



# 2026 KLONDIKE EVEREST QUEST

Hidden Valley Scout Reservation

*Leaders  
Guide*



January 30th-February 1<sup>st</sup> 2026

## **Important Pre-Klondike Zoom Meeting January 25th, 2026:**

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: Jan 25, 2026 07:00 PM Eastern Time

Join Meeting: <https://tinyurl.com/klondikeSPL26>

## **Troops arriving Friday evening:**

Arrive on Friday, January 30th 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:**

January 31st 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://www.signupgenius.com/go/10C084DA4A928A7F85-57579679-2026#/>

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:

**Fees:**

\$15 per Scout, \$8 per adult, and just \$4.50 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 9th, no reductions or refunds at two weeks before the event after January 16th, and registration closes one week before the event on January 24th.

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).

### **Friday, January 30, 2025**

6:00-8:00 Check-in- everyone. Scoutmaster Admin. Bldg.

9:00 SPL & Scoutmaster Meeting & Cracker Barrel – Dining Hall

### **Saturday, January 31, 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 - 6 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 – 6 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 1, 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
16. Totin' Chip (required for using ax/hatchet and pocket knife)
17. Bandages
18. Safety Glasses – 2 or more
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 addition 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.

1. **Summit Survival Skills** – Trekking Everest is a dangerous undertaking. While trying to summit, one of your scouts becomes injured and you must provide appropriate first aid.
2. **Sherpa's Bind** – Before your trek up the mountain you will have to prove you can tie the knots needed to secure your gear. Scouts will be given several tasks that require performing several scout knots.
3. **Base Camp Fire Building** – Darkness is falling on Base Camp, and the temperature is falling. You need to build a fire to keep your party warm. Scouts must build a fire hot enough to boil water.
4. **Crossing the Crevasse** – On the way to the summit, your group will need to cross several deep crevasses. Scouts will be given supplies to build a bridge over the crevasse.
5. **Avalanche Arena** – Scouts will compete in a favorite pastime, GaGa ball.
6. **Expedition Equilibrium** – Climbing Everest requires many supplies. Scouts will be given many items. The first goal is to get closest to the target weight that can be carried. Scouts will pick out the items and then they will be weighed. Second will be to balance all of these items on a platform without it falling over.
7. **Vertical Campout** – There are not many places to camp on the mountain. Scouts will need to fashion a sleeping shelter that can be suspended from a cliff face (wall).
8. **Whiteout Protocol** – When climbing Everest, everyone must be tethered together. Scouts will be tethered together and blindfolded. Only the lead scout will be able to see and must guide their party through the course.
9. **Himalayan Decent** – After summiting, climbers must descend the mountain. On the way down you may find several areas that require skill and agility to pass through.
10. **Glacier Gauntlet** – The mountain is full of dangerous crevasses and deep snow drifts. To make sure your party can pass through safely you must all use snowshoes specially designed for the area.
11. **Everest Experience** – Scouts will meet and hear from an Eagle Scout that actually climbed Mount Everest.
12. **Path to the Peak** – With blinding snow it is important to know your way up the mountain. Your party must use navigation skills (map and compass) to find your way.



	<b>Sherpas Bind</b>	<i>Main Pavillion</i>
	<b>Summit Survival Skills</b>	<i>OJ Dickey</i>
	<b>Vertical Campout</b>	<i>Climbing Tower</i>
	<b>Base Camp Fire Building</b>	<i>Lions</i>
	<b>Himalayan Descent</b>	<i>Kelly</i>
	<b>Crossing the Crevasse</b>	<i>Davis Field</i>
	<b>Expedition Equilibrium</b>	<i>Commissioner's Corner</i>
	<b>Whiteout Protocol</b>	<i>Reese</i>
	<b>Glacier Gauntlet</b>	<i>Davis Field</i>
	<b>Path to the Peak</b>	<i>Susquehannock</i>
	<b>Everest Experience</b>	<i>Wagner Training Center</i>
	<b>Avalanche Arena</b>	<i>Gaga Pit</i>
	<b>Medical Officer</b>	<i>Dining Hall</i>
	<b>Base Camp</b>	<i>Dining Hall</i>
	<b>Check In</b>	<i>Admin Building</i>
	<b>Sled Race</b>	<i>Davis Field</i>

