

***Soaring Eagle District
Klondike 2024: The Nordic Exploration***

Camp Manatoc
February 17, 2024



Adventures of Leif Erikson

SOARING EAGLE DISTRICT FROM TIGER PAWS TO EAGLE CLAWS

Table of Contents

- 1) Introduction
 - a) Theme
 - b) Who is invited?
 - c) How to Sign-Up
 - d) Cost
 - e) Check In / Check Out
 - f) Weather
 - g) Event Ribbons
 - h) Sleds & Sled Judging
- 2) Program Timing
- 3) Skill Stations
- 4) What needs to be on your Sled
- 5) Scoring
- 6) The Points Auction
- 7) The Evening Nattmal (evening meal)
- 8) Camp Map and Contact Information



SOARING EAGLE DISTRICT FROM TIGER PAWS TO EAGLE CLAWS

1) Introduction

a) Theme:

This year's theme is *The Nordic Exploration: Adventures of Leif Erikson*. Scouts will be challenged to use scouting skills through a series of events designed around sea journeys and icy land expeditions.

b) Who is invited:

1. Any Scouting BSA patrol is invited to attend and compete in Klondike 2024.
2. Cub Scout units need to follow the Guide to Safe Scouting protocol for Winter activities and Winter camping – the good thing is that we are at Manatoc and Cabins are there to rent, so you can participate in the Klondike and stay in the warm cabin overnight if so desired.

c) How to sign-up:

Event registration will be on-line. Scott Evans, our District Executive (DE), will have this up and running November 30, 2023. There will be a link on the [gtcbsa.org](https://scoutingevent.com/433-2024SEKlondike) website for sign-up.

<https://scoutingevent.com/433-2024SEKlondike>

d) Cost

1. The cost will be \$10 per participant.
2. The cost for adults is \$5.

e) Check-In and Check-Out:

1. Registration will be in the Main Dining Hall located just off the Main Parking. The **acting SPL is required** to perform the registration process.
2. Registration will begin Saturday morning at 7:00 am - 8:30 am at the Main Dining Hall. Please be diligent.
3. Each Patrol must register separately and have two adult leaders per patrol.
4. **3 items are required from each unit** for the auction and will be collected **at registration**.
5. Patrol Adult Leaders – please supply your cell phone numbers (for those of you that will have them during the event) in case we need to contact you during the event for any reason.



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f) Staff identification:

Staff will be wearing some type of colorful headwear or arm band to identify them in case of a question or issue that needs attention.

g) Event Awards:

1. Winners of each station will be recognized at the Awards Ceremony. There will be a 1st, 2nd and 3rd place ribbon.
2. Overall event winners will be recognized at the Awards Ceremony with 1st, 2nd, and 3rd place plaques and the 1st place winners will take home the Klondike Plaque for 2024.
3. Each Unit participating in the event will receive an Event Ribbon to put on their Troop flag.

h) Sleds are to be decorated with the Nordic Exploration: Adventures of Leif Erikson Theme:

1. Sleds are to have the capability to go off-road and have wheels as well as sled rails to accommodate all weather scenarios: rain, mud or snow.
2. All the equipment listed in the event section needs to be on your sled.
3. Sled Judging – we will be assigning points based on the following:
 - (1) Does it match the theme of the event?
 - (2) Do you have your gear needed and is it organized?



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2) The Nordic Exploration: Adventures of Leif Erikson Program Timing

- Friday 7:00 – 8:00 pm Camp site registration in Dining Hall for those spending the night
- Saturday
 - 7:00 – 8:00 am Registration in Dining Hall , **3 items for auction required**
 - 7:30 – 8:00 am Event Station Leaders meeting in Dining Hall
 - 8:00 – 8:30 am SPL meeting in Dining Hall
 - 9:00 am Flag Raising at the Training Lodge Shelter
 - 9:30 am Trail Opens
 - 11:45 am Trail Closes
 - 12:00 pm The Dagmal Challenge (station #7 - all units participate for lunch)
 - 1:15 pm Trail Opens

Notice to Scoutmasters/Unit Leaders – 4:30 pm to 4:45 pm bring your covered dish/dutch oven for your troop for the Nattmal (night meal) to the Dining Hall.

- 3:45 pm Trail Closes
- 5:00 pm Vespars
- 5:30 pm Nattmal (night meal) in Dining Hall – See Scoutmaster note above!

Quiz at Dinner Based on Leif Erikson history facts.

- 6:15 pm Awards Ceremony – All in Dining Hall
- 6:30 pm Break, Exit Registration, pick up patches in Main Dining Hall
- 7:00 pm Auction – All in Dining Hall...
- 8:00 pm Dismissal – Klondike Program Closes – All return to Iceland



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3) Skill Stations:

- a) There are sixteen (16) Stations total and locations are identified on the supplied map.
 - b) Each station should have a fire going or warming station of some kind.
1. **The Forge**
 - a. Timed event to build fire and boil water (bring your own wood, matches, water and pot).
 2. **Ride of Valkyries**
 - a. Balance platform- work as a team to keep the platform edges off the ground
 3. **Mjolnir (hammer) Toss**
 - a. How far can you does the mighty Mjolnir (hammer)
 4. **Longboat Medicine Chest (2 Stations)**
 - a. First Aid Station – respond to shipborne or seaborne first aid cases
 5. **Navigation on the Sea**
 - a. As you go from station to station navigate to and collect Orienteering control markers
 6. **Wield the Shield**
 - a. Lash a ladder together to reach the coveted shield
 7. **Dagmal (afternoon meal) Challenge**
 - a. This event will be held in at and around the parade field. All Patrols will report to the (TBD) field at 12 Noon and have about 1 hour to prepare their lunch. Your lunch will be graded based on the following:
 - Complexity – bag lunches will get a minimum score, cooking your lunch will assure a higher score.
 1. You can **pre-cook items ahead of time** to save on time – highly recommended.
 - Smell, hot, edible
 - Building a fire is necessary to get full points. **Lunches prepared on grills will only earn half of the points maximum**
 - Fires must be an off the ground, so build your fire on something that will not scar the ground.
 8. **Icelandic Crossing (2 Stations)**
 - a. Get your sled across the icy Studlagil (ravine in Iceland) to continue your undersea adventure.
 9. **Viking Hiking**
 - a. Scavenger Hunt
 10. **Timber for the Muspelheim (realm of fire)**
 - a. Cross cut saw timed competition
 11. **Longhouse**
 - a. Create a shelter on Iceland so that your Patrol can survive the frigid winter season
 12. **Viking Longboat Race**
 - a. Sled Race – right after lunch at parade field. One sled at a time. Best times will win 1st, 2nd, and 3rd place
 13. **Odin's Cave Exploration**
 - a. Blind folded obstacle course- Patrol Leader will verbally guide Patrol through the maze
 14. **Vegvisir - Truth of the Viking Compass**
 - a. Questions on how you would react given an ethical dilemma using the points of the Scout Law

4) What needs to be on your sled:

- a) Rope and Lashing equipment: Staves, 6' long, and ropes to lash these together in some fashion; note that the stations will provide additional staves and rope as needed.
- b) A compass: Practice map reading skills and orienting a map using a compass.
- c) A knife: scout approved, meaning a folding knife that is sharp, no bowie knives, machetes, or similar.
- d) Your Patrol/Crew/Team/Den Flag
- e) A First Aid Kit
- f) Some amount of water: Yes! Drink lots of water. Every Scout should have a water bottle and a cup or similar.
- g) A pot, wood, matches, and water for boiling
- h) A great attitude!!

Information on sled design can be obtained from the internet; use Google to search sled designs and there will be a number of different designs. Keep it simple though and remember to have the option of attaching a front and rear axle with wheels in case we don't have a whole lot of snow.

The example below shows a typical sled with just skis being used as the runners, you will also want that wheel option, and the sled needs to be big enough to carry your equipment. Your sled will also incorporate the theme for the event.



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5) Scoring & Points Earned at events for Auction:

Scores are given on a 1 – 10-point scale with bonus points given for Scout Spirit, demonstration of Leadership skills, Professionalism, and team work.

Each station will provide a score for each sled that goes through that station; they will be entered into a spreadsheet and the sled with the most points at the end of the Klondike will earn 1st place, second best score gets 2nd place and so on.

The scoring is broken down like this:

- 1 – 3 points = participated but did not understand or prepare for the station.
- 4 – 6 points = showed some understanding but had to be coached by Station Leader, got part way through the station before being called off due to time.
- 7 – 9 points = met the overall intent of the station with no coaching but points off due to technique or skill set not being up to par.
- 10 points = complete mastery of the station, all objectives completed in a timely manner.

Bonus points:

- 1 – 5 points for leadership being exhibited during a station exercise.
- 1 – 2 points for Scout Spirit – 1 point for flag, 1 point for Cheer. The Patrol should not have to be asked to show their flag or give their cheer in order to earn these points.

Max Points: 19

Scout spirit = a Patrol Cheer, introducing the Patrol to the Station Leader, good team work with all members participating and no one standing around.

We will recognize 1st through 3rd for each station as well as the 1st, 2nd, and 3rd place overall winners.

Recognition coins will be given out this year again to reward those Scouts that have shown excellent spirit in the face of adversity, or demonstrating leadership during the event.

- These coins will be given out by Longboat Mates and the Event Station Leaders



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6) The Points Auction:

Each Unit is required **to bring 3 (three) items to contribute** to the Auction. This will take place after the closing campfire and will be located at the Dining Hall.

Each item will be auctioned off and the Patrols can use their **total points earned** from all the events to bid and “win” an item in whatever manner they elect.

No combining points for auction!!

Items for the auction will be turned in during registration.

Each item must be Scout appropriate, can be something that a patrol or unit or crew can use for camping, can be a food item, etc.

Extra 10 points available for quiz questions at the nattmal (evening meal) based on the movie!

7) Nattmal (evening meal):

Notice to Scoutmasters/Unit Leaders – 4:15 pm to 4:45 pm bring your covered dish/dutch oven for your troop for the nattmal (evening meal) to the Dining Hall.

Nattmal (evening meal) will be at the Dining Hall! **(The event does not provide Food for participants)**



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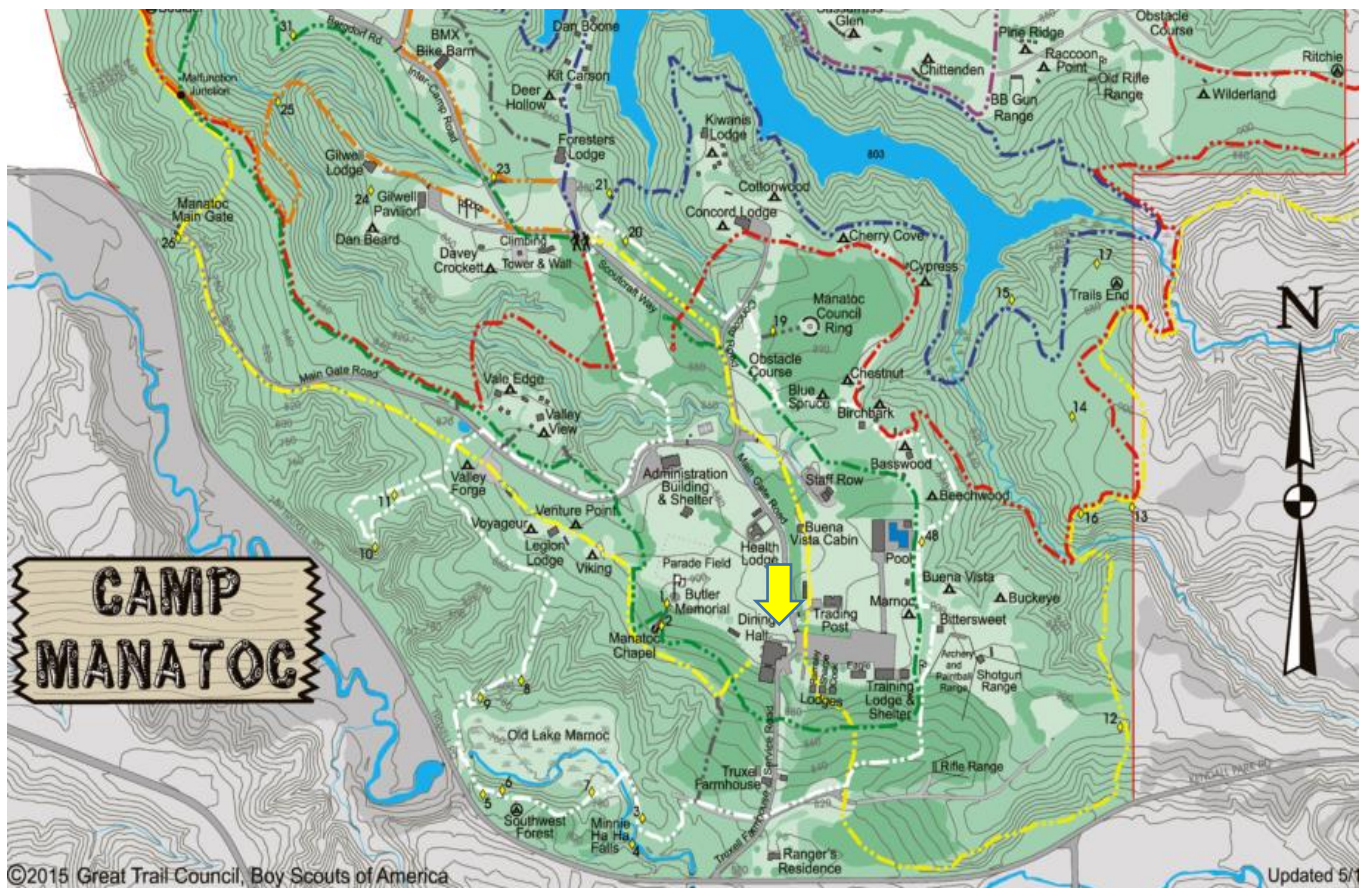
8) Map and Contact Information:

Camp Manatoc

1065 Truxell Road, Peninsula, Ohio 44264

- Craig Wroblewski, craig.wroblewski@gtcbsa.org, 440-552-0676
- John Naizer, naizerscoutingfamily@gmail.com, 330-815-8838
- Scott Evans, Soaring Eagle District Executive, email, 925-786-5898
- Dale Becker, Soaring Eagle District Chair, dalekennethbecker@gmail.com, 302-757-3300

Check in/Registration is at the Dining Hall : See yellow arrow on map above for approximate location, please use the main gate for entering camp.



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