*November 13, 1897*

*Dear Aunt Mae,*

*Well, it’s done. I’ve booked my ticket for the Klondike. Couple months and I’ll be off to*

*seek fame and fortune in the great north. The weekly reports of gold pourin out of the*

*North Park Mountains are just too much for a young, restless adventurer like me.*

*Don’t want you worryin ‘bout me. Sure it’ll be cold and fierce, and the mountains ain’t*

*nothin to laugh at, but I’ll be travelin in the company of the finest companions one*

*could hope for. While January can be a harsh month, the wagon driver assures me*

*he’ll have us safely at Jagged Gorge by the 29th. I just hope we make it before all the*

*good spots are taken.*

*There’s rumors the town is nothin but an empty field waitin for troops of prospectors to*

*stake their claim. If that’s true, means we’re gonna need a proper camp – shelter from*

*the elements, fence to keep out thieves and coyotes, fire to warm the bones, and a pot of*

*chili to soothe the belly. Oh, I can’t wait for that pot of chili! Can almost smell it right*

*now. Can’t thank you enough for sharin your secret recipe. I’m sure it’s gonna be the*

*envy of all the other miners there.*

*And speakin of mining, want you to know I’m up to the task. I’m ready to test my wits*

*and skills and plannin to bring home all the gold I can carry. Grit and teamwork will*

*surely carry me through all trials. Guess I take after you in that regard.*

*Lookin forward to seein you after my big adventure! Love you lots.*

*Yours truly,*

*Avery*

**Klondike Derby 2020 - North Park**

**(Jan 29th)**

*“GOLD! GOLD! GOLD! GOLD!”*

*When the newspapers screamed that on their front pages, I knew our sleepy town was about to get busy. Real busy. Welcome to Jagged Gorge, the wildest part of the west. It would only be a matter of time before prospectors flooded in, sights set on riches and glory. Now we could fuss, or we could fill our pockets with their big-city dollars. Miners need mining camps, and no one can raise a camp like us. Only problem is, right now the field outside of town is empty and prospectors will arrive any minute. We’ve only got until sundown to get this place in tip-top shape...*

**Main Event: *Building a Prospector Mining Camp***

**The Challenge** The main event of this year’s Klondike Derby is to work as a team to construct the best mining camp possible. Teams have all day to complete this task. Each team will be given a camp site (they may have to share locations with other patrols depending on the number of units present) At each site, the team will also be given a “specialty.” They will be required to run a skill station which other units will visit to help gather supplies related to this specialty. (supplies will be rewarded based on skill station completion). Need wood for lashing, visit the tools; need rope, visit the craft camp; need firewood, visit the timber camp; etc. Are you ready to build the best mining camp the great northwest has ever seen? Then read on - the prospectors will be around soon enough to judge your hard work and decide if you are the winner!

**The Rules** Scouts will break up into patrols of no more than 8 and no less than 4 to compete in the event. No adults are permitted to help with the construction of the mining camp. Scouts are permitted to bring anything they can fit on their sled [considering allowing 2-3 trips]. Everything else they need must be won at skills stations or purchased from the General Store with gold won at stations or discovered along the gold belts (see ***“Roaming the Prairie”*** *below*).

**Winning** At the end of the day, the “prospectors” will travel from camp to camp making offers to buy camps based on the quality of the scouts’ work throughout the day. This gold, along with any other gold collected throughout the day and not used at the General Store can be spent at the auction on a plethora of scout, camping, and western-themed items.

**Judging Categories** At the end of the day, each patrol’s camp must have the following and will be judged on both presence or lack of as well as quality and ingenuity:

1. **Fence** - can be lashed, rope, human chain... totally up to you and your imagination. *“Need some*

*way to protect your camp from varmints and outlaws!”*

2. **Gateway** - this is your camp’s front door to the world and prospective buyers, so make a

statement!

3. **Flagpole** - Raise your patrol’s colors with pride and honor - must be at least 10 feet and stand on

its own.

4. **Shelter** - Gotta find some way to get out of the elements - lashed, tarp, brick, and mortar...

totally up to you.

5. **Fire** - Winters on the prairie can get frigid - better have some way to warm your bones! (Must

keep a small fire going throughout the day, wood can be brought, won at the pioneering station, or purchased from the General Store.)

6. **Chili Cook-Off (also serves as the patrol’s lunch on Saturday)** - Each unit will be tasked with

bringing their best stick-to-your-ribs, finger-licking-good chili recipe and ingredients to cook ON- SITE during the day. Extra points will be awarded for over fire cooking. No liquid fuel will be permitted! This isn’t only your lunch, it will also be judged throughout the day by hungry prospectors who stop by your camp. Remember, a scout is clean! The kitchen area must also be set up to accommodate both safe cooking and clean-up throughout the day! (Extra points will be awarded for always welcoming a tired stranger with a mug of hot cocoa or coffee!)

7. **Extra Flair** - This is where you get to set your patrol apart from everyone else - anything to make your camp stand out, the sky’s the limit. Name your camp, give it a back story, give it a song or a cheer, lash together some chairs or a table, spruce up your fire ring, set up an ax yard, off-street parking; really make the place your own.

**Misfortunes** While there is no right or wrong way to build a camp, there is a timeline your scouts should think about in terms of survival and the priority that should be paid to certain tasks. Throughout the day, misfortune could strike at any moment.

• Don’t have a fence? Expect no-good bandits to make you wish you’d paid more attention to the safety of your perimeter.

• No shelter or the fire goes out? Frostbite sets in real quick out these ways. (First aid scenarios will not be a specific station but instead will be thrust upon the camp - think Oregon Trail style. If this happens your unit will need to be all-hands-on-deck to solve the scenarios.

• No gate or flag pole? Prospectors might overlook your little town for a newer flashier model just down the road...

There will also be random encounters that will happen throughout the day that your scouts will need to attend to, both inside of camp and out on the prairie. It's dangerous to go alone... (Random Zelda reference, did you catch it?)

**Gathering Supplies: *Roaming the Prairie***

**The Basics** Patrols are permitted to split up and have some scouts in camp and others with the sled “roaming the prairie” for gold and supplies. The only rule is that they must always follow the buddy system and if outside of camp, must be with the sled. As scouts roam, they can travel to the General Store or Skills Stations where they can win or buy building materials and/or gold. They are also required to have at least 1 scout (from each unit present) maintaining the skill station the campsite is known for.

**General Store** There will be a centrally-located General Store where units can spend their gold on vouchers to used instead of completing a skill station to obtain certain materials - every item that can be won at stations can also be purchased with a voucher from the general store, as well as general supplies and snacks. Remember the Scout motto “Be Prepared” or else you might end up dealing with that general store markup... The eclectic store clerk will also question your western, scouting, and PA trivia for extra gold!

On top of materials for camp, some stations may award gold which can be saved up for the evening auction or used at the General Store. Scouts must be able to manage both their time and resources to make it to the auction with the most available gold to bid on our selection of fabulous prizes!

**Skills Stations** Skills stations offer scouts the chance to show off their scoutcraft skills and earn supplies and/or gold to aid the construction of their camp. Stations will be first come first serve, so scouts must decide if waiting in line for their turn is a good use of their time or if they should move on in search of other things. At each station there will be a “sign up sheet” for stations with particularly long lines which give the scouts a time slot to return. If scouts do not return on time they will be removed from the waitlist.

1. **Slingshot Carnival Shoot** - Old fashioned Carnival-style shooting range. This station is strictly for fun and will only award gold as a prize.

2. **“Tools Station” (Totin’ Chip skills)** - proper ax yard tool safety, speed sawing, wood chopping, sharpening and caring for damaged tools, etc. The prize awarded at this station is the opportunity to pick from the lumber pile - need some long staves to finish your fence or flag pole?

3. **Knot Puzzles** - Test out your knot skills by working your way through a series of knot puzzles where you will need to use just the right knot to move on. Prizes awarded at this station are extra rope for lashings, flag poles, shelters, or a surprising macramé.

4. **Fire Building Gauntlet** - Work your way through a gauntlet of progressively more difficult fires to build. (Single match, flint and steel, freestyle, wet wood, bow drill, etc.) Prizes will be awarded for how many fires are completed, and include both wood and additional gold, depending on the number of fires started.

5. **Nature** - Wild animals are what really made the frontiers WILD! Be able to identify animals by track and/or spoor, and figure out which spots in Jagged Gorge are the most likely for them to be living in. Prizes will be awarded for how many animals are correctly identified and their habitats defined. Prizes will include fencing material (to keep them out!) and additional gold, depending on the number of animals correctly analyzed.

6. **Iron Chef (Cooking)** - put your chow hall skills to the test! You’ll be given a box of mystery ingredients and 30 minutes to put together a delicious meal to serve to our panel of world-class food snobs. Prizes awarded include gold and secret chili ingredients to give your chili that extra edge! At the end of the day, the unit with the most creative and flavorful creation will also be awarded the coveted “TITANIUM SPORK!”

7. **Prospect for Gold (Orienteering)** - use your map and compass skills to find gold in the rich veins

of Jagged Gorge! Two orienteering courses can be done at any time throughout the day using prospecting maps handed out at the General Store.

**Transportation: *Keep moving and nobody freezes...***

**Sleds** Each unit must have a functional sled, which will serve as both their transportation as well as their wagon to move supplies back and forth from stations and the general store. Sled must be able to carry all the supplies in the morning from the parking lot to each unit’s designated building location. At the end of the day there will be a sled race which will require one scout to be able to sit in the sled, with one driver on the back and enough ropes for the rest of the unit to pull the sled. Please make sure your sleds are up to these criteria. (More about the sled race below)

**“Best in Show”** Pull your sled down the red carpet on your way to the auction at the end of the day and strut your stuff on the catwalk (or elk walk, or jaguar walk - totally up to you...) Units will be judged by our panel of experts on not only the form and function of their sleds, but also their “wild west” outfits. Additional gold will be awarded based on judges’ scores and audience clapping.

**The Iditarod** Information regarding this year’s sled race will be coming out in the following weeks, check your emails for information regarding your scouts’ invitation to the “North Park Iditarod,” to be held from 3:30 to 4:15 on Saturday afternoon, while towns are being judged and the auction is being set up.

**Mandatory Supplies**

• **100” + rope** (for in camp lashings and projects - additional rope can be obtained at camp stations)

• **Firewood / Fire Building supplies** (enough to get you started, additional wood can be obtained at camp stations)

• **Tarp** (Large enough to build a shelter that can fit your entire patrol under)

• **Compass** (for the orienteering courses)

• **First Aid kit** (Random first aid encounters will befall your patrol both in camp and out on the prairie)

• **Cooking supplies** (Both cookware and ingredients for the chili cookoff - must be able to feed your entire patrol, as well an additional 3-4 hungry prospectors who may wander into your camp because it smells so darn good!)

• **Ax yard supplies** (Small saw, ax, knives, sharpening equipment, as well as something to make a proper ax yard)

• **Staves for lashing** (Additional staves can be obtained at stations, but something to get you started)

• **Your Secret Weapon!** (any extra supplies to make your town stand out from the crowd)