

# Camp Cachalot

## 41<sup>st</sup> Annual Klondike Derby



*Scout Troops*



*Venture Crews*



*Sea Scouts*



*Explorer Post*

# March 13<sup>th</sup>, 2021



# I. General Information

## A. What is a Klondike?

A Klondike derby is a single 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 teamwork against the clock. The purpose of the derby is: first, a grand outdoor winter adventure full of fun and surprises, and second, a way for Scouts to test their basic camping and survival skills.

**Only in extreme bad weather will the derby be postponed or cancelled**

Each Scouts BSA troop/Venture Crew/Sea Scouts Ship/Explorer Post is encouraged to enter as many expedition teams as they can support. The minimum team size is 4 Scouts. Maximum 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 judge. The mayor of the town can be identified by their orange “mayor” stocking hat. The Scouts will have a task to complete and will be scored on proper technique, teamwork, and Scout spirit.

**The mayor’s 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

**DUE TO COVID POLICIES ADULTS THAT ARE NOT SCHEDULED TO VOLUNTEER FOR THE EVENT MUST WAIT IN THEIR CAR OR LEAVE THE PROPERTY. NON-STAFF MEMBERS ARE NOT ALLOWED IN THE TOWNS. A MAYOR OF A TOWN WILL BE ALLOWED TO DEDUCT 25 NUGGETS AS A PENALTY IF THEY SEE ADULTS INTERFERING.**

Scouts should refrain from bringing cell phones or other electronic devices to the Klondike Derby.

### KLONDIKE PARKING

Parking staff attendants **WILL DIRECT ALL VEHICLES** upon arrival to drop-off area and parking areas. To ensure the safety of all of our guests, please check with attendant before parking your vehicle and/or trailer.

### Mayors

Must check in with the Governor at The Outfitters (Visitor Center) to collect clipboards and any updates or changes prior to going to their town.

**All stations must be manned by 6:30AM.**

## **B. Check-In**

Each patrol will begin with registration (complete patrols must show up together), health and temperature checks and COVID waivers will be turned in at The Outfitters (Visitor Center). Registration is from 6:45AM until 8:00AM.

Registration form must be completely filled out (**each sledge is to have their own registration sheet**) 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 compete in the Scout Division.

Each Patrol Leader will be issued any last-minute instructions, an official map, and a score sheet. If your team makes no effort to do the compass course, you will be given a zero for that event.

**By participating in the Compass Course, the points awarded from these events can make a difference in the final scoring.**

After check-in, each patrol will proceed to the entrance of Yukon Territory (Tom Cullen Field) for sledge inspection and weigh-in.

### **C. Inspection and Weigh-in Procedures**

All sledges will be checked to ensure 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 the conditions, they will not be allowed to compete. In this case, a team will be allowed to compete with 3 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 with hand warmers.
- 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 jacket or poncho).
- f. Totin Chit, Fire'm Chit (**Venture, Sea Scout, Explorer divisions are all encouraged to earn their Fire'm Chit.**)
- g. One compass and one pace counter for each team member.

All teams meeting all 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 5lbs. under weight. *A team with an underweight sledge must add weight to bring the sledge's weight to 50lbs. A note will be added to the score sheet of such and town mayors will check that the weight stays on the sledge. At any time during the day, a staff member can check sledges for proper equipment.*

Each team will be given a station # to start on their score sheet and they must follow to each town in sequential order.

***If a team arrives at a town out of order, they will receive ½ 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 the town they arrived in out of order.***

**Upon the completion of the last town of the day, the full patrol must report to the official scoring station at The Outfitters (Visitor Center) with their score sheet. At that time, teams will be done for the day and must leave the property. All scores will be tabulated, checked, and announced via email a few days following the derby.**

## **D. Awards**

Klondike trophies and plaques will be awarded to the first-place teams in the Scout Division, Senior Division, and Crew/Ship Division.

Klondike plaques will be awarded to the second and third place finishers in the Scout Division, Senior Division and Crew/Ship Division.

Great Race plaques will be awarded to the first, second, and third place

finishers in the Scout Division, Senior Division, and Crew/Ship Division.

Trophies and plaques will be handed out at a later date. Follow-up emails to confirm date will be sent to those receiving awards.

## **E. Equipment to be carried on the sledge**

- a. Patrol Leader arm band (must have "PL" on it).
- b. Notebook or clipboard and method to keep score sheet dry and neat.
- c. Rain gear for each team member (must be a jacket or poncho).
- d. One (6ft) length, ¼ inch diameter rope per each team member.
  - Senior/Venturer/Sea Scout/Explorer will need 8 pieces of rope, minimum of 6ft. long.
- e. Hard hat, or bicycle helmet for each team member.
- f. One pace counter and one compass for each team member.
- g. Walking stick (stave) for each team member.
  - Senior/Venturer/Sea Scout/Explorer will need 8 staves, minimum of 6ft. long.
- h. One complete change of clothes for each team member.
- i. 2 unopened packaged hand warmers for each team member.
- j. Patrol flag.
- k. One Scouts BSA/Venturer handbook per sledge.
- l. Flint and steel kit.
- m. First aid kit (must contain recommended equipment for Scouts BSA/Venturer Crew/Sea Scout/ Explorer from Scouting handbook).
- n. One 20'x20' tarp (the tarp can be larger).
- o. 2 warm blankets
- p. One (20ft.) length for ¼ diameter rope.
- q. One pre-made rescue line.
- r. Roll of toilet paper.
- s. Trash bag for rubbish.
- t. Fire gloves (Senior Division only).

## F. Scoutmaster Notes

Scoutmasters or their representative should make every attempt to attend the Klondike Derby virtual pre-meeting on March 4<sup>th</sup>. This is where information is shared, and any questions or concerns are answered.

**Each unit participating MUST provide a minimum of two adults to staff the Klondike towns to have successful day.**

Troop envelopes with patches will be mailed to each unit after the event. Last year's winner, please bring the trophy to the event. If not attending, please email [t21someset@gmail.com](mailto:t21someset@gmail.com) to coordinate pick up. Thank you!

## II. Official Klondike Derby Regulations

The following regulations are in place to ensure a safe and enjoyable event. Please follow directions, and respect other individual competing in the day's event.

***All sledges must maintain a minimum of 6ft. distance from any other sledges. Mayors, judges, all other staff members must stay minimum of 14ft. from Scouts.***

- 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. Any Scouts caught swinging sticks **WILL LOSE** 25 nuggets and be issued a warning. In the event a second warning is issued, the patrol will be dismissed from the event.
- b. Each Scouts BSA troop/Venture crew/Sea Scout Ship/Explorer Post is required to have at least 2 adults serve on the Klondike staff in some capacity (mayor, scorer, judge, etc.).
- c. Each patrol must have between 4 – 8 members to compete.

- d. Each Scout must be dressed appropriately for the day's weather conditions.
- e. Each unit must submit a roster for each team via email to [t21someset@gmail.com](mailto:t21someset@gmail.com) by February 25<sup>th</sup>.
- f. NO TEAM will be allowed to begin before 8:00AM or after 12:00PM.
- g. Adults not pre-registered to volunteer will not be allowed to "roam" the area. Adults must leave camp or wait in their car.
- h. Any injured or ill Scout or Scouter must present themselves to the Klondike medical staff located at the Noquochoke Lodge.
- i. The registration fee for each Scout is \$15. A Scout dismissed because of behavior and/or lack of proper clothing will not be issued a refund.
- j. Each Patrol Leader must wear an arm band displaying the letters "PL".
- k. **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.**
- l. Sledge inspection:
  - Each sledge must be 6ft long.
  - Each sledge must display a patrol flag.
  - 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 completion of the derby. **Mayors, judges, scorers, or any other staff members may deduct up to ½ the nuggets earned at that town**

### **III. Special Notes, Reminders and Changes**

Please note that any station 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.

#### **For volunteer staff running stations:**

ALL MAYORS MUST GET APPROVAL FROM THE GOVERNOR IF LEAVING VEHICLE ON-SITE; OTHERWISE, ALL VEHICLES MUST BE RETURNED TO THE PARKING LOT BY 6:15AM.

#### **KLONDIKE PARKING:**

STAFF WILL DIRECT THE PARKING OF ALL VEHICLES AND TRAILERS.

## **IV. Schedule of Events**

6:45-8:00AM	Registration at The Outfitters (Visitor Center)
7:00-8:00AM	Weigh-in & sledge inspection at the entrance to Yukon Territory (Tom Cullen Field)
8:00AM	Patrols wait at assigned town
8:00AM-12:00PM	Klondike underway
12:00-12:30PM	Lunch (30 min) at the town you are at
12:30-4:00PM	Klondike underway

**Race results will be emailed to all registered units.**

# V. Towns and their Tasks

## 1. Sourdough – Knot Knowledge

**Location: Yukon Territory (Tom Cullen Field) near entrance to archery**

### **Scout Division**

**Task:** Using the ropes available on your sledge, each team member must demonstrate their knowledge of knots from the handbook, each knot identified, told what it is used for and tied correctly for a maximum of 3 nuggets per knot.

### **Senior/Venturer/Sea Scout/Explorer Division**

**Task:** Using the ropes available on your sledge, each team member must demonstrate their knowledge of the following knots can be found on the following internet sites:

Realknots.com

Animatedknots.com

These sites will teach you how to tie the following knots:

- Figure Eight Knot
- Double Eight Knot
- Alpine Butterfly Knot
- Zeppelin Knot
- The Carrick Bend / The Josephine Knot
- True Lovers Knot / Fisherman's Knot
- Timber Hitch
- Blood Knot



## 2. Dead Horse – First Aid

### Location: Shotgun Range

**Task:** In this town, the mayor will select a scenario at random and your team will be required to demonstrate treating a person with an injury.

#### Scout Division

**Task:** The questions and demonstration will come from the Scouts BSA handbook.

#### Senior/Venturer/Sea Scout/Explorer Division

**Task:** You will need to know the one-handed bowline, and splint/bandaging. Splints and rags will be provided for your use.

All: Think about what steps you should take, and 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 emergencies and first aid scenarios are written to make you think about treating various types of situation and injuries. At the same time, think about not making things worse for the injured or for yourself!

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.

Total \_\_\_\_\_ points for correct answers

Total \_\_\_\_\_ points for correct sequence

Total \_\_\_\_\_ points for correct first aid

### 3. Rabbit Creek – Hatchet Throwing

**Location: Rifle Range**

**Prerequisite: Totin' Chip is a MUST. Totin' Chip is not required for Venturers/Sea Scout/Explorers**

**Task:** Take a chance at bullseye! The time has come for competing amongst other teams fighting for gold nuggets in this hatchet throwing contest at Rabbit Creek in Yukon Territory.

**Points Value:**

1.	The Bullseye or Black Ring	8 nuggets
2.	The Red Ring	4 nuggets
3.	The Blue Ring	2 nuggets
4.	The Clutch Green Dot	16 nuggets

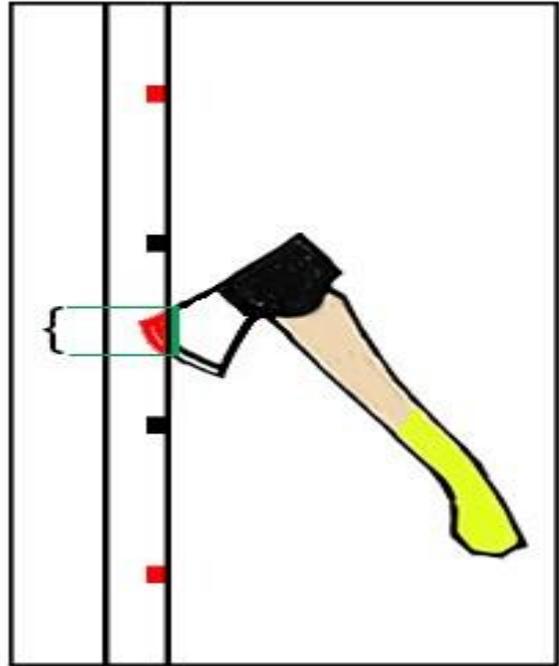
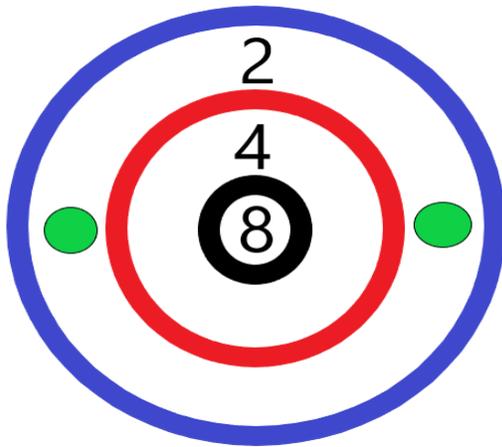
**Clutch:**

1. Players must declare they are throwing for Clutch BEFORE attempting. This is also referred to as “calling Clutch” or to “call Clutch”.
2. Players can only throw for Clutch on the 5<sup>th</sup> and final throw of the round.
3. An accidental Clutch is not valid, even on the 5<sup>th</sup> throw. No call, no points!
4. Once Clutch is called, only that point area is valid, and all other point areas are worth zero.
  - Meaning, if a player calls for Clutch but hits a bullseye, they receive no points.
5. A Clutch call can be taken back after it is called but must be announced to the scorekeeper before throwing.
  - If a Clutch call is denounced, the target reverts to its original values and the Clutch is worth zero.

# Rabbit Creek – Hatchet Throwing (continued)

Location: Rifle Range

## Target and Scoring Rings:



## **BONUS NUGGETS:**

Additional nuggets will be awarded for:

1. Naming the parts of the axe/hatchet
2. Safe caring, handling, and storage of the axe/hatchet
3. Displaying Totin' Chit

## 4. Satan's Landing – Chasm Crossing

### Location: Camporee Road

**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 plans and his feet touches the ground, he 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

**Sledges must ONLY use POLES to roll sledge across the bridge!**

## 5. Skagway – Wood Splitting

**Location: Camporee Road**

**Prerequisite: Totin' Chip will be required.**

**Task:** At this station you will need to cut and split your own wood in preparation for the Kodiak Station. You must use a bow saw to make two (2) cuts. A hatchet to properly split the wood will be provided. A knife is required to whittle to make tinder. You will also need to show and demonstrate the proper use, storage, handling, and sharpening of each tool.

### **Senior/Venturer/Sea Scout/Explorer Division**

**Task:** You must use a two-man 1800's style cross-cut saw for 1 complete straight cut, use a buck-saw for your 2<sup>nd</sup> cut, use a splitting maul and hatchet to split the wood you cut, and use your pocketknife to help prep everything you need for your fire.

**There is a 50 minute maximum time limit for this station.**

Objectives to be completed:

1	Produce Totin' Chip/Whittling Chip	1 nugget
2	PPE (eye protection/gloves)	2 nuggets
3	Knowledge and use of Bow Saw	7 nuggets
4	Knowledge and use of Hatchet	11 nuggets
5	Knowledge and use of Knife	5 nuggets

Senior alternative scoring:

6	Knowledge and use of 2 Man Saw	7 nuggets
7	Knowledge and use of Splitting Maul	11 nuggets

## 6. Kodiak – Fire Dousing

**Location: Noquochoke (behind Noquochoke Lodge)**

**Prerequisite: Fire'm Chit/Outdoorsman Badge and complete wood splitting at Skagway**

### **Scout Division**

**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 above) and melt the bag to release water and 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, the string will be strung and timing of the event will begin.

Scoring: 1 nugget will be awarded to each team member showing their Fire'm Chit to the mayor upon entry to the town ***without asking***. It ***will not*** be the responsibility of the mayor to ask for a Fire'm Chit from any team member.

**There is a 50 minute maximum time limit for this station.**

## Kodiak – Fire Dousing (continued)

**Location: Noquochoke (behind Noquochoke Lodge)**

**Scout Division Scoring:**

Fire is lit and burning for 2 minutes	5 nuggets
Burn String in 7-10 minutes	+1 nuggets
Burn String in 6-6:59 minutes	+2 nuggets
Burn String in 5-5:59 minutes	+3 nuggets
Burn String in 4-4:59 minutes	+4 nuggets
Burn String in 3-3:59 minutes	+5 nuggets
Burn String in 2-2:59 minutes	+6 nuggets
Burn String in 1-1:59 minutes	+7 nuggets
Burn String in 39-59 seconds	+8 nuggets
Burn String in 19-58 seconds	+9 nuggets
Burn String in 0-18 seconds	+10 nuggets

## Kodiak – Fire Dousing (continued)

### Senior/Venturer/Sea Scout/Explorer Division

**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 above), and melt the bag to release water and extinguish the fire.

**Bow and String Fire Drill.** (*Must bring your own bow, string, and nest material*). You will be timed from the first attempt to light the fire until the release of the water. Definition of attempt to light the fire is a lit nest laid in fire lay.

You **can add** some tinder as needed to build the flame in the first two (2) minutes after adding nest. The fire must stay lit for two (2) minutes minimum. You must use fire gloves to pick up the lit nest.

**There is a 50 minutes maximum time limit for this station.**

### Senior/Venturer/Sea Scout/Explorer Division Scoring:

Fire is lit and burning for 2	5 nuggets
Burn String in 7-10 minutes	+1 nuggets
Burn String in 6-6:59 minutes	+2 nuggets
Burn String in 5-5:59 minutes	+3 nuggets
Burn String in 4-4:59 minutes	+4 nuggets
Burn String in 3-3:59 minutes	+5 nuggets
Burn String in 2-2:59 minutes	+6 nuggets
Burn String in 1-1:59 minutes	+7 nuggets
Burn String in 39-59 seconds	+8 nuggets
Burn String in 19-58 seconds	+9 nuggets
Burn String in 0-18 seconds	+10 nuggets

One (1) nugget will be awarded to each team member showing their Fire'm Chit to the mayor ***without asking***. It ***will not*** be the responsibility of the mayor to ask for a Fire'm Chit from any team member.

**Senior/Venturer/Sea Scout/Explorer Division are encouraged to earn their Fire'm Chit.**

## **7. Chilkoot Pass – Compass Course**

### **Location: Silver Fox Trading Post**

**Task:** The compass course will be passed out at registration. You were forced to leave the trail to escape the grizzly bear that was looking for a midwinter snack. This town will test the team's ability to locate the main trail that they were following.

Preparation requirements:

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

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

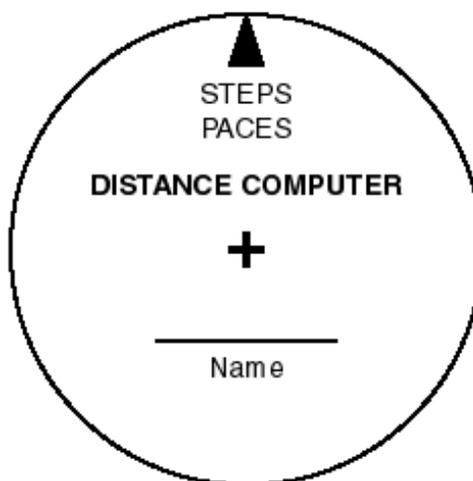
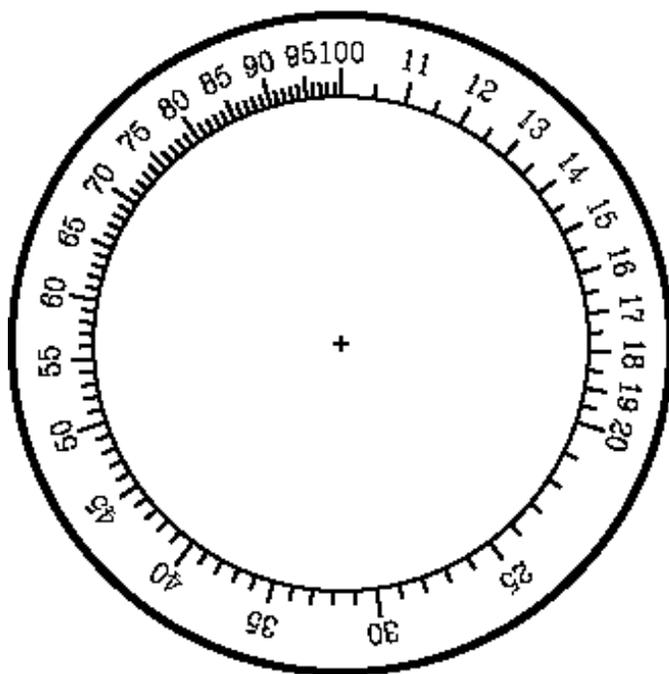
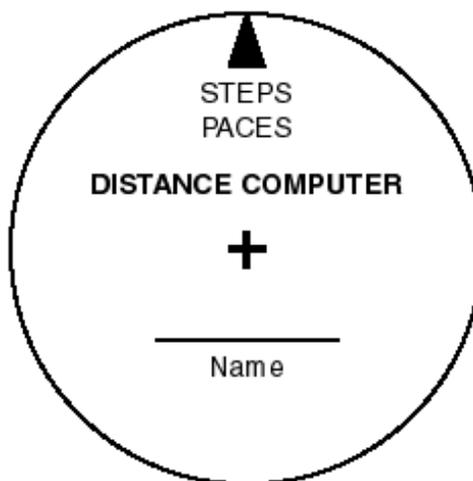
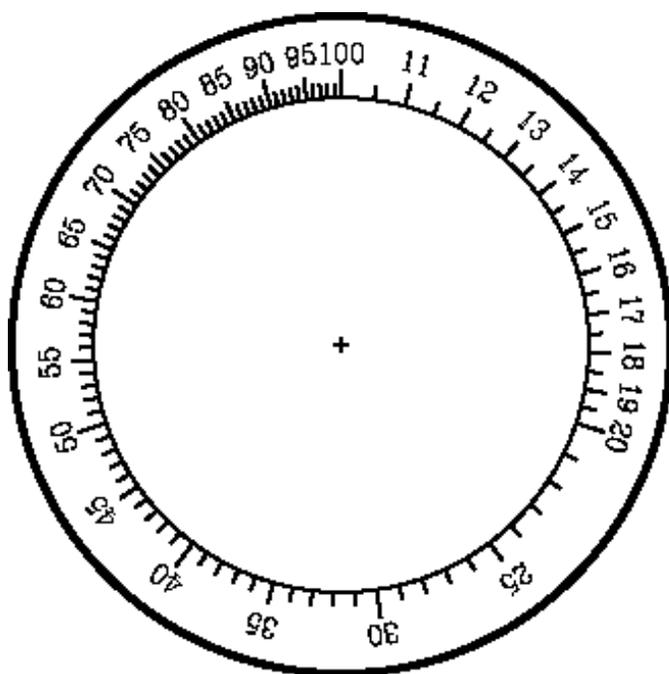
**There is a 30 minutes maximum time limit for this station.**

**Score sheet and gold nuggets to follow...**

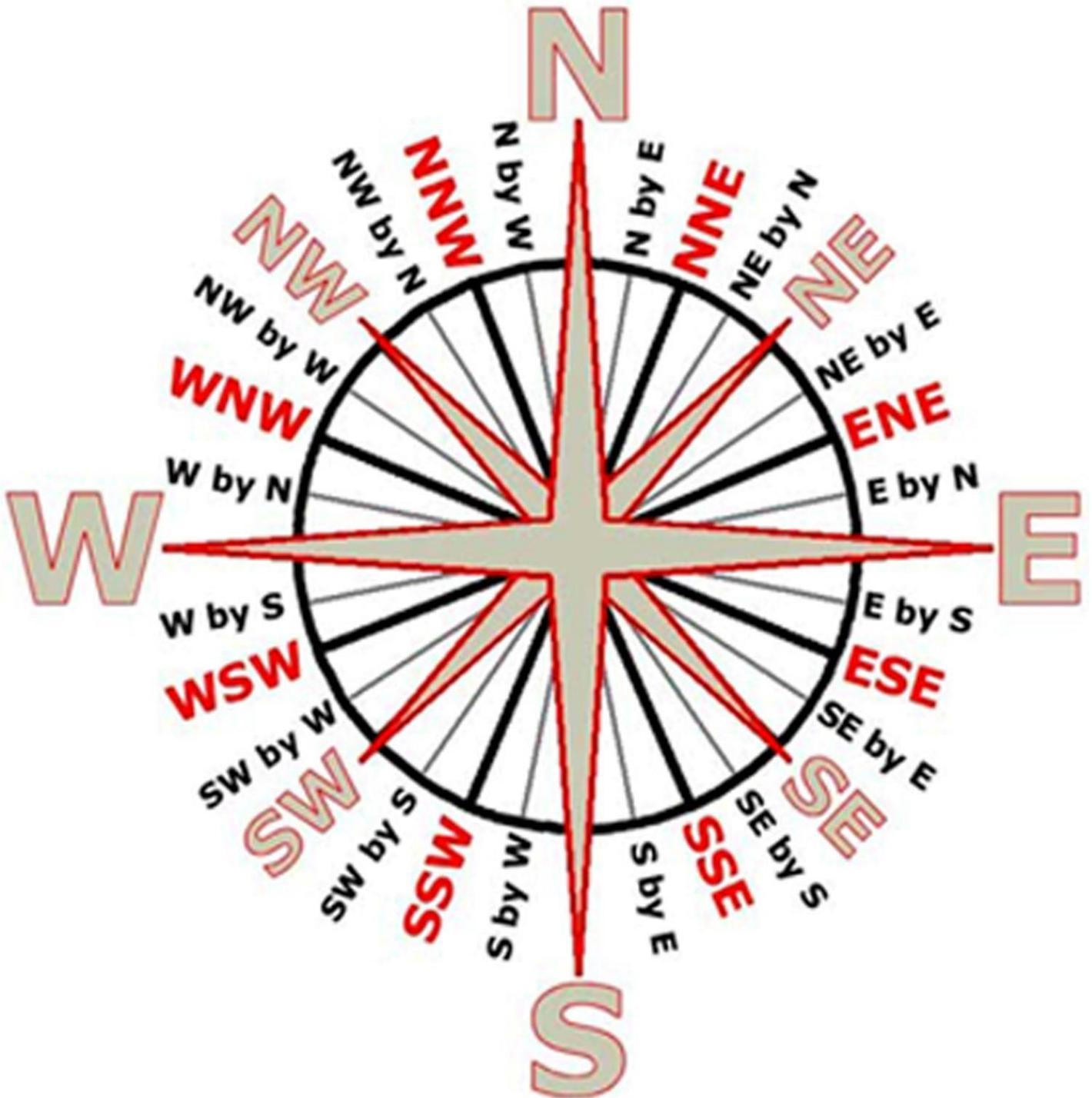
# Distance Counter

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>



# Compass Rose



## 8. Cheechaku – Shelter Set-Up

### Location: Parade Field

**Task:** There is a major storm coming that is going to last a day or two. Utilizing the equipment on your sledge, you must build a sturdy shelter to keep your team safe until the storm passes. Your shelter must fit your patrol, sledge, and remaining gear.

### Senior/Venturer/Sea Scout/Explorer Division

Must use Japanese Square Lashings and Sheer Lashing and will need 8 staves.

For each proper lashing you can earn extra points.

#### Scoring: Scout Division

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	1 nugget

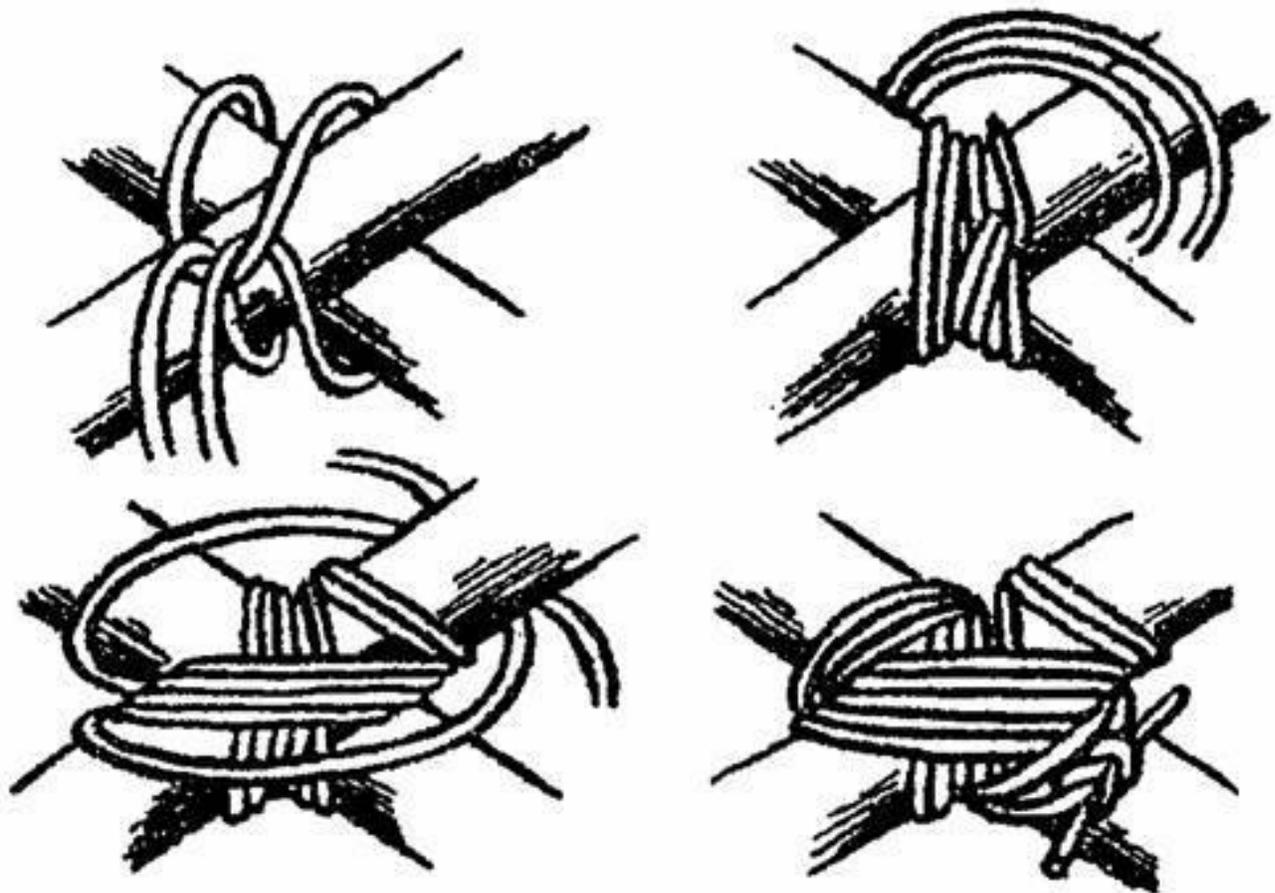
#### Scoring: Senior/Venturer/Sea Scout/Explorer Division

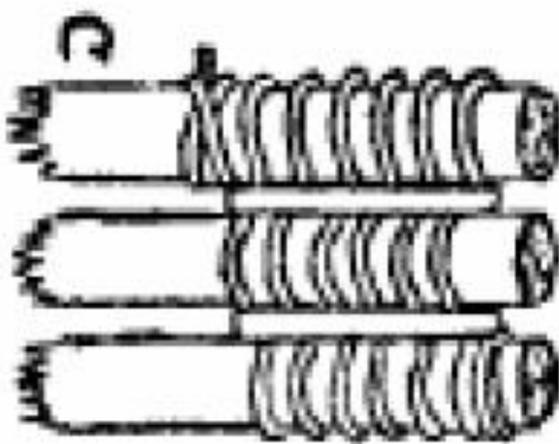
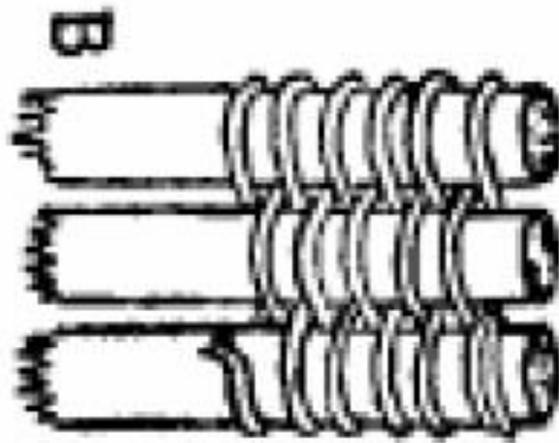
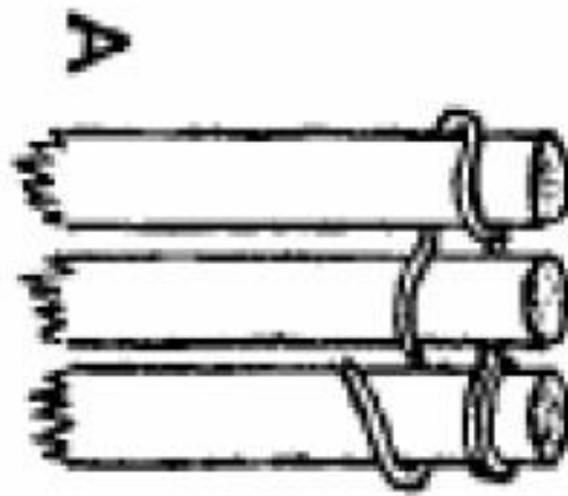
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2.	4 Minutes to 4:59	9 nuggets
3.	5 Minutes to 5:59	8 nuggets
4.	6 Minutes to 6:59	7 nuggets
5.	7 Minutes to 7:59	6 nuggets
6.	8 Minutes to 8:59	5 nuggets
7.	9 Minutes to 9:59	4 nuggets
8.	10 Minutes to 10:59	3 nuggets
9.	11 Minutes to 12:59	2 nuggets
10.	13 Minutes to 15	1 nugget

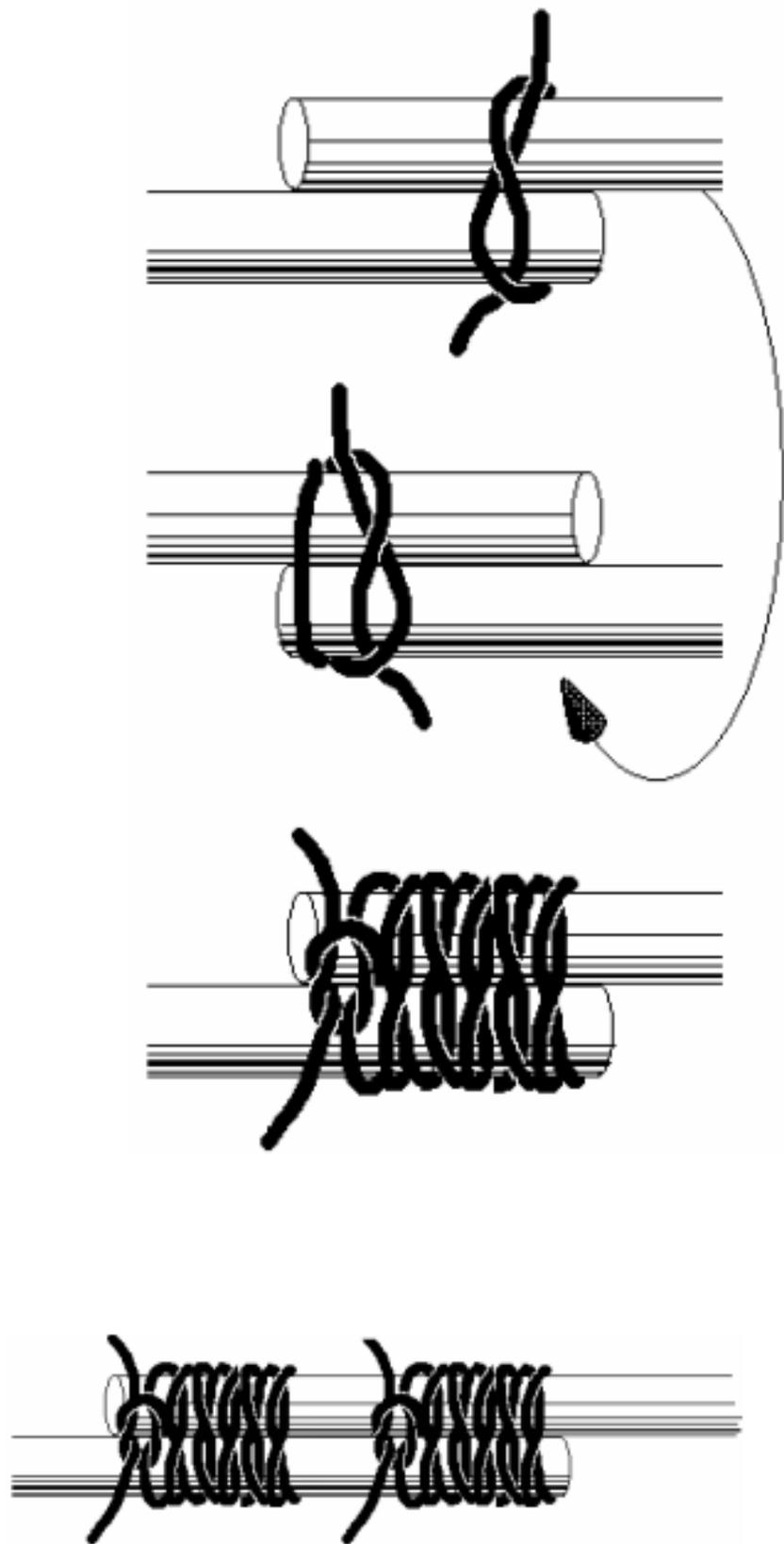
THESE LASHINGS WILL BE USED FOR BOTH SHELTER  
BUILDING AND TRAVOIS BUILDING BY  
SENIOR/VENTURER/SEA SCOUT/EXPLORER PATROLS

**Filipino Lashing**

This is alternative to a diagonal lashing.



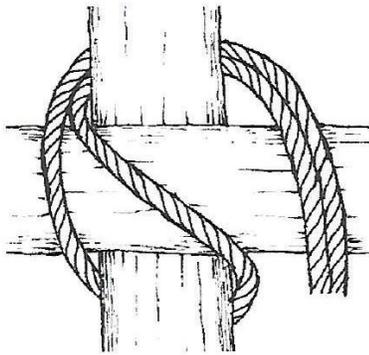




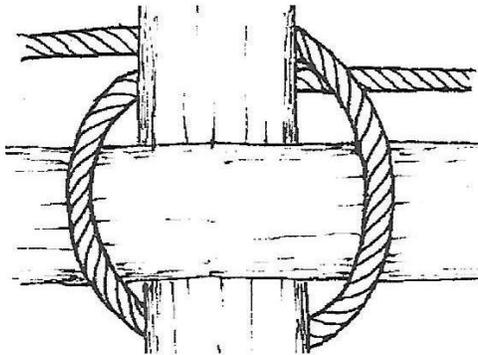
# JAPANESE SQUARE LASHINGS:

**Comments** — The Japanese Square Lashings are a group of similar lashings that are all tied in a similar manner. The main difference is in the way each lashing is started.

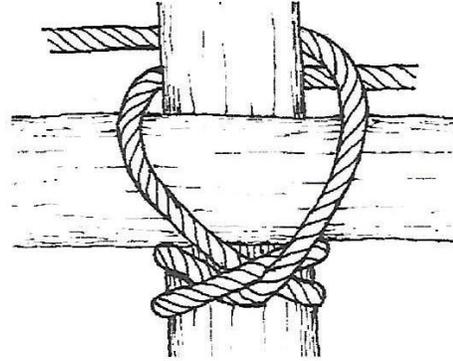
The simplest and easiest form of the Japanese square lashing is tied by looping the center of the rope around the vertical spar and carrying the stands parallel to each other while taking the wrapping turns. The frapping turns are taken by separating the ends of the rope and taking them in opposite directions.



The Mark II Japanese Square Lashing is tied by looping the center of the rope of the upright spar and then forming the wrapping turns by taking the ends of the rope in opposite directions.



The Mark III is the same as the Mark II but a clove hitch is tied around the up right spar when starting the lashing.

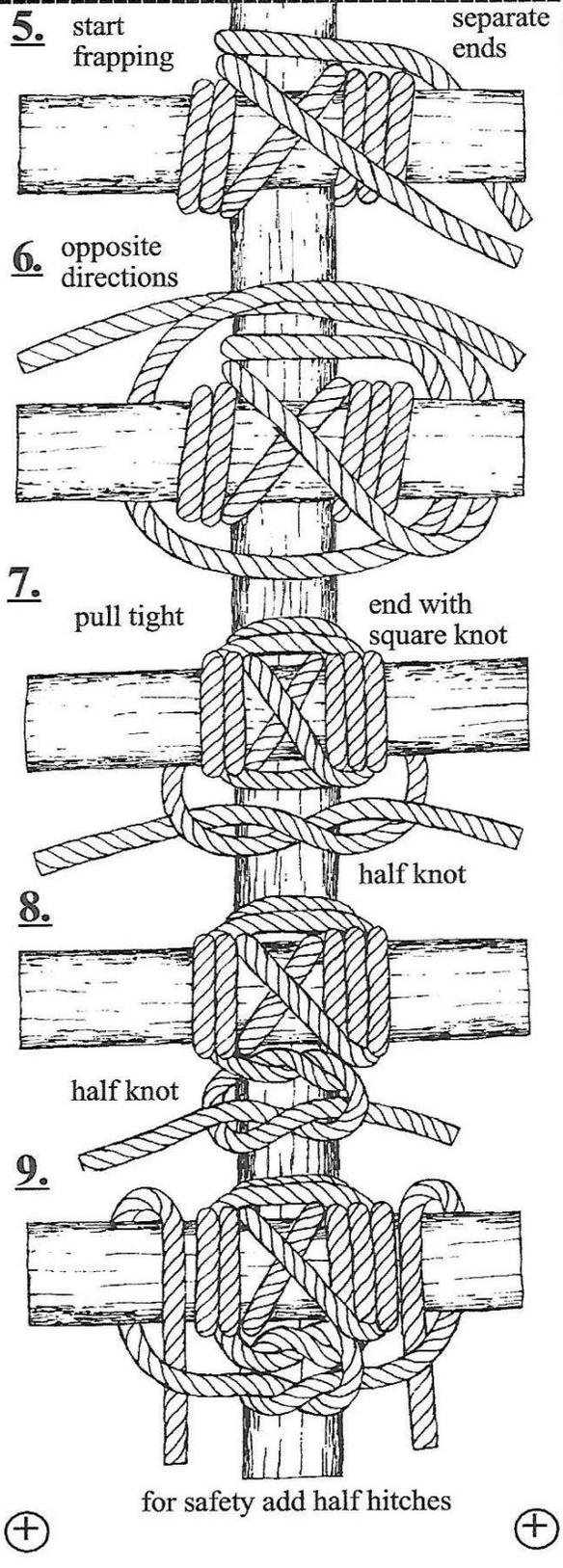
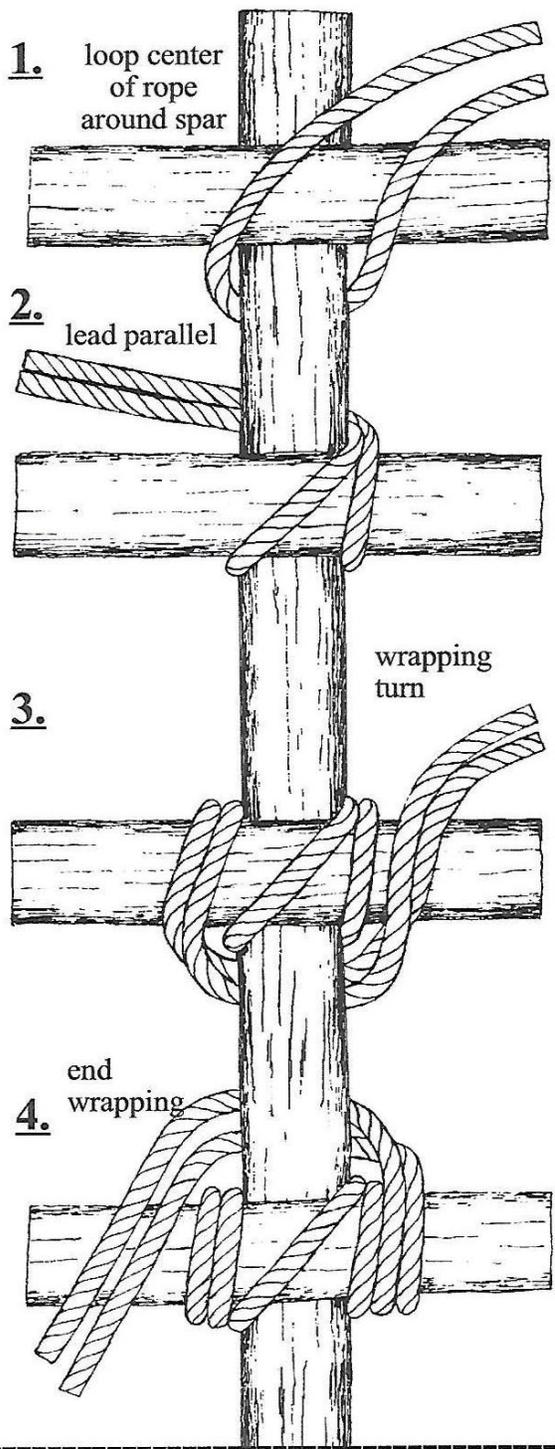


The Mark III is the most secure of the three Japanese square lashings because the clove hitch helps to prevent the lashing from shifting along the vertical spar.

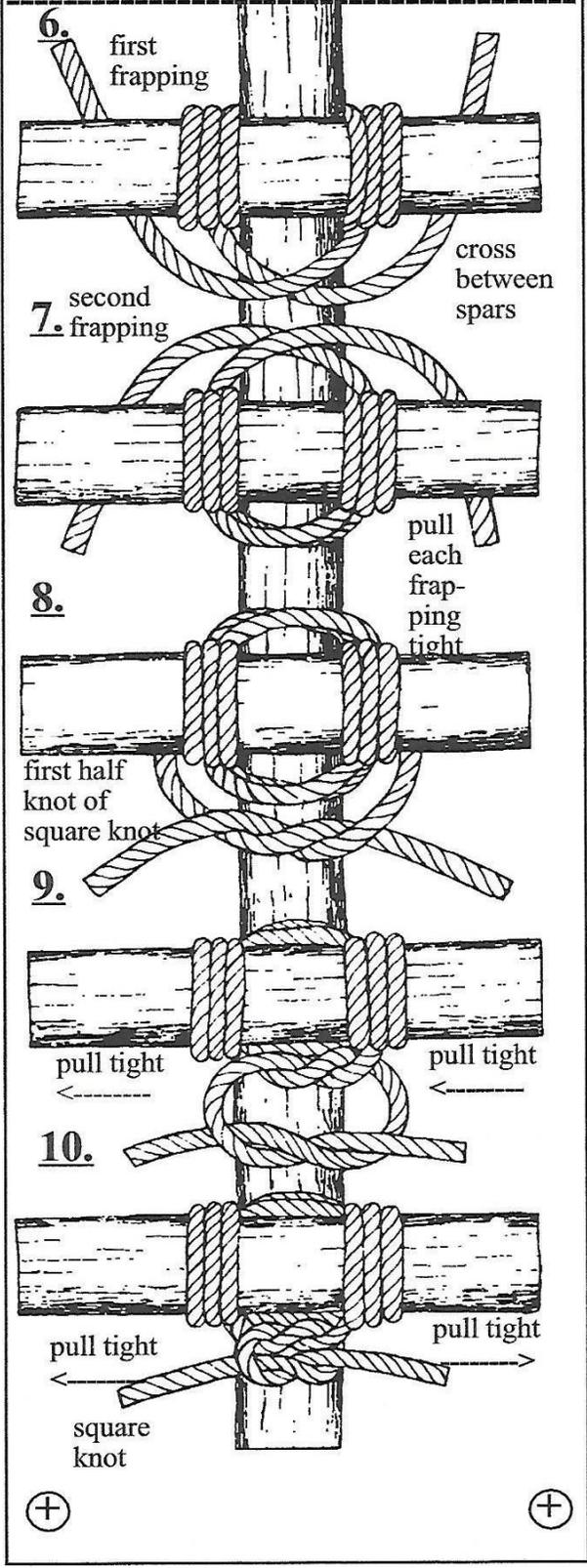
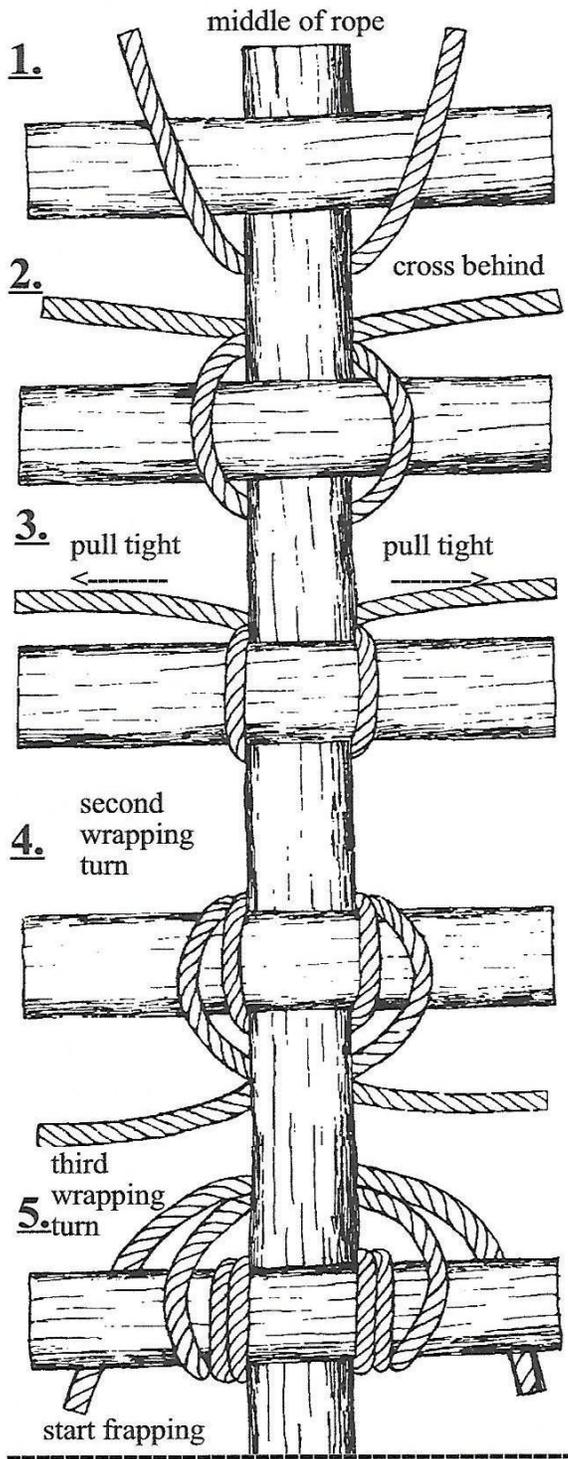
**Narration** ----(For Japanese square lash knot-board.) (1) Start the lashing by looping the center of the rope around the vertical spar so that the loops under the horizontal spar. (2) Start the wrapping turns by leading the ends around the spars so that the two strands of the rope are parallel to each other. (3) When making the wrapping turns the two strands of the rope are lead around the spars at 90° to the spars; do not allow the strand to cross, be sure to keep the strands parallel. (4) Complete the wrapping turns by leading the rope strand around the vertical pole. (5) Start the frapping turns by separating the strands so that one strand is above the horizontal spar and the other strand is below the horizontal spar. (6) Lead the frapping strands in opposite directions. (7) Make two complete frapping turns; pull each turn tight as it is made; tie the first half knot of the ending square knot. (8) Tie the second half knot of the square knot to complete the lashing. (9) For safety add half hitches; The half hitches prevent the square knot from upsetting.



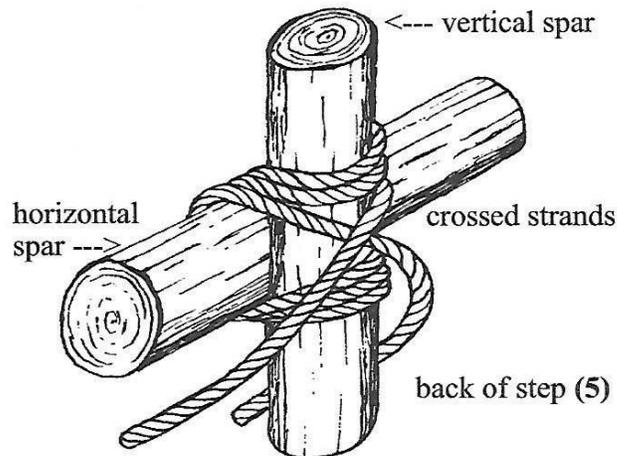
# JAPANESE SQUARE LASHING



⊕ **JAPANESE SQUARE LASHING MARK II** ⊕



**Narration** --- (For Japanese square lash, mark II knotboard.) (1) Start the lashing by tying the center of the rope around the vertical spar with a clove hitch so that the clove hitch is under the horizontal spar. (2) Make the first wrapping turn by leading the ends up over the front of the horizontal spar and then in opposite directions behind the vertical spar. (3) Pull the strands tight but do not allow them to cross each other. (4) Add the second wrapping turn by leading the ends of the rope down over the front of the horizontal spar and then in opposite directions behind the vertical spar. (5) Complete the frapping turns by leading the ends of the rope up over the front of the horizontal spar and then in opposite directions behind the vertical spar. Position the strands of rope for starting the frapping turns by leading them behind the horizontal spar. [NOTE] When pulled tight the strands will cross behind the vertical spar.



(6) Lead the frapping strands in opposite directions below and in front of the vertical spar and then behind the horizontal spar. (7) Make the second frapping turn by leading the ends above and in front of the vertical spar and then behind the horizontal spar; pull each turn tight as it is made. (8) End the second frapping turn by tying the first half knot of the ending square knot. (9) Complete the ending square knot by adding a second half knot. (10) Pull the square knot tight [NOTE] For safety add half hitches around the horizontal spar to either side of the square knot; The half hitches prevent the square knot from upsetting.

## 9. Attu – Snowshoe 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 snowshoes. You can make one long pair of snowshoes from salvaged equipment from your sledge.

Once completed, all knots must be untied on each snowshoe. Four Scouts at a time minimum.

### Senior/Venturer/Sea Scout/Explorer Division

You will need all teammates to carry a daypack (backpack) on their backs with extra clothes in it.

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 nugget

## 10. 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 6ft lengths of rope from your sledge, you will need to assemble a travois, and transport your Patrol Leader 50 yards (150ft.) without dropping him.

### Senior/Venturer/Sea Scout/Explorer Division

You will use Filipino Lashings and Japanese Lashings. You will need 4 staves to carry PL, SPL or President.

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 earned if you can tell the mayor two signs of frostbite.

## 11. Crooked Creek – Milk Box Stacking

### Location: Nemasket (Site 3)

**Task:** Try your hand at stacking milk crates, the higher you stack the more gold you get. SCOUTS CAN ONLY USE ONE HAND, NO ROPES WILL BE USED IN STACKING THE CRATE, NO STANDING ON CRATES; ALL SCOUTS MUST HAVE BOTH FEET ON THE GROUND. This will be a timed event; you have total of 5 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 any time. 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

## **12. Dawson City (Kim's Game – Memory Test)**

**Location: Sconticut (Site 3N)**

You have camped all week and you are about to pack up your gear and head home. Is there anything you have lost track of?

This exercise will test your capacity to quickly observe and remember details!

## **13. The Great Race**

**Location: Yukon Territory (Tom Cullen Field)**

No nuggets will be given for this race. The race will be done by individual sledges and timed. Times will be compared after the derby.

# Klondike Derby

## Weigh-In Check List

Please give this form to the weigh-in station mayor

Please check one box

<b>Scouts</b>	<input type="checkbox"/>	<b>Sea Scouts</b>	<input type="checkbox"/>
<b>Senior</b>	<input type="checkbox"/>	<b>Explorer</b>	<input type="checkbox"/>
<b>Venturer</b>	<input type="checkbox"/>		<input type="checkbox"/>

Patrol Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

Total # Scout on Sledge: \_\_\_\_\_

Troop Unit # and City/Town: \_\_\_\_\_

Scoutmaster's Email: \_\_\_\_\_

#	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 team member (must be jacket or poncho)	
4.	(1) Pace counter and (1) Compass for each team member	
5.	A complete change of clothes for each team member	
6.	(2) packaged hand warmers for each team member	
7.	Patrol flag, and (1) walking stick per team member, minimum 6ft. long	
8.	(1) Scout BSA / Venturer handbook per sledge	
9.	First Aid Kit (equipment from Scouts BSA Handbook for Troop/Venture Crew/Sea Scout/Explorer (**See below)	
10.	(1) 20'x20' tarp (or larger), (2) warm blankets, (1) 20 ft. length rope	
11.	(1) Roll of toilet paper and a trash bag (for rubbish)	
12.	One pre-made rescue line and (1) 6ft length of rope per Scout	
13.	Flint and steel and hard hat or bicycle helmet for each team member	
14.	(1 Pair) Fire gloves (Senior Division only)	
	<b>Nuggets scored: (Max. 14) (Subtract 1 nugget for every item missing, **Subtract 10 nuggets for First Aid kit missing)</b>	
<b>Sledge Weight</b>	<b>Total Weight</b> _____ lb	<b>Nuggets scored (max 14) (Subtract 1 for every 5lbs. under 50lbs. Total Weight</b>
		<b>Total Nuggets</b>

**\*\*This is minimum amount of equipment needed—  
review packet for any additional equipment you may need\*\***

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# Klondike Derby Sledge Registration

Please have this form ready for registration at The Outfitters (Visitor Center)  
prior to the day of the event.

(Each sledge must have their own registration sheet)

Patrol Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_ Total # Scouts on Sledge \_\_\_\_

Troop Unit # and City/Town: \_\_\_\_\_

District: \_\_\_\_\_

Scoutmaster's email: \_\_\_\_\_

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
<b>Average Age</b>	

**A maximum of 8 Scouts will be allowed on 1 Sledge, more  
than 8 will need to be on 2 separate sledges.**

**NO EXCEPTIONS**

**Please Check One Box**

Scouts	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)	
Venturer	14-21 years of age	
Sea Scouts	14-21 years of age	
Explorer	14-21 years of age	

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# Klondike Derby Sledge Registration

Please have this form ready for registration at The Outfitters (Visitor Center)  
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(Each sledge must have their own registration sheet)

Patrol Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_ Total # Scouts on Sledge \_\_\_\_

Troop Unit # and City/Town: \_\_\_\_\_

District: \_\_\_\_\_

Scoutmaster's email: \_\_\_\_\_

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
<b>Average Age</b>	

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Explorer	14-21 years of age	

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# Klondike Derby Sledge Registration

Please have this form ready for registration at The Outfitters (Visitor Center)  
prior to the day of the event.

(Each sledge must have their own registration sheet)

Patrol Name: \_\_\_\_\_  
 Patrol Leader: \_\_\_\_\_ Total # Scouts on Sledge \_\_\_\_  
 Troop Unit # and City/Town: \_\_\_\_\_  
 District: \_\_\_\_\_  
 Scoutmaster's email: \_\_\_\_\_

	<b>Scout Name</b>	<b>Age</b>
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
	<b>Average Age</b>	

**A maximum of 8 Scouts will be allowed on 1 Sledge, more  
than 8 will need to be on 2 separate sledges.**

**NO EXCEPTIONS**

**Please Check One Box**

Scouts	11-17 years of age (Average Patrol Age 13.9 or Less)	
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Explorer	14-21 years of age	

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# Klondike Derby Sledge Registration

Please have this form ready for registration at The Outfitters (Visitor Center)  
prior to the day of the event.

(Each sledge must have their own registration sheet)

Patrol Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_ Total # Scouts on Sledge \_\_\_\_

Troop Unit # and City/Town: \_\_\_\_\_

District: \_\_\_\_\_

Scoutmaster's email: \_\_\_\_\_

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
<b>Average Age</b>	

**A maximum of 8 Scouts will be allowed on 1 Sledge, more  
than 8 will need to be on 2 separate sledges.**

**NO EXCEPTIONS**

**Please Check One Box**

Scouts	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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Explorer	14-21 years of age	

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# Klondike Derby

## Weigh-In Check List

Please give this form to the weigh-in station mayor

Please check one box

<b>Scouts</b>		<b>Sea Scouts</b>	
<b>Senior</b>		<b>Explorer</b>	
<b>Venturer</b>			

Patrol Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

Total # Scout on Sledge: \_\_\_\_\_

Troop Unit # and City/Town: \_\_\_\_\_

Scoutmaster's Email: \_\_\_\_\_

Start at X after Weigh-in	Station	Event	Time In	Time Out	Nuggets Scored	Initial
Entrance to Yukon Territory	Yukon Territory (Tom Cullen Field)	WEIGH-IN				
Yukon Territory (N) (Tom Cullen Field)	1	Sourghdough (Knots)				
Shotgun Range	2	Dead Horse (First Aid)				
Rifle Range	3	Rabbit Creek (Hatchet Throwing)				
Camporee Road	4	Satan's Landing (Chasm Crossing)				
Camporee Road	5	Skagway (Wood Splitting)				
Noquochoke	6	Kodiak (Fire Dousing)				
Silver Fox Trading Post Left Side	7	Chilkoot Pass (Compass Rose Direction Finding)				
Parade Field	8	Cheechaku (Shelter Setup)				
Acooshnet	9	Attu (Snowshoe Relay)				
Mattapoissett	10	White Horse (Travois Building)				
Nemasket	11	Crooked Creek (Milk Box Stacking)				
Sconticut	12	Kim's Game (memory)				
Yukon Territory (Tom Cullen Field)	13	The Great Sledge Race				
					TOTAL SCORE	

- **Station layout map provided.**
- **All patrols must start at first assigned station and stations must be visited in numerical order.**
- **Lunch will start at 12pm and end at 12:30pm (at the station you are currently at)**

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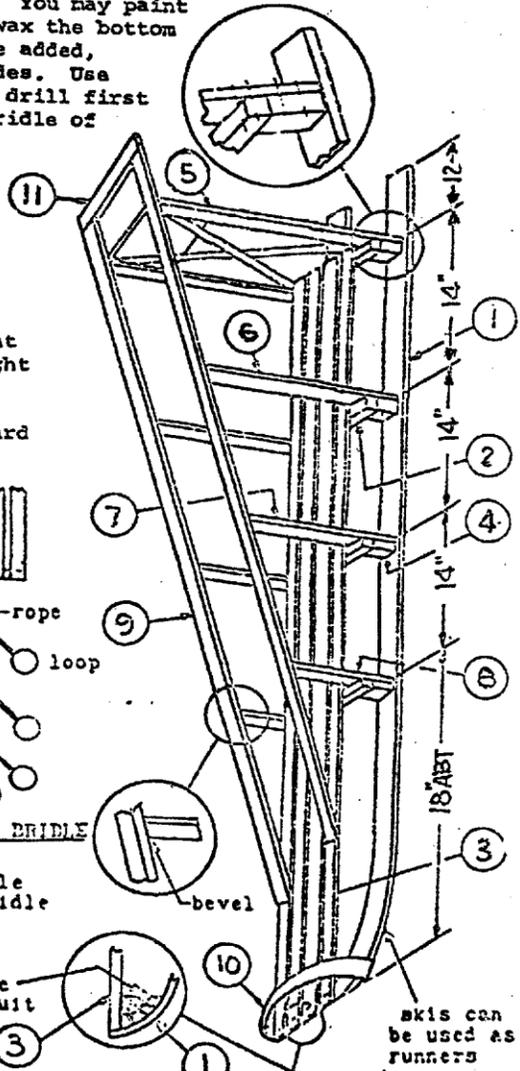
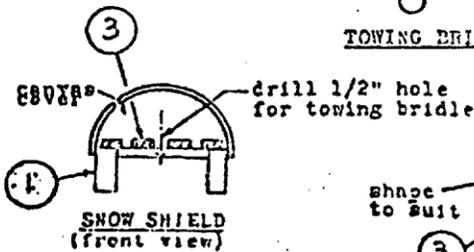
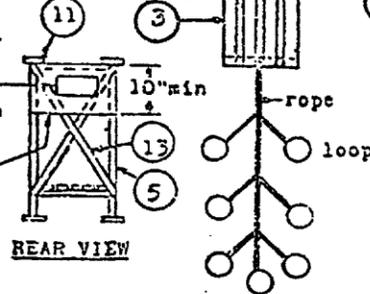
# KLONDIKE SLEDGE

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.

**Absolutely NO WHEELS and NO DONKEYS**

**Sledge can only be dragged around by ski's**

# Narragansett Council



# Cachalot Scout Reservation



## KLONDIKE LEGEND

- \*Dawson City Kim's Game
- \*Crooked Creek Milk Box Stacking
- \*Whitehorse Travois Building
- \*Attu Snowshoe Race
- \*Cheechaku Shelter Set-Up
- \*Chilkoot Pass Compass Course
- \*Kodiak Fire Dousing
- \*Skagway Wood Splitting
- \*Satan's Landing Chasm Crossing
- \*Rabbit Creek Hatchet Throwing
- \*Dead Horse First Aid
- \*Sourdough Knots
- \*Great Race