

Pennsylvania's 28th Division

THE IRON DIVISION

55th Annual Klondike Derby

Leader's Guide

Juniata Valley Council, BSA

Saturday, January 23, 2027

Version 1.1

November 9, 2026

Important Information

Pre-Registration Information

1. **ALL UNITS are REQUIRED to Pre-Register Online at** https://scoutingevent.com/497-123041 **(Note: URL will live December 1, 2026.)**
2. **REGISTRATION FEE STRUCTURE – PER PARTICIPANT**
   a. Early Bird fee is **$17.00**, payable through Fri., Jan. 15
   b. Regular fee is **$20.00**, payable Sat., Jan. 16 through Thurs., Jan. 21
3. Late/same day fee is **$25.00**, payable Fri**.,** Jan. 22 and Sat., Jan. 23 (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.

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

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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/Blackpug at:

The JVC Klondike Derby page containing all information at:
https://scoutingevent.com/497-123041
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.

MAJOR CHANGES AND ITEMS TO NOTE:

- **PRE-REGISTRATION** – All units must pre-register online. See page 1 for details. Online registration will be available December 1, 2026, on the Council website at https://scoutingevent.com/497-123041.

- **COMPETITION DIVISIONS**
  - **Victory Division (Scouts BSA)**- is for Scout Troop and Venture Crew units for youth 11 to 18 years of age
  - **Liberty Division (Webelos AOL)** - is for Webelos and AOL dens. Note some updates to AOL division sled specifications on page 6.

- **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 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** –This book, in PDF format, is available on the Council website. Any updates to the guide will be posted. Note the Version number and date on the front.

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Hope to see you at the 55th Annual Klondike Derby. *MUSH!*

Jeff Pickett, Scout Executive **Paul T. Fagley, Derby Chair**



Pennsylvania's 28th: The Iron Division

The 2027 Klondike Derby honors Pennsylvania's 28th Infantry Division, with particular emphasis on the experiences of its soldiers during World War II. These are the soldiers remembered in this program as the **"IRON DIVISION."**

The 28th provides a particularly appropriate Pennsylvania connection. Organized from the Pennsylvania National Guard, the Division traces its history to the 19th century as the oldest continuously serving division in the United States Army. Its distinctive red keystone shoulder patch reflects its Pennsylvania identity and its long association with the designation "Keystone Division," During World War I, General John Pershing gave them the nickname "Iron Division." After a particularly hard-fought and won victory, Pershing declared they were "Men of Iron." During both World Wars, the German forces called them the "Bloody Bucket," due to the color and shape of their insignia and the heavy casualties they suffered.

When the United States entered World War II, the 28th was again called into federal service. After extensive training in the United States and Britain, the Division crossed the English Channel to Normandy in July 1944. From Normandy, its soldiers joined the Allied advance across France, marching through Paris on August 29 before continuing eastward toward the German frontier.

The fighting became ever more costly as the Division approached Germany. During the autumn of 1944, the 28th entered the Hürtgen Forest, a region of steep hills, dense woods, narrow trails, mud, mines, poor visibility, and miserable weather. In early November, the Division attacked toward Vossenack, Kommerscheidt, and Schmidt. The fighting became one of the costliest periods in the Division's history, leaving it badly depleted.

The exhausted Division was then moved into what was expected to be a relatively quiet sector in Luxembourg to rest, rebuild, and absorb replacements. Instead, on December 16, 1944, the German Army launched the offensive that became known as the Battle of the Bulge. The 28th was stretched across a long front and stood directly in the path of the attack. Its scattered units resisted powerful German forces and delayed their advance while other American units moved into defensive positions. The Division later returned to offensive operations and continued the campaign into Germany.

Its World War II service carried the 28th through Normandy, northern France, the Rhineland, the Ardennes, and Central Europe. Yet the story of the Division is more than a list of battles. It is also the story of thousands of soldiers who had to live, work, improvise, and depend upon one another under extraordinarily difficult conditions.

The Division's connection to Pennsylvania did not end with the war. In 1955, Pennsylvania designated U.S. Route 322 as the 28th Division Highway, creating a permanent reminder of the Division's service across the state.

The Division's National Shrine is located at Boalsburg, on the grounds of what is now the Pennsylvania Military Museum. The shrine began after World War I, when returning 28th Division veterans established memorials to their fallen comrades, and it has grown into a memorial landscape honoring generations of the Division's soldiers. It stands beside Boalsburg's historic cemetery, in a community long associated with the early origins of Memorial Day. Although that claim is shared by other communities, Boalsburg's memorial tradition reinforces its association with remembrance and military service.

This Derby, however, is not intended to recreate the battles of World War II. Instead, it asks a different question: what did soldiers actually have to know and do in order to function in the field?

A soldier needed far more than the ability to fight. They had to communicate clearly, navigate unfamiliar terrain, observe their surroundings, administer first aid, evacuate casualties, move equipment over difficult ground, prepare food, solve unexpected problems, maintain supplies, improvise with whatever materials were available, and depend upon the other members of their unit. Those abilities have obvious parallels in Scouting.

Throughout the Derby, traditional stations are adapted to reflect situations soldiers might have encountered. Navigation becomes a problem of finding a route through difficult terrain. First aid includes reaching and evacuating an injured person. Communications explores the importance of transmitting information accurately and securely. Supply problems require judgment and adaptability when what arrives is not necessarily what was requested—or even what can be used. Field engineering requires Scouts to use basic materials, knots, and lashings to solve a practical problem. Cooking reflects the challenge of making the most of available food. Observation, marksmanship, transportation, and teamwork likewise take on a historical setting while remaining fundamentally Scout activities.

The 28th Division serves as our Pennsylvania connection to the broader experience of Allied soldiers during World War II. Some stations draw directly from 28th Division history; others explore people, practices, equipment, or situations that soldiers of that era would have recognized.

Traditional Derby "towns" will become military field locations such as Aid Stations, Signal Posts, Quartermaster Depots, Observation Posts, and Training Ranges. Sealed Orders become Mission Briefings, while the historical stories accompanying the stations may be presented as Communiqués. Even rest and recreation becomes part of the story, providing a glimpse at the entertainment, humor, and morale-building activities that helped soldiers endure long periods away from home.

There will be no person-to-person combat scenarios. Shooting sports will emphasize marksmanship or equipment and supply objectives. First-aid situations will involve accidents and other non-combat injuries. The military setting provides the historical framework; the activities themselves remain fundamentally Scouting problems.

Those lessons would have been familiar to soldiers of the Iron Division as well. **MUSH!**

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 as 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 commanders.
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 <u>each</u> 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. Webelos/AOL WILL NOT BE PERMITTED to fire these guns whether registered or not.

Sled Specifications:

ALL TEAMS <u>MUST</u> 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 commanders 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 commander 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.

VICTORY DIVISION: (Scouts BSA)	LIBERTY DIVISION: (Webelos AOL)
PLACES:	PLACES:
Top 5 teams.	Top 5 teams
SPECIAL AWARDS	SPECIAL AWARDS
BEST THEME DESIGN SLED	BEST THEME DESIGN SLED
MOST RUGGED DESIGN SLED	MOST COLORFUL SLED
MOST LIKELY TO COLLAPSE*	MOST LIKELY TO COLLAPSE*

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

LIBERTY DIVISION *(Webelos AOL)*

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.

FIELD MESS (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 commander 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 a canned meat product, such as SPAM, corned beef, ham, chicken, tuna, etc.** There are no restrictions on how it is utilized as part of the meal. It can be as an ingredient within a meal, as a separate item, etc.
  - An award will be given for the most creative use of canned meat.
- **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.

FORWARD MOVEMENT (PORTAGE) – Teams must move their sled, all equipment, and every team member over an elevated barrier without touching the barrier, going under it, or going around it. The problem requires planning, sequencing, teamwork, balance, and creative use of available equipment. The barrier will be approximately 3 feet high.

FIELD TREATMENT (FIRST RESPONDER) – Be able to treat injuries to a team member who was involved in an accident.

MARKSMANSHIP (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.

SUPPLY DUMP RAID (ARCHERY RANGE) – Targets will represent supplies or equipment at an enemy supply dump. Each team member will shoot 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.

SIGNAL POST (COMMUNICATIONS) – Teams will receive a coded communiqué and a simplified code sheet, then work together to decipher the message accurately within the station time limit.

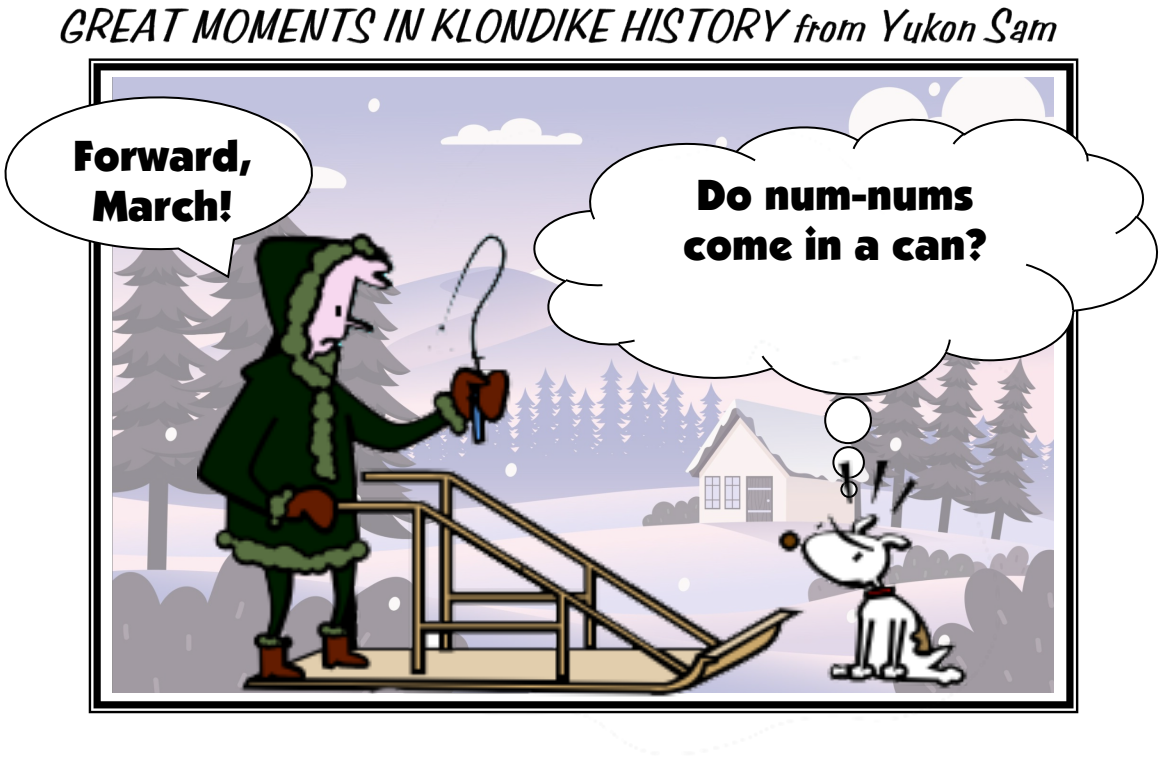
28th DIVISION HISTORY (THEME) – Historical station telling the story of Pennsylvania's 28th Division, in partnership with the Pennsylvania Military Museum/28th Division Shrine.

LIBERTY DIVISION *(Webelos AOL)*

ACTIVITY AREAS (Continued):

SUPPLY CONVOY (CARGO EXPRESS) – At each Command Post, teams will choose an item to deliver before learning what supplies are most urgently needed, then receive a replacement item for the next leg. Most supplies will be practical, while occasional mismatched or unexpected items will reflect the unpredictable side of military logistics. The problem will test planning, judgment, adaptability, and teamwork—all handled with appropriate Army seriousness.

R&R CENTER (LIVING HISTORY) – Mini-USO-style presentation, potentially featuring Ray Owen as emcee/entertainer and a local women's singing group in an Andrews Sisters-style presentation. This station emphasizes morale, entertainment, and the human side of wartime service.



LIBERTY DIVISION *(Webelos AOL)*

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.



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.

VICTORY DIVISION *(Scouts BSA)*

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 each station when arriving to review the station and for further instructions.

FIELD MESS (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 commander 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 a canned meat product, such as SPAM, corned beef, ham, chicken, tuna, etc.** There are no restrictions on how it is utilized as part of the meal. It can be as an ingredient within a meal, as a separate item, etc.
  - An award will be given for the most creative use of canned meat.
- **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.
  - 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.

FORWARD MOVEMENT (PORTAGE) – Teams must move their sled, all equipment, and every team member over an elevated barrier without touching the barrier, going under it, or going around it. The problem requires planning, sequencing, teamwork, balance, and creative use of available equipment. The barrier will be approximately 4 feet high.

FIELD RESCUE & TREATMENT (FIRST AID) – Teams will be sent into a forward area to locate an injured teammate, determine how to move them safely, and quietly evacuate them to an Aid Station. The casualty has non-combat injuries that must then be assessed and treated. Time, safe transport, teamwork, and objective stealth criteria may factor into scoring.

RIFLE MARKSMANSHIP (22 RIFLE RANGE) – Presented as military-style marksmanship training rather than combat shooting. 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.

SUPPLY DUMP RAID (ARCHERY RANGE) – Targets will represent supplies or equipment at an enemy supply dump. Each team member will shoot 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.

VICTORY DIVISION *(Scouts BSA)*

ACTIVITY AREAS (Continued):

OBSERVATION POST (MYSTERY BIVOUAC) – Teams will observe a field bivouac from a designated distance using binoculars. In a nod to Baden-Powell's early scouting work, they must sketch the camp and record the placement of key details they observe. Scoring is based on completion, inclusion of predetermined features, and overall accuracy of the layout rather than artistic ability.

SIGNAL POST (COMMUNICATIONS) – Teams will receive a coded communiqué and a simplified code sheet, then work together to decipher the message accurately within the station time limit.

NAVIGATION POST (MAP & COMPASS) – Troops operating in unfamiliar terrain often had to rely on maps, compass bearings, and recognizable landmarks to determine their location and route. Teams will complete a map-and-compass problem based on these basic navigation skills.

28th DIVISION HISTORY (THEME) – Historical station telling the story of Pennsylvania's 28th Division, in partnership with the Pennsylvania Military Museum/28th Division Shrine.

SUPPLY CONVOY (CARGO EXPRESS) – At each Command Post, teams will choose an item to deliver before learning what supplies are most urgently needed, then receive a replacement item for the next leg. Most supplies will be practical, while occasional mismatched or unexpected items will reflect the unpredictable side of military logistics. The problem will test planning, judgment, adaptability, and teamwork—all handled with appropriate Army seriousness.

FIELD ENGINEERING (KNOTS AND LASHINGS) – Teams will use poles and rope to construct a field-expedient tripod lifting device capable of safely raising and moving a weighted supply crate across a designated restricted area. The problem tests proper lashings, stability, load control, teamwork, and practical engineering. The completed structure must successfully lift, move, and lower the crate within the station time limit. See page 17 for a diagram on what the station will involve.

R&R CENTER (LIVING HISTORY) – Mini-USO-style presentation, potentially featuring Ray Owen as emcee/entertainer and a local women's singing group in an Andrews Sisters-style presentation. This station emphasizes morale, entertainment, and the human side of wartime service.

VICTORY DIVISION *(Scouts BSA)*

EQUIPMENT LIST

HAVE IT

IN SLED

- Ax, small
- Backpack for each participant (Frame or Daypack Acceptable)
- Bandages, assorted
- Binoculars
- Blankets (2)
- Bowsaw
- Cell Phone*
- Clipboard
- Compass
- 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
- Notepad
- Pencils, (2)
- Pocket Knife
- Ruler, 12 inches
- 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 (22 rifles, BB guns), and bow and arrows, 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.
   c. Guns - Always keep the gun unloaded until ready to use.
      Archery - Never nock an arrow 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) 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, and bows and arrows 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.
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 22 Rifle 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 and bows and arrows 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

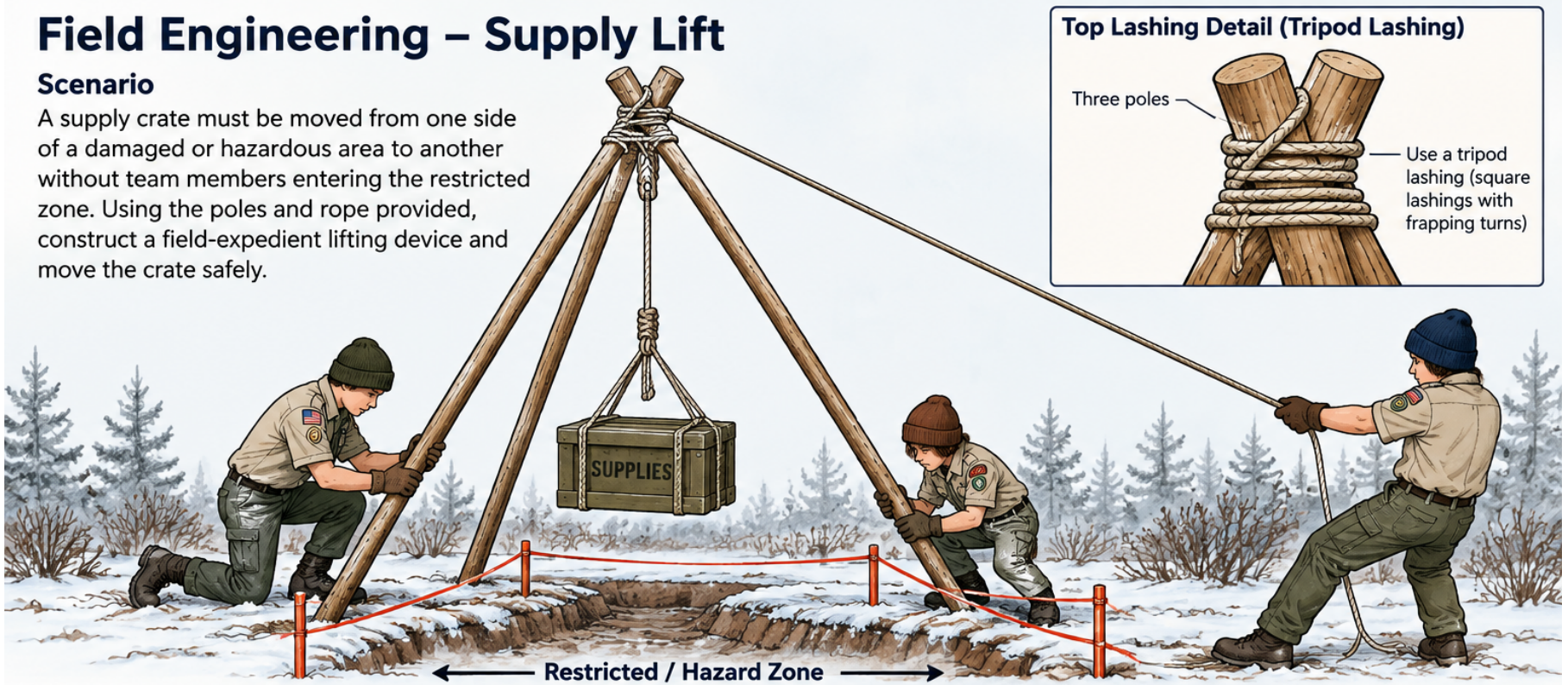
1. SHOOTERS TO THE FIRING LINE (OR 2 WHISTLE BLASTS) – advance to the firing line in an orderly fashion (do not touch the bow) and get into position.
2. PROTECTIVE GEAR ON – put on eye protection and any other gear given to you (e.g., ear protection, etc.)
3. YOU MAY PICK UP YOUR BOW - pick up the bow 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.

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

Field Engineering – Supply Lift

Scenario

A supply crate must be moved from one side of a damaged or hazardous area to another without team members entering the restricted zone. Using the poles and rope provided, construct a field-expedient lifting device and move the crate safely.



Top Lashing Detail (Tripod Lashing)

1. Lash the Tripod



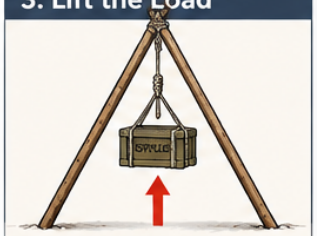
- Use a tripod lashing to join the three poles.
- Ensure the lashing is tight and stable.

2. Prepare the Lift



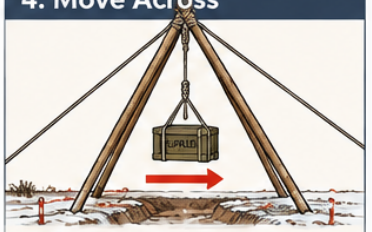
- Attach a lifting rope or sling to the top of the tripod.
- Secure the supply crate with a suitable knot or hitch (e.g., clove hitch with safety).

3. Lift the Load



- Raise the crate clear of the ground.

4. Move Across



- Move the crate to the designated drop area without any team members entering the restricted zone.

5. Lower and Secure



- Lower the crate safely and secure it in the target area.