



THE SKAGWAY LANTERN

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• CONNECTICUT RIVERS COUNCIL MATTATUCK SCOUT RESERVATION LEADING THE WAY

SINCE 1939 NEWS FROM THE KLONDIKE

WESTERN DISTRICT KLONDIKE DERBY.

The Western District Klondike Derby will be held on Saturday February 7th. 2026 at Camp Mattatuck. 221 Mt. Tobe Rd. Plymouth, Ct. 06782 GPS Coordinates 41.83309 - 73.04468

Troops from the Tri-State Area otherwise know as The Yukon Territory, are invited to participate in the Ultimate Patrol Challenge that honors the men and women prospectors that sought their fortune in the Yukon Gold Rush.

With the cooperation of Mother Nature, Camp Mattatuck, will be transformed into the wilderness of the Yukon Territory where a person's skill and knowledge along with adequate gear and supplies are what will gain them fortune or cause for failure.

The Klondike Derby is the District's winter scouting challenge where the scouts will traverse the frontier, traveling from town to town testing their scout skills, competing for gold, and demonstrating the Patrol Method. Start planning now for a great Scouting adventure. Prepare your sleds and your patrol to compete for gold and glory. The Klondike Derby is the greatest challenge your patrol will ever experience.

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WEATHER

The Klondike is a rain or shine event. However there is always the possibility of severe weather or road conditions that may require the Klondike to have a delayed opening, postponed or canceled.

DELAYED OPENING/CANCELLATION

If the state issues a travel ban, or the Connecticut Rivers Council closes camps or the District Activities Committee deems conditions to be too hazardous we would need to delay opening or cancel the Klondike. We will communicate this information via email, text messages and the District Facebook page as soon as possible either Friday night or Saturday morning. Please monitor your devices for information.

Participant Clothing: Each participant must wear appropriate clothing and footwear, ice cleats are recommended for snow and ice conditions. Be prepared, check the weather forecast and expected conditions for the day. Scoutmasters must ensure all scouts have the proper clothing and footwear.

TRANSPORTATION/PARKING

- Please carpool as much as possible to avoid overcrowding in the parking lot.
- Drive carefully in camp and obey the 5 mph speed limit.
- When staying for the day park where directed by parking attendants no offloading until parked.
- When dropping off, prepare yourself as you are pulling into camp, follow the directions of the parking attendants to the drop off area, offload your passengers and gear then exit.

Parking attendant staffing. If your troop is camping Friday night we hope you will assist with this very important job. Cars will need to be parked, and scouts dropped off in a safe and orderly manner. Along with an added challenge of no visible lined parking places it is important to follow the directions of the parking attendants. Conditions such as snow, ice and or mud make this even harder. We will be looking for two people Friday night from 6:00 p.m. to 7/7:30 p.m. and Three people Saturday 6:00 to 8/8:30 a.m.

SAFETY MOMENT

Safety may not have been an important issue to the prospectors, it is our main priority.

- Stress being safe to your troop members.
- Safety on the trail is your responsibility.
- Don't put yourself or others in a position to get injured.
- Report any injuries and safety concerns to the emergency contact numbers *(to be provided on the score sheet and instruction pages) and to the closest town mayor who will take over and determine the course of action.
- Proper clothing and footwear are required. Scoutmasters should ensure their scouts are properly dressed.
- No ground fire's, patrols must use a fire containment pan. Towns should utilize the campsite's existing fire ring. If assigned a town with no fire ring organizers will make you aware so you can bring an appropriate fire containment device.
- **The lake is off limits unless otherwise specified as a town or demonstration area.** Anyone who disregards this warning will be disqualified, confined to the Dining Hall until their scoutmaster comes to bail them out.
- Throwing snowballs or rocks is prohibited in camp.

FIRST AID

EMT/First Aid Provider will be available in the Dining Hall.



PARTICIPATION TROOPS

Take part in the event by running a town. Does your troop have a favorite game or a team building challenge that would work well in the Klondike? Sign up to run a town and maybe bring home the "Best Town Award".

All adults should take part in running or assisting a town. If you feel you don't have adequate staffing to run a town, and you just want to "help" we can find you a spot or team you up with another troop, it's a perfect opportunity to pair up and make some new friends.

PATROLS

Patrols have the opportunity to apply their scouting skills, display positive teamwork and scout spirit all while competing for the title of Klondike Derby Champion. They will be awarded temporary possession of the Giant Skillet to cook some patrol meals in it then return it at the next Klondike. Or maybe your patrol will be chosen for the District Red Lantern Award. This award goes to the patrol that exhibits outstanding Scout Spirit along the trail. It is voted on by the Mayors and Residents of the Klondike Towns. Your patrol should practice their standard scout skills: first aid, lashings, knots and navigation. Devote the month of January to practicing any challenges that are announced prior to the Klondike.

GOLD NUGGETS

All patrols will be given one nugget for inspection, town, cook town. Entry into the towns will cost your patrol one nugget, if the mayor decides your visit was "enjoyable" he will return your payment along with any reward for completing the towns challenge. If a patrol is missing any items needed to complete a challenge they will be charged one nugget.

Be on the lookout for the infamous Mattatuck Bandits. They will be looking to delay, harass and steal your fortune. Your knowledge of scouting history and your scoutcraft skills will be the difference in losing or gaining nuggets. One extra point will be awarded to your score for each nugget you turn in that is above your starting allotment. Nugget size has no bearing of an award.

"Enjoyable"

The patrol exhibits scout spirit and are happy to be participating.

All members take part in the challenge.

The patrol follows all the towns rules and instructions.

REGISTRATION

In the weeks prior to the Klondike all attendees both youth and adults, must be register online through the Council website. Please register early. Early registration helps with the event planning, eliminates unnecessary paperwork and aids in the ordering of awards. Saturday morning late registration will be accepted but should only be used for extenuating circumstances.

Registration fees: youth \$20 adults \$10.

TOWN / CHALLENGE SET UP

Troops may gain access to camp to set up their town in advance of Saturday with prior arrangement with Bob Bernier and Jeromy Nelson. Contact numbers are at the top of page one.

Challenge towns must be operational at 8:00 a.m. Cook towns at 11:00. You should ready before start time and plan to accommodate four to five patrols per rotation to avoid delays and back ups.

The challenges and scoring rubrics listed in this document are subject to change but are a good representation of a typical town.

NON PERISHABLE FOOD DONATION

One canned/plastic (no glass please) non perishable food item per participant.(canned soup, vegetables, beans, tuna, peanut butter, canned pasta meals etc.) Food to be donated to the **PLYMOUTH COMMUNITY FOOD PANTRY**. The Donation will be made in the name of The Plymouth Volunteer Ambulance Association for their support in providing EMT and ambulance coverage for the klondike.

DAY OF EVENT INSTRUCTIONS FOR TROOPS

[Registration / Check-in: AT THE KLONDIKE HEADQUARTERS \(49'ers Cabin\)](#)

Troops should gather all their members near the Pine Grove by the parking lot, when all patrols have arrived, have Patrol Leaders only register their patrol. Registration will open at 7:00 a.m. for Troops, Mayors and Patrols. Towns must be open for the 8:00 start time. While adults are welcomed to visit the towns please refrain from following your patrols. If you feel the patrol needs a guide a senior scout should accompany them but should not help. There may be staffing needs to help with and unfilled positions please check with headquarters.

Each troops whether you are running a town or not must check in at Headquarters and drop off their troop roster of the attendees (p.20), it must includes a main contact phone number so in the event of an issue with one of your troop members arises we can notify you. Roster must include ALL attendees first and last names.

DAY OF EVENT INSTRUCTIONS FOR PATROLS

Patrols must also have a completed roster of participants at the event when checking in. First and last names required. Patrol roster found on pages 21.

- **Safety is your responsibility. Don't put yourself or others in a position to get injured.**
- **Report any injuries immediately to the emergency numbers on your paperwork.**
- **Water is available at the camp office.**
 1. Patrol leaders should account for all their members at a predetermined meet point.
 2. Only the Patrol Leader signs in at Headquarters where they must turn in a completed patrol roster. There they will receive an instruction sheet, a map and score sheet. Patrol registration will be open from 7:00 to 8:00 a.m.
 3. Proper clothing and footwear are required.
 4. All members of the patrol and their sled must then go through inspection. Your sled should include all the required gear and supplies it should be organized and securely loaded with your patrol flag attached. A thirty point bonus will be awarded for using a sled all day, wheels may be needed for no snow conditions.
 5. After inspection patrols proceed directly to their first town. A twenty five point bonus will be given for starting at the correct first station. The towns open at 8:00 a.m. and will remain open all day. Patrols are to follow the order the towns are listed on their score sheet. Avoid skipping towns and backtracking.
 6. Lunch. All patrols are to report to the closest cook town between 11am. and 1p.m. No ground fires allowed metal or foil pans required for your fire. Use as much time as you need, but you should not exceed one hour.
 7. Carry In Carry Out Leave No Trace Principles should be practiced.
 8. **Patrols are not finished until they return to headquarters to turn in their score sheets and nuggets.**

DAY OF EVENT INSTRUCTIONS FOR MAYORS

Your primary job is to run a safe, fun activity.

If you need to access your site to prepare before the day of the event, arrangements must be made with Bob Bernier for site location and Camp Ranger for camp access prior to Friday afternoon.

- ❖ Water is available outside the camp office.
- ❖ Carry In Carry Out. Leave No Trace...
- ❖ Put together a safe, fun and challenging activity.
- ❖ Develop a scoring rubric for your town's challenge.
- ❖ Starting at 7:00 a.m. Saturday morning mayors must sign in at Headquarters (49 ers.cabin} , submit a town roster (pg.20) and provide the mayor's name and phone number. You will receive instructions, score sheets, town sign, nuggets and a map.
- ❖ We average 35 patrols, you should be prepared to handle at least four patrols in each rotation. Give the patrols ample time to complete the challenge but discourage them from "hanging out".
- ❖ Find the person with the best penmanship for filling out score sheets ensuring accurate transfer of scores to the spreadsheet.. Check sheets for accuracy, be sure both the towns score sheet and the patrol score sheets match. A fine-tip "Sharpie" pen works best.
- ❖ Message in scoresheet pictures around 10:00/12:00/2:00 and a final at 3:00. Patrols starting by the 3 o'clock closing time should be allowed to finish. Update final score sheet accordingly.
- ❖ *Return sign, nuggets and score sheets to headquarters immediately after closing town.*



AWARDS

STANDARD DIVISION

A mixture of ages. First, Second and Third Place finishers.

SENIOR DIVISION

Fourteen years of age and older. First Place only. Awarded only if the patrol has the event's highest overall score.

BEST TOWN AWARD

At the conclusion of the day, all patrols can vote for the best town of the Klondike. To increase your chance of winning the best town award, mayors should encourage the townspeople to dress in period style clothing, dress their station up with a gateway or other enhancements and make it fun!!!

BEST SLED AWARD

This award is subjective to what the judges feel is the best sled. Awarded to the patrol that the judges feel has the "most prepared sled". Do they have all the required gear and supplies? Is it packed and organized well? Is everything accessible? Is the sled trail worthy? Will it make it through the day? Has it an interesting design or paint job? Do they have their troop number and patrol flag properly displayed?

GIANT SKILLET AWARD

The Giant Skillet is awarded to the first place winner to use for one year at patrol and troop campouts. The winner should apply a troop number or patrol emblem to the skillet's storage bag.

RED LANTERN AWARD

This award is for the patrol that best exemplifies the Scout Oath and the Scout Law. Awarded by a tally vote from totals taken from the Towns Master Score Sheet, and the nominating form that will be enclosed in your folders along with testimonial evidence from the leaders and volunteers of the Klondike of the patrol's behavior along the trail.

PATCHES

Patches will be distributed according to the troop roster submitted at registration and will be passed out at the award ceremony.

SCORING

The scoring rubrics included in this booklet are subject to change

BE PREPARED

YOUR SLED

- All patrol members should share the work of pulling the sled, remember teamwork!
- Required gear must be securely loaded on your sled.
- A thirty-point bonus will be awarded to the patrol that uses their sled all day.
- If you are missing any items that are needed for a challenge your score could be negatively affected.
- Mark your gear for identification in case it gets lost.
- WATER, YOUR PATROLS SHOULD BE PREPARED AND SUPPLY THEIR OWN BUT IT IS AVAILABLE OUTSIDE THE CAMP OFFICE.

Sleds were a major piece of equipment used by the prospectors and they took pride in its design and construction. Wheels may need to be added to your sled in the event there is not enough snow cover on the trail.

You should outfit your sled with all the required gear and supplies. Be sure your sled is loaded securely, so nothing will fall out, it's possible to get tipped over.

Customize it, give it a nice paint job, be sure to have a cool design and display your patrol flag, all with the hope of winning the Klondike's Best Sled Award..

Remember the more you carry the heavier your load. Not a good event for a Dutch Oven. A lighter stockpot or a roll of heavy duty aluminum foil to cook with may be better choices. A larger tarp would make a great shelter, but may be so bulky it is to difficult to handle.

Sled design ideas;

https://scoutdocs.ca/Klondike/Klondike_sled_plans.php

https://scoutingevent.com/Download/062125565/OR/Klondike_Derby_Plans_for_Sleds.pdf

<https://www.epoxyworks.com/boy-scout-composite-klondike-derby-sled/>

NEED GEAR AND SUPPLIES CHECKLIST

SLED	FIRST AID
3- SIX TO EIGHT FOOT POLES	4 TRIANGULAR BANDAGES
8- ROPES OR PARACORD 10 FEET	MATERIAL TO MAKE ARM AND LEG SPLINT
1- ROPE OR PARACORD 50 FEET LONG	ONE HOT CHOCOLATE PACKET FOR EACH SCOUT
METAL PAN TO BUILD FIRE NO GROUND FIRES	BLANKET
1-COOKING POT WITH LID	TARP OR PLASTIC SHEET
1 POT WITH LID TO BOIL WATER	NUGGET POUCH
A CUP FOR EACH MEMBER OF PATROL	PENCILS AND SHARPIE
LUNCH INGREDIENTS	RULER/STRAIGHT EDGE
PATROL FLAG ON A POLE	ZIP LOCK BAG FOR PAPERWORK
2 QUARTS WATER PER SCOUT/BULK JUG OK	ZIP LOCK BAGS FOR LUNCH LEFTOVERS
WATER TO EXTINGUISH FIRE	2 GARBAGE BAGS
MATCHES	TINDER/KINDLING/FUEL WOOD ENOUGH FOR TWO FIRES
MATCHLESS FIRE STARTING KIT SUCH AS FERRO ROD/FLINT,STEEL, MAGNESIUM SPARKER,CHAR CLOTH.	MATCH LIGHT CHARCOAL
MAP COMPASS see notes page	TWINE/HEAVY STRING
ENGINEERS COMPASS see notes page	HOOK MADE FROM A CLOTHES HANGER
CELL PHONE WITH GAIA GPS APP. on the app store.	2 LARGE SWEATSHIRTS TO MAKE A STRETCHER

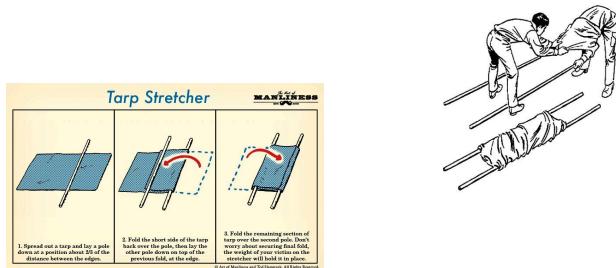
Bulk water jugs may be used for both drinking and water to extinguish your cooking fire. Individual bottles are not required but are recommended for personal use. This list is the minimum required, patrols may use any other gear or supplies they feel they can use.

TOWNS (SUBJECT TO CHANGE)

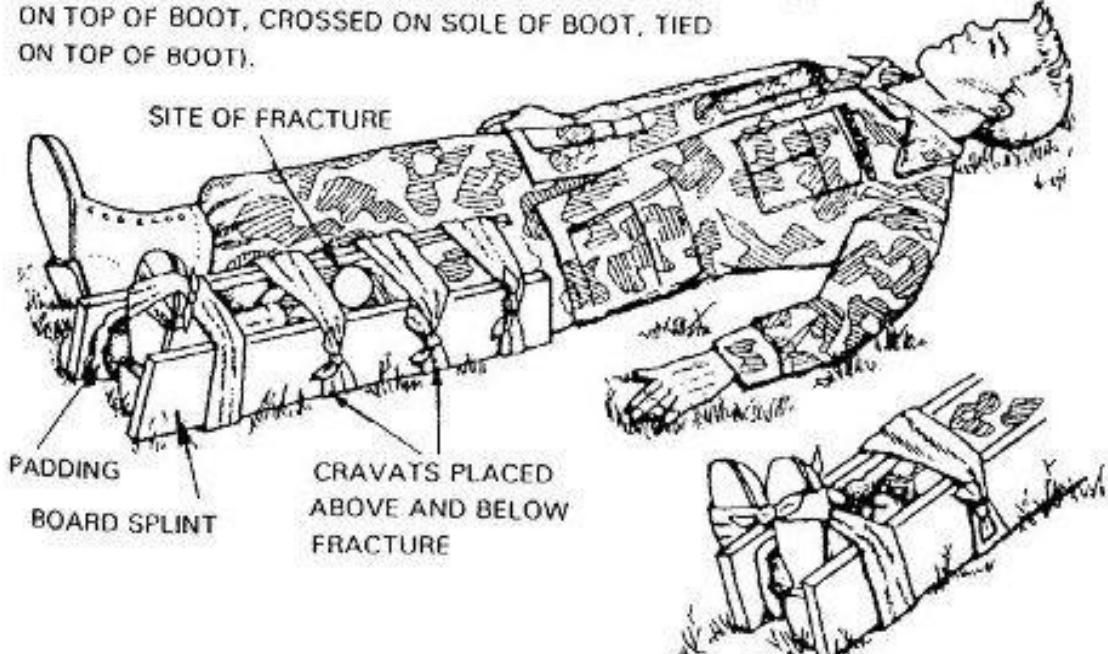
1 First Aid.

This station sums up the Scout Motto “be prepared”. There could be a head injury, a *broken bone needing to be splinted*, you may need to transport using a stretcher, there could be severe bleeding that needs to be stopped, the patient could be in shock? All this in addition to the possibility of rain, freezing rain, snow, along with freezing temperatures. So, you just don't know what you may come across.

Improvised stretcher:



CRAVAT TO SECURE ANKLE (PLACED UNDER SPLINT, CROSSED ON TOP OF BOOT, CROSSED ON SOLE OF BOOT, TIED ON TOP OF BOOT).



CRAVAT TO SECURE FRACTURED LEG TO OTHER LEG (IF MORE SUPPORT IS NEEDED).

SCORING RUBRIC SUBJECT TO CHANGE
FIRST AID SCORING RUBRIC

Categories	Poor	Below Standard	Standard	-Good	Above Average
Approach the scene with caution. Contact with injured	Rushes in no concern. No one sent for help. Fails to interview injured	Shows little concern no scene assessment. . Askes "should we get help". Starts to move victim without assessment.	Looks for hazards uses caution. Sends one person for help. Interviews injured gets basic information.	Check area for hazards approaches with caution. Interviews the victim gets detailed information Sends two people for help.reassures injured they will be fine.	Accesses and secures scene notes and addresses hazards. Sends two people for help confirming they have a phone for communication. Interviews victim, tries to calm and comfort injured assures them help is on the way and they will be ok.
Assessment of injuries.	Asks "what's wrong"	Gets minimal information about injury.	Questions victim of their injury, pain level and other injuries.	Get's vital information about injury how it happened, pain level, other injuries.	Gets detailed information on injury how, where, when, pain level, other less visible injuries, do the feel dizzy or confused.
Treatment	Tells injured to get up and walk it off.	Tells injured he's ok and they will assist him on the rest of the hike.	Wraps injury with an ace bandage tries to splint leg.	Carefully checks injury, performs examination for other injuries, bandages and carefully splints leg and treats for shock by covering the injured with a blanket to keep warm and elevate uninjured leg.	Carefully assesses injury, performs examination for other injuries, bandages and carefully splints leg and treats for shock by covering the injured with a blanket to keep warm and elevate uninjured leg.
Transport	Tries to get the injured to walk out.	Tries to assist injured by a hand carry.	Looks for a walking stick to help injured walk out.	Constructs a poorly made stretcher, the injured "sags" into it causing a swinging action while being carried. Performs a carry but has a difficult time.	Makes a taught stretcher that supports the injured, insures the injured is cover with a blanket and kept warm. Performs a carry with little or no problems.

TOWN

2 MAKE HOT CHOCOLATE.

The patrol is to build a fire and correctly lash a tripod using the poles and cordage in their patrol equipment that can hold a pot of water over an open fire. The goal is to boil 64oz of water (to make hot cocoa for the Patrol members and town marshal). It is encouraged that the scouts start the fire without matches (More points will be given if this can be accomplished). Scouts should have flint and steel, fire piston or other fire-starting method; dryer lint is permitted as well as matches (matches should be the last resort). The Patrol will be given no more than 50 minutes to complete the task, put out the fire and clear their fire pan.

Materials needed:

Poles.

Rope or paracord.

One packet of hot chocolate per member.

1/2 Gallon of Water

Pot with lid to boil water.

Personal drinking cup.

Tinder, kindling and fuel wood.

Matchless fire starter such as flint and steel or ferro rod, char cloth and matches.

Scores will be based on:

Scout spirit.

Teamwork.

The method of starting your fire.

Quality of the lashing of the tripod.

Adherence to the Leave No Trace Principles.



Link to Fire Building Tripod Lashing

[Tripod Lashing](#)

TOWNS



3 Snowball Slingshot.

Using a provided slingshot, patrols will shoot tennis balls at targets for points.

Scoring:

- Scout Spirit
- Teamwork
- Points for hitting targets.

4 Klondike Pete's Shelter Building

The patrol must build a shelter to house the entire patrol. You can utilize your sled, natural surroundings and any gear on your sled.

Score will be based on;

- Scout Spirit
- Teamwork
- How well the shelter was constructed, is it stable and safe.
- Can your whole patrol fit inside?
- Is it rain and wind proof?
- Can it withstand a snow load?
- Leave No Trace, is the area returned to its natural state? .

TOWN

5 Dynamite Retrieval

At this town you must build a retrieval tool using your three poles, twine or heavy string and a coat hanger hook. You will then have to show your expertise and patience to retrieve your unexploded dynamite for a mine site. Oh I forgot to mention you're going to be blindfolded. You will need to follow directions to try and . Score is based on scout spirit, teamwork and the quality of your lashings and whether you retrieve any dynamite.



string

Materials needed

J coat hanger hook

Three poles.



- Four ropes
- Six feet of twine or heavy string.
- Coat hanger hook..
- Using your rope or par cord lash three poles together using round lashings to make a fishing pole at least ten feet long.
- Tie the twine/string to one end of your pole using a clove hitch.
- Attach the coat hanger hook to the twine/string.
- The scouts are to be blindfolded and are to follow the directions of their guide to hook and retrieve the dynamite.

Scoring:

Scout Spirit

Teamwork

Quality of the lashings.

Number of dynamite sticks retrieved..

TOWNS

6 Navigation

Your patrol must find hidden gold stashes along the trail. GPS locations will be given to you and you must locate the stash of gold. Your patrol will use a cell phone with a GPS app. to locate gold hidden by the Yukon Bandits. Your patrol must find and record the letter or symbol that identifies the bandits stash. GAIA GPS APP. Download from the App Store.



7 Ore Box/Bucket Challenge

Using your 50 foot rope your patrol will tie the proper knot to your ore box and bucket then toss the long end of the rope over a branch, swing your box or bucket of ore to the opposite side of a ravine.

<https://www.youtube.com/shorts/SLCN574j7m0>

https://www.youtube.com/shorts/5-L_kqxSgyQ

video for demonstration purposes box will be larger

8 Split A Match

https://www.youtube.com/watch?v=I0mhy8Bw_sw

9 Giant Clove Hitch

Using a provided rope your patrol is to tie a clove hitch around a tree while staying 6 feet from the tree.

Materials: For each patrol, a tree around which a 6-foot-radius area is staked out, a 50-foot rope

Method: Two Scouts from each patrol grasp the rope at either end and are not permitted to let go. The object is to tie a clove hitch around the tree without entering the circle. Other patrol members may help by giving advice and by raising the rope as needed.

Scoring:

Scout Spirit

Teamwork

Time Management

Task Completed

COOK TOWNS/LUNCH

Cook your lunch over an open fire or a bed of charcoal.

- Cook towns will be open from 11:00 a.m. to 1:00 p.m. Patrols are to report to the closest one, avoid backtracking.
- Meals should be creative, taste good and be eaten by all.
- They should include a protein, starch and vegetable. Example (beef, potato,carrots)
- Lunch should also include a hot beverage and a dessert, try to keep it simple. One pot meals work well. A foil pouch lunch is an easy no mess way to make a nice hot meal.
- Meals are to be cooked over an open fire, or coals. A fire containment pan must be used no ground fires allowed.
- There is no fire starting scoring, patrols can use matches and fire starters, you can also use match light charcoal along with pre split firewood. No liquid charcoal starter allowed.
- You must have water to extinguish your fire.
- Leave No Trace principles should be practiced at all times. Carry In Carry Out.





THE RETURN OF THE BANDITS

YOUR KNOWLEDGE OF SCOUTING AND OTHER TOPICS WILL BE TESTED AND YOU WILL EITHER BE REWARDED GOLD NUGGETS OR HAVE TO PAY A BOUNTY.

Some examples are:

- Be prepared by knowing scouting facts and dates.
- Be proficient in knots
- Know how to treat simple first aid scenarios.
- Knowledge of American Civics.
- How to set a bearing on a compass.

Like the robbers and bandits of the Yukon gold rush you never know where they may be. They could be roaming the trail or hiding out in a town waiting for some unsuspecting patrol to wander in. They could be waiting in ambush looking to steal your gold. Or maybe with your knowledge of where they have hidden gold stashes you can turn the tables on them scoundrels and make off with some of the robbers' loot. Your patrol will be given GPS coordinates of the spot the bandits have hid their bounty and you must find and record the letter or symbol.

TROOP ROSTER

Troop Number _____

Main contact _____ Phone # _____

	ADULTS	YOUTH
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
15		
15		
16		
17		
18		
19		
20		

Patrol Roster

Troop Number _____

Patrol name _____

Contact phone number _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

Generic Scoring Rubric

For towns that do not come up with a town specific Rubric.

Categories	1-10- poor	10-15- below average	16-20- Standard	20-25-good
TIME MANAGEMENT	Patrol took longer then expected in the activity and passed the time limit for the town.	Patrol just finish the activity in the time limit.	Patrol completed the activity with time to spare.	Patrol completed the activity Very Quickly Faster than expected.
TEAMWORK SCOUT SPIRIT	Patrol fought constantly multiple members of the patrol did little to ensure success of the activity	Patrol has several disagreements during the activity a small number of members did not assist in completing activity	Patrol cooperated during the task and completed the activity, all scouts were active in helping complete the task.	Patrol communicated effectively during the activity, members were solving the issues before they arose, no one was told to help. Scouts encouraged each other.
EXECUTION	Task not completed or skill completely not know	Task completed successfully but had some difficulty doing so	Task completed successfully with smooth execution.	Task completed successfully in a smooth and organized manner. Good leadership used.
PREPAREDNESS	Scouts did not know the skill and did not prepare to complete the task	1 or 2 scouts knew the skill and were effective.	30% or more of the scouts knew the skill and others has some knowledge of the task	All the scouts were prepared for the challenge 50% or more knew the skill and the others were prepared to do what they could