



The Fires of Freedom

**54TH ANNUAL KLONDIKE DERBY
LEADER'S GUIDE
JUNIATA VALLEY COUNCIL, BSA**

SATURDAY, JANUARY 24, 2026

VERSION 1.0- 11/7/25

Important Information

Pre-Registration Information

1. ALL UNITS are REQUIRED to Pre-Register Online at <https://scoutingevent.com/497-106870>
 2. **REGISTRATION FEE STRUCTURE – PER PARTICIPANT**
 - a. Early Bird fee is **\$17.00**, payable through Fri., Jan. 16
 - b. Regular fee is **\$20.00**, payable Sat. Jan. 17 through Thurs., Jan. 22
 3. Late/same day fee is **\$25.00**, payable Fri., Jan. 23 and Sat, Jan. 24 (Derby Day).
 4. Fees are set by the council office.
 5. Fees due by 5 pm on cut-off day for discount levels.
 6. 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.”*
 7. During registration, you can sign up for a 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

Website: <https://jvcscouting.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

On the Web/Black Pug at:

The JVC Klondike Derby page containing all information at:

<https://scoutingevent.com/497-106870>

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

Find updates and other information on the derby

Unit Leader's Page

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 54th 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 Scout Troop and Venture Crew units for youth 11 to 18 years of age
 - ◆ **Webelos AOL Division** - is for Webelos and AOL dens. Note some updates to AOL division sled specifications on page 6.
- ◆ **COOKING STATIONS – Changes to the cooking stations.**
 - ◆ **Scouts BSA Division** – Review requirements on page 11, several changes.
 - ◆ **Webelos AOL Division** – Review requirements on page 9, several changes.
 - ◆ **Both Divisions** – The “Meat Criteria” page has been eliminated and summarized as “Generally, any meat except lunch meat and ready-to-eat meats (e.g jerky, meat sticks) are acceptable. Hot dogs can be used on the Scouts BSA division as an ingredient within a meal only, not alone. No restrictions for hot dogs on the Webelos AOL division. Non-meat alternatives acceptable.”
- ◆ **RANGE STATIONS** – All shooting ranges include scoring on a knowledge check of the safety rules. See pages 14-15 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 has been changed to **9:00 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. The Derby will still 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/497-106870>. 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 54th Annual Klondike Derby. MUSH!

Jeff Pickett, Scout Executive

Paul T. Fagley, Derby Chair



The Fires of Freedom

This year's derby is linked to the 250th anniversary of the United States, a nation known for its dedication to freedom and individual rights. However, the roots of liberty and freedom are complex and drawn from a diverse history. Rather than covering the entire scope of America's founding, this year's derby focuses on some lesser-known aspects of that journey in the struggle for freedom.

The phrase "The Fires of Freedom" serves as a metaphor for the sacrifices and courage shown by those who dreamed of a country governed by its people through representation—not by a single, all-powerful ruler. Such an idea was radical in the mid-1700s. This title also highlights the resilience needed to guard against oppression or tyranny.

The American Revolution stands out in world history. While many revolutions involve toppling governments and discarding traditions, often descending into chaos and eventually dictatorship, the American Revolution followed a different path. For example, while both the French and Russian revolutions ultimately led to new forms of autocracy, America is often seen as an exception due to the unique outcomes of its revolution.

Unlike other movements, the American founders mainly kept their focus on opposing British rule. They made repeated attempts to reconcile with King George III, such as the Olive Branch Petition in July 1775. When these efforts failed, they issued the Declaration of Independence, listing grievances and severing ties with Britain. Independence brought new challenges: forming a stable government among colonies with competing interests, scarce resources, and minimal military capacity. The militias were local volunteers with little training.

Leadership largely consisted of thinkers and politicians, experts in governance but not combat. This lack of military experience and resources posed real hurdles to the young nation's survival. Still, the American colonists managed to take on and defeat the era's most powerful military through perseverance and resolve, achieving an outcome that defied expectations.

Yet, independence introduced another difficulty—a weak central authority. The Continental Congress, with limited power and no ability to tax, struggled to address national issues. The first attempt at governance, the Articles of Confederation, proved insufficient. After the 1783 victory at Yorktown, discontented veterans conspired to install George Washington as a king, and threatened anarchy. Even King George III anticipated Washington might seize power at any moment—yet, Washington chose to retire, upholding the vision of citizen governance. This diffused the conspiracy, and upon hearing of this, King George reportedly called him "the greatest man in the world" for this act.

In 1787, delegates of the Constitutional Convention met in Philadelphia and chose to replace the failing Articles of Confederation with a new constitutional republic governed by the United States Constitution. Drawing from Enlightenment thought, the founders opted against direct democracy, fearing it could devolve into mob rule. Still, democratic practices were embedded, especially at state and local levels. Influences included religious leaders advocating inherent God-given rights, and governance models like the Iroquois Confederacy's Great Law of Peace. Yet, the founders' commitment to liberty existed alongside contradictions such as slavery and restricted voting rights—compromises necessary for unity but sources of ongoing debate. Constitutional mechanisms allowed for amendment and growth as society progressed.

Another fundamental difference lies in American rights. Rather than granting rights, the U.S. Constitution—through the Bill of Rights—asserts that certain rights are inherent and guaranteed, not gifts from the government. This means such rights, being recognized rather than bestowed, cannot be taken away by government action. This principle, however, has been debated and reinterpreted over time as American society has evolved.

Upon leaving the Constitutional Convention in 1787, Benjamin Franklin answered a woman's question about whether we had a republic, or a monarchy, to which he replied, "A republic, madam, if you can keep it." Thomas Jefferson soon echoed the need for vigilance, warning that eternal watchfulness preserves liberty.

Today, the legacy of the American Revolution depends on continued commitment to these ideals. If we fail to safeguard them, our freedoms remain at risk. Let us hope "The Fires of Freedom" always shine brightly.

Note: This essay is intended to provide perspective on the unique origins of American government and is not intended as a statement for or against any political figure or group then or now.

Check-in & Trail Information

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 9:00 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

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 or AOL teams may not enroll in this division.

WEBELOS AOL DIVISION:

9. Webelos and AOL team members **MUST** be registered as such. Those who have already crossed over to a Scout-level unit on or before derby day **MAY NOT** participate as a Webelos/AOL.
10. Webelos and AOL 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.
11. 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 participants are not restricted under this rule.
12. 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/AOL **WILL NOT BE PERMITTED** to fire these guns/throw tomahawks whether registered or not.

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. **Webelos Sleds** – RECOMMENDED – 4-1/2 feet long by 18 inches wide. Wheels permitted.
2. **AOL Den Sleds** – Can use either the Webelos sled or the Scouts BSA sled. No wheels permitted.

Scoring and Awards

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. Though encouraged to remain, teams need not be present at the awards ceremony to win.
3. **TIE-BREAKERS** – will no longer be done. For top 5 teams only, if two or more teams have the same score, they will share that place.
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.**

SCOUTS BSA DIVISION:

PLACES:

Top 5 teams.

SPECIAL AWARDS

BEST THEME DESIGN SLED
MOST RUGGED DESIGN SLED
MOST LIKELY TO COLLAPSE*

WEBELOS AOL DIVISION:

PLACES:

Top 5 teams

SPECIAL AWARDS

BEST THEME DESIGN SLED
MOST COLORFUL SLED
MOST LIKELY TO COLLAPSE*

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



Yukon Sam sez:

An outing like the Klondike Derby is a great way to introduce the Scouting program to someone who has not yet joined.

Take this opportunity to ask your Scouts to invite a friend to come along and live the adventure.

Note, those guests are covered by Scouting sickness & accident insurance, but they must fill out parts A and B of the Annual Health & Medical form. A “best practice” is to have them also fill out a Youth membership application, so if they decide they want to join you already have the paperwork.

WEBELOS and AOL LEADERS: The Klondike Derby also offers a unique opportunity to encourage your Scouts to transition to a Scouts BSA Troop and continue on with the Scouting adventure after Cub Scouting.

Webelos AOL DIVISION

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. Be sure to check in at the station when arriving to review the station and for further instructions.

COOKING – Be able to do the following:

- ❖ **Note that the cooking station requirements have changed.**
 - Prepare and cook a breakfast or dinner. You have choice of menu, with one exception (next item).
 - **The meal MUST include corn.** There are no restrictions on how corn is utilized as part of the meal. It can be as an ingredient within a meal, as a separate dish, as cornbread, etc. An award will be given for the most creative use of corn in each division.
- ❖ **NOTES:**
 - You will have up to 1-1/2 hours at the station.
 - The cooking problem doubles as a hot meal on the trail.
 - Enough food must be cooked to serve everyone in your team.
 - Ingredients may be prepared and pre-cooked ahead of time, then cooked ON-SITE.
 - Generally, all meats except lunch meat and ready to eat meats are acceptable, including non-meat alternatives.
 - You may serve anything beyond the requirements without penalty.
 - Smaller cooking fires that you will share with other teams will be provided. No stoves permitted.
 - The two adults and (optionally) one den chief on the team may assist the youth with cooking.
 - 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 – Be able to treat injuries to a “secret agent” who was involved in an accident.

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 14-15 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 14-15 with the station staff and be able to answer four questions on the rules.

COMMUNICATION RELAY – At each station, you will receive a word or phrase, that you must decipher using a Caesar or substitution cypher and assemble in correct order to complete a message.

LIVING HISTORY – A program that highlights the derby theme, with singer/entertainer Ray Owen, back for another delightful show. As part of the station, each team is to compose an original verse for the patriotic song Yankee Doodle. Keep it to the overall theme and keep it “clean!” One verse from each division will be randomly chosen at the station and sung by the performer. All verses will be kept and later compiled for distribution.

THEME – Using one, two or three clues, identify several of our founding fathers and other important people in the establishment of our country. Higher score with few clues.

GEOGRAPHY – Using a map, identify key sites in the founding of our country.

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
- 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

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. Be sure to check in at the station when arriving to review the station and for further instructions.

COOKING – Be able to do the following:

- ❖ **Note that the cooking station requirements have changed.**
- ❖ Show that you have planned your meal by presenting to the mayor your menu and ingredient list.
- ❖ Prepare and cook a breakfast or dinner.
 - The choice of menu is up to you, with one exception (next item).
 - **The meal MUST include corn.** There are no restrictions on how corn is utilized as part of the meal. It can be as an ingredient within a meal, as a separate dish, as cornbread, etc.
 - An award will be given for the most creative use of corn.
- ❖ **NOTES:**
 - You will have up to 1-1/2 hours at the station.
 - The cooking problem doubles as a hot meal on the trail.
 - Enough food must be cooked to serve everyone in your team.
 - To better provide food safety, some ingredients may be partially prepared and pre-cooked ahead of time, but the meal itself must be completed and cooked ON-SITE.
 - Generally, all meats except lunch meat and ready to eat meats are acceptable, including non-meat alternatives. Hot dogs are ok if used as an ingredient within a meal.
 - Allowances can be made for special dietary needs.
 - You may serve anything beyond the requirements without penalty.
 - Therapeutic Support persons may help individual Scouts.
 - Smaller cooking fires that you can 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. No liquid fuels.
 - After cooking, properly dispose of your garbage, clean utensils, and leave a clean cooking area.

PORTAGE – Be able to use ropes and poles to construct an improvised raft to transport all your equipment (separately) and sled across a designated area without anything falling off. The poles are to be bound together with lashings. Bring your own poles and ropes.

FIRST AID & TRANSPORT – Be able to treat a “secret agent” who was involved in an accident in enemy territory by diagnosing and treating the injuries, then transporting them to a place of safety before the enemy arrives. A time limit will be part of the problem.

MUZZLE LOADER RANGE – Each team member will fire a muzzle loading gun at a target. Review the Muzzle Loader Range Safety Rules on pages 14-15 with the station staff and be able to answer four questions on the rules. You will choose a time block to attend the station at the derby. No rifle this year.

ARCHERY RANGE – Each team member shoots one arrow at a target. Review the Archery Range Safety Rules on pages 14-15 with the station staff and be able to answer four questions on the rules.

TOMAHAWK RANGE – Each team member will throw a tomahawk at a target. Review the Tomahawk Range Safety Rules on pages 14-15 with the station staff and be able to answer four questions on the rules

Scouts BSA DIVISION

COMMUNICATION RELAY – At each station, you will receive a one word or several word phrase, that you must decipher using a Ceasar or substitution cypher and assemble in correct order to complete a message.

LIVING HISTORY – A program that highlights the derby theme, with singer/entertainer Ray Owen, back for another delightful show. As part of the station, each team is to compose an original verse for the patriotic song Yankee Doodle. Keep it to the overall theme and keep it “clean!” One verse from each division will be randomly chosen at the station and sung by the performer. All verses will be kept and later compiled for distribution.

THEME – Using one, two or three clues, identify several of our founding fathers and other important people in the establishment of our country. Higher score with few clues.

MYSTERY CAMPSITE – Using only items that you are carrying on your sled or scrounge for on site, build a shelter to protect your team from the elements.

GEOGRAPHY – Using a map, identify key sites in the founding of our country.

FLAG FOLDING AND PROTOCOL – Be able to correctly and neatly fold an American Flag respectfully, in a triangle, in complete silence, without it touching the ground. Bring your own flag, no smaller than 3 feet by 5 feet.

GREAT MOMENTS IN KLONDIKE HISTORY from Yukon Sam



Scouts BSA DIVISION

EQUIPMENT LIST

HAVE IT

IN SLED

- American Flag, 3 x 5 feet or larger
- 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
- Mystery Campsite items - your choice
- Notepad
- Pencils, (2)
- Pocket Knife
- Ropes and poles for portage – your choice
- 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.

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 (muzzle loader 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.
16. Hearing protection will be required at Muzzle Loader and BB Gun Ranges.

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

MUZZLE LOADER 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.