Soaring Eagle District
Klondike Derby
Sparta Adventure

Camp Manatoc

February 12-14, 2026



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1) Introduction

a) Theme:

This year's theme is "This is KLONDIKE" a play on Greek and Roman mythology including the Spartans of Sparta! 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 2027.

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. Calista Nelson – (234) 900-5894 | Calista.Nelson@Scouting.org will have this up and running November 21, 2026. There will be a link on the gtcbsa.org website for sign-up.

d) Check-In and Check-Out:

1. Troops are required to bring two copies of a roster printout, one copy for Camp Manatoc and a second copy for Klondike leadership from myscouting, indicating those that will be participating in Saturday’s activities (Scouts & Adults).

2. Registration will be at the Training Lodge. 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 Training Lodge. Please be diligent.

4. Each Patrol must register separately and have two adult leaders per patrol/troop.

5. **2 items are required from each Patrol participating** 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.

f) Event Awards:

1. The Awards Ceremony will begin 6:45 PM (Training Lodge Shelter-outside).

2. Winners of each station will be recognized at the Awards Ceremony. There will be a 1st, 2nd and 3rd place ribbon for each station.

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 2027.

4. Each Unit participating in the event will receive an Event Ribbon to put on their Troop flag.

5. Each participating scout will receive a Klondike patch,

g) Sleds are to be decorated with Greek/Roman Theme:

1. Sled Judging will take place from 8:30 AM to 9:00 AM (Training Lodge Shelter).

2. It is highly recommended that all sleds 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 station 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?

2) The Greek and Roman Mythology Edition Program Timing

- Saturday
  - 7:00 – 8:00 am Registration at the Training Lodge, **2 items Per Patrol/sled for auction required (camping related items, only one can be a food or game item)**
  - 8:00 – 8:15 am Event Station Leaders meeting in Training Lodge
  - 8:15 – 8:30 am Patrol Leaders meeting in Training Lodge
  - 8:30 – 9:00 am Sled Judging at the Training Lodge Shelter Sled Judging – sleds will be judged based upon theme appearance and station required items. Best overall adoption of a Greek and Roman Mythology 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 (outside)
  - 6:45 pm Awards Ceremony – Training Lodge Shelter (outside) with the Auction immediately following awards at the Training Lodge (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 (13) Stations total and locations are identified on the supplied map.
b) Each station should have a fire going or warming station of some kind if possible.

1. **Making Greek Fire**
    - 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. **The Sea Battle of Salamis**
    - Balance platform- work as a team to keep the platform edges off the ground
3. **Preparing the Greek Navy**
    - Test your roping skills and tie as many ropes together as you can with different scouting knots in a timed event. (bring your own rope)
4. **Attend to the Injured at the Battle of Marathon**
    - First Aid Station – respond to broken bones or deep wound first aid cases (ensure sled has basic first aid kit) Splints, wraps etc will be provided at station.
5. **Alexander The Great's Victory Trail**
    - As you go from station to station navigate to and collect orienteering control markers
6. **Successfully Build a Bridge to Cross the Acheron River**
    - Work together as a team to build a bridge using a stolen Roman design plans created by Leonardo da Vinci to build his version of a military bridge to cross the Acheron River (a copy of the stolen plans and supplies will be provided at the station).
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. **The Underworld Ferry Crossing the Ferry Man Charon (1 Station)**
    - Get your sled and team across the River Styx to reach the underworld and enter the realm of Hades.
9. **Avoiding the Ferry Man Charon (1 Station)**
    - Skillfully sneak across the River Styx by navigating across the secret line above Charon's head.
10. **Preparing for the Siege of Troy**
    - Work together as a team to complete a timed relay, transporting, preparing, and cutting the critical timber needed to build the Greek siege equipment.
11. **The Siege of Troy**
    - Create a shelter so that your Patrol can survive the siege. (need tarps, ropes, etc)
12. **Chariot Races.**
    - Sled Race – **4:00 PM at parade field**. One sled at a time. Best times will win 1st, 2nd, and 3rd place
13. **Navigating the famous "Hot Gates" at night to surprise the Persians**
    - Blind folded obstacle course- Patrol Leader will verbally guide Patrol through the maze (bring at least one stocking cap per scout to use as blind fold and to keep your head warm)

4) What needs to be on your chariot/sled:

a) Ropes and Lashing equipment: Two 6 ft long and three 3 ft 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 protective glove 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.



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.

Additionally, there will be 5 orienteering points located within the Klondike boundaries. Each orienteering point found will be worth 5 points for a total of 25 additional points.

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.

6) The Points Auction:

This year's auction will take place at the Training Lodge consisting of no more than 2 Scouts and 1 Adult from each **Patrol**.

Each sled/patrol 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 Training lodge.

Each item or combination of a couple items 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, only one Item can be a food or gaming item, etc.

7) Evening meal

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

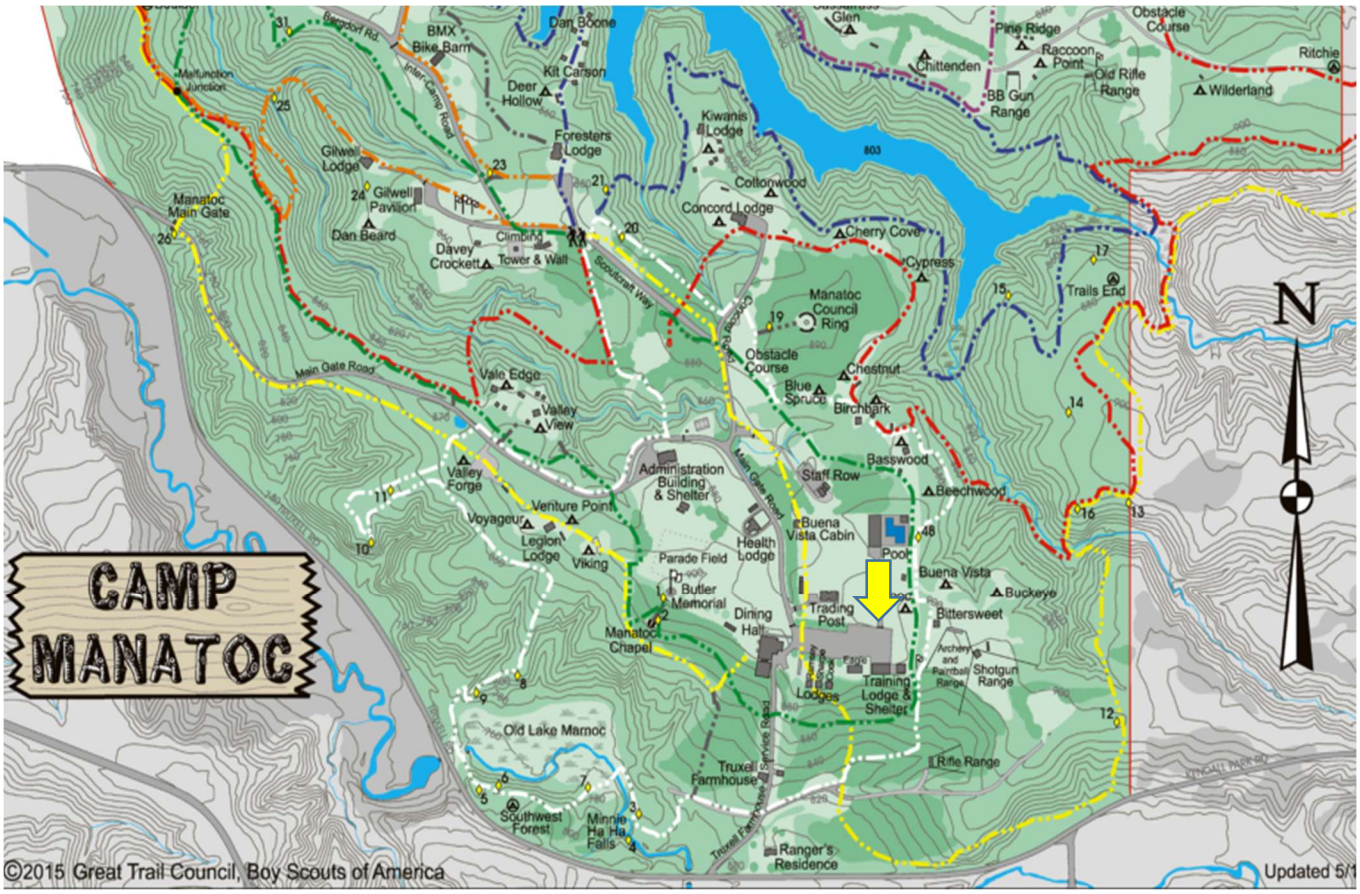
8) Map and Contact Information:

Camp Manatoc

1065 Truxell Road, Peninsula, Ohio 44264

- Jeff Holub, 511Scoutmaster@gmail.com, 330-696-4666
- Calista Nelson – (234) 900-5894 | Calista.Nelson@Scouting.org
- 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.


CAMP MANATOC
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Updated 5/1
©2015 Great Trail Council, Boy Scouts of America
Bangdorf Rd.
BMX Bike Barn
Dan Boone
Kit Carson
Deer Hollow
Foresters Lodge
Kiwanis Lodge
Cottonwood
Concord Lodge
Cherry Cove
Cypress
Trails End
Glen
Pine Ridge
Chittenden
Raccoon Point
Old Rifle Range
Obstacle Course
Ritchie
Wilderland
BB Gun Range
Malfunction Junction
Main Camp Road
Gilwell Lodge
Gilwell Pavilion
Manatoc Main Gate
Dan Beard
Davey Crockett
Climbing Tower & Wall
Scoutcraft Way
Manatoc Council Ring
Obstacle Course
Chestnut
Blue Spruce
Birchbark
Basswood
Beechwood
Staff Row
Main Gate Road
Vale Edge
Valley View
Valley Forge
Venture Point
Voyageur
Legion Lodge
Viking
Administration Building & Shelter
Main Camp Road
Health Lodge
Buena Vista Cabin
Pool
Buena Vista
Buckeye
Bittersweet
Parade Field
Rd
Butler Memorial
Dining Hall
Trading Post
Manatoc Chapel
Lodges
Archery and Paintball Range
Shotgun Range
Training Lodge & Shelter
Old Lake Manoc
Truxell Farmhouse
Truxell Farmhouse Service Road
Rifle Range
Southwest Forest
Minnie Ha Ha Falls
Ranger's Residence