

A black and white photograph of a mountain valley. In the foreground, there are evergreen trees and a rocky stream bed. In the middle ground, a river flows through the valley. In the background, there are large, rugged mountains with patches of snow or light-colored rock. The overall scene is a scenic view of a mountainous region.

KLONDIKE #1

Mystery Valley of Gold

January 10, 11 & 12, 2020

Beaumont

Dear Patrol Leader & Scoutmaster:

The Lake Erie Council has planned its Annual Klondike Derby to be held on January 11-13, 2020, at Beaumont Scout Reservation. The following pages will give you the basic information you and your patrol members will need to help get you started. Your Scoutmaster will keep you up-to-date on further developments.

Just what is a Klondike Derby? Well, it's like this. The Klondike Derby is a fun-filled winter activity patterned after the Gold Rush Days in the Yukon. Patrols build sledges like the early prospectors used as they hunted for gold. The members of your patrol will serve as the team of huskies to pull your patrol's sledge around our course. Your patrol will visit a number of stations, each having a simulated Alaskan town name. At each "town" your patrol will be confronted with a problem requiring a Scout skill to solve. Depending on how well your patrol works out the problem, you will receive a number of points.

HERE'S HOW IT WORKS:

1. Units camping at Beaumont for the weekend are required to reserve and pay for their cabins with the Council Service Center.
2. Patrols enter by presenting one copy of their roster sheets with names of your patrol members.
3. Build a sledge using the enclosed drawing as a guide.
4. Brush up on your Scout skills.

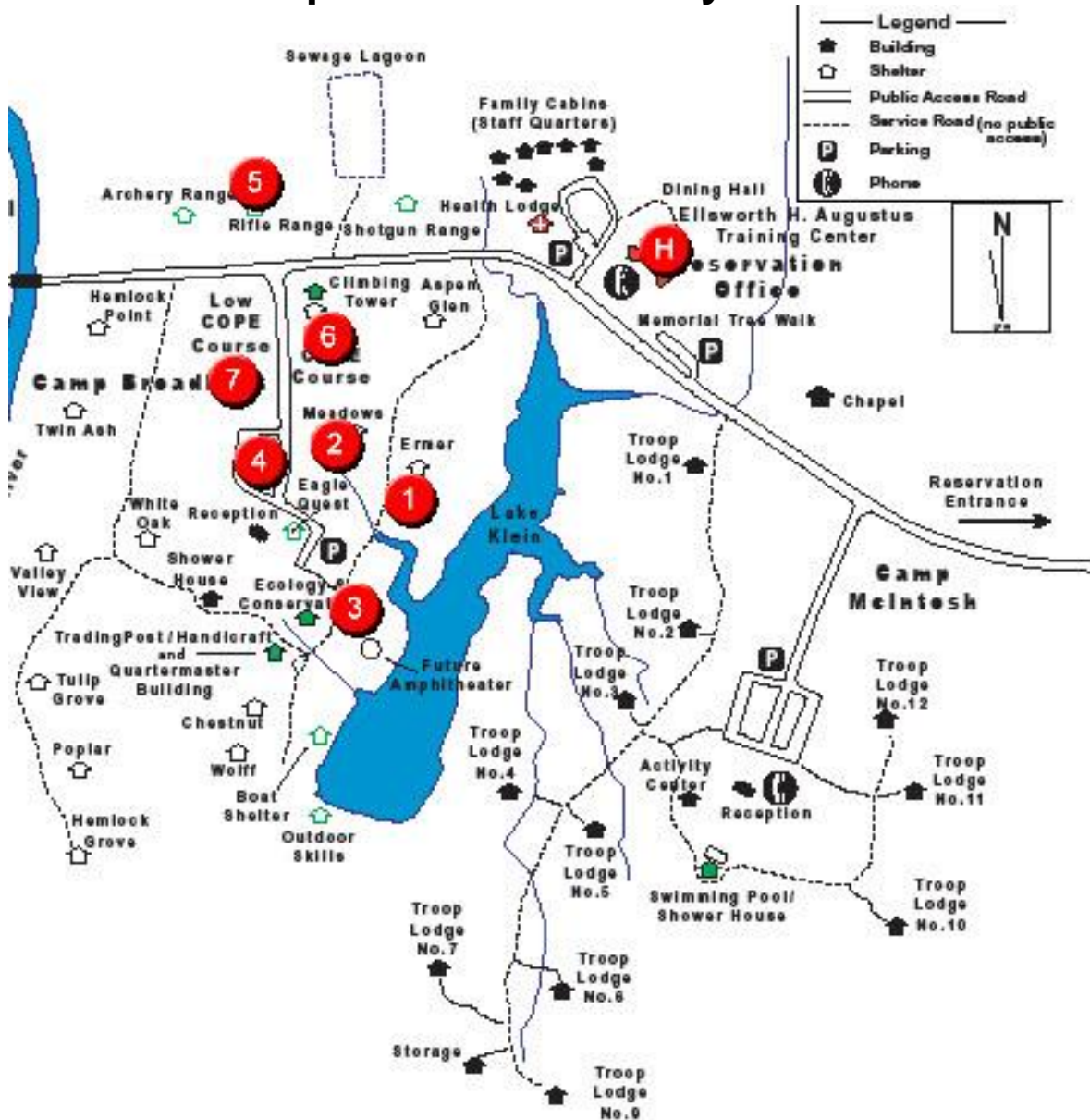
When your patrol has entered, they should arrive one hour prior to starting time. You will register your patrol and have your sledge and equipment checked for readiness. Patrols will all start at the same time. After the Sledge Race, Patrols will be given sealed orders to send them off in the right direction with their instructions for the day. When you have completed your course, your patrol will return to headquarters, and have your trail scores tallied. Scoring will be based on the number of points earned on the trail.

If you have any questions, contact John DeLuca 440/376-3126 (woodcraftingforfun@gmail.com) or Sal Messina 216/978-1043 (tcdprogramchair@gmail.com.)

**KLONDIKE DERBY 3-DAY SCHEDULE
TINKER'S CREEK DISTRICT – 2020**

Date:	Time:	Location:
FRIDAY, January 10, 2020		
Check-in	5:00 PM	MacIntosh HQ
Mayor's Meeting	9:00 PM	MacIntosh HQ
Adult Leader's Cracker Barrel	9:30 PM	MacIntosh HQ
Saturday, January 11, 2020		
City Set-up	8:30 AM	Camp Broadbent
KLONDIKE BEGINS (Patrols report to first assigned city)	9:30 AM	Camp Broadbent
KLONDIKE ENDS	3:15 PM	Camp Broadbent
SCORE CARDS turned in by:	4:15 PM	Augustus Center
Catholic Religious Services	5:00 PM	Sacred Heart of Rock Creek Catholic Church
Auction, Awards	7:30 PM	Augustus Center
Junior Leader's Cracker Barrel	9:00 PM	Augustus Center
Adult Leader's Cracker Barrel	9:30 PM	Augustus Center
Sunday, January 13, 2020		
Check-out	10:00 AM	

Map of Klondike Derby Areas



H	Augustus Dining Hall – Scorecard Turn in
1	Barrow – Firebuilding (Ermer Campsite)
2	Kodiak – Pioneering (Meadows Campsite)
3	Point Hope – Rope Bridge (Amphitheater)
4	Dead Horse – Cooking/Fire Building (Road to Broadbent)
5	Naknek – Mystery (Rifle Range)
6	Yakutat – Log Lift (Adjacent to Climbing Tower)
7	Sitka – Back Country Lifeline (Back of Low Cope Course)

Klondike Derby

January 12, 2020

Saturday:

8:00 a.m. Registration (if not pre-registered) at Headquarters

ALL MOVEMENT WILL BE IN NUMERICAL ORDER

9:30	9:45	Equipment check in
9:45	10:15	- Event
10:15	10:25	Move
10:25	10:55	-Event
10:55	11:05	Move
11:05	11:35	-Event
11:35	11:45	Move
11:45	1:00 PM	- Lunch
1:00 PM	1:10 PM	Move
1:10 PM	1:40 PM	- Event
1:40 PM	1:50 PM	Move
1:50 PM	2:20 PM	- Event
2:20 PM	2:30 PM	Move
2:30 PM	3:00 PM	- Event
3:00 PM	3:15 PM	Checkout

4:15 PM -- All scorecards must be turned in to HQ (Augustus).

Derby Regulations:

1. Patrols should be natural patrols (as much as possible) and consist of 5 to 8 Scouts.
2. Scouts must be properly clothed for cold, stormy weather; they will be inspected. If, in the opinion of the judges, a Scout is not properly clothed with proper footwear (boots or overshoes required), he will not be permitted to participate.
 - a. WATERPROOF footwear that reaches above the ankles and is "tight" at the top so snow cannot get inside footwear.
 - b. Head gear should be able to cover the ears.
 - c. WEATHERPROOF outer garments for extreme cold and/or wet weather.
 - d. GLOVES are a necessity.
3. Each patrol must present a roster of patrol members (actual participants) signed by the Scoutmaster at check in.
4. NO ADULT is to be with a patrol on the trail or to coach, help or otherwise assist any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Mayor for special needs Scouts only). All leaders and spectators will remain in the areas designated for them by the mayor of that city.

GROUND RULES

The ground rules for conduct and behavior at the Klondike Derby are the SCOUT OATH and the SCOUT LAW!!

SUGGESTED WEARING APPAREL

Foot Gear: Skimobile (NOT SKI) boots or well fitted hiking boots which are waterproofed, or comfortable walking boots or shoes plus rubber overshoes or arctic type boots.

Socks should be wool or wool-blend, acrylic or polypropylene. No Cotton. Don't cram in "extra" socks when it results in a tight fit. You crush out air and restrict blood circulation (heat) to the feet. IF YOUR FEET GET COLD AND WET YOU WILL BE MISERABLE!!!

Trousers: Wear insulated long underwear if available or two pairs of trousers. These should be heavy weight with the outer pair water repellant, if possible.

Shirt, Jacket, Coat: Wear insulated underwear if available; or shirt plus sweat shirt, sweater (or equivalent), plus a windproof water repellant outer jacket parka or coat.

REMEMBER: IF YOU DRESS TOO WARM YOU CAN ALWAYS COOL OFF BY REMOVING ONE OR MORE OUTER LAYERS OF A MULTI-LAYERED OUTFIT. IF YOU DRESS TOO LIGHT AND GET COLD YOU WILL SUFFER.

Head Gear: A hat or cap with earflaps plus a wool scarf or a hood on the outer jacket.

Hands: At times the scouts will be building fires, therefore, gloves or mittens should be fire-resistant. Wool gloves or mittens with leather palms are best. Plastic or nylon can be good but extra care must be taken for safety around fires.

POCKET EQUIPMENT:

- Knife (if you have one).
- Toilet paper in a plastic bag.
- Matches in a waterproof container.
- One, or more, handkerchiefs.
- Sunglasses (recommended to protect against sun-glare on snow).
- Compass.

YOUR PACK:

- Flash light (Keep batteries warm and have spares plus spare bulb).
- Extra gloves, socks, handkerchiefs, foot gear.
- Waterproof raincoat or poncho.
- Complete set of extra clothes (underwear, pants, shirt, a sweater, hat, etc). Towel, washcloth, toothbrush & paste, soap.
- Personal First Aid Kit, including lip ice and hand lotion in plastic container

PROHIBITED

Sheath knives, machetes, or similar tools ARE NOT to be carried around Camp or ON THE TRAIL.

NOTE TO LEADERS - National Scouting requirements dictate that a minimum of two adult

leaders must accompany any Scouting excursion. This is for your protection as well as the Scouting organization. Your District Activities Committee assumes that you will comply with these regulations.

EQUIPMENT EACH PATROL WILL NEED (Minimum -- add more if you wish)

- A. At least one compass for every two Scouts in your Patrol.
- B. 8 - six foot lengths of 1/4" rope.
- C. 2 - twelve foot lengths of rope (sisal preferred) not over 1" thick.
- D. 1 - 25 foot length of rope (sisal preferred) not over 1/2" thick.
- E. First Aid kit.
- F. Hand axe, properly sheathed.
- G. At least one Pocket knife.
- H. At least one TOTIN CHIP card (must have this to use knife and axe).
- I. At least one Fire-N-Chit card (must have this to start the fire).
- J. Two tarps at least 6 ft. x 6 ft.
- K. 4 poles, approx. 1" diameter and 6 ft. long (Strong enough to make ladder).
- L. Rope and/or twine for lashing.
- M. Firewood and tinder for Lunch cooking fires.
- N. Food for lunch, including water.
- O. Utensils for cooking and eating, including place setting for two Judges.
- 0. Toilet paper in a plastic bag.
- P. Trash bags.
- Q. Note book and at least one pencil, in a plastic bag.
- R. Roster of Patrol members.
- S. Patrol scoreboard (given out at registration).
- T. Patrol flag on sledge or other transport equipment. Patrol name must be on flag and sledge (or other transport equipment).
- U. Troop number on sledge (or other transport equipment).

NO leader or spectator will be allowed to help any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Judge, for Challenged Scouts only).

Axes, hatchets, and saws must be properly sheathed and remain on the sledge or in a backpack except when they must be used in an event.

SLEDGE SPECIFICATIONS

1. Commercially manufactured sleds or toboggans may be used but the patrol will lose 4 points.
2. The plans which follow are a guide only. You are not required to follow their exact dimensions.
3. Sledges must be at least six (6) feet long and eighteen (18) inches wide.
4. Sledges must display troop number, patrol name, and patrol flag or totem.
5. Sledges must be built by scouts. (Adult supervision is allowed)
6. Each sledge must have a towing bridle.
7. If a sledge breaks down during the Derby, the patrol may continue by backpacking all equipment, but will lose points at the last City check-out.
8. Sledges WILL BE USED regardless of the weather.

PROCEDURE FOR DERBY COMPETITION.

At registration each patrol will be given a numbered scorecard that they will use at each City and upon which their score will be recorded at each City (as well as on the Judge's master list). This scorecard will, be marked at which City you are to begin the Derby. Each patrol will rotate to the next City in numerical order ONLY during the time indicated for MOVE. See the map for City locations. A major exception will be at FIRE BUILDING/COOKING (City #4). ALL PATROLS will visit that City at 11:45 AM for lunch. At 1:00 PM all patrols will resume their numerical order, skipping City #4.

Please be at **Augustus at 9:00 AM sharp**, ready to go. You may receive any new instructions and we will start the Klondike from Augustus. Check-in inspections will be at your first City; checkout inspections will be at your last City.

If you lose your scorecard, you will lose all points. In the event of a conflict between the score recorded on the patrol's scorecard and on the Judge's master list, the Judge's list will be considered accurate.

SCOUTMASTERS: Since this is an all day event, PLEASE be very attentive to the clothing your Scouts will be wearing. 5 3/4 hours on the trail may be very demanding, **especially** in **footwear**, gloves, and hats.

At 9:15 AM a horn will sound to indicate the start of the Klondike. It will sound again at the beginning of each succeeding event. Move ONLY at the period of time indicated on the schedule.

By 4:15 PM all patrol scorecards MUST be turned in to Klondike Headquarters.

Equipment check in will be at each patrol's first City from 9:30 AM to 9:45 AM. A horn will sound to indicate the start of the first Event. Each Event will last thirty minutes and ONLY thirty minutes. Ten minutes will be allowed for moving between each City before the next Event begins.

MAXIMUM SCORE	- Check In and Check Out	20 points
	Events	160 points
	Mystery Task	<u>20 points</u>
	Total	200 points

2020
LAKE ERIE COUNCIL KLONDIKE DERBY CITY # 1
BARROW Pop. 93

FIREBUILDING

EQUIPMENT NEEDED:

Scouts will have to present both Tote'n and Fire Chit to judges before starting event.

Unsplit Natural Wood (no milled lumber, two by fours)

Firestarters must be made from natural materials

Patrol Hatchet / Pocketknife

Frying pan

Spatula

Butter or oil for pan

Event will Provide:

Pancake Mix

(2) – 1" x 4" – Milled Lumber boards

50 gallon drum top to make fire on

EVENT:

Description and Objective:

Your patrol has been out collecting firewood; it is cold and getting colder on a winter night. One of your patrol members just fell into the creek, is wet and cold, and getting colder very quickly. You realize that you are far from your camp, and you don't have the time to get back. You need to warm him up, as quickly as possible and give him food. You need to build a fire to keep him warm. The only one who remembered to carry his personal survival kit is the victim, and that has the only method of starting a fire within your patrol.

Using a hatchet and pocketknife. You will need to prepare the provided (2) – 1" x 4" lumber wood into to fuel, kindling, and tender. Your patrol can use any natural wood you have brought on your sled. Each scout must be using proper BSA handbook and guide to safe scouting technics (Contact Method). Once prepared you will need to complete a proper fire lay using these natural materials. Fire lay will be selected at the time you receive the provided wood from the judge. Once the fire lay has been presented to your judge quickly light your fire. With your fire you will prepare a 4" or larger pancake from the Pancake Mix you have been provided (From his survival kit). Once the pancake is ready to be eaten by the member that fell into the creek, event will be complete.

Fire-starters must be of natural material only. (Bark, pine needles, wood shavings, thistle, leaves, etc.) No steel wool, wax coated items, No chemical treated fire-starters, NO FATWOOD.

Natural Wood must be found in a typical camp not *Milled\Lumber Wood*

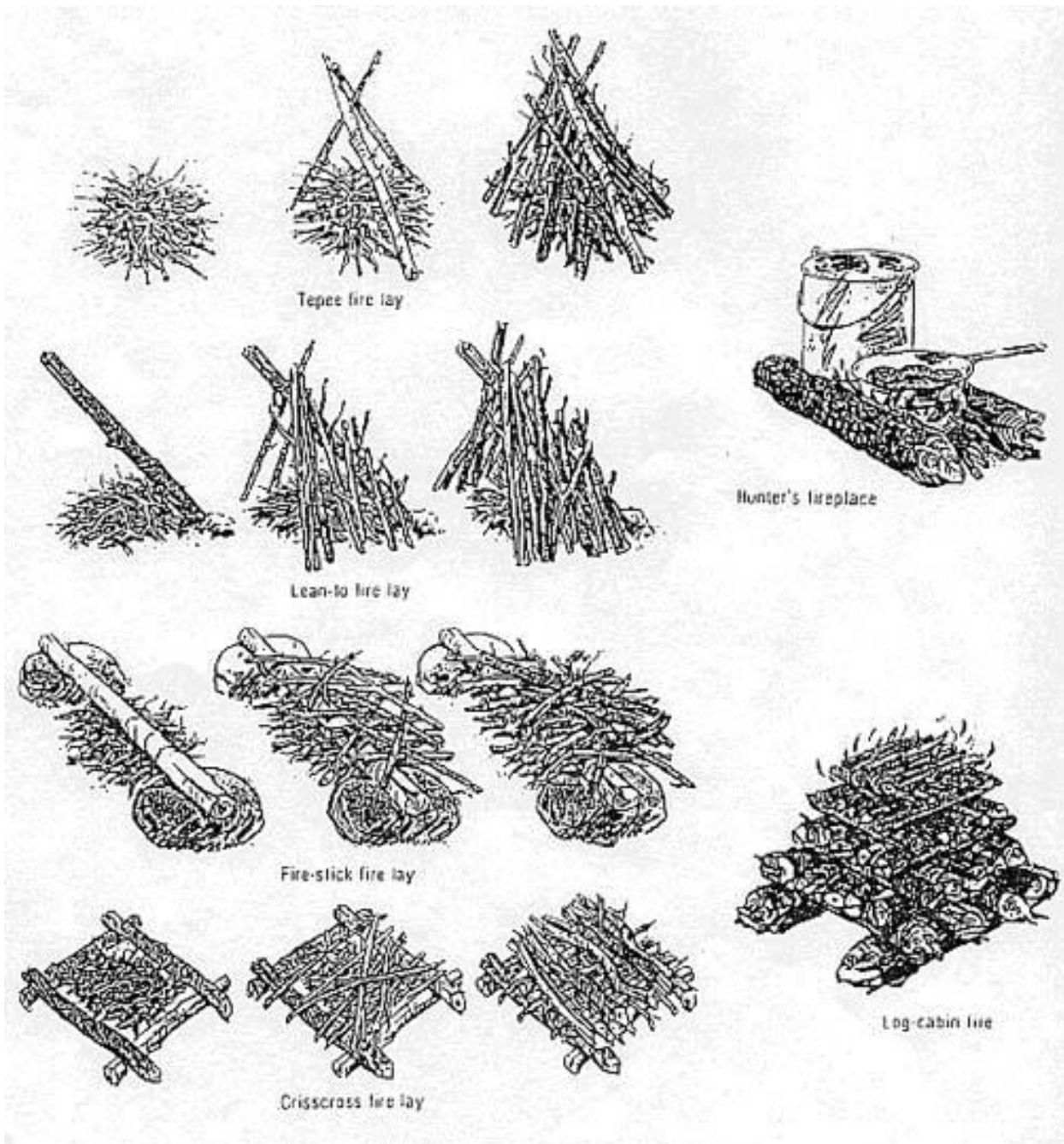
Fires will be started with Matches and/or Flint & Steel

SCORING:

- 1. Proper fire lay 4 points
- 2. Fire started w/2 matches 4 points
 Deduct 1 point for each additional match over two –max loss 4
- 3. Pancake cooked 3 points
- 4. Pancake eaten 4 points
- 5. Proper cleanup of fire site and explanation..... 3 points
- 6. Department 2 points

Total Possible Score20 points

FIRELAY EXAMPLES



2020
LAKE ERIE COUNCIL KLONDIKE DERBY City # 2
KODIAK pop. 127
PIONEERING

EQUIPMENT NEEDED:

8 spars about 5 to 8 feet long, and roughly 1" to 2" in diameter
Enough cordage or rope for required lashings
18-foot-long rope – ¼" to ½" diameter (Manilla preferred)
All rope and cordage to be properly whipped or fused.

SUPPLIES:

Log to be supplied by Mayor

EVENT:

This is a timed event. Timing will start when the judge gives the start signal. The object is to construct a pioneering structure that will hold a log suspended from it. Timing will stop when the log is hanging, and all scouts let go of the structure, rope, and log. The log needs to hang for a minimum of 30 seconds to get full points. Each member of the patrol is to tie at least one knot (Patrols with more than 8 members are expected to participate by helping with holding spars and log as needed for full Participation and Department points).

The structure: Lash two spars together with round lashing and suspend it horizontally on top of two tied tripods.

The event: One end of the long rope will be attached to a log (provided by the judge) via a Killick hitch. The balance of rope will be routed over the horizontal suspended round lashed spars to be tied with a clove hitch to a stake that is driven into the ground. A sheepshank will be tied to shorten the rope and suspend the log in the air at least 6 inches off the ground.

SCORING:

Participation and Department.....	2 points
Correctly tied Killick Hitch.....	2 points
Correctly tied Sheepshank.....	2 points
Correctly tied Clove Hitch.....	1 point
Correctly tied Tripod Lashing.....	2 points
Correctly tied Round Lashing.....	2 points
Structure, whipping, & holding log for 30 seconds 6 inches high.....	2 points
First quadrant of finishers.....	7 points
Second quadrant of finishers.....	4 points
Third quadrant of finishers	2 points
Fourth quadrant of finishers	1 point

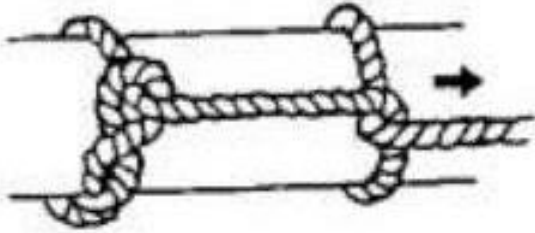
Total possible score 20 points

The quadrants will be determined after all patrols have completed the event. The total number of patrols will be divided by four and their total times grouped accordingly.

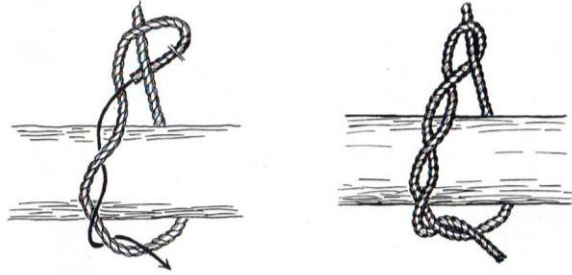
Required Knots for the event:

Killick Hitch: Used when pulling or lifting a timber log or spar. Start with a Timber Hitch with an added half hitch which makes it into the Killick Hitch – Rope pull is to be in the direction of the arrow shown.

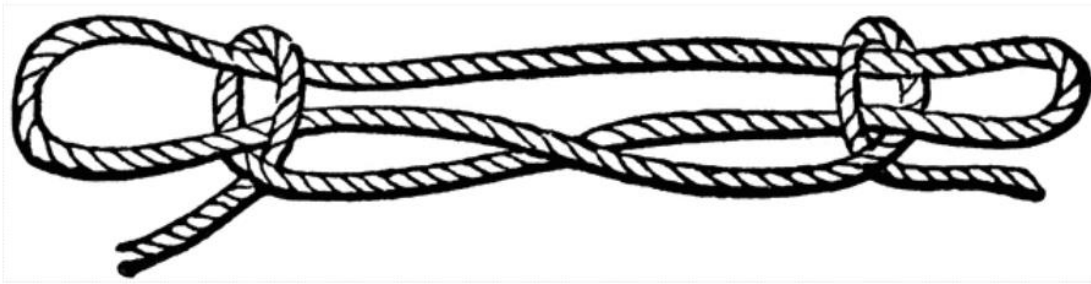
Killick Hitch



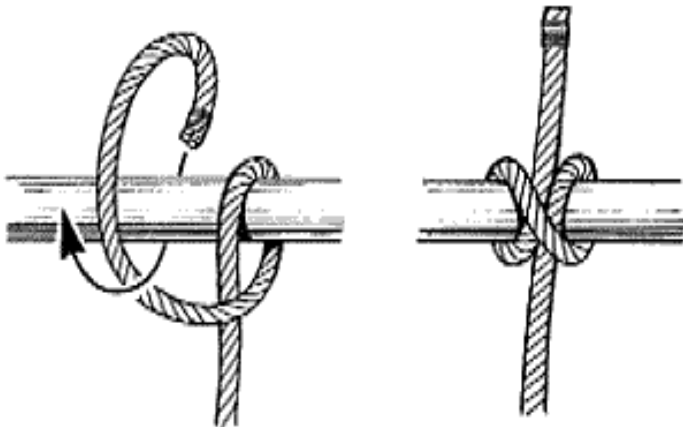
Timber Hitch



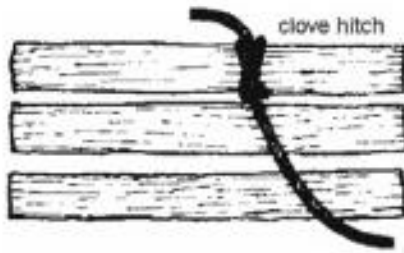
Sheepshank:



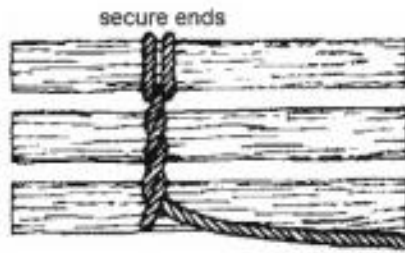
Clove Hitch:



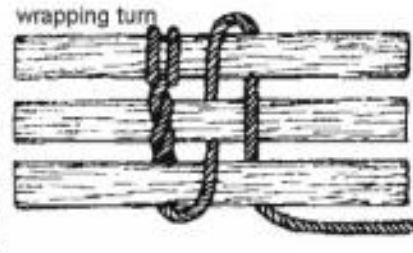
Tripod Lashing:



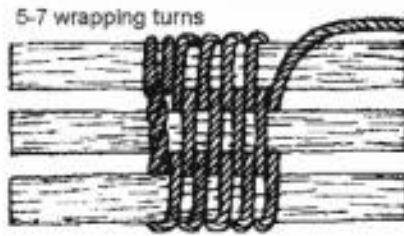
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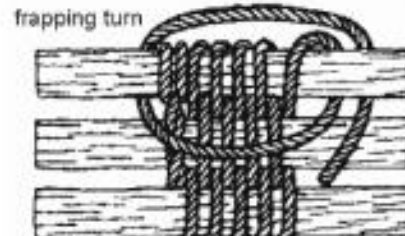
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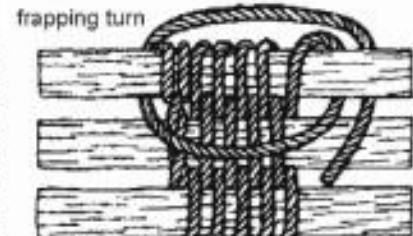
Step 3



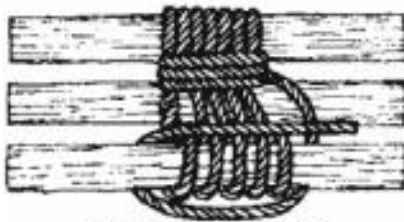
Step 4



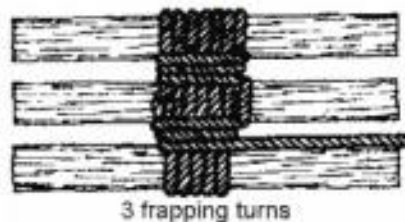
Step 5



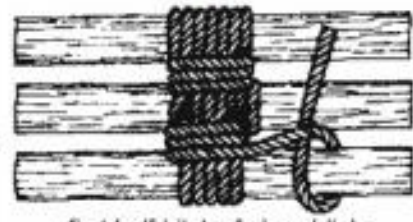
Step 6



Step 7



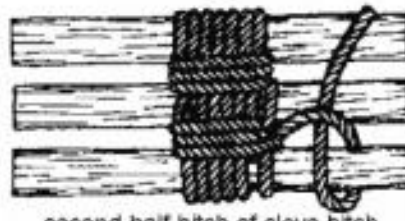
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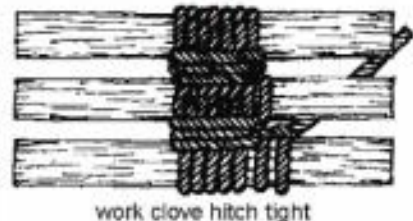
Step 9



Step 10

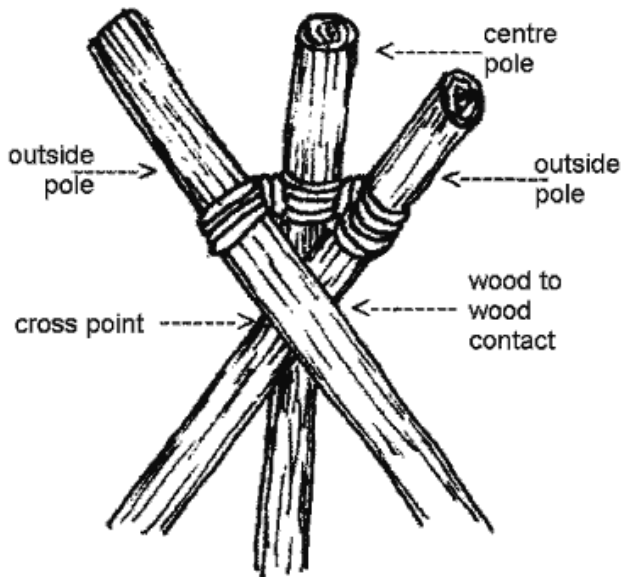


Step 11



Step 12

Setting Up A Tripod



Set up the tripod by crossing the outside poles so that the cross point of the poles is under the center pole. Crossing the outside poles under the center pole causes part of the load that is placed on the tripod to be taken up by the wood to wood contact of the poles.

Round Lashing: Is used when you need to make a pole longer. Place two poles so the end overlap (remember, you are trying to make a longer pole). Roughly overlap in thirds. Place a clove hitch around both poles at one end where they overlap. Begin winding the rope or cord around both poles. Finish with a clove hitch around both poles. Do the same at the other end where the poles overlap.



2020

LAKE ERIE COUNCIL KLONDIKE DERBY City # 3

POINT HOPE pop. 824

ROPE BRIDGE

EQUIPMENT NEEDED:

Eight (8) six foot ropes.

Two (2) twelve foot ropes.

Any other equipment that you wish to bring

EVENT:

Your patrol has arrived at the Yukon River in flood stage. The current is fast moving and ice cold and has destroyed the bridge. You have found a land projection that has narrowed the river to approximately 25 feet for a short distance. You must attempt to get all of your patrol over the river, including your sledge and equipment. You are fortunate to find one rope already stretched across the river.

You must send one half of your group across the river; one of which will carry a pull rope for the equipment transport, the other end being secured to the sledge. This rope will be made up of the six-foot ropes in hand. After the sledge is across, the remaining patrol members will cross the river.

1. Eight Scouts must successfully cross the river. If your patrol has less than 8, you will rotate until the required number have finished.
2. If a Scout falls off, it will not count as a crossing (see Scoring).
3. You may transport your sledge in any manner you choose, using any equipment you have. Either on the sledge or separately, you must also transport your other equipment. (Hint: pulleys and carabineers may be used)
4. TIME will start at the moment that any patrol member touches the main crossing rope. TIME will stop when the crossing is completed.

SCORING:

Completed under 5 minutes	18 points
under 6 minutes.....	16 points
under 7 minutes.....	14 points
under 8 minutes.....	12 points
under 9 minutes.....	10 points
under 10 minutes.....	8 points
under 11 minutes.....	5 points
over 11 minutes but less than 15 min.....	2 points
Deployment	2 points

.....MAXIMUM possible 20 points

NOTE: If a Scout completely falls off the rope, he will be presumed drowned and cannot rejoin a crossing rotation. For each instance, the patrol will lose one point

LAKE EIE COUNCIL KLONDIKE DERBY City # 4

DEAD HORSE Pop. 18

COOKING

EQUIPMENT NEEDED:

Matches, water, cooking utensils, mess kits and/or other eating equipment. Raw meat, fish, or poultry. Two raw fresh vegetables. Hot drink fixings. Material for fire building.

EVENT:

You are to build one of the cooking fires from the Scout Handbook or Fieldbook using only two matches. **NO** artificial fire starters may be used. (No wax, tallow, oil, grease, fat, butane, propane, steel wool, or chemically treated tinder or any other quick start method). The judge will have a supply of barn matches for emergency use. Any use of BSA prohibited materials such as lighter fluid, gasoline, naphtha, Kerosene, etc. will reduce your points to zero. This is a **NO TRACE** event and the fire **MAY NOT** touch the ground. You must provide your own barrier to build your fire upon.

When your fire is ready, you are to prepare a lunch consisting of a hot drink and at least one Protein and two fresh vegetables. In preparation for a trail meal, you may plan ahead in partially preparing the required meal. You may clean, cut up and package your meat, fish, poultry, plant based protein and vegetables; **partially cook them ahead of time, but they must not be fully cooked or prepared.** Canned, freeze-dried, dehydrated, or commercially frozen ingredients may **NOT** be used. Prepare enough food for a good meal for your entire patrol **PLUS TWO JUDGES**. This food is to be your lunch (not only a demonstration).

After you have finished eating, extinguish your fire, put the remaining ashes, unburned wood, etc. and garbage in your trash bag, and rough clean your utensils, plates, etc. using water or snow. You may finish cleaning your materials, later at your campsite. Make sure your cooking area is absolutely clean before you depart. (The Judges will be very strict on this). No debris or garbage may be buried.

NOTE: You **MUST FEED** your patrol a hot meal. If **ANY MEMBER** of your patrol (not including the judges) does not receive a hot meal, you will lose **10 points**. Time will be strictly limited to vacating the area at 1:00 PM

SCORING:

Properly built Scout fire	2 points
Lit with one or two matches	2 points
(Lose 1/2 point for each additional match. If your fire cannot be started after 10 minutes, you will start your fire using any means possible and you will lose five points)	
One meat and two fresh vegetables	3 points
Hot beverage	2 points
Meal fully cooked and hot when served	3 points
Put out fire properly and remove debris	3 points
Disposal at garbage and trash	2 points
Rough cleanup of utensils	1 point
Department	2 points

MAXIMUM possible 20 points

2020
LAKE ERIE COUNCL KLONDIKE DERBY City # 5
NAKNEK Pop. 93
ORIENTEERING

EQUIPMENT NEEDED:

At least one compass (Preferably Two)

EVENT:

This is a three-part event:

Part 1: Your patrol will be given a main bearing starting point by the judge. You will also be given bearings, showing compass degrees and a distance from the main bearing point. Using pacing and your compass find the end point. All compass bearings are magnetic not true north.

Part 2: The Judge will point out a vertical object. Using Scouting skills, determine the height of the object.

Part 3: At the start of this part, the patrol will form a line. Each patrol member (if there are less than eight patrol members, one or more members will participate twice) will pick up a card from a receptacle that identifies a map symbol. The Scout will then place his/her card on the board on top of the symbol. Once eight cards have been placed on the board, the patrol may proceed to the next part if they have one to complete.

SCORING:

Part 1:

Found the correct end point	10 Points
5 Feet Away	8 Points
10 Feet Away	6 Points
15 Feet Away	4 Points
Over 15 Feet Away	0 Points

Part 2:

Within 2 feet.....	4 Points
Within 4 feet.....	2 Points
Within 6 feet.....	1 Points

Part 3:

Correctly identified map symbol - each	1/2 Point
Department	2 Points
TOTAL POSSIBLE:	20 Points

2020
LAKE ERIE COUNCIL KLONDIKE DERBY City # 6
YAKUTAT pop. 127
BLIND CAMPSITE

EQUIPMENT NEEDED:

All equipment will be furnished by the Klondike Staff.

EVENT:

Put up a tent while bindfolded - teamwork will be a must.

Your Patrol has been out all day in a snowstorm. You are lost and it is getting late in the evening. Several of your Patrol members are cold and wet. You decide it is safer to stop and wait out the storm. You have a tent to protect you from the weather. The problem is the driving snow is blinding you and it is dark. Your Patrol leader is the only one with goggles and a flashlight. He hurt his arm and cannot do any physical work. The leader must lead you to a safe area to set up the tent. You must clear the area of obstructions. You must set up a tent with a ground cloth. (No rain fly) You must tie the tent down for wind using the stop knot you tie and a taught line around a stake/rock.

You all will be blindfolded for this competition. (Except for Leader) The scoring will be based on how well your patrol leader leads and on how well you cooperate. All patrol members must participate. Scoring will also include how well you clear the area, set up the tent, and tie down. This is not a timed event. You must act safely but complete the task before the signal to move to the next event.

SCORING:

- | | | |
|---------------------------------------|----------|-----------|
| 1. Lead to Safe Site | 2 points | |
| 2. Site cleared of obstructions | 3 points | |
| 3. Tent set up with ground cloth..... | 4 points | |
| 4. Tent tied down for wind | 3 points | |
| 5. Patrol Leadership | 4 points | |
| 6. Patrol Participation..... | 4 points | |
| Total Possible Score | | 20 points |

2020
LAKE ERIE COUNCIL KLONDIKE DERBY City #7
SITKA pop. 23

MYSTERY EVENT

EQUIPMENT NEEDED:

Materials:

From the sledge

From 4 to 6 poles

Lashing ropes

Ropes from the rope bag

EVENT:

It's a mystery.....but teamwork will be a must.

SCORING:

Possible points up to18 points
Patrol Department 2 points
Total Possible Score20 points

**2020 LAKE ERIE COUNCIL
KLONDIKE DERBY #1
PATROL ROSTER**

SUBMIT ONE COPY FOR USE UPON CHECK-IN AT THE KLONDIKE DERBY AND ONE COPY FOR THE CAMPMASTER.

You may pay at Check-In.

TROOP # _____ PATROL NAME: _____

ROSTER OF PATROL MEMBERS:

PATROL LEADER: _____ Age: _____ Rank: _____

ASST. PTL LEADER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

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MEMBER: _____ Age: _____ Rank: _____

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MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

Scouts & Leaders: \$ 8.00 X _____ (number participating) = \$ _____

Patch only: \$ 2.00 X _____ (number of patches) = \$ _____

GRAND TOTAL: \$ _____

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