

Camp Cachalot

42nd Annual Klondike Derby



Webelos



Scout Troops



Venturing Crews



*Sea Scout
Ships*



Explorer Post

Camp Cachalot

January 15, 2022

ATTENTION

Changes have been made to this packet

Go to the following pages for more information

Page 5 – Inspection and Weigh-in Procedures

Page 8 – Updated Equipment List

Page 11 – Special Notes, Reminders & Changes

**Page 12 – Schedule of Events/ Lunch / The Great Race
(changes for Scouts and Mayors)**

Page 38 – Klondike Derby Weigh – In Check List

Page 45 – Updated Score Sheet

Page 48 – Updated Map

Page 49 – Updated Check-in

**The following Stations have a time limit. For more information go to:
2b. Rabbit Creek, 6a. Kodiak, and 11. Chil Koot Pass**

Some Stations may not run at this event, due to volunteer availability.

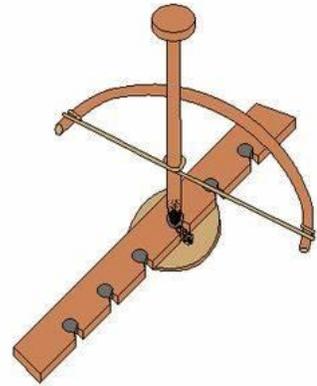
ATTENTION

For sale @ the 21 Club

Embroidered Klondike Derby
Knit Winter Hats
for sale @ **\$10 each**



Fire by Friction
Kits For sale @
\$20 each



Hand-made Klondike Items For Sale



Lg Pin-\$4



Sm. Pin-\$3



Bolo's -\$10

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 Scouts to test their basic camping and survival skills.

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

Each Webelos Den/Scouts BSA/Venturing Crew/Sea Scout Ship and Explorer Post 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 their 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 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

Any UNIT who would like to attend but doesn't have enough youth to complete a minimum on a sledge to run, can proceed to Dawson City (The 21 Club) and they will be combined onto another sledge.

ADULTS CAN NOT 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.

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 GUEST, PLEASE CHECK WITH ATTENDANT BEFORE PARKING YOUR VEHICLE OR TRAILER.

Mayors

Must check in with the Governor at Dawson City (The 21 Club) before going to your town in order to collect clipboard and any updates or changes to the Klondike.

All stations must be manned by 6:30AM.

B. Inspection and Weigh-in Procedures

Each patrol will begin with a sledge inspection and weigh-in at The Outfitters (Boat House) field beginning at 6:45 AM until 8:30 AM. 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 he will not be allowed to compete. In this case a team will be allowed to compete with three members.

EACH SCOUT MUST HAVE IN A BACKPACK:

- a. A **bagged Lunch, Water bottle and snacks** for the day.
- b. A stocking hat or hat with ear protection. *(Baseball cap style hats will be allowed if the temperature is above freezing).*
- c. Gloves or mittens with hand warmers.
- d. Proper footwear for conditions. ***Absolutely no sneakers allowed during the day's activities***
- e. A complete change of clothes.
- f. Rain Gear (must be a jacket or poncho).
- g. Totin-Chit, Firem'n Chit, **(Venturing/Sea Scout Ship/Explorer Post Divisions are all encouraged to earn their fire'm chit).**
- h. One Compass and one Pace Counter **for each team member.**

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 any time during the day a staff or committee member can check sledges for proper equipment.*

C. Check-In

After weigh in at The Outfitters (Boat House) Field, patrols will then proceed to Dawson City (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 (**each sledge is to have their own registration sheet**) and signed by the Scoutmaster.

Please be sure you have written your Service Area 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 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 Yukon Territory (Tom Cullen Field) for their assigned starting time. At 15-minute intervals, after 8am, the starter will send off 10 patrols into the vast tundra in search of Klondike Gold. A current map will be issued at registration. **NO TEAMS TO BEGIN BEFORE 8AM.**

Each team will be given a station # to start on their Score Sheet and must follow in that order.

If a team arrives at a town out of order, they will be instructed to go to the proper town and complete the task at that town before being able to proceed.

There will be a **CLAIM ROBBER** in the midst of the Klondike Sledges asking participants questions through the event. Correct answers receive *GOLD*, Incorrect answered will lose *GOLD*.

Upon the completion of the last town of the day, the patrol leader and a buddy must report to the official scoring station at Dawson City (The 21 Club) with their score sheet and nugget pouch. All scores will be tabulated, checked and announced thru email a few days following the derby.

Only the Patrol Leader and the SM will be allowed in the scoring area. Once the Patrol Leader submits the score sheet he/she can rejoin their patrol, and are free to leave.

D. Awards

Klondike Plaques will be awarded to the first-place teams in the Scout Division, Senior Division, Crew/Ship Division and Webelos Division

Klondike Plaques will be awarded to the second & third place finishers in the Scout Division, Senior Division, Crew/Ship Division and Webelos Division

Plaques will be handed out at the March/April South-East District Roundtable pending completion of the engraving. Follow-up emails to confirm will be sent to those receiving awards. Scouts are encouraged to attend.

E. Equipment to be carried on the sledge

Each sledge is to have their own registration sheet signed by their Scoutmaster.

- a. Patrol Leader arm band (Must have "PL" on it).
- b. Nugget Pouch
- c. Notebook or clipboard & method to keep score sheet dry & neat.
- d. Rain Gear for each team member (must be a jacket or poncho).
- e. One (6ft) length 1/4 diameter rope per each team member.
EE. Senior/Venturing/Sea Scout Ship/Explorer Post will need 8pc.of rope, 6ft. minimum
- f. Hard hat, or bicycle helmet for each team member.
- g. One Pace counter & One Compass for each team member.
- h. Walking stick (Stave) for each team member.\
- HH.** Senior/Venturing/Ships/Post will need 8pc. of staves, minimum 6ft. long.
- i. One complete change of clothes for each team member.
- j. (2) Unopened packaged hand warmers for each team member.
- k. Patrol Flag.
- l. One Scout BSA /WEBELOS/Venturing handbook per sledge.
- m. Flint and steel.
- n. First aid kit (must contain recommended equipment for Patrol, Webelos Den/Scouts BSA/Venturing Crew/Sea Scout Ship/Explorer Post from Scouting hand book page)
- o. One 20 x 20 tarp, the tarp can be larger.
- p. Two warm blankets.
- q. One (20ft) length of 1/4 diameter rope
- r. Roll of toilet paper.
- s. Trash bag for rubbish.
- t. Fire gloves (Senior/Crew/Ship Division Only)

F. Scoutmasters Notes

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

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

Troop envelopes with patches and upcoming event information can be collected by the SM at the end of the day at Dawson City. Extra patches and embroidered Klondike Derby Knit Winter Hats will be for sale thru-out the day at the 21 Club.

Last year's winner, please bring the trophy by the Scout shop, the Council Office or bring it to the December Round Table. 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 individuals competing in the day's 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 Webelos Den/Scouts BSA/Venturing Crew/Sea Scout Ship/Explorer Post 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 page 4, section B-EACH SCOUT MUST HAVE)

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

Official Klondike Derby Regulations continued.....

- E. Each unit must submit a roster for each team signed in by the patrol leader at the time of check-in.
- F. NO TEAM will be allowed to begin before 8:00AM or after 12PM, From Dawson City (21 Club) sledges are to gather in Yukon Territory (Tom Cullen Field) and a sound will signal from Yukon Territory (Tom Cullen Field), An adult will announce when to start!
- G. Adults will not be allowed to physically help, aid verbally, or assist in anyway, with any team during the days' events including lunch.
- H. Any injured or ill Scout or Scouter must present himself to the Klondike medical staff located at the Handicraft Post.
- I. If a Scout is dismissed because of behavior and or lack of proper clothing they will not be entitled to any refund.
- J. Each patrol leader must wear an arm band displaying the letters "PL". The PL must be the same scout throughout the entire derby.
- 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.**
- M. Sledge Inspection
 - a. Each sledge must be six feet long
 - b. Each sledge must display a patrol flag
- N. 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.

**Mayors, Judges, Scorers, or Committee Members may deduct
up to 1/2 the nuggets earned at that Town**

III. 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.

For Units staying overnight (Tent Camping Only) in camp on Friday:
ALL VEHICLES NOT ATTACHED TO TROOP TRAILER MUST BE RETURNED TO THE PARKING LOT BY 9:00 PM. TROOP TRAILER AND ATTACHED VEHICLE MUST BE PARKED IN CAMP SITE, NOT ON MAIN PATHS IN CAMP.

For Volunteer Staff Running Stations:
ALL MAYORS MUST GET APPROVAL BY GOVERNOR IF LEAVING VEHICLE ONSITE, OTHERWISE ALL VEHICLES MUST BE RETURNED TO THE PARKING LOT BY 6:15 AM.

KLONDIKE PARKING
STAFF WILL DIRECT YOU WHERE TO PARK. UNITS WITH TRAILERS WILL ALSO BE DIRECTED WHERE TO PARK.

Venturing Crews will compete in the Senior Division unless there are at least 5 registered Crew sledges. At that point VC will have their own Division.

IV. Schedule Of Events

6:45-8:30 Weigh-in & Sledge inspection at The Outfitters
(Boat House)

7:00-8:30 Registration at Dawson City (The 21 Club)

8:00 am Patrols waiting to start at Yukon Territory
(Tom Cullen Field)

8:00-12:00 Klondike Underway

12:00-1:00 **Scouts:** Lunch will be at the station you are at,
at 12:00pm. Scouts are to bring Bagged Lunch,
Water Bottle and Snacks for the day.

Mayors (and their staff) are to stop stations at Noon and proceed to
Lunch provided for them. *Staff Lunch location TBA*
Mayors return to their station by 1pm

1:00-4:00 Klondike Underway

4:00 pm Score sheets passed in and Troop Envelopes to be
picked up @ Dawson City (The 21 Club)

Race Results
Results will be emailed to all Registered Units

V. Towns and their Tasks—All Divisions

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 your team safe until the storm passes. Your shelter must fit your patrol, sledge and remaining gear.

****Senior/Venturing/Sea Scout Ship/Explorer Post Division**** must use Japanese Square Lashings and Sheer Lashings and will need 8 Staves.

For each proper lashing you can earn extra points.

Scoring: WEBELOS/Scouts

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

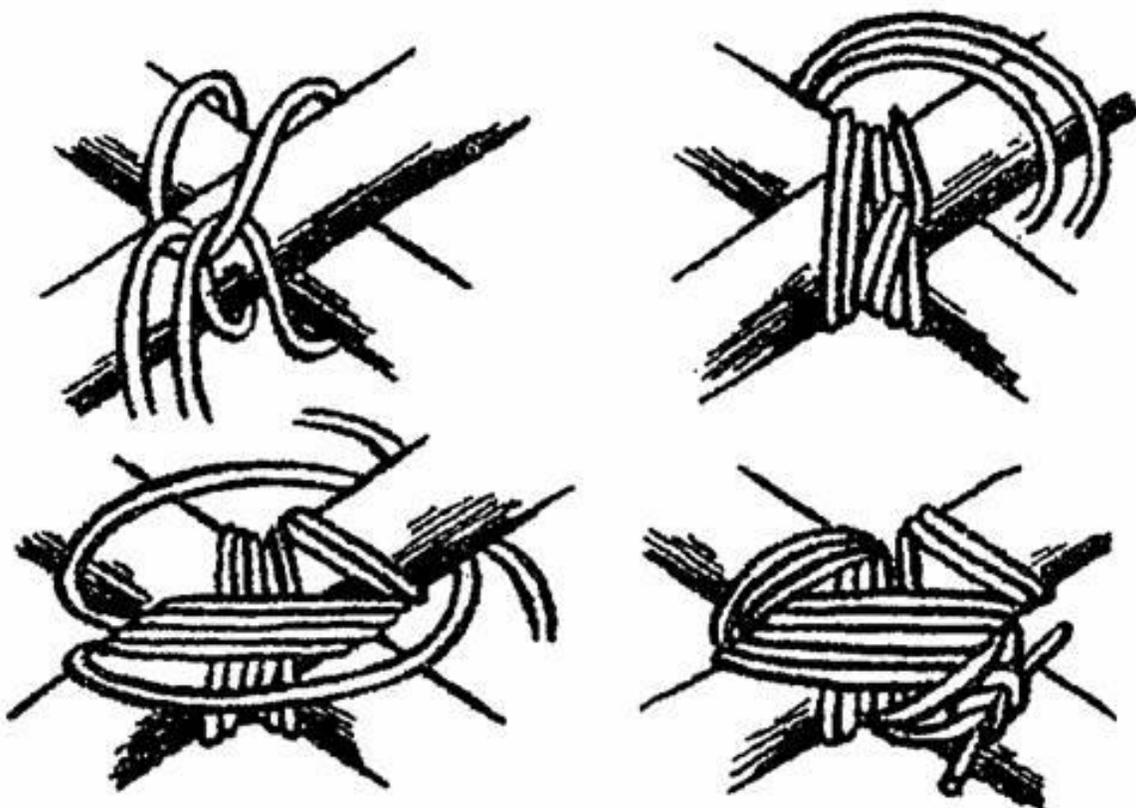
Scoring: Senior/Venturing

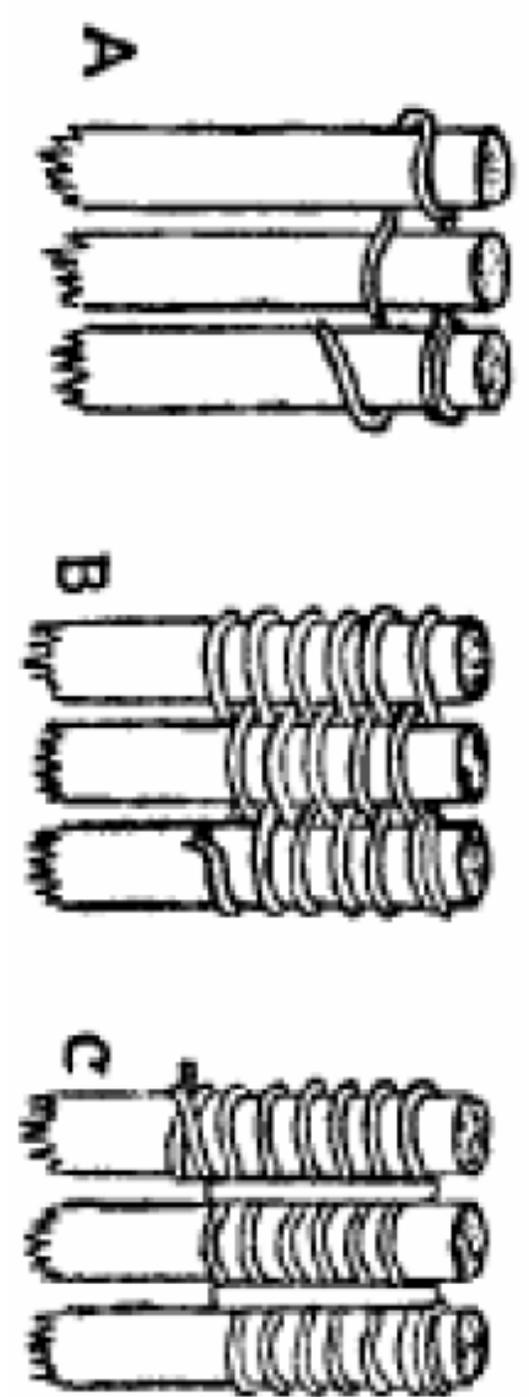
1.	3 Minutes to 3:59	10 nuggets
2.	4 Minutes to 4:59	9 nuggets
3.	5 Minutes to 5:59	8 nuggets
4.	6 Minutes to 6:59	7 nuggets
5.	7 Minutes to 7:59	6 nuggets
6.	8 Minutes to 8:59	5 nuggets
7.	9 Minutes to 9:59	4 nuggets
8.	10 Minutes to 10:59	3 nuggets
9.	11 Minutes to 13 Minutes	2 nuggets
10.	13 Minutes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

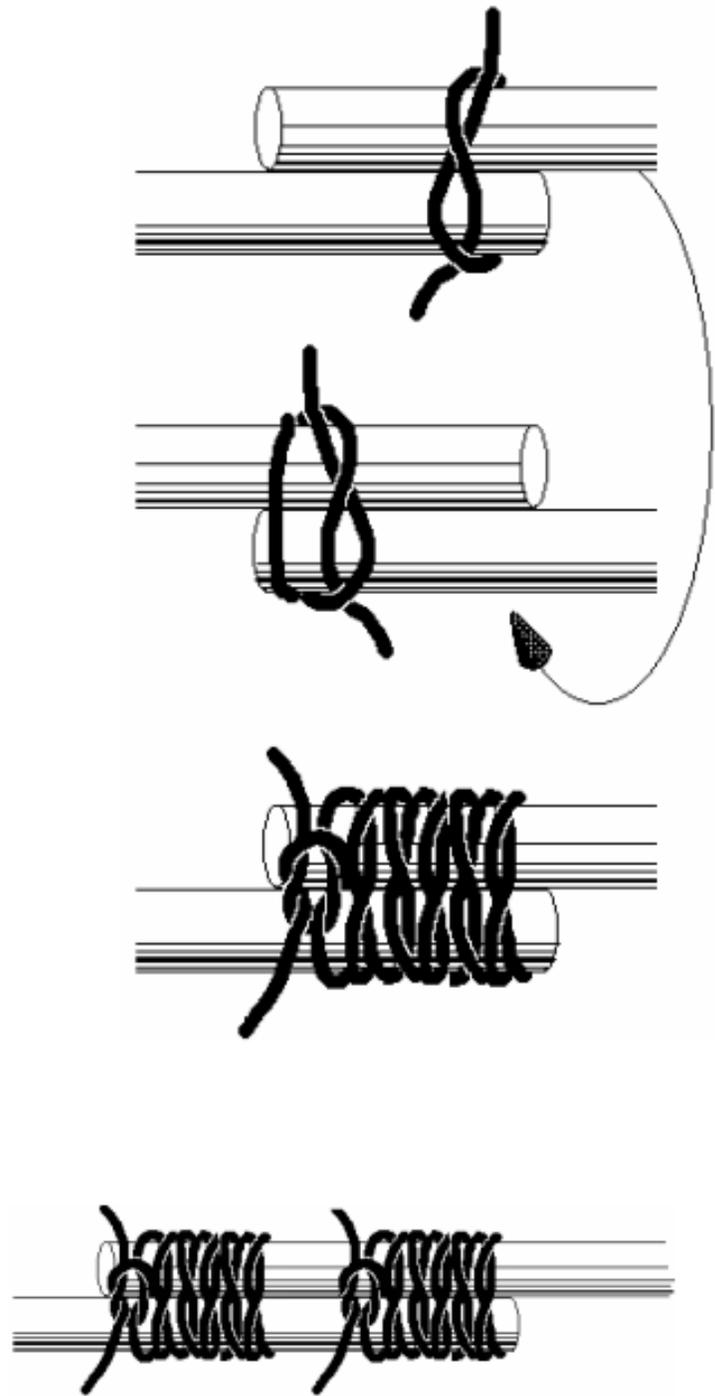
THESE LASHING WILL BE USED FOR BOTH
SHELTER BUILDING AND TRAVOIS BUILDING
BY SENIOR/VENTURER/SEA SCOUT/EXPLORER
POST POST PATROLS

Filipino Lashing

This is an alternative to a diagonal lashing.



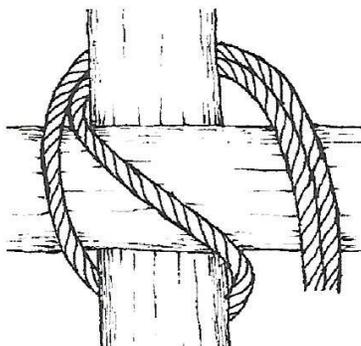




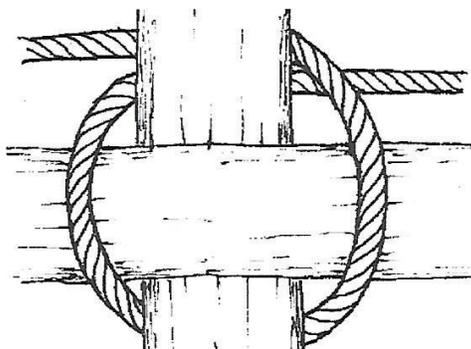
JAPANESE SQUARE LASHINGS:

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.

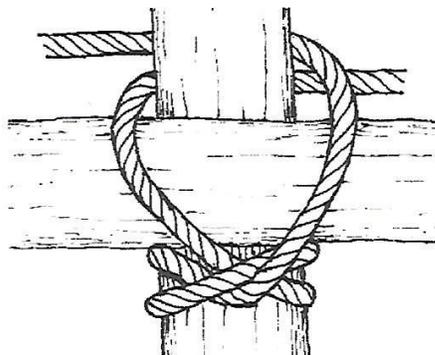
The simplest and easiest form of the Japanese square lashing is tied by looping the center of the rope around the vertical spar and carrying the stands parallel to each other while taking the wrapping turns. The frapping turns are taken by separating the ends of the rope and taking them in opposite directions.



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.

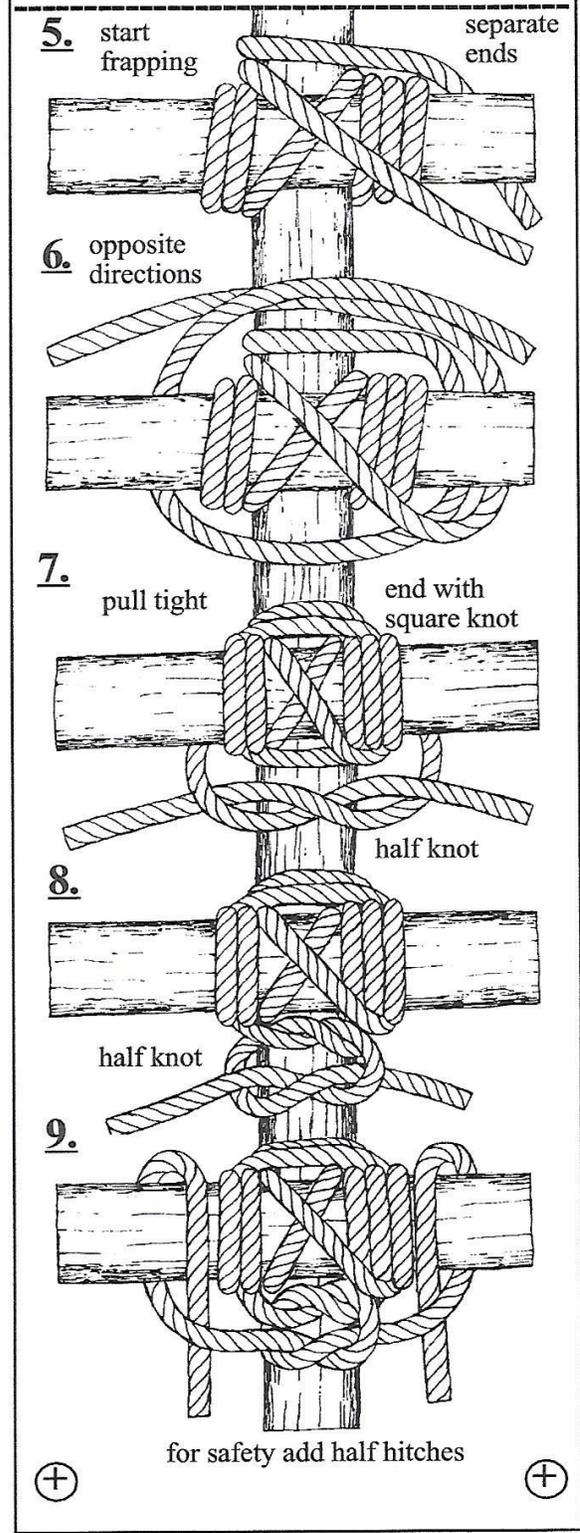
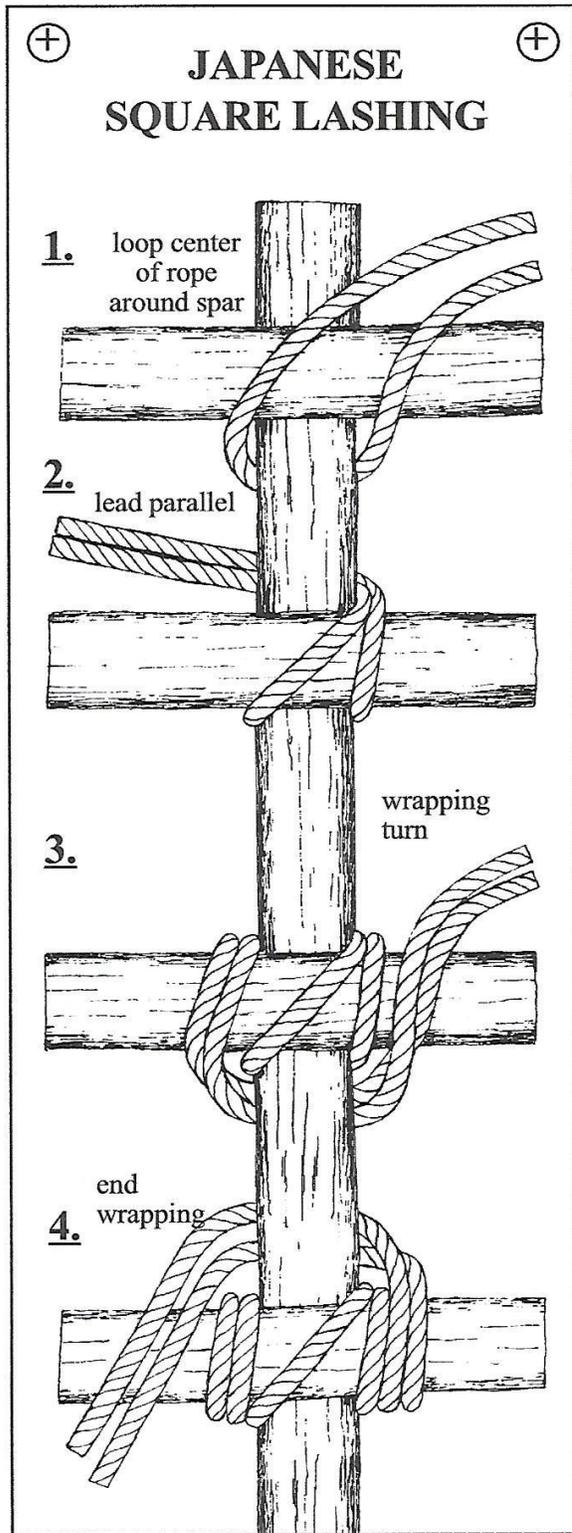


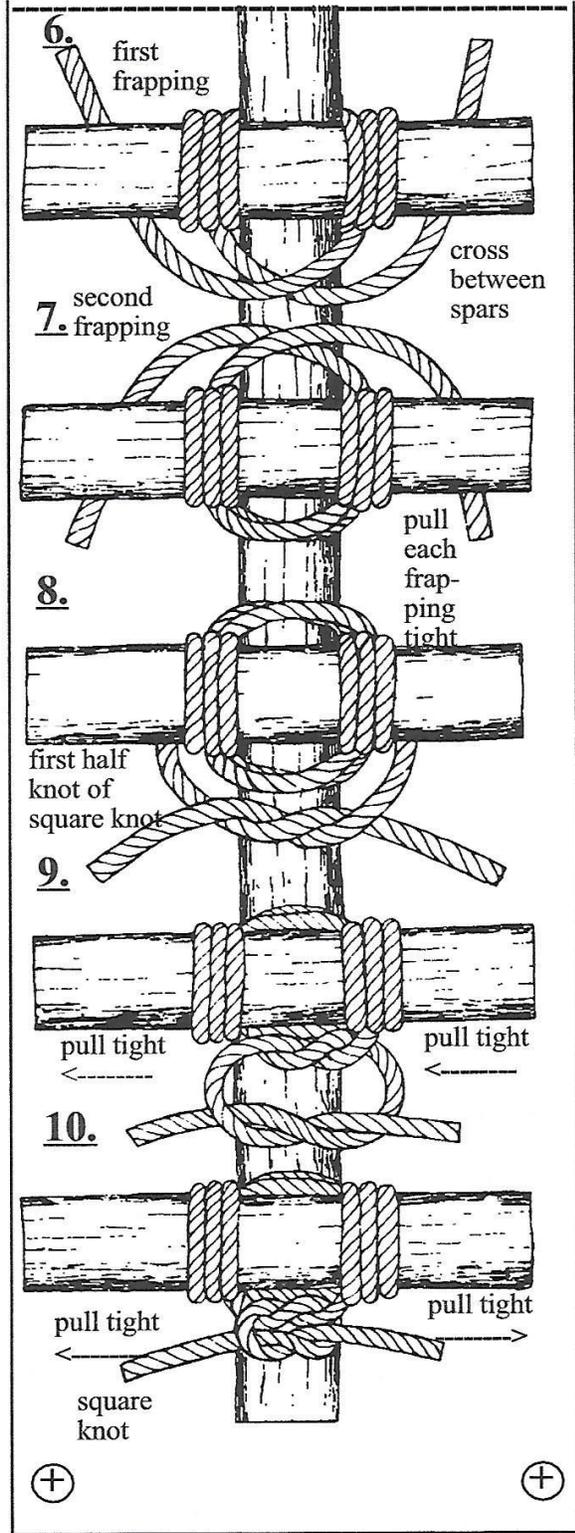
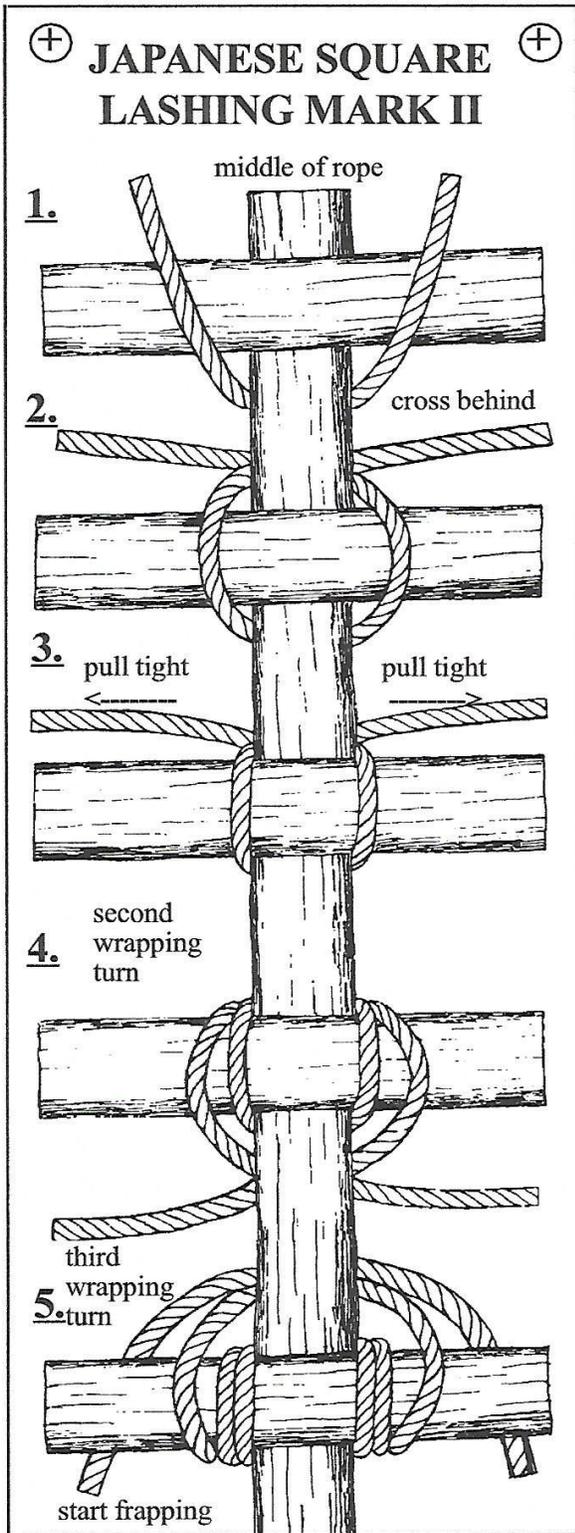
The Mark III is the same as the Mark II but a clove hitch is tied around the up right spar when starting the lashing.



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.

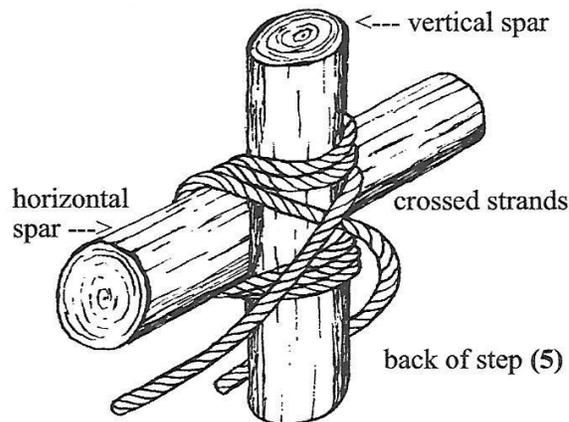
Narration ----(For Japanese square lash knot-board.) (1) Start the lashing by looping the center of the rope around the vertical spar so that the loops under the horizontal spar. (2) Start the wrapping turns by leading the ends around the spars so that the two strands of the rope are parallel to each 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.







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.

2a. Crooked Creek - Milk Box Stacking

WEBELOS/Scout Division

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

2b. Rabbit Creek – Hatchet Throwing Competition

****Senior/Venturing/Sea Scout Ships/Explorer Post Division Only****

Location – Parade Field (by Dining Hall)

Task: Take a chance at a Bulls-Eye. The time has come for competing amongst other teams fighting for Gold Nuggets in this Hatchet Throwing Contest at Rabbit Creek in Yukon Territory.

Prerequisite:

Totin Chip for Senior Division a MUST.

No Totin Chip for Venturing/Sea Scout/Explorers

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:

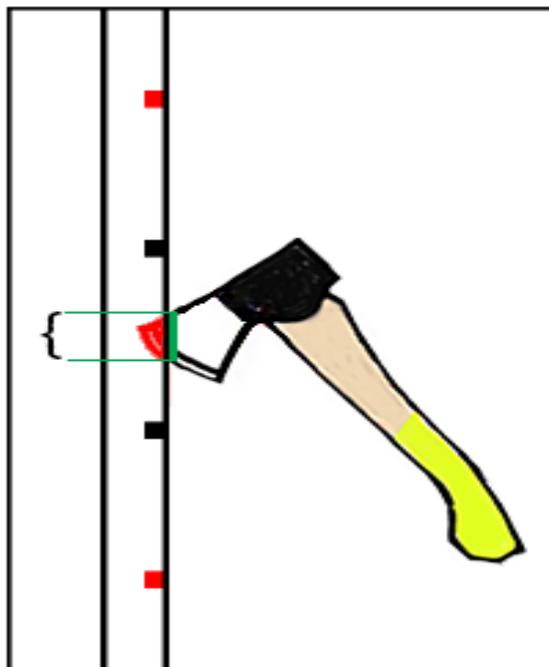
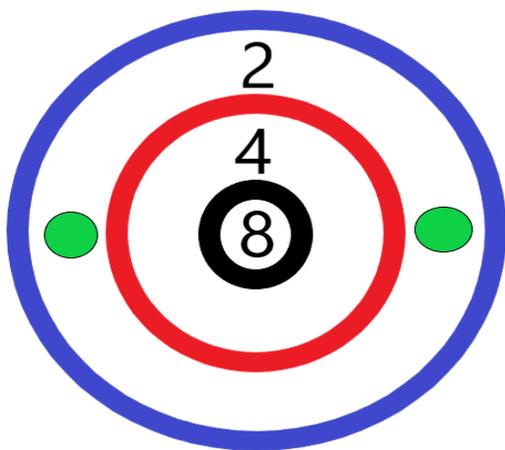
1. Players must declare that they are going to throw for Clutch before attempting, also referred to as 'Calling Clutch' or to 'Call Clutch';
2. Players can only throw for Clutch on the 5th and final throw of the round;
3. An accidental clutch is not valid, even on a 5th throw, no call, no points;
4. Once Clutch is called, only that point area is valid and all other point areas are worth zero:
 1. Meaning that 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 their opponent and scorekeeper:
 1. If a Clutch call is denounced the target reverts to its original values and the Clutch is worth zero

2b. Rabbit Creek – Hatchet Throwing Competition

****Senior/Venturing/Sea Scout Ship/Explorer Post Division Only****

Location – Parade Field (by Dining Hall)

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.

50 minutes maximum time for this station

3. Whitehorse - Travois Building –All Divisions

Location – Mattapoisett (Site 1)

Task: Your patrol leader becomes delirious with fever. You must transport them 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 them.

****Senior/Venturing/Sea Scout Ship/Explorer Post**** will use Filipino Lashings and Japanese Slashings and will be given the scenario when they arrive at the station and will need 4 staves (need 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 had here if you can tell the Mayor 2 signs of frostbite.

4. Attu - Snow Shoe Relay – All Divisions

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.

****Senior/Venturing/Sea Scout Ship/Explorer Post**** will need all to carry a day-bag (backpack) on their backs such as a school bag 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

5. Skagway - Wood Splitting

Scout Division

Location – Scoutcraft Area

Prerequisite: Totin’ Chip will be required to enter station.

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 to cut log in half, a hatchet to properly split the wood provided, and a knife to whittle and make tinder. You will also need to show and demonstrate the proper use, storage, handling and sharpening of each tool.

****Senior/Venturing/Sea Scout Ship/Explorer Post Division****

Task: You must use a two-man 1800’s style cross-cut saw for 1 complete straight cut and use a splitting maul and hatchet, split the wood you cut and use your pocket knife to help prep everything you need for your fire.

50 minutes maximum time for this station

Objectives to be completed

1	Produce Totin Chip	1 nugget each, Maximum 5 nuggets
2	PPE (eye protection/leather 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

3	Knowledge and use of 2 Man saw	7 nuggets
4	Knowledge and use of Splitting Maul	11 nuggets

6a. Kodiak - Fire Dousing

****WEBELOS/Scout Division Only****

Location – Cadre (Behind Handicraft)

Prerequisites: Firem'n Chit/Outdoorsman Badge & complete wood splitting at Skagway.

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.

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

****Webelos will be required to demonstrate pocket knife safety. Their score will be marked under Skagway. Whittling Chip required.**

Scoring: One nugget will be awarded to each team member showing their fire'm 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 not involved directly in the lighting of the fire.

50 minutes maximum time for this station

6a. Kodiak - Fire Dousing continued.....

****WEBELOS/Scout Division Only****

Webelos/Scout Division

Scoring:

	Produce Firem'n Chit without asking	1 nugget each, Maximum 5 nuggets
	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 minutes	+10 nuggets

6b. Kodiak - Fire Dousing

****Senior/Venturing/Sea Scout Ship/Explorer Post Division Only****

Location – Cadre (Behind Handicraft)

Prerequisites: Firem'n Chit/Outdoorsman Badge & complete wood splitting at Skagway.

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.

Bow and String Fire Drill. You will be timed from the first attempt to light the fire until the release of the water. We are defining attempt to light the fire as a lit nest laid in fire lay. Bow and string fire drill starting kits will be at Kodiak if you don't have your own. The nest material needed for your spark will be given to you by the mayor to make your nest. In this station, you **can add** some tinder as needed to build the flame in the first 2 minutes after adding nest.

50 minutes maximum time for this station

Scoring:

	Fire is lit and burning for 2 minutes	5 nuggets
	Burn String in 7-10 minutes	+1 nugget
	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 minutes	+10 nuggets

Up to 5 nuggets will be awarded for each team member who shows the Mayor their fire'm chit. It **will not** be the responsibility of the mayor to ask for a fire'm chit from any team member not involved directly in the lighting of the fire.

Venturing/Sea Scout Ship/Explorer Post Divisions are all encouraged to earn their fire'm chit.

7. Satan's Landing - Chasm Crossing – All Divisions

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 their feet touch the ground, they are considered lost 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 absolutely must use POLES to roll sledge across bridge.

8. Dead Horse - First Aid –All Divisions

Location – Health Lodge

Task: In this town 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.

****Webelos/Scout Division****

Task: The questions & demonstration will come from the Webelos and Boy Scout handbook and the Boy Scout field book.

****Senior/Venturing/Sea Scout Ship/Explorer Post Division****

Task: For your Task at this station, you will need to know 1 handed bowline, splint and bandages, you will be given your scenario when you arrive at this station. Splints and rags will be provided for your use.

All: 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 emergencies 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 Webelos Den/Scouts BSA/Venturing Crew/Sea Scout Ships/Explorer Post itself.

The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, and 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

9a. BB Competition -**WEBELOS** - Location: Rifle Range

9aa. 22 Rifle Competition - **Senior/Venturing/Ships/Explorer Posts**

- Location: Rifle Range

9b. 22 Rifle Competition -**Scout** - Location: Archery Range

Task: Your patrol has just entered a rifle competition for bragging rights in the Yukon Territory (Tom Cullen Field). Using a 22 caliber for **Scout/Senior/Venturing/Ships/Explorer Post Division** (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.

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

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

Scoring:

1.	Score 1 - 10	1 nugget
2.	Score 11 - 20	2 nuggets
3.	Score 21 or higher	3 nuggets

10. Sourdough - Knot Knowledge—All Divisions

Location - Yukon Territory (Tom Cullen Field) near entrance to Archery

WEBELOS/Scout Division

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

****Senior/Venturing/Sea Scout Ship/Explorer Post Division****

All of these knots may be found on these internet sites...realknots.com and animatedknots.com--These sites will teach you how to tie the knots:

1. Figure eight knot
2. Double eight knot
3. Alpine butterfly knot
4. Zeppelin knot
5. The Carrick Bend / The Josephine Knot
6. True lovers' knot / Fisherman's knot
7. Timber hitch
8. Blood knot

Knot	Use	Tied Correctly	Total Points
		Total	

11. Chil Koot Pass – Compass Course

Location – Silver Fox Trading Post – Left Side

Task: The compass course for both Scouts BSA and WEBELOS Scouts will be passed out at Registration.

Troops/Crews/Ships/Post 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 teams can earn (5) extra nuggets if they complete the Scouts BSA Compass Course.

Preparation requirements are:

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

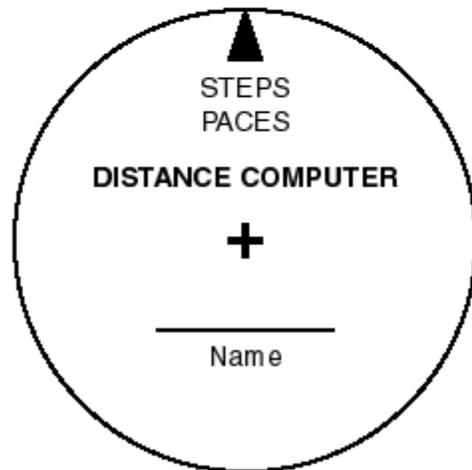
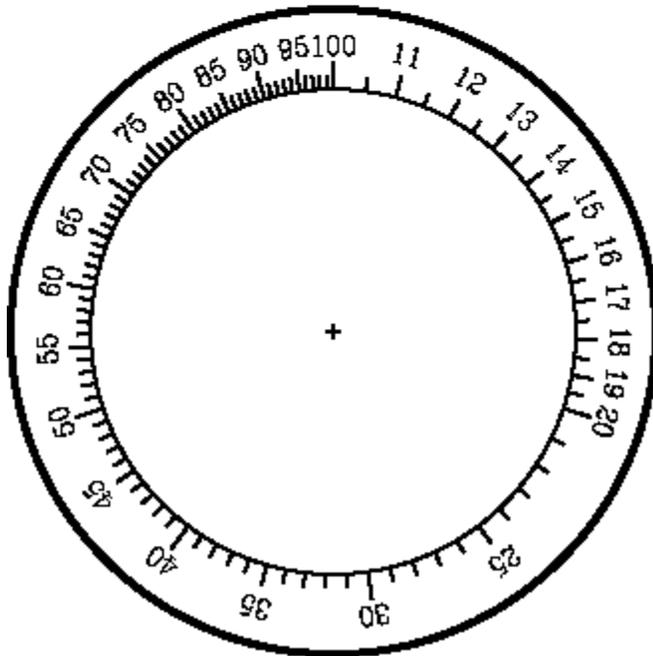
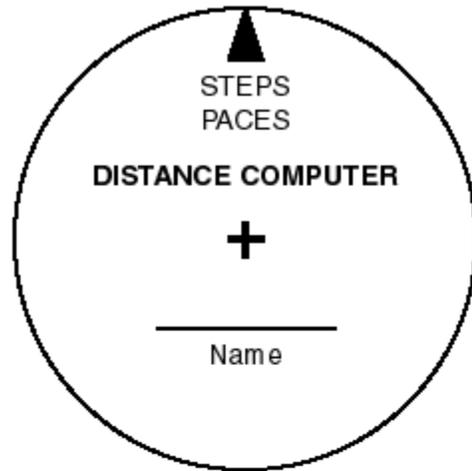
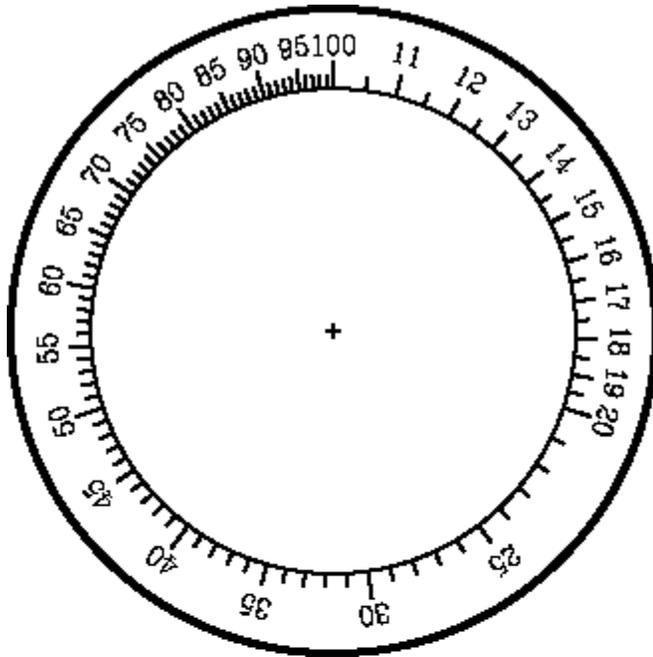
A chart will be provided the day of the Klondike to assist you in labeling the direction.

30 minutes maximum time for this station

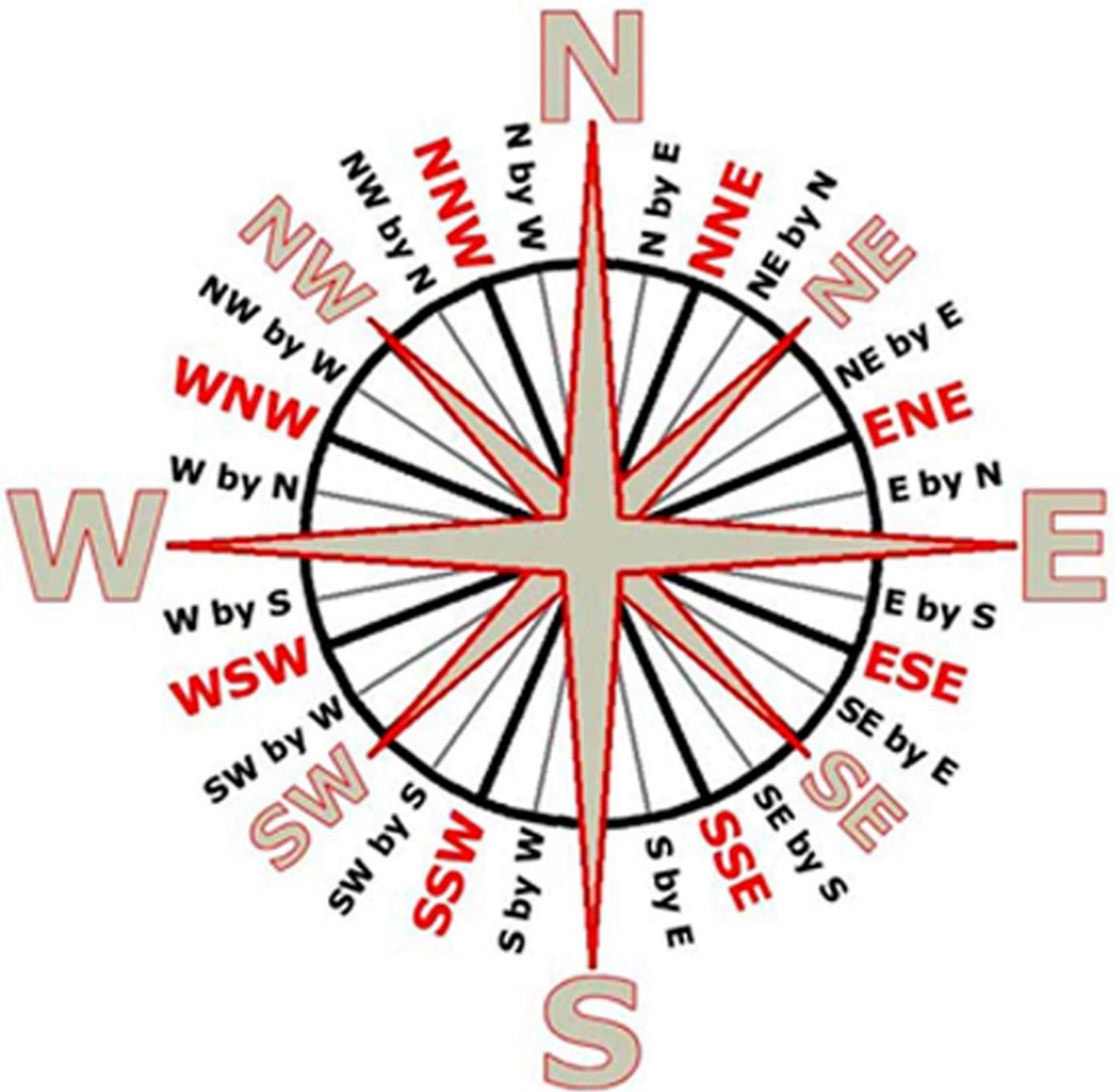
Score Sheet and Gold Nuggets to Follow...

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



12. Call of the Wild – Nature Scavenger Hunt—All Divisions

Task: Your patrol leader will be given a list of 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. Scavenger Hunt starts after Weigh-in and may be handed in at 21Club anytime after lunch. 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.

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

Klondike Derby

Weigh - In Check List

Please give this form to the Weigh-In station Mayor

Please Check One Box

Webelos	<input type="checkbox"/>	Venturing	<input type="checkbox"/>
Scouts	<input type="checkbox"/>	Sea Scout Ships	<input type="checkbox"/>
Senior	<input type="checkbox"/>	Explorer Post	<input type="checkbox"/>

Patrol Name _____

Patrol Leader _____

Total # Scouts on Sledge _____

Troop Unit # and City/Town _____

Scoutmasters Email _____

#	Item	X
1.	Patrol Leader arm band (must have "PL" on it) & Nugget Pouch	
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	
8.	(1) Scout BSA /WEBELOS/Venturing handbook per sledge	
9.	First Aid Kit (equipment from Boy Scout Handbook for Webelos/Scouts BSA/Venturing Crew/Sea Scout Ship/Explorer Post (**See below))	
10.	(1) 20x20 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 also 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)	
	Nuggets scored: (Max. 14) (Subtract 1 nugget for every item missing) **Subtract 10 nuggets for First Aid kit missing	
Sledge Weight	Total Weight _____ lbs.	Nuggets scored (max 14) (Subtract 1 for every 5lbs under 50lbs. total weight. Added weights will need to be added for sledges to weight at least 50lbs.
		Total Nuggets

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Klondike Derby Sledge Registration

Please have this form ready for registration at Dawson City (The 21 Club) the day of the event.
(Each sledge is to have their own Registration sheet)

Patrol Name _____

Patrol Leader _____ Total # Scouts on Sledge _____

Troop Unit # and City/Town _____

Service/District Area _____

Scoutmasters Email _____

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
Average Age	

**7 Scouts will be allowed on 1 Sledge, more than 8 need to be on 2 separate Sledges.
NO EXCEPTIONS**

**Some stations are set-up to hold 7 scouts, any overage may result
in scout stepping aside for that station.**

Please Check One Box

Webelos	10-11 years of age (Boys and Girls)	
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)	
Venturing	14-21 years of age (Boys and Girls)	
Sea Scout Ships	14-21 years of age (Boys and Girls)	
Explorer Post	14-21 years of age (Boys and Girls)	

Klondike Derby Sledge Registration

Please have this form ready for registration at Dawson City (The 21 Club) the day of the event.
(Each sledge is to have their own Registration sheet)

Patrol Name _____

Patrol Leader _____ Total # Scouts on Sledge _____

Troop Unit # and City/Town _____

Service/District Area _____

Scoutmasters Email _____

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
Average Age	

**8 Scouts will be allowed on 1 Sledge, more than 8 need to be on 2 separate Sledges.
NO EXCEPTIONS**

**Some stations are set-up to hold 7 scouts, any overage may result
in scout stepping aside for that station.**

Please Check One Box

Webelos	10-11 years of age (Boys and Girls)	
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)	
Venturing	14-21 years of age (Boys and Girls)	
Sea Scout Ships	14-21 years of age (Boys and Girls)	
Explorer Post	14-21 years of age (Boys and Girls)	

Klondike Derby Sledge Registration

Please have this form ready for registration at Dawson City (The 21 Club) the day of the event.
(Each sledge is to have their own Registration sheet)

Patrol Name _____

Patrol Leader _____ Total # Scouts on Sledge _____

Troop Unit # and City/Town _____

Service/District Area _____

Scoutmasters Email _____

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
Average Age	

**8 Scouts will be allowed on 1 Sledge, more than 8 need to be on 2 separate Sledges.
NO EXCEPTIONS**

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in scout stepping aside for that station.**

Please Check One Box

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Sea Scout Ships	14-21 years of age (Boys and Girls)	
Explorer Post	14-21 years of age (Boys and Girls)	

Klondike Derby Sledge Registration

Please have this form ready for registration at Dawson City (The 21 Club) the day of the event.
(Each sledge is to have their own Registration sheet)

Patrol Name _____

Patrol Leader _____ Total # Scouts on Sledge _____

Troop Unit # and City/Town _____

Service/District Area _____

Scoutmasters Email _____

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
Average Age	

**8 Scouts will be allowed on 1 Sledge, more than 8 need to be on 2 separate Sledges.
NO EXCEPTIONS**

**Some stations are set-up to hold 7 scouts, any overage may result
in scout stepping aside for that station.**

Please Check One Box

Webelos	10-11 years of age (Boys and Girls)	
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)	
Venturing	14-21 years of age (Boys and Girls)	
Sea Scout Ships	14-21 years of age (Boys and Girls)	
Explorer Post	14-21 years of age (Boys and Girls)	

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Score Sheet

Please Check One Box

Webelos	<input type="checkbox"/>	Venturing	<input type="checkbox"/>
Scouts	<input type="checkbox"/>	Sea Scout Ships	<input type="checkbox"/>
Senior	<input type="checkbox"/>	Explorer Post	<input type="checkbox"/>

Patrol Name _____

Patrol Leader _____

Total # Scouts on Sledge _____

Troop Unit # and City/Town _____

Scoutmasters Email _____

Start at X after Weigh-in	Station	Event	Time In	Time Out	Nuggets Scored	Initial
Boat House	The Outfitters (Boat House) Field	WEIGH-IN: Added weights need to be added for sledges to weight 50lbs. Circle Score if Underweight				
Sconticut	1	Cheechaku (Shelter Setup)				
Nemasket Webelos/Scout Only	2A	Crooked Creek (Milk Box Stacking)				
Parade Field Sen/Ven/Sea/Expl Only	2B*	Rabbit Creek (Hatchet Throwing)				
Mattapoisett	3	White Horse (Travois Building)				
Acooshnet	4	Attu (Snowshoe Relay)				
Scoutcraft Area	5	Skagway (Wood Splitting)				
Cadre	6	Kodiak (Fire Dousing)				
Scoutcraft Area	7	Satan's Landing (Chasm Crossing)				
Health Lodge	8	Dead Horse (First Aid)				
Rifle Range Webelos/Sen/Ven/Ship/Expl Only	9A	Fort Yukon (BB & Rifle)				
Archery Range Scout Only	9B*	Fort Yukon (Rifle)				
Yukon Territory (N) (Tom Cullen Field)	10	Sourdough (Knots)				
Silver Fox Trading Post Webelos Only Left Side	11	WEBELOS Compass Rose Direction Finding				
Silver Fox Trading Post Scout/Sen/Ven/Sea/Expl Only Left Side	12	Scout/Senior/Crew Ships/Explorer Post Compass Course/Compass Rose				
Call of the Wild	13	Scavenger Hunt				
Yukon Territory (Tom Cullen Field)		The Great Sledge Race				
			TOTAL SCORE			

- Station Layout Map Provided.
- All patrols must start at first assigned station and 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 Sourdough will go to Cheechaku
- Lunch will start at 12pm and end at 1:00pm

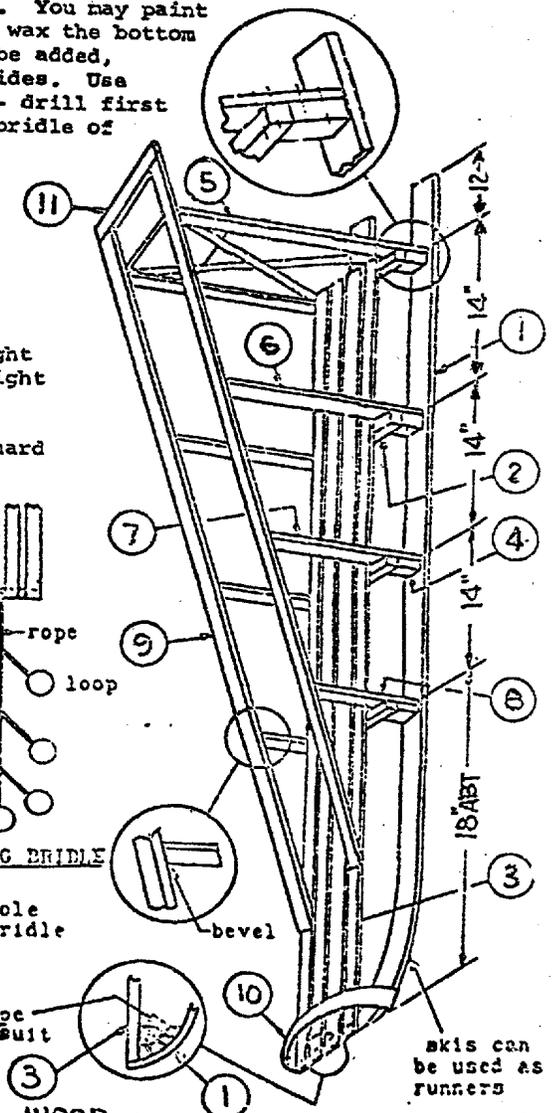
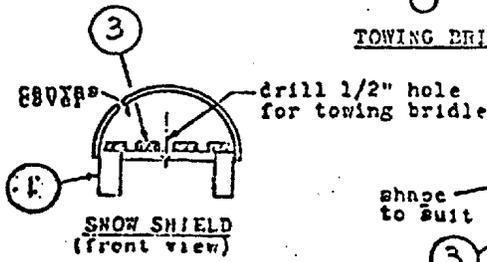
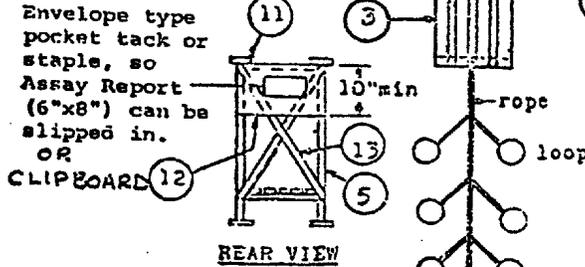
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KLONDIKE SLEDGE

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"x4"x6'6" - runner
2	6	1"x1"x18" - cross support
3	4	1/2"x4"x5' - floor cover
4	8	1"x2"x6" - upright support
5	2	1"x2"x40" - rear upright
6	2	1"x2"x30 1/2" - 2nd rear upright
7	2	1"x2"x21 1/2" - 2nd front upright
8	2	1"x2"x12" - front support
9	2	1/2"x2"x6'0" - hand rail
10	1	1/2"x2"x30" - front curved guard
11	1	2"x2"x18" - rear hand rail
12	1	1/2"x10"x18" - Pocket holder
13	2	1"x2"x to suit bracing



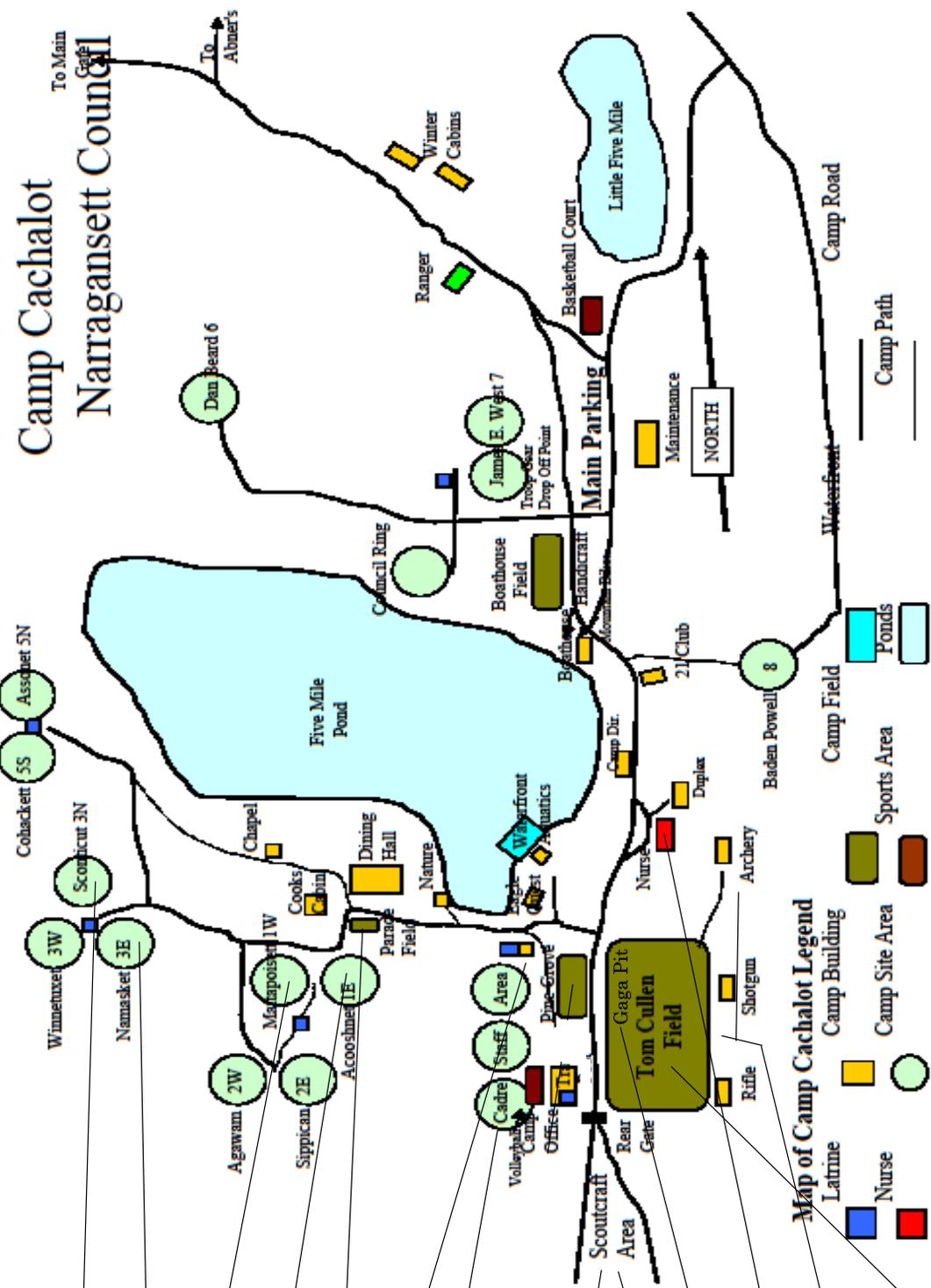
NOTE: SLEDGE MUST BE MADE OF WOOD WITH THE EXCEPTION OF SKIS AS RUNNERS. SLEDGE MUST BE CONSTRUCTED BY THE BOYS WITH ADULT SUPERVISION

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

CAMP MAP



KLONDIKE LEGEND

- *Cheechaku Shelter set-up
- *Crooked Creek Milk Box Stacking
- *Whitehorse Travois Building
- *Attu Snow Shoe Relay
- *Rabbit Creek Hatch Throwing
- *Compass Course
- *Kodiak Fire Dousing
- *Skagway Wood Splitting
- *Satan's Landing Chasm Crossing
- *Sourdoough Knots
- *Dead Horse First Aid
- *Fort Yukon Ranges
- *Call of the Wild Scavenger Hunt
- *The Great Race

Map of Camp Cachalot Legend

- Camp Building
- Camp Site Area
- Latrine
- Nurse
- Sports Area
- Ponds
- Camp Field
- Camp Path

Camp Cachalot Narragansett Council

Check in: at The Outfitters (Boat House) Field

Registration: at Dawson City (The 21 Club) – only PL allowed in.

- | | |
|--|---|
| 1. Cheechaku – Shelter set-up | Sconticut (Site 3N) |
| 2a. Crooked Creek – Milk Crate Stacking | Nemasket (Site 3E) |
| 2b. Rabbit Creek – Hatchet Throwing | Parade Field (by Dining Hall) |
| 3. Whitehorse – Travois Building | Mattapoisett (Site 1W) |
| 4. Attu – Snowshoe Relay | Acooshnet (Site 1E) |
| 5. Skagway – Wood splitting | Old Scout Craft Field
(Left of Noqouchoke Lodge) |
| 6. Kodiak – Fire Dousing | Cadre (behind Handicraft) |
| 7. Satan’s Landing – Chasm Crossing | Old Scout Craft Field
(Left of Noqouchoke Lodge) |
| 8. Dead Horse - First Aid | Health Lodge |
| 9a. Fort Yukon – BB’s Guns/Webelos | Rifle Range |
| 9aa. Fort Yukon – 22 Rifle Shooting/Senior/
Venturing/Ships/Explorer Post | Rifle Range |
| 9b. Fort Yukon – 22 Rifle Shooting/Scout | Archery Range |
| 10. Sourdough – Knot Knowledge | Yukon Territory
Tom Cullen Field (near Gaga Pit) |
| 11. Compass Course | Trading Post (Left) |
| 12. Call of the Wild – Nature Scavenger Hunt | Throughout Camp |

Scouts: Lunch will be at the station you are at, at 12:00pm.
Scouts are to bring Bagged Lunch, Water Bottle and Snacks for the day.

Mayors (and their staff) are to stop stations at Noon and proceed to Lunch provided for them.

Staff Lunch location TBA

Mayors return to their station by 1pm