

Camp Cachalot

36th Annual Klondike Derby

Camp Cachalot
January 30, 2016

I. General Information

A. What is a Klondike Derby?

A Klondike derby is a one day competitive event which uses sledges and Klondike Gold Rush themes to complete a multiple “Town” course and sledge race, pitting each team’s skills and team work against the clock. The purposes of the derby are: first a grand outdoor winter adventure full of fun and surprises, and second, a way for scout’s to test their basic camping and survival skills.

Only in case of extreme bad weather will the derby be postponed or cancelled.

Each troop is encouraged to enter as many expedition teams as they can support. The minimum team size is 4 scouts; smaller teams will be combined so that all may participate. Maximum team size is 8 scouts. Each expedition will visit several “Towns”. **The order of the towns must be followed using the map provided.** Each of these towns will have a Mayor and a minimum of two judges. The Mayor of the town can be identified by his orange “Mayor” stocking hat. The scouts will have a task to complete and will be scored on proper technique, team work, and scout spirit.

The Mayors word on all matters is final.

The Patrol Leader is the only member of the team that may communicate with the Mayor or Judges of the town.

THIS EVENT IS FOR SCOUTS ONLY.

ADULTS ARE REQUESTED NOT TO ASSIST THE PATROLS AND WILL NOT BE ALLOWED IN THE TOWNS. A MAYOR OF A TOWN WILL BE ALLOWED TO DEDUCT (25) NUGGETS AS A PENALTY IF HE SEES ADULTS INTERFERING.

Have your scouts refrain from bringing cell phones or other electronic devices to the Klondike Derby.

B. Inspection and Weigh-in Procedures

Each patrol will begin with a sledge inspection and weigh-in at the boathouse field beginning at 7:00 AM until 08:30. All sledges will be checked to insure all weight and dimension requirements are met and all equipment is present.

Wheels are not allowed on the sledge.

The team will also be checked for proper dress for the day's activities and the current expected weather conditions.

If the Klondike committee feels a scout is not dressed properly for conditions he will not be allowed to compete. In this case a team will be allowed to compete with three members.

Each scout must have:

- a. A stocking hat or hat with ear protection. *(Baseball cap style hats will be allowed if the temperature is above freezing).*
- b. Gloves or mittens.
- c. Proper footwear for conditions. ***Absolutely no sneakers allowed during the day's activities***
- d. A complete change of clothes.
- e. Rain Gear (must be a jacket or poncho).

Any team meeting all of the requirements at this station will be awarded a bonus of 15 nuggets. *If a patrol does not meet the requirements they will be penalized at the end of the day's activities with a deduction of (15) nuggets.*

Empty sledges will be weighed and must weigh a minimum of 50lbs.

One bonus nugget will be subtracted for every 5 lbs. under weight. *A team with an underweight sledge must add weight to bring the sledge's weight to 50 lbs. A note will be added to the score sheet of such and Town Mayors will check that the weight is in the sledge. At anytime during the day a staff or committee member can check sledges for proper equipment.*

C. Check In

After weigh in at the Boathouse Field, patrols will then proceed to the 21 Club. Only the patrol leader is allowed to enter and register their patrol. He must bring a nugget pouch, waterproof map holder, Klondike Derby Sledge Registration form completely filled out and signed by the Scoutmaster. Please be sure you have written your District in the appropriate place. Teams whose average age is 14 or more will compete in the Senior Division. Teams with an average age of 13.9 or younger will complete in the Scout Division.

Each patrol leader will be issued any last minute instructions, an official map, scavenger hunt paper, and a score sheet. If your team makes no effort to do the compass course or the scavenger hunt, you will be given a zero for those events.

By participating in the compass course (both Boy Scouts and WEBELOS) and the scavenger hunt, the points awarded from these events can make a difference in the final scoring.

After check in, each patrol will proceed to the Tom Cullen field for their assigned starting time. At 15 minute intervals, the starter will send off 10 patrols into the vast tundra in search of Klondike Gold. Each team must follow the map issued at registration.

If a team arrives at a town out of order they will receive 1/2 the nuggets they would have received had they arrived in the proper order. They will be instructed to go to the proper town and complete the task at that town before being able to complete the task at town they arrived in out of order.

Upon the completion of the last town of the day, the patrol leader and a buddy must report to the official scoring station at the 21 club with their score sheet and nugget pouch, then return to Tom Cullen field for the "Great Race". All scores will be tabulated, checked and announced at the end of the day at approximately 5 PM at the 21 Club.

Only the Patrol Leader and the SM will be allowed in the scoring area. Once the patrol leader submits the score sheet he will rejoin his patrol for the Great Race.

D. Awards

Trophy and plaques will be awarded to the first place teams in the Scout Division, Senior Division and WEBELOS Division

Plaques will be awarded to the second & third place finishers in each division and they will be awarded at a round table following the derby.

E. Equipment to be carried on the sledge

- a. Patrol Leader arm band (Must have "PL" on it).
- b. Notebook or clipboard & method to keep score sheet dry & neat.
- c. Rain Gear for each team member (must be a jacket or poncho).
- d. One (6ft) length 1/4 diameter rope per scout.
- e. Hard hat, or bicycle helmet for each Scout.
- f. Two compasses and a pace counter for each team member.
- g. One hot cup for each team member.
- h. Cooking kit & utensils for each scout.
- i. Walking stick for each scout.
- j. One complete change of clothes for each team member.
- k. (2) Unopened packaged hand warmers per scout.
- l. Patrol Flag.
- m. One Boy Scout /WEBELOS scout handbook per team.
- n. Flint and steel.
- o. One (20ft) length of 1/4 diameter rope.
- p. One steel trash can cover or similar to put hot coals in for cooking lunch
- q. First aid kit (*must contain recommended equipment for Patrol/Troop from Boy Scout hand book page.*)
- r. One 20 x 20 tarp, the tarp can be larger.
- s. Two warm blankets.
- t. One pre-made rescue line.
- u. Roll of toilet paper.
- v. One clean (NO PAINT OR OIL) #10 can with wire handle.
- w. Dish soap, and sponge.
- x. Oven mitts or cooking gloves.
- y. Trash bag for rubbish.

F. Scoutmasters Notes

Scoutmasters or their representative should make every attempt to attend the Klondike Derby pre-meetings. This is where information is shared and any questions or concerns are answered.

Each unit participating will be asked to provide a minimum of two adults to man the Klondike towns in order to have a successful day.

Last year's winner please bring the trophy by the scout shop, the office or bring it to the December Round Table.

Mayors must check in with the Governor in at the 21 Club before going to your town. All stations must be manned by 8:15 AM.

II. Official Klondike Derby Regulations

The following regulations are in place to ensure a safe and enjoyable event. Please follow directions, and respect other individuals competing in the days' events.

A. All walking sticks are for walking and to be used as tools where they will be needed. They may be stored on the sledges until they are needed or a scout may use them to assist in walking the course throughout the day. Patrols or scouts caught swinging sticks, **WILL** lose 25 nuggets and a warning will be issued. In the event a second warning is issued the patrol will be dismissed from the event.

B. Each troop is required to have at least two adults serve on the Klondike staff in some capacity (Mayor, Scorer, Judge, etc)

C. Each patrol must have between four and eight members to compete, smaller groups will be combined and larger groups will be split up. (The exception to this rule is when a team loses a team member due to a scout not being dressed properly. (See section 1B par. 2 above)

D. Each scout must be dressed appropriately for the days' weather conditions.

E. Each unit must submit a roster for each team signed in by the patrol leader at the time of check-in.

F. Each Team must turn in a copy of their menu for lunch at the time of check-in.

G. No team will be allowed to begin before 0830 or after 1200

H. Adults will not be allowed to physically help, aid verbally, or assist in anyway, with any team during the days' events including lunch.

WEBELOS Leaders and/or Den Chiefs may assist a WEBELOS Sledge at the Valley Forge cooking station.

Mayors, Judges, Scorers, or committee members may deduct up to ½ the nuggets earned at that Town.

I. Any injured or ill scout or scouter must present himself to the Klondike medical staff located at the handicraft post.

J. The registration fee for each scout and scouter is \$10.00. A scout dismissed because of behavior and or lack of proper clothing will not be entitled to any refund.

K. Each patrol leader must wear an arm band displaying the letters "PL"

L. **Five-Mile pond and all other bodies of water are entirely off limits to everyone in camp, including staff and unit leaders. This rule is in effect whether the ponds are frozen or not. This includes throwing rocks, sticks or other objects. Any team or individual not in compliance may be disqualified.**

M. Sledge Inspection

a. Each sledge must be six feet long

b. Each sledge must display a patrol flag

c. Each sledge must weigh 50lbs when empty. Nuggets will be deducted for underweight sledges and weight must be added to come up to the 50lbs. Any weight added must be secured and remain on the sledge until the completion of the great race.

III. Schedule Of Events

0700-0830 Weigh-in & sledge inspection at the Boathouse field

0730-0830 Registration at the 21 Club

0830 Patrols started at Tom Cullen Field

0845-1200 Klondike Underway

1200-1:00 Lunch

1:00-3:15 Klondike Underway

3:30-4:00 Great Race @ Tom Cullen Field

4:15-5:00 Race Results @ 21 Club

IV. Special Notes, Reminders & Changes

Please note that any station outlined below may be changed without notice due to staffing requirements.

PER THE CAMP RANGER; only above ground fires will be allowed. All fires in towns without a fire pit shall be in a half barrel. Let the fire burn itself out, do not put the fire out. Make sure the fire has burned down before leaving. Leave the ashes in the half barrel and do not empty the ashes in the site or in the woods. The Ranger will empty and properly dispose of the ashes in the barrels or containers.

Some picnic tables will be available. If you move a table please return it to its original location when done.

ABSOLUTELY NO VEHICLES OR TRAILERS WILL BE ALLOWED TO STAY IN THE KLONDIKE ACTIVITY AREA. ALL VEHICLES AND TRAILERS MUST BE RETURNED TO THE PARKING AREA BY 6:45 AM.

No MRE'S will be allowed for the Cooking Town. Judging for lunch will be based on preparation, organization, cooking skills, clean up and the percentage of scouts with Fireman Chit or Outdoorsman badge.

During lunch only one town will remain active, that town will be Valley Forge. Any mayor, staff member or committee member not helping at Valley Forge can eat a hot lunch; have a warm drink or just warm up at the 21 Club.

V. Towns and their Tasks

1. Cheechaku - Shelter Set-Up

Location – Sconticut (Site 3N)

Task: There's a major storm coming that's going to last a day or two. Utilizing the equipment on your sledge, you must build a sturdy shelter to keep you team safe until the storm passes.

Your shelter must fit your patrol, sledge and remaining gear.

For each proper lashing you can earn extra points.

Scoring:

1.	Less than 3 Minutes	10 nuggets
2.	3 Minutes to 3:59	9 nuggets
3.	4 Minutes to 4:59	8 nuggets
4.	5 Minutes to 5:59	7 nuggets
5.	6 Minutes to 6:59	6 nuggets
6.	7 Minutes to 7:59	5 nuggets
7.	8 Minutes to 8:59	4 nuggets
8.	9 Minutes to 9:59	3 nuggets
9.	10 Minutes to 10:59	2 nuggets
10.	11 Minutes to 13 Minutes	1 nugget

2. Crooked Creek - Milk Crate Stacking

Location – Nemasket (Site 3)

Task: Try your hand at stacking milk crates, the higher you stack the more gold you get. SCOUTS MAY USE ONLY ONE HAND, NO ROPES WILL BE USED IN STACKING THE CRATES, NO STANDING ON CRATES; ALL SCOUTS MUST HAVE BOTH FEET ON THE GROUND. Scouts may use only one hand and all scouts may participate. This will be a timed event; you have a total of (5) Five minutes to complete your task. If a stack falls you may try again. Please note that the tallest stack will be the one that is scored and you may stop at anytime. All participants must wear a hard hat or bicycle helmet. Ask any questions before starting the event.

18 Crates High	10 Nuggets
17 Crates High	9 Nuggets
16 Crates High	8 Nuggets
15 Crates High	7 Nuggets
14 Crates high	6 Nuggets
13 Crates High	5 Nuggets
12 Crates High	4 Nuggets
11 Crates High	3 Nuggets
10 Crates High	2 Nuggets
1-9 Crates High	1 Nugget

3. Whitehorse - Travois Building

Location – Mattapoisett (Site 1)

Task: Your patrol leader becomes delirious with fever. You must transport him to the nearest doctor. By using your walking sticks, tarp or blankets and 6 foot lengths of rope from your sledge, you will need to assemble a travois, and transport your patrol leader 50 yards (150 ft.) without dropping him.

Scoring:

1.	Under 4 Minutes	10 nuggets
2.	4 Minutes to 4:59	9 nuggets
3.	5 Minutes to 5:59	8 nuggets
4.	6 minutes to 6:59	7 nuggets
5.	7 Minutes to 7:59	6 nuggets
6.	8 Minutes to 8:59	5 nuggets
7.	9 Minutes to 9:59	4 nuggets
8.	10 Minutes to 10:59	3 nuggets
9.	11 Minutes to 11:59	2 nuggets
10.	12 Minutes to 15:00	1 nugget

Two bonus nuggets can be had here if you can tell the mayor 2 signs of frostbite.

4. Attu - Snow Shoe Relay

Location - Acooshnet (Site 1E)

Task: Your patrol has found a rare penguin egg worth millions of dollars. On the way back to base camp with the egg, your patrol is caught in a snow slide. Most of the equipment is lost. The snow is waist deep and the only means of transportation is on snow shoes. You have been able to make one long pair of snow shoes from salvaged equipment from your sledge.

When the event is completed, all knots must be untied on each snow shoe. Four scouts at a time minimum.

1.	1 Minute	10 nuggets
2.	2 Minutes	9 nuggets
3.	3 Minutes	8 nuggets
4.	4 Minutes	7 nuggets
5.	5 Minutes	6 nuggets
6.	6 Minutes	5 nuggets
7.	7 Minutes	4 nuggets
8.	8 Minutes	3 nuggets
9.	9 Minutes	2 nuggets
10.	10 Minutes	1 nuggets

5. Skagway - Wood Splitting

Location – Parade Field (By Dining Hall)

Prerequisite: Totin Chip/Whittling Chip will be required

Task: At this town you will need to cut and split your own wood in preparation for the Kodiak station. You must use a bow saw to cut and a hatchet to properly split the wood provided. You will also need to show and demonstrate the proper use, storage, and sharpening of each tool. WEBELOS will be required to demonstrate pocket knife safety.

Each scout working in the axe yards are required to wring and wear eye protection and leather work gloves.

Objectives to be completed:

1.	Produce Totin Chip/Whittling Chip	10 nuggets
2.	Knows how to sharpen hatchet	5 nuggets
3.	Proper use of tool saw/hatchet	5 nuggets
4.	Clears area before sawing/chopping	5 nuggets
5.	Identifies parts of hatchet	1 nugget/part

6. Kodiak - Fire Dousing

Location – Cadre (Behind Handicraft)

Prerequisites: Fir-em Chit/Outdoorsman Badge & complete wood splitting at Skagway.

Senior's & Venture's need a steel pan & uncooked cheese sandwich.

Task: At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire. **Flint and Steel only will be allowed.** You will be timed from the first attempt to light the fire until the release of the water. You must tell the judge when you are ready to start; the judge will inform you when you may start. After starting the fire you may not add fuel. You will be allowed to fan and /or shield your fire from the wind. **Lint will be provided by the Mayor.** Once the fire is lit for 2 minutes then the string will be strung and the timing of the event will begin.

Senior and Venture patrols will be required to cook a cheese sandwich on a steel frying pan.

WEBELOS will be allowed to supply their own kindling and tinder for this event. Bare clean wood only!

Scoring:

1.	1-19 seconds	10 nuggets
2.	20-39 seconds	9 nuggets
3.	40-59 seconds	8 nuggets
4.	1 minute – 1:59	7 nuggets
5.	2 minutes-2:59	6 nuggets
6	3 minutes-3:59	5 nuggets
7.	4 minutes-4:59	4 nuggets
8.	5 minutes-5:59	3 nuggets
9.	6 minutes- 6:59	2 nuggets
10.	7 minutes-10:00	1 nuggets

One nugget will be awarded for each team member who shows the Mayor their fir-em chit. It **will not** be the responsibility of the mayor to ask for a fir-em chit from any team member not involved directly in the lighting of the fire.

7. Satan's Landing - Chasm Crossing

Location - Scoutcraft

Task: Your patrol is proceeding down a trail in search of gold. You come across a bridge that has been washed out by a storm. The only things spanning the 100ft Chasm are 2 railroad planks laying side by side and 6 poles to use as rollers. Your problem is to get the entire patrol, along with your sledge and equipment, across safely without falling into the chasm. If a scout falls or steps off the planks and his feet touch the ground, he is considered dead and cannot continue to help. If your sledge falls off, you must start again.

1.	Less than 1 Minute	10 nuggets
2.	1 Minute to 1:59	9 nuggets
3.	2 Minutes to 2:59	8 nuggets
4.	3 Minutes to 3:59	7 nuggets
5.	4 Minutes to 4:59	6 nuggets
6.	5 Minutes to 5:59	5 nuggets
7.	6 Minutes to 6:59	4 nuggets
8.	7 Minutes to 7:59	3 nuggets
9.	8 Minutes to 8:59	2 nuggets

8. Dead Horse - First Aid

Location - Tom Cullen Field near entrance to Scoutcraft

Task: In this town you will be given 5 scenarios at check-in. When you check in with the mayor a scenario will be selected at random and your team will be required to demonstrate treating a person with an injury. The questions & demonstration will come from Boy Scout handbook, WEBELOS Scout handbook, and the Boy Scout field book.

Think about what steps you should take, and also what sequence you should correctly follow.

You will be given 2 gold nuggets for each correct answer.

You will be given up to 12 gold nuggets if the sequences are correct.

Be ready for bonus questions!

All these emergency and first aid scenarios are written to make you think about treating various types of situations and injuries. At the same time not making things worse for the injured or for the Troop itself.

The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, or to avoid these types of problems in the future.

The scenarios will be provided to the patrol leader at registration.

Total _____ for correct answers

Total _____ for correct sequence

Total _____ points for first aid.

9. Fort Yukon – Rifle Competition

Location – Rifle Range

Task: Your patrol has just entered a rifle competition for bragging rights in the Yukon Territory. Using a 22 caliber (BB guns for WEBELOS) each scout will be given 5 shots at targets. Each target score will be added together and then divided by the number of shooters to arrive at an average score. WEBELOS will use BB Guns. Your sledge will have a total of 2 ½ minutes to make all 5 shots.

ZERO TOLERANCE FOR HORSEPLAY OF ANY KIND ON THE RANGE. ANYONE CAUGHT WILL BE ASKED TO LEAVE THE RANGE.

If a person is asked to leave, his score will not count, and the total number of shooters will not change.

1.	Score 1 - 10	1 nugget
2.	Score 11 - 20	2 nuggets
3.	Score 21 - 30	3 nuggets
4.	Score 31 - 40	4 nuggets
5.	Score 41 - 50	5 nuggets

11. Valley Forge - Lunch

Location – Pine Grove

Prerequisite; Fire-em Chit/Outdoorsman Badge

Task: You have been on the trail all morning, your team is starting to get tired & worn down from the hilly terrain and tough walking. You decide to break for lunch, park your sledge in Tom Cullen Field. Your patrol leader checks in with the Mayor and you will be assigned an area for the team to cook in. Oven mitts or other heat/flame resistant gloves are required for this even. Using your clean (no used paint cans) #10 can with handle & oven mitts (no nylon gloves, jackets or pants shall be worn to retrieve charcoal) you obtain some lit charcoal & place it in the garbage can cover to cook with. Your team, without the help of adults; makes lunch over the charcoals using your written menu & duty roster. ALL members of the patrol must eat a cooked meal. More nuggets are given for originality of the meal prepared. You will be judged on teamwork during preparation, clean-up, organization and cooking skills. The judges could be sampling your meals! Don't forget your drinks and desserts.

The frost free water spigot is "Off Limits" to all scouts. Washing and rinsing of dishes/pans should be done in wash buckets. Heated wash water will be provided for clean-up. **Don't forget to check in/out with the mayor to get credit for this town. NO EXCEPTIONS!**

Scoring:

Preparation	1-15 nuggets	
Organization	1-15 nuggets	- 10 nuggets for no gloves
Cooking Skills	1-15 nuggets	
Clean-Up	1-25 nuggets	
Each fire-em chit/ Outdoorsman Badge	1 nugget for each chit/badge	Maximum 4 points based on sliding scale

WEBELOS;

WEBELOS Leaders and Den Chiefs will be allowed to assist WEBELOS Scouts at this station. Boy Scouts\Den Chiefs must have fire-em chit.

12. Compass Course

Location – Starts at Crooked Creek (Nemasket, Site 3E)

Task: The compass course for both Boy Scouts and WEBELOS Scouts will be passed out at Registration. Boy Scout Troops can earn (5) extra nuggets if they complete the WEBELOS compass course correctly.

WEBELOS;

This town will test the team's ability to locate the main trail that they were following. They were forced to leave the trail to escape the grizzly bear that was looking for a midwinter snack.

WEBELOS Scout teams can earn (5) extra nuggets if they complete the Boy Scout Compass Course.

Preparation requirements are;

1. Know your compass and how to find directions.
2. Know how to take accurate bearing readings using your compass
3. Have the ability to box up to 32 points on a compass rose
4. Know the difference between Azimuth and Direction

A chart will be provided the day of the Klondike to assist you in labeling the direction.

13. Call of the Wild – Nature Scavenger Hunt

Task: Your patrol leader will be given a list of fifteen items. These items will be nature related and readily available throughout the day. You should not need to extra time during the day to find these items. They will all be easily found either between towns or nearby while you are waiting to participate in a town. A maximum of 20 gold nuggets can be earned for this activity.

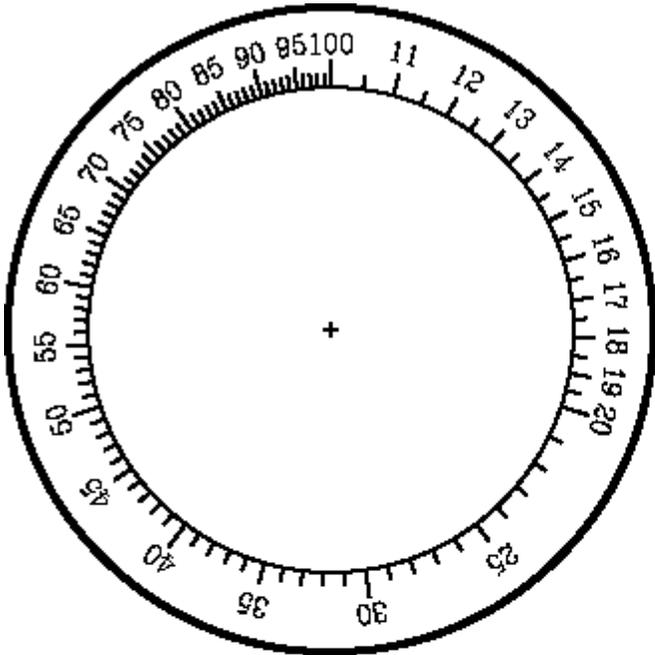
A Nature Scavenger Hunt list will be provided the day of the Klondike Derby at registration.

14. The Great Sledge Race Tom Cullen Field

Starting at 3:30 PM at Tom Cullen Field is the last push of the day. No nuggets will be given for this race. The race will consist of six to eight sledges from each division, racing from one of the field to the other end and then back. If needed, several heats from each division will be held to narrow the field. The one race will be held to determine the winner of each division. The Senior division will race first, followed by the Scouts and then the WEBELOS.

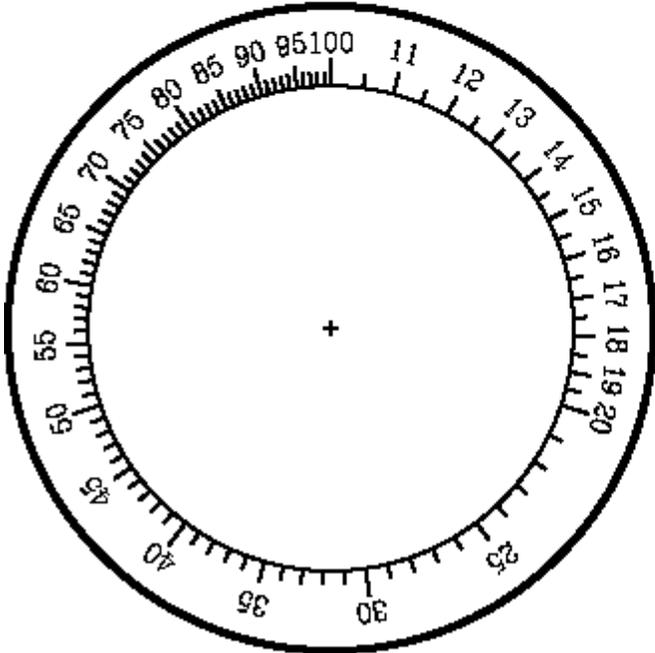
Distance Counter

Below is a drawing of a distance counter. Use this to count off your paces for the compass course/pace counter event. Directions on how to use the pace counter can be found at <http://usscouts.org/scoutcraft/dc/makedc.html>.



▲
STEPS
PACES
DISTANCE COMPUTER
+

Name



▲
STEPS
PACES
DISTANCE COMPUTER
+

Name

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2016 Klondike Derby Weigh – In Check List

Please give this form to the weigh –in station mayor

Troop # _____ Patrol Leader _____

Total # Boys on Sledge _____ Patrol Name _____

#	Item	X
1.	Patrol Leader arm band (must have “PL” on it)	
2.	Notebook or clipboard and method to keep score sheet dry	
3.	Rain Gear for each member of team (Must be jacket or Poncho)	
4.	(1) Pace counter for each team member	
5.	(1) Hot cup for each scout	
6.	A complete change of clothes for each scout	
7.	(2) packaged hand warmers per Scout	
8.	Patrol Flag	
9.	(1) Boy Scout /WEBELOS Scout handbook per sledge	
10.	First Aid Kit (from Boy Scout Handbook for troop/patrol (**See below)	
11.	(2) Compasses per sledge	
12.	(1) Roll of toilet paper	
13.	Trash Bag (for rubbish)	
14.	(1 Pair) Cooking gloves or oven mitts	
	Nuggets scored: (Max. 14) (Subtract 1 nugget for every item missing, **Subtract 10 nuggets each for first aid kit)	
Sledge Weight	LBS	Nuggets scored (max 14) (Subtract 1 for every 5lbs. under 50lbs. total weight)

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Klondike Derby Sledge Registration

Please have this form ready for registration at the 21 club the day of the event.

District _____ Troop/Pack _____ Adults _____ Adults as Staff _____

Total Paid Adults _____ Total Paid Scouts _____ Total Patches _____

#1 Patrol Name _____ #2 Patrol Name _____

Scout Name	Age	Scout Name	Age
Average Age		Average Age	

Division: Scout Senior WEBELOS Division: Scout Senior WEBELOS

#3 Patrol Name _____ #4 Patrol Name _____

Scout Name	Age	Scout Name	Age
Average Age		Average Age	

Division: Scout Senior WEBELOS Division: Scout Senior WEBELOS

Divisions: WEBELOS 10-11 years of age
 Scout 11-17 years of age (Average Patrol Age 13.9 or less)
 Senior 11-17 years of age (Average Patrol Age 14.0 or Greater)

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Score Sheet

Circle Division: SCOUT SENIOR WEBELOS

Patrol Name: _____ Troop: _____
 # of Scouts: _____ Town: _____

Start Line Time: _____ All Stations Complete: Y N
 Start Time: _____ End Time: _____

Start at X after Weigh-in	Station	Event	Time In	Time Out	Nuggets Scored
-> -> ->	Boat House Field	Weigh-in	XXX	XXX	
Scouticut	1	Cheechaku (shelter setup)			
Nemasket	2	Crooked Creek (milk crate stacking)			
Mattapoissett	3	White Horse (travois building)			
Acooshnet	4	Attu (snowshoe relay)			
Parade Field	5	Skagway (wood splitting)			
Cadre	6	Kodiak (fire dousing)			
Scoutcraft	7	Satan's Landing (chasm crossing)			
Tom Cullen Field (S)	8	Dead Horse (first aid)			
Rifle Range	9	Fort Yukon (rifle)			
Tom Cullen Field (N)	10	Sourghdough (knots)			
Pine Grove	11	Valley Forge (cooking)	XXX	XXX	
Nemasket	12	WEBELOS Compass Rose	XXX	XXX	
"	"	WEBELOS Direction Finding	XXX	XXX	
"	"	Boy Scout Compass Course	XXX	XXX	
	13	Call of the Wild	XXX	XXX	
		Scavenger Hunt	XXX	XXX	
			TOTAL SCORE		

- Station Layout Map Provided.
- All patrols must start at first assigned station.
- All stations must be done in assigned order.
- Scavenger Hunt and Compass Course may be handed in at 21 Club anytime after lunch.
- Scavenger hunt starts after weigh-in
- Sledges leaving Sourghdough will go to Cheechaku
- Lunch will start at 12:00 Noon

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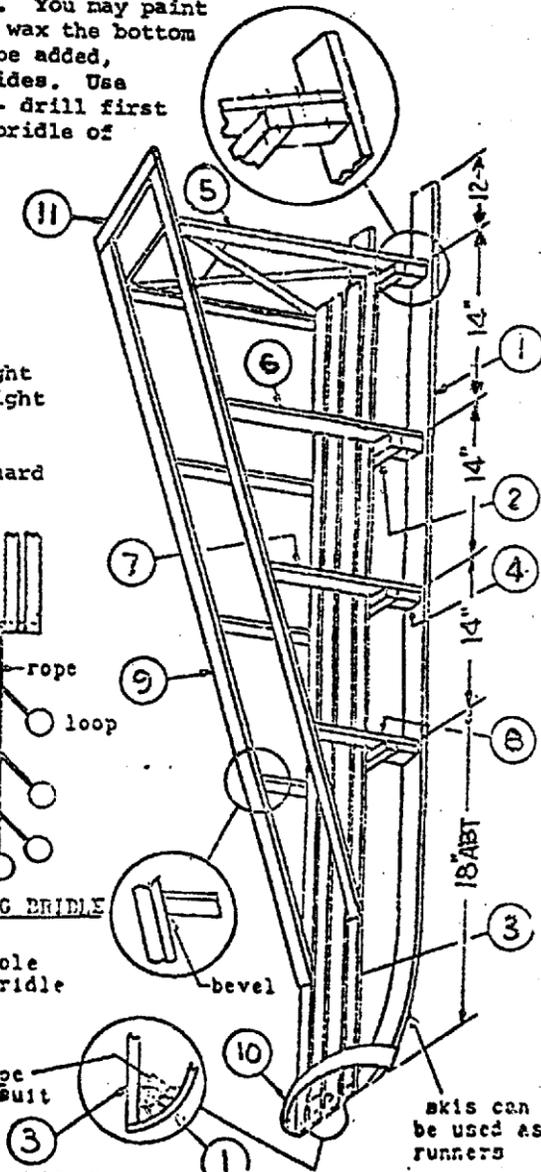
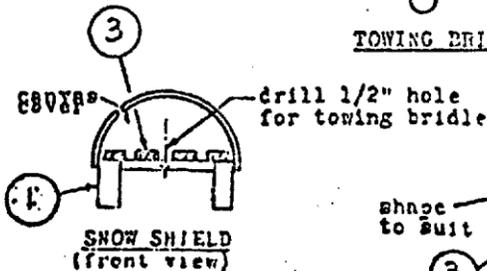
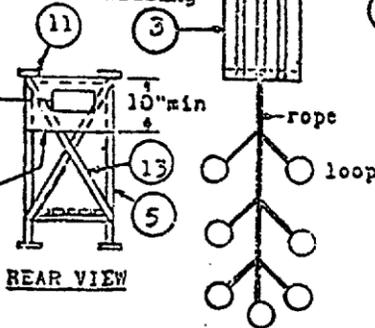
KLONDIKE SLEDGE

While your own design will be accepted, this diagram shows an authentic sledge. You may paint them bright colors but varnish or wax the bottom of the runners. Accessories may be added, canvas snow guard for front and sides. Use bolts or screws instead of nails - drill first to avoid splitting. Make towing bridle of rope, about 20 feet.

Bill of Material

Pt.	Qty.	Description
1	2	4"x½"x6'6" - runner
2	6	1"x1"x18" - cross support
3	4	½"x4"x5' - floor cover
4	8	1"x2"x6" - upright support
5	2	1"x2"x40" - rear upright
6	2	1"x2"x30½" - 2nd rear upright
7	2	1"x2"x21½" - 2nd front upright
8	2	1"x2"x12" - front support
9	2	½"x2"x6'0" - hand rail
10	1	½"x2"x30" - front curved guard
11	1	2"x2"x18" - rear hand rail
12	1	½"x10"x18" - Pocket holder
13	2	1"x2"x to suit bracing

Envelope type pocket tack or staple, so Assay Report (6"x8") can be slipped in.
OR
CLIPBOARD

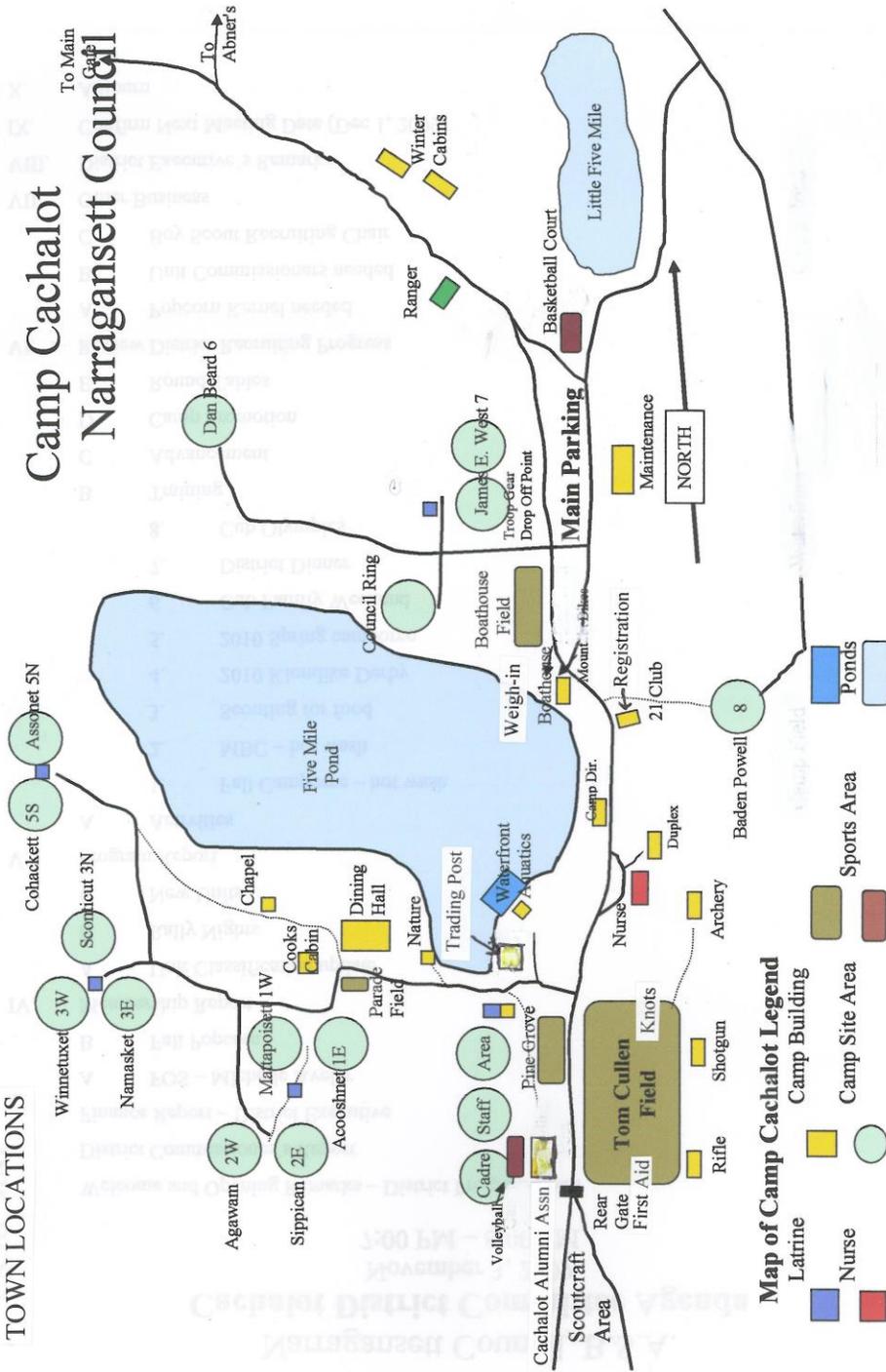


NOTE: SLEDGE MUST BE MADE OF WOOD WITH THE EXCEPTION OF SKIS AS RUNNERS.
SLEDGE MUST BE CONSTRUCTED BY THE BOYS WITH ADULT SUPERVISION

Length = not less than 6 feet
Height = not less than 3 feet

Width = not less than 18 inches
Weight = not less than 50 lbs

**KLONDIKE DERBY
TOWN LOCATIONS**



Check in at Boat house field

Registration is at the 21 Club – only PL allowed in

- | | |
|--|---|
| 1. Cheechaku – Shelter set-up | Sconticut (Site 3N) |
| 2. Crooked Creek – Milk Crate Stacking | Nemasket (Site 3E) |
| 3. Whitehorse – Travois Building | Mattapoisett (Site 1W) |
| 4. Attu – Snowshoe Relay | Acooshnet (Site 1E) |
| 5. Skagway – Wood splitting | Parade Field (by Dining Hall) |
| 6. Kodiak – Fire Dousing | Cadre (behind Handicraft) |
| 7. Satan’s Landing – Chasm Crossing | Scoutcraft |
| 8. Dead Horse - First Aid | Tom Cullen Field near
entrance to Scoutcraft |
| 9. Fort Yukon – Rifle Shooting | Range |
| 10. Sourdough – Knot Knowledge | Tom Cullen near entrance to
Archery |
| 11. Valley Forge – Lunch | Pine Grove |
| 12. Compass Course | Crooked Creek (Milk Crate
Stacking) |
| 13. Call of the Wild – Nature Scavenger Hunt | Throughout Camp |
| 14. The Great Race | Tom Cullen Field |

First Aid and Emergency Scenarios

All these emergency and first aid scenarios are written to make you think about treating various types of situations and injuries. At the same time not making things worse for the injured or for the Troop itself. The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, or to avoid these types of problems in the future.

SCENARIO 1

While out on a backpacking hike the Troop comes around a corner of an area of the trail with a steep 40 foot cliff on one side of the trail and an equally steep 20 foot drop on the other side of the trail. Lying in the middle of the trail is an unconscious person with an obvious broken leg. He has a hard hat on his head and is wearing equipment appropriate for rock climbing, and you can see there are ropes still attached to the cliff face. There is also a large heavily bleeding cut on his arm, and a bruise on his forehead.

TASK - List the steps you would take to help secure this person and get medical help without jeopardizing further injury.

SCENARIO 2

While out on a backpacking hike the Troop comes around a corner of an area of the trail with a steep sloping hill on one side of the trail and a thickly forested area on the other side of the trail. Lying in the middle of the trail is a conscious but confused male person with an obvious broken leg. He has a large back pack lying on the ground beside him. He is wearing clothing appropriate for a hike into the woods, and is carrying equipment appropriate for a long self sustained stay in the woods. There is a large heavily bleeding cut on his arm, but no apparent other injuries.

TASK - Please list the steps would you take to help secure this person and get medical help.

SCENARIO 3

While being driven by adult leaders to a site a good distance from home, a Troop comes upon a multi-vehicle car accident on a road that is not heavily traveled. There are a fairly large number of people injured, but none appear serious and

everyone is conscious and able to speak, and tell you what hurts. There is the smell of gasoline in the air, but there is no fire. The cars are heavily damaged.

TASK - What steps would you as a Troop take to assist the people involved in the accident without endangering them or the members of your Troop?

SCENARIO 4

Your Troop is out on what was planned as a long summer hike with daypacks and minimal equipment in the mountains. You all have water and trail food, and some articles of clothing in your packs. In the beginning the day was 80 degree temperatures and sunny, but the weather begins to change from warm sunny skies to foggy and cooler temperatures down into the 50's. After a while one Scout begins to say he is getting cold. Shortly after that he begins to shiver and complain more about his legs hurting. Everyone is getting damp from walking through the fog, which is now getting very thick and visibility is rapidly diminishing.

TASK - What is happening and what steps should you do to help the Scout and the rest of your troop to get through this?

SCENARIO 5

While out in the woods camping, your Troop is taking a day hike along a trail at a pretty quick pace. Yet you need to stop to catch your breath and to take a drink of water from your bottle. It only takes a couple minutes, but when you begin to hike again, you come up to a fork in the trail with three different trails you could take. Your Troop is out of sight, and you cannot hear their voices. So you take the trail that appears the heaviest traveled. You pick up your walking pace, but despite your best efforts you can't catch up to your Troop. You're not sure you actually took the right trail, and suddenly you're not sure what to do next. You have next to nothing with you on the hike, only your water bottle, and a small almost empty daypack.

TASK - What should you have done to not allow this to happen? What equipment should you have brought with you just for emergency moments like this?

What steps do you take to help yourself?