

2026 Checaugau Klondike Challenge



Saturday, January 31st, 2026
Camp Dan Beard
200 Portwine Rd, Northbrook, IL
Registration 9:30 AM

Welcome to the 2026 Klondike Challenge

The Klondike Challenge will be an opportunity for the Scouts and Scouters to get together for food, games and competition. It is a chance for the Scouts to get outside and utilize some of their scout skills as well as some physical challenges. It is also a chance for Scouters to come out and do what they do best, mentor youth, eat food and drink coffee. The event will be held at Camp Dan Beard in Northbrook, this camp has some great facilities. We will also have a concessions area for hot food, drinks and snacks. It should be an outstanding day. There are 8 person cabins and tent camping available (for an additional fee).

Competitive divisions will be Boys, Girls, Combined and Webelos.

Recommended Patrol Size is 6 - 8, We will allow patrols of 4 - 10 (More or less make it difficult to perform some of the events).

The Klondike Challenge : The team event will comprise 10 stations over two courses. Each course will have 5 stations. Once a patrol completes the course, it will be given an hour break before starting the second course. Both course times will be added together. **The goal is to have the fastest time at the end of the day.** *Note: "Times may be modified due to factors that include, waiting for a station to open up, unscoutlike conduct, cheating and receiving help from leaders".*

The Stations will be as follows:

Patrol Equipment List:

Sled

(3) 6 foot wooden poles

Fire Starter (Striker, Flint and Steel, Battery and Steel wool)

Small Tarp

Blanket
First Aid Kit
50' Rope

Each Scout:
Pocket Knife
Water Bottle (with water)
Boots (No Gym Shoes)
Proper Clothing for Conditions (Hat, Gloves and Jacket)
Can of Soup (To be turned in at registration)
Pocket Money for Additional Food (If wanted)

Patrols are not limited in the equipment that they bring, Listed above are the items needed to complete the race, as well as a couple things to have on hand to Be Prepared.

Adult Leaders can follow their scouts around the course, but are prohibited from helping. It is a great time to observe the strengths and weaknesses of each Scout. The Scouts will learn more from figuring out how to do something, rather than having it done for them. If Adult leaders are interfering, time will be added to the Patrol's overall time.

SCOUTMASTERS: I will need Adult Volunteers to help run the Stations, I am hoping that each Troop can provide one or two adults to help with the program.

The 10 stations will be decided on the morning of the race. Weather conditions, availability of space and physical location will determine which challenges will be used. Volunteers will be given instructions for challenges that will be used the morning of the race.

I have included short summaries of each of the possible challenges at the end of this guide. Most of these challenges were taken from old scout program materials.

Everyone, I am looking forward to a great event. If I missed something or you have any questions or Concerns, Please feel free to contact me at stevenpdelacruz@gmail.com

Cabin Rentals - Cabins are unheated, bring propane or kerosene type heaters to heat up the space. Electric space heaters will trip the circuit breaker. The cabins sleep 8 and do not have a washroom (there is a heated washroom in the camp). The cabins are \$90 for the weekend.

Tent Camping - We can provide a site for tent camping (there is a heated washroom in the camp). Troop Campsite is \$30 for the weekend.

2026 Checaugau Klondike Challenge Registration

Troop : _____ Boys Girls Combined Webelos

Team Competition (Number of Scouts) : _____ @ \$10.00

Team Competition (Number of Patrols) : _____ @ \$10.00

Fees: \$10.00 per Patrol

\$10.00 per Scout per Event (Team or Patrol)

- **Each Scout will also receive a Hot Dog, Bag of Chips and Bottle of water for lunch.**
- **Free soup and hot chocolate will be provided for All**

- **Additional Food for Scouts and Food for Adults will be available at a minimal cost**

Glossary of Challenges

1. The Electric Fence : An old scout favorite, get your team and all of its gear over the top of a suspended rope - Fun, balance, agility and danger in one package.
2. Balance Beams: Scouts and their gear will need to cross multiple 4" x 4" beams
3. Sled Rescue: Sled will be placed 30' away from the patrol. One member of the patrol will remain on the sled. The patrol will throw a rescue line to the sled. The Scout on the sled will tie a bowline around their waist. Once tied the sled and scout will be pulled to the rest of the patrol.
4. Fire Building : Patrols need to build a fire and boil a cup of water. Patrols are not allowed the use of accelerants or matches. (Tinder, kindling and fuel will be provided) Scouts will need to use only the provided materials to build their fires.
5. Rope Crossing : Another crowd favorite, balance, agility and teamwork are needed to complete this event.
6. Shelter Building: Teams will need to build a shelter that replicates the example at the station. Taut-Line Hitch, Half Hitch and Square knot will be primarily used.

7. The “Knot cube” : Scouts will need to replicate a knot puzzle. Knots that will be used are Half-hitch, two half-hitches, taut-line hitch, sheet bend, sheep shank, square knot, timber hitch, bowline, clove hitch, round lashing, square lashing and diagonal lashing
8. Improvised stretcher race : Scouts will use two 6' poles and a tarp to create a stretcher and transport their victims over a course to safety.
9. One person Rescue : Scouts will need to be rescued by one of their patrol mates. Methods of moving “disabled scouts” can be safely dragged or any form of rescue carry.
10. Caber Toss : Scouts will need to successfully toss a caber over the top of a suspended line.
11. Blanket toss : Scouts will need to use their tarp as a blanket to toss a ball over a course of suspended lines.
12. Log Hoist : will need to hoist a log and tie it off to a stake. Knots used will be Timber Hitch, Taught Line Hitch and Sheepshank.
13. Load and go : Patrols will use their sled to load, move and unload sandbags over a distance course.
14. Fuzz Stick Race : Patrolmates will create a fuzz stick out of a piece of fatwood, taking turns to achieve 20 curls.
15. Split the match : Scouts will take turns trying to split a wooden match lengthwise with a hatchet. (Hatchet will be supplied)
16. Log Saw : Teams will work to make multiple cuts through a log using a tree saw. (Tree Saw will be supplied)

17. Mousetrap Fishing : Scouts will round lash 2 poles together and tie a “fishing” line to the end of the poles. They will then attempt to catch set mousetraps with weight on the end of the line.
18. Tripod Lashing : Lash 3 together 3 poles to form a tripod, then balance your sled and all of your gear on the top of the tripod for 60 seconds.
19. Tripod Bell Race : Lash a tripod together and suspend a cow bell from the center of the Tripod. The team will need to move the tripod over a 100’ course without ringing the bell. If the bell rings, the patrol must return to the start and begin again.
20. Web Crawling : Teams will need to navigate a web of ropes while carrying their sled and gear.

