney and elevated platform to cook on.
- g) A First Aid Kit
- h) Some amount of water: Yes! Drink lots of water. Every Scout should have a water bottle and a cup or similar.
- i) Tarp and materials to build a quick shelter
- j) A shovel to handle your coals during the lunch Challenge.
- k) A great attitude!!

Information on sled design can be obtained from the internet; use Google to search sled designs and there will be several different designs. Keep it simple though and remember to have the option of attaching a front and rear axle with wheels in case we don't have a whole lot of snow.

The example below shows a typical sled with just skis being used as the runners, you will also want that wheel option, and the sled needs to be big enough to carry your equipment. Your sled will also incorporate the theme for the event.



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5) Scoring & Points Earned at events for Auction:

Scores are given on a 1 – 10-point scale with bonus points given for Scout Spirit, demonstration of Leadership skills, Professionalism, and teamwork.

Each station will provide a score for each sled that goes through that station; they will be entered into a spreadsheet and the sled with the most points at the end of the Klondike will earn 1st place, second best score gets 2nd place and so on. Teams that complete all stations can go through their favorite stations a second time, but their first score will be used when awarding places for the events and overall scoring.

The scoring is broken down like this:

- 1 – 3 points = participated but did not understand or prepare for the station.
- 4 – 6 points = showed some understanding but had to be coached by Station Leader, got part way through the station before being called off due to time.
- 7 – 9 points = met the overall intent of the station with no coaching but points off due to technique or skill set not being up to par.
- 10 points = complete mastery of the station, all objectives completed in a timely manner.

Bonus points:

- 1 – 3 points for leadership being exhibited during a station exercise.
- 1 – 2 points for Scout Spirit – 1 point for flag, 1 point for Cheer. The Patrol should not have to be asked to show their flag or give their cheer to earn these points.

Max Points: 15

Scout spirit = a Patrol Cheer, introducing the Patrol to the Station Leader, good teamwork with all members participating and no one standing around.

We will recognize 1st through 3rd for each station as well as the 1st, 2nd, and 3rd place overall winners.

Recognition coins will be given out this year again to reward those Scouts that have shown excellent spirit in the face of adversity or demonstrating leadership during the event.

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6) The Points Auction:

This year's auction will take place at the Lewis Conference Center (backside of the dining hall) consisting of no more than 2 Scouts and 1 Adult from each **Patrol**.

Each Unit is being **required to bring 2 (two) items to contribute** to the Auction. This will take place directly after the Awards Ceremony. We will migrate from the Training Lodge shelter to the Lewis Conference Center.

Each item will be auctioned off and the Patrols can use their **total points earned** from all the events to bid and "win" an item in whatever manner they elect.

No combining points for auction!! If a troop has multiple patrols participating each patrol must bid separately.

Items for the auction will be turned in during registration.

Each item must be Scout appropriate, can be something that a patrol or unit or crew can use for camping, can be a food item, etc.

7) Evening meal

Each troop will be prepared and eat at troop campsites/cabins.

8) Map and Contact Information:

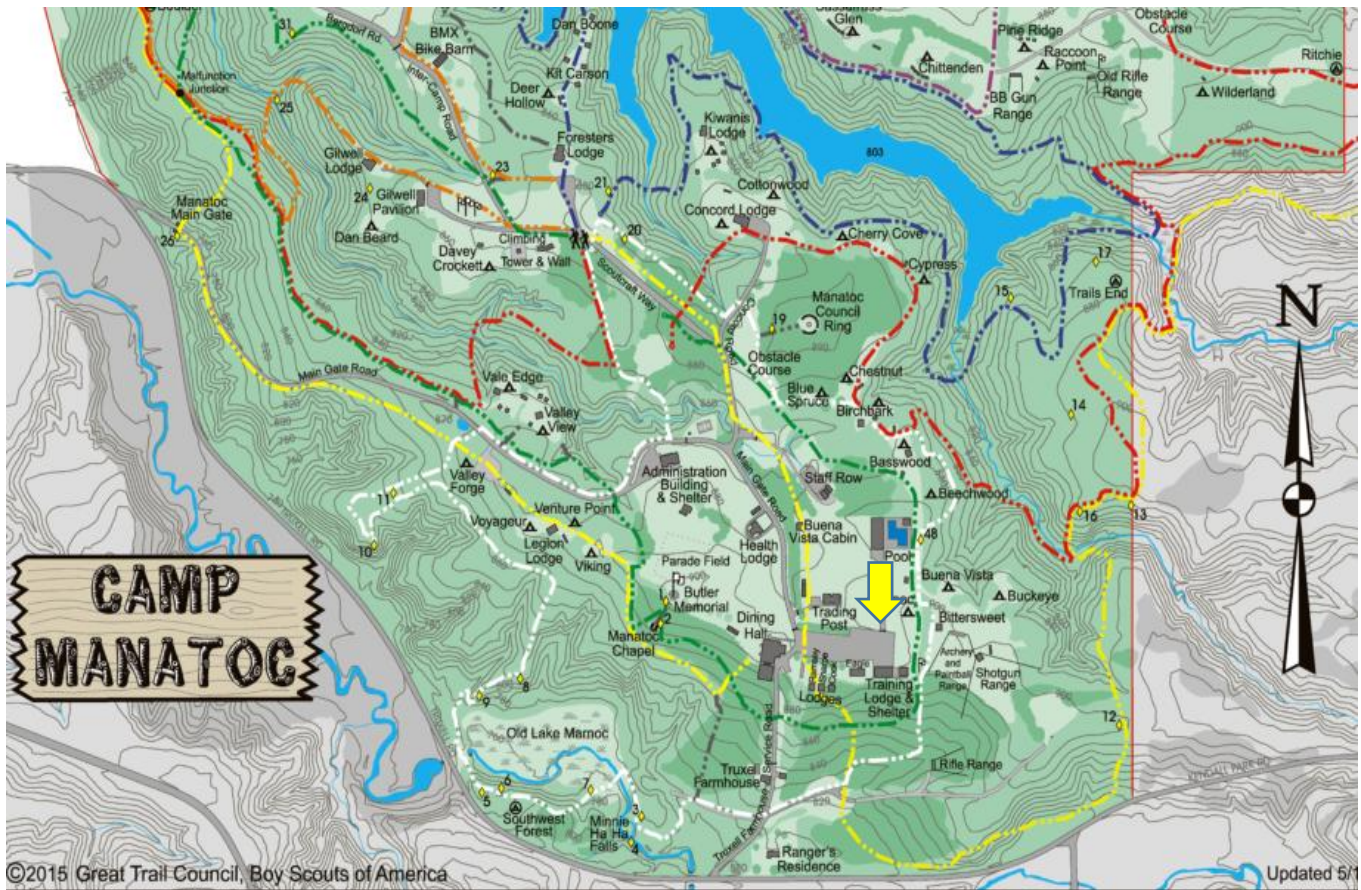
Camp Manatoc

1065 Truxell Road, Peninsula, Ohio 44264

- Jeff Holub, 511Scoutmaster@gmail.com, 330-696-4666
- Stefania Duffy, Soaring Eagle District Executive, email, 925-786-5898
- Dale Becker, Soaring Eagle District Chair, dalekennethbecker@gmail.com , 302-757-3300

Check in/Registration & Check Out is at the Training Lodge: See yellow arrow on map above for approximate location, please use the main gate for entering camp.

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