

Catalina Council's First Annual  
Klondike Derby  
At Camp Lawton  
January 17-19, 2025



<b>TABLE OF CONTENTS</b>	<b>PAGE</b>
Introduction	1
Location	1
Safety	1
Check-In Procedures	1
Check-Out Procedures	1
Patrol Size Limitations	2
Webelos / Arrow Of Light Scout Participation	2
Friday Night Winter Camp Scoring	2
Celebration Saturday Night	2
Adult Involvement	2
Inspections	3
Sled Design	3
Timing of the Course / Derby	3
Gold mining Towns / Stations	3
Arriving into Town Procedures	3
Problem Scoring	4
Mountain Man Interaction	4
Awards	4
Lunch Scoring	4
Handicap System	5
Score Card Process	5
Tip For Success	5
Schedule of Events, <b>Registration</b> and Contact Information	6
Summary of Rules and Regulations	7
Appendix A - Winter Campsite Inspection Sheet	8
Appendix B - Klondike Sled Inspection Sheet	9
Appendix C - Klondike Sled Design	10
Appendix D - Klondike Patrol Score Sheet	11
Appendix E - Klondike Patrol Roster	12
Appendix F - Lunch Score Sheet	13
Appendix G - How To Properly Layer Clothing	14
Appendix H – Klondike Station Score Sheet for Mayors	16

# January 17-19, 2025, Catalina Council Klondike Derby

## Leaders' Guide

*(Patrol Leaders, Unit Leaders and station staff should read and know before the event.)*

The Klondike is a traditional patrol-based event. Patrol members must work together to navigate a course and complete all the challenges. Each "Dog/Sled Team" (so-called because Scouts act as huskies), will travel around Camp Lawton with a sled built before the event. The sled must always remain with the Patrol and will be used to carry any equipment they need for challenges.

A map/score sheet will be given to the Unit Senior Patrol Leader at registration. The map guides the team over a field course to each town which will present the patrol with a challenge / practical problem, requiring Scouting skills and problem solving at each stop. Depending on how well the team works out this problem, it will be awarded gold nuggets and have their score sheet marked, and then be off to the next station.

All patrols must attempt all stations. After the final station, the team will be tasked to race to the Headquarters to have their score sheets checked and recorded. The skills that will be tested may include, but are not limited to Orienteering, First Aid, Knot Tying, Pioneering, Lashing, Fire Building, Paul Bunyan Skills, Marksmanship, Fire Building, Cooking, Obstacle Negotiation, etc.

### **LOCATION:**

This event will be located at Camp Lawton Scout Camp; Gen Hitchcock Hwy, Tucson, AZ 85749

While weather conditions are difficult to predict, road conditions will vary depending on the weather. In the event of an unfortunate road closure of Catalina Highway, an alternate weekend for this event is February 14-16. The Dining Hall will serve as the event Headquarters for this event. Units should bring all needed water, as water will not be available. The pit bathrooms will be available for use.

### **SAFETY:**

Everyone will arrive at the derby able to recognize the signs and symptoms of frostbite, chilblain and hypothermia. Medical personnel will be located at the headquarters throughout the weekend. Please report any injuries, no matter how minor, to event staff. All staff are empowered to remove a Scout from competition for safety reasons. If event staff observe any signs of hypothermia, injury, or any other safety issues, they will send the Scout, with a buddy, directly to headquarters. If that is not possible, they may keep them at the nearest station and first responders will be dispatched. See Summary of Rules and Regulations within this document. There will be free hot chocolate and coffee at the headquarters to help warm any Scouts and adults. Nearest Emergency Facility: 30 Miles to Tucson Medical Center, Tucson, AZ 85712.

### **CHECK IN PROCEDURE:**

Friday night check-in will be from 1700 – 2100 in the Camp Lawton Parking lot. Upon arrival, unit leaders and SPLs will need to have patrol rosters and Medical Forms A&B for ALL participants readily available. These documents will be brought to the Dining Hall if arriving after 2100. At check-in, units will receive their Trek packets with campsite selection, schedule, maps, score sheets, etc. for the Saturday event. Sled Inspections will occur at check-in. Once unit campsites are assigned, vehicles may be allowed to travel to camp sites to unload. This will be dependent on snow cover and muddy conditions. Be prepared to have your Scouts transport all equipment in their sled to the selected campsite. Please consolidate your gear and personnel into as few vehicles as possible. Vehicles will park in a manner that allows pulling directly out versus backing out of a spot. Parking will be limited. Saturday morning check-in will be from 0630 until 0730 only.

### **CHECK OUT PROCEDURE:**

Saturday evening check-out will be after the awards presentations. Sunday morning check-out will be from 0800 until 1000. Only after the campsite inspection is completed and any deficiencies corrected, may the unit leader pick up medical forms in the Dining Hall.

### **PATROL SIZE LIMITS:**

No fewer than four scouts, and no more than eight scouts per sled. Patrols smaller than four may be combined with scouts from other troops to give each Scout ample opportunities to participate. If a unit has less than four scouts and wishes to participate, please register with the "Copper Cactus" Patrol designation. Then contact event organizers (Page 8) for assistance. Scouts will be located to support your team. We want everyone to be able to experience this incredible event. **Any units with special needs Scouts should notify Brad Adams as soon as possible so appropriate accommodation can be provided.**

### **WEBELOS/AOLS**

Webelos and AOLS are encouraged to participate. Please note, these scouts cannot participate with the older scouts. However, we hope these future leaders can form their own teams and participate. They will be required to have at least two adults with them throughout the event. This is a great opportunity for troops to introduce Webelos and AOLS to the Patrol Method. Additionally, some Town problems will accommodate the requirements of the younger scouts.

### **FRIDAY NIGHT WINTER CAMPING SCORING (optional):**

Winter Camping inspectors will have a copy of the signed patrol roster (Appendix E), submitted by the unit Senior Patrol Leader, when they inspect your camp. They'll be taking attendance as part of the inspection procedure. Be prepared to verify your patrol members' presence. These members must all be included on the signed roster. Derby staff prefer that all patrol members present be available for inspection but understand that some may wish to turn-in early, before the inspector arrives. You must still be prepared to prove any such member's preparedness for scoring purposes. This is an optional event and will be used to replace the lowest scoring station. See Appendix A.

### **CELEBRATION SATURDAY NIGHT:**

Nearly 100 years ago, the famous mission to deliver lifesaving serum from Nenana, Alaska to Nome, Alaska led by Leonhard Seppala, saved an entire community. Today, Iditarod (the race) and the 1925 Serum Run have many things in common. Now, more than ever, it's important to channel the grit and determination that allowed teams of mushers to complete this herculean effort and deliver diphtheria serum that saved countless children's lives. That spirit lives on in Alaska today, and should be celebrated here in Arizona!

After the derby finishes, a celebration is in order, and those troops camping Saturday night will be able to enjoy a movie (*Call of the Wild*) in the Dining Hall, win prizes, and enjoy warm popcorn, kettle Corn and hot/cold beverages. After the celebration they will then return to their campsites for the night.

### **ADULT INVOLVEMENT: WE NEED VOLUNTEERS**

This event is staffed by adult volunteers from units throughout the Council. Each participating unit is asked to contribute toward the effort in offering the best event possible. Many units have committed many hours of time and effort toward developing stations. We therefore hope that any adults attending, whether your unit has committed to running a station or not, are prepared to help as needed.

**Or Volunteer Today!** We need Mayors, assistant Mayors. These positions will be the backbone to this event, and frankly have the most fun. Contact information is located on Page 8 of this document. Call Today!

No adults (18+ years old) are allowed to discuss Klondike problems or coach patrols in any way. They are encouraged to offer moral support, promote enthusiasm, reflect, and take photos as desired. Any patrol found in violation of this rule may lose points for each occurrence, which means it can happen multiple times during the event. Exceptions to this rule are medical, emergency, or special needs grounds only.

### **INSPECTIONS:**

Sled inspections will take place at check-in. All Scouts at this event must be properly clothed for winter (cold/wet) weather. If, in the opinion of the inspector and event staff, a Scout is not properly clothed nor does he have the proper footwear (waterproof and/or insulated boots or overshoes required, no light or medium weight shoes, i.e., canvas or mesh material sneakers!), they will not be allowed to participate. Part of Scouting is learning to adjust to or deal with adverse weather conditions and this event will be held whatever weather conditions exist at the time. Do not put yourself or others at risk, **BE PREPARED**. See the Sled Inspection sheet in the appendix for details. See Sled Packing Requirements in Appendix B.

### **SLED DESIGN:**

The Klondike Derby sled must be home-made and meet the dimensions listed in Appendix C. All patrols must have a sled to compete. It should be approximately 6-feet long and should be able to hold all patrol equipment listed in Appendix B, lunch items listed on the sled inspection score sheet, and limited personal gear. Personal items should be carried by patrol members in their own day packs, which may be carried on the sled if there is room. There are resources for Klondike sled design on the web. **There are no prohibited sled designs as long as they meet the sled dimensions listed in Appendix C and can carry the items in Appendix B.** In the event of no snow, wheels are recommended on the sled (to be determined by your patrol).

### **TIMING ON THE COURSE:**

The Derby itself is not a race. However, the quicker patrols move from one town to the next provides more time to complete problems. Patrols will be provided 45 minutes to travel to the next town and complete that town's problem. The mayors will relay to patrols that they have "*five minutes remaining*" before time to move to the next town. The derby will begin at 0800. The Mayors will close the towns/stations at 1715.

### **KLONDIKE TOWNS / STATIONS:**

Each town will present the patrol with a problem or challenge. Travel time from one town to the next will take approximately 10 minutes, therefore, crews will have about 35 minutes to receive and solve the problem. The faster crews get from one town to the next will give them more time to solve each problem. It is critical patrols have all the items in Appendix on their sleds, as many of these items will be required to complete the challenges.

### **ARRIVING INTO TOWN PROCEDURE:**

Patrols must ask permission to enter a town. (A patrol cheer would be most appropriate at this time!) The patrol leader will approach the mayor and present their patrol name and scorecard. The mayor will then explain the problem.

The patrol leader may allow another Scout to lead the patrol through the station challenge. Empowering patrol members is a sign of good leadership. For example, if another patrol member is exceptionally skilled in first aid, he can allow this Scout to lead the challenge at the first aid station. The PL should notify the scorer that he's doing this and enthusiastically support him throughout the challenge. This way, the scorer can still give good marks and GOLD for leadership and teamwork.

Time begins when the scorer has finished explaining the problem to the patrol leader, or when the scorer designates. Patrols will have a maximum amount of time to solve the problem. This time will be provided by the scorer while exploring the problem. The patrol leader should inform scorers when their patrol is finished with the problem. Scorers will confer briefly, as needed, between them and mark scores and any comments on the score sheets and the patrol scorecard.

Scorers may offer a brief explanation of the scores but will not take too much time in the interest of keeping the patrol moving along and reducing back-ups in the station.

- **IT IS THE PATROL LEADER'S RESPONSIBILITY TO ENSURE SCORE CARDS ARE CORRECT.**
- **PROTECT YOUR GOLD.**
- **BE SURE TO GET YOUR SCORECARD BACK AFTER EACH STATION!**
- **FAILURE TO PRESENT SCORECARD AT ANY STATION WILL RESULT NO SCORE.**

The Scout Handbook, Field book, or other such reference material may be used at some stations, but only with permission of the Town Mayor.

#### **TOWN SCORING:**

Patrols will be scored on their skill, their leadership, and their teamwork in completion of the Town problems. Most stations will score your patrol based on a mix of how well you solve the station problem, and how well you work together as a patrol. For example, a patrol who solves the problem correctly using one or two youth, while the rest are uninvolved, may receive a lower score than one who uses as all members as possible and may not necessarily solve the problem as well.

You may also be awarded gold nuggets throughout the derby for Scout spirit. Patrol cheers, cheerfully working together to solve the problem, helping fellow Scouts, etc., will factor into receiving gold nuggets. **Patrols must bring a pouch to collect nuggets.** Nuggets will be used to break any ties in the scoring at the end of the competition. There are opportunities to win special awards throughout the derby.

#### **MOUNTAIN MAN INTERACTION:**

While traveling from town to town, you may encounter a Mountain Man. Mountain men were reclusive individuals, but were also a wealth of knowledge in regards to living in harmony with the mountain and the outdoors. If you interact with a mountain man, take a moment to greet yourself and benefit from the interaction. Remember, a Scout is Helpful, Courteous and Friendly. By-the-way, there may be an opportunity for gold.

#### **AWARDS:**

After the competition, the staff will recognize the top scoring sleds in each town, honorable mention in each town, overall top scorer, and Scout spirit (most nuggets).

#### **LUNCH SCORING:**

Patrols will prepare Stew or Chili for their Lunch which will be done within a station. Note, Meals will be cooked over a prepared open pit fire and knowledge of how to lash a tripod will be beneficial. Patrol will arrive with ingredients to make their meal (some ingredients can be prepared e.g. chopped onions and vegetable, meat seared or pre-cooked) but the final combination ingredients and preparation of the meal must occur in the Town. The vessel (pot) used to cook the soup will be hung over a fire so pack a pot that can be hung. Lunch will begin when the mayor states that lunch has begun. The mayor may ask questions throughout the meal regarding the duty roster and menu for scoring purposes but will keep this to a minimum. Scouts will have no less than 45 minutes and no more than 1 hour to prepare for, make, serve and clean-up their lunch. Patrol will be feeding the mayor, therefore, ensure you cook enough to feed your patrol plus one. Please note, more than soup can be prepared. Sides, desserts and other are encouraged.

Lunch will be considered complete, for maximum possible points, when the area is completely cleaned, and the sled is loaded and ready to move. The patrol leader will then inform the mayor they are done and will receive their score and gold nuggets. **See Appendix F for lunch scoring method.**

**HANDICAP SYSTEM:**

Each patrol will be assigned a “handicap” based on their average rank, calculated with a numerical weighting system:

Rank	Points	Rank	Points
● Eagle:	1	● Second Class:	5
● Life:	2	● Tenderfoot:	6
● Star:	3	● Scout or below:	7
● First Class:	4		

A patrol’s handicap against overall score is assigned based on the following scale:

Avg. Rank	Handicap	Avg. Rank	Handicap
● >6.5:	+20 points	● 3.6 – 4.5:	+ 8 points
● 5.6 – 6.5:	+16 points	● 2.6 – 3.5:	+ 4 points
● 4.6 – 5.5:	+12 points	● <2.5:	no handicap

Example: a patrol of six scouts with two Life Scouts, two First Class Scouts, one Tenderfoot and one new cross-over would have the following average rank:

$(2 \times 2) + (2 \times 4) + (1 \times 6) + (1 \times 7) = 25/6 = 4.2$ , so the patrol’s handicap is 8 points added to their overall score.

**SCORE CARD:**

You will receive a packet at check-in. This will include your campsite, sled team starting point, event map, schedule of events, and table for you to fill in your patrol roster. It is your responsibility to fill in the roster upon check-in. You should list only those members who are present. You may exclude any “no shows.” Anyone listed on this roster must be on the roster signed by the Scoutmaster and already submitted at check-in. Station staff may choose to verify your roster at their discretion. Failure to have the roster properly filled out may result in a 1-point deduction per station at the discretion of the station mayor! See Appendix D and Appendix E.

**TIPS FOR SUCCESS**

- Keep track of time.
- Work as a team. Make sure that as many patrol members as possible are involved in the solution of the station problems.
- Don’t argue. Your patrol leader is in charge; suggestions should be welcomed, but in the end “A Scout Is Obedient.” Also, don’t argue with station staff – you may ask questions, but respect the decisions of the staff.
- When in doubt, ask questions.
- Keep your sled organized.
- Cheer a lot!
- Don’t get discouraged if things don’t go as well as planned. Keep your Scout spirit up!
- Don’t skip on lunch! Take the time to eat a good, hot one. The rest of your day will go much better.
- Complete the course.
- BE PREPARED for anything.
- HAVE FUN AND GOOD LUCK!

**2025 Catalina Council Klondike Derby Weekend Schedule of Events**

A more detailed agenda will be provided Meals will NOT be served during the derby. Participating

units are responsible for all meals.

**Friday:**

**5:00 – 9:00 pm** Registration, check-in, sled inspection and campsite set-up. Please be sure that your unit leaders arrive with completed rosters. Any unpaid registrations will be addressed at this time as well. You will receive your trek packets which will include multiple items needed for the weekend. Patrol Leaders be prepared for sled inspections. Please take the time to review information during the evening.

**1800 - 2100** Winter Camping Campsite Inspections by request.

**2100** Cracker Barrel in Dining Hall - for Scoutmasters, SPLs, & Adult staff only

**2200** Lights Out

**Saturday:**

**0600 - 0745** Campsites wake-up, hygiene, breakfast in camp, final derby preparations

**0630 – 0730** Registration for Saturday morning arrivals.

**0630 - 0745** Stage Sleds in Staging Areas

**0800 - 0815** Flag Ceremony (for staff and adults)

**0800 - 1715** Derby

**1715 - 1730** Final Movements From Town, HQ and to Campsites

**1730-1930** Dinner in Campsite (Unit/Troop/Crew/Patrol Level)

**1930-2200** Awards and Presentations, Acknowledgments

**2000-2200** Celebration (Movie in Dining Hall, games and snacks with hot/cold drinks)

**2230** Lights Out

**Sunday:**

**0800 – 1000** Campsite inspection and Check Out for Overnight Campers.

**REGISTRATION/FEES**

Troops and crews MUST identify how many patrol / sled teams will be participating and who will make up each team. When registering with the Council, scouts and adults will register individually, but they will be required to identify which patrol / sled team roster they will be on during registration. This is critical information. Event Staff is organizing and managing this event by sled teams. Upon arrival at the event, Patrols / Sled teams will receive Arrival Packets based on registered patrols at check-in. It is critical that patrols / sled teams are established prior to event arrival and that each member is designated correctly for the Arrival Packets to be accurate.

The fee for the derby is \$32 per person. Fees go to the cost of the awards and patches, a few food and beverage items, several logistical needs, and supplies needed for the Town problems. Register at

<https://scoutingevent.com/011-Klondike2025>

**CONTACT INFORMATION**

If you have any questions or concerns about the derby, please contact Brad Adams at (520) 484-4340 or Joseph Kaplan at (402) 681-9630.



## **Summary of Rules and Regulations**

- 1.** No more than eight (8\*) and no less than four (4) Scouts per patrol. Each Patrol must submit a final roster of patrol members at check-in. Rosters must be signed by the Scoutmaster. No substitutions or add-ons after the start of the event.
- 2.** No adults (18+ years old) are allowed to discuss Klondike problems with or coach patrols in any way.
- 3.** All Scouts at this event must be properly clothed for winter (cold/wet) weather.
- 4.** Please back into the parking spot or pull through with a trailer so that in the event of an emergency evacuation, vehicles are headed in a safe forward manner to leave. Please do not pull into a spot where you will have to back out.
- 5.** National policy prohibits smoking in front of youth members, the use of alcohol, illegal drugs or related substances at encampments or activities. (Guide to Safe Scouting) Lawton is a non-smoking facility, leaders are ONLY permitted to smoke in the upper parking lot in their vehicles located in the parking area.
- 6.** Language and conduct of All Participants and Guests will always be in accordance with the Scout Oath and Law.
- 7.** Sleds will be used no matter what the ground cover, whether it is bare, snow, or ice. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your patrol).
- 8.** All equipment needed for the competition must fit on the sled! Personal gear may be carried in a day pack, and daypacks may be added to the sled, space permitting.
- 9.** Radios, cell phones and/or other electronic equipment or devices shall not be used for sharing information between and amongst unit sled crews and adult leadership during the competition. All electronic devices will be turned off while at any of the stations including in the Dining Hall. Adults: If you must answer your phone, be courteous and ask to be excused from the station area, and then return when your conversation is over.
- 10.** Only event staff and station personnel permitted the use of radios for logistical support, scorekeeping and emergency calls.
- 11.** FIRST AID: ALL INJURIES, no matter how minor, are to be reported to first aid personnel at the First Aid Station (Dining Hall) where they will be properly treated and transported if necessary. Hot chocolate and coffee will be provided for free at the Dining Hall to anyone that may need it.

**APPENDIX A**  
**CATALINA COUNCIL KLONDIKE DERBY CAMPSITE INSPECTION SCORE SHEET**

**SLED #** \_\_\_\_\_ **TROOP #** \_\_\_\_\_ **PATROL NAME:** \_\_\_\_\_

Patrols being scored for Winter Camping must have a minimum of four Scouts to be judged. They must have at least 75% of their patrol present for maximum possible score. Any patrols with fewer than 75% will be assessed a 5-point deduction. (New Scouts, designated as “NS” on the roster, do not count toward the percentages.) The score from this station will replace the patrol’s lowest **non-zero** station score during the competition. **Patrols must make a good-faith effort at all other stations; this score is *not* to be used to skip a station you might feel unprepared for.**

<b>APPLIES TO:</b>	<b>REQUIREMENT:</b>	<b>1 POINT EACH</b>
CAMPSITE BY PATROL	DINING FLY OR SHELTER FOR EACH PATROL PROPERLY SET UP ( <i>Patrols may share shelters, space permitting</i> )	
	AREA LANTERN GOING AND/OR FIRE LIT	
	WARM DRINKS AVAILABLE	
	SNACKS AVAILABLE	
ALL SCOUTS IN PATROL	WINTER PARKA OR COAT THAT IS WARM AND WILL REPEL SNOW OR RAIN	
<i>(If any Scouts in patrol are missing an item, no score for that item.)</i>	WARM WINTER HAT (NO BASEBALL CAPS)	
	FLASHLIGHT OR HEADLIGHT PER SCOUT	
	MITTENS OR GLOVES	
	WARM WINTER BOOTS	
	WATER BOTTLE ( <i>Patrol Leader should explain to patrol how to prevent bottle from freezing</i> )	
	DRY CLOTHES FOR SLEEPING	
	EXTRA LAYERS AVAILABLE	
	EXTRA SOCKS AVAILABLE	
	SLEEP SYSTEM FOR COLD WEATHER	
IF TENTS IN PATROL (3 extra Points)	PROPERLY SET UP TENT IF NOT USING ADIRONDACK (TIGHT, SNOW PACKED UNDER TENT, DEADMAN ANCHORS, NOT IN GULLY)	
	ORIENTATION (ENTRANCE SOUTH-FACING OR OPPOSITE PREVAILING WIND, OR WIND BLOCK ESTABLISHED)	
PATROL QUESTION (3 pts)		

**TOTAL FROM ABOVE:** \_\_\_\_\_ (Deduct 5 points if less than 75% present & check here ☐)

**TOTAL SCORE:** \_\_\_\_\_ (Max. 20 points)      **NUGGETS:** \_\_\_\_\_ (Max. 5)

**APPENDIX B**

**CATALINA COUNCIL KLONDIKE DERBY SLED INSPECTION SHEET**

**(25 POINTS MAXIMUM) MUST HAVE GEAR IN SLED!**

**SLED # \_\_\_\_\_ TROOP # \_\_\_\_\_ PATROL NAME: \_\_\_\_\_**

**STARTING POINT ON SCORE CARD: \_\_\_\_\_**

**Attention Sled Inspectors:** *Keep this sheet and turn it in, completed, to Headquarters. Be sure to mark the score on the patrol scorecard before giving the scorecard to the patrol leader.*

**Scout Dress and Equipment - (Seven (7) points)**

- **One (1) point for each item if ALL Scouts have the item.**
- **One (1) point deduction for any item missing from any Scout. (For example, if seven Scouts have their pocket knife and one does not, then no points are awarded for that item and the maximum number of points the Patrol can now earn is six points in this category.)**

Layered Clothing	Warm Jacket & Warm Hat (no baseball caps)	Winter Boots - Waterproof
Gloves or Mittens	Blindfold or Scout Scarf	Pocketknife
	Water Bottle	2 packages of Hot Cocoa Mix

**Patrol Equipment – 18 points, deduct 1 point for each item missing.**

Notebook & Pencil	2 Trash bags	2 Compasses
1 Patrol Flag	1 Axe and 1 hatchet with sheaths	1 Shovel
1 Bow Saw with guard	Fire Material & heat source (no lighters)	1 Metal Plate for fire
50' of 1/4" (or larger diameter) rope, properly whipped or fused.	1 8'x10' or larger tarp	1 Patrol First Aid kit
8 six-foot or longer staves or poles	8 x 10-foot 1/4" (or larger) lashing ropes, properly whipped or fused ( <i>any type of rope allowed</i> )	2 large blankets
Stove and pots/Pots to cook lunch	Pouch or other container to collect nuggets.	5 Gallons of water - min

**25 possible points - \_\_\_\_\_ Deductions = TOTAL SCORE \_\_\_\_\_**

SCORERS INITIALS \_\_\_\_\_

## APPENDIX C

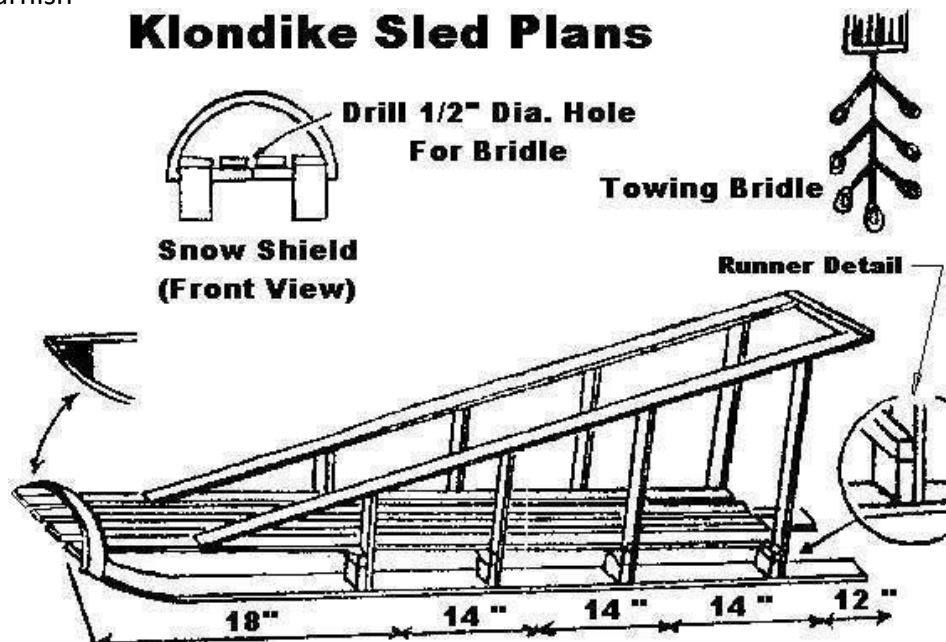
### Klondike Derby Sled - A Way.

**Required Approximate Dimensions: HEIGHT = 40 inches, LENGTH = 6 feet, WIDTH = 18 inches.** Paint

Your sled bright colors -- varnish the bottom of the runners -- then wax before use! You can add a canvas snow curtain to keep equipment dry. Lace the sides with nylon rope to keep equipment from falling off the sled. Use screws instead of nails and pre-drill pilot holes to prevent splitting. Use glue in addition to screws. An old set of downhill skis or pvc pipe works well for runners. **Make your sled strong, durable, but light!** Sleds will be subject to some abuse from obstacles. Mount a pole on your sled to fly your patrol flag! Use hardwoods such as maple, oak or ash to make your sled. Pine is too soft! Again, sled design is up to the patrol. However, the dimensions must meet the above measurements. Be Creative!!

### Possible Bill of Materials

- 2 pcs. 4" x 1/2" x 6'6" - for Runners (use skis!!)
- 6 pcs. 1" x 1" x 18" - Cross Supports
- 8 pcs. 1" x 2" x 6" - Upright Supports
- 4 pcs. 1/2" x 4" x 5' - Floor Cover
- 2 pcs. 1" x 2" x 12" - Front Upright
- 2 pcs. 1" x 2" x 26" - 2nd Upright
- 2 pcs. 1" x 2" x 38" - 3rd Upright
- 2 pcs. 1" x 2" x 40" - Rear Upright
- 2 pcs. 1/2" x 2" x 6" - Hand Rail, sand smooth!
- 1 pc. 1/2" x 2" x 30" - Front Curved Snow/Ankle Guard
- 1 pc. 2" x 2" x 18" - Tow Bar
- Rope for Towing Bridle - 1/2" diameter minimum
- Wood Screws
- Wood Glue
- Paint & Varnish



# PATROL SCORE SHEET

TROOP # \_\_\_\_\_

PATROL NAME \_\_\_\_\_

Sled Inspection Score \_\_\_\_\_

Station Name	Patrol Score	Scout Spirit Gold Nuggets	Bonus Question 10 Points Max.	Mayor Initials
1 -				
2 -				
3 -				
4 -				
5 -				
6 -				
7 -				
8 -				
9 -				
10 -				
11 -				

**Klondike Patrol Roster**

**Patrol Registration Number:** \_\_\_\_\_

**To be completed by Registration Staff**

Please Print Neatly

**Troop Number:** \_\_\_\_\_ **Campsite:** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

**There shall be a minimum of (4) and maximum of (8) members per patrol.**

**Each patrol shall consist of a blend of Ranks from Scout to Eagle.**

**\*\*\* NO SENIOR PATROLS \*\*\***

- 1. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 2. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 3. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 4. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 5. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 6. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 7. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 8. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 9. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 10. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 11. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_
- 12. Scout Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_

**Patrol Leaders Name** \_\_\_\_\_

**Scoutmasters Name** \_\_\_\_\_

**Scoutmasters Signature** \_\_\_\_\_

**Patrol Average Rank:** \_\_\_\_\_

**Patrol Handicap:** \_\_\_\_\_

**APPENDIX F**

**CATALINA COUNCIL KLONDIKE DERBY LUNCH SCORE SHEET**

Lunch scoring is broken down into five categories, 20 points maximum.  
Time limit one hour; note start and finish times.

**SLED # \_\_\_\_\_ TROOP # \_\_\_\_\_ PATROL NAME: \_\_\_\_\_**

- 1) A Scout Is Hungry;** does the patrol *HAVE* a lunch??
- a) Lunch served as a hot, delicious meal – Five (5) points.
  - b) Lunch served as a cold meal – Three (3) points.
  - c) No lunch served – No points, patrol scores zero, patrol may have to give up gold.

**POINTS AWARDED: \_\_\_\_\_ (Max. 5 points)**

- 2) A Scout Is Prepared;** did the patrol plan appropriately?
- a) The meal is nutritionally balanced - add two (2) points.
  - b) The patrol has a written menu (*which matches the meal*) – add one (1) point.
  - c) The meal includes a dessert – add one (1) point.
  - d) The patrol prepares a dry dining area (tarp or equivalent) – add one (1) point.

**POINTS AWARDED: \_\_\_\_\_ (Max. 5 points)**

- 3) A Scout Is Reverent;** was a respectful grace said before the patrol starts eating?
- a) Yes – Two (2) points.
  - b) No – No points.

**POINTS AWARDED: \_\_\_\_\_ (Max. 2 points)**

- 4) A Scout Is Helpful;** is there a duty roster and are all Scouts involved in some aspect of the meal (preparing or cleanup)?
- a) A duty roster exists, and all members of the patrol assisted in some way – Five (5) points.
  - b) No duty roster exists, but all patrol members assisted in some way – Four (4) points.
  - c) More than half of the patrol members assisted in some way – Three (3) points.

**POINTS AWARDED: \_\_\_\_\_ (Max. 5 points)**

- 5) A Scout Is Clean;** did the patrol leave the site better than they found it?
- a) No litter or spilled food on the ground. All trash is bagged and packed out – Three (3) points.
  - b) Attempt was made to clean area, but some trash was left, and the patrol had to be told by station staff – One (1) point.

**POINTS AWARDED: \_\_\_\_\_ (Max. 3 points)**

**TOTAL SCORE: \_\_\_\_\_**



## APPENDIX G

### Laws of Layering

#### First rule of fabrics

A layering system is key. But effective layering isn't just a matter of piling one item of clothing over another. What you put on where is important, too.

The new fabrics — as well as new and improved old favorites — give you dozens of choices. Take time to experiment: Everyone's body retains heat and produces sweat a little differently. It may take some fine-tuning to come up with the perfect system.

#### Under layers

Your base layer is the starting point for moisture and temperature management.

These garments come in several different weights, ranging from lightweight to expedition-weight. Don't overdo it: Even if you plan to hike in subfreezing temperatures, expedition-weight under layers will make you overheat, unless you're headed for places with names like Denali or Everest.

Polypropylene is a common base layer fabric because it wicks sweat away from your body and helps keep you warm. It's inexpensive but has two major drawbacks: It retains body odor in a big way, and it can't be washed in hot water or put in a clothes dryer because it will melt.

*Polartec*, a versatile fabric used in everything from base layers to insulation and weather protection, is a big step up: It doesn't retain as many odors, and it often has a brushed, comfortable inner surface. Many manufacturers also offer proprietary blends. All have good moisture transfer properties and don't retain odors.

For those who love wool, *SmartWool* is both a base layer and a shirt for aerobic activities. Unlike synthetics, *SmartWool* fibers capture perspiration in the vapor state, which minimizes odors. The wool itself is soft New Zealand merino wool that is virtually itch-less. And it can be safely put in clothes dryers (unlike older wool clothing).

Another entry into the base layer field is the concept of a base layer that sandwiches three layers into one: a durable outer layer, a wind blocking mid-layer, and an inner wicking layer.

#### Insulating layers

When it comes to insulation, most hikers have at least one synthetic pile or fleece article of clothing. Fleece pullovers, vests, zip-up jackets, and pants are available in a variety of weights, measured usually between 100 and 300. The higher the number, the heavier — and warmer — the jacket. The lightest is 100-weight, useful in pullovers and middle layers as vests, or as an outer layer in warm temperatures. A good all-around choice is 200-weight fleece, because it can be used as either a heavier pullover or a jacket. A 300-weight fleece jacket is so warm that you would use it more often in camp or during rest breaks than while working up a sweat on the trail.

*Microfleece* jackets have a tighter weave and block wind better, and pile has a rougher texture and tends to be warmer and bulkier.

Some manufacturers have added other features to their fabrics, like stretchy, form-fitting microfiber or water-repellent treatments. For example, a new 300-weight fleece that features a durable, water-repellent finish, making it useful as an outer layer in light rain

conditions. Two-way pit zippers allow excess heat to escape.

And don't forget about your legs: While most hikers don't hike in fleece during the day, fleece pants can be cozy on cold evenings. You'll also use fleece for hats, mittens — and even socks for camp wear.

### **Insulating fills**

Another way to stay warm is with a jacket filled with down or some other insulating fill.

Following the layering principle, you don't want one of those heavy-duty jackets that could practically double as a sleeping bag. Instead, have a lightweight jacket that can be part of a layering system.

While down is highly compressible and extremely warm, it does not insulate when wet.

Down works better in snow, that can be brushed off. If you're unsure of whether to expect rain or snow, you might opt for synthetic fill instead.

Reprint from Scouting Magazine: November-December 2005

APPENDIX H

# KLONDIKE STATION SCORE SHEET

TROOP # \_\_\_\_\_ STATION

NAME: \_\_\_\_\_

Patrol Name	Troop #	Patrol Score	Scout Spirit Gold Nuggets	Bonus Question Worth 10 Pts.	Mayor Initials