

KEYSTONE CAPITAL DISTRICT

Klondike 2025

Tropical
Freeze



LEADERS GUIDE

What better way
to spend the Klondike
than in the Carribean!

HIDDEN VALLEY SCOUT RESERVATION
LOYALSVILLE, PA

FEBRUARY 14TH - 16TH 2025

FOR MORE INFORMATION

NEWBIRTHOFFREEDOM.ORG

Important Pre-Klondike Zoom Meeting February 9, 2025:

All volunteers, Scoutmasters, senior patrol leaders and other sled leaders, please plan to join us for our Klondike Leaders' Meeting for final discussion of all camping and Klondike issues and questions:

Topic: Keystone Capital District Pre-Klondike Zoom Meeting

Time: Feb 9, 2025 07:00 PM Eastern Time

Join Meeting: <https://tinyurl.com/klondikesmspl25>



Troops arriving Friday evening:

Arrive on Friday, February 14th between 6:00pm-8:00 pm. Proceed to parking area for participant name check-in, participants should wait near their vehicles. Scoutmaster should proceed to Administration building with Troop Roster.

Arrival on Saturday:

February 15th will be between 7:00-8:00 am. Please take note of this early arrival time, as it relates to the time you will want your troop to meet in your town. Scoutmaster will check in at the Dining Hall upon arrival with Roster.

Unit Check-in documentation by Scoutmaster (or other unit leader):

Main leader will be required to submit a Unit Roster for all attending persons. Roster: <https://newbirthoffreedom.org/wp-content/uploads/2017/04/Unit-Roster-Fillable-Form.pdf>

Medical Record:

Scoutmaster or Unit Leader should have on hand each participant's Health & Medical Record Form Part A & B. Forms to be kept with Scoutmaster / Leader at cabin/campsite. Forms are available at <https://www.scouting.org/health-and-safety/ahmr/>

Special note on allergies:

If a participant requires the use of an epinephrine injector (EPI Pen), it is his/her responsibility to keep one injector on their person at all times. Other issues with allergies that become beyond the unit's treatment should be directed to staff at the Dining Hall. Medical staff at the Klondike will be contacted as needed.

Lunch is being provided and will be available during the specific lunchtime slot assigned for the Patrol or activity stations.

Final fees and adjustments

Final fees and adjustments are due at check-in for all Scouts and Scouters attending.

Vehicles:

Vehicles can be parked at assigned cabins or campsite. Vehicles are not to be driven through camp during the event unless absolutely necessary.

**Volunteers:**

There are a number of stations that need volunteers to run during the day. All adults should pitch in and help volunteer at the Klondike to make it a success for our Scouts. Please click this link and sign up to help, especially at the stations which run from 9:00-4:00, with a lunch break. There are also other adult tasks that need support throughout the event. Special registration fee for adults volunteering during event. Signup link: <https://tinyurl.com/klondikestaff25>

Volunteers may need to complete some station setup. Please see Mike Reeder to obtain station materials and instructions before or after the leader/SPL meeting Friday evening.

Registration:

Scouts and adults can either register themselves individually, and/or the troop can register all Scouts and adults. Registration link to Tentaroo: <https://nbf.tentaroo.com/admin2/events/4838/31454/2025-District-Klondike>

Fees:

\$11 per Scout, \$6 per adult, and just \$3 per adult who volunteers at the event! Includes event patch, lunch served in the WARM Dining Hall, and snacks at movie time. Prices will increase to the late fee three weeks before the event on January 24th, no reductions or refunds at two weeks before the event after January 31st, and registration closes one week before the event on February 7th.

Registration also includes the selection of lunch choice of a pretzel sandwich (turkey & cheese, ham & cheese, Italian or cheese only).

For single Scouts or small groups if your troop isn't going, we can connect you with other singles or small groups, especially if you happen to have the use of a sled. Contact Roger Chatell for further information (Roger.Chatell@scouting.org 717-620-4515).

SCHEDULE

Friday, February ?, 2025

- 6:00-8:00 Check-in- everyone. Scoutmaster Admin. Bldg.
9:00 SPL & Scoutmaster Meeting & Cracker Barrel – Dining Hall

Saturday, February ?, 2025

- 7:00 Reveille
7:00-8:15 Troop's breakfast
7:00-8:00 Check-in for Troop's not checked in or camping – Dining Hall
8:15-8:30 Patrols assemble with sled & all gear at Main Parade Field
8:30 Announcements, final details, distribution of final paperwork
8:45 Flag Rising – Main Parade Field – Need Troop to conduct rising
9:00-11:30 Program Areas – A Lunch Patrols - 5 stations – ½ Patrols on A Lunch
11:30-12:30 A Lunch – Mess Hall, Free Time (not in Mess Hall) 12:15-12:30
12:30-4:00 Program Areas - A Lunch Patrols – 7 stations
9:00-12:00 Program Areas – B Lunch Patrols - 6 stations – ½ Patrols on B Lunch
12:15-1:00 B Lunch – Free Time 12:45-1:00 (not in Mess Hall)
12:30-4:00 Program Areas - B Lunch Patrols – 6 stations
4:15-4:45 Sled Races – Davis Sports Field, Single Elimination
4:45 Awards: Klondike – 1st, 2nd & 3rd & Sled Race Champion, Davis Field
5:00 Flag Lowering – Need Troop to conduct lowering. (See Mr. Reeder)
5:10-7:00 Troop Dinner - on your own
7:00 Catholic Mass, location Dining Hall
7:00 Scouts Own Service, Scout Pavillion
8:00-?? Movie – Dining Hall w/popcorn and light snacks.
11:00 Taps – lights out
Trading Post: Saturday 11:00 - 1:00

Sunday, February ?, 2025

- 7:00 Reveille
8:00 Breakfast
9:00 Checkout



Patrol Sled Equipment Required on each Sled:

Patrol Equipment Required on Each Troop's Sled is an important part of accomplishing your days mission. The following is considered the bare minimum for accomplishing duties to a successful level. Patrols should review the actual station information to assess any other equipment they would consider adding – a Scout is Prepared.

1. Scout Handbook, minimum 1
2. Patrol Flag and pole
3. Compass, min. 1
4. First Aid Kit
5. Paper/notebook and Pencil/Pen
6. Folding Knife(s), min. 1
7. Metal pot – 2 quart
8. Flint & Steel, Striker, Magnesium Bar
9. Tarp – 10' x 10' or larger (nominal size)
10. Water (1 gallon minimum)
11. 4 x 25' ropes
12. Tinder
13. Splints
14. Pine Cone
15. Fir Cone
16. Totin' Chip (required for using ax/hatchet and pocket knife)
17. Bandages
18. Safety Glasses – 2 or more
19. Knife / Fork / Spoon, min. 1 set
20. Mess Kit, 1
21. +/- 4 poles, 6 feet or longer
22. Personal water bottle, 1 per Scout



Lunch:

Lunch is provided in the Dining Hall. During registration each participant should have selected their choice of pretzel roll sandwich (turkey & cheese, ham & cheese, Italian or cheese only).

The lunches will also include chips, a fruit, pudding or applesauce cup and your choice of something like a cookie packet or granola bar or similar extra treat. Hot chocolate, lemonade (or fruit punch) and water will also be available plus coffee for adults (available all Saturday).

Condiments and spoons will be provided, no mess kits needed. Allergy note: cookie packet and treats for lunch items will not be nut or peanut based products but some items might have been manufactured in a facility that processes nut/peanut products.

For Scouts with severe nut allergies or issues with sub rolls or cheese/dairy issues, please supply your own acceptable lunch and snacks for this event.

Headquarters/Emergency Muster Location:

All activities will be coordinated at Dining Hall during the event besides the check-in process.

AED unit

located in Wagner Training Center.



Hot Hut:

For use during cold weather when participants need heated shelter.

Friday 10 pm to Saturday 7 am: Dining Hall

Saturday 7 am – 10 pm: Dining Hall

Saturday 10 pm – Sunday 7 am: Dining Hall

First Aid:

It is expected that any injuries should first be treated and evaluated by their own SPL or senior Scouts throughout the Klondike or their own troop adult leadership. Injuries beyond the capabilities of the troop's adults should be referred to Dining Hall for additional assistance. Each unit should have their own first aid kit on their sled(s). AED unit located in Wagner Training Center.

Health officer – times and locations:

Friday 10 pm to Saturday 7 am: Dining Hall

Saturday 7 am – 10 pm: Dining Hall

Saturday 10 pm – Sunday 7 am: Dining Hall



Bathrooms:

Bathrooms in dining hall are available and shower/bathroom facilities down and across from the Trading Post will be open for use throughout the weekend. Latrines can be used in any campsite except in Lions & Reese (none exist at these campsites).

Personal water bottle:

Everyone should be using their own personal water bottle, NO sharing. Please start the morning events with a full water bottle. Stay hydrated.



Scout snacks during the day:

Scout should plan to carry their own additional snacks during the program times. Remember to properly dispose of garbage & waste.

Garbage:

All Patrols are responsible for their own garbage. Troops are responsible for garbage cleanup in cabins and campsites. Haul out or utilize dumpster near dining hall (back behind / around loading dock side of building).

Buddy System:

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member/participant is alone and that a buddy can get help in an emergency.



The buddy system is used whenever members/participants are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Of note:

The adult unit leadership oversees and approves buddies.

Buddies are two and can also be three to prevent members or participants from being alone.

If the original pair for a buddy group is mixed gender, a third youth/participant must be added (for a buddy group of 3).

Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.

Except for siblings, the age gap between buddies must be at most three years for all non-sleeping activities and no more than two years for all sleeping accommodations.

When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy of their own child for both Scouting activities and sleeping arrangements, but youth buddies meeting the above criteria, if available, are always preferred.

Klondike Stations

1. Fire on the beach

a. Scouts are on the island and a blizzard is moving in. Construct a fire to burn through a string.

2. Where's Waikiki Waldo

a. Scouts must use search and rescue techniques to locate Waldo in the woods.

3. Bermuda Triangle GaGa Pit

a. Scouts will have time to play GaGa ball.

4. Palm Tree Relaxation

a. Scouts must build a hammock using several types of knots. The hammock must hold 2 scouts.

5. Castaway Man Down

a. Scouts must tend to a group member with several medical issues

6. Jungle walk

a. The island is covered by a thick jungle with many obstacles. Scouts must navigate their way through and reach the end of the trail as fast as they can.

7. Coconut Shotput

a. Scouts will shotput coconuts for distance.

8. Tahiti Tomahawks

a. Scouts will try their skill at throwing tomahawks at a target.

9. Move the Village Huts

a. Scouts need to move their camp from one side of the island to the other. Scouts will build a travois and load gear and 2 scouts and drag them a set distance.

10. Caribbean Treasure Hunt

a. Scouts will need to use coordinates to find points leading them to treasure.

11. Man Overboard

a. Scouts will rescue teammates by throwing them a rope and having them tie a bowline and then pulling them to safety. It is always good to know how to tie a bowline one-handed.

12. Gilligan's Cross Cut

a. Scouts are trying to build a raft. Using a crosscut saw, scouts will be timed cutting through logs.


13. Samoan Spider Cave

a. Scouts have found a cave that leads to the other side of the island and an awaiting boat. The Cave is full of cobwebs from giant spiders. Don't touch the web and wake up the spiders.

14. Island Escape

a. Scouts have found two life rafts to get off the island. The only problem is they are pretty small. Scouts must get everyone on the rafts without falling off.



	Palm Tree Relaxation	<i>Commissioners Corner</i>
	Castaway Man Down	<i>Scout Pavilion</i>
	Move the Village Huts	<i>Davis Field</i>
	Fire on the beach	<i>David</i>
	Samoan Spider Cave	<i>Nature Lodge</i>
	Gilligan's Cross Cut	<i>Reese</i>
	Coconut Shotput	<i>Davis Field</i>
	Man Overboard	<i>Davis Field</i>
	Jungle Walk	<i>Nature Lodge</i>
	Island Escape	<i>Lions</i>
	Caribbean Treasure Hunt	<i>Susquehannock</i>
	Where's Waikiki Waldo	<i>Kelly</i>
	Tahiti Tomahawks	<i>Across from Nature Lodge</i>
	Bermuda Triangle GaGa	<i>Gaga Pit</i>
	Medical Officer	
	Headquarters	
	Check In	
	Sled Race	

