

The Great Southwest Klondike

Mystery Mania

Leader's Guide

Camp Raymond

February 20th-February 22nd, 2026

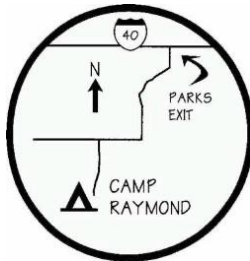
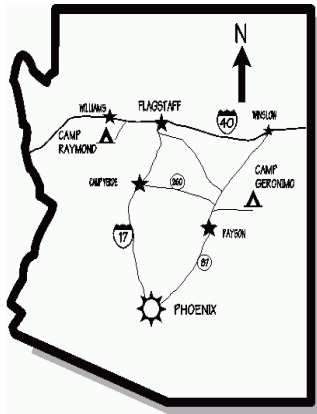


Directions, Check-in, Vehicles, Facilities, Check-out

How do we get to Camp Raymond?

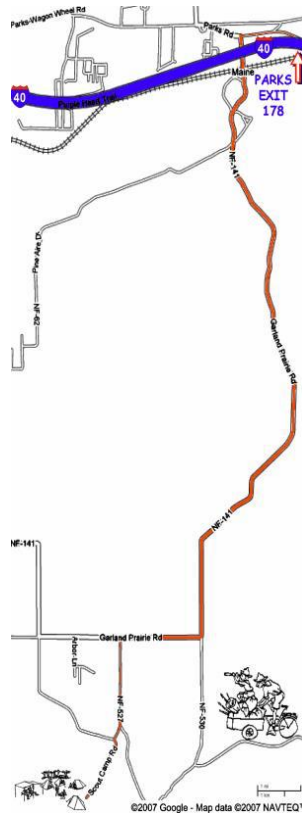
Address: 7709 S Boy Scout Camp Rd, Parks, AZ 86018

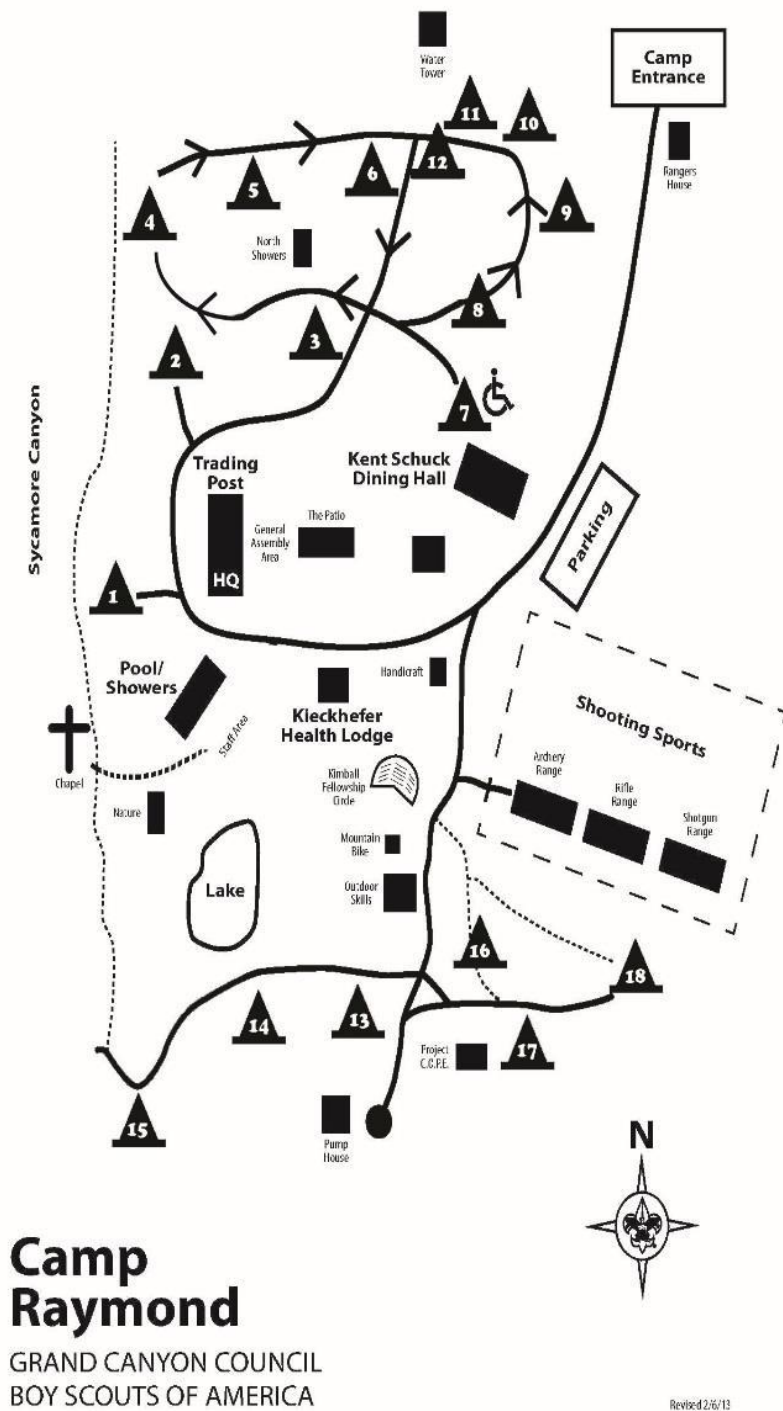
How to Get to Camp



- Allow about 3 hours of driving time from the central Phoenix area.
- If you are driving from other areas of the council, still take I-40 to Exit 178.

From Phoenix, take I-17 north to Flagstaff and I-40. Go west on I-40 to Exit 178, Parks. Go south approximately 11 miles, following the county road signs indicating the Scout Camp.





How should we prepare for check-in? Check-in will begin at 5:00 PM on Friday February 21st . Upon arrival you will be greeted by staff at the road next to the

Dining Hall (see camp map) who will direct you to park in the parking lot. Registration will happen at the dining hall on the porch. All those in attendance at the camporee are required to bring a completed [medical form](#) (**Parts A & B**). Don't forget to attach a copy of your health insurance card. There will be a camp orientation at morning Flag Ceremony.

What do we do with vehicles during camp? All vehicles will be parked in the lot located next to the main road across from Dining Hall. Please back all vehicles into spaces to expedite evacuation in the event of an emergency.

Camp Cleanliness Please keep your assigned campsite clean and tidy. Common areas such as Dining Hall and Front Porch area should be kept clean as well.

Camper Cleanliness Don't forget, "A Scout is Clean", make sure each camper washes their hands frequently, especially after using the restroom and both before and after activities and meals. Hygiene products are not provided.

CHECK OUT You must check-out after the Camporee finishes on Sunday. Only one adult per unit is needed to check out. Check-out will be in same location as Check-in. Early check-outs need to notify a staff member.

Program Details

Theme: Mystery Mania

Theme for 2026 Klondike is Mystery Mania. A dastardly theft has occurred, and it will be your patrol's job to gather the clues and solve this whodunnit.

Dress the part of your favorite Detective or Clue game character for extra spirit points. A great chance to dust off your Fedora or Deerstalker hat and clean your magnifying glass lens. Don't forget to have your sled look the part as well for even more spirit points. The overall spirit point winner will take home the Klondike Spirit Stick to hold till the following year's Klondike. The patrol that takes home the Spirit Stick will be allowed to add a permanent decoration onto the Spirit Stick.

A Saturday evening Campfire program will occur. Units are encouraged to have a Scout appropriate skit that they will perform during Campfire. The Klondike Spirit Stick Winners announcement and handover will happen during Campfire.

Klondike will conclude on Sunday with our traditional sled race. (See Supplemental Information for race rules and details.)

Patrol Size

Patrol sizes should be 4-7 scouts. If you do not have 4 scouts attending, we can help match you up with another troop that is also below the minimum to meet the

requirement. Please let us know when you check in that you need to be paired with another troop.

Klondike Competition Details

The following is a list of Klondike Competition Stations. Please be sure and note that if a patrol needs to bring supplies or equipment for a station it is specifically noted below. Failure to bring required supplies will result in loss of points. Extra spirit points at a selected station will be available to those patrols that dress to the Mystery Mania theme and show extra Scout spirit by using their Patrol cheer and displaying a Mystery Mania themed patrol flag.

1. First Aid
 - a. Based on injuries that could occur while solving crime.
 - b. Patrols Must Supply
 - i. First aid kits.
2. Mine Sweeper
 - a. Solve the location of the booby traps. (No real mines will be present)
 - b. Patrols Must Supply
 - i. Nothing
3. Problem Solving Challenge
 - a. Can your team solve this challenge in the time allowed? You will need teamwork, communication and leadership to accomplish the goal.
 - b. Patrols Must Supply
 - i. Nothing
4. Emergency Preparedness
 - a. Participate in an Emergency Preparedness Exercise.
 - b. Details of which Emergency Preparedness MB requirements will be met will be supplied in Leader's Guide Supplement that will be issued early February 2026.
 - c. Patrols Must Supply
 - i. Scout 10 essential.
 - ii. Something to write on and something to write with.
5. Axe (Tomahawk) Throwing
 - a. Patrols Must Supply
 - i. Nothing.
6. Fire Making/Cooking
 - a. A detective needs nourishment to solve crimes. Start a fire and cook a pancake in a timed competition.
 - b. Patrols Must Supply
 1. Fire Starting Supplies
 2. Pancake Mix
 3. Water
 4. Equipment to cook a flapjack over an open fire.

Adult Program Details

The Klondike competition is designed for youth patrols to compete against other youth in a setting where they provide leadership and solve the problems not their adult leaders. To that end please do not follow your unit patrols around the competition course. There will be a separate Adult Track program running while the Klondike Competition is active. Below is the Klondike Adult Programs Schedule:

Saturday

- 9 AM to 10 AM Hike (Assemble at Dining Hall)
- 10 AM-12PM Compression Only CPR Course
 - Held in the Dining Hall
- 12PM to 1PM Lunch
 - Dining Hall with entire Camp
- 1 PM to 4 PM Adult Dutch Oven Cook-Off
 - Meet at Front Porch of Dining Hall

Dutch Oven Cook-Off details are provided later in this document.

Questions?

Feel free to contact Richard Carleton with questions via email at richard@carletonfamily.com

FOOD & WATER *Meals, Dietary Needs, Water*

Are All Meals Provided and Can We Bring Snacks?

Lunch will be provided on Saturday in the Dining Hall during event. Breakfast will be provided Sunday in the Dining Hall. All remaining meals will need to be brought and cooked by participants. Please keep all food secured in a cooler or an always covered plastic bin. Leaving food items exposed encourages wildlife to visit, rummage, and even chew through tents/bags during day and night.

What about dietary needs and allergies?

Participants with special dietary needs, including allergies, should be **noted during the online registration process** so the proper accommodation can be made. Please verify your food allergy at check-in with medical or culinary staff.

Is water provided at camp? Water will be available in the dining hall. Depending on weather water may also be available in campsites.

WHAT TO BRING

Packing List, Uniform

What should we pack?

***[Health Form A & B](#)

Wearables

- ☐ Scout Uniform
- ☐ Activity shirt or Troop t-shirt
- ☐ Loose fitting long sleeve shirt/jacket for layering for weather.
- ☐ Long pants (required for safety during Klondike Competition)
- ☐ Jacket / Poncho for rain or chilly nights
- ☐ Sunglasses, if needed
- ☐ Additional Winter Clothing per Guide to Cold Weather Camping below

Personal Gear

- ☐ Tent (Ok for Scouts to Share as long as they observe BSA age difference guidelines)
- ☐ Sleeping Bag
- ☐ Camp Pillow
- ☐ Water Bottle
- ☐ Small First Aid Kit—Band-Aids, blister pads, etc.
- ☐ Camera
- ☐ Hygiene kit— (toothbrush, toothpaste, comb, soap, shower supplies)
- ☐ Towel & Washcloth
- ☐ Flashlight / Headlamp with extra batteries
- ☐ Sunblock
- ☐ Insect Repellent
- ☐ Chapstick
- ☐ Pens / Pencils / Notebook
- ☐ **Additional Gear per Guide to Cold Weather Camping below**

Patrol Gear

- ☐ Food and Cooking Gear for Sat Breakfast, Sat Dinner
- ☐ Cart, wagon, sled, backpack to carry things needed for station (Extra Points for if your method of carrying is Gold Rush themed.)
 - Be sure your 'sled' can be converted to wheels in case no or very little snow is present at Camp Raymond.
- ☐ See Klondike competition station list for required items to bring for contest.

What NOT to Bring to Camp!

- ☐ Alcoholic beverages or drugs
- ☐ Fireworks, matches, lighters, etc.

- ☐ Electronic Games and devices
- ☐ Open Toed Shoes – **NO FLIP FLOPS!**
- ☐ Firearms, ammunition, bows or arrows.
- ☐ Sheath Knives
- ☐ Water guns

Cold Weather Camping Guidelines

First, make sure to layer, layer, layer!

Why say it three times? Because you should wear three types of layers:

1. Base (underwear) layer: wicks sweat off your skin. Thermal (or long) underwear that is made of polyester and nylon works best for this layer. However, natural fibers like wool and silk also work well.
2. Middle (insulating) layer: retains body heat to protect you from the cold. This layer consists of body-heat retaining clothing, such as fleece jackets, gloves, and troop beanies.
3. Outer (shell) layer: shields you from the wind and rain. Depending on your jacket type, your jacket may function as both layers 2 and 3, such as with the 3-in-1 troop jacket.

Bring proper winter footwear. Depending on weather and camp conditions the following footwear is suggested:

1. Insulated water proof winter boots. 1 pair is a minimum but if you have them a 2nd pair you keep dry can dramatically improve your comfort level if for some reason your main pair gets wet. Do not bring tennis shoes if snow is expected at Camp Raymond.
2. In case of warmer weather a good quality water proof outdoor boot like you would wear to a fall camporee is advised.
3. For in camp weather and comfort permitting you can wear typical closed toe camp shoes.

Hats and Gloves:

1. Bring at least 1 warm winter stocking type hat to keep your head warm in the cold weather. Don't forget if it is cold to wear the stocking hat at night while you sleep to prevent heat escaping from your uncovered head.
2. Bring at least 1 pair of warm gloves or mittens. Ideally 2 pair is desired in case one pair gets wet. Make sure that gloves or mittens are waterproof. Wet gloves will lead to wet and very cold hands.

What other cold-weather gear should I bring?

1. A 0-degree (or lower) mummy bag.
2. An insulated sleeping pad. NOTE: You want something that is actually inflatable, but also not an air mattress. Regular roll out sleeping pads provide some added comfort, but very little insulation from the cold. The same goes for air mattresses. When choosing a sleeping pad, look at the R-value. The higher the R- value, the better the sleeping pad will prevent heat loss.
3. A small 2- or 3-person tent. The smaller, the better. The further down to the ground the rainfly goes, the better. Smaller tents with larger rainfly will retain heat much better than a larger tent, or one whose rainfly only covers the uppermost areas of the tent.
4. A sleeping bag liner. Even the cheaper liners will add about 5-10 degrees to your sleeping bag rating, which is essential at temperatures we are forecasted to have. More expensive liners will add 30-40 degrees. Sleeping bag rating is not comfort temperature,

but rather survival temperature. Comfort temperature tends to sit around 20-30 degrees warmer than the rating, depending on the brand.

5. A mug and lid, ideally ones that will retain heat when hot liquids are poured into them.
6. Heavy-duty water bottles. These are not just for proper hydration but can also be used to warm your sleeping bag at night by filling with warm (not boiling) water and placing in the foot of your sleeping bag.
7. A tripod chair for Scouts, or a full-size camping chair for adults. This will help ensure that you are not sitting on the cold ground or a rock, which can siphon away body heat.
8. Extra clothing. At night, you will want to put on fresh underwear and socks. During the day, you may decide to change clothing mid-day. Why? Because as your body perspires, your clothes will absorb sweat and it will become harder for them to keep you warm. Eventually, you'll find your clothes absorb so much sweat that they actually make you colder.
9. Tinder and kindling. Check the weather forecast for the week before the trip to check for rain or snow. If precipitation is expected before or during the trip, gather some tinder and kindling ahead of time and place it in your tote or backpack, for faster fire lighting.
10. Face mask. Not only do these help in any instances where social distancing cannot be maintained, but wearing them will help keep your face warm.

What Can I Do at Camp To Stay Warm?

1. Wear your layers.
2. Use your mug to drink warm liquids.
3. Eat a snack and drink lots of water. The extra fuel will allow your body to generate more heat.
4. Warm a water bottle before bed. You can do this by placing a water bottle near a fire. Just make sure not to put it so close it melts! Before bed, you can place the warm water bottle at the foot of your sleeping bag, to pre-warm your bag.
5. Wear as little clothing as possible in your sleeping bag. When you wear clothes inside your sleeping bag, your sleeping bag becomes less effective at reflecting heat, which leaves you colder than wearing nothing.
6. Change into fresh socks and underwear before bed. This will ensure that you are in dry clothes before crawling into your sleeping bag.
7. If you must use the bathroom, don't hold it! When your body must generate heat, it burns through food and water faster than usual, which means you'll need to use the restroom more often. If you wait, your body will lower heat production until you go, leaving you colder.
8. Pre-heat your clean clothes in the morning. Try to wake up 20-30 minutes before you must get out of your tent. Then, grab the clothes you'll be wearing that day, and stuff them in your sleeping bag with you. Your body heat will warm the clothes for when it is time to put them on. Make sure not to stuff them into a ball or they will not warm as well.
9. Keep as much gear inside your tent as possible. The more gear you have inside your tent, the more you can insulate the perimeter and ground to prevent heat loss.
10. Don't breathe or burrow into your bag. While you may be tempted to put your head inside your sleeping bag, resist the urge. Instead, use the drawstrings that mummy bags have built in to cover all your head except for your nose and mouth. When you breathe into your sleeping bag, you exhale moisture into the bag. It is better to allow that moisture to vent into the tent, where it has a larger area to dissipate.
11. Vent your tent during the day. When you wake up in the morning, you will likely find that there is water on the inside of your rainfly, from moisture in the air and from your

exhaling. By letting your tent vent, that moisture can escape, ensuring a warmer sleeping environment the following night.

12. Keep your electronics insulated. Batteries are typically not made to withstand temperatures below freezing for extended periods of time. So, either stash electronics somewhere they'll be warm, such as an inner layer during the day or your sleeping bag at night or leave them at home this weekend.
13. Exercise. If you find yourself away from the fire during the day and starting to get cold despite the above suggestions, get your blood pumping. Do some jumping jacks or jog in the place. Increasing your heart rate will generate more heat, warming you back up.

Youth Protection & Adult Registration Requirements

All parents, leaders, and adults must understand and follow the Guide to Safe Scouting and Youth Protection guidelines of the Boy Scouts of America. Each adult in attendance at camp **must** complete the BSA Youth Protection Training before arriving at camp.

(Effective September 1, 2023) Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement.

Arrow of Light Participation

There are 2 related policies that must be followed for AOL participation:

Per Scouting AZ (Grand Canyon Council) policy:

AOL Scout may attend a Council sponsored short term camping event such as a Camporee with his or her Den. The Scout must be accompanied by their parent and/or guardian.

Per Scouting America policy:

Arrow of Light Scouts may participate at a Scouts BSA “camporee” (council coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in this way:

- I. **With their Arrow of Light Den/Patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout’s parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack.

Combined these policies mean that for an AOL Scout to attend Klondike **he must camp with his AOL den/patrol and that the den/patrol must be under the supervision of two deep leadership that are registered with the pack.** In addition, the AOL Scout must be accompanied by his parent/guardian.

Note that the AOL den must camp separated from any Scout unit they may be affiliated with. Depending on campsite availability this may mean being separated within a shared campsite or an entirely different campsite at Camp Raymond. Please plan for either eventuality.

The AOL Scouts will participate in age appropriate Klondike competition events but will be scored separately and not be competing against Scouting America Scout units. Where needed alternative age appropriate events will be provided at a station for AOL to participate in.

Health and Medical Issues

Trained medical staff will always be onsite during camporee. The designated location for Health Staff will be the Front Porch area of the Dining Hall. All first aid needs should be directed to the Health Staff. Any prescribed medications regularly taken by participants **MUST** be brought to camp as only basic pain relievers & antibiotic ointments will be available. **All prescription medications must be checked in with medical staff located at the Front Dining Hall porch during registration.** Most importantly, if you or any of your family attending camp become sick when it is time to come to the camporee—please stay home and make sure that they get well.

Medical Forms All participants, regardless of age, are required to submit the **Official BSA Medical Form, parts A & B** at check-in. These forms will be returned during check-in.

Pets, Animals & Wildlife Service Animals are permitted in camp only with a signed Service Animal Agreement from the council offices. **NO** pets are allowed at

camp. Please respect the wildlife around us and DO NOT approach, feed, touch, or disturb them in any way. If you have an encounter with any wild animal that appears dangerous, please report the incident to the Camp Director immediately.

CODE OF CONDUCT What Should We Know About Behavior and Code of

Conduct? All camporee participants should follow and live the Scout Oath, Law, and the Outdoor Code. Remember to “leave it cleaner than you found it”, that “crossing” or “cutting” through campsite or program areas is not allowed, and that we should always “lead by example”.

Additionally, each adult should read and agree to follow the [BSA Scouter Code of Conduct](#).

Smoking and Vaping Smoking or vaping is only allowed in your car with the windows rolled up.

Additionally, please **DO NOT** smoke or vape in front of youth participants or staff.

Schedule

Friday (2/20/2026)

5:00 – 8:00 PM Check In

9:00 -10:00 SPL Meeting + OA Cracker Barrel

10:00 PM Lights Out

Saturday (2/21/2026)

7:00 – 8:00 AM Breakfast in Camp

8:15 – 8:30 AM Flag Ceremony Followed by Camp Welcome and Orientation (Dining Hall Flagpoles)

9:00 – 12:00 Klondike Skills Competition

12:00 PM Lunch (Dining Hall)

1:00 – 4:00 Klondike Skills Competition

4:00 – 7:00 Free Time and Dinner in Camp

8:00 – 9:30 PM Camp Fire Program (At Fellowship Circle)

9:30 – 10:00 PM OA Cracker Barrel (Dining Hall)

10:00 PM Lights Out

Sunday (2/22/2026)

8:00 – 9:00 AM Breakfast (Dining Hall)

9:00 – 10:00 AM Sled Race (Parking Lot)

10:30 AM Awards (Parking Lot)

11:00 AM Check-out Start (Dining Hall Front Porch)

1:00 PM All Units should be out of Camp.

Sat Adult Schedule

Saturday (2/21/2026)

9:00 – 10:00 AM Camp Hike (Meet at Dining Hall)

10:00 – 12:00 AM Adult Presentation

12:00 – 1:00 PM Lunch (Dining Hall)

1:00 – 4:00 Adult Dutch Oven Cook Off

Menu

Sat Lunch – TBD (Announced by January 2026)

Sun Breakfast – TBD (Announced by January 2026)

Remaining meals to be prepared in camp by Troops.

Supplemental Information

Sled Race Rules –

1. The sled must have been built by the scouts (no commercially purchased wagons, sleds, other)
2. No scouts are allowed to ride on the sled while in motion, only equipment
3. The sled may have ropes for towing (no slip or cinching knots allowed)
4. The sled may have skis and/or wheels depending on the snow conditions
5. All members of the patrol that attended other events must run in the sled race
6. All members of the sled team must cross the finish line to be counted across the line for placement
7. The sled must be towed on the ground, it may not be picked up and carried in any fashion

Adult Dutch Oven Cook-Off

Materials – Charcoal, Lighter fluid, Tin trays for wind

Adults required to bring – Dutch oven, Chimneys, Table, Dry Spices, Utensils

Adult Leaders here's your chance to show off your Dutch Oven Cooking prowess. Back by popular demand is the Klondike Dutch Oven Cook-Off. This year's event will be an open event. Cook what you want but make sure it's something delicious. Bring your best ingredients and have fun.

Take advantage of this contest to meet your fellow Scouters and have a bit of fun torturing the event judges with your choice of spices and ingredients.

Hints:

1. Any crock pot recipe works great in a Dutch oven
2. Each charcoal briquette is converted to ~20 degrees for 20 minutes with no wind on a 75F day using a baking recipe, so 325F would be 15 briquettes that need to be replaced after 20 minutes. For winter camping in colder temperatures reduce the heat per briquet to ~15 degrees for calculation.
3. Put twice the number of briquettes on top as you have on the bottom so you don't burn the dish, so 15 briquettes would be 10 on top, 5 on the bottom
4. A briquette is ready when the edges are grey, not the whole thing, if it is all grey then you have lost half of the heat already
5. Here is a handy chart to help you calculate temperature depending on the size of your dutch oven:

Dutch Oven Coal-Temperature Conversion Chart							
Size		325F	350F	375F	400F	425F	450F
8"	Total Briquettes	15	16	17	18	19	20
	On Lid	10	11	11	12	13	14
	Underneath Oven	5	5	6	6	6	6
10"	Total Briquettes	19	21	23	25	27	29
	On Lid	13	14	16	17	18	19
	Underneath Oven	6	7	7	8	9	10
12"	Total Briquettes	23	25	27	29	31	33
	On Lid	16	17	18	19	21	22
	Underneath Oven	7	8	9	10	10	11
14"	Total Briquettes	30	32	34	36	38	40
	On Lid	20	21	22	24	25	26
	Underneath Oven	10	11	12	12	13	14
16"	Total Briquettes	37	39	41	43	45	47
	On Lid	25	26	27	28	29	30
	Underneath Oven	12	13	14	15	16	17

Klondike Derby Sled Plans

A new design for a strong, light, and inexpensive Klondike sled By Scouters Jay Treacy and Liam Morland, February 2002

Dissatisfied with previous designs for Klondike sleds, we set out to make a new design. We wanted a sled that was strong, light, inexpensive, and something that the Scouts could build themselves. The distinguishing feature of this design is that it is held together with rope lashings rather than with metal screws. In this way, the design is not really new. The Inuit have used flexible sleds for much longer than Scouts have been around. This sled is:

Collapsible, making storage and transport very easy.

Very light weight, being made of relatively few thin boards.

Strong. The flexibility of the lashings allows it to bend rather than break when it hits something or goes over an uneven part of the ground.

Inexpensive: about \$25 (plus skis).

Something the Scouts can build. The Scouts can lash the sled together on their own.

Before you read ahead, have a look at the Sled Diagram and the detail pictures of the front & rear bindings a couple pages on

The various parts of the sled are attached together by lashing with rope. There are 7 mm (1/4") deep notches where the pieces cross. This makes aligning the pieces easy and keeps things from slipping even if a lashing is not as tight as it should be.

Skis (pair)

Used downhill skis are the best for a sled. These should be 185 cm (73") or longer. Second-hand sports shops often sell these cheap. Note that there is no advantage to having new skis, though a freshly waxed surface does help.

Bindings (×4)

These are 2×4 boards 20 cm (8") long with 10×4 cm (4×2") cut out of the bottom and 5 cm (2") by 7 mm (1/4") cut out of the top. These are screwed to the front and rear of each ski with 6 cm (2 1/2") or longer screws. The screws must have flat heads and be counter sunk. A P-Tex candle, available from ski shops, can be used to fill the hole, covering the screws completely. The front bindings have an angled, 2 cm (3/4")-wide slot cut in the front to accommodate the diagonal (see side view diagram). Additional wood can be lashed or screwed onto the bindings to make them taller if the snow is too deep for the sled as is.



Cross bar (×3)

These are 2×2 boards, 60 cm (24") long, with 5 cm (2") wide notches 4 cm (2") from the each end of the board. Two of these are lashed to the bindings and support the floor. The other is the push bar and is lashed to the uprights.

Floor boards (×10)

A floor board is a 1×2 board 120 cm (4') long. (1×2 boards are often sold in 8' lengths; cut these in half.) The floor is made from ten such boards held together by weaving nylon webbing back and forth between them. There should be three such lashings. Each lashing will require about 2 m (6') of webbing. Use a flat head screwdriver to help get these tight and even. Do this at home. The floor, which is flexible until lashed down to the cross bars, can be used to wrap the other pieces when packing the sled. The two outside floor boards should have eyes to hold the ropes for the sides. There should be eight eyes, 12 cm (5") apart, starting 8 cm (3") from the rear end of the board.

Upright (left & right)

The uprights are 2×2 boards, 1 m (40") long. They rest on the skis and are lashed to the back of the rear bindings. The height is chosen so that it is a comfortable height for a Scout to push. On the inside, there are two eyes for the rear triangular brace ropes. These are 45 cm (18") and 85 cm (33") from the bottom of the upright. On the front, there are six eyes, spaced 10 cm (4") apart, starting 20 cm (8") from the bottom of the upright. These eyes are for the side and back mesh. The uprights come in left and right versions. The only difference is the location of the inside eyes and the notches for the diagonals.

Diagonal (left & right)

These are 1×2 boards, 150 cm (60") in length. There is a 6 cm (2½") wide notch 7 cm (2½") from the bottom which fits into the slot on the front binding. It is lashed here with a shear lashing. There is a 5 cm (2") wide angled notch 4 cm (2") from the top on the side of the board. This fits the notch on the upright and is lashed with a square or diagonal lashing. Along the top edge, there are 5 mm (¼") deep nicks to accommodate the ropes for the sides. These are 8 cm (3") apart starting 20 cm (4") from the top end.

Once the sled is assembled, two ropes which connect eyes on opposite uprights provide triangular bracing. Tighten these one at a time using a trucker's hitch. To make the sides, rope is wrapped through eyes on the edge floor board and uprights, and in 5 mm (¼") deep nicks in the diagonal. The back is done using the same eyes on the uprights (not shown).






Harness Design

A comfortable harness can be easily made by making a loop from 2 m (6') of 2.5 cm (1") nylon webbing. To this is tied a rope which leads back to the bindings on one side or the other of the sled. Ensure that an equal number of Scouts are pulling on either side. If you like, tie a short piece of bicycle inner tube from the webbing loop to partway down the rope. This allows some give in the harness which will keep the tension more constant. Ensure that if the harness is pulled hard, such as when climbing a steep hill, the rope will become tight and do the pulling itself. Otherwise, something may give way unexpectedly and the sled may fly forward with all the energy stored in the over-stretched inner tube. In addition to the pull harnesses, there must be a brake rope. This is a short rope tied between the two rear bindings. This is used by the musher to stop the sled. Note that the musher must not get into the rope as a sudden pull could pull the musher face-first into the push bar.

Klondike Sled

Detailed instructions and video available at:

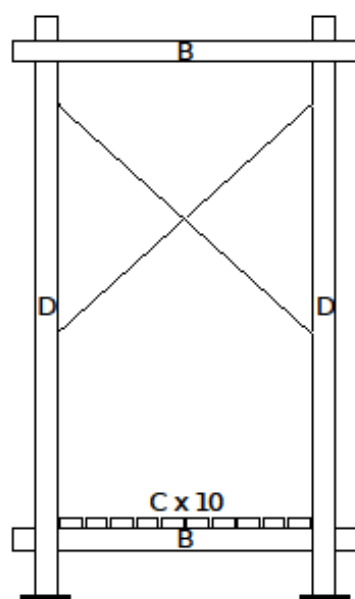
<http://ScoutDocs.ca/Klondike/>

- A Bindings (x4) 
- B Cross bar (x3) 
- C Floor board (x10) 
- D Upright (L&R) 
- E Diagonal (L&R) 

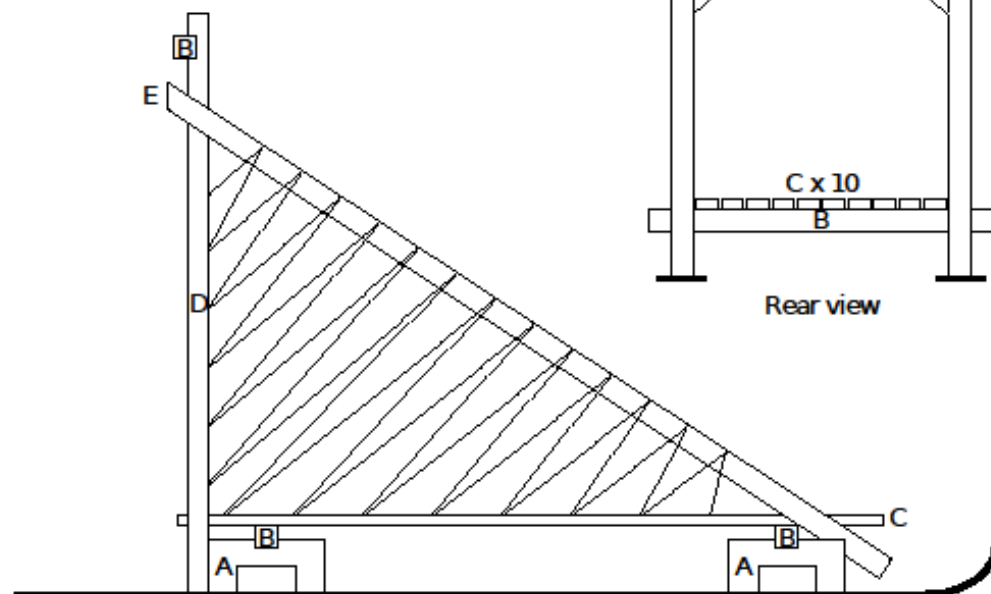
Scale 1:10 (1 mm = 1 cm)



ScoutDocs
http://ScoutDocs.ca



Rear view



Side view

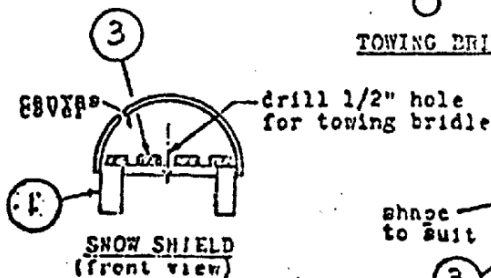
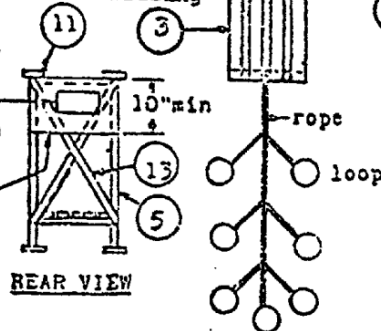
KLONDIKE SLEDGE

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.

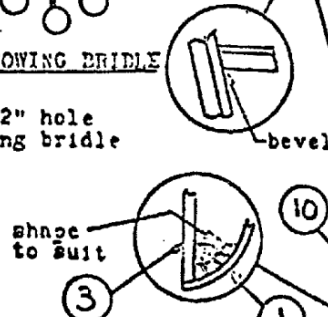
Bill of Material

Pt.	Qty.
1	2 - 4"x $\frac{1}{2}$ "x6'6" - runner
2	6 - 1"x1"x18" - cross support
3	4 - $\frac{1}{2}$ "x4"x5' - floor cover
4	8 - 1"x2"x6" - upright support
5	2 - 1"x2"x40" - rear upright
6	2 - 1"x2"x30 $\frac{1}{2}$ " - 2nd rear upright
7	2 - 1"x2"x21 $\frac{1}{2}$ " - 2nd front upright
8	2 - 1"x2"x12" - front support
9	2 - $\frac{1}{2}$ "x2"x6'0" - hand rail
10	1 - $\frac{1}{2}$ "x2"x30" - front curved guard
11	1 - 2"x2"x18" - rear hand rail
12	1 - $\frac{1}{2}$ "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



TOWING BRIDLE



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

KLONDIKE SLEDGE

The Klondike Sledge used in arctic regions is simple to build and is an excellent patrol project.

MATERIALS LIST

STRUTS: Cut from 1 x 3

Two 7½" long

Two 14½" long

Two 21½" long

Two 28½" long

2 RAILS: Cut 65" long from 1 x 3

CROSS BRACES: Cut from 1 x 2
Six 18" long

BEACE BLOCKS: See Plans, cut from 2 x 4

A. Cut 6

B. Cut 4, nail two to each other

C. Cut 2

GUSSETS: - See plans, cut 6 from 1 x 4

FLOOR: 69" long x 18" wide
(If plywood - notch out for struts)
(If boards - use at least 5" on sides
and notch for struts)

RUNNERS: Cut from 1" x 4" or 1" x 5"
Minimum length of 63" for bottom
Measure to fit for angle piece "Y" after fully
assembled

ASSEMBLY INSTRUCTIONS

After cutting all parts except "Y", nail "B" to end of runner and mark off strut locations at 15" intervals. Nail all "A" blocks in place. Nail all struts in place to "A" blocks. Fit floor to "B" and notch for struts. Nail in cross braces. Nail "C" tight to cross brace at strut 1 and nail rail to "C". Using gussets "D" nail rail to struts. Brace back of sledge to prevent tilting. Measure part "Y", cut and nail in place.

Paint to colors of your choice and attach your patrol flag.

12/3/73 mm

hnhnhnhn

