

2025 KLONDIKE DERBY LEADERS GUIDE



CAMP NOBEBOSCO

2025 THREE RIVERS DISTRICT KLONDIKE DERBY LEADERS GUIDE

KLONDIKE QUICK FACTS

SCHEDULE:

Jan. 24 - Jan. 26, 2025 (Friday evening through Sunday morning.)

Friday Check-in: Friday - 6:00-9:00pm (Office Porch)

Saturday Check-in: Saturday - 6:45-7:45am (Office Porch)

Opening Ceremony: Saturday - 8:00am (Quartermaster Field)

Closing Ceremony: Saturday - 5:00pm (Quartermaster Field)

End of Planned Activities: Saturday - 5:30pm

Overnight Camper Departure: Sunday - 11:00am

LOCATION:

Camp NoBeBoSco

11 Sand Pond Rd, Hardwick Township, NJ 07825

<https://www.nobebosco.org>

KEY CONTACTS:

Klondike Committee Mentor: Alan Sterk

Klondike Committee Chair: Robert Terzi @ NNJCKlondike@gmail.com

NNJC Three Rivers District Activities Chair: Vince Tirri @ Vince.ScoutingAmerica@gmail.com

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DAILY BREAKDOWN

Friday

4:00 PM - 5:00 PM	Staff Check-in
5:00 PM - 6:00 PM	Staff set-up
6:00 PM - 9:00 PM	Troop arrival/check-in if staying over night is dependent upon each individual troop.

Saturday

6:30 AM	Reveille
6:30 AM - 8 AM	Breakfast for any units camping overnight.
6:45 AM - 8:30 AM	Unit check in / Cub Scout/Walk-ins
8:00 AM - 8:15 AM	Opening Ceremony
8:15 AM - 8:30 AM	Staff reports to Town / Stations
9:00 AM - 11:30 AM	Town / Stations open
11:30 AM - 1:00 PM	Lunch - Town / Stations closed
1:00 PM - 4:00 PM	Town / Stations open
4:00 PM - 4:30 PM	Towns closed / Scores tabulated
4:30 PM - 5:00 PM	Award announcements
5:00 PM - 6:00 PM	Clean-up / staff departure / Troops depart unless staying to camp overnight. Troops must check out before departing camp.
6:00 PM - 10:30 PM	For troops staying overnight/Troop time in campsites
10:30 PM	Lights out/Quiet Time

Sunday

6:00 AM - 10:00 AM	Troop time/Breakfast/Break camp/Depart
	Troops need to depart by 11:00 AM

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REGISTRATION AND FEES

The Deadline for Final Registration for participants is January 15, 2025.

EARLY-BIRD REGISTRATION:

From November 15, 2024, to January 1, 2025

\$20 per Scout (includes Cub Scouts)

\$15 per Adult

\$5 per Adult for Saturday-only Participation (includes Cub Scouts)

\$5 per Sled Entry

\$5 per Adult Staff

REGISTRATION:

From January 2, 2025, to January 15, 2025 (5:00pm)

\$30 per Scout

\$25 per Adult

\$15 per Adult for Saturday-only Participation (includes Cub Scouts)

\$5 per Sled Entry

\$5 per Adult Staff

All fees, including pre-registration, are transferable but not refundable.

Cash and Check payments accepted at Registration. Checks payable to "Northern New Jersey Council".

Debit/Credit Card payments can be made via Council.

REGISTRATION CLOSES:

Registration will close at 5:00pm on Sunday, January 15th.

SUBSTITUTIONS & ADDITIONS:

Units may substitute Scouts and Adults at no additional charge. If participants are added to the unit roster, however, they will be charged the late registration price (\$35 overnight / \$30 day only)

DROPS / CANCELLATIONS:

Unless the Council cancels the event due to unforeseen situations (Health, Safety, etc.), no refunds will be made for individuals who drop or units who cancel their registration.

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PARTICIPANTS

ELIGIBLE PARTICIPANTS:

Scouts BSA Troops, Venturing Crews, and Explorer Posts. Cub Scout Arrow of Light members may attend with a Troop but must be accompanied by a parent or legal guardian (that Adult can be with the Sled Team or staff a station).

Arrow of Light Cub Scouts will participate in a similar rotation to older scouts, with modified activities based on age appropriateness and skill level. Cub Scouts may participate as a Den, a Pack, or individuals, but must be accompanied by their parent / legal guardian for individuals or by a minimum of two (2) registered leaders for Dens and Packs, with a ratio of no more than 5 scouts per 2 leaders. Non-scout siblings are not permitted.

All youth must be registered Cub Scouts, Scouts, Venturers or Explorers to participate in the Klondike for insurance purposes. Non-scout siblings are not permitted.

ELIGIBLE OVERNIGHT PARTICIPATION:

Camping overnight is available for all Scouts BSA Troops, Venturing Crews, and Explorer Posts. Units will camp in designated sites, with Scouts from all of Northern New Jersey Council and surrounding councils intermingled in each sub-camp.

PRE-REGISTERED PARTICIPANTS ARE ENTITLED TO:

- A Northern New Jersey Council Klondike patch
- Admission to age-appropriate activities from 8:00am to 5:30pm Saturday

WALK-IN REGISTRANTS:

Fees are \$25 per person (youth and adults). Patches, if available, will be distributed on a first come, first-given basis.

PARKING:

Parking space is limited, and carpooling is highly recommended!

- Unit equipment should be transported in the fewest number of vehicles possible.
- Vehicles and trailers will not be allowed past the parking lot. Due to liability issues, any vehicles that get stuck will need to be towed at the owner's expense.
- Units are encouraged to bring sleds (or wagons) to transport their gear from the parking lot to their campsites.

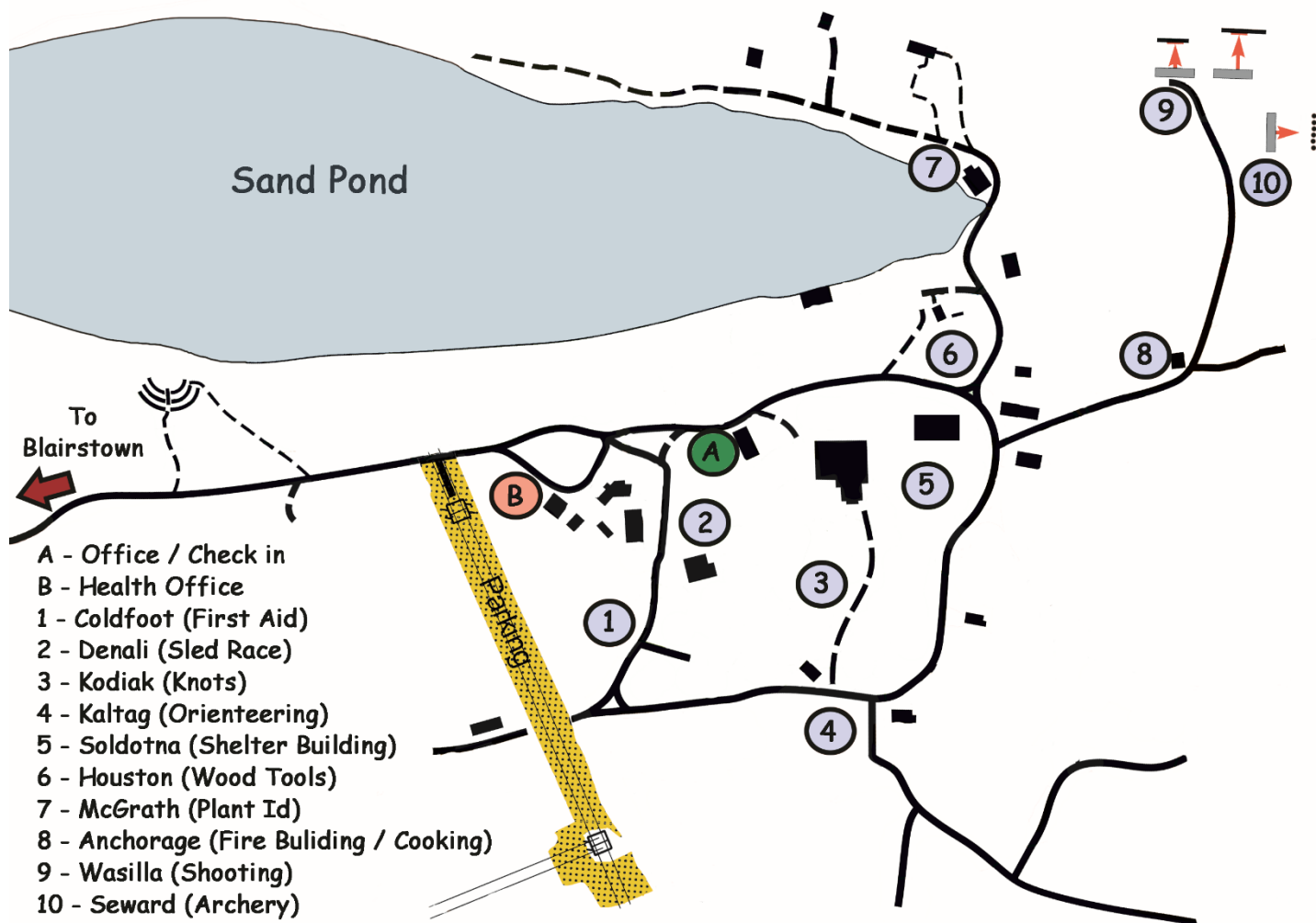
OUT-OF-COUNCIL PARTICIPANTS:

Units from outside of Northern New Jersey Council are encouraged to participate in the NNJC Klondike using the same registration instructions as in-council units.

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CAMP NOBEBOSCO MAP

The following map highlights the core facilities of NoBeBoSco. Maps with specific locations of Klondike Towns (Activity Stations) and important Meeting Points will be distributed in your registration packet at check-in.



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CHECK-IN TIMES/LOCATION

Check-in will be on the Office Porch, across from the Parking Lot (marked with Green circle with the "A" on the map above). Follow the Signs to check in.

Friday (Overnight Campers): 6 to 9pm

Saturday Morning (Troops, Crews, & Posts): 6:45 to 10:00 am*

Saturday Cub Scouts / Walk-ins: 6:45 to 10:00 am

***NOTE:** Registration will be closed during the Opening Ceremony, which runs from 8:00 to 8:15am in Quartermaster Field.

CHECK-IN PROCEDURES

CHECK-IN PROCEDURES FOR TROOPS, CREWS, & POSTS:

ONE ADULT LEADER AND YOUTH LEADER PER UNIT will check in at the Office Porch with the following items:

- 2 copies of your Unit Roster, listing all youth and adults attending from your unit and their emergency contact information (See [Appendix A](#)).
- 1 copy of the Sled Team Roster for each patrol/sled participating from your unit (See [Appendix B](#)).
- 1 copy of the BSA Medical forms ([Parts A and B](#)) for each participant (youth and adults). Medical forms will be kept with the Health Officer. At the end of your stay, Medical Forms can be picked up at Health Lodge (unclaimed forms will be destroyed in 72 hours).
- Payment of any fees still owed. Checks payable to "Northern New Jersey Council".
- Klondike information packets (maps, rotation schedules, scorecard, etc.) will be provided at Check-in.
- Units that are overnight camping will be directed to their assigned campsite at registration.
- All equipment must be transported by foot or sled/wagon to campsites. No vehicles/trailers will be allowed beyond the parking lot. All vehicles/trailers must be parked in designated areas.

CHECK-IN PROCEDURES FOR CUB SCOUTS/WALK-INS:

NOTE: We define a 'Walk-in' as a Cub Scout / Scout BSA who did not pre-register.

CUB SCOUTS & ADULT PARTNERS will check in at the Office Porch with the following items:

- 1 copy of the BSA Medical forms ([Parts A and B](#)) for each participant (youth and adults). Medical forms will be kept with the Health Officer. At the end of your stay, Medical Forms can be picked up at Health Lodge (unclaimed forms will be destroyed in 72 hours).
- Each Cub Scout should bring their "6 Essentials" to be reviewed at registration. (First Aid Kit, Water Bottle, Flashlight, Trail Food, Sun Protection, and Whistle).
- If registering as a Pack or Den, please use the Unit Roster in [Appendix A](#) to provide a list of all attendees.
- Payment of any fees still owed. Checks payable to 'Northern New Jersey Council'.

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CAMPSITES

This Klondike Derby is a council camporee using outdoor designated sites only. Designated sites will be assigned by Klondike staff. There is no pre-selection or reserving of specific campsites.

1. All Scout units must provide their own tents, dining flies, cooking equipment, tables, and chairs.
2. Fire Pits at the campsites will need to be shared by all units assigned to the campsite.
3. Cabins are for emergency use only, not available for unit reservation.
4. Personal camping trailers and recreational vehicles are not allowed.

ARTIC ADVENTURE CAMPING

Embark on the ultimate cold-weather challenge at Arctic Adventure! This winter camping opportunity invites Scouts to test their skills, resilience, and teamwork in a frosty wilderness setting. Pitch your tent and prepare for the frost points in this unforgettable opportunity to embrace the chill and prove your mettle. Scouts who participate in the Arctic Adventure will be eligible to receive a special commemorative patch and Frost Points for every degree below freezing that the temperature reaches!

Are you ready to conquer the Arctic? Bundle up and join us for this thrilling winter experience at Klondike 2025!

For more information on Artic Adventure reach out to [Vince Tirri](#), NNJC Activity Chair (Vince.ScoutingAmerica@gmail.com)

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SANITATION AND UTILITIES

WATER:

Bring water for your unit. You should plan on 1 gallon of water per person, per day. Water refill stations will be available, but in limited locations.

RESTROOMS:

Restroom facilities are located near campsites and in the program area, will be marked on map given at registration. Showers will not be available.

TRASH:

Units are urged to provide a trash container for general use near the unit site entry area. Scouts are Clean. We ask that units carry out their trash.

GREY WATER:

Disposal of wastewater must be followed using the Leave No Trace guidelines (no disposal within 200 feet of camp or 200 feet of a water source). Food particles should be strained out of water before dumping. Grey Water may also be flushed down toilets. Units are requested to bring a 5-gallon bucket to transport grey water.

MISCELLANEOUS SERVICES

LOST AND FOUND:

Lost and found services will be provided at the Office Porch. If you find any items along the trail or during the day, please bring those items to the Office Porch. Unclaimed items will be reviewed at the closing session.

FIRST AID:

Our Medical Officer will be stationed in the Health Lodge and will be outfitted with a radio when out responding to emergencies.

IN EXTREME COLD:

The safety and protection of our Scouts is our top priority. In the event that Scouts are experiencing temperature-related emergencies, designated cabins near the campsites or auxiliary buildings across camp may be opened for warming either during the day or overnight.

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POLICIES

ADULT SUPERVISION:

1. Units camping overnight must have at least two (2) registered adult leaders (with current Youth Protection training) onsite and supervising the unit at all times. Overnight participants are to camp onsite with their unit, in accordance with YPT guidelines. (Only Arrow of Light youth may tent with their parent/guardian).
2. It is expected that youth will remain in the camp and activity areas throughout the event and will not be permitted to depart unsupervised.
3. Arrow of Light Scouts with a Sled Team are required to have a parent or guardian present during the event, either accompanying the Sled Team or as a volunteer staff member at a Town/Station.
4. Cub Scout daytime participants should either be accompanied by their Parent/Guardian or, if with a Den/Pack, by a minimum of two (2) registered leaders, with a ratio not exceeding more than 5 Cub Scouts to 2 Adults.

UNIFORMS:

Due to the time of year and the desire to dress for warmth, Field Uniforms (Class A) are not necessary. Costumes that fit your Sled Team theme or Activity Uniforms (Class B) can be worn over coats, if desired and appropriate.

BEHAVIOR:

Conduct and appearance in route to, from, and while at the Klondike will be observed and judged by many. The Scout Oath and Law are the standard of behavior for all participants. The responsibility for proper conduct and appearance belongs to all participants.

CONTROLLED SUBSTANCES:

The possession and / or use of any controlled substances by participants at the Klondike are prohibited. Smoking / Vaping is not permitted in any area of the camp.

FIREARMS:

Per the Guide to Safe Scouting: "Except for law enforcement officers required to carry firearms within their jurisdiction, firearms shall not be brought on camping, hiking, backpacking, or other Scouting activities except those specifically planned for target shooting under the supervision of a currently certified BSA national shooting sports director or National Rifle Association firearms instructor."

INSURANCE:

The Northern New Jersey Council provides accident insurance coverage to all units for all registered youth and all registered adults. The insurance plan is an Excess Insurance Plan meaning that the plan will pay all those eligible expenses incurred from a covered accident not paid by any other collectible insurance or pre-paid health plan. If no other insurance is in effect, this plan will pay all eligible covered expenses up to the plan limits. There is no deductible under this plan.

OPENING CEREMONY

The Klondike Derby will open at precisely 8:00am at Camp NoBeBoSco's Quartermaster Field. The opening ceremony will include the traditional Pledge, Oath, Law, and Outdoor Code (as well as general announcements for the day).

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TOWN/STATION ACTIVITIES

Each "Town" or Station includes activities lasting approximately 35 minutes with a 10-minute travel period between. Each Town will have a mayor who is in charge of the activities at the Town. Some Towns will host multiple activities, not only for the Sled Teams, but also for Cub Scouts. Sled teams will be assigned to starting stations, then will move together to the same Towns during rotations. Our Towns are named for real locations involved in the Yukon Gold Rush in the 1890s.

Anchorage (Fire Building / Cooking) - Build a Fire/Eat a Quesadilla - Use wood and fire starting materials from your sled to light and build a fire big enough to cook 2 Quesadilla's with Cheese and your choice of ingredient.

Coldfoot (First Aid) - Will consist of a First Aid scenario. Scouts will be required to assess, treat, and explain why they treated them in that manner found in the First Aid section of the Scout Handbook

Denali (Sled Race) - Get your patrol and sled to shelter before the storm hits! Load one patrol member into your sled and race for time along a predetermined course.

Eagle (Crack the Code) - As your patrol goes through the events, make sure to look for pieces to a code at various activity stations. There are eight pieces to the code. As you find them, make sure you write them down in the correct order - each piece of the code will have a small number in the corner to identify which piece of the code you've discovered. Your patrol will use a cipher wheel to crack the code.

Patrol to provide: Cipher Wheel (located in the back of this handbook), scorecard, something to write with

Houston (Wood Tools) - Patrols must demonstrate the safe use and handling of various woods tools as shown in the Scout Handbook. Scouts should be knowledgeable of the parts of the tools, as well as the effective use of the tools.

Kaltag (Orienteering) - Using a Compass paper and pencil Patrols will navigate a course according to the bearings and distances indicated and record markers found.

Kodiak (Knots) - Scouts will be tying each of the following knots, 1. Square Knot 2. Lark's Head 3. Two Half Hitches 4. Taut Line Hitch 5. Clove Hitch 6. Sheet Bend 7. Bowline 8. Timber Hitch 9. Figure 8 Knot 10. Sheepshank. And will receive points for each of the correctly tied knots.

McGrath (Plant ID) - Scouts will identify Trees and plants based on leaves.

Seward (Archery) - All Scouts in the patrol will participate to shoot Arrows at targets downrange for points. (Highest Score in Patrol will be used for Scoring)

Soldotna (Creative Tenting/Build-a-Shelter) - Utilizing a tarp, natural surroundings, sled and sled contents, the Patrol will build a shelter to house the entire Patrol. Scoring will be based on four criteria.

Wasilla (Shooting) - All Scouts in the patrol will participate to fire shots at targets downrange for points. (BSA Troops, Venturing Crews, and Explorer Posts 22 Rifle / AOL's BB Guns) All Scouts will get the opportunity to participate. (Highest Score in Patrol will be used for Scoring)

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CUB SCOUT PARTICIPANTS

CUB SCOUT ACTIVITIES:

Cub Scout activities are designed to be done as individuals or small groups (Den / Packs). Cub Scout participants (who are not AOLs joining a Sled Team) should check in with their Adult Partner at Main Lodge from 6:45 to 7:45am or from 8:30 - 10:30am where they will receive an information packet with a map and instructions.

SLED RULES AND PREPARATION

Sled teams must consist of at least four (4) Scouts including your AOL guests. With a maximum of (8) per sled, and a minimum of two (2) adult chaperones. AOL guests should have a parent or guardian present at the event, either with the Sled Team or volunteering at a Town / Station.

REQUIRED SLED EQUIPMENT:

Each team should bring a sled capable of transporting one Scout. Each sled must carry several items to participate in the Klondike Derby. See [Appendix D](#) for the list of items that are needed in each team's sled.

SLED DESIGN PLANS:

There is no set requirement for sled dimensions, however, if your unit is building a new sled, Ideas can be found by searching "Klondike Sled Designs" on the Internet.

SCOUT SPIRIT

A Positive Mental Attitude (PMA) is one of the best tools for staying warm in the cold! Scout Spirit comes in all shapes and sizes. We encourage each Sled Team to think about the following items when it comes to Scout Spirit:

THEME:

From decorating your sled, to costumes, to a team name... a creative theme goes a long way in inspiring PMA! Every sled team should work to incorporate their theme into everything they do!

CHEER:

Having a Sled Team cheer lets staff and fellow participants know your team has arrived and are ready to have fun!

GOLD NUGGETS:

Sled Teams can earn Gold Nuggets for scout spirit! The team with the most gold nuggets will win the Spirit Competition.

CLOTHING CONSIDERATIONS

Participation in any winter event can be a lot of fun or a miserable experience - it all depends on preparation. By wearing several layers of clothing, you can enjoy the outdoors with very little effect from the elements.

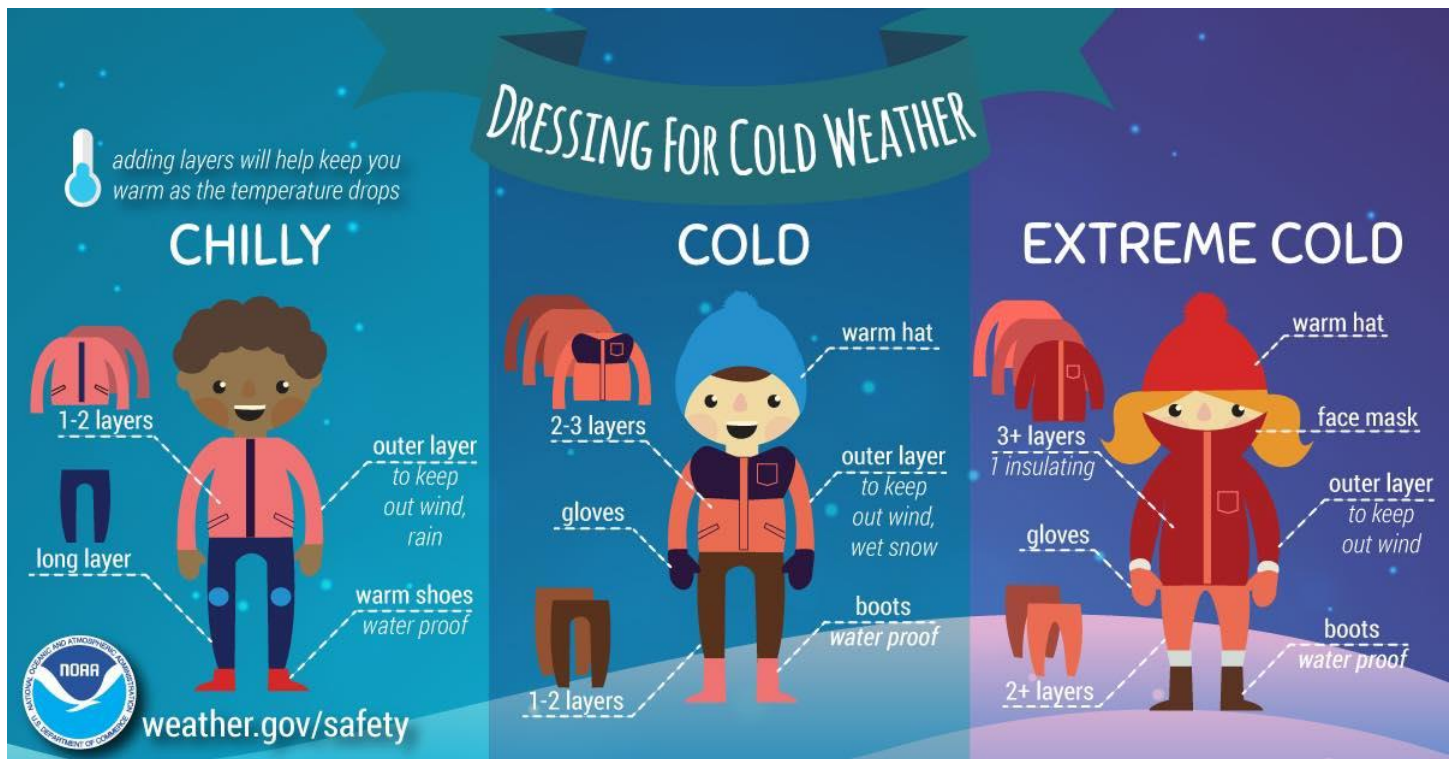
The key to winter-weather comfort is keeping dry. Both moisture from perspiration and snow or rain can greatly affect your comfort. The following tips are provided to assist in preparing Scouts for the day's activities.

All participants must be prepared with the proper clothing for 10 degrees less than the forecasted temperature. You will be excused if you arrive to the event unprepared for winter weather. Remember the 3 W's for winter camping and the acronyms C.O.L.D. and you will stay warm.

WICKING – Draws moisture away from the skin (polyester/performance fabric)

WARMTH – Fleece and Wool work well. Avoid Cotton.

WEATHER – Wind and Waterproof outer layer.



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MORE ABOUT CLOTHING

We cannot stress enough how important it is to be dressed appropriately for the weather. There have been years where it was 65 and sunny, 0 and snowing, and 32 and raining. In all of those cases, being dressed for success was the key to having a safe and fun experience at the Klondike Derby.

LAYERS:

Avoid cotton clothes. Polyester and / or wool keep you warmer. Wear several layers. At a minimum, this should include:

Base Layer (against the skin) – Warmth & Moisture Control Synthetic Long Underwear

Middle Layer – Insulation Wool or Fleece Pants, Sweatshirt, Sweater or Jacket (Wool, Fleece or Down)

Outer Layer – Weather Protection Waterproof / Windproof Winter Jacket, Snow or ski pants are great for keeping you dry.

COAT:

A warm winter-weight coat is required, preferably with a hood. It is also advisable to have a scarf to wrap around the neck and face.

FOOTWEAR:

Warm Winter Boots, especially those with felt liner inserts, are needed to keep feet warm and dry. It is suggested that two pairs of socks be worn. Extra socks should be brought to change out during the day.

NO SNEAKERS! – Scouts wearing inappropriate shoes will be asked to sit out of activities or sent home!

HAT:

Everyone should have a hat that covers their entire head, including the ears. A lot of your body heat can be lost from your head and neck. Winter Hat (preferably wool or fleece), Balaclava or Neck Warmer (is recommended)

GLOVES/MITTENS:

Protection for the hands is critical. A good, warm pair of Gloves or Mittens (mittens are warmer than gloves) Additional Liner Gloves recommended are needed to keep your hands warm and dry. It is recommended to have a second pair, kept in a sealed Ziploc bag.

RAIN GEAR:

Rain gear is needed just in case it starts to rain or if there is sleet or a wintery mix.

Prohibited Clothing:

Inappropriate Shoes for the Weather Open Toed shoes, including Flip Flops (yes, we've had scouts arrive in flip flops)

Crocs or other sandals

Steel Toe Boots (the steel conducts the cold into the boot)

Athletic Shoes

Sweatpants / Pajama Pants (as an outer layer)

Ankle Socks (when worn as the only socks)

Fingerless gloves (when not supplemented by other full gloves or mittens)

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If a Scout is found to be underdressed for the weather, that Scout risks being sent home. We want everyone to be safe!

AWARDS

SOUVENIR PATCH:

Every paid participant will receive a specially designed patch representing this year's Klondike Derby. Patches will be distributed to Units post event.

SCOUT SPIRIT AWARD:

The Scout Spirit Award will be awarded to the Unit that demonstrates the best Scout Spirit during the Klondike Derby based on how many Gold Nuggets they have by the end of the day.

OVERALL WINNERS:

The top three sled teams, based on cumulative points for the day, will receive awards from the Klondike Derby Chairperson. (In case of a tie FASTEST Sled race Time will determine the winner)

SLED RACE:

The top three fastest sled teams will receive awards.

ARTIC ADVENTURE:

Arctic Adventure participants will receive a special commemorative patch.

CHECKOUT

All units must be checked out by 11 am on Sunday. Checkout procedures will be provided upon check-in. **VERY IMPORTANT:** Please notify staff during check-in if you will be leaving on Saturday night or staying through Sunday morning.

Scouts are Courteous! This is a big event with limited parking space. We ask everyone to be patient and courteous. We will do our best to keep everything flowing, but we will need your help. Please don't block any roads or another unit's campsite.

QUESTIONS

Contact our 2024 NNJC Klondike Derby Chair, Robert Terzi at NNJCKlondike@gmail.com

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APPENDIX A

UNIT ROSTER (BRING 2 PRINTED COPIES)

UNIT INFORMATION			
Troop/Pack/Crew/Post:		Town:	
Council:		District:	
	Name	Email	Cell Phone #
Leader			
PARTICIPATING YOUTH			
	Name	Rank	Health Form
1.			
2.			
3.			
4.			
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22.			

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PARTICIPATING YOUTH		
Name	Rank	Health Form
23.		
24.		
25.		
26.		
27.		
28.		
29.		
30.		

PARTICIPATING ADULT		
Name	Role	Health Form
1.		
2.		
3.		
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6.		
7.		
8.		
9.		
10.		

APPENDIX B

2025 THREE RIVERS DISTRICT KLONDIKE DERBY LEADERS GUIDE

Staff Use Only:		Sled #
Unit Type	Unit#	# in Patrol
Town:		
Patrol Name:		
PATROL ROSTER		
1.	5.	
2.	6.	
3.	7.	
4.	8.	
Cell # of Someone on Sled:		

Staff Use Only:		Sled #
Unit Type	Unit#	# in Patrol
Town:		
Patrol Name:		
PATROL ROSTER		
1.	5.	
2.	6.	
3.	7.	
4.	8.	
Cell # of Someone on Sled:		

APPENDIX C

2025 THREE RIVERS DISTRICT KLONDIKE DERBY LEADERS GUIDE

PERSONAL GEAR/CLOTHING SUGGESTIONS

If a Scout is found to be underdressed for the weather, that Scout risks being sent home. Pack multiple pairs of pants and shirts. You do not want to sleep in the same clothes you wore during the day. Avoid cotton material.

ALL PARTICIPANTS:

- _____ Boots (preferably with felt liners)
- _____ Winter Jacket (preferably with hood)
- _____ Rain gear
- _____ Hat
- _____ Water-resistant Gloves
- _____ Scarf
- _____ Snow pants/Ski bibs (waterproof pants)
- _____ Hand and/or foot warmers (optional, but really, really nice)
- _____ Warm under garments (Long underwear/base layer)
- _____ Long pants (fleece pajama pants are great!)
- _____ Long-sleeved Shirts
- _____ Sweatshirts or fleece
- _____ Thick socks (multiple pairs)
- _____ Change of clothes
- _____ Flashlight or Headlamp
- _____ Water bottle
- _____ Sunglasses
- _____ Mess kit (if required by unit)
- _____ Day pack to carry water, extra socks, extra gloves
- _____ Health forms!!
- _____ Medications (if needed)

OVERNIGHT PARTICIPANTS:

- _____ Tent (Platforms to set tents on are roughly 8X10)
- _____ Sleeping clothes (dry-packed) this is essential for staying warm at night.
- _____ Sleeping bag (low-degree bag) and fleece liner (if available)
- _____ Sleeping pad (closed-cell not air-filled)
- _____ Frost Cloth (towel or cloth to hang in tent) to collect moisture/condensation
- _____ Hygiene products (there will be sinks and toilets but no showers)
- _____ CPAP/Battery Power Source, if needed

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APPENDIX D

SLED EQUIPMENT LIST:

PATROL GEAR (TO BE KEPT IN SLED)

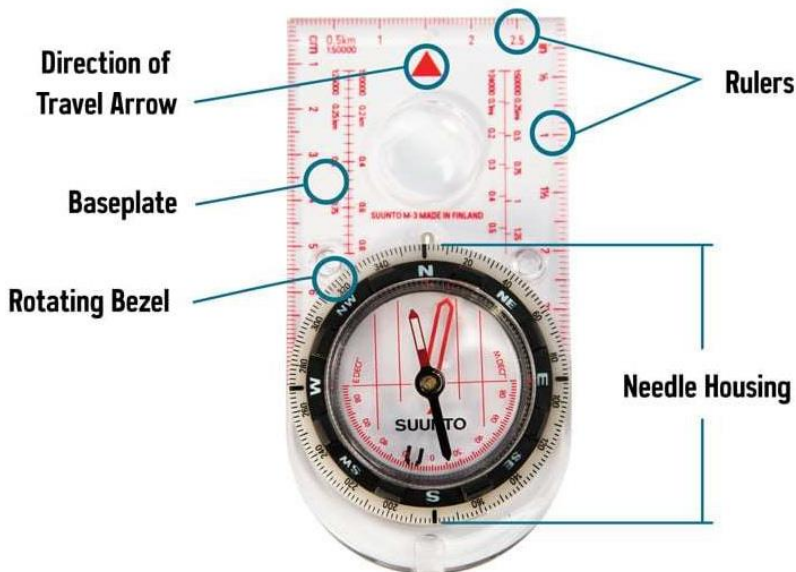
- ____ Sled - Traditional or modern (if no snow, please add wheels)
- ____ Klondike Town/Station Map (provided at check-in)
- ____ Klondike Score Sheet (provided at check-in)
- ____ 6 wooden staves (poles) at least 5' long
- ____ Stopwatch
- ____ Scout Handbook
- ____ Whittling Chip & Totin' Chip cards
- ____ Patrol First Aid Kit with SAM Splints
- ____ 10 - (10- foot) pieces of rope for lashing
- ____ 4 - (3- foot) pieces of rope for Knots
- ____ Small pad and Pencils
- ____ Compass
- ____ Frying pan
- ____ Fire starting materials (matches are ok, extra points flint & steel)
- ____ Fire starter with only natural wood products to be used NO LUMBER OR FAT WOOD
- ____ The Scout Basic Essentials - 10 items listed in Scouts BSA Handbook
- ____ Tarp with Grommets (8X10 or 9X12)
- ____ 5 Gallon Bucket or equivalent to carry all fire starting and cooking supplies
- ____ Spatula
- ____ Plate for Tortillas
- ____ Min 2 Tortillas, Cheese and 1 choice of filling
- ____ 1 Gallon of water to extinguish fire after cooking
- ____ Water for each scout
- ____ Scout Spirit

EXTRA CREDIT - (NOT ESSENTIAL BUT MAY BE HELPFUL)

- ____ Patrol flag
- ____ Additional wooden staves
- ____ Extra backpack or gear sack
- ____ Sealed baggie of extra socks/gloves/hats
- ____ Small hand shovel or scoop
- ____ Hand warmers
- ____ Patrol Mascot

APPENDIX E

How to use a Compass



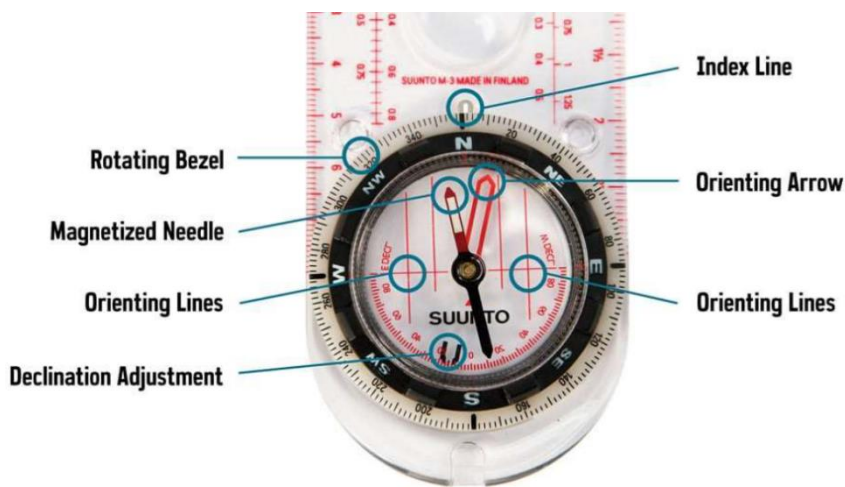
COMPASS ANATOMY

Baseplate: Clear, so you can see the map below it, it has at least one straight edge for taking bearings and transferring them to your map.

Ruler(s): Used with your map’s scale to determine distances.

Direction-of-travel arrow: Tells you which direction to point the compass when you’re taking or [Grab your reader’s attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]following a bearing.

Rotating bezel: Also called the “azimuth ring,” this outer circle has 360 degree markings.



NEEDLE HOUSING DETAIL

Index line: Located directly above the bezel, it’s also called a “readbearing here” mark.

Magnetized needle: The end that always points to the magnetic pole is usually colored red or white.

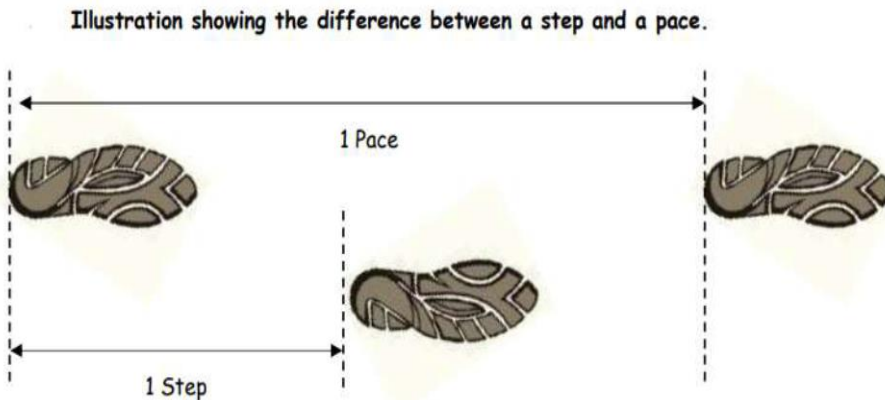
Orienting arrow: Used to orient the bezel, it has an outline shaped to exactly fit the magnetized end of the needle.

Orienting lines: Parallel lines that rotate with the bezel; correctly aligning these with the north-south lines on a map aligns your orienting arrow with north.

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How to determine your paces (i.e. how many steps to go 100 feet)

Pacing is an easy, but crude, method of determining ground distances. A pace is two steps. On level, open ground, pacing can become fairly accurate, with practice. An individual's pace is generally consistent (for that individual) when walking at a natural stride. However, on slopes or in brushy or rocky areas, its accuracy diminishes; therefore, an individual should practice on different terrain to establish an accurate pace for situations encountered in the field.



To determine the feet covered in one pace, a practice course is very helpful. Mark a starting point and measure 100 feet. Set another marker at this spot. At a normal rate, walk from one point to the other, counting the number of paces. Then, divide the total number of paces into 100 ft., and this gives the number of feet per pace. It is recommended to repeat this process several times to get a more accurate average feet per pace measurement.

Total number of paces + 100 ft. = Number of feet per pace

As an example, how many paces do you have to take to determine how far 327 ft. is? Let's say you took 300 paces to cover 100 ft. Using the formula above, your pace would be: $300 \text{ paces} \div 100 \text{ ft.} = 3 \text{ ft. per pace}$. Now we know the how far we need to travel and we know our pace, we simply divide how far we need to go by our pace or: $327 \text{ ft.} \div 3 \text{ ft. per pace} = 109 \text{ paces}$. So, if we take 109 paces should travel 327 feet!

Distance in Feet to Travel + Number of feet per pace = Total number of paces to go that distance

How to determine your direction of travel (i.e. which way do we need to go?)

Since the COMPASS NEEDLE always points North, it does not point the way to go because we do not always want to go North.

The DIRECTION OF TRAVEL ARROW points the way to go, after the compass is set. The DIRECTION OF TRAVEL ARROW is located on the base. This is the arrow that shows which way to travel after our compass is set.

Notice the Compass HOUSING. The numbers around the outside of the HOUSING are called DEGREES. Whichever number is at the base of the DIRECTION OF TRAVEL ARROW is the degree setting of the compass.

As an example, lets determine which way is 40 degrees.

1. Turn the dial until the 40 degree is at the base of the DIRECTION OF TRAVEL ARROW.
2. Hold the compass level, about waist high – or a little higher – and be sure the DIRECTION OF TRAVEL ARROW points straight ahead of you, not back toward you nor to one side.
3. Rotate your body and watch your compass. Keep turning until the red end of the MAGNETIC NEEDLE points to the letter "N" on the top of the HOUSING. Some may call this putting Snoopy in the doghouse

In our example that is 40 degrees. Look up and sight an object such as a bush or tree in that direction. Then forget the compass and walk to that object. When you arrive there, repeat the process and pick out a new objective. Repeat until you reach your destination.

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APPENDIX F

CIPHER WHEEL FOR CRACK THE CODE

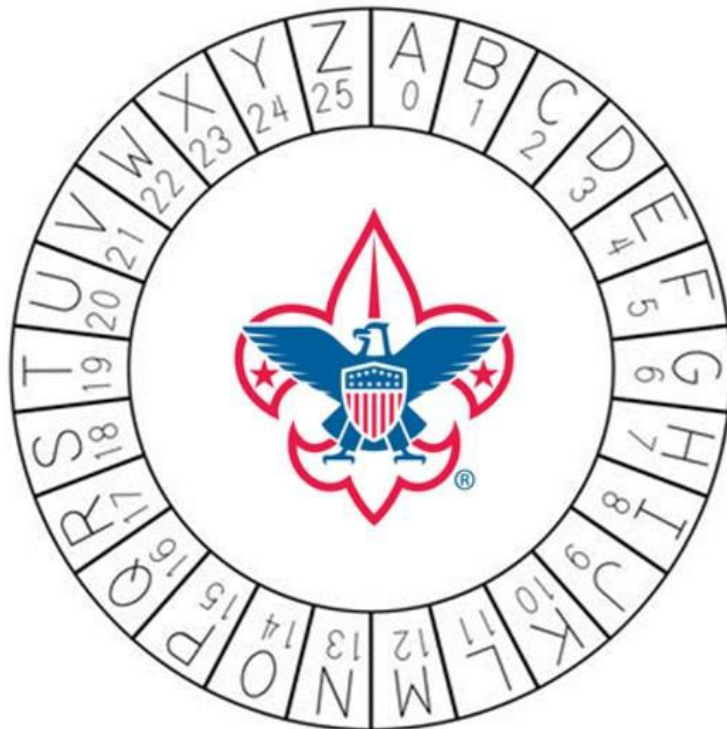
Directions:

Cut both pieces of the cipher wheel out so that the smaller wheel fits inside of the larger wheel (it can simply lay on top, you don't have to connect them physically if you don't want to).

Your patrol will need to use the cipher wheel to decode the message collected throughout the day as you find pieces at different activity stations.

Only one cipher wheel is needed per patrol.

Due to possible wet conditions, laminating or printing the cipher wheel on card stock is suggested



Pick a letter on the outer wheel and a number in the inner circle – this is your key (ex. M21). Turn the inner wheel so that the number (21 in our example) lines up with the outer wheel letter (M in our example). On our wheel 21 also corresponds with V in the inner section. Don't move the wheels now, keep them in place.

To read the encrypted message get the key and align the wheel – keep the wheel in this position. For each letter of your message, find that character on the inner wheel, and write down the letter that is exactly above it on the outer wheel.

Make sure to prepare and bring this wheel with you as no copies will be available on site.

