THE GREAT YUKON CHALLENGE!

2027 WESTERN DIVISION KLONDIKE DERBY & WINTER GATHERING

Crossroads of America Council,
Scouting America



LEADER GUIDE

Welcome!

Welcome to the 2027 Western Division Winter Gathering & Klondike Derby! The year is 1897 and gold has been found near the Yukon village of Krietenstein and your patrol has got gold fever. Our theme for this year is The Great Yukon Challenge and Scouts will move from station to station all across Camp Krietenstein to test themselves on vital cold weather camping skills.

Camporee Details

What: 2027 Western Division Winter Gathering & Klondike Derby
Where: Camp Krietenstein, 6445 East County Road 575 N., Center Point, Indiana 47840
When: January 30, 2027
Registration: Via BlackPug
Cost:

Fees	Scouts	Adults	Staff
Until January 1, 2027	**$20**	**$10**	**$0**
Jan. 1 to Jan. 17* **	**$40**	**$20**	**$0**

***January 17, 2027, is a strict cut-off date for this camporee. Units will not be allowed to register after January 18, unless extenuating circumstances exist. Any questions should be referred to Chris Cordray at (812)878-7328.

Chris Cordray of Wabash Valley District will serve as Camp Director for this event, and may be reached at cncordray@gmail.com, or (812)878-7328. Five Creeks or Wabash Valley District volunteers wishing to volunteer should make contact with Chris Cordray to make specific arrangements.

Publicity and communication will be conducted via the email addresses provided at the time of registration and via the Western Division Camporee Facebook Page (see link below). Please follow this group if you are able.

(CAC Western Division Camporees; https://www.facebook.com/groups/CACWESTcamporees)

Camporee Merchandise & Apparel

Event patches will be provided to each registered participant, and any additional patches will be available in the camp trading post at a cost of $5.00 each. There will not be any additional merchandise, including t-shirts, sweatshirts, water bottles, etc., ordered or made available for this event.

Arrival & Check-In

Scouting units may arrive between 7:00 am and 8:30 am on Saturday, January 30, 2026. Event staff will be located near the parking lot. Units must present all required health forms (stored in three-ring binders)

at the time of arrival. Units will NOT be allowed to check in without proper, two-deep leadership present at the time of arrival. Any Scouts or Scouting units who plan to arrive after 8:30 am must contact the Camp Director (Chris Cordray, 812-878-7328) to inform him of these plans and to make arrangements for late arrival. For those Scouts or Scouting units arriving late, please check in with event staff at the Dining Hall.

Unit trailers will not be allowed outside of the camp parking lot. All attendee vehicles must be parked in the camp parking lot and must remain there for the duration of the event, unless given explicit permission by event staff.

Senior Patrol Leader & Adult Leader Meeting

There will not be a Senior Patrol Leader meeting at this event. Any last minute changes to the program or schedule will be communicated to Units during the opening flag ceremony at 9:00 am on Saturday morning. Please refer to the Western Division Camporee Facebook Page for any changes made prior to Friday, January 29.

Event Programming

The 2027 Western Division Winter Gathering & Klondike Derby will be a two-part event. The morning will see our traditional Klondike Derby with a bit of a twist. This year's Derby will take place across the all of Camp Krietenstein, with stations located at Sassafras Campsite, Jambo Shelter, the Aquatics Area, the Ecology Shelter, the Range, and Eagle Shelter. Patrols must build their sled prior to arrival and then transport their Patrol, their gear, and their sled from station to station.

Each station will feature a test of a specific Scout Skill including First Aid, Orienteering, Knots, Firebuilding, Range & Target Activities, Signs, Signals, & Codes, and Campsite Setup. The games are described in detail (including a scoring rubric) in the document "2027 Winter Gathering What You Need to Know" and Units are encouraged to practice these skills prior to arrival. This document is available via the BlackPug registration page, at the back of this packet, or can be obtained from Chris Cordray at cncordray@gmail.com.

Following lunch, we are pleased to provide valuable training and promotional information about courses and other opportunities around our Council. Scouts and Scouters are encouraged to take part in these sessions.

Meal Preparation & Considerations

As this is a one-day event, lunch will be provided and served out of the Dining Hall. Due to space considerations, Units will not be allowed to eat their meal in the Dining Hall. Units are encouraged to bring a pop-up shelter and chairs to place in the parade field.

Campfire Program, Cracker Barrel, Scout's Own Service

The Western Division Winter Gathering & Klondike Derby will conclude following evening flags. There will not be an evening campfire program, cracker barrel, or Scout's Own Interfaith Service.

Check-Out & Departure

Scout Units may depart following evening flags and upon the completion of their camp chore. Camp chores will be included in the informational packet distributed at check-in. Units may complete their camp chore at any time following lunch, but before departure. Camp staff will check for completion of camp chores prior to departure. Once verification has been made that a Unit's camp chore is complete, they may pick up their health binders and depart the camp.

Any Scouting units who plan to depart early must arrange an early departure inspection with event staff. No units may depart until their camp chore has been completed, and they have been cleared to leave. Camp chores may include the policing of program areas for trash, sweeping and mopping the Dining Hall, and other similar tasks. Health binders and/or health forms will be returned to unit leadership upon departure clearance.

Any attendee who must leave prior to the end of the event must notify event staff. A sign-in/sign-out sheet will be located in the Health Office (in the Dining Hall) and will be sufficient for this notification.

Camporee Staff

The multi-district camporee staff are volunteers from throughout the Council. They have donated a great deal of time and effort to make this a successful event. They are ready to answer any questions and are interested in suggestions for ways to improve the camporee. Additionally, the volunteer staff will make every attempt to be fair and reasonable in all activities. Our goal is to make it as much fun as possible for all participants. Your consideration and cooperation is appreciated when and if it becomes necessary for a staff member to take action or make a command decision.

Campsites & Cleanliness

Camping is not a planned part of the 2027 Western Division Winter Gathering & Klondike Derby. Units wishing to camp are welcome to make their own arrangements with Camp Krietenstein, LLC.

The Buddy System

As with everything in Scouting, safety is paramount. The use of the buddy system must be utilized while in camp. Any Scout leaving a given area should have a buddy, regardless of destination.

> **Buddy System Guidelines per Guide to Safe Scouting:** The buddy system should be used at all times. Horseback riding, cycling, canvassing the neighborhood during a

fundraiser…you name it, you need a buddy. It's recommended that buddies know and be comfortable with each other. No youth should be forced into or made to feel uncomfortable by a buddy assignment. It is strongly encouraged to pair Scouts of similar abilities, ages and maturity. **Buddy pairs should be no more than two years apart in age and should be single gender.** There are no boy-girl buddy pairs in any programs, including Venturing and Sea Scouts. A buddy team may consist of three Scouts when necessary, like an odd number in a group.

Responsibility & Restricted Items

Leaders must ensure that everyone participating in Scouting activities abide by the Scout Oath and Scout Law. Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies. Adult leaders are responsible for monitoring behavior and intervening when necessary, not just for their own unit but for this event in general.

Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership. All leaders are required to adhere to the **Scouter Code of Conduct**.

Alcoholic beverages and illegal drugs are not permitted in camp. Possession or use of them on camp property will be cause for removal from camp. Smoking is prohibited in camp (per state law and Scouting America policy). This includes electronic nicotine delivery systems. All buildings are smoke-free environments. Smoking in campsites or outside the entrance or exit of the building is not permitted.

Health & Safety

Scouts and Scouters should not participate if they are experiencing any symptoms of infectious disease, including but not limited to fever, vomiting, diarrhea, or cough. Unit leaders are asked to screen their participants prior to departure for camp. For more information about pre-event medical screening, see the checklist available at:

https://www.scouting.org/health-and-safety/safetymoments/pre-event-medical-screening/.

On arrival, each unit MUST submit a roster with names of youth and adult participants, complete health forms for each participant, and notify health staff of any specific medial alerts or needs. All adults in attendance must have up-to-date Safeguarding Youth Training (SYT), regardless of their registration status with BSA.

The unit must, through direct familiarity with a participant's medical history, or by reviewing health forms submitted by participants, identify any medical alerts or needs that the Camporee Health Officer should be aware of. These include, but are not limited to, participants with mobility issues requiring assistance, rescue medications such as epi-pens or inhalers, acute environmental or food allergies, seizure disorders, or other conditions which might reasonably require monitoring or result in a medical emergency during the camporee.

Each participant – youth and adult – must have a current (i.e., dated within the past year) BSA health form parts A&B. All areas of the form must be complete. This includes either listing vaccination dates in section B2 or attaching a list of vaccination dates. An insurance card (or note indicating there is no applicable insurance) should be attached. Youth forms must be signed by a parent or guardian. Prior to arrival, the unit leader must assemble a paper copy of health forms for all participants, and place them in a 3-ring binder. The spine of the binder must be labeled with the unit number. **Forms will be checked against the unit roster at check-in. Any youth or adult without a current health form will not be permitted to remain at the event.** Health forms will be held by the Camporee Health Officer in a secure location throughout the event, and returned to the unit leader at check-out. Any health forms not claimed by the unit at check-out will be shredded promptly after the event.

Unit adults are responsible for collection and distribution of youth medication in their unit. The unit must have and use its own process to track the frequency and dosage of medications to be taken, and log that they have been administered to the youth. The unit should be prepared to share this information with the Camporee Health Officer if requested. If your unit has medications that require special handling, such as refrigeration, please inform the Camporee Medical Officer at check-in. These may be kept at the Health Lodge. Emergency-use medications (Epi-pen, inhalers, etc.) should be kept on the person to whom they are prescribed.

Each unit must have a stocked first aid kit available and accessible to unit participants. It is expected that minor first aid treatment is rendered by unit adults in the unit campsite. Leaders and participants are required to report to the Camporee Health Officer any accidents, incidents, or illnesses occurring during the camporee which require treatment beyond minor first aid. The Camporee Health Officer is required to document each accident, incident, or illness on the BSA first aid form. The form will be submitted to the council following the event.

Personal Gear

Scouts and Scouters are encouraged to be mindful of the weather. The 2027 Winter Gathering & Klondike Derby is scheduled for January 30 and, if the past several years have been any indication, the weather is likely to be very cold. All attendees are encouraged to wear layers, waterproof footwear, and appropriate headwear. For more information on cold weather recommendations, please see Scouting America's guide to Winter Activity Safety.

All Scouts are reminded to BRING YOUR SCOUTBOOK!

Outdoor Ethics

Units are to adhere to the Leave No Trace principles while in camp. Units are encouraged to review the principles with all campers/participants prior to arrival at the camporee. Fires are only to be built in established fire pits. Be respectful to wildlife and fellow campers by minimizing campsite noise. Do not cut down live vegetation unless directed by Camp Ranger at the service station. Travel on established paths and durable surfaces. Dispose of waste in the proper receptacles.

Lost & Found

During the camporee, **Lost & Found** will be located on a table in the Health Station. Gear and clothing items not claimed prior to the closing of the event will be disposed of or donated one week after the event.

Changes & Event Cancellation

The Camporee Director & their Staff are the only individuals authorized to change or cancel a scheduled activity. Any necessary changes will be made at the earliest possible time and posted in writing at the Health Station. If you have a question about the program, please feel free to come to the Health Station at any time or ask a staff member.

In the unlikely event Camporee must be canceled ahead of time, an email notification will go out to all persons who made an online reservation as well as to the unit leader general distribution list. A notification will go out no later than noon on Friday,January 22, 2027. If the event is canceled, refunds will be given. Otherwise, individual cancellations will be handled by the Council office on a case by case basis and with a physician's note or other appropriate documentation.

Schedule

Saturday, January 30, 2027		
Time	**Activity**	**Location**
7:00 am	Check-In	Parking Lot
9:00 am	Morning Flags	Parade Field
9:30 am	Klondike Derby	Various
11:30 am	Lunch	Parade Field
1:00 pm	Afternoon Training Session 1	Various
2:00 pm	Afternoon Training Session 2	Various
3:00 pm	Afternoon Training Session 3	Various
4:00 pm	Evening Flags	Parade Field
5:00 pm	All Units Depart Camp	Parking Lot


West County Road 1275 South
Perimeter Trail
Lake Malone
3
Shooting Sports
Amphitheater
4
Aquatics Shelter
2
Nature Trail
Ecology Shelter
Nature Trail
Eagle Campsites
Handicraft
Lodge
East Entrance
Fishing Pond
Sandhill Campsite
5
Eagle Shelter
Tin Can
Plainsman Shelter
Trading Post
Activity Field
Dining Hall
Office, First Aid
Perimeter Trail
Jambo Shelter
1
Maintenance
Dumpster
Sassafras Campsite
Woodsman Campsite
Sassafras Shelter
6
Hillside Campsite
Boone Campsite
Shower House
Indian Wells Campsite
Frontiersman Campsite
Dumpster
The Camphouse
Kickapoo Campsite
Deer Trails Campsite
Parking
Ranger's Home
Shop Area
Main Entrance
North County Road 575 North
North County Road 675 East
1. Where Are We Going Again? (Orienteering)
2. Secure Your Gear! (Knots)
3. Where's My Coffee?! (Fire Building
4. Bring Home the Bacon! (RATA)
5. What Did He Say?! (Signs, Signals, & Codes)
6. No Place Like Home! (Campsite Set Up)

2027

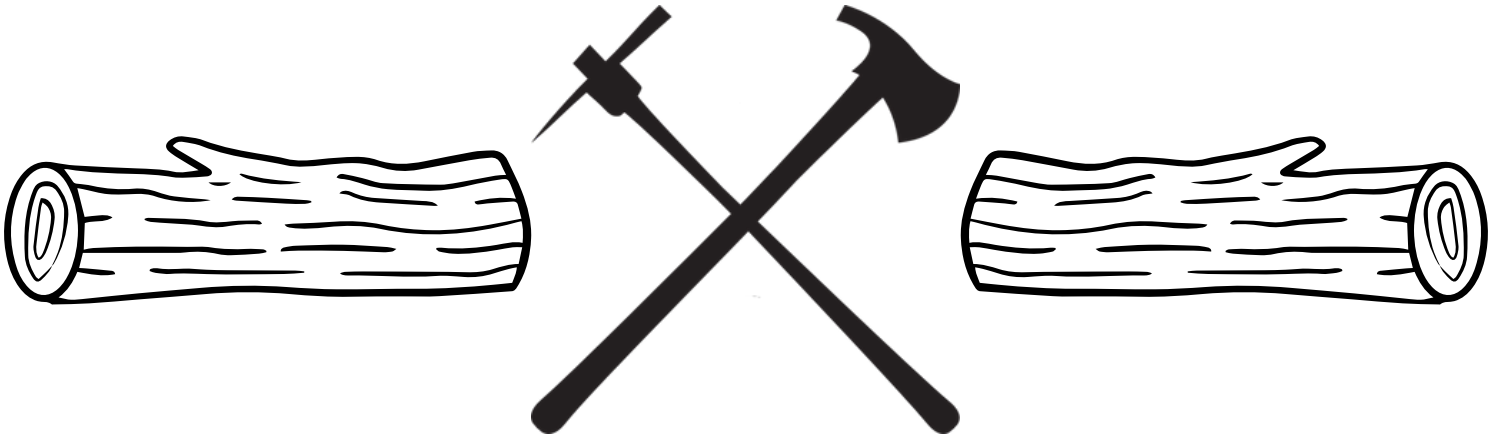
WESTERN DIVISION KLONDIKE DERBY & WINTER GATHERING



WHAT YOU NEED TO KNOW!

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- 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.

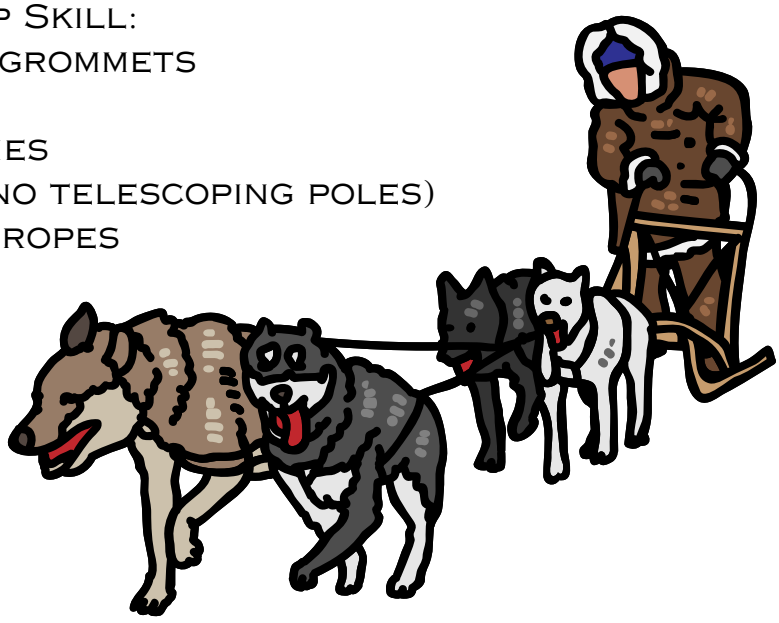
1. WHAT YOU NEED

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:

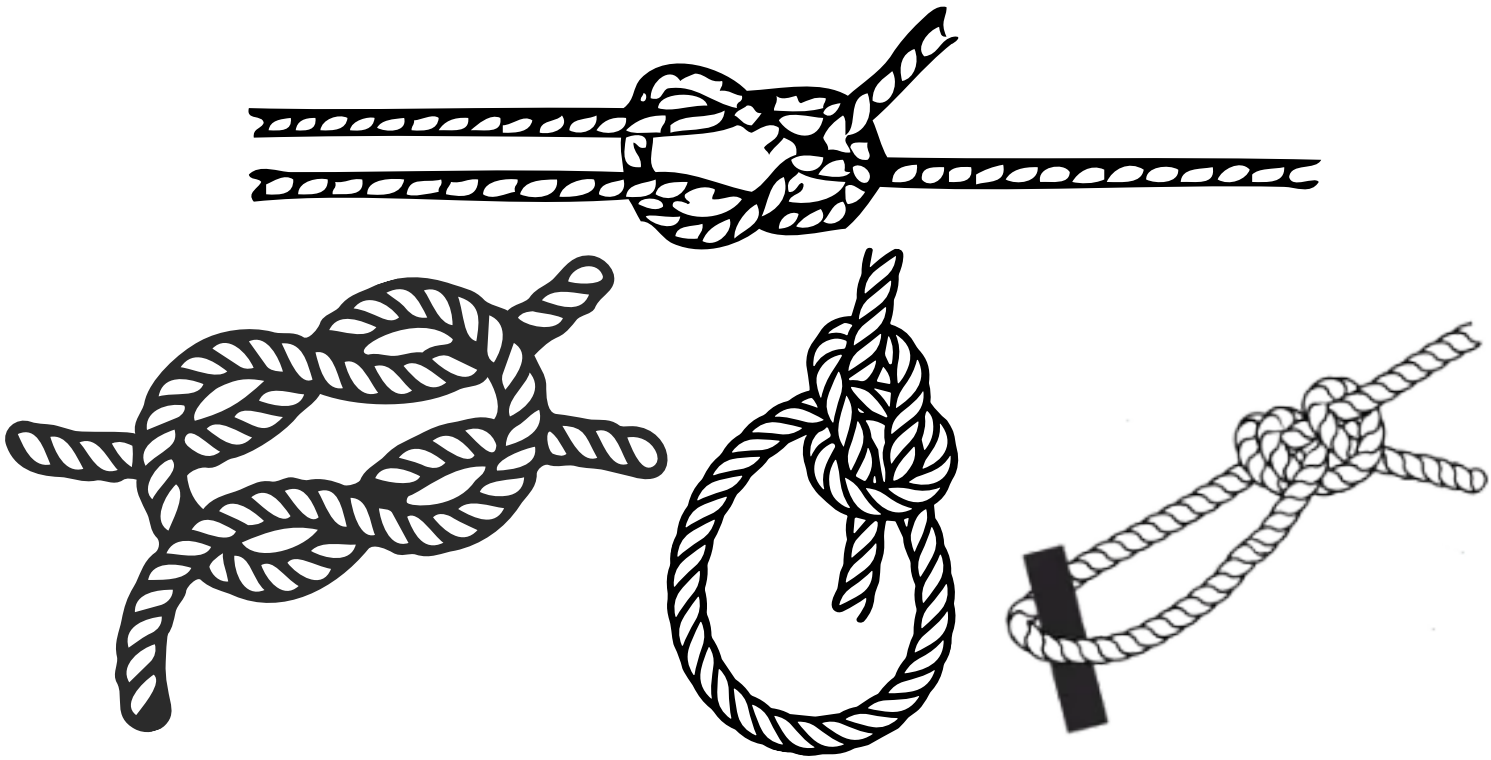
- Accuracy of Sticker Placement – 0 to 6 points [Accuracy can be assessed by: Correct bearing direction. Reasonable distance scaling. Correct relative position (even if slightly off)]. Judge based on how precisely each location is placed relative to the bearings and distances.
  - 6 points: All locations 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!?

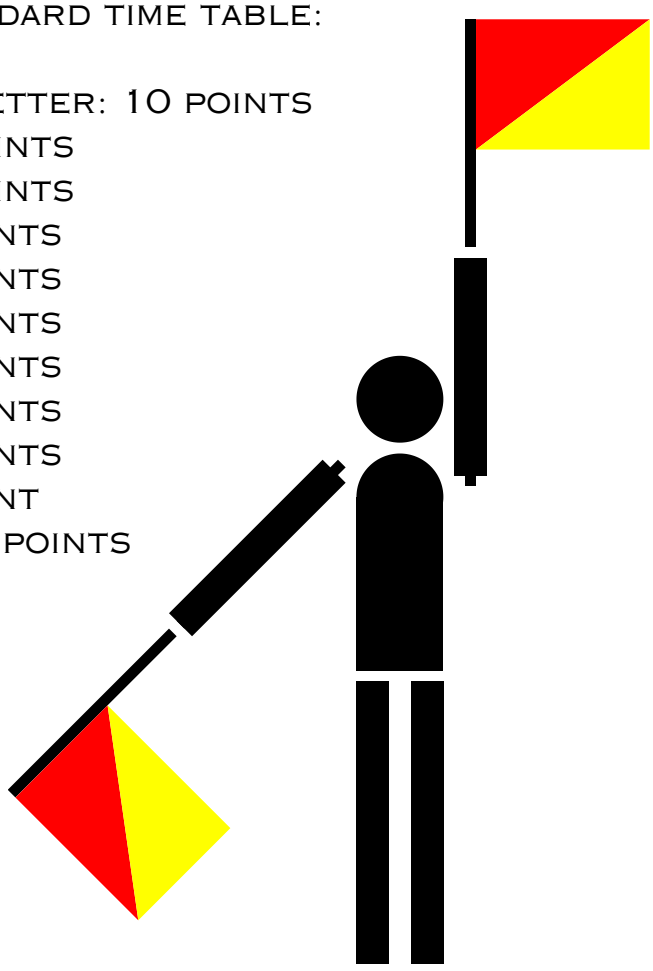
Signs, Signals, & Codes

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.



2027 WESTERN DIVISION WINTER GATHERING & KLONDIKE DERBY

GREAT YUKON CHALLENGE



DATE
JANUARY 30, 2027

LOCATION
CAMP KRIENTENSTEIN
6445 East County Road 575 N.,
Center Point, Indiana

COST
$20 per Scout until January 1, 2027

$40 per Scout after January 1, 2027

REGISTRATION DEADLINE
January 17, 2027

REGISTER HERE

SCAN QR CODE TO REGISTER

FOR MORE INFORMATION & REGISTRATION VISIT:
https://scoutingevent.com/160-122054