Klondike Derby
at Camp Norse

AOL *Scout Troops* *Venturing Crews* *Sea Scout Ships* *Explorer Post*

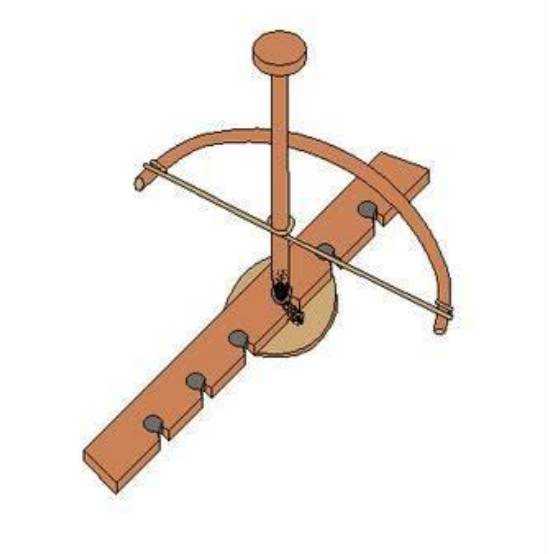
Camp Norse
January 17, 2026

ATTENTION

For sale @
The Welcome Center <u>before event</u>
and The Dining Hall <u>after event</u>

Embroidered Klondike Derby
Knit Winter Hats
for sale @ **$15 each**

Fire by Friction
Kits For sale @
$20 each



Updated 10-27-2026

I. General Information

A. What is a Klondike Derby?

A Klondike derby is a one-day competitive event which uses sledges and Klondike Gold Rush themes to complete a multiple "Town" course and sledge race, pitting each team's skills and teamwork against the clock. The purposes of the derby are: first, a Grand Outdoor Winter Adventure full of fun and surprises, and second, a way for Scouts to test their basic Camping and Survival Skills.

Only in case of extreme bad weather will the derby be postponed or cancelled.

Each AOL/Scouts BSA/Venturing Crew/Sea Scout Ship and Explorer Post is encouraged to enter as many expedition teams as they can support. The minimum team size is 4 Scouts; smaller teams will be combined so that all may participate. The maximum team size is 8 Scouts.

Each expedition will visit several "Towns". Each of these towns will have a Mayor and a minimum of two judges. The Mayor of the town can be identified by their orange "Mayor" stocking hat. The Scouts will have a task to complete and will be scored on proper technique, teamwork, and Scout spirit.

The Mayor's word on all matters is final.
The Patrol Leader is the only member of the team that may communicate with the Mayor or Judges of the town.

THIS EVENT IS FOR SCOUTS ONLY

Any UNIT who would like to attend but doesn't have enough youth to complete a minimum on a sledge to run, can proceed to Dawson City (Welcome Center) and they will be combined onto another sledge.

ADULTS CAN NOT ASSIST THE PATROLS AND WILL NOT BE ALLOWED IN THE TOWNS. A MAYOR OF A TOWN WILL BE ALLOWED TO DEDUCT (25) NUGGETS AS A PENALTY IF HE/SHE SEES ADULTS INTERFERING.

Have your Scouts refrain from bringing cell phones or other electronic devices to the Klondike Derby.

KLONDIKE PARKING

PARKING STAFF ATTENDANTS **WILL DIRECT ALL VEHICLES** UPON ARRIVAL TO DROP-OFF AREA AND PARKING AREAS. UNITS WITH TRAILERS WILL ALSO BE DIRECTED WHERE TO PARK. TO ENSURE THE SAFETY OF ALL OF OUR GUESTS, PLEASE CHECK WITH ATTENDANT BEFORE PARKING YOUR VEHICLE OR TRAILER.

Mayors

Must check in with the Governor at Dawson City (Welcome Center) before going to your town in order to collect clipboard and any updates or changes to the Klondike.

All stations "except Check-In", must be manned by 7:30AM.

B. Inspection and Check-in Procedures

Each patrol will begin with a sledge inspection and Check-in at The Outfitters (Area in Front of Welcome Center) beginning at 8:00 AM until 9:30 AM.

All sledges will be checked to ensure all equipment is present. The team will also be checked for proper dress for the day's activities and the current expected weather conditions.

If the Klondike committee feels a Scout is not dressed properly for the conditions, they will not be allowed to compete. In this case a team will be allowed to compete with three members.

EACH SCOUT MUST HAVE IN A BACKPACK:

a. A BAGGED LUNCH, WATER BOTTLE AND SNACKS for the day.
b. A stocking hat or hat with ear protection. *(Baseball cap style hats will be allowed if the temperature is above freezing).*
c. Gloves or mittens with hand warmers.
d. Proper footwear for conditions. **Absolutely no sneakers allowed during the day's activities.**
e. A complete change of clothes.
f. Rain Gear (must be a jacket or poncho).
g. Totin-Chit, Firem'n Chit, (**Venturing/Sea Scout Ship/Explorer Post Divisions are all encouraged to earn their Fire'm chit**).
h. One Compass and one Pace Counter (filled out) **for each team member.**

C. Check-In & Registration

Patrols will start at The Outfitters (**Area in Front of Welcome Center**) for sledge check-in, then proceed to Dawson City (**Welcome Center**) for registration. Only the Patrol Leader is allowed to enter and register their patrol. The Patrol Leader will hand in their Check-in and Registration sheets, be sure you have your registration form written out with your Service Area in the appropriate place. Teams whose average age is 14 or more will compete in the Senior Division. Teams with an average age of 13.9 or younger will compete in the Scout Division.

Each Patrol Leader will be issued a score sheet with their division listed and any last-minute instructions, an official map, scavenger hunt paper and bag. <u>If your team makes no effort to do the compass course or the scavenger hunt, you will be given a zero for those events.</u>

<u>By participating in the Compass Course and the Scavenger Hunt, the points awarded from these events can make a difference in the final scoring.</u>

After Check-in, each patrol will proceed to the Ball Field (In front of the Dining Hall) and wait for their assigned starting time. after 9:00 AM, the starter will send off patrols into the vast tundra in search of Klondike Gold. A current map will be issued at registration. NO TEAMS TO BEGIN BEFORE 9:00 AM.

There will be a ***<u>CLAIM ROBBER</u>*** in the midst of the Klondike Sledges asking participants questions throughout the event. Correct answers receive *GOLD*, Incorrect answers will lose *GOLD.*

Upon the completion of the last town of the day, the patrol leader and a buddy must report to the official scoring station at Valley Forge (The Dining Hall) with their score sheet and nugget pouch. All scores will be tabulated, checked and announced through email a few days following the derby.

Only the Patrol Leader and the SM will be allowed in the scoring area. Once the Patrol Leader submits the score sheet, they can rejoin their patrol, and are free to leave.

D. Equipment to be carried on the sledge

Each sledge is to have their own registration sheet signed by their Scoutmaster.

a. Patrol Leader arm band (Must have "PL" on it). Worn on the outside of the right upper sleeve.
b. Nugget Pouch and Waterproof Map holder
c. Notebook or clipboard & method to keep score sheet dry & neat.
d. Rain Gear for each team member (must be a jacket or poncho).
e. One (6ft) length 1/4 diameter rope per each team member.

EE. Senior/Venturing/Ships/Post will need 8pc. of rope, 6ft minimum

f. One pre-made rescue line.
g. Hard hat, or bicycle helmet, for each team member.
h. One Pace counter & One Compass for each team member.
i. Walking stick (Stave) for each team member.

HH. Senior/Venturing/Ships/Post will need 8 pcs. of staves, minimum 6ft. long.

j. One complete change of clothes for each team member.
k. (2) Unopened packaged hand warmers for each team member.
l. Patrol Flag.
m. One Scouts/AOL/Venturing handbook per sledge.
n. Flint and steel.
o. First aid kit (must contain recommended equipment for Patrol, AOL/Scouts/Venturing Crew/Sea Scout Ship/Explorer Post from Scouting handbook page)
p. One 20 x 20 tarp; the tarp can be larger.
q. Two warm blankets.
r. One (20ft) length of ¼ diameter rope
s. Roll of toilet paper.
t. Trash bag for rubbish.
u. Dryer Lint
v. Fire gloves (Senior/Crew/Ship Division Only)

E. Scoutmasters Notes

Scoutmasters or their representatives can contact Michelle Avelar by email at michelleavelar5@verizon.net if they have any questions or concerns.

Each unit participating will provide a minimum of two adults (Lunch is provided) to staff the Klondike towns in order to have a successful day.

Troop envelopes with patches and upcoming event information can be collected by the SM at the end of the day at Valley Forge (Dining Hall). Extra patches and embroidered Klondike Derby Knit Winter Hats will be for sale throughout the day at Valley Forge.

F. Awards

Klondike Plaques will be awarded to the first, second, and third-place teams in the Scout Division, Senior Division, and Crew/Ship Division

Troops who place will be contacted and awarded plaques at a designated date pending completion of the engraving. Follow-up emails to confirm will be sent to those receiving awards. Scouts are encouraged to attend.

II. Official Klondike Derby Regulations

The following regulations are in place to ensure a safe and enjoyable event. Please follow directions and respect other individuals competing in the day's events.

A. All walking sticks are for walking and to be used as tools where they will be needed. They may be stored on the sledges until they are needed, or a Scout may use them to assist in walking the course throughout the day. Patrols or Scouts caught swinging sticks **WILL LOSE 25 nuggets,** and a warning will be issued. In the event a second warning is issued, the patrol will be dismissed from the event.

continued on next page……

Official Klondike Derby Regulations continued……..

B. Each AOL/Scouts BSA/Venturing Crew/Sea Scout Ship/Explorer Post is required to have at least two adults serve on the Klondike staff in some capacity (Mayor, Scorer, Judge, etc.)

C. Each patrol must have between four and eight members to compete, smaller groups will be combined, and larger groups will be split up. (The exception to this rule is when a team loses a team member due to a Scout not being dressed properly. (See page 3, under-EACH SCOUT MUST HAVE)

D. Each Scout must be dressed appropriately for the days' weather conditions.

E. Each unit must submit a roster for each team signed in by the patrol leader at the time of check-in.

F. NO TEAM will be allowed to begin before 9:00 AM or after 12PM. After Check-in at Dawson City (Welcome Center) sledges are to gather at The Ball Field (In Front of Dining Hall), at 9:00 AM , start at first assigned Town.

G. Adults will not be allowed to physically help, aid verbally, or assist in anyway, with any team during the day's events, including lunch.

H. Any injured or ill Scout or Scouter must present themself to the Dining Hall where they will be instructed to the closest medical staff area.

I. If a Scout is dismissed because of behavior and or lack of proper clothing they will not be entitled to any refund.

J. Each patrol leader must wear an arm band displaying the letters "PL". The PL must be the same scout throughout the entire derby. (Check for Patrol Leaders name on the top of the registration page. Points deducted for the PL armband not being displayed

K. **The Waterfront Area and all other bodies of water are entirely off limits to everyone in camp, including staff and unit leaders. This rule is in effect whether the ponds are frozen or not. This includes throwing rocks, sticks or other objects. Any team or individual not in compliance may be disqualified.**

M. Sledge Inspection

a. Each sledge must be six feet long

b. Each sledge must display a patrol flag

III. Special Notes, Reminders & Changes

PER THE CAMP RANGER, only above ground fires will be allowed. All fires in towns without a fire pit shall be in a half barrel. Let the fire burn itself out, do not put the fire out. Make sure the fire has burned down before leaving. Leave the ashes in the half barrel and do not empty the ashes in the site or in the woods. The Ranger will empty and properly dispose of the ashes in the barrels or containers.

Some picnic tables will be available. If you move a table, please return it to its original location before you leave camp.

III. Special Notes, Reminders & Changes continued……

For Units staying overnight (Tent Camping Only) in camp on Friday:

- Overnight/Weekend reservations can only be made by contacting Michelle Avelar at michelleavelar5@verizon.net
- ALL VEHICLES NOT ATTACHED TO TROOP TRAILER MUST BE RETURNED TO THE PARKING LOT BY 9:00 PM. TROOP TRAILER AND ATTACHED VEHICLE MUST BE PARKED IN CAMP SITE, NOT ON MAIN PATHS IN CAMP.

For Volunteer/Staff Running Stations staying overnight in camp on Friday:

- ALL MAYORS MUST GET APPROVAL BY GOVERNOR IF LEAVING VEHICLE ONSITE, OTHERWISE ALL VEHICLES MUST BE RETURNED TO THE PARKING LOT BY 6:30 AM.

KLONDIKE PARKING

PARKING IS IN THE MAIN LOT.
SINGLE CARS ONLY CAN PARK ALONG THE BALL FIELD IN A SINGLE LINE.

Venturing Crews will compete in the Senior Division unless there are at least 5 registered Crew sledges. At that point VC will have their own Division.

IV. Schedule Of Events

Please note that any station outlined below may be changed
without notice due to staffing issues

8:00-9:30 am Check-in & Sledge inspection at The Outfitters
(Area in Front of Welcome Center)

8:00-9:30 am Registration at Dawson City (Welcome Center)
Please give your Check-in form to the Registrar at the Welcome Center

8:00 am Patrols wait to start at The Ball Field
(In Front of Dining Hall)

9:00-12:00 Klondike Underway

12:00-1:00 Scouts: Lunch will be at the station you are at, at 12:00pm. Scouts are to bring **Bagged Lunch, Water Bottle and Snacks** for the day.

Mayors and their staff are to stop stations by Noon and proceed to Lunch. *Staff Lunch location is at Valley Forge (Dining Hall)
Mayors return to their station by 12:55pm

1:00-4:00 Klondike Underway

4:00 pm Score sheets passed in and Troop Envelopes to be picked up @ Valley Forge (The Dining Hall)

Race Results
Results will be emailed to all Registered Units

V. Towns and their Tasks — All Divisions

1. Cheechaku - Shelter Set-Up — All Divisions

Location – Ketil

Task: There's a major storm coming that's going to last a day or two. Utilizing the equipment on your sledge, you must build a sturdy shelter to keep your team safe until the storm passes. Your shelter must fit your patrol, sledge and remaining gear.

Senior/Venturing/Sea Scout Ship/Explorer Post Division must use Japanese Square Lashings and Sheer Lashings and will need 8 Staves.

For each proper lashing you can earn extra points.

Scoring: AOL/Scouts

1.	Less than 3 Minutes	20 Nuggets
2.	3 Minutes to 3:59	18 Nuggets
3.	4 Minutes to 4:59	16 Nuggets
4.	5 Minutes to 5:59	14 Nuggets
5.	6 Minutes to 6:59	12 Nuggets
6.	7 Minutes to 7:59	10 Nuggets
7.	8 Minutes to 8:59	8 Nuggets
8.	9 Minutes to 9:59	6 Nuggets
9.	10 Minutes to 10:59	4 Nuggets
10.	11 Minutes to 13 Minutes	2 Nuggets

Scoring: Senior/Venturing

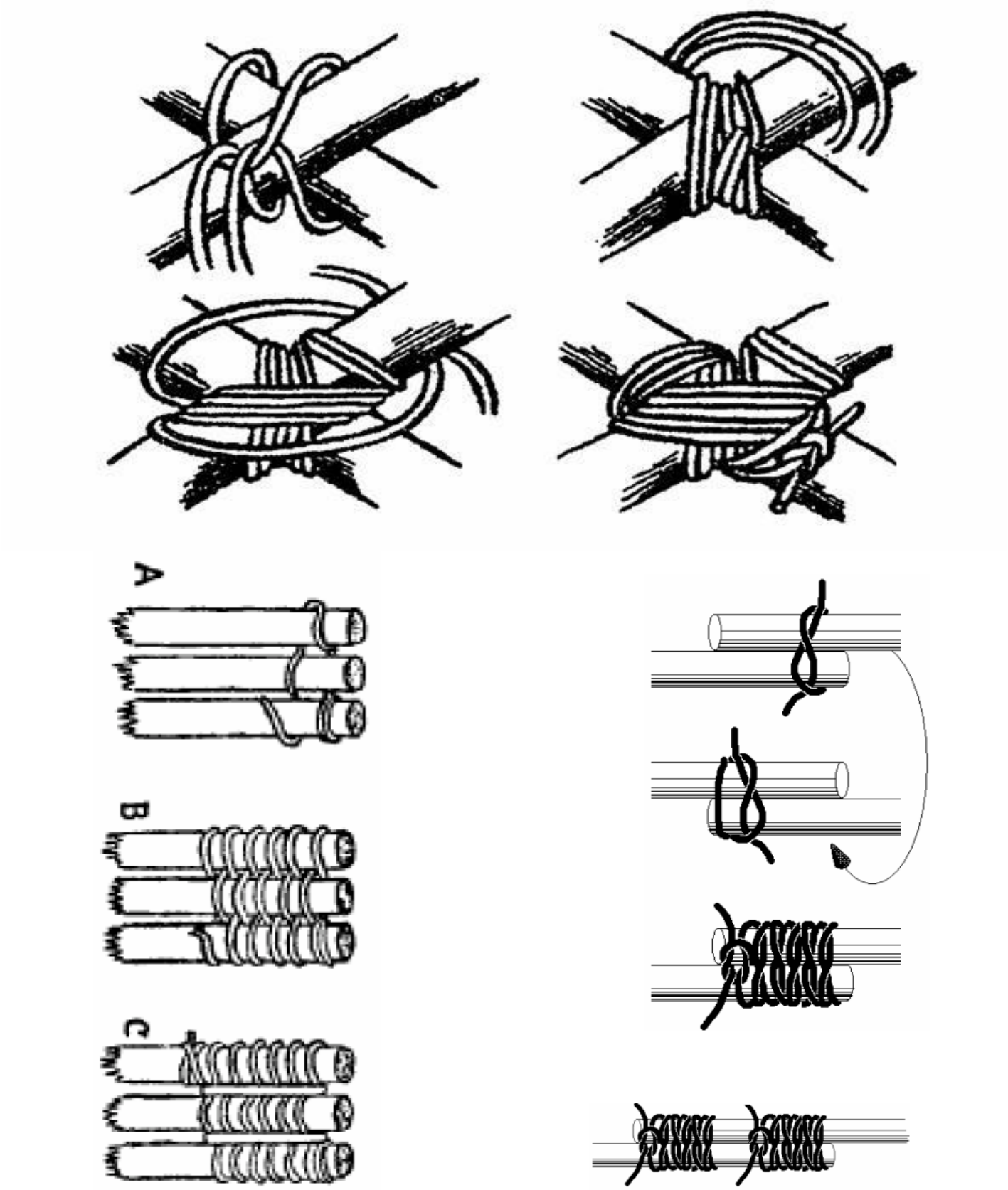
1.	3 Minutes to 3:59	20 Nuggets	
2.	4 Minutes to 4:59	18 Nuggets	
3.	5 Minutes to 5:59	16 Nuggets	
4.	6 Minutes to 6:59	14 Nuggets	
5.	7 Minutes to 7:59	12 Nuggets	
6.	8 Minutes to 8:59	10 Nuggets	
7.	9 Minutes to 9:59	8 Nuggets	
8.	10 Minutes to 10:59	6 Nuggets	
9.	11 Minutes to 13 Minutes	4 Nuggets	
10.	13 Minutes to 15 Minutes	2 Nuggets	

TOTAL NUGGETS YOU CAN EARN IS "20"

THESE LASHING WILL BE USED FOR BOTH SHELTER BUILDING AND TRAVOIS BUILDING BY SENIOR/VENTURER/SEA SCOUT/EXPLORER POST PATROLS

Filipino Lashing

This is an alternative to a diagonal lashing.



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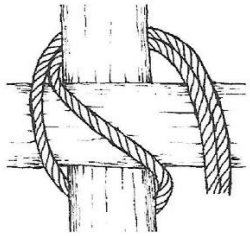
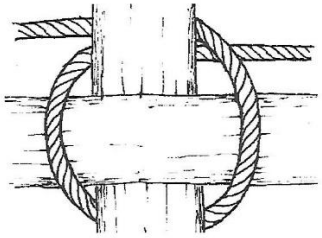
JAPANESE SQUARE LASHINGS:

Comments —— The Japanese Square Lashings are a group of similar lashings that are all tied in a similar manner. The main difference is in the way each lashing is started.

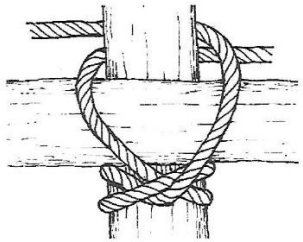
The simplest and easiest form of the Japanese square lashing is tied by looping the center of the rope around the vertical spar and carrying the stands parallel to each other while taking the wrapping turns. The frapping turns are taken by separating the ends of the rope and taking them in opposite directions.



The MarkII Japanese Square Lashing is tied by looping the center of the rope of the upright spar and than forming the wrapping turns by taking the ends of the rope in opposite directions.



The Mark III is the same as the Mark II but a clove hitch is tied around the up right spar when starting the lashing.



The Mark III is the most secure of the three Japanese square lashings because the clove hitch helps to prevent the lashing from shifting along the vertical spar.

Narration -----(For **Japanese square lash** knotboard.) **(1)** Start the lashing by looping the center of the rope around the vertical spar so that the loops under the horizontal spar. **(2)** Start the wrapping turns by leading the ends around the spars so that the two strands of the rope are parallel to each other. **(3)** When making the wrapping turns the two strands of the rope are lead around the spars at 90° to the spars; do not allow the strand to cross, be sure to keep the strands parallel. **(4)** Complete the wrapping turns by leading the rope strand around the vertical pole. **(5)** Start the frapping turns by separating the strands so that one strand is above the horizontal spar and the other strand is below the horizontal spar. **(6)** Lead the frapping strands in opposite directions. **(7)** Make two complete frapping turns; pull each turn tight as it is made; tie the first half knot of the ending square knot. (8) Tie the second half knot of the square knot to complete the lashing. **(9)** For safety add half hitches; The half hitches prevent the square knot from upsetting.

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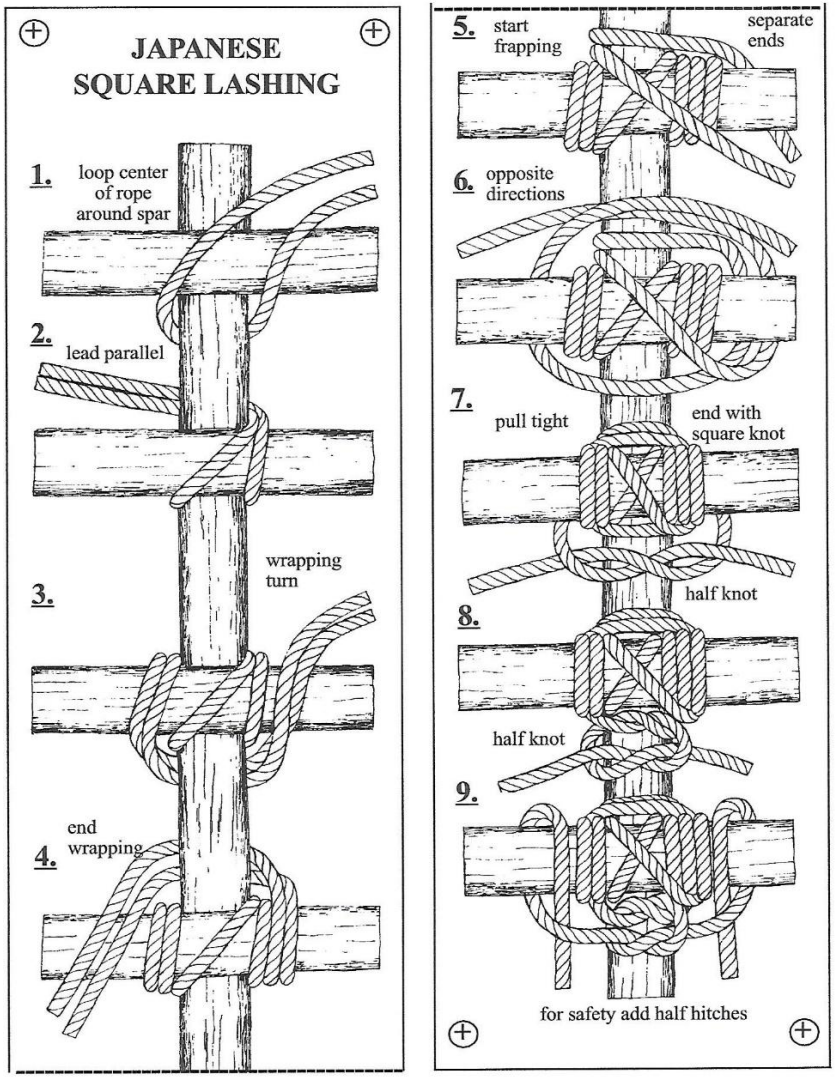

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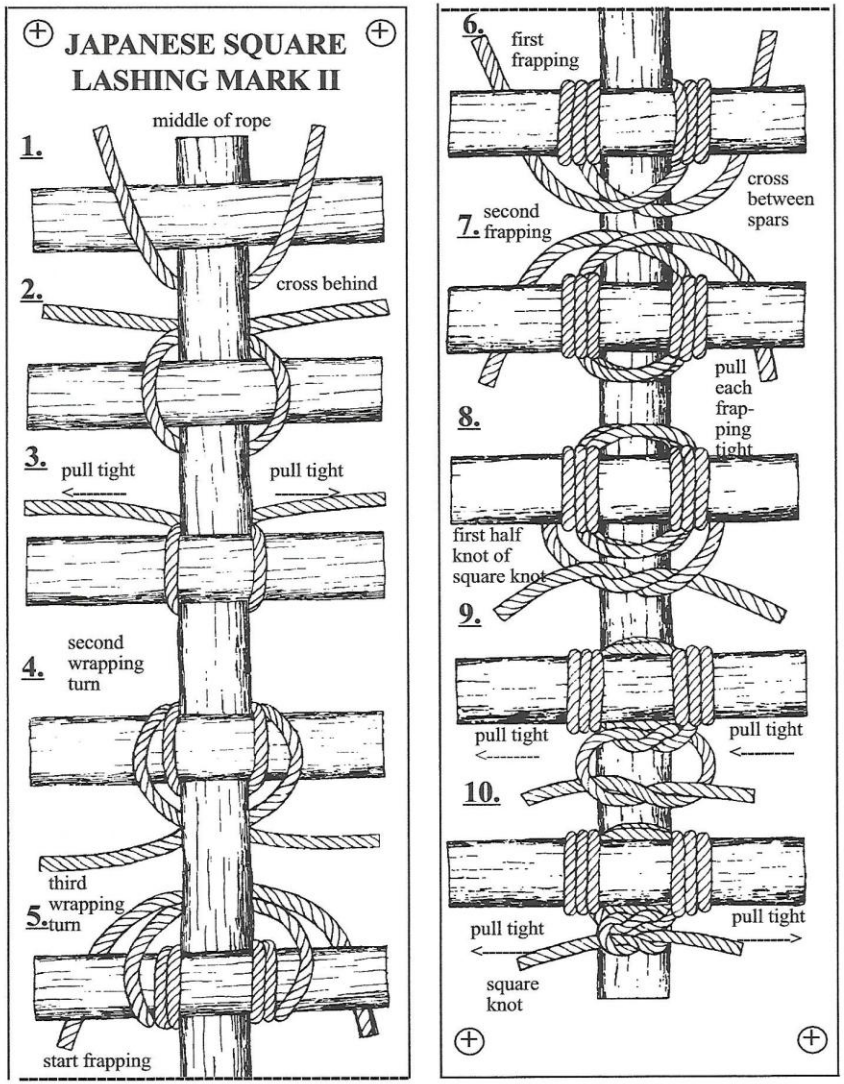

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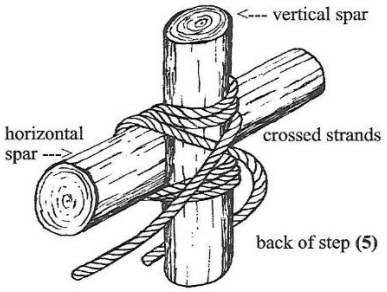
Narration ---(For **Japanese square lash, mark II** knotboard.) **(1)** Start the lashing by tying the center of the rope around the vertical spar with a clove hitch so that the clove hitch is under the horizontal spar. **(2)** Make the first wrapping turn by leading the ends up over the front of the horizontal spar and then in opposite directions behind the vertical spar. **(3)** Pull the strands tight but do not allow them to cross each other. **(4)** Add the second wrapping turn by leading the ends of the rope down over the front of the horizontal spar and then in opposite directions behind the vertical spar. **(5)** Complete the frapping turns by leading the ends of the rope up over the front of the horizontal spar and then in opposite directions behind the vertical spar. Position the strands of rope for starting the frapping tuns by leading them behind the horizontal spar. **[NOTE]** When pulled tight the strands will cross behind the vertical spar.



(6) Lead the frapping strands in opposite directions below and in front of the vertical spar and then behind the horizontal spar. **(7)** Make the second frapping turn by leading the ends above and in front of the vertical spar and then behind the horizontal spar; pull each turn tight as it is made. **(8) End** the second frapping turn by tying the firs half knot of the ending square knot. **(9)** Complete the ending square knot by adding a second half knot. **(10)** Pull the square knot tight **[NOTE]** For safety add half hitches around the horizontal spar to either side of the square knot; The half hitches prevent the square knot from upsetting.

2. Crooked Creek - Milk Box Stacking — All Divisions

Location – Near Maintenance Shop
(to the right of Rife Range)

Task: Try your hand at stacking milk crates, the higher you stack the more gold you get. SCOUTS MAY USE ONLY ONE HAND, NO ROPES WILL BE USED IN STACKING THE CRATES, NO STANDING ON CRATES; ALL SCOUTS MUST HAVE BOTH FEET ON THE GROUND. Scouts may use only one hand and all Scouts may participate.

This will be a timed event; you have a total of (5) Five minutes to complete your task. If a stack falls you may try again. Please note that the tallest stack will be the one that is scored, and you may stop at any time. All participants must wear a hard hat or bicycle helmet. Ask any questions before starting the event.

18 Crates High		20 Nuggets
17 Crates High		18 Nuggets
16 Crates High		16 Nuggets
15 Crates High		14 Nuggets
14 Crates high		12 Nuggets
13 Crates High		10 Nuggets
12 Crates High		8 Nuggets
11 Crates High		6 Nuggets
10 Crates High		4 Nuggets
1-9 Crates High		2 Nuggets

TOTAL NUGGETS YOU CAN EARN IS “20”

3. Rabbit Creek – Hatchet Throwing Competition — All Divisions

Location – Near Fort Magee (to the right of Fort Magee)

Task: Take a chance at a Bullseye. The time has come for competing amongst other teams fighting for Gold Nuggets in this Hatchet Throwing Contest at Rabbit Creek in Yukon Territory.

Prerequisite:
Totin Chip for Senior Division a MUST.
No Totin Chip for Venturing/Sea Scout/Explorers

Points Value:

1.	The Bullseye or Black Ring	12 Nuggets
2.	The Red Ring	8 Nuggets
3.	The Blue Ring	4 Nuggets
4.	The Clutch Green Dot	20 Nuggets

Clutch:

1. Players must declare that they are going to throw for Clutch before attempting, also referred to as 'Calling Clutch' or to 'Call Clutch';
2. Players can only throw for Clutch on the 5th and final throw of the round.
3. Accidental clutch is not valid, even on a 5th throw, no call, no points.
4. Once Clutch is called, only that point area is valid and all other point areas are worth zero:
    1. Meaning that if a player calls for Clutch but hits a bullseye, they receive no points.
5. A Clutch call can be taken back after it is called but must be announced to their opponent and scorekeeper:
    1. If a Clutch call is denounced the target reverts to its original values and the Clutch is worth zero

TOTAL NUGGETS YOU CAN EARN IS “20”

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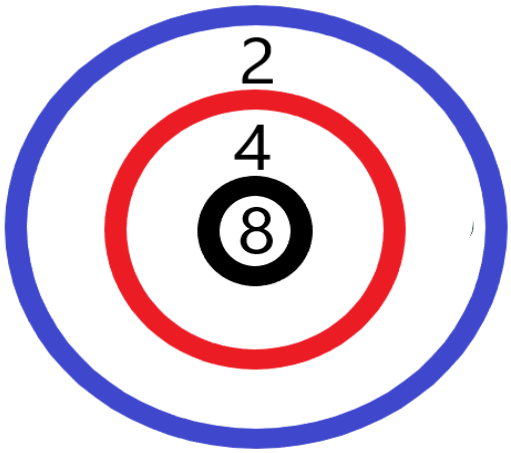
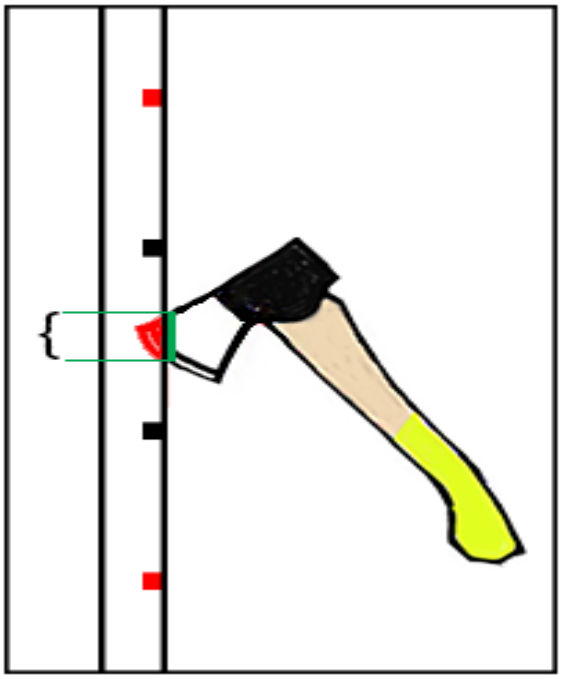
3.Rabbit Creek – Hatchet Throwing Competition — All Divisions

Location – Near Fort Magee (to the right of Fort Magee)

Target and Scoring Rings:





BONUS NUGGETS:

Additional Nuggets will be awarded for:

1 Naming the parts of the Axe/Hatchet.

2. Safe caring, Handling and storage of the Axe/Hatchet.

3. Displaying Totin Chit.

50 minutes maximum time for this station

Page 2 of 2

HATCHET
HEAD
EYE
POLL
TOE
LUG
SHOULDER
BIT
HEEL
HANDLE
BELLY
THROAT
KNOB

4. Whitehorse - Travois Building — All Divisions

Location – Near Maintenance (to the left of Milk Crate Stacking)

Task: Your patrol leader becomes delirious with a fever. You must transport them to the nearest doctor. By using your walking sticks, tarp or blankets and 6-foot lengths of rope from your sledge, you will need to assemble a travois, and transport your patrol leader 50 yards (150 ft.) without dropping them.

Senior/Venturing/Sea Scout Ship/Explorer Post will use Filipino Lashings and Japanese Slashings and will be given the scenario when they arrive at the station and will need 4 staves (need to carry PL/SPL or President).

Scoring:

1.	Under 4 Minutes	20 Nuggets
2.	4 Minutes to 4:59	18 Nuggets
3.	5 Minutes to 5:59	16 Nuggets
4.	6 minutes to 6:59	14 Nuggets
5.	7 Minutes to 7:59	12 Nuggets
6.	8 Minutes to 8:59	10 Nuggets
7.	9 Minutes to 9:59	8 Nuggets
8.	10 Minutes to 10:59	6 Nuggets
9.	11 Minutes to 11:59	4 Nuggets
10.	12 Minutes to 15:00	2 Nuggets

TOTAL NUGGETS YOU CAN EARN IS “20”

Two Bonus Nuggets can be earned if you can tell the Mayor 2 signs of frostbite.

5. Attu - Snow Shoe Relay — All Divisions

Location – Pavilion

Task: Your patrol has found a rare penguin egg worth millions of dollars. On the way back to base camp with the egg, your patrol is caught in a snow slide. Most of the equipment is lost. The snow is waist deep and the only means of transportation is on snowshoes. You have been able to make one long pair of snowshoes from salvaged equipment from your sledge.

When the event is completed, all knots must be untied on each snowshoe. Four Scouts at a time minimum.

Senior/Venturing/Sea Scout Ship/Explorer Post will need all to carry a day-bag (backpack) on their backs such as a school bag with extra clothes in it.

1.	1 Minute	20 Nuggets
2.	2 Minutes	18 Nuggets
3.	3 Minutes	16 Nuggets
4.	4 Minutes	14 Nuggets
5.	5 Minutes	12 Nuggets
6.	6 Minutes	10 Nuggets
7.	7 Minutes	8 Nuggets
8.	8 Minutes	6 Nuggets
9.	9 Minutes	4 Nuggets
10.	10 Minutes	2 Nuggets

TOTAL NUGGETS YOU CAN EARN IS “20”

Bonus Nuggets can be earned if you compete in the Egg Challenge

6a. Kodiak - Fire Dousing

****AOL/Scout Division Only****

Location – Atli

Prerequisites: Firem'n Chit/Outdoorsman Badge.

Task: At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire.

Flint and Steel only will be allowed. You will be timed from the first attempt to light the fire until the release of the water. You must tell the judge when you are ready to start; the judge will inform you when you may start. After starting the fire, you may not add fuel. You will be allowed to fan and /or shield your fire from the wind.

Lint will NOT be provided by the Mayor; Lint has been added to Part D: Equipment to be carried on the sledge

Once the fire is lit for 2 minutes then the string will be strung, and the timing of the event will begin.

****AOL will be allowed to supply their own kindling and tinder for this event. Bare clean wood only!**

***Scouts/Senior/Venturing/Sea Scout Ship/Explorer Post Division Only, will be provided with kindling and tinder.**

Scoring: One nugget will be awarded to each team member showing their fire'm to the Mayor upon entry to the town ***without asking***. It **will not** be the responsibility of the mayor to ask for a fire'm chit from any team member not involved directly in the lighting of the fire.

50 minutes maximum time for this station

6a. Kodiak - Fire Dousing continued…….
AOL/Scout Division Only

AOL/Scout Division
Scoring:

	1. Produce Firem'n Chit without asking	1 Nugget each, Maximum 5 nuggets
	Fire is lit and burning for 2 minutes	**5 Nuggets**
	Burn String in 7-10 minutes	**+1 Nuggets**
	Burn String in 6-6:59 minutes	**+2 Nuggets**
	Burn String in 5-5:59 minutes	**+3 Nuggets**
	Burn String in 4-4:59 minutes	**+4 Nuggets**
	Burn String in 3-3:59 minutes	**+5 Nuggets**
	Burn String in 2-2:59 minutes	**+6 Nuggets**
	Burn String in 1-1:59 minutes	**+7 Nuggets**
	Burn String in 39-59 seconds	**+8 Nuggets**
	Burn String in 19-58 seconds	**+9 Nuggets**
	Burn String in 0-18 seconds	**+10 Nuggets**

6b. Kodiak - Fire Dousing

****Senior/Venturing/Sea Scout Ship/Explorer Post Division Only****

Location– Atli

Prerequisites: Firem'n Chit/Outdoorsman Badge.

Task: At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire.

Bow and String Fire Drill. You will be timed from the first attempt to light the fire until the release of the water. We are defining the attempt to light the fire as a lit nest laid in fire lay. Bow and string fire drill starting kits will be at Kodiak if you don't have your own. The nest material needed for your spark will be given to you by the mayor to make your nest. In this station, you **can add** some tinder as needed to build the flame in the first 2 minutes after adding nest.

50 minutes maximum time for this station

Scoring:

	Fire is lit and burning for 2 minutes	**5 Nuggets**
	Burn String in 7-10 minutes	**+1 Nugget**
	Burn String in 6-6:59 minutes	**+2 Nuggets**
	Burn String in 5-5:59 minutes	**+3 Nuggets**
	Burn String in 4-4:59 minutes	**+4 Nuggets**
	Burn String in 3-3:59 minutes	**+5 Nuggets**
	Burn String in 2-2:59 minutes	**+6 Nuggets**
	Burn String in 1-1:59 minutes	**+7 Nuggets**
	Burn String in 39-59 seconds	**+8 Nuggets**
	Burn String in 19-58 seconds	**+9 Nuggets**
	Burn String in 0-18 seconds	**+10 Nuggets**

Up to 5 nuggets will be awarded for each team member who shows the Mayor their fire'm chit. It **will not** be the responsibility of the mayor to ask for a fire'm chit from any team member not involved directly in the lighting of the fire.

Venturing/Sea Scout Ship/Explorer Post Divisions are all encouraged to earn their fire'm chit.

7. Satan's Landing - Chasm Crossing — All Divisions

Location – COPE (COPE Course)

Task: Your patrol is proceeding down a trail in search of gold. You come across a bridge that has been washed out by a storm. The only things spanning the 100ft Chasm are 2 railroad planks laying side by side and 6 poles to use as rollers. Your problem is to get the entire patrol, along with your sledge and equipment, across safely without falling into the chasm. If a Scout falls or steps off the planks and their feet touch the ground, they are considered lost and cannot continue to help. If your sledge falls off, you must start again.

1.		Less than 1 Minute	20 Nuggets
2.		1 Minute to 1:59	18 Nuggets
3.		2 Minutes to 2:59	16 Nuggets
4.		3 Minutes to 3:59	14 Nuggets
5.		4 Minutes to 4:59	12 Nuggets
6.		5 Minutes to 5:59	10 Nuggets
7.		6 Minutes to 6:59	8 Nuggets
8.		7 Minutes to 7:59	6 Nuggets
9.		8 Minutes to 8:59	4 Nuggets

TOTAL NUGGETS YOU CAN EARN IS "20"

Sledges absolutely must use POLES to roll sledge across bridge.

8. Dead Horse - First Aid — All Divisions

Location – New Pavilion (in back of Museum)

Task: In this town, when you check-in with the Mayor, a scenario will be selected at random, and your team will be required to demonstrate treating a person with an injury.

****AOL/Scout Division****
Task: The questions & demonstration will come from the AOL and Boy Scout handbook and the Boy Scout field book.

****Senior/Venturer/Sea Scout/Explorer Division****
Task: For your Task at this station, you will need to know 1 handed bowline, splint and bandages, you will be given your scenario when you arrive at this station. Splints and rags will be provided for your use.

All: Think about what steps you should take, and also what sequence you should correctly follow.

You will be given 4 gold nuggets for each correct answer.
You will be given up to 20 gold nuggets if the sequences are correct.
Be ready for bonus questions, they will be worth 1 point each!

All these emergencies and first aid scenarios are written to make you think about treating various types of situations and injuries. <u>At the same time, not making things worse for the injured or for the AOL /Scout Troop/Venture Crew/Sea Scouts/Explorer itself.</u>

The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, or to avoid these types of problems in the future. The scenarios will be provided to the patrol leader at registration.

Total _____ for correct answers
Total _____ for correct sequence
Total _____ for Bonus questions
Total _____ points for first aid.

9. Fort Yukon – BB/Rifle — All Divisions
Location: Rifle Range *(Near Maintenance Shop)

9a. BB Competition – **AOL**
9b. 22 Rifle Competition –
****Scout/Senior/Venturing/Ships/Explorer Posts ****

Task: Your patrol has just entered a rifle competition for bragging rights in the Yukon Territory. Using a 22 caliber for ****Scout/Senior/ Venturing/Ships/Explorer Post Division**** (BB guns for **AOL**), each Scout will be given 5 shots at targets. Each target score will be added together and then divided by the number of shooters to arrive at an average score. AOL will use BB Guns. Your sledge will have a total of 2 ½ minutes to make all 5 shots.

THERE IS A ZERO TOLERANCE POLICY FOR HORSEPLAY OF ANY KIND ON THE RANGE. ANYONE CAUGHT WILL BE ASKED TO LEAVE THE RANGE.

If a person is asked to leave, their score will not count, and the total number of shooters will not change.

Scoring:

1.	Score 0- 09	10 Nuggets
2.	Score 10 - 19	12 Nuggets
3.	Score 20 - 29	14 Nuggets
4.	Score 30 -39	16 Nuggets
5.	Score 40 - 49	18 Nuggets
6.	Score 50 or higher	20 Nuggets

TOTAL NUGGETS YOU CAN EARN IS “20”

10. Sourdough - Knot Knowledge—All Divisions

Location – Dining Hall

AOL/Scout Division

Task: Using the ropes available on your sledge, every team member must demonstrate their knowledge of knots from handbook, each knot identified, tell what it is used for and tie it correctly for a maximum of 3 nuggets per knot.

Senior/Venturing/Sea Scout Ship/Explorer Post Division

All of these knots may be found on these internet sites…realknots.com and animatedknots.com--These sites will teach you how to tie the knots:

1. Figure eight knot
2. Double eight knot
3. Alpine butterfly knot
4. Zeppelin knot
5. Timber hitch
6. Sheet Bend
7. Bowline
8. The Carrick Bend/The Josephine Knot
9. True lovers' knot/Fisherman's knot
10. Blood knot

Sourdough - Knot Knowledge—All Divisions continued……..

Knot	Use	Tied Correctly	Total Points
Figure eight knot			2 Nuggets
Double eight knot			2 Nuggets
Alpine butterfly knot			2 Nuggets
Zeppelin knot			2 Nuggets
Timber hitch			2 Nuggets
Sheet Bend			2 Nuggets
Bow Line			2 Nuggets
The Carrick Bend/ The Josephine Knot			2 Nuggets
True lovers' knot/ Fisherman's knot			2 Nuggets
Blood knot			2 Nuggets

TOTAL NUGGETS YOU CAN EARN IS "20"

Bonus Nuggets can be earned if you complete the Knot Ladder

11, Chil Koot Pass – Compass Course — All Divisions

Location – Akela

Task: The compass course for both Scouts BSA and AOL Scouts will be passed out at Registration.

Troops/Crews/Ships/Post can earn (5) extra nuggets if they complete the AOL compass course correctly.

AOL:
This town will test the team's ability to locate the main trail that they were following. They were forced to leave the trail to escape the grizzly bear that was looking for a midwinter snack.

AOL teams can earn (5) extra nuggets if they complete the Scouts BSA Compass Course.

Preparation requirements are:

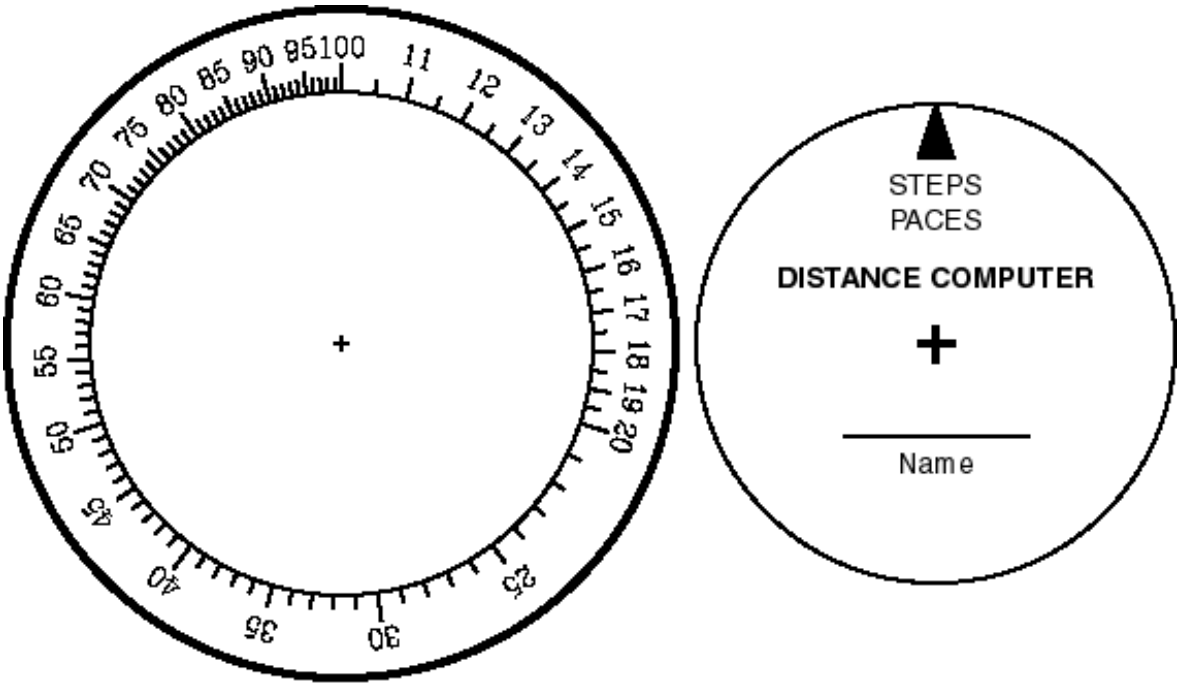
- Know your compass and how to find directions
- Know how to take accurate bearing readings using your compass
- Have the ability to box up to 20 points on a compass rose
- Know the difference between Azimuth and Direction

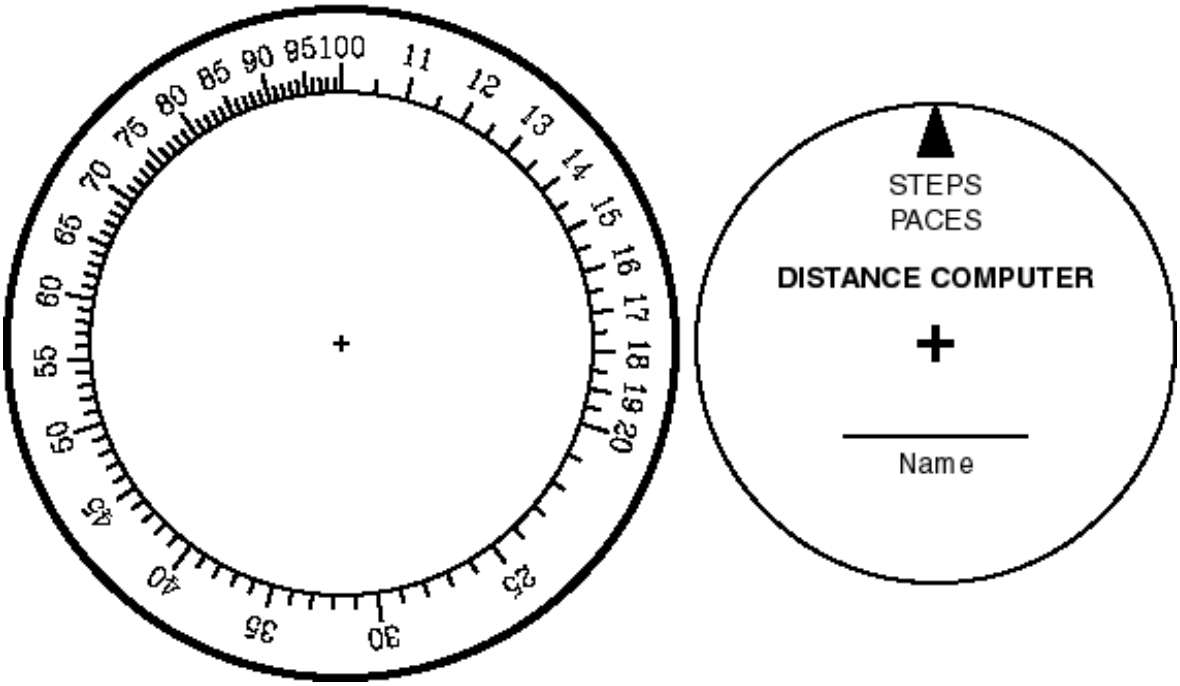
A chart will be provided the day of the Klondike
to assist you in labeling the directions.

30 minutes maximum time for this station

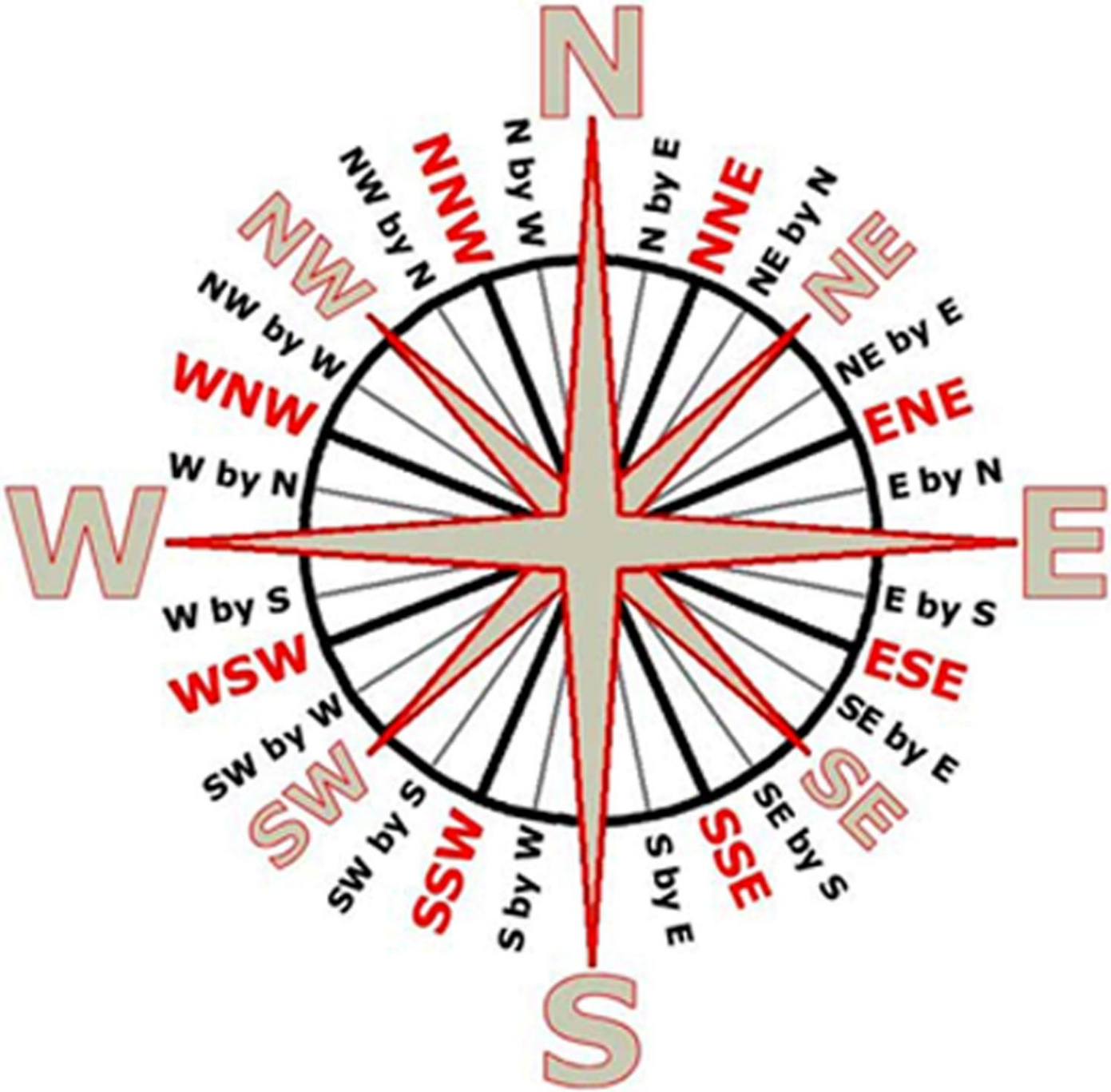
Distance Counter

Below is a drawing of a distance counter. Use this to count off your paces for the compass course/pace counter event. Directions on how to use the pace counter can be found at http://usScouts.org/Scoutcraft/dc/makedc.html.





Compass Rose



12. Call of the Wild – Nature Scavenger Hunt—All Divisions

Location – Throughout Camp (Klondike Area Only)

Task: Your patrol leader will be given a list of items. These items will be nature-related and readily available throughout the day. You should not need to extra time during the day to find these items. They will all be easily found either between towns or nearby while you are waiting to participate in a town. Scavenger Hunt starts after Check-in and may be handed in at Dining Hall any time after lunch. A maximum of 20 Gold Nuggets can be earned for this activity.

A Nature Scavenger Hunt list will be provided on the day of the Klondike Derby at registration.

By participating in the Scavenger Hunt, and the Norse Quest, the points awarded from these events can make a difference in the final scoring.

Klondike Derby
Check-In List

Please give this form to the Registrar at Welcome Center

Please Check One Box

AOL		**Venturing**	
Scouts		**Sea Scout/Ships**	
Senior		**Explorer Post**	

Patrol Name_____

Patrol Leader_____

Total # Scouts on Sledge_____

Troop Unit # and City/Town_____

Scoutmasters Email_____

	Items	Mayor Initial
a.	Patrol Leader arm band (Must have "PL" on it).	
b.	Nugget Pouch and Waterproof Map holder	
c.	Notebook or clipboard & method to keep score sheet dry & neat.	
d.	Rain Gear for each team member (must be a jacket or poncho).	
e.	One (6ft) length 1/4 diameter rope per each team member.	
EE.	Senior/Venturing/Sea Scout Ship/Explorer Post will need 8pc.of rope, 6ft. minimum	
f.	Hard hat, or bicycle helmet for each team member.	
g.	One Pace counter & One Compass for each team member.	
h.	Walking stick (Stave) for each team member.\	
HH.	Senior/Venturing/Ships/Post will need 8pc. of staves, minimum 6ft. long	
i.	One complete change of clothes for each team member.	
j.	(2) Unopened packaged hand warmers for each team member.	
k.	Patrol Flag	
l.	One Scout BSA /AOL/Venturing handbook per sledge.	
m.	Flint and steel.	
n.	First aid kit (must contain recommended equipment for Patrol, AOL /Scouts BSA/Venturing Crew/Sea Scout Ship/Explorer Post from Scouting hand book page)	
o.	One 20 x 20 tarp, the tarp can be larger.	
p.	Two warm blankets.	
q.	One pre-made rescue line	
r.	One (20ft) length of ¼ diameter rope	
s.	Roll of toilet pap	
t.	Trash bag for rubbish.	
u.	Dryer Lint (to use at Fire Dousing)	
v.	Fire gloves (Senior/Crew/Ship Division Only)	
	(Subtract 1 nugget for every item missing) ****Subtract 10 nuggets for First Aid kit missing**	
	Total Nuggets	

Updated 10-27-2026

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Klondike Derby Sledge Registration

Please have this form ready for registration at Dawson City (Welcome Center) the day of the event.

(Each sledge is to have their own Registration sheet)

Patrol Name_____

Patrol Leader_____ **Total # Scouts on Sledge**_____

Troop Unit # _____ **City/Town**_____

Service/District Area_____

Scoutmasters Email_____

Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
Average Age	

8 Scouts will be allowed on 1 Sledge, more than 8 need to be on 2 separate Sledges.
NO EXCEPTIONS

Some stations are set-up to hold 8 scouts, any overage may result in scout stepping aside for that station.

Please Check One Box

AOL	10-11 years of age (Boys and Girls)	
Scouts	11-17 years of age (Average Patrol Age 13.9 or Less)	
Senior	11-17 years of age (Average Patrol Age 14.0 or Greater)	
Venturing	14-21 years of age (Boys and Girls)	
Sea Scout Ships	14-21 years of age (Boys and Girls)	
Explorer Post	14-21 years of age (Boys and Girls)	

Please have this form ready for registration at Dawson City (Dining Hall) on the day of the event.

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Klondike Derby Sledge Registration

Please have this form ready for registration at Dawson City (Welcome Center) the day of the event.

(Each sledge is to have their own Registration sheet)

Patrol Name_____

Patrol Leader_____ **Total # Scouts on Sledge**_____

Troop Unit # _____ **City/Town**_____

Service/District Area_____

Scoutmasters Email_____

Scout Name	Age
1.	
2.	
3.	
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Please Check One Box

AOL	10-11 years of age (Boys and Girls)	
Scouts	11-17 years of age (Average Patrol Age 13.9 or Less)	
Senior	11-17 years of age (Average Patrol Age 14.0 or Greater)	
Venturing	14-21 years of age (Boys and Girls)	
Sea Scout Ships	14-21 years of age (Boys and Girls)	
Explorer Post	14-21 years of age (Boys and Girls)	

Please have this form ready for registration at Dawson City (Dining Hall) on the day of the event.

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Score Sheet

Please Check One Box

AOL		Venturing	
Scouts		Sea Scout Ships	
Senior		Explorer Post	

Patrol Name_____

Patrol Leader_____

Total # Scouts on Sledge_____

Troop Unit # _____ City/Town_____

Scoutmasters Email_____

Location	Station	Event	Time In	Time Out	Nuggets Scored	Initial
In Front of Welcome Center	Check-In	The Outfitters (Check-In)				
Welcome Center	Registration	Dawson City (Registration)				
Ketil	1	Cheechaku (Shelter Setup)				
Near Maintenance Shop	2	Crooked Creek (Milk Box Stacking)				
Fort Magee (right)	3	Rabbit Creek (Hatchet Throwing)				
Near Maintenance Shop	4	White Horse (Travois Building)				
Pavilion	5	Attu (Snowshoe Relay)				
Atli	6	Kodiak (Fire Dousing)				
Cope	7	Satan's Landing (Chasm Crossing)				
New Pavilion (behind Museum)	8	Dead Horse (First Aid)				
Rifle Range AOL Only	9a*	Fort Yuko (BB)				
Rifle Range Scout/Sen/Ven/Ship/ Expl Only	9b*	Fort Yukon (Rifle)				
Dining Hall	10	Sourdough (Knots)				
AOL Only Front of Dining Hall	11	AOL Compass Rose Direction Finding				
Scout/Sen/Ven/Sea/Exp Akela	11	Scout/Senior/Crew Ships/Explorer Post Compass Course/Compass Rose				
Call of the Wild- Camp 2 events	12	Scavenger Hunt/ Camp Norse History Game				
POINTS SUBTRACTED BY MAYOR FOR SWINGING A WALKING STICK		**1ST OFFENSE – CHECK MARK BOX 2ND OFFENSE – DEDUCT -25 POINTS**				
				TOTAL SCORE		

- **Station Layout Map Provided.**
- **Lunch will start at 12pm and end at 1:00pm**
- **Scavenger hunt starts after Check-in**
- **Scavenger may be handed in at Dining Hall any time after lunch.**

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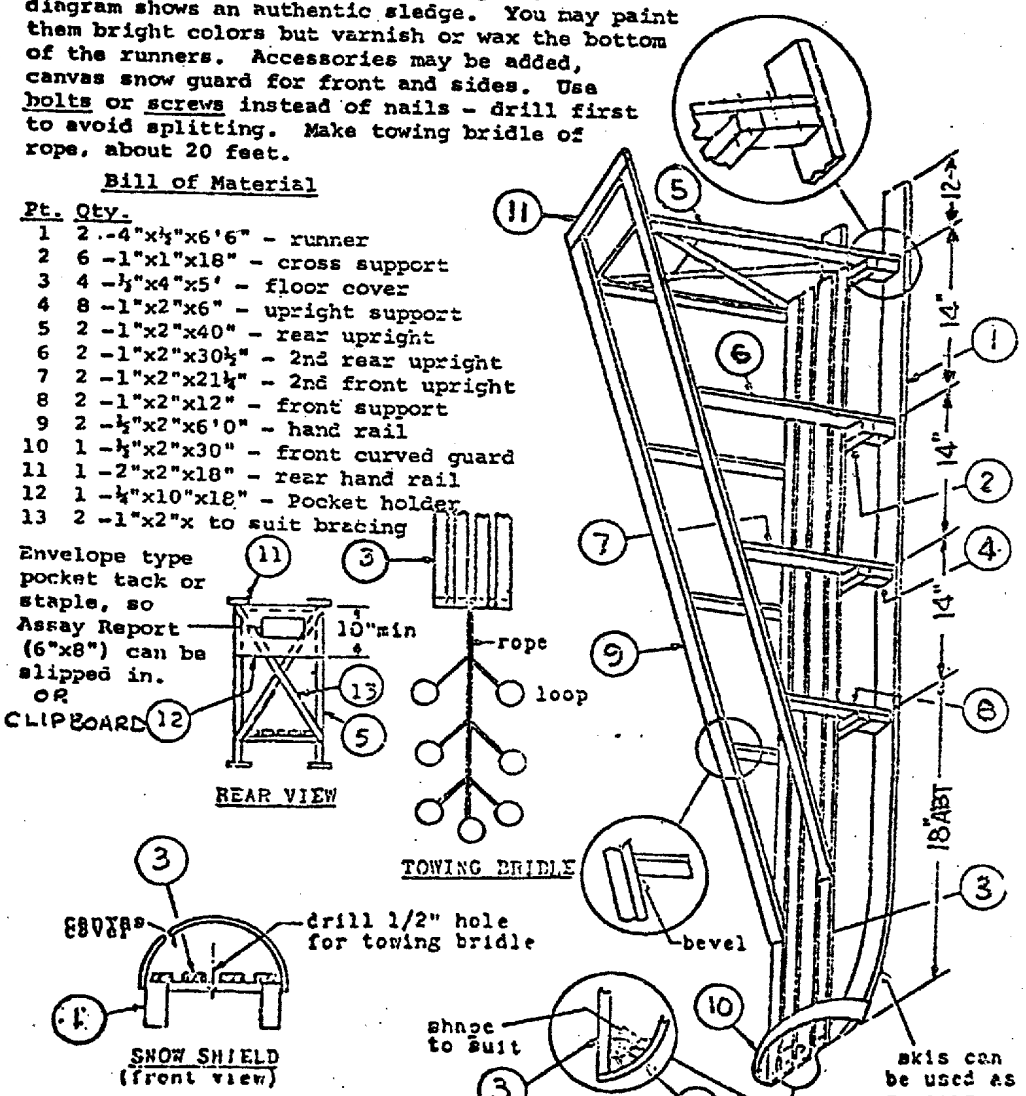
KLONDIKE SLEDGE

While your own design will be accepted, this diagram shows an authentic sledge. You may paint them bright colors but varnish or wax the bottom of the runners. Accessories may be added, canvas snow guard for front and sides. Use bolts or screws instead of nails - drill first to avoid splitting. Make towing bridle of rope, about 20 feet.

Bill of Material

Pt.	Qty.	
1	2	-4"x½"x6'6" - runner
2	6	-1"x1"x18" - cross support
3	4	-½"x4"x5' - floor cover
4	8	-1"x2"x6" - upright support
5	2	-1"x2"x40" - rear upright
6	2	-1"x2"x30½" - 2nd rear upright
7	2	-1"x2"x21¼" - 2nd front upright
8	2	-1"x2"x12" - front support
9	2	-½"x2"x6'0" - hand rail
10	1	-½"x2"x30" - front curved guard
11	1	-2"x2"x18" - rear hand rail
12	1	-¼"x10"x18" - Pocket holder
13	2	-1"x2"x to suit bracing



NOTE: SLEDGE MUST BE MADE OF WOOD WITH THE EXCEPTION OF SKIS AS RUNNERS.

SLEDGE MUST BE CONSTRUCTED BY THE BOYS WITH ADULT SUPERVISION

Length = not less than 6 feet
Height = not less than 3 feet

Width = not less than 18 inches
Weight = not less than 50 lbs.

Check in: at The Outfitters (In Front of Welcome Center)

Registration: at Dawson City (Welcome Center) – only PL allowed in.

1. Cheechaku – Shelter set-up — Ketil

2. Crooked Creek – Milk Crate Stacking — Near Maintenance Shop
Use Marked trail after Leif Cabin to travel to Milk Crate Stacking.

3. Rabbit Creek – Hatchet Throwing — To the right of Fort Magee

4. Whitehorse – Travois Building — Near Maintenance Shop
Use Marked trail after Leif Cabin to travel to Travois Building.

5. Attu – Snowshoe Relay — Pavilion

6. Kodiak – Fire Dousing — Atli

7. Satan's Landing – Chasm Crossing — COPE

8. Dead Horse - First Aid — New Pavilion (behind Museum)

9a. Fort Yukon – BB's Guns/AOL — Rifle Range
Use Marked trail after Leif Cabin to travel to Rifle Range.

9b. Fort Yukon – 22 Rifle Shooting/Scouts/Senior Venturing/Ships/Explorer Post — Rifle Range
Use Marked trail after Leif Cabin to travel to Rifle Range.

10. Sourdough – Knot Knowledge — Dining Hall

11. Compass Course **NOT RUNNING THIS YEAR** — Akela

12. Call of the Wild – Nature Scavenger Hunt — Throughout Camp

Scouts: Lunch will be at the station you are at, at 12:00pm.
Scouts are to bring Bagged Lunch, Water Bottle and Snacks for the day.

Mayors (and their staff) are to stop stations at Noon and proceed to Valley Ford for Lunch, which is provided for them. *Staff Lunch location Dining Hall*
Mayors to return to their station by 1pm

CAMP NORSE

NARRAGANSETT COUNCIL
112 PARTING WAYS ROAD
KINGSTON, MA 02364

KLONDIKE DERBY LEGEND

Valley Forge - Lunch
(Any station you are at during lunchtime)

Fort Yukon
BB/Rifle
(Rifle Range)

Crooked Creek
Milk Crate Stacking
(Near Maintenance Shop)
Use Marked trail after Leif Cabin

Whitehorse
Travois Building
(Along Marked Trail)

Chil Koot Pass
Compass Course
(Front of Dining Hall)
NOT RUNNING TODAY

Attu
Snowshoe Relay
(Pavilion)

Camp Norse History Game
(At the Museum)

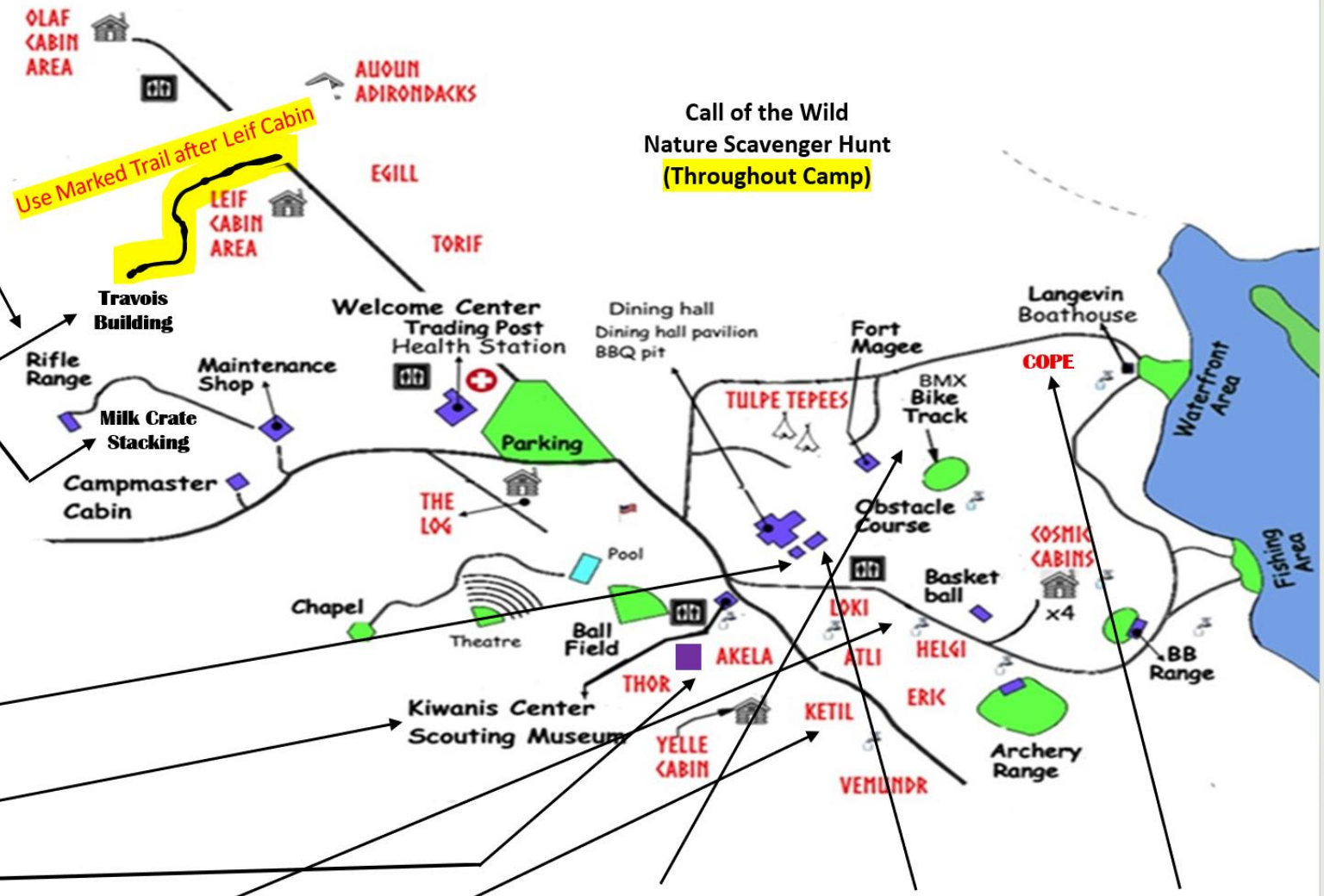
Dead Horse
First Aid – Akela
(New Pavillon near Museum)

Kodiak
Fire Dousing
Loki/Atli

Cheechaku
Shelter Set-up – Ketil

Rabbit Creek
Hatchet Throwing
(To the right of Fort Magee)

Sourdough
Knot Knowledge
(Mess Hall)

Satan's Landing
Chasm Crossing
(COPE)

Call of the Wild
Nature Scavenger Hunt
(Throughout Camp)