

Minsi Trails Council Klondike

February 21st, 2026

Camp Minsi

UNIT PARTICIPATION GUIDE

Calling all Scouts in Troops and Crews...

Come join the adventure, as Scouts traverse the frozen lake and land of Camp Minsi, confronting challenges and obstacles, testing their Scout and survival skills, and demonstrating the Patrol Method. Start planning now for your great Klondike Adventure!



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Welcome to the Minsi Trails Council Klondike:

Welcome to the Minsi Trails Council Klondike! This event will be held on February 21st, 2026, at Camp Minsi and is the premier winter camping weekend for Scouts in troops and crews. We hope it will be the best Klondike ever with cold weather and SNOW! Please carefully read the important information contained within this Unit Participation Guide. Be sure your Scouts are well prepared, well equipped, and most of all, ready to have a great time. We are hoping for maximum participation at Klondike this year and encourage your unit to camp for the entire weekend.

Klondike Theme:

The theme for this Klondike is “**Pirates of Stillwater Lake**”. A brief list is included below.

- Peg-Leg
- Shipbuilding
- Walk the Plank/Scout Law Relay
- Sail Building
- Shiver Me Timbers!
- Le Confidential
- Signs, Signals & Codes
- Slippery Snow Snakes
- Scouting / Pirate Trivia Quiz



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General Information:

- **Dates:** February 21st, 2026
 - **Place:** Camp Minsi – The official Klondike Map is included and will be given out at registration and will show the specific locations of event stations over these three areas.
- **Camping:** Various sites around the camp.
- **Cost:**
 - Free for all Minsi Trails Scouts, Free for all leaders and helpers regardless of council affiliation.
 - \$5.00 if attending but not helping (adults attending but not serving as a Klondike volunteer that would like a patch)
 - \$9.00 for Out of Council Scouts

Please check in at the Dining Hall when you arrive at Klondike.

Vehicles must remain in the parking lot or on roads. Please do NOT park behind the dining hall.

Patrols must have a minimum of 4 Scouts and a maximum of 8 Scouts.

IMPORTANT DATES:

- January 2, 2026 – Double Knot Registration Opens for all units

- February 13, 2026 – Double Knot Registration Closes. Registration may close sooner once we hit the maximum number of 56 patrols.

Klondike Agenda:

Saturday:

7:30 – 8:45 AM	Registration at Dining Hall
9:00 – 9:15	Opening Ceremony (with a Skit) All Scouts and Leaders to the Parade Field
9:25 – 9:55	Rotation 1
10:05 – 10:35	Rotation 2
10:45 – 11:15	Rotation 3
11:25 – 11:55	Rotation 4
LUNCH	(Recommend Foil Packs, cooked where you are)
1:00 No-Later	**Turn in Scouting Trivia / Pirate Quiz** - Wilcox Cabin (Handicraft)
12:45 – 1:15	Rotation 5
1:25 – 1:55	Rotation 6
2:05 – 2:35	Rotation 7
2:45 – 3:15	Rotation 8
3:45 – 4:20	Closing Ceremony

Event Stations and Scoring:

All of the event stations emphasize Scout skills, patrol teamwork, leadership, and fun! Each station will be scored up to 110 points – 70 points for skills and 30 points for teamwork & leadership 10 points for sled inspection items. There will also be a 120-point quiz (Scouting Knowledge and Pirate Trivia).

All stations will have a pre-determined maximum possible score based on factors such as time, completeness, proper knots, etc. Patrols will then have a “Patrol multiplier” assigned to them to ensure Patrol stacking (i.e. Eagle patrols) won’t blow away the competition. Natural Patrols are encouraged as much as possible. While it still allows older Scout patrols to do well and potentially win the competition, it won’t allow them to completely dominate the other patrols. The Score modification process is outlined below.

Eagle Scouts 85%

Life / Star was a 90%

Second Class / First Class was a 95%

Scout / Tenderfoot was a 100%

If you had a patrol of 5 scouts: 2 tenderfoot, 1 first class, 1 Star, 1 Life:

$$2 \times 1.0 = 2$$

$$1 \times .95 = .95$$

$$1 \times .90 = .90$$

$$1 \times .90 = .90$$

Total of $4.75 / 5 =$ patrol modifier of .95, which means if you scored 100 points on an event, it’s really 95.

General Rules:

All volunteers running stations will not share specific details of their stations before or during Klondike with their own units or any other troops and crews.

The Scout Oath and Scout Law are the basic rules which apply at Klondike for fairness and the integrity of the competition. This applies to all Scouts and Adults. The motto for leaders is to “look, listen, and let them do their best, on-their own.” Adults do not participate in the Klondike competition.

- Adult leaders are responsible for their Scouts.
- All Youth Protection Requirements must be followed.
- Adult leaders are to sign-in upon arrival and sign-out upon departure.
- On-site contact information must be provided for at least two adult leaders that will be on-site.

Awards:

All Patrols will be judged and scored in a single category for Klondike 2026. Awards will be based on the following:

- Top 3 places from overall scoring of all patrols (Sled Inspection & Stations)
- Patrol Spirit scoring
- Scouts under age 18 should not judge and/or score any event station without prior approval from the event committee.

Program Operations:

The opening ceremony will be in Parade Field (In front of the Dining Hall) by 9:00 AM on Saturday. (If your first station is between your campsite and the Parade Field, it's OK to leave your sled along the way and return to it after the opening ceremony.)

Plan to arrive no later than 8:15 AM. This should give you sufficient time to unload and check in and be ready for the opening ceremony at 9:00 AM. Patrols are encouraged to bring foil packs and eat lunch after their 4th rotation. Patrols will supply 1 small (8-12 Lb.) bag of charcoal at their FIRST event station. However, no ground fires are allowed in the Parade Field. Lunch must include a hot meal with a hot drink. **Keep your used drink packets on the sled. Be sure to bring a “cup” for each person to enjoy the Soup Kettle at the Dining Hall.**

Troops and crews are encouraged to camp both Friday and Saturday nights of the Klondike weekend. This will give Scouts a winter camping experience as we have ordered snow. (And may qualify for the OA Below Zero Award.) This is not part of the program. Please register on the Minsi Trails Council website: https://www.minsitrails.org/weekend_rentals.

Except for emergency and staff vehicles, absolutely no vehicles will be allowed in the program areas. All vehicles must park in the parking lot.

Staying Warm is priority: MULTIPLE LAYERS OF CLOTHING IS STRONGLY ENCOURAGED!

Important Safety Considerations:

The following rules will be enforced by the Klondike staff. This is necessary to ensure the safety of all participants. We hope to have the support and cooperation of everyone.

- No personal sleds, toboggans, or anything that can be used for sleigh riding are allowed.
- To avoid congestion, only two vehicles per troop are allowed to transport gear to the campsites. One vehicle / trailer are permitted to stay in the campsites, please ensure they're parked off the loop road.
- All vehicles, including visitors, must park in the parking lots. All parking along camp roads is prohibited.
- All vehicles arriving on Friday must be moved to a parking lot by 9:30 PM. All vehicles arriving on Saturday, including visitors, must be moved to a parking lot before 8:00 AM.
- There will be no driving by anyone in camp on Saturday during the competition. Only emergency and necessary staff vehicles are permitted. This rule will be strictly enforced.

Other areas of safety that need to be monitored by Unit Leaders:

- **Weather should be monitored by all leaders**, and aid all youth in seeking shelter from lightning, wind, rain, snow, etc. Follow weather hazards training guidelines.
- **Watch for dead limbs over tent sites** (snow is heavy).
- Two-deep, registered leadership is required.
- Keep campfires well away from tents.
- There should be no unattended fires. Extinguish fires at night before sleep.
- Apparel for sleeping must be clean and dry.
- Axes, knives, or saws must be supervised by experienced adults in designated areas. Chainsaws, if needed, will only be operated by a qualified adult. (Annual retraining is required).

Patrol Rules:

- **Patrols must contain a minimum of 4 Scouts, and a maximum of 8 Scouts.** Up to 2 Arrow of Light Scouts are welcome to accompany a sled and participate in activities. Arrow of Light Scouts count towards the maximum of 8.
- **The right is reserved to refuse participation to any Scout who, in the opinion of the Klondike Committee, is not properly dressed for the prevailing weather. All Unit Leaders – please be aware that this will be checked during Opening and will be strictly enforced! Please be sure that your Scouts are dressed properly for the winter conditions.**
- All patrol members must have coats, gloves and hats. Rain gear as needed. Layers are recommended.
- Normal troop/crew patrols should be used. It is unfair to pick the biggest and strongest members of a troop to run a sled. The Scout Oath and Law will be the law of the course.
- Each Patrol Leader at registration must write upon their scorecard the names of the members of their patrol pulling the sled along with the rank of each Scout. Patrols who switch any members once the competition has begun will be disqualified.
- Only the original patrol members starting the sled race competition may touch the sled or tow ropes. Others may not assist in any manner once the competition has started.

Review of Winter Camping Procedures:

Winter conditions in the past several years at Klondike have ranged from frigid and snowy to mild and muddy (or both). Therefore, Scouts need to be aware that winter camping procedures differ from other types of camping in several respects:

- The Scout attending should have some camping experience to build upon. Klondike is not the place for a first-time camper. Of great importance is winter clothing. Don't forget that it can also rain in winter and this can make for a very uncomfortable experience if the camper is not adequately prepared. Wool, even when wet, will keep you warm.
- It is very important to remember that the secret enemy in winter is dampness. Wet feet or clothes can result in serious consequences. Underclothing wet with perspiration is in reality a "wet blanket" to sleep in and can cause serious illness. Never sleep in the same underwear/clothing that you wore all day during Klondike!
- Your last troop/crew meeting before Klondike should be a "Full Pack Dress Rehearsal." Each Scout should wear the clothes they will wear to Klondike. These should be closely inspected by the Unit Leaders and the Scout should be reminded of any items they forgot. It is also a great idea to review winter camping procedures and gear with your troop in December/January.
- When planning meals, remember that cold weather makes for big appetites. Winter meals should be simple but still incorporate all the nutrition of a balanced meal. For lunch, experiment with one-pot meals such as stew (and especially foil packs). The easy way is often the best way at winter camp. Try cooking some of your ingredients before you leave home. Paper plates and cups can ease your winter dishwashing job. A hot drink is a necessity!
- Gather and store sufficient firewood for Klondike prior to the event. A winter morning is never so bleak and cold as it is to those who burned all their firewood the night before. Cover all wood with tarps and plastic. Firewood can be purchased from Ranger John if needed (proceeds support Crew 940).

The following should be considered as minimum equipment for Klondike (Class A uniforms are not required for this event):

- Several pairs of heavy wool socks
- Change of shirt and pants
- Warm clothing
- Jacket and raingear
- Heavy hiking boots or rubber boots
- Gloves or mittens and a spare set
- Patrol cooking gear and knapsack
- Hat or cap
- Personal gear including Chap Stick and sun block
- Consider "Yak Trax", micro-spikes or similar clamp-on cleats for your boots in the event of ice

Personal Health Suggestions (for those units choosing to camp outside of the event):

Bring extra clothing to wear while sleeping. Always change the clothing you wore during the day because it contains perspiration and will be damp by evening. Bring woolen socks to wear while sleeping. A sweatshirt with a hood makes an excellent sleeping garment. Do not sleep with shoes on since this is harmful to the feet. Newspaper is an excellent insulation barrier between you and the ground.

Garbage:

Each troop/crew must provide their own garbage bags for trash. All trash is to be taken home. If you pack it in, you pack it out. (Also, if you see trash around camp, please leave it better than you found it.)

Water:

You will need containers to carry water to your campsite. A frost free water spigot is located near the camp entrance at the maintenance shop. Remember that food and water will freeze even in a cooler.

Latrine:

We have arranged for porta-johns to be placed in various locations around camp for use during the weekend and each campsite has a latrine. Be sure to bring your own toilet paper (in case the porta-pottys run out).

Foul Weather Gear:

Past experience proves that all persons participating in Klondike should come equipped with wet weather gear. It is not unusual to have rain and mud in February. Pack clothing in plastic bags to prevent dampness.

Foot Gear:

Everyone should come equipped with a pair of rubber boots. Leather shoes are not sufficient to protect your feet over an extended period of time in the snow, slush, or rain. There could possibly be all three elements. Leave the sneakers home. They are great on the gym floor, but not at winter camp.

A Note on Fires:

Per Ranger John, please only have ground fires in approved, pre-established fire pits. Too often they are left at the end of the day scattered in what is normally a trail and there is charred wood left for someone to clean up in the spring. Don't take rocks from the existing trails to line a make-shift pit.

Fire pits exist at Scoutcraft, Econ, Waterfront, Charcoal grill at the Dining Hall, Shotgun range, Wilcox / Handicraft, Fire Circle, near the gaga pits, staff site, and all summer camp sites. The event committee will confirm with Ranger John where we can have charcoal fires if fire pits don't exist in your area.

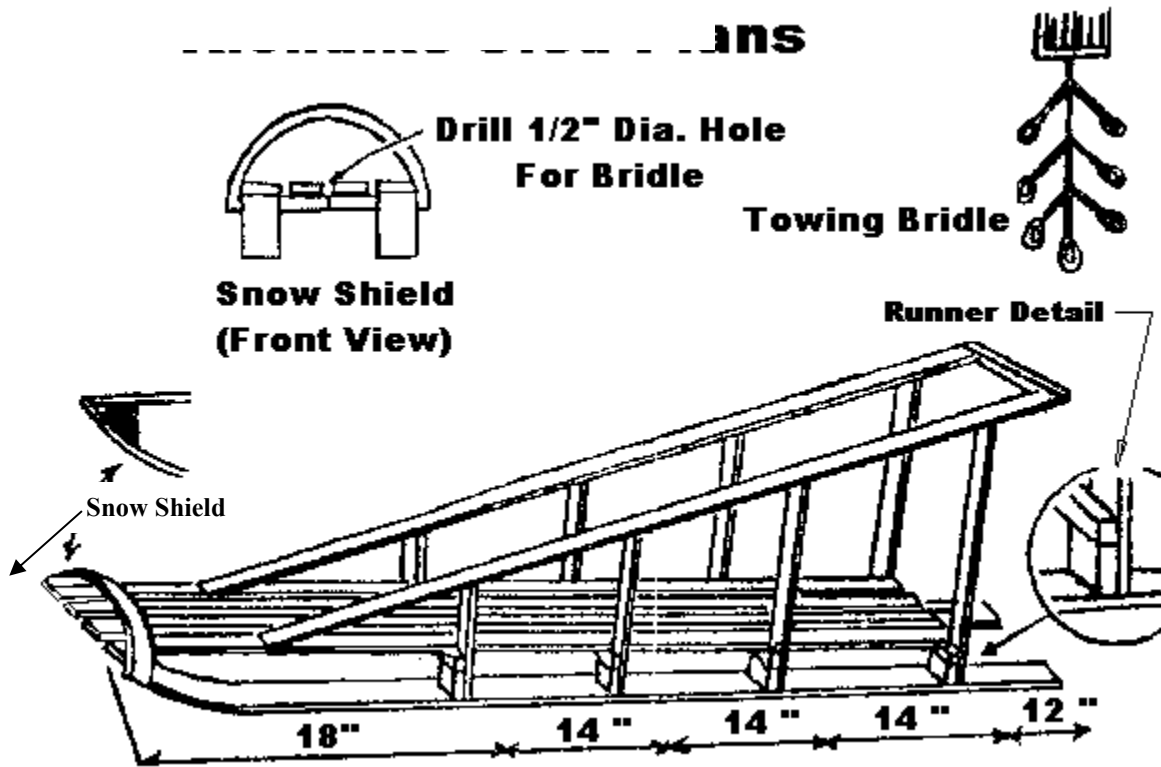
Please do NOT make fires in the parking lot or other areas of camp that aren't designated for that function.

Sled Specifications:

1. Wheels will be allowed on the sleds, (take note of special requirements on page 9).
2. Sled must be at least 60 inches long (minimum).
3. Sled must conform generally to the design specifications on the next page. However, we do encourage originality in the design.
4. All sleds must have runners (maximum width: 5 inches) as illustrated in the attached specifications.
5. Metal coverings of the runners (are) permitted.
6. Toboggan bottoms are prohibited.
7. Tobogganing or curve of the sled runners is permissible, provided the tobogganing does not extend for more than 18 inches measured from the front tip of the runners.
8. Sleds will not be judged for prizes. There is no competition in sled construction or design.
9. Sleds will be inspected for correct length, width, and to ensure all the required equipment is loaded on the sled.

A typical sled schematic is shown on page 10.

TYPICAL KLONDIKE SLED DESIGN



Bill of Materials:

- 2 pcs. 4" x 1/2" x 6'6" - for Runners (use skis!)
- 6 pcs. 1" x 1" x 18" - Cross Supports
- 8 pcs. 1" x 2" x 6" - Upright Supports
- 4 pcs. 1/2" x 4" x 5' - Floor Cover
- 2 pcs. 1" x 2" x 12" - Front Upright
- 2 pcs. 1" x 2" x 26" - 2nd Upright
- 2 pcs. 1" x 2" x 38" - 3rd Upright
- 2 pcs. 1" x 2" x 40" - Rear Upright
- 2 pcs. 1/2" x 2" x 6' - Hand Rail - sand smooth!
- 1 pc. 1/2" x 2" x 30" - Front Curved Snow Guard
- Rope for Towing Bridle - 1/2" Diameter minimum

Sled Specifications:

Minimum length – 60"

Maximum length – 78"

Maximum runner width – 5"

No toboggan bottom

See additional rules for wheels on next page:

Klondike Wheel Rules

Wheels are required if there is no snow.

Wheel Rules:

Rule 1: 0, 2 or 4 Wheels, located across from each other. If using 4 wheels, make sure it doesn't "get away" going down a hill. Same with no wheels on snow or any combination on ice.

Rule 2: Wheels must have a metal rim and be at least 3.5 inches wide. You can go bigger.

Rule 3: Helpful if the wheels are removable, in case of snow.

Rule 4: No castor wheels, straight or swivel.

Reasons behind the wheel rules: If the wheels are too narrow they will sink into the mud and create ruts, and or break off. If they are made of plastic, they will break, plastic is brittle in the cold, and a turning sled full of stuff can cause the plastic to fail.



KIMG0048



KIMG0049



The parts for this can be found on [Amazon](#), or your local hardware store (A.F. Boyer Hardware, Slatington). As a reminder these modifications are by no means mandatory.

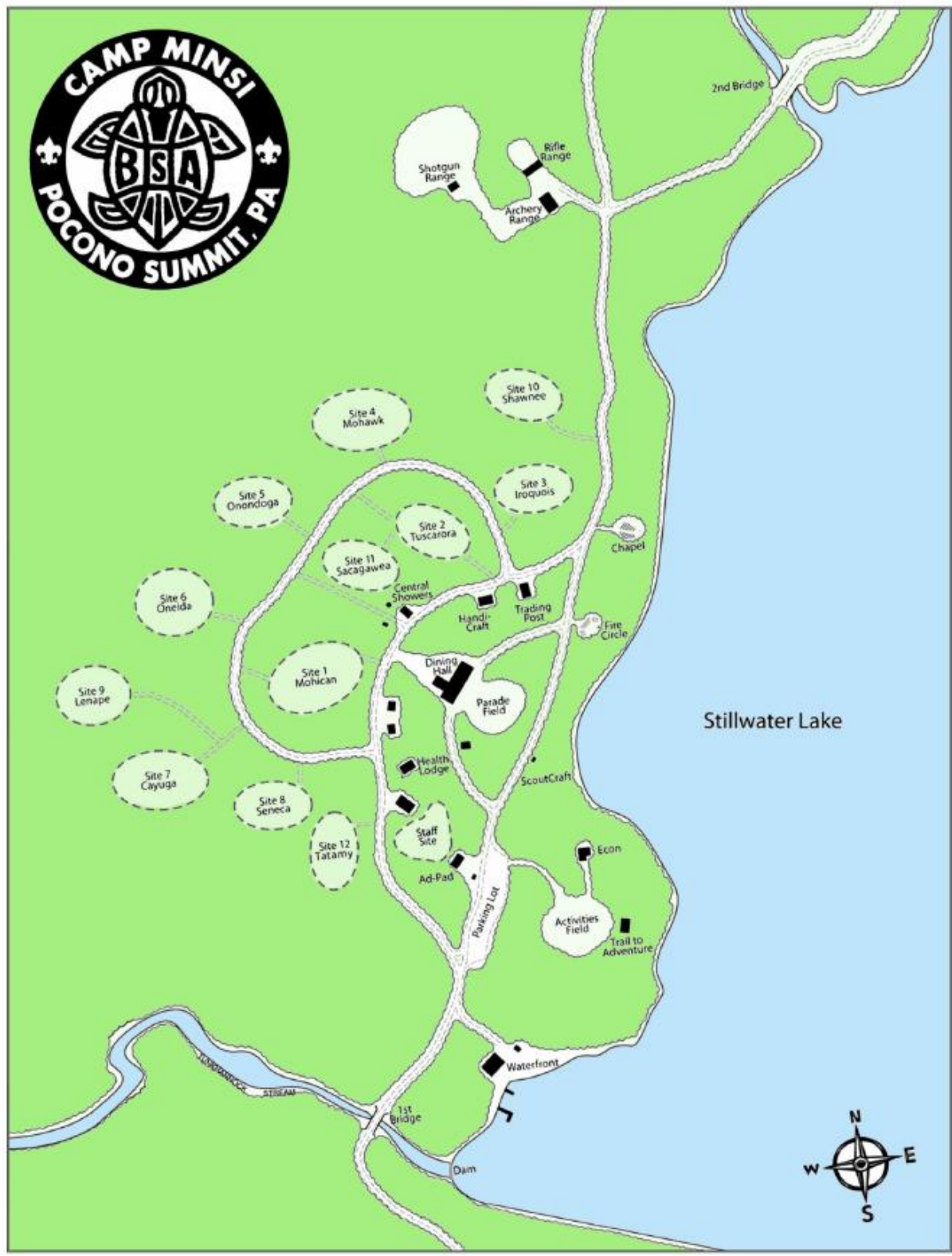
Sled Inspection:

Minimum equipment required by each patrol to be carried on each sled is listed below. A couple of items will be checked and scored at each station. The following list will be used for scoring in the Sled Inspection process at each station:

1. One (1) current Scout Handbook
2. Paper (or notebook) and 2 pencils (pens freeze)
3. Cup for each Scout (**suitable for hot beverages or soup**)
4. Wood, tinder and kindling for one small fire – all-natural material, no kiln dried wood.
5. Fire Starters, including matches, lighters (flint & steel, magnesium, etc. recommended)
6. Two (2) compasses (for finding direction)
7. Eight (8) pieces of rope for each Scout; ¼ inch or thicker – 6'-8' long, each.
8. Four (4) shorter pieces of rope, for lashing poles together; 3' or 4' long.
9. One 20' rope, about 3/8" (not too thick!)
10. Four (4) six-foot sturdy poles (e.g. 2" x 2" x 6'-0")
11. Trail first aid kit (nothing past expiration date)
12. Two (2) neckerchiefs or triangle bandages
13. Six (6) splints
14. Six (6) tent stakes
15. At least one Heavy Blanket
16. Towing Harness or towing rope (about 12'-0" long) for pulling sled
17. Trash bag(s)
18. Plastic bag with extra hats and gloves
19. Hot drink mix (cocoa, cider, etc.) for each Scout
20. Patrol Flag
21. One Snow Snake (see page 14)
22. One can of soup per patrol member (drop off during registration on Dining Hall porch)
23. One 8-12 lb. bag of charcoal, to be taken to first station and left there

Klondike Map

Please do not set up camp in the Program Areas



Snow Snake

A snow snake is a game of Iroquois or Seneca origin. It is a stick that is slightly raised in the front and has a notch in the back for your finger. The front is typically weighted.

To make a snow snake, you will need a piece of wood, typically 3 to 5 feet long, shaped and weighted for optimal performance in the snow.

Materials Needed

- **Wood:** A piece of hardwood (like maple or hickory) that is approximately 3 to 5 feet long and 1 inch by 3/4 inch in diameter. An old wooden hockey stick can also work well.
- **Tools:** A saw (jigsaw or hand saw), sandpaper, and a varnish or finish for sealing the wood.

Steps to Make a Snow Snake

1. **Cut the Wood:** Start by cutting your piece of wood to the desired length (3 to 5 feet). If using a hockey stick, you can use the existing shape as a base.
2. **Shape the Front:** Taper the front of the stick to create a slight raise. This helps the snow snake glide better over the snow. You can do this by cutting a bevel at the front end of the stick.
3. **Create a Notch:** Cut a notch in the back of the stick for your finger. This will help you grip the snow snake when throwing it.
4. **Round the Edges:** Use sandpaper to round the bottom and edges of the stick. This will reduce friction and help it slide smoothly over the snow.
5. **Finish the Surface:** Apply a coat of varnish or finish to protect the wood and enhance its appearance. This also helps reduce friction when sliding on snow.
6. **Optional Customization:** You can decorate your snow snake with colorful designs or add weights to the front for better performance in different snow conditions.

More information may be found online at these links:

<https://www.instructables.com/Snow-Snake/>

https://scoutingevent.com/Download/12739299/OR/Snowsake_Information.pdf

<http://greatlakescamporee.org/wp-content/uploads/2013/09/SnowSnakeConstruction.pdf>

Council Klondike 2026 Registration Form

Deadline for Registration: February 13, 2026

Cost: Free for all Minsi Trails Scouts, Leaders and Helpers
\$5.00 Adults if attending but not helping (for the patch)
\$9.00 for Out of Council Scouts and Leaders

Troop # _____ We will have _____ Scouts @ \$0.00 = \$ _____

We will have _____ Adults @ \$0.00 = \$ _____
(I'm volunteering at a station)

We will have _____ Adults @ \$5.00 = \$ _____
(I'd like a patch and not volunteering at Klondike)

We will have _____ Scouts @ \$9.00 = \$ _____
(Out of Minsi Trails Council Troops / Crews)

TOTAL _____ \$ _____

GRAND TOTAL _____ \$ _____

Please register at <https://scoutingevent.com/502-mtcklondike26>

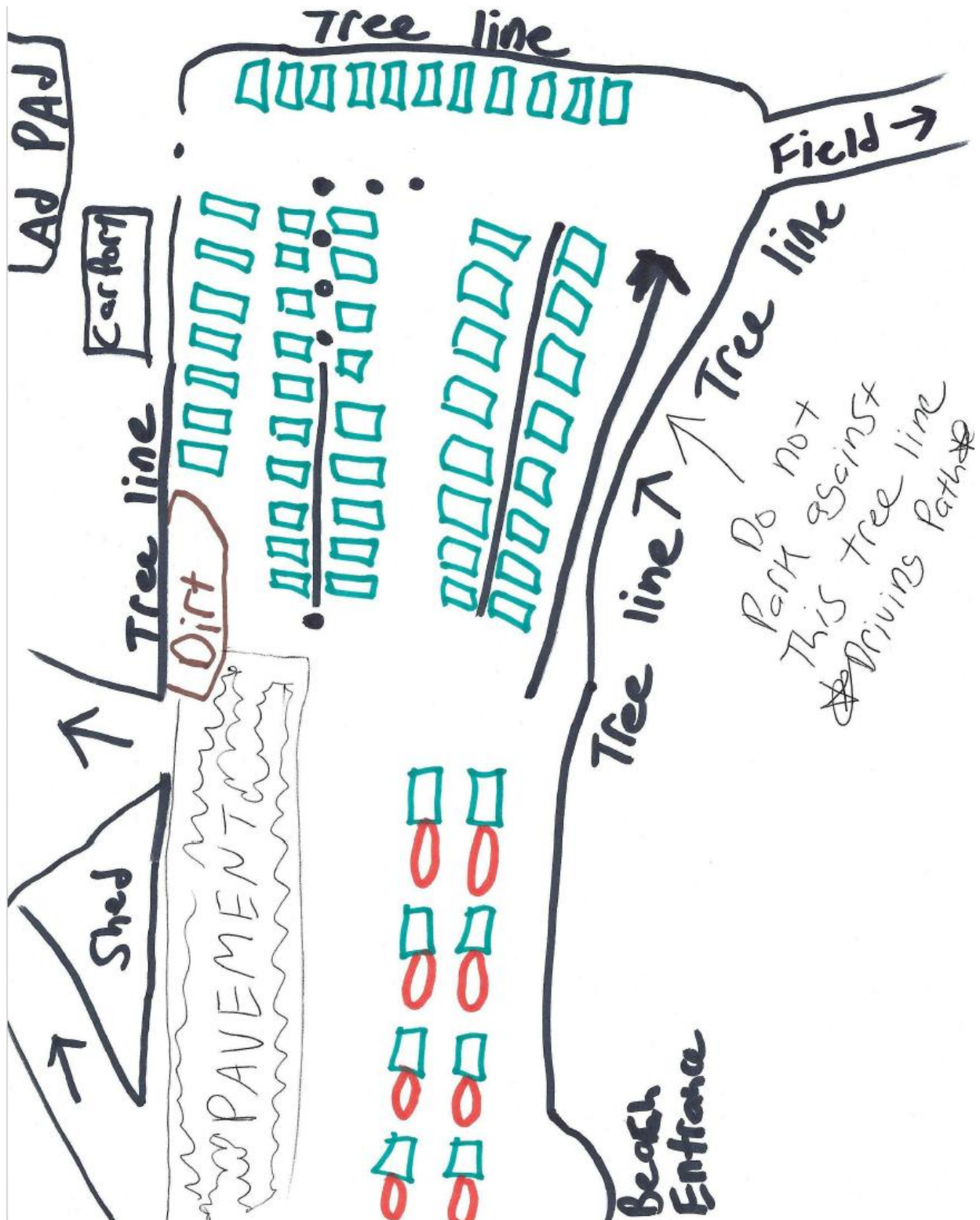
Please email the attached Final Roster (last page of this document) as soon as you have it prepared to: CouncilKlondike@MinsiTrails.org, or bring it with you when you sign in at Klondike.



Parking at Camp Minsi is expected to be tight. For those of you camping overnight at a summer camp site, please consider leaving at least 1 vehicle / trailer in the campsite (off the loop road). If you're camping in the cabins please help "set the tempo" by parking in the fashion below.

Green squares – cars/trucks with no trailers

Orange circles behind green squares – vehicles with trailers.



KLONDIKE 2026 FINAL ROSTER

Please email this roster to: CouncilKlondike@MinsiTrails.org – (updates only should be made day of event at registration) or bring it with you when you check in for the Klondike

Troop/Crew: _____

Number of Scouts: _____ Number of Adults: _____

Adult Leaders:

Name	Position	Cell Phone

Patrol:

Scout Name	Rank

Patrol:

Scout Name	Rank

Patrol:

Scout Name	Rank

Patrol:

Scout Name	Rank