



# **The Old Natchez Trace**

**53RD ANNUAL KLONDIKE DERBY  
UNIT PREPARATION BOOK  
JUNIATA VALLEY COUNCIL, BSA**

**SATURDAY, JANUARY 25, 2025**

**POSTPONEMENT DATE:  
SATURDAY, FEBRUARY 8, 2025**

**VERSION 1.1- 11/8/24**

# ***Important Information***

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## **Pre-Registration Information**

1. ALL UNITS are to REQUIRED to Pre-Register Online at <https://scoutingevent.com/497-87685>
  2. REGISTRATION FEE STRUCTURE – PER PARTICIPANT
    - a. Early Bird fee is \$15.00, payable through Fri., Jan. 17
    - b. Regular fee is \$17.00, payable Sat. Jan. 18 through Thurs., Jan. 23
  3. Late/same day fee is \$20.00, payable Fri., Jan. 24 and Sat, Jan. 25 (Derby Day).
  4. Fees due by 5 pm on cut-off day for discount levels.
  5. Per council refund policy: *“Due to the lead time for expenses associated with this event, refunds will not be issued unless this event is cancelled.”*
  6. During registration, you can sign up for a Cooking station and Living History station time.
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## **To Contact the JVC Scout Service Center:**

For PRE-REGISTRATION or questions on camping, facilities, etc.:

JUNIATA VALLEY COUNCIL -- (717) 667 – 9236      FAX: (717) 667 – 9798  
9 Taylor Drive, Reedsville, Pa. 17084

For Pre-Registration only: email at [angela.kaler@scouting.org](mailto:angela.kaler@scouting.org)

## **To Contact the Derby Chair: (will usually respond within 1 day)**

For questions on the derby specifically:

PAUL T. FAGLEY – Call or Text (717) 248-0321 (can leave voicemail)

(If no answer, call a second time.)

Email at: [paul.fagley85@gmail.com](mailto:paul.fagley85@gmail.com)

## **On the Web/Black Pug at:**

The JVC Klondike Derby page containing all information at:

<https://scoutingevent.com/497-87685>

The electronic version of this book in PDF format and important updates

Pre-Registration information

## **On the Council’s FACEBOOK page at:**

[www.facebook.com/jvcbsa](http://www.facebook.com/jvcbsa)

Find updates and other information on the derby

# Unit Leader's Page

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This packet contains information you will need to prepare your unit. Be sure to read this packet carefully, as there are many changes year to year, especially this year. This packet contains information you will need to prepare your unit.

**This year's Theme** celebrates the 53rd running of the Juniata Valley Council's Klondike Derby, with a theme based in early American history.

## MAJOR CHANGES AND ITEMS TO NOTE:

- ◆ **PRE-REGISTRATION** – All units now pre-register online. See page 1 for details.
- ◆ **COMPETITION DIVISIONS**
  - ◆ **Scouts BSA Division** - is for Troop and Venture Crew units for youth 11 to 18 years of age
  - ◆ **Webelos AOL Division** - is for Webelos and AOL dens.
- ◆ **COOKING STATIONS – Changes to the cooking stations.**
  - ◆ **Scouts BSA Division** – In order to improve fire safety, smaller cooking fires will be utilized, where three or four teams at a time can use for cooking. **Leaders will choose a time block during pre-registration.** You can also have the alternative of using a small charcoal grill, backpacking stove, or a small 2-burner camping stove, use consistent with the Guide for Safe Scouting. Larger stoves under leader supervision will also be permitted, as will staging of all grills and stoves at the station in unit vehicles.
  - ◆ **Webelos AOL Division** – Webelos teams will cook on a fire. No stoves are permitted.
- ◆ **RANGE STATIONS** – All shooting ranges include scoring on a knowledge check of the safety rules. See pages 15-16 in this book for the Safety Rule Sheets. Note that all participants must also shoot to receive points for the knowledge check.
- ◆ **DERBY STARTING AND ENDING TIMES** – Note that the Klondike Derby start time is 8:30 am. So that our staff can get in to open the stations on time, please plan on arriving closer to the start time to help ease congestion. Registration will open around 8:00 am, so being there at 6 am will gain no advantage. The Derby will end at 3:30 pm.
- ◆ **LIMIT VEHICLES IN CAMP - ALL UNITS** – please keep the number of vehicles to the minimum necessary for transporting equipment and participants. The derby is a very large program, with several hundred participants, staff, and visitors, filling the camp to capacity. This request includes those units staying in camp for the weekend. Our parking staff has the authority to restrict the number of vehicles going back the camp road. Derby staff will be given priority in parking in camp.
- ◆ **UPDATES AND OTHER INFORMATION WILL BE AVAILABLE** – is available on the Council website at <https://scoutingevent.com/497-87685>. This book, in PDF format, is available on the site. If you need a question on the program itself answered, please feel free to email me (see page 1).

**Hope to see you at the 53<sup>rd</sup> Annual Klondike Derby. MUSH!**

**Jeff Pickett, Council Executive**

**Paul T. Fagley, Derby Chair**





# The Old Natchez Trace

This year's derby will continue featuring historic trails and roads in America. The Natchez Trace, also known as the Natchez Road, runs from Nashville, Tennessee, and Natchez, Mississippi, a distance of about 440 miles. It included many side trails, linking various sites and peoples near the trail. It generally follows the geologic ridgelines, and crosses three major rivers, the Cumberland, Tennessee, and the Mississippi.

The trace's origins are believed to follow prehistoric animal migration routes, where large game such as deer and bison journeyed to both grazing areas and salt licks found along the trail.

Humans have used the trace for at least 10,000 years, as the early paleo-peoples blazed the trail following the migration trails, making it one of the oldest transportation routes in the country. In more modern times prior to European contact, the Choctaw, Chickasaw, and Natchez peoples lived along the trace, with the latter lending its name to the trail. It became a long-established trail for trade among the Native Americans. It was also known historically as the "Trail of the Chickasaw Nation," or "Piominko's Path," after the extensive use by this Chickasaw leader.

The first European known to use the trace was a Frenchman whose name is lost to history, who traveled on the trail in 1742. He described the trail as being in a "miserable condition." It is likely, though, that other early explorers had chanced upon the trail before this time, and maybe even used it, though never recorded their travels on it.

With the direction of President Thomas Jefferson, in 1801 he had the U. S. Army begin work to blaze the trail, to rework it into a road of commerce. He even gave it a new name, the "Columbian Highway." This was coincident to the Louisiana Purchase. However, it took years for the road to be improved, so it remained a rough trail that was frequented by highwaymen, who robbed passersby. In fact, it was so rough, users started calling it, "The Devil's Backbone."

By 1809, the Army had completed the road, and its entire length was now passable by wagons. It took about two to three weeks to traverse the entire distance. It became an important link in the new territory. As it was developed, settlers established trading posts and other accommodations, which became known as "Stands."

Over the next decades, it became an important link between the eastern part of the country and ports along the Mississippi River. It was also an important route for the "Great Awakening" of the 19<sup>th</sup> century, where ministers used the road to establish churches in the new territory.

One of the more interesting users of the road were known as the "Kaintucks." These men, who were known for being rowdy, would use flatboats to take agricultural and other goods down the Mississippi River to cities like Natchez, and then returned north via the road. In 1810 alone it is recorded that over 10,000 Kaintucks used the road in that year.

As the development of steamboats on the Mississippi River was established, the road became less important as route of commerce, and many sections were said to have reverted back to woodland. Sections did remain in use, though, as local roads.

Highwaymen were a danger along roads in those days, especially isolated areas. Several of them on the Natchez Trace were well organized as gangs, and were some of the first examples of organized crime in America.

Today, the National Park Service has established a drivable parkway, which roughly traces the original route. Sections of the trace survive as trails and local roads.

So, be sure to come out and relive the heyday of the Natchez Trace!

# *Check-in & Trail Information*

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## Check-In Information:

1. **DERBY HEADQUARTERS** – is located in the DINING HALL. Check-In opens at **8:00** am.
2. **INFORMATION PACKET** – Each unit will be issued a packet of information at check-in, including the Instruction & Scorebook, and map of the trail.
3. **HEALTH FORMS** – Unit leaders **MUST** have health forms with them for all participants and be available to the first aid and council staff if necessary to treat a participant.
  - ◆ **ALL PARTICIPANTS** – Use **Part A and B**.
  - ◆ **Leaders retain these records. Registration does not collect them.**

## Derby and Trail Information:

1. **CELL PHONES** – Each team is to carry at least one cell phone for emergency use. For Webelos teams, one of the leaders may carry this phone. A derby phone number will be included in the score packet. The number of your designated phone is to be recorded on the proper form at check-in; in case we need to contact you. We ask that you refrain from making calls, etc. but feel free to take all the photos and videos of your team you desire.
2. **NO PETS** – It is council policy that pets are not permitted in camp or at council events.
  - ◆ Service Animals are permitted per the Americans with Disabilities Act.
3. **COMPETITION BEGINS** – Teams are sent out from the starting line at 8:30 am.
4. **COMPETITION ENDS** – at 3:30 pm. Any teams working on a station problem are allowed to complete the station but may not start the problem after 3:30 pm.
5. **DROPPING OUT** – If any of your teams drops out, please notify Headquarters immediately.
6. **PUT EQUIPMENT IN BACKPACKS** – All equipment must be packed into backpacks and carried on the sled until you finish. Items too large for backpacks need not be packed in backpacks.
  - ◆ This requirement helps to secure equipment and reduces loss during the event.
7. **SCOUT OR WEBELOS HANDBOOK** – You may use your handbook, unless specified otherwise.
8. **PENALTY FOR NOT HAVING STATED EQUIPMENT** – There is a score penalty for not having equipment stated in the equipment list.
9. **TIME ON THE TRAIL** – is not figured in the team score.
10. **FREE COCOA** – Each participant will receive a token at the derby. Present the token at the kitchen for a FREE cup of cocoa.
11. **WAX RUNNERS** – in case of no snow. REMEMBER, the derby runs -- SNOW OR NO SNOW!
  - ◆ Only WEBELOS teams are allowed wheels.
12. **NO TRAIL MARKERS** – The trail is not marked. Stations are located at or near camp landmarks, such as cabins, campsites, or activity areas. A map is provided in the Information packet teams receive on derby day. If you are unsure where to go, you may ask any staff member or others you may encounter for assistance.

# *Team and Sled Specs*

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## **Team Specifications:**

### **ALL TEAMS:**

1. Ideally, teams should consist of natural patrols or dens from within their units. This allows the patrol or den to succeed or fail based on the strength or weakness of its members.
2. Teams may consist of any number of Scouts/Webelos between 3 and 12. However, it is recommended that teams be made up of between 6 to 8 team members.
3. All-girl and mixed teams will compete with all other teams in their respective division.
4. Unit leaders are responsible for making sure their teams are adequately clothed for the weather.
5. In the event of inclement weather or a cold exposure emergency, see station mayors.
6. Therapeutic Support persons may accompany individual participants as needed and assist them to participate to their best ability with support, but not to do the task for them.

### **SCOUTS BSA DIVISION:**

7. Teams in this division consist of Scouts enrolled in a Scout Troop or other programs for youth aged 11 to 18. No upper age limit for Special Needs units.
8. Webelos teams may not enroll in this division.

### **WEBELOS AOL DIVISION:**

9. Teams in this division consist of Webelos or AOL dens.
10. Webelos team members **MUST** be registered as Webelos. Those who have already crossed over to a Scout-level unit on or before derby day **MAY NOT** participate as a Webelos.
11. Webelos teams must have **two (2) adults** and can have **optionally one (1) den chief** with each team. They may work with the team short of doing the problem for them.
12. In order to create a "level playing field," additional adults/parents may accompany the team as observers only but may not assist in any way at the stations or on the trail. Therapeutic Support Persons for individual Scouts/Webelos are not restricted under this rule.

## **Sled Specifications:**

**ALL TEAMS MUST USE A SLED AS SPECIFIED BELOW TO PARTICIPATE IN THE EVENT**  
**SUGGESTION – Do not use plastic pipe (e.g., Schedule 40) for the sled. In the cold, it becomes brittle!**

### **ALL DIVISIONS:**

1. The design is up to you but should generally resemble an Alaskan style dog sled.
2. A "generic" sled plan is available upon request.
3. You may decorate your sled as you please (remember there are awards for the best ones!)
4. Wax runners in the event of no snow.

### **SCOUTS BSA DIVISION:**

1. The sled's base must be at least 6 feet long and 18 inches wide.
2. Wheels are NOT permitted on Scout level sleds.

### **WEBELOS AOL DIVISION:**

1. Your choice of design:
  - ◆ **Webelos Sled** – RECOMMENDED – 4-1/2 feet long by 18 inches wide.
  - ◆ **Scout Sled** -- 6 feet long by 18 inches wide.
2. Wheels are permitted on the Webelos level sleds only.

# Scoring and Awards

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## Station Scoring:

1. **SCORING** – is based totally on points earned at the stations. Each team's score is added, and the top 5 teams in each division win place awards according to the chart below.
2. Each station is worth 100 points, with rare exceptions.
3. Teams must complete all parts of a station problem to be awarded points.
4. While each station score is based on performance criteria, the station mayors have the judgment to deduct points for obvious lack of teamwork.
5. All participants are expected to have an equal chance to participate on each problem.
6. Teams have only one chance to complete a problem.

## Place Awards:

1. Place awards will be plaques that can be hung on a wall.
2. Teams need not be present at the awards ceremony to win.
3. **TIE-BREAKERS** – are used only with the “place” teams. The following procedures apply:
  - a. If all tying teams are present at the awards ceremony, a question based on the derby is given to each team. If all answers are correct or all incorrect, another question is given. This continues until one team gives a correct answer and the other team(s) gives an incorrect answer. The winning team is given 1 point. If multiple teams, incorrect answers drop from running, and will be placed in reverse order.
  - b. If only one team is present, then a question is given. If correct, the team is awarded one point to break the tie.
  - c. If no teams are present, then a coin toss is used to break a tie.
  - d. In no instance can a team "bump" their way to a higher place. That is, if a team, in breaking a tie by the addition of the extra point, ties with the next higher team, then it is not considered a tie.
4. Station scores are considered final and unchangeable. If a score is entered in error, you must return to the station and talk to the mayor in question. NO EXCEPTIONS.

## Special Awards:

1. Special awards will be plaques that can be hung on a wall.
2. NOTE: It is derby policy that the sled judges have full discretionary control over the judging, within established criteria in their instructions. They are as impartial as is possible. The derby chairman CANNOT and WILL NOT change the results of the judges. PERIOD.

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### SCOUTS BSA DIVISION:

#### PLACES:

Top 5 teams.

#### SPECIAL AWARDS

BEST THEME DESIGN SLED

MOST RUGGED DESIGN SLED

MOST LIKELY TO COLLAPSE\*

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### WEBELOS AOL DIVISION:

#### PLACES:

Top 5 teams

#### SPECIAL AWARDS

BEST THEME DESIGN SLED

MOST COLORFUL SLED

MOST LIKELY TO COLLAPSE\*

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\* This award is intended as a tongue-in-cheek award in pure fun.



# ***Webelos AOL* DIVISION**

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## **SPECIAL INFORMATION:**

1. Webelos AOL Division teams have a choice of two sled designs: Full size Scout sled, or the scaled-down smaller Webelos sled. Wheels ARE permitted on WEBELOS sleds only.
2. Each Webelos team is REQUIRED to have TWO responsible adults and OPTIONALLY ONE Den Chief participate with the sled. They may help the team short of actually doing the problem for them. NOTE: To create a "level playing field," additional adults/parents/den chiefs may accompany the team as observers only but may not participate with or help the team in any way. Therapeutic Support Persons for participants are not restricted under this rule.
3. Remember that teamwork is what the derby is all about. All participants are to have an opportunity to work on each problem.
4. Webelos teams are not permitted to register or compete in the Scouts BSA Division.
5. Due to liability insurance and National BSA policy, only registered Scouts and Scouters 11 years of age or older will be permitted to fire the 22 rifles or throw the tomahawks. Webelos WILL NOT BE PERMITTED to fire these guns/throw tomahawks whether registered or not.
6. Many Webelos problems are taken directly from the handbook. Webelos participating can have their leader sign off these requirements.

**WEBELOS LEADERS:** The Klondike Derby is one of the best ways to encourage your Webelos to enter Scouting. Bring your dens for a day of fun and excitement!

# ***Webelos AOL* DIVISION**

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## **ACTIVITY AREAS:**

The following outline will help your team better prepare for the station problems at the Klondike Derby in this division. Part of your score will be based on how well your team works together.

### **COOKING** – Be able to do the following:

- ❖ Prepare and cook a breakfast or dinner consisting of:
  - **Breakfast:** Meat (or meat substitute); pancakes, French toast, biscuits, eggs, or equivalent item; and hot tea or cocoa. Serve with a fruit (need not be cooked).
  - **Dinner:** Meat (or meat substitute); one vegetable; dessert; bread; and hot tea or cocoa. The dessert need not be cooked.
- ❖ **NOTES:**
  - You will have up to 1-1/2 hours at the station.
  - The cooking station problem doubles as their meal on the trail.
  - Enough food must be cooked to serve everyone in your team.
  - The choice of the menu is up to you, but it must be cooked ON-SITE.
  - The list of acceptable meats (for scoring) can be found on page 14 in this book.
  - The two adults and (optionally) one den chief on the team may assist the youth with cooking their meal without penalty. Therapeutic Support persons may help individual Scouts.
  - You may serve anything beyond the requirements without penalty.
  - You will cook your meal on a campfire. Fires will be provided at the station. Stoves not permitted.
  - After cooking, properly dispose of your garbage, clean utensils, and leave a clean cooking area.

**PORTAGE** – Be able to portage (carry) your sled through an obstacle course.

**FIRST RESPONDER** – Explain what FIRST AID is. Know how to treat for HURRY CASES such as serious bleeding, stopped breathing, internal poisoning, and heart attack. Know how to treat for shock, cuts & scratches, burns & scalds, frostbite, and choking.

**BB GUN RANGE** – Each team member will fire a BB at a target under the supervision and guidance of experienced personnel. Review the BB Gun Range Safety Rules on pages 15-16 with the station staff and be able to answer four questions on the rules.

**ARCHERY** – Each team member shoots one arrow at a target. Review the Archery Range Safety Rules on pages 15-16 with the station staff and be able to answer four questions on the rules.

**CARGO EXPRESS** – Transport several “commodity” items and “trade” for other items at each station. You will be given a packet of cards at registration with various items depicted to trade at the stations.

**LIVING HISTORY** – A program that highlights the derby theme, with singer/entertainer Ray Owen, back for another delightful show.

**THEME** – Make a model of a flatboat (you can find pictures of what they look like online). It should be no longer than 12 inches, and about 6 to 8 inches wide. At this station, you will “trade it for goods” which you will “return” with at the end of the derby at the Cargo Express Station. Note: following completion of the problem at the station, you will be able to keep your model.

**MYSTERY CAMPSITE** – Be able to identify common camping mistakes in the model campsite.

# *Webelos AOL* DIVISION

## EQUIPMENT LIST

### HAVE IT

#### IN SLED

- Backpack For Each Participant (Frame or Daypack Acceptable)
- Bandages
- Blankets, (2)
- Bowsaw
- Cell Phone\*
- Clipboard
- Cooking station menu items
- Cookware
- Dinnerware or mess kit for each Webelos
- First Aid Kit
- Foodstuff for cooking station
- Garbage Bag
- Handkerchief for each Webelos
- Model of a flatboat
- Notepad
- Pencils (2)
- Sleeping Bag
- Splints
- Webelos Handbook
- Wristwatch

### **SOME EQUIPMENT IS FOR EMERGENCY USE ON THE TRAIL.**

You may carry any other equipment you desire.

\*NOTE: – See page 5, item 1. under “Trail and Derby Information” on cell phone use.

# Scouts BSA DIVISION

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## **ACTIVITY AREAS:**

The following outline will help your team better prepare for the station problems in this division. Part of your score will be based on the ability of your team leader to organize your patrol to complete the task given by the station mayor.

### **COOKING** – Be able to do the following:

- ❖ Show that you have planned your meal by presenting to the mayor your menu, shopping list, and cost per Scout.
- ❖ Prepare and cook a breakfast or dinner consisting of:
  - **Breakfast:** Meat (or non-meat alternative); pancakes, French toast, biscuits, eggs, or equivalent item; and hot tea or cocoa. Serve with a fruit (need not be cooked).
  - **Dinner:** Meat (or non-meat alternative); one vegetable; dessert; bread or rolls or equivalent (need not be cooked); and hot tea or cocoa. The dessert need not be cooked.
- ❖ NOTES:
  - You will have up to 1-1/2 hours at the station.
  - The cooking problem doubles as a meal on the trail.
  - Enough food must be cooked to serve everyone in your team.
  - The choice of the menu is up to you, but it must be fully prepared and cooked ON-SITE.
  - The list of acceptable meats can be found on page 14 in this book.
  - You may serve anything beyond the requirements without penalty.
  - Therapeutic Support persons may help individual Scouts.
  - Smaller cooking fires that you will share with other teams will be provided. Alternately, you can use a charcoal grill, small backpack stove, or smaller 2-burner camp stove, all consistent with Guide for Safe Scouting.
  - After cooking, properly dispose of your garbage, clean utensils, and leave a clean cooking area.

**PORTAGE** – Be able to portage (carry) your sled through an obstacle course.

**FIRST AID & TRANSPORT** – Be able to treat a victim of an accident using information found in the FIRST AID section of your Scout Handbook. Be able to carry your injured party to the nearest hospital.

**22 RIFLE RANGE** – Each team member will fire a rifle at a target. Review the Rifle Range Safety Rules on pages 15-16 with the station staff and be able to answer four questions on the rules. Note: There will be no Skeet Shoot Range this year, due to the current range configuration.

**ARCHERY RANGE** – Each team member shoots one arrow at a target. Review the Archery Range Safety Rules on pages 15-16 with the station staff and be able to answer four questions on the rules.

**TOMAHAWK THROW** – Each team member will throw a tomahawk at a target. Review the Tomahawk Range Safety Rules on pages 15-16 with the station staff and be able to answer four questions on the rules.

# Scouts BSA DIVISION

**CARGO EXPRESS** – Transport several “commodity” items and “trade” for other items at each station. You will be given a packet of cards at registration with various items depicted to trade at the stations.

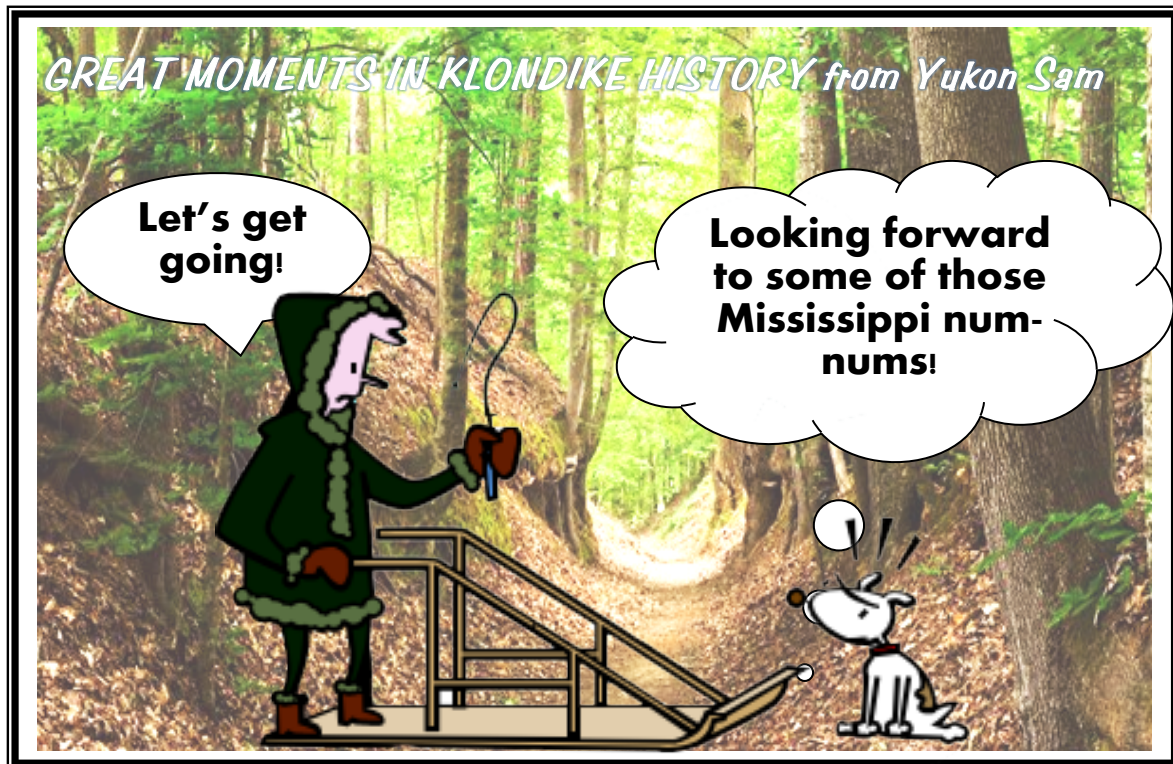
**LIVING HISTORY** – A program that highlights the derby theme, with singer/entertainer Ray Owen, back for another delightful show.

**THEME** – Make a model of a flatboat (you can find pictures of what they look like online). It should be no longer than 12 inches, and about 6 to 8 inches wide. At this station, you will “trade it for goods” which you will “return” with at the end of the derby at the Cargo Express Station. Note: following completion of the problem at the station, you will be able to keep your model.

**MYSTERY CAMPSITE** – Be able to identify mistakes in the model campsite.

**SLED RESCUE** – Using ropes, rescue your sled from the bottom of a slope using correct knots, etc.

**GEOGRAPHY** – Be able to correctly label on a map the major towns and the regional names along the Natchez Trace.



# Scouts BSA DIVISION

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## EQUIPMENT LIST

### HAVE IT

#### IN SLED

- Ax, small
- Backpack for each participant (Frame or Daypack Acceptable)
- Bandages, assorted
- Blankets (2)
- Bowsaw
- Cell Phone\*
- Clipboard
- Cooking station menu items
- Cookware
- Dinnerware or mess kit for each participant
- First Aid Kit
- Gallon Size Zip-Lock style bag, (2)
- Garbage Bag
- Handkerchief for each participant
- Model of flatboat
- Notepad
- Pencils, (2)
- Pocket Knife
- Ropes for sled rescue
- Scout Handbook
- Sleeping Bag
- Splints
- Wristwatch

### **SOME EQUIPMENT IS FOR EMERGENCY USE ON THE TRAIL.**

You may carry any additional equipment you desire.

\*NOTE: – See page 5, item 1. under “Trail and Derby Information” on cell phone use.



# SCOUTS BSA COOKING STATION MEAT CRITERIA

Klondike Derby 2025

\* NO CHANGES \*

The following chart has been created to answer questions about what is an “acceptable meat” for the cooking stations at the Klondike Derby. Note that this only applies to the meat cooked for score. Teams may prepare and eat anything they like over and above the problem, and it will not be scored.

1. For scoring criteria, the following is accepted as an “uncooked meat.” Remember that any meats used for score must be cooked at the station.
  - a. All uncooked meats (beef, pork, ham, chicken, turkey, fish, wild game, etc.)
  - b. Preformed hamburger patties, as long as they are uncooked.
  - c. Sausage: uncooked links, rope, patties, loose, and “brown and serve.” Any flavor, including regular, country, smoked, hot, Italian, Kielbasa, Bratwurst, Vienna, etc.
  - d. Regular ham, spiral sliced, chunk or sliced. Canned ham, SPAM® (all varieties).
  - e. Bacon (uncooked) and Canadian bacon, any flavor, sliced, chunk, etc.
  - f. Pepperoni, bologna, salami, etc. as stick, chunk, or sliced, as long as it will be cooked.
  - g. Hot dogs, only if cooked and used as an ingredient within a meal, not as a sandwich or alone.
  - h. Dried Beef, thin sandwich steaks (e.g., Steak-ums®), as long as they are cooked.
  - i. Meat substitutes – e.g., “veggie” burgers, etc. in place of a meat.
  - j. Any meals, meats, meat substitutes, or no-meat alternatives that are a part of a special dietary need or practice – e.g., food allergy, religious, cultural, medical condition, vegetarian/vegan diets, special diets in general (medical or not), etc. Includes prohibitions against eating certain meats. (NOTE: This condition can be applied individually or collectively with all or any part of the team. It also applies to any and all foods cooked or served.)
2. Meats NOT accepted for scoring but may be eaten or cooked in addition to the above.
  - a. Hot dogs as a sandwich or alone.
  - b. “Lunch meats,” incl. ham, bologna, etc. that are not cooked. OK if cooked.
  - c. Ready-to-eat meats like jerky, pork rinds, meat sticks, etc. that cannot be cooked.
3. Meals cooked in FOIL PACKS, MOUNTAIN PIE MAKERS, and the like are acceptable as long as they are fully prepared and cooked on site and meet the requirements of the problem.

## WEBELOS AOL COOKING STATION MEAT CRITERIA

1. For scoring criteria, the following meats are accepted.
  - a. All items listed in item #1 above.
  - b. Hot dogs, various lunch meats, such as ham, bologna, etc. as long as they are cooked.
2. Meals cooked in FOIL PACKS, MOUNTAIN PIE MAKERS, and the like are acceptable as long as they are cooked on site and meet the requirements of the problem. They may be made up ahead of time but cannot be cooked ahead of time.

Every effort has been made to anticipate all types of meat and dietary needs. If there is an item or need not listed, and it might be an issue, please bring it to the attention of the derby chairman before the derby or at derby headquarters in the Dining Hall on derby day.

# SHOOTING RANGE SAFETY RULES

## SAFETY IS OUR #1 PRIORITY

### RANGE RULES ARE AS FOLLOWS:

1. The Three Rules of Range Safety – applies to all ranges:
  - a. All - Always keep guns (22 rifles, BB guns), bow and arrows, and tomahawks pointed in a safe direction (e.g., down range/towards targets), and NEVER at a person.
  - b. Guns - Always keep your finger off the trigger until ready to fire.  
Archery - Never draw the bow until ready to fire.  
Tomahawk - Always hold and carry a tomahawk by the head with the blade pointed away from you.
  - c. Guns - Always keep the gun unloaded until ready to use.  
Archery - Never nock an arrow until ready to use.  
Tomahawk - Stay clear of the tomahawks until ready to use.
2. The Range is always under the control of the Range Safety Officer and Instructors (Range Officer). Immediately follow any and all instructions given by them and any other designated staff.
3. Please keep noise and talking to a minimum while on the range, so you can hear and understand range commands. Quiet talking will be allowed in the waiting area. Do not talk or shout to shooters at the firing line.
4. Stay in the waiting area while awaiting to shoot. Do not advance to the firing line until instructed to do so.
5. Always walk on the range. No running or horseplay.
6. Shooters are required to wear/use eye protection and any other necessary safety equipment (as required), as distributed and instructed by the staff.
7. Know which target you are to shoot at. Be sure the area around and beyond your target is clear before you shoot.
8. Do not handle equipment (e.g., guns, ammo, bow/arrows, tomahawks) until told to do so by a Range Officer.
9. Never cross or straddle the firing line or reach for objects that fall beyond the firing line. Never aim or shoot if anyone is in front of the firing line.
10. Remember, guns, bows and arrows, and tomahawks are dangerous and lethal. They are not toys. Do not joke with them. Never fire into the air or in any direction other than at the target.
11. No “dry firing,” defined as:
  - a. Guns – shooting the gun with no ammunition loaded.
  - b. Archery – drawing and releasing the bowstring with no arrow nocked.
  - c. Tomahawks - pretending to throw a tomahawk.
12. If any person or animal enters the range, or there is an emergency on the range, immediately alert the Range Officer. Anyone can call a cease fire.
13. If you have a question, have a misfire, need assistance, advice or help, or have a concern, stop firing, remove finger from trigger, and raise your non-shooting hand to alert a Range Officer
14. When instructed to do so, follow the steps given by voice command (as below) by a Range Officer. Additional instructions may also be given before and after the voice commands during the firing session.
15. Failure to follow these rules can mean you will be told to leave the station and not return, nor earn a score.

### RANGE EMERGENCY PROCEDURES

1. Range Officer/Instructors ensure that all firing has ceased.
2. Range Officer/Instructors ensure that all guns, bows and arrows, and tomahawks are unloaded and in a safe condition.
3. In case of emergency and/or if there is an injury:
  - a. Evaluate its seriousness.
  - b. Apply whatever first-aid is necessary to the level that you or any other on-site person is qualified to perform.
  - c. Make the injured person as comfortable as possible.
  - d. Any adult person on the range may call for EMERGENCY SERVICES. Youth are to immediately tell an adult for response. There is EMERGENCY PERSONNEL on the Klondike staff to respond to emergencies. They can call/contact 911 if deemed necessary. Council designated staff will also be contacted.

# SHOOTING RANGE VOICE COMMANDS

## 22 RIFLE AND BB GUN VOICE COMMANDS

1. SHOOTERS TO THE FIRING LINE – advance to the firing line in an orderly fashion (do not touch the gun) and get into position.
2. PROTECTIVE GEAR ON – put on eye protection and any other gear given to you (e.g., ear protection, etc.)
3. YOU MAY PICK UP YOUR RIFLE - pick up the gun and practice sighting the target (keep finger off trigger)
4. LOAD – you may load your gun and close bolt.
5. IS THE LINE READY? - If you are not ready, do not fire, instead remove finger from trigger, and raise your non-shooting hand to alert a Range Officer.
6. LINE IS READY – All are ready to shoot
7. COMMENCE FIRING – Remove the safety and begin firing. When finished shooting, return your gun to the table with the barrel pointing down range, and take a step back from the firing line.
8. CEASE FIRE! or EMERGENCY – CEASE FIRE IMMEDIATELY! – do not shoot any loaded bullet, instead, make the gun safe by opening the bolt and put it down with the barrel pointing down range. Take one step back from firing line. Wait for further instructions.
9. RANGE CLEAR – The Range Safety Officer tells shooters that all guns are unloaded.

## ARCHERY VOICE (WHISTLE) COMMANDS

1. SHOOTERS TO THE FIRING LINE (OR 2 WHISTLE BLASTS) – advance to the firing line in an orderly fashion (do not touch the bow) and get into position.
2. PROTECTIVE GEAR ON – put on eye protection and any other gear given to you (e.g., ear protection, etc.)
3. YOU MAY PICK UP YOUR BOW - pick up the bow and practice sighting the target (do not draw bowstring)
4. LOAD – you may nock your arrow.
5. IS THE LINE READY? - If you are not ready, stop sighting, slowly relax the bowstring, and remove the arrow, and raise your non—shooting hand to alert a Range Officer.
6. LINE IS READY – All are ready to shoot.
7. COMMENCE FIRING (or 1 WHISTLE BLAST) – You may draw the bowstring and begin firing. When finished shooting, return your bow to the ground quiver, and take a step back from the firing line.
8. CEASE FIRE! or EMERGENCY – CEASE FIRE IMMEDIATELY! (Or 5 WHISTLE BLASTS) — Make the bow safe by 1). pointing the arrow at the ground slowly relaxing the bowstring; 2). removing the arrow and replacing it in the quiver, and 3). putting the bow down, return the bows to the rack and go behind the waiting line.
9. RANGE CLEAR – The Range Safety Officer tells shooters that all bows are unloaded.
10. ARCHERS RETRIEVE ARROWS (or 3 WHISTLE BLASTS)– you may advance forward of the firing line and retrieve your arrows.

## TOMAHAWK VOICE COMMANDS

1. SHOOTERS TO THE FIRING LINE – advance to the firing line in an orderly fashion (do not touch the tomahawk) and get into position.
2. PROTECTIVE GEAR ON – put on eye protection and any other gear given to you (e.g., ear protection, etc.)
3. YOU MAY PICK UP YOUR TOMAHAWK - pick up the tomahawk and practice sighting the target (do not throw)
4. LOAD – you may ready yourself to throw the tomahawk.
5. IS THE LINE READY? - If you are not ready, stop sighting, lower the tomahawk to a safe position, and raise your non-shooting hand to alert a Range Officer.
6. LINE IS READY – All are ready to throw.
7. COMMENCE FIRING (or THROWING) – You may throw the tomahawk(s). When finished, take a step back from the firing line.
8. CEASE FIRE! or EMERGENCY – CEASE FIRE IMMEDIATELY – do not throw the tomahawk, instead, lower the hawk and assume a safe position.
9. RANGE CLEAR – The Range Safety Officer tells shooters that all tomahawks are thrown.
10. THROWERS RETRIEVE TOMAHAWKS – you may advance forward of the firing line and retrieve your tomahawks.

NOTE: These rules are current as to the date of publication and are subject to change without notice.