2027

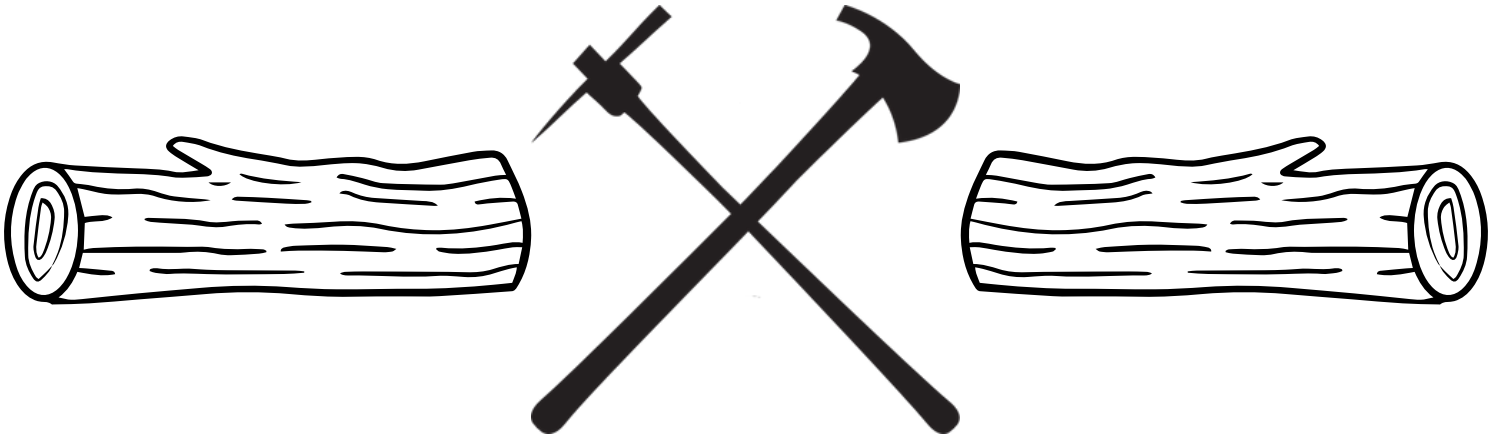
WESTERN DIVISION KLONDIKE DERBY & WINTER GATHERING



WHAT YOU NEED TO KNOW!

CONTENTS

- WHAT YOU NEED
- EVENT DETAILS
- OH NO! YOU GOT FROSTBITE!
- WHERE ARE WE GOING AGAIN?
- SECURE YOUR GEAR!
- WHERE'S MY COFFEE!?
- BRING HOME THE BACON!
- WHAT DID HE SAY!?
- NO PLACE LIKE HOME!



While locations are listed here, all locations and games are subject to change based on weather, volunteer support, and material availability. Camporee staff will make every effort to notify units of any changes, well in advance.

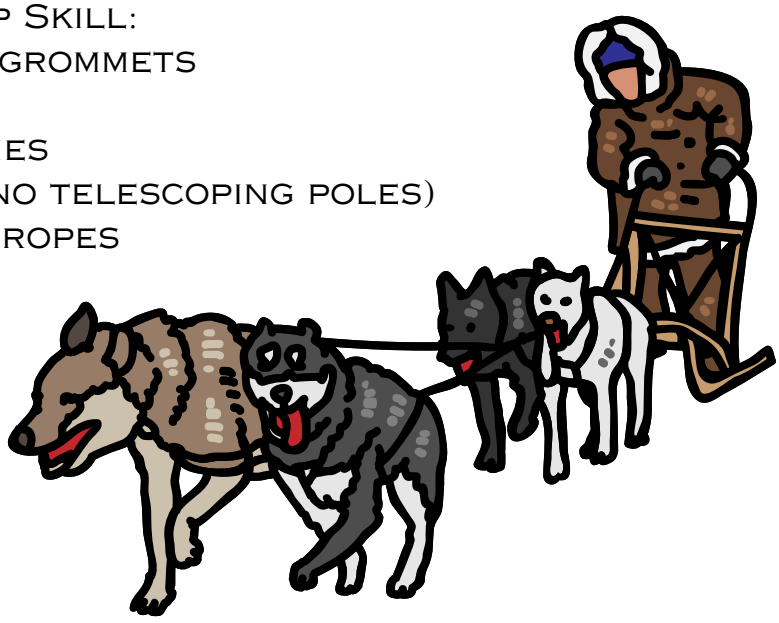
1. WHAT YOU NEED

Individual gear will be up to the individual Scout, but it's always recommended that you prepare for the weather and bring the Scout Essentials.

However, for the Skills competition, EACH PATROL should be prepared to bring:

- One Sled constructed in any way you see fit. Wheels are recommended, as we can't guarantee snow (it is Indiana). Patrols will NOT be scored on sled construction. The goal of the day is to prepare our Scouts in essential Scout Skills.
- One FULLY STOCKED first aid kit. First Aid is a vital Scout Skill, and Scouts must be prepared for anything. Review your Scout Handbooks.
- One orienteering compass.
- One flint & Steel, one Ferro Rod, or one Magnesium Fire Starter. Lighters, matches, and accelerant will be STRICTLY prohibited.
- For the Campsite Setup Skill:
  - one 8'x10' tarp with grommets
  - ridge line
  - four 15-foot guy lines
  - four Scout staves (no telescoping poles)
  - four 6-foot lashing ropes
  - six stakes
  - one mallet





2. EVENT DETAILS

The 2027 Western Division Klondike Derby & Winter Gathering, titled “The Great Yukon Challenge", will be a two-part event held at Camp Krietenstein, themed on the Yukon Gold Rush of 1897.

Scouting Units from across the Western Division of Crossroads of America Council will gather to test their skills and complete various training for future endeavors.

The morning session of the Winter Gathering will feature the traditional Klondike Derby, where Scouts and their Patrols will complete Seven tests of their Scouting ability in vital areas including first aid, orienteering, and knot tying.

Following the Scout Skills competition, we will all gather on the Parade Field for lunch and a chance to socialize with our fellow Scouts and Scouters from all over West-Central Indiana. Units will not be asked to cook on their own, and lunch will be provided and served out of the Lodge.

The afternoon will provide Scouts and Scouters with an opportunity to learn new skills, as we provide multiple sessions for training at various sites around camp.

Finally, we will conclude our Winter Gathering with evening flags and a short Scout Vespers service on the Parade Field before departing for home.



3.OH NO! YOU GOT FROSTBITE!

First Aid Skills

Location: Various

Method: As each Patrol arrives to a new station, the Station Leader has each Patrol member draw straws to determine who the "victim" will be. The "victim" will be prohibited from participating or helping the Patrol for the duration of the First Aid drill. The Station Leader then reads a scenario to the Patrol including a description of the scene and a set of symptoms detailing an injury. The Patrol is given 30 seconds to discuss the symptoms and formulate a plan to treat the injury. Patrols will then treat the injury using first aid supplies carried with them in their first aid kit. In the event a simulated treatment is appropriate, the scenario card will indicate such.

Scoring: Points may be deducted for an uncooperative "victim" at the discretion of the Station Leader. Each Patrol will be judged based on the following:

- **1. Identification of Injury (0–3 points):**
  - 3: Correct injury and explanation
  - 2: Partially correct or missing small details
  - 1: Vague or mostly incorrect
  - 0: Wrong injury entirely
- **2. Correct Treatment Steps (0–5 points):**
- All Scores based on Scouting America first aid requirements for Tenderfoot, Second Class, First Class.
  - 1: Full, accurate procedure
  - 1: Proper handling of patient
  - 1: Correct use of supplies
  - 1: No unsafe actions
  - 1: Logical order of steps
- **3. Patrol Teamwork & Communication (0–2 points):**
  - 1: Clear communication
  - 1: Delegation of tasks
  - 1: Staying calm under pressure

Where are we going again?

Orienteering Skills

Location: Jambo Shelter

Method: Patrols must provide their own orienteering compass for this event. In the event a Patrol does not possess a working orienteering compass, the Station Leader will provide one and deduct 1 point. Patrols will then be given one blank map with a starting location marked, one set of location stickers, and a list of bearings and distances to follow. This is a collaborative station, and the entire Patrol may work on this station at the same time, but teamwork and a cheerful attitude is important: Patrols that argue, bicker, or do not work together will be penalized. The Patrol must orient the map correctly and, beginning from the marked starting location, they much follow the list of bearings and distances to place the remaining locations. Each map will contain a minimum of six locations to be placed.

Scoring:

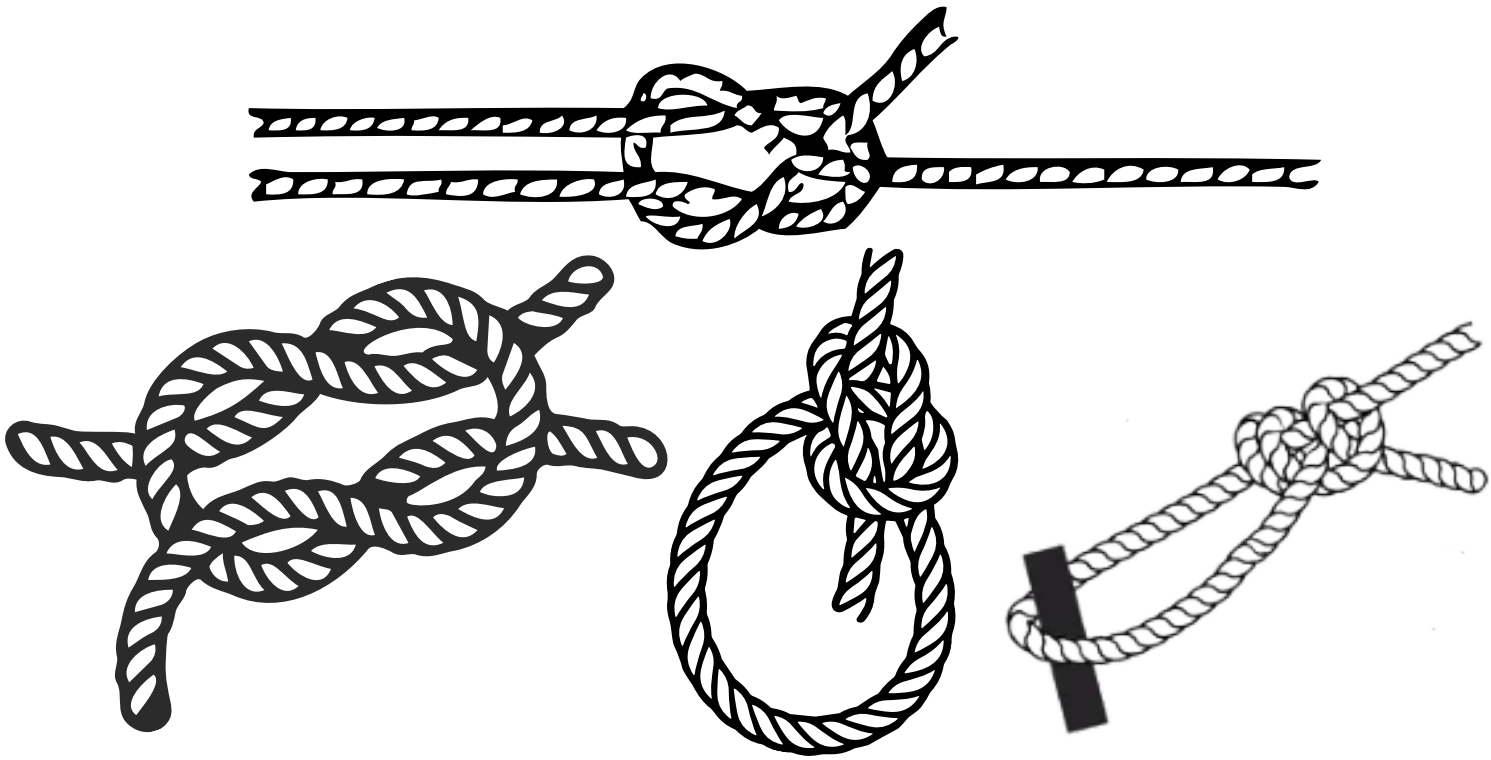
- Accuracy of Sticker Placement – 0 to 6 points [Accuracy can be assessed by: Correct bearing direction. Reasonable distance scaling. Correct relative position (even if slightly off)]. Judge based on how precisely each location is placed relative to the bearings and distances.
  - 6 points: All locations are correctly placed (no errors).
  - 4–5 points: One location slightly off OR one moderate error.
  - 2–3 points: Several locations off or multiple moderate errors.
  - 1 point: Major inaccuracies in most placements.
  - 0 points: Course layout does not match bearings at all.
- Speed of Completion – 0 to 3 points (Score based on finishing time compared to your expected average).
  - 3 points: Finished quickly (under 3 minutes)
  - 2 points: Average time (3-5 minutes)
  - 1 point: Slow completion but still finished within the station window (over five minutes).
  - 0 points: Did not finish.
- Preparedness / Proper Supplies – 0 to 1 point
  - 1 point: Patrol has a working compass, uses it correctly, and comes prepared.
  - 0 points: Patrol arrives without their compass or uses it improperly (e.g., broken, obviously unused).

SECURE YOUR GEAR

Knot Tying Skills

Location: Aquatics Shelter

Method: Patrols enter the station and receive a kit of material to tie every knot. Patrols must use the provided material to ensure every Patrol is judged equally. Scouts will rotate so that each Scout is responsible for at least one knot until all seven knots are complete. If the patrol has fewer than seven Scouts, some may tie more than one knot. As each Scout approaches the designated knot tying area, the station leader will draw a random card containing the knot, a photo of the correctly tied knot, and a description of the knots use (according to the Scout Handbook). The Scout will then describe the knots use and tie the knot as best he or she can. Upon successful completion of the knot, the Scout will run back to the bullpen and tag the next Scout, who will then run to the designated knot tying area. All other Scouts must remain in the bullpen area as they await their turn. A time score is recorded when the seventh knot is completed.



SECURE YOUR GEAR

Knot Tying Skills

Location: Aquatics Shelter

Scoring: This station has a maximum score of 10 points and will be judged in the following manner:

- **Category 1**: Knot Accuracy and Knowledge (0–7 points). Each Scout receives a knot card and must (1) correctly state the knot's use and (2) tie the knot properly. Award up to 1 point per knot.
    - Scoring per knot:
        - 1/2 point – Correctly describes the knots use
        - 1/2 point – Correctly ties the knot
    - Notes for judges:
        - Look for proper structure, dressing, stability, and the knot's intended function.
        - All knots must be tied using only the materials provided in the station kit.
    - Maximum: Seven knots = 7 points.
- **Category 2**: Time Performance (0–2 points). Record the total time from the first Scout starting to tie the first knot until the seventh knot is completed and the final Scout tags out.
    - 2 points – Excellent time; patrol completes within your predetermined "fast" benchmark or among the fastest groups of the day.
    - 1 point – Average time; patrol completes within a reasonable range without major delays.
    - 0 points – Slow time; patrol exceeds benchmark or struggles significantly.
        - Optional time ranges (example only — adjust to your event):
            - Under 3 minutes: 2 points
            - 3–5 minutes: 1 point
            - Over 5 minutes: 0 points
- **Category 3**: Patrol Procedure, Rotation, and Discipline (0–1 point). This measures how well the patrol follows the required process.
    - 1 point – Patrol follows all rules: each Scout rotates correctly, bullpen remains orderly, Scouts only tie knots when tagged, and all remain in the designated bullpen area unless actively tying. Smooth transitions and good communication.
    - 0 points – Patrol repeatedly violates rotation rules, leaves the bullpen area, causes confusion, or fails to follow the tagging system.

WHERE'S MY COFFEE!?

Fire Building

Locations: Ecology Shelter

Method: Upon arrival at the station, each Patrol must present their fire starter to the Station Leader for approval. Unapproved fire starters will not be allowed, and the Patrol will be provided with a magnesium fire starter. Presentation of an unapproved fire starter will result in the deduction of one point. Each Patrol will also be provided with a tin can, 12 ounces of water, and a bundle of tinder, kindling, and fuel sufficient to build a fire. Patrols will not be allowed to use their own material, so that each Patrol is judged equally. When ready, the Station Leader will begin a stopwatch and the Patrol will assemble a fire lay, start a fire, and boil the can of water. The time and the station will conclude when the can of water reaches a rolling boil.

- Scoring:
  - Fire Starter Approval & Preparedness (1 point possible)
    - Patrols must use an approved ferro rod, flint and steel, or magnesium fire starter. Presentation of a an approved fire starter will earn one point. Unapproved fire starters will not be allowed, and will result in the loss of one point.
    - Approved fire starters include a standard survival ferro rod and striker (or similar), a flint stone and steel striker, or a magnesium fire starter and striker (or similar).
    - Unapproved fire starters include matches, lighters, pocket torches, or any item other than a ferro rod, a flint and steel, or a magnesium fire starter.
  - Fire Lay Construction & Technique (3 points possible)
    - 3 points: fire lay is well-constructed, stable, and properly layered, maximizing airflow and also demonstrates clear Scout Skill.
    - 2 points: fire lay is functional but lacks efficiency or stability.
    - 1 point: fire lay is weak, messy, or poorly structured, but still produces adequate fire.
    - 0 points: fire lay is unsafe, incorrect, or unusable.



WHERE'S MY COFFEE!?

Fire Building

Locations: Ecology Shelter

- Scoring:
  - Ignition & Fuel Management
    - 3 points – Patrol ignites the tinder quickly, manages fuel additions correctly, and maintains flame steadily. Strong teamwork and safe practices observed.
    - 2 points – Patrol lights the fire with some difficulty but manages it successfully; minor inefficiencies or hesitations.
    - 1 point – Fire starts with substantial difficulty or repeated attempts, but eventually becomes usable.
    - 0 points – Patrol does not successfully ignite or maintain a fire.
  - Time to Achieve a Rolling Boil
    - Because weather and conditions vary, use standardized time brackets you set for your event. Example brackets:
    - 3 points – Excellent time: reaches rolling boil within your fastest benchmark range.
    - 2 points – Average time: reaches boil within a reasonable mid-range time.
    - 1 point – Slow time: reaches boil but significantly slower than average.
    - 0 points – Patrol fails to achieve a rolling boil within the station's time limit.
  - Sample brackets (adjust as needed based on testing):
    - Under 6 minutes: 3 points
    - 6–10 minutes: 2 points
    - 10–15 minutes: 1 point
    - Over 15 minutes: 0 points



BRING HOME THE BACON!

Range & Target Activities

Location: Shooting Sports

Method: Each Patrol will approach and enter the Range in the appropriate manner. Failure to follow Range protocol will result in deduction of points, or failure of the entire skill (at the discretion of the Ranger Master). Scouts will rotate through, with each Scout having the opportunity to shoot at least once. Scouts who have a moral objection to Range & Target Activities will be excused with no penalty to the Patrol. Each Patrol will be given 10 rounds of rifle ammunition or 10 BBs. Scoring will be conducted as standard rifle scoring, with the center ring scoring 10 points, and each concentric ring being one less point.

Scoring:

- 100-91: 10 points
- 90-81: 9 points
- 80-71: 8 points
- 70-61: 7 points
- 60-51: 6 points
- 50-41: 5 points
- 40-31: 4 points
- 30-21: 3 points
- 20-11: 2 points
- 10-1: 1 point
- 0: 0 points



WHAT DID HE SAY!?

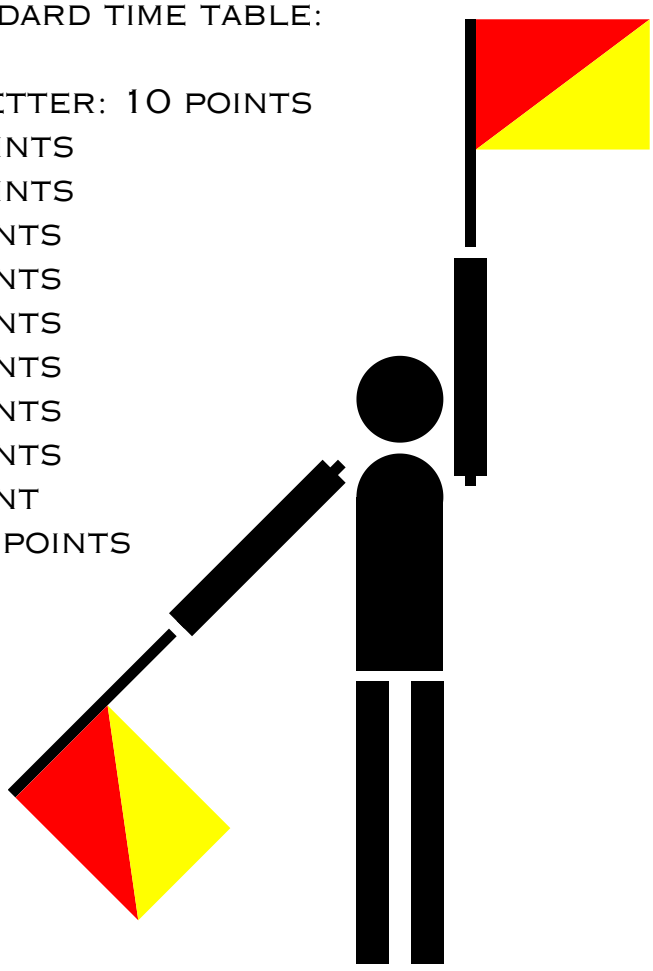
Signs, Signals, & Codes

Location: Eagle Shelter

Method: Upon arrival at this station, each Patrol will be given a sheet containing a message spelled out in semaphore code, placed on the table, face down. The Station Leader will read the scenario, at which time the Patrol will be responsible for deciphering the message. The Patrol may not turn over the message until the scenario has been read and the Station Leader begins their time. Every message will be standard, so that each Patrol is judged equally.

Scoring: Each message must be deciphered completely and correctly. Failure to completely and correctly decipher the message will result in a failure of the station. Patrols will be judged based on a standard time table:

- Example:
  - 3:00 minutes or better: 10 points
  - 3:20 minutes: 9 points
  - 3:40 minutes: 8 points
  - 4:00 minutes 7 points
  - 4:20 minutes 6 points
  - 4:40 minutes 5 points
  - 5:00 minutes 4 points
  - 5:20 minutes 3 points
  - 5:40 minutes 2 points
  - 6:00 minutes 1 point
  - 6:01 or worse: no points



NO PLACE LIKE HOME!

Campsite Setup

Location: Sassafras Shelter and Field

Method: Patrols assemble with their materials in an area large enough to accommodate the extended guy lines and ridge line. On signal, with round lashings, they lash together the four Scout staves into two upright poles, attach the ridge line to the top of each upright with clove hitches, attach a guy line to the corner grommets with two half hitches or a bowline, extend the guy lines out 45° and tie the ends to stakes with taut-line hitches, doing the same with the two ends of the ridge line. They then stand up their fly and adjust the tension of the ropes. When the dining fly is properly erected, all patrol members stand underneath.

Scoring: Patrols will be judged based on a standard timetable. Bonus Points may be added for excellent teamwork, and points may be deducted for incorrectly tied knots, poor attitude, unstable dining fly, or missing or incorrect material.

