Charter Oak District
2027 Klondike Derby
Troop Leader Guide



February 6-7, 2027
Camp Workcoeman

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Klondike Derby General Information

The Klondike Derby is based on the Klondike Gold Rush and the struggles encountered by the men and dogs crossing the Klondike in search of gold. In 1972 the Tunxis District of the Charter Oak Council created our Klondike Derby. This Derby has run ever since through a series of Council and District changes and now the Charter Oak District of the Connecticut Rivers Council continues the tradition.

The Charter Oak District Klondike Derby is a “traditional” derby tests all the skills a scout is learning and is unique in Connecticut. The purpose of the Klondike Derby is to develop Patrol teamwork through an intensive orienteering and camping competition. Patrols pull Alaskan type sledges containing all their equipment to stations or “towns” located in the woods. The Patrols are required to plot course headings and directions to locate specific towns in a given order. They must then choose how best to get to them. Patrols will earn points based on total elapsed course time a Patrol requires to reach five Klondike towns (stations), and the total number of nuggets (points) awarded to the Patrol by the mayor of each town for skills demonstrated.

General Information

When & Where

Date: Saturday, February 6 – Sunday, February 7, 2027

Location: Camp Workcoeman, 169 Camp Workcoeman Road, New Hartford

Day Course

A one day- event for Patrols without winter tent camping experience, and those Patrols with fewer map and compass skills.

Overnight Course

An overnight course for Patrols experienced in orienteering skills, and familiar with winter tent camping. This is a longer distance course than the day course. We recommend that scouts participating in the overnight course have done one of our day courses in the past.

Registration

Registration Fee $20 per scout & $10 per adult

Units must register online by February 1, 2026.

Units must also submit a roster form https://scoutingevent.com/066-110761 by February 1, 2026.

Roster forms are to be emailed to ctrivers.co.klondike@gmail.com.

Walk-ups will not be accepted.

Preparation Meeting - Required

We will hold an in-person and a virtual preparation meeting to review Klondike, the process, rules and safety procedures. **Attendance at one of these meetings is required** for at least one adult troop leader and the Patrol Leader of each participating Patrol. For safety reasons, there can be no exceptions. We recommend that one or more additional Patrol members attend to ensure that if a trained scout is unable to attend, each participating Patrol will meet the requirement to have at least one trained member.

In Person Meeting

When: Monday, January 11, 2026, 7:00 pm

Where: First Church of Christ Lower Level, School Street, Farmington, CT

Virtual Meeting

When: Thursday, January 14, 2026, 7:00 pm

Where: Virtual

Patrol Size

All participating Patrols must have a minimum of four (4) scouts and a maximum of eight (8) scouts. Rosters must be submitted to Klondike staff by February 1. No roster changes are allowed after the event starts. Any units with special needs scouts should notify Klondike staff in advance so appropriate accommodation can be arranged.

Scout Training Requirements

It is the unit's responsibility to have prepared their scouts with the skills needed to participate in this event. This event **requires** the use of map and compass and the ability to map a course.

Scouts should be familiar with winter clothing (what to wear and what not to wear), winter camping, and first aid (including the winter hazards, symptoms, and treatment).

Adult Participation

Per BSA Youth Protection guidelines, **a minimum of two registered adult leaders from each participating unit must be in attendance for the entire time that their scouts are on site.** For female units, one of those adult leaders must be female. If your scouts are participating in the overnight course this means you need at least two adult leaders camping overnight. At least one adult leader from each participating Troop is expected to arrive on site at 7:00 AM. We need a minimum of two adult leaders at each station before we can start. Adults will be assigned to specific sites. Adults are not permitted to travel the course with their scouts (except for Arrow of Light or special needs scouts).

Safety

Each scout must be prepared by knowing what to wear in winter weather. Each scout will be visually inspected for proper clothing upon arrival. Scouts deemed inadequately dressed for the weather will not be allowed to participate. Our priority is to keep the scouts safe!

BSA Medical Forms

All scouts and Adults are required to have either the Camp Workcoeman 'Short Term Medical Form' or Parts A, B & D of the traditional health form on file with the Camp health office during this event. Units are responsible for gathering these medical forms and bringing them to the health services staff at registration Saturday morning. After the event they can be picked up at the same location.

First Aid

Medical staff will be onsite during the event.

First Aid Kits

All scout Patrols must carry a first aid kit. Adult Leaders on site must have their own first aid equipment and have them easily accessible for use. Emergencies and serious first aid incidents must immediately be reported to the Klondike Staff.

Participant Camping – Overnight Patrols and Adult Leaders

Overnight scout Patrols will camp on the course at the town (station) that they are closest to at 3:30 pm on Saturday. Adult Leaders (a minimum of 2 adults) who have a participating overnight Patrol will be assigned to a town (station) to camp at and help run. One of those unit leaders must be female for female units. Female leaders may be moved to different overnight stations after 3 pm depending on where female Patrols end up overnight.

Troop Camping

Units wishing to camp on Friday and or Saturday need to notify us by February 1. Units will be assigned to campsites by the Klondike Staff based on registered attendance. These assignments will be emailed to unit leadership a few days before the event.

Weather / Snow Cover

This is an "All weather conditions" event. If there is insufficient snow to use sledges, Patrols will be required to backpack all equipment including all water required for food, drinking and for extinguishing fires. ***BE PREPARED***.

Parking

You will be directed where to park when you arrive. We expect large attendance, so we ask that Troops carpool. Trailers must be left at home.

Food

Each scout Patrol and adult participating is responsible for their own food.

Water

Scout Patrols need to bring and carry all the water that they need for drinking, cooking, and meals. If additional water is needed it is available from the well house behind the dining hall and at Griffin Lodge.

Sledges

Overnight Course - Sledges are required for the overnight course.

Day Course - It is hoped that day course Patrols will have sledges, however, they can also use toboggans, sleds, or any other substitute that will serve the purpose.

Trash

Leave no trace and carry out what you carry in.

Patches

Every registered scout and adult will receive an event patch. Patches for your unit can be picked up at the Klondike Headquarters after all the unit's Patrols have checked out.

Decision to Participate

Derby Officials will maintain a close watch on all environmental conditions and reserve the right to either cancel or postpone the Derby at any time. The final responsibility for determining whether a Patrol should participate or continue to participate in the Derby rests with each individual Unit Leader, who best knows the ability of their individual Patrols. Any leader electing to withdraw a Patrol after registration at the Start Line MUST IMMEDIATELY notify Derby officials at the Headquarters.

Klondike Schedule

Saturday, February 6, 2027

7:00 – 7:30 AM	Mayor Meeting (Location: Dining Hall)
8:30 – 9:30 AM	Patrol Start Times (you will be assigned a time prior to Saturday)
3:30 PM	Day Course End & Overnight Course Stop
4:00 – 4:30 PM	Day Course Awards (Location: Dining Hall)

Sunday, February 7, 2027

9:00 AM	Overnight Course Start Time
11:30 AM	Overnight Course End
12:00 – 12:30 PM	Overnight Course Awards (Location: Dining Hall)

Note: Awards will be held once all Patrols have been accounted for so this time may vary.

Klondike Check-In Procedure

Starting times will be 8:30, 9:00, 9:30 and 10:00 am on Saturday. Klondike Staff will assign starting times prior to the event. Upon arrival, Patrols should pack their sledges with all their gear and follow this process.

Scout Patrols

Step 1 - Safety Check - Safety is our number one priority.

The safety check will be in the parade ground pavilion. The entire Patrol with their Patrol's gear should report to the Safety Check. Klondike staff will check for proper clothing and equipment – **see Patrol Requirements section of this guide**.

Each member of the Patrol must be properly clothed for the day's activities before the Patrol will be allowed to leave the Safety Check. **Scouts who are not properly equipped may not participate. Patrols will be given a green safety card and will then proceed to step 2.**

Step 2 – Registration

Registration will be in the dining hall. The Patrol leader for each of the units' Patrols will check in with Klondike staff (not the entire Patrol). They will turn in their green safety check card. Staff will go over the roster form confirming that nothing has changed. Patrol leaders will pick up their Patrol packets including their score card and will be assigned a course # for each Patrol.

Step 3 – Mapping

Mapping will be in the rear of the dining hall. The entire Patrol should report to Klondike Staff at the rear of the dining hall to receive their course map. The entire Patrol will take the time that they need to plot out their course on the map. Once they have completed the map the Klondike staff will check it over and when they are given the ok, they may proceed to the Start. **Note: we will track the time it takes Patrols to complete the mapping, and it will be scored.**

Step 4 – Start

The entire Patrol with all their gear will report to their assigned Starting Line.

The Patrol leader must check in with Klondike Starting Line Staff. The Patrol will receive final instructions, and the Klondike Staff will record their start time on your Patrol Course card.

THIS IS VERY IMPORTANT. WE MUST RECORD YOUR START TIME.

Adults

Once the adults have their scouts started on the check in process, they can report to the Adult Check In at the dining hall. They will be assigned to a station. Adults need to bring whatever they need for the day or overnight including food and water. The adults are expected to assist the mayor with the operation of the station as needed. Adults are not permitted to travel the course with their scouts (except for Arrow of Light or special needs scouts).

Klondike Derby Rules

A. All Patrols participating must have a minimum of four (4) scouts and a maximum of eight (8) scouts.

B. Any Patrol encountering difficulty is strongly encouraged to seek assistance from Derby officials, mayors, or personnel at the start line. There is no penalty for seeking help when in trouble. A Patrol in difficulty which elects not to seek aid runs the risk of being disqualified as well as being in deep personal jeopardy.

C. Saturday lunch will be judged for both day and overnight courses.

1. Patrols are required to prepare a hot, substantial meal and a hot beverage for lunch.
2. Meals must start by 1:30 PM. No lunch started by 1:30 PM will result in loss of points.
3. Stoves are required to prepare lunch. If liquid fuel stoves are to be used the mayor must be notified before their use.
4. All other Patrols should cook at their designated station following completion of their station event.
5. It is the Patrol leader's responsibility to check in with the station mayor so that the time required for lunch will not be included in the Patrol's total elapsed time.
6. Patrols not finding their designated station can take lunch at any station for full credit.
7. If a Patrol cannot find a station, the Patrol must still have lunch (on the route) no later than 1:30 P.M. No points will be awarded in this situation.
8. Patrols are required to take one hour for lunch. A Patrol may not leave earlier. Patrols taking more than one hour will not be penalized but the additional time will count as part of their total elapsed course time for the Derby.

D. To qualify for awards, Patrols must do the following:

1. Check-in at the starting line and get their starting time recorded by Klondike Staff.
2. Check-out at the finish line and get their finish time recorded by Klondike Staff.
3. Patrols who do not get their start or finish times recorded may be disqualified.
4. Check out at Klondike Headquarters. The Patrol leader must present the score sheet in good condition and turn in their nuggets. Patrols that have lost their score sheet or otherwise have defaced their score sheet may lose points.
5. Patrols must have the proper number of gold nuggets. Patrols which present too many or too few nuggets may lose points.

E. It is the responsibility of the Patrol Leader to keep the course card dry and legible. Inability of finish judges to read the card may result in loss of points or loss hold time on course.

F. Patrols who miss stations will lose 100 points per station missed.

G. Patrols who need mapping assistance will lose points. (Day 50 and Overnight 100).

H. Patrols discovering that they have received incorrect course directions are instructed to return to the start line for a restart. There will be no penalty.

I. Patrols requiring help – in the case of emergency Patrol Leaders are advised to check in with the mayor at the nearest station and obtain assistance. The time required for emergency assistance will not be counted in the Patrol's total course time. Units stopping for other reasons such as sledge repacking will do so on their own time.

J. Under no condition should a Patrol proceed if any member of the Patrol is in danger of sustaining a cold weather injury. Check in immediately at the nearest station and obtain aid.

K. In the event of difficulty between stations, Patrol leaders are instructed to keep the Patrol together with the sledge. Two scouts, never one in this situation, are then to be sent for help.

L. The Klondike Derby is designed to test a Patrol's ability to navigate using a map and compass. The use of GPS devices of any kind, to include smart phone apps, is prohibited and is grounds for disqualification.

M. Under no circumstances is a unit to proceed across any frozen lake, swamp, or large body of water.

N. Adult leaders are not permitted to travel the course with their scouts (except for Arrow of Light or special needs scouts).

O. All buildings and facilities are OFF LIMITS unless in the case of emergency.

P. After checking in at the finish line, Patrols are required to move to the designated area.

Q. Check Out - It is extremely important that every participating Patrol ends the course at the finish line, checks out with the Klondike Finish Line staff and turns in their scorecard at the Klondike Headquarters in the dining hall. **Even if a Patrol does not finish the course, Patrols must check out so that all Patrols are accounted for**.

OVERNIGHT COURSE

A. The Overnight course is for Patrols experienced in map, compass, and winter camping skills. The course for this event requires two days for completion. To participate in this event, a sledge is required (provided there is adequate snow cover).

A. Patrols in overnight courses are required to prepare hot substantial meals for Saturday lunch and dinner, and Sunday breakfast. Meals may be cooked on stoves, but a wood fire to warm and dry Patrol members is also required.

B. As of 3:30 p.m. on the first day (Saturday afternoon), all Patrols will be held at the station where they are located, or if in transit at the next station they arrive at. Their course time will be recorded, and they will be required to set up camp for the night. It is the responsibility of the Patrol leader to inform the mayor of the station that the Patrol is stopping for the night so that the Time-In can be recorded.

C. Patrols making it to all their stations on the first day must check in and stay at their last station. Patrols will not be allowed to return to the finish line on Saturday except in the case of an emergency.

D. Patrols will be judged on their evening campsite by the mayor of the station. Judging will be on the following items:

1. Adequacy of meals (2): Hot substantial meals and beverages are required for both meals.
2. Adequacy of ground cover: Use of a waterproof ground cover even under floored tents is required.
3. Use of adequate insulation between sleeping bag and ground such as foam pad.
4. Availability of season appropriate clothing (wicking layer, insulation layer, wind/rain layer, extra socks).
5. Use an adequate sleeping bag or sleeping bag and blanket combination.
6. Good Patrol organization is evident. Well organized in the morning, campsite clean and Patrol ready to leave with minimum fireplace residue and without requiring multiple inspections by the mayor.
7. Evidence of courteous conduct and good Patrol leadership at all times.

E. Patrols will be started at 9:00 a.m. on Sunday for the second day of the event. Patrols must have their Time-out recorded by the mayor of their overnight station. No Patrol may leave their overnight station prior to having a hot substantial breakfast and prior to receiving the mayor's approval. Approval to leave will only be given after the campsite is returned to its original state, i.e., it should be impossible to tell that the site was used for camping.

F. Patrols must complete the course by 11:30 AM on Sunday. If a Patrol has not completed all the stations by that time, it is the responsibility of the Patrol leader to return his Patrol to the start line prior to 11:30 AM. NOTE: *Depending on snow conditions and the length of the course, course time can vary. Therefore, not completing the course does not necessarily mean that a Patrol is not still in the competition.* Patrols finishing late will incur a scoring penalty.

G. Patrols without recorded start and stop times may be disqualified.

DAY COURSE

A. The Day Course is a shorter one-day event. Patrols should elect to run this course if they cannot camp overnight, do not have a sledge, or have less experienced scouts that have done little winter camping. It is hoped that most Patrols will have sledges, however, those unable to construct them can use toboggans, sleds, or any other substitute that will serve the purpose.

B. Patrols in day courses are required to prepare a hot substantial meal for Saturday lunch. Meals must be cooked on stoves.

C. The Day Course event will conclude at 3:30 p.m. on Saturday. It is the responsibility of the Patrol to return to the start line by this time even if it has not reached all five (5) of its stations.

D. Patrols without recorded start and stop times may be disqualified

Patrol Equipment Suggestions

A. Patrol Equipment – Day and Overnight Course
   a. Cooking equipment (stove, pots, utensils)
   b. Food for the meals required (Saturday lunch and dinner, Sunday breakfast)
   c. Water – all required for drinking, cooking and extinguishing fire
   d. First Aid Kit for Patrol
   e. Emergency Blanket
   f. Ropes (1) 16' +/- rope and (6) 6' lashing ropes
   g. Emergency supply of gator aide, cocoa or bullion with equipment required to heat it.
   h. If there is sufficient snow, overnight patrols will be required to use a sledge. Day patrols can choose to use a sled – see Rules.

B. Patrol Equipment – Day Course
   a. Tent (1)
   b. Ground cloth (under tent) (1)
   c. Ground pad (under sleeping bag) (1)
   d. Winter sleeping bag or bag and liner combination (1)

C. Patrol Equipment – Overnight Course
   a. Tent(s) need for their patrol.
   b. Ground cloth (under tent) for each tent
   c. Ground pad (under sleeping bag) for each patrol member
   d. Winter sleeping bag or bag and liner combination for each patrol member

D. Personal Equipment
   a. Clothing - Each member of the Patrol must be properly clothed for the activities before the Patrol will be allowed to leave the Starting Line. Scouts who are not properly equipped may not participate.
      <u>Minimum requirements for each Scout:</u>
      - waterproof and insulated boots
      - warm hat that covers the ears
      - warm mittens or gloves
      - warm socks
      - long underwear
      - warm snow-resistant pants
      - warm jacket.

      NO Cotton pants (blue jeans, sweatpants) and NO Cotton underwear or sweatshirts
      NO Footwear that is not insulated and/or not waterproof (no sneaker)
   b. Extra Clothing – a change of clothing and at least two pairs of extra socks
   c. Navigational equipment – a compass. No electronic navigation equipment is allowed.
   d. Fire making supplies
   e. Ten Hiking Essentials - pocket knife or multitool, first aid kit, extra Clothing, water bottle, flashlight or headlamp, trail food, matches and fire starter, map & compass, whistle.

E. Optional Equipment
   a. A Scout Handbook may be useful.

NOTE: this is not an all-inclusive list, and it is each Patrol's responsibility to determine what they need to bring.

Klondike Derby Troop Requirements

A. Registration

Units must sign up and pay for the event by the sign-up deadline, February 1, 2027. **Walk ups will not be accepted**.

B. Rosters

Units must submit a completed Klondike Derby Roster to ctrivers.co.klondike@gmail.com no later than February 1, 2027.

C. Adult Leaders

This event requires a lot of adult participation. At least one adult leader from each troop manning a station is expected to arrive on site at 7:00 A.M. on Saturday. At least two leaders must always be at their assigned station. Female unit leaders must include at least one female leader.

D. Clothing

It is the responsibility of the unit to make sure that their scouts arrive at the Klondike with the required clothing. Scouts who do not have the minimum required clothing and equipment may not be allowed to participate.

E. Training

It is the responsibility of the unit to train their scouts in the following:

1. Orienteering – this event **requires** the use of map and compass and the ability to map a course.
2. Winter Camping
3. Winter Clothing
4. Winter First Aid – signs, preventions and treatments including the signs, symptoms, treatment and prevention of hypothermia and frost bite.

F. Decision to Participate

Derby officials will maintain close watch on all environmental conditions and reserve the right to either cancel or postpone the Derby at any time. The final responsibility for determining whether a Patrol should participate or continue to participate in the Derby rests with each individual Unit Leader, who best knows the ability of their individual Patrols.

G. Any leader electing to withdraw a Patrol after registration at the Start Line **MUST IMMEDIATELY** notify Derby Officials at the headquarters area of his decision. Further, **under absolutely no circumstances may a Patrol that has withdrawn from the competition leave the derby site prior to notifying derby officials at the headquarters area.**

Klondike Derby Station Skills, Scoring and Awards

Station Skill Questions

At each station, each Patrol will complete a skill challenge. Nuggets will be awarded based on their answers to the skill question. The skill questions will all come from the scout Handbook and Eagle required merit badges.

Scoring

Day course scoring is based on:

1. Time doing the mapping
2. Elapsed time on the course
3. Nuggets earned from station skill stations
4. Nuggets earned during their lunch stop
    a. Adequacy of meals. Hot substantial meal and hot beverage.
    b. Patrol organization and behavior
5. Penalty deductions

Overnight course scoring is based on:

1. Time doing the mapping
2. Elapsed time on the course
3. Nuggets earned from station skill stations
4. Nuggets earned during their lunch stop
    a. Adequacy of meals. Hot substantial meal and hot beverage.
    b. Patrol organization and behavior
5. Nuggets earned for their Station Overnight
    a. Adequacy of meals (2). Hot substantial meal and hot beverage.
    b. Adequacy of ground cover. Use of a waterproof ground cover under floored tents is required.
    c. Use of adequate insulation between sleeping bag and ground such as foam pad.
    d. Availability of extra clothing
    e. Use an adequate sleeping bag or bag and blanket combination.
    f. Good Patrol organization is evident. Well organized in the morning, campsite clean and Patrol ready to leave without multiple inspections by the mayor.
    g. Leave No Trace
    h. Evidence of courteous conduct and good Patrol leadership at all times.
6. Penalty deductions

Awards

First, Second and Third place Patrols in each course will be awarded ribbons. In addition, each scout in a First-place Patrol who completes the course will receive a District Medal.

Klondike Derby Patrol Course Instructions

1. Patrols MUST check in with Derby officials at each step of the course including mapping, the start, the finish, and each station. Missing the start or finish may result in disqualifications or penalties.
2. Units must not continue with wet, cold, tired scouts. In case of emergency, seek immediate help from the nearest station. **There is no penalty for seeking help when in trouble.**
3. Patrols are required to prepare a hot, substantial meal and beverage for lunch. Lunch must be started before 1:30 PM. Patrols can cook this meal at any station for full credit. It is the Patrol Leader's responsibility to check in with the station mayor so that the time required for lunch will not be included in the Patrol's total elapsed time. Patrols are required to take one hour for lunch. A Patrol may not leave their lunch station earlier.
4. Do not travel on or cross any paved roads. If you come to a paved road, you have gone way too far and need to turn around. **Do NOT cross any large frozen swamps or bodies of water.**
5. Day course units must return to the Start-Finish line by 3:30 PM to avoid time penalties.
   Overnight units must return to the Start-Finish line by 11:30 AM to avoid time penalties.
6. Upon crossing the Start-Finish line, it is the Patrol leader's responsibility to have their finish time marked on their course card by the Finish Line Judge. Patrols must move to the designated area and only the Patrol Leader and one member should proceed to the Derby headquarters to turn in their course card and nuggets.
7. It is the Patrols' responsibility to collect the correct number of nuggets from the mayor of each station and have their score recorded on their scorecard.
8. It is the Patrols' responsibility to return with the proper nugget count, and scorecard intact. Missing nuggets will not count.
9. ALL UNITS WHETHER OR NOT THEY COMPLETE THE COURSE IN THE ALLOTED TIME MUST CHECK IN AT THE FINISH LINE AND RETURN THEIR SCORE CARD TO THE FINISH LINE HEADQUARTERS.
10. All camp buildings, facilities and equipment are OFF LIMITS, except in the case of emergency.
11. Patrols must give the Right of Way to vehicles on the camp road.

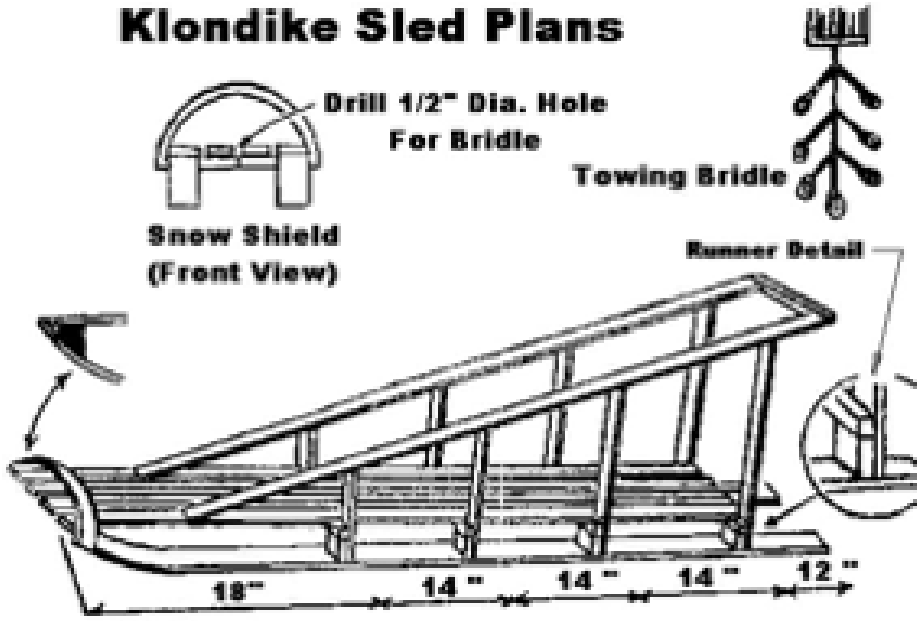
IN CASE OF EMERGENCY, YOU CAN CALL THE FOLLOWING PHONE NUMBER

THIS IS FOR EMERGENCIES ONLY.

860-276-7101

Klondike Derby Sled

This is a typical Derby Sledge Design. This or something similar is acceptable for the overnight course. Numerous sledge designs can be found online.



Approximate Dimensions: 40" high x 72" Long x 18" wide
Paint your sledge
Varnish the bottom runners and then wax them.
You can add a canvas snow curtain to keep equipment dry. Lace the sides with nylon rope to keep equipment from falling off.
Use screws and glue instead of nails and pre-drill pilot holes to prevent splitting.
An old set of downhill skis or pvc pipe works well as runners.
Make your sled **strong**, but light!

Materials

(2) 4"x1/2"x6'6" – for Runners (or use skis)
(6) 1"x1"x18" – Cross Supports
(8) 1"x2"x6" – Upright Supports
(4) 1/2"x4"x5' – Floor Cover
(2) 1"x2"x12" – Front Upright
(2) 1"x2"x26" - 2ndUpright
(2) 1"x2"x38" - 3rdUpright
(2) 1"x2"x40" – Rear Upright
(2) /2"x2"x6' – Hand Rail- sand smooth!
(1) 2"x2"x18" – tow bar
(1) 1/2" x 2" x 30" - Front Curved Snow/Ankle Guard
Rope for Towing Bridle - 1/2" Dia. minimum
• Wood Screws
Wood Glue
Paint & Varnish

KLONDIKE DERBY ROSTER

Unit No. & Town		Unit Type	

Scouts BSA or Webelos?

Patrol Number	Patrol Name	Number of Scouts	Course Type	Patrol Leader	Cell Phone Number	Course Number *(Received at Check-In)*
1						
2						
3						
4						
5						
6						

TOTAL SCOUTS	
TOTAL ADULTS	

D = Day Course

R = Regular Overnight Course

ADULT ROSTER

	Name	Cell Phone Number	Will Arrive at 7 AM	Course Type	Town (Station) *(Received at Check-In)*
1					
2					
3					
4					
5					
6					
7					
8					

PATROL ROSTERS - *Indicate which Scouts attended the mandatory training by adding a "T" in the trained column.*

Patrol No. 1	Name	Trained "T"
1 PL		
2 APL		
3		
4		
5		
6		
7		
8		

Patrol No. 2	Name	Trained "T"
1 PL		
2 APL		
3		
4		
5		
6		
7		
8		

Patrol No. 3	Name	Trained "T"
1 PL		
2 APL		
3		
4		
5		
6		
7		
8		

Patrol No. 4	Name	Trained "T"
1 PL		
2 APL		
3		
4		
5		
6		
7		
8		

Patrol No. 5	Name	Trained "T"
1 PL		
2 APL		
3		
4		
5		
6		
7		
8		

Patrol No. 6	Name	Trained "T"
1 PL		
2 APL		
3		
4		
5		
6		
7		
8		