Beaumont Beast Klondike

January 22 - 24 2027

Beaumont Scout Reservation

2429 OH-45, Rock Creek, Ohio 44084

Event Chair: Jayson McRitchie: jaymcr78@gmail.com

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Camp Director: Anthony Dworning: anthony.dworning@scouting.org

This event is open to adults. Adults will complete in the same events and will be scored the same as youth scouts. Adults will be competing for first place in the Adult category.

Beaumont Beast Klondike Derby

January 22 - 24, 2027

Friday:

6:00pm - 9:00pm	Check-in @ Augustus Training Center
8:15pm - 9:00pm	Cracker Barrel @ Augustus Training Center
8:30pm - 9:15pm	Sled inspection Outside of Augustus Training Center
9:30pm - 10:00pm	Leaders meeting @ Augustus Training Center
11:00pm	Lights Out

Saturday:

8:00am	Registration (if not pre-registered) @ Augustus Training Center
7:45am – 8:15am	Sled inspection @ Augustus Training Center
7:30am - 8:30am	Breakfast @ Augustus Training Center
8:35am	Flags @ Augustus Training Center (with announcements)
8:45am - 9:30am	Event 1
9:30am - 9:45am	Move
9:45am - 10:30am	Event 2
10:30am - 10:45am	Move
10:45am - 11:30am	Event 3
11:30am - 11:45am	Move
11:45am - 1:15pm	Lunch @ Swartz Road
1:15pm - 1:30pm	Move
1:30pm - 2:15pm	Event 5
2:15pm - 2:30pm	Move

2:30pm - 3:15pm	Event 6
3:15pm - 3:30pm	Move
3:30pm - 4:15pm	Event 7
4:30pm	Klondike Concludes
4:45pm	**ALL SCORE CARDS MUST BE TURNED INTO MAIN OFFICE**
5:30 - 6:30pm	Dinner in Augustus
6:45 - UTC	Auction
9:00 - 10:30pm.	Patch Trading in Augustus
11:00pm	Lights Out

Sunday:

7:30am - 9:30am	Check-Out
10:00am	Camp Closed

Registration:

Register for Beaumont Beast Klondike

Campsite rental is included in participant cost. Campsites will be assigned within 1 week prior to the event. Contact Jayson if you have campsite preferences. Cabin rentals are separate from participant registration. Early Bird rates are available through **January 1, 2027 @ 11:59 p.m.** Registration closes January 19, 2027 @ 11:59 p.m. Day-of Registration Fee applies to late registrants who register by emailing Dan Goerndt after January 19, 2027.

Cost: *We Feed You Breakfast and Dinner!*

Youth: Early Bird: $39 Regular: $48

Adult: Regular: $25

POCKET EQUIPMENT:

Knife (if you have one).

Toilet paper in a plastic bag.

Matches in a waterproof container.

One, or more, handkerchiefs.

Sunglasses (recommended to protect against sun-glare on snow).

Compass.

YOUR PACK:

Flash light (Keep batteries warm and have spares plus spare

bulb).

Extra gloves, socks, handkerchiefs, foot gear.

Waterproof raincoat or poncho.

Complete set of extra clothes (underwear, pants, shirt, a

sweater, hat, etc). Towel, washcloth, toothbrush, toothpaste, soap.

Personal First Aid Kit, including lip ice and hand lotion in plastic container

General Rules and Info for Event:

-Trash from campsites must be disposed of at the dumpsters in the McIntosh Parking Lot, near the BeauMart, behind the Augustus, or the McCahill Parking Lot .

Medical Forms & Health Officer: As stated in the Guide to Safe Scouting, leaders should have the Annual Health and Medical Form for each unit member participating in the event. These are especially important to have if a Scout will be attending the event without a parent. The form can be downloaded from the Lake Erie Council website. The Health Lodge is located next to the Augustus Training Center; the health officer will be on staff 24 hours a day throughout the weekend.

Adult Participation: In order to comply with Youth Protection “Two Deep” guidelines, all members of your troop must have Youth Protection. Two adults over the age of 21 must be registered Scouting America leaders. All Leaders MUST be registered.

Sign in/Check in: All units must check-in each person present for the event, no exceptions. Please have a fully-typed roster when checking in. See the form on the Council Website.
Alcoholic Beverages and Drugs: Possession and/or use of alcoholic beverages or drugs are prohibited. You will be asked to leave the Klondike If found with either, and may be prosecuted.
Parking, Driving & Trailers in Camp: Please take only 1 vehicle per unit to your campsite. Try to stay on the road to avoid getting stuck.
DRINK PLENTY OF WATER

SLED INSPECTION EQUIPMENT EACH PATROL WILL NEED

A. At least one compass for every two Scouts in your Patrol.

B. 8 - six-foot lengths of 1/4 " rope.

C. 2 - twelve-foot lengths of rope (sisal preferred) not over 1 " thick.

D. 1 - 25-foot length of rope (sisal preferred) not over ½" thick.

E. First Aid kit.

F. Ax or hatchet, properly sheathed.

G. At least one Pocket knife.

H. TOTIN CHIP card (must have this to use knife and ax).

I. At least one Fire-N-Chit card (must have this to start the fire).

J. Two tarps at least 6 ft. x 6 ft.

K. 3 poles, approx. 1 ½ inch in diameter and approx. 6 ft. long (or scout staves).

L. Rope and/or twine for lashing.

M. Firewood and tinder for Pioneering and Lunch cooking fires.

N. Food for lunch, including water.

O. Utensils for cooking and eating, including place setting for two Judges.

0. Toilet paper in a plastic bag, or however you keep it dry

P. Trash bags.

Q. Notebook and at least one pencil, in a plastic bag.

R. Roster of Patrol members.

S. Patrol scoreboard (given out at registration).

T. Patrol flag on sledge or other transport equipment. Patrol name must be

on flag and sledge (or other transport equipment).

U. Troop number on sledge (or other transport equipment).

V. Safety Glasses (Required for ax yard)

NO leader or spectator will be allowed to help any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Judge, for Scouts with limited mobility only).

Axes, hatchets, and saws must be properly sheathed and remain on the sledge or in a backpack except when they must be used in an event.

SLEDGE SPECIFICATIONS

1. Commercially manufactured sledge or toboggans may be used but the patrol will lose 4 points.
2. The plans which follow are a guide only. You are not required to follow their exact dimensions.
3. Sledges must be at least six (6) feet long and eighteen (18) inches wide.
4. Sledges must display troop number, patrol name, and patrol flag or totem.
5. Sledges must be built by scouts. (Adult supervision is allowed)
6. Each sledge must have a towing bridle.
7. If a sledge breaks down during the Derby, the patrol may continue by backpacking all equipment, but will lose points at the last City check-out.
8. Sledges WILL BE USED regardless of the weather.

PROCEDURE FOR DERBY COMPETITION ,

At registration each patrol will be given a numbered scorecard that they will use at each City and upon which their score will be recorded at each City (as well as on the Judges master list). This scorecard will, be marked at which City you are to begin the Derby. Each patrol will rotate to the next City in numerical order ONLY during the time indicated for MOVE. See the map for City locations. In order to receive the full patch set you must visit and complete each event at each city

ALL PATROLS will visit **Commissioners Row** by 11:45 AM for lunch. (Swartz Road)

At 1:15 PM all patrols will resume their numerical order, having skipped City #4.

Please be at your first Station (City) at 8:45 AM sharp, ready to go. Checkout inspections will be at your last City. If you lose your scorecard, you will lose all points. In the event of a conflict between

the score recorded on the patrols scorecard and on the Judges master list, the

Judges list will be considered accurate.

SCOUTMASTERS: Since this is an all day event, PLEASE be very attentive to the

clothing Scouts will be wearing. 8 hours on the trail may be very demanding,

especially in footwear, gloves, and hats.

At 8:45 AM a horn will sound to indicate the start of the first event. It will sound again

at the beginning of each succeeding event. Move ONLY at the period of time

indicated on the schedule.

By 4:45 PM all patrol scorecards MUST be turned in to the Augustus Training Center.

Any patrol completing the event before the time limit may depart once their score has been recorded and the event area has been cleared by the judge. But please do not push your way into another city if their are scouts trying to work on their event.

Equipment check in will be at the Augustus Training Center prior to the Leader meeting. A second equipment check in will be Saturday morning at 8:00 AM. A horn

will sound to indicate the start of the first Event. Each Event will last forty-five minutes and

ONLY forty-five minutes. Fifteen minutes will be allowed for moving between each City before

The next Event begins.

MAXIMUM SCORE -

Check In and Check Out 20 points

Events 140 points

Mystery Task 20 points

Total 180 points

KLONDIKE DERBY City *#1 LOG SPLITTING*

EQUIPMENT NEEDED:

Patrol Team:

- Current Totin' Chip for all participating Scouts
- Safety glasses (required for all participants within the axe yard)
- Work gloves (recommended)
- Ax or splitting maul (on sledge or event staff)
- Log rounds with target markings (supplied by judge)
- Wood stacking bin (supplied by judge)

EVENT:

For this event, the patrol will demonstrate proper woods tool skills, accuracy, and safe axe handling.

All participating Scouts must possess a current Totin' Chip. Patrols may have a maximum of eight (8) Scouts participate. Patrols with fewer than eight Scouts may have Scouts repeat turns until eight total attempts have been completed.

Each Scout will receive a fresh log round marked with a target. One Scout at a time will enter the designated axe yard wearing approved safety glasses and split their assigned log.

The Scout's score will be determined by the accuracy of their strike on the target. After splitting the log, the Scout must place all split wood into the designated stacking bin before the next Scout may begin.

Only one Scout may be inside the axe yard at any time. All Scouts must follow Totin' Chip and axe-yard safety rules throughout the event.

The judge will have final authority on all scoring and safety matters.

SCORING

Maximum Patrol Score: 20 Points

DEDUCTIONS

- Failure to wear safety glasses: Immediate disqualification of that attempt.
- Unsafe axe handling (example unsheathed ax): Deduction at judge's discretion.
- Failure to follow axe-yard procedures: Deduction at judge's discretion.
- Horseplay or intentional unsafe behavior: Automatic zero for the patrol at the judge's discretion.

Points Breakdown	
All 8 logs split successfully	10
Accuracy of strikes on target	5
Proper stacking of split wood	3
Safe axe handling and Totin' Chip practices	2
Total Possible Score	20

TIME LIMIT

Patrols will have up to 45 minutes to complete the event.

Judge's Note: Accuracy should be judged on all strikes collectively. Precision and proper technique are valued more than strength or speed. This event is intended to measure safe woods tool skills and Scoutcraft proficiency.

KLONDIKE DERBY City #2 *Beast Egg Rescue*

Objective

Patrols will work together to safely recover Beaumont Beast Eggs from a protected nesting area without entering the nest or damaging any eggs.

Scenario

During the search for the Beaumont Beast, a nest containing several rare Beast Eggs has been discovered. The area surrounding the nest is unstable and considered hazardous. Patrols must recover the eggs using only the equipment provided, or from sled while following all safety rules.

Equipment Provided

- 8 Beast Eggs (tennis balls)
- 4 spars
- 2 ropes
- Bucket, crate, or collection container
- Marked nesting area

Patrol Task

1. Assess the nesting area.
2. Develop a recovery plan.
3. Transport all recovered eggs to the designated safe zone.
4. Complete the rescue without entering the nest.

Rules

- No Scout may step inside the marked nesting area.
- No Scout may directly touch an egg with their hands.
- Eggs may not be thrown.
- Patrols may use only equipment provided by station staff.
- All members of the patrol should participate.

Scoring: 20 Points Maximum

PointsBreakdown	
Patrol teamwork and planning	5
Proper use of equipment	5
Successful recovery of eggs	5

Safe transport of eggs to safe zone		5
Total:		20

KLONDIKE DERBY City #3 *LOST SCOUT SEARCH & REPORT*

Objective

Patrols will respond to a missing Scout incident by locating the last known location, gathering information, and reporting their findings to incident command.

Scenario

A Scout searching for evidence of the Beaumont Beast failed to return to camp. Search teams have identified a Last Known Point (LKP). Patrols must locate the LKP, collect information, and provide an accurate report to the Emergency Response Center.

Equipment Provided

- Map with LKP marked
- Reporting form
- Pencil

Patrol Task

1. Travel to the marked Last Known Point.
2. Examine the scene and gather information.
3. Determine:
    - Condition of the missing Scout
    - Last known direction of travel
    - Important clues left at the scene
4. Return to the ERC.
5. Deliver a verbal report to station staff.

Scoring: 20 Points Maximum

Found location	5
Correct Scout condition	5
Correct direction of travel	5
Accurate final report	5

Failure to work as a patrol	-1
Excessive horseplay	-1

This event will start at 11:45 AM all participants in Klondike will move here no matter what number you're on. At 1:15 PM you will move back to your rotation.

KLONDIKE DERBY City #4 *COOKING LUNCH*

EQUIPMENT NEEDED:

Matches, water, cooking utensils, mess kits and/or other eating equipment. Raw meat, fish, or poultry. Two raw fresh vegetables. Hot drink fixings. Material for fire building.

EVENT:

You are to build one of the cooking fires from the Scout Handbook or Fieldbook using only two matches. NO artificial fire starters may be used. (No wax, tallow, oil, grease, fat, butane, propane, steel wool, or chemically treated tinder or any other quick start method). The judge will have a supply of barn matches for emergency use. Any use of Scouting America prohibited materials such as lighter fluid, gasoline, naphtha, Kerosene, etc. will reduce your points to zero. This is a NO TRACE event and the fire MAY NOT touch the ground. You can supply your own barrier to build your fire upon, or ask for one.

When your fire is ready, you are to prepare a lunch consisting of a hot drink and at least one raw meat, fish or poultry and two fresh vegetables. In preparation for a trail meal, you may plan ahead in partially preparing the required meal. You may clean, cut up and package your meat, fish or poultry, and vegetables and partially cook them ahead of time, but they must not be fully cooked or prepared. Canned, freeze-dried, dehydrated, or commercially frozen ingredients may NOT be used. Prepare enough food for a good meal for your entire patrol PLUS TWO JUDGES. This food is to be your lunch (not only a demonstration). After you have finished eating, extinguish your fire, put the remaining ashes, unburned wood, etc. and garbage in your trash bag, and rough clean your utensils, plates, etc. using water or snow. You may finish cleaning your materials , later at your campsite. Make sure your cooking area is absolutely clean before you depart. (The Judges will be very strict on this). No debris or garbage may be buried or burned.

NOTE: Time will be strictly limited to vacating the area at 1:15 PM

SCORING:

Properly built Scout fire 2 points

Lit with one or two matches 2 points

(Lose 1/2 point for each additional match,

lose ten points if you use any kind of prohibited

fire starter)

Scoring:

One meat and two fresh vegetables 3 points

Use of secret ingredient (see Judges upon arriva)l 2 points

Hot beverage 2 points

Meal fully cooked and hot when served 2 points

Put out fire properly and remove debris 2 points

Disposal at garbage and trash 2 points

Rough cleanup of utensils 1 point

Use of Cast iron 2 points

MAXIMUM possible 20 points

NOTE: Beaumont will supply secret ingredient and charcoal if Klondike staff start the fire you lose 1 point

KLONDIKE DERBY City #5 *SASQUATCH MEDICAL MYSTERY*

Event Description

Local wildlife researchers have reported unusual behavior from a recently sighted Sasquatch. The creature appears injured or ill, but no one knows exactly what is wrong. Patrols must assess the patient, determine the medical issue, and explain the appropriate treatment.

Objective

Demonstrate first aid knowledge by conducting a patient assessment, identifying the injury or illness, and explaining proper treatment.

Materials Needed

- Adult or older Scout acting as the patient
- Scenario cards
- Basic first aid supplies (splints, triangular bandages, blankets, etc.)
- Score sheet
- Clipboard and pencil

Instructions

1. The patrol arrives at the station and receives a brief scenario.
2. Scouts may ask the patient questions and perform a basic assessment.
3. Patrol must identify the injury or illness.
4. Patrol must demonstrate or explain the proper first aid treatment.
5. Patrol must indicate whether evacuation or advanced medical care is necessary.

Sample Medical Mysteries (May be Different)

Hypothermia

- Shivering
- Slurred speech
- Confusion
- Fatigue

Frostbite

- White or gray skin
- Numb fingers or toes
- Loss of sensation

Broken Arm

- Pain
- Swelling
- Limited movement

Severe Bleeding

- Simulated wound
- Continuous bleeding

Allergic Reaction

- Swelling
- Difficulty breathing
- Recent bee sting

Scoring: Patrols that correctly assess the patient, identify the condition, and provide appropriate treatment earn the full 20 points.

Infraction Deduction	
Poor Scout Spirit	-1
Unsportsmanlike Conduct	-1
Failure to follow judge instructions	-1
Unsafe behavior	-1

KLONDIKE DERBY City #6 *PIONEERING*

EQUIPMENT NEEDED:

Tarp, canvas, or heavy plastic approximately six feet by six feet. Materials to set up shelter.

3 poles about 1 to 1 ½ inches diameter and about six feet long. Ropes or twine for lashing.

At least one compass.

Fire building material.

(Water mixture and container will be provided by the Judge).

EVENT:

While crossing the frozen treeless tundra, your Patrol is caught in a sudden blizzard with temperatures falling rapidly. Survival demands some type of a shelter from the wind and snow in order to keep from freezing. The Judge will give a wind direction, (such as NE) but will not show you that direction. Because of the extreme weather, a shelter must be constructed quickly in the simplest, most direct, and most efficient manners. Poor judgment could result in frostbite, hypothermia or even loss of life. The The ground is frozen so that you cannot drive a stake into it.

Using only the materials on your sledge (and the sledge itself if you wish) build a shelter that will protect at least two Patrol members at a time from the weather. Lay up a fire with your materials and light it. Remember, this is a NO-TRACE event and your fire must be built on the protective covering provided by the judge. The judge will provide a container with a measured amount of a water mixture. Place the container in any appropriate place in your fire and bring it to a boil (until the mixture foams over the top of

the containers). For this contest YOU WILL NOT MAKE A HOT DRINK OF ANY KIND with the use of the container or liquid supplied. You must clean up your fire area.

You must use at least two different lashings (square, diagonal, round, or shear) in constructing your shelter.

This is not a timed event, but in order to score the maximum points it must be accomplished within the 20 minutes allowed time.

SCORING;

1. Shelter secure, lashings correct, shelter correctly oriented 6 points
2. At least two Scouts snug in shelter 4 points
3. Fire correctly laid and burning 4 points
4. Water mixture foams over the top of container 4 points
5. Proper cleanup of fire site 2 points
6. Deduct 2 points for poor participation and/or deportment

Total Possible Score 20 points

KLONDIKE DERBY City #7 *ROPE BRIDGE*

EQUIPMENT NEEDED:

Eight (8) six foot ropes.

Two (2) twelve foot ropes.

Any other equipment that you wish to bring

The equipment that will attach to the rope bridge will be provided (carabiners)

EVENT:

Your patrol has arrived at the Grand River in flood stage. The current is fast moving and ice cold and has destroyed the bridge. You have found a land projection that has narrowed the river to approximately 25 feet for a short distance. You must attempt to get all of your patrol over the river, including your sledge and equipment. You are fortunate to find one rope already stretched across the river.

You must send one half of your group across the river; one of which will carry a pull rope for the equipment transport, the other end being secured to the sledge. This rope will be made up of the six-foot ropes in hand. After the sledge is across, the remaining patrol members will cross the river.

1. Eight Scouts must successfully cross the river. (**YOU MAY NOT ATTCH ANY SCOUTS TO THE ROPE)** If your patrol has less than 8, you will rotate until the required number has finished.

2. If a Scout falls off, it will not count as a crossing (see Scoring).

3. You may transport your sledge in any manner you choose, using any equipment you have. Either on the sledge or separately, you must also transport your other equipment.

(Hint: pulleys and carabiners may be used)

4. TIME will start at the moment that any patrol member touches the main crossing rope.

TIME will stop when the crossing is completed.

SCORING:

Completed under 5 minutes 18 points

under 6 minutes 16 points

under 7 minutes 14 points

under 8 minutes 12 points

under 9 minutes 10 points

under 10 minutes 8 points

under 11 minutes 5 points

over 11 minutes but less than 15 min 2 points

Deportment 2 points

MAXIMUM possible 20 points

NOTE: **No scout** is to be hooked to the rope at any time **ONLY** your gear and sled. If a scout is found to be using the rope bridge in any way other than described you will be disqualified from this city and may be removed from the Klondike. If a Scout completely falls off the foot bridge, he will be presumed drowned and cannot

rejoin a crossing rotation. For each instance, the patrol will lose one point.

Beaumont will provide the rope across the river and the carabiners that will attach the sled / gear to the rope

Thank You for Making This Klondike Derby a Success

As this year's Klondike Derby comes to a close, we would like to extend our sincere appreciation to everyone who participated in making this event possible.

To the Scouts, thank you for bringing your enthusiasm, determination, teamwork, and Scout spirit to each challenge. Whether you were splitting logs, building rope bridges, cooking over an open fire, searching for a lost Scout, rescuing an egg, or solving the Sasquatch Medical Mystery, you demonstrated the skills, leadership, and perseverance that Scouting aims to develop. We hope you leave with new knowledge, stronger friendships, and memories that will last long after the snow has melted.

To the Scoutmasters, Advisors, Unit Leaders, and parents, thank you for your dedication to preparing and supporting our youth. Your encouragement, guidance, and countless hours of service provide opportunities like this for Scouts to learn, grow, and succeed.

To our station leaders, volunteers, judges, and staff, thank you for donating your time, energy, and expertise. Events of this size do not happen without individuals willing to step forward and serve behind the scenes. Your efforts before, during, and after the event helped create a safe, challenging, and enjoyable experience for everyone involved.

Most importantly, thank you for continuing the traditions of outdoor adventure, teamwork, leadership, and service that make Scouting such a meaningful program. Every participant, volunteer, and leader contributes to the success of this event and to the future of Scouting.

We hope this year's Klondike Derby provided opportunities to learn new skills, overcome challenges, strengthen patrols, and create stories that will be shared around campfires for years to come.

Travel safely, continue your Scouting adventures, and remember:

A Scout is Prepared, even when facing winter trails, unexpected challenges, and the occasional Sasquatch encounter.

Yours in Scouting,

The Klondike Derby Committee

"The spirit of Scouting is found not in the destination, but in the journey shared with others."