

Great Rivers Council Klondike Jan 25th 2025

Missouri National Guard Training Site

Event Location is 29614 Jaguar St Macon Mo 63552

Camping will be available Friday Jan 24th & Saturday Jan 25th

Friday night Arrival & Check in for those camping on Jan 24th 5pm -9pm

Leaders Meeting with **SPL & Scoutmaster** Friday Night 9pm at camp HQ

Saturday Jan 25th Arrival & Check in for those not camping 8:00am – 8:30am

Opening Ceremony at 8:40 am Program Starts at 9:00 am

Lunch Break 12:00 am – 01:00 pm Patrols will be responsible for their own noon meals.

The Great Sled Race will be the last event before Closing and will be once all skills events are completed.

Closing Ceremony and Awards at 4:15 pm

Event Stations are 30 minutes: 5 minutes for instruction and 20 minutes to complete the station. Horn will blow at the 25-minute time mark to move to the next event. Please do not leave the station early.

There are currently 6 listed and 5 mystery events. Events may be added depending on the # of patrols attending the Klondike. These added events will be based on Scout Skills Tenderfoot thru First Class and will not be published before the event.

First Aid

Patrol Members will be tasked with performing First Aid skills on one of their patrol members.

Air Rifle Shooting

Patrol Members will be shooting air rifle for points at a fixed target for points

Tomahawk Throwing

Patrol Members will be throwing a tomahawk at a log butt for points

Save Yourself

Patrol Members will be tasked with having all their patrol members standing on a raised platform.

Fire Building

Patrol Members will be building a fire. No commercial fire-starting aids may be used. **Examples: Commercial fatwood, liquid accelerants, Strike-A-Fire.** Items needed, fire wood, fire starting aids; lint, char cloth, twine, container with enough water to put out fire, you may use for **maximum points** a primitive fire starter device **flint & steel, ferrous rod.** For deducted points, matches & lighter.

Claim Jumpers

Patrol Members will be tested on their scouting trivia knowledge.

Patrol Equipment List

***Sled (no wheels or removable wheels) ***

- | | | |
|--------------------------------------------------------------------------------------------|------------------------------------------------------------------|------------------|
| *Container of Water | *Patrol Flag | *Tent Stakes (6) |
| *Notebook and Pencil | *Two Heavy Blankets | *Scout Handbook |
| *Tarp (medium sized) | * 2 ropes 20-30 ft ¼ inch or greater | * Hatchet |
| *Compass (one per scout) | *Ropes, Twine or Paracord (for lashing) | |
| *First Aid Kit (and first aid supplies) | *Poles or Scout Staves (one for each patrol member) Minimum of 3 | |
| *Fire building supplies (including wood, matches, a bow saw, and a hatchet, flint & steel) | | |

(No commercial fire starter items allowed)

You may use your sled for hauling your gear. Sled will later be used for the Great Sled Race, you may remove all items on the patrol list from your sled before the race portion of the event.

Meals - Meals will be on your own by patrol or troop. If you have a Cub Pack coming you might want to get with them and include them in your Noon meal on Sat since we will not be providing meals.

Camping will be Available on January 24th and 25th

For units Camping please check in with **Dennis Kerns** for campsite location as we will be assigning camping areas this year.

Water is available on site.

Firewood may be sourced from the surrounding area where there are normally dead limbs close by. No live trees may be cut!

We recommend you bring some good dry firewood!

Use of Burn Barrel Required! No Ground Fires!

Facility has a heated restroom and shower facility.

Please ensure that youth do not use the restrooms as a hangout area.

Leaders Dutch oven cook off!

Dutch oven desert of your choice turned into Camp HQ by 12:00

Please bring a spoon or fork for serving this out of Dutch Oven.

Staff from the APO fraternity will Judge the Dutch Oven Contest.

No special ingredient required.

Event Contacts

Phil Leatherman (phil_leatherman@yahoo.com) or Text Phil at (573-822-3666) or

David Masten (troopandpack179@gmail.com) or text David at (660-651-2556)

Klondike Sled Rules 2025

Great Rivers Council's Klondike Sled Rules

Sleds should be fashioned to look like an Alaskan dog sled. This rule will be fairly liberally construed, but things such as wheelbarrows and commercially manufactured wagons are NOT "sleds".

The length of the sled should be between 60" – 78" and the width between 18" – 30". When used as the means to transport gear during the Klondike, the sled should be large enough and sturdy enough to carry all required equipment plus one scout. Ideally, it should be made of wood, but PVC, fiberglass, aluminum, etc. are also acceptable. Nails should be avoided, because they tend to work themselves loose. Screws or nuts and bolts are better. Construction adhesive may be used, but it shouldn't be the only thing that holds the sled components together.

Using skis as runners is acceptable. Wheels are not allowed for the sled race. The sled will be used for the Great Sled race which will need to have one scout on the sled and the rest of the patrol leading and one scout in the back guiding. **(NOTE: All members of each patrol must participate in the race)**

A harness for pulling the sled by the scouts should be attached to the front of the sled. These can be looped ropes that come off a single main/trunk rope similar to the way in which branches on a tree come off a common trunk. ROPE LOOPS MUST NOT BE LARGER THAN A HAND HOLD (APPROX. 6-9" LONG) so that loops cannot be placed over any scout's neck or around a scout's waist. This minimizes the strangulation risk and the risk of being trapped under a run-away sled if a scout slips.

Every sled must be returned to the starting point at the end of the Klondike. Sleds that break on the trail must either be repaired or carried back to the starting point. Leaving sled parts or gear on the course will result in disqualification.