

2025 Klondike Derby

February 8, 2025

“Can you **COPE** this year”

**C**hallenging

**O**utdoor

**P**ersonal

**E**xperiences



**2025 Klondike Derby Rules, Instructions, and Information**

*(Patrol Leaders, Unit Leaders and station staff should read and know before the event.*

*Be aware that changes have been made since last year.)*

## The Klondike Derby is a test of Scout skills and of the patrol method. If your troop routinely practices traditional Scout skills and is “Scout-led,” you’ll find nothing unfamiliar with what is expected of you to score well. No matter your score, your participation in this event will help make you a better troop and will strengthen the bonds that make good patrols. Ideally, Scouts will learn their strengths and weaknesses and have a fun weekend. We are very proud of all our participants.

**LOCATION:**

Gorham Scout Ranch, 344 Cerro Pinon, Chimayo NM

Turn east on NM Hwy 503/ Nambe Rd from Hwy 285 towards Nambe for 9 miles.

Turn right at Co Rd 123/ Cerro Pinon Road for 4.5 miles (first right after the Overlook Campground at Santa Cruz Lake)

At 4.5 miles, you will see a large wooden sign for Gorham Scout Ranch – take the left fork.

**DO NOT DRIVE RIGHT,**that roadgoes to the cellphone tower and is a very dangerous road.

The camp is 1 mile from the fork!

**CAMPSITE INFORMATION:**

Road conditions will vary depending on the weather. We recommend that you plan on bringing only 4-wheel drive or all-wheel drive vehicles. No two-wheel drive vehicles will be allowed past the main parking lot. Additionally, depending on conditions, vehicles may not be allowed to travel to camp sites to unload. Be prepared to have your Scouts transport all equipment on their sled to the selected campsite. Please consolidate your gear into as few vehicles as possible in case vehicles can drive to campsites. Since campsites will be shared, please do not set up tents under shelters. Please park in a manner that you can pull out versus backing out of a spot.

**SAFETY:**

We’ll have a Camp Medic near the Dining Hall all day. There will also be free hot chocolate and coffee there to help warm any Scouts and adults. Be sure to recognize the signs of hypothermia and get the person to the Medic immediately, if needed. The Scout needs to take their buddy. Please report any injuries, no matter how minor, to event staff. Event and station staff are empowered to remove a Scout from competition for obvious safety reasons. If event staff observe any signs of hypothermia, injury, or any other safety issues, they will send the Scout, with a buddy, directly to headquarters. If that is not possible, they may keep them at the nearest station and first responders will be dispatched. See Summary of Rules and Regulations.

**CHECK IN PROCEDURE:**

Friday night check-in will be from 5pm until 9pm. Unit leaders and Patrol Leaders will need to bring their patrol rosters and Medical Forms A&B for ALL participants to the Dining Hall. Units will then receive their packets with campsite selection, schedule, maps, etc. for Saturday events.

Saturday morning check-in will be from 8am until 9am. Unit leaders and Patrol Leaders will need to bring their patrol rosters and Medical Forms A&B for ALL participants to the Dining Hall. Units will then receive their packets with campsite selection, schedule, maps, etc. for the day.

**CHECK OUT PROCEDURE:**

Saturday evening check-out will be after the Awards presentations. Units leaving after events or awards can pick up medical forms in the Dining Hall.

Sunday morning check-out will be from 8am until 10am. After the campsite inspection is completed and any deficiencies corrected, the unit leader may pick up medical forms in the Dining Hall.

**PATROL SIZE LIMITS:**

It is recommended that no fewer than 4 scouts and no more than 8 scouts be on the sled. Patrols smaller than 4 and larger than 8 may be combined to give each Scout ample opportunities to participate. AOLs are not counted

in patrol size.

**SCOUTS BSA:**

All patrols must follow current BSA National policies.

**Any units with special needs Scouts should notify Klondike staff in advance so appropriate accommodation can be provided.**

**AOLS**

AOLs are encouraged to attend with a troop. This is a great recruitment event and opportunity for troops to introduce AOLs to the Patrol Method. AOLs are allowed to attend Saturday but are not allowed to overnight camp.

**SATURDAY NIGHT:**

This is the “Freeze Out.” After the competition finishes, those troops camping on Saturday night will get a movie in the Dining Hall. They will then return to their campsites for the night. This night does not earn any points for the Klondike Derby. It is, however, a very good opportunity to practice and refine a unit’s cold weather camping skills with the added fun of a movie to entertain. **NOTE:** This option is only for patrols camping on Saturday night, it is not for Scouts planning to go home after the movie!

**ADULT INVOLVEMENT:**

This event is staffed by adult volunteers from units throughout the Council.Each participating unit is asked to contribute toward the effort in offering the best event possible. Many units have committed many hours of time and effort toward developing station challenges. We therefore expect that any adults attending, whether your unit has committed to running a station or not, will be prepared to help score at any stations that may be understaffed, or otherwise help event staff, as needed.

No adults (18+ years old) are allowed to discuss Klondike problems or coach patrols in any way**.** They are encouraged to offer moral support, promote enthusiasm, reflect, and take photos as desired. Any patrol found in violation of this rule may lose points for each occurrence, which means it can happen multiple times during the event. Exceptions to this rule are medical, emergency, or special needs grounds only. Event staff and station staff are empowered to make such deductions.

**SLED INSPECTION:**

Will take place after Opening Flag Ceremony Saturday. All Scouts at this event must be properly clothed for winter (cold/wet) weather. If, in the opinion of the inspector and event staff, a Scout is not properly clothed nor does he have the proper footwear (waterproof and/or insulated boots or overshoes required, no light or medium weight shoes, i.e., canvas or mesh material sneakers!), they will not be allowed to participate.Part of Scouting is learning to adjust to or deal with adverse weather conditions and this event will be held whatever weather conditions exist at the time. Do not put yourself or others at risk, **BE PREPARED**. See the Sled Inspection sheet in the appendix for details. See Appendix B.

**SLED DESIGN:**

The Klondike Derby sled must be home-made and of a design similar to a dog sled**.** All patrols must have a sled to compete. It should be approximately 6 feet long and should be able to hold all patrol equipment and lunch items listed on the sled inspection score sheet. Personal items should be carried by patrol members in their own day packs, which may be carried on the sled if there is room. There are resources for Klondike sled design on the web. **Toboggans, wagons, and other sleds not designed specifically for this event are prohibited**. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your patrol). See Appendix C.

**ON THE COURSE:**

Each mayor will have a handheld radio. A 5-minute notice prior to end time will be announced over the radio. The mayor will relay that you have 5 minutes left before you are to leave for your next town.

Opening Flag Ceremony is at 9am. Stations open at 9:30am and close for the day at 5pm. Any patrol that has entered a station before the ending signal will be given a reasonable amount of time to complete it without penalty.

## Maintain the buddy system at all times.

Once you’ve completed your last station, you should send a buddy pair directly to the Dining Hall to turn in your scorecard. Sleds that have completed the course may take the shortest way back to the parking lot or their troop campsite, while being careful not to impede any sleds still competing.

**2025 KLONDIKE STATIONS:**

The following eight stations are planned for 2025; this list may be changed based on suggestions from troops desiring to run stations. The final list of approved stations will be posted at least two weeks before the event.

* Don’t Flip Out
* Bad News at the Ohkay Corral
* It’s Not DQ – But we have a BLIZZARD at Bobcat Pass
* Sled Race
* Sled Inspection
* First Aid Station
* Down in the Gila
* Eagle Nest Lake Rescue
* It’s all a Balancing Act
* Scavenger Hunt (done throughout the day)

**STATION PROCEDURE:**

Patrols must ask permission to enter the station. (A patrol cheer would be most appropriate at this time!)

The patrol leader will approach the mayor and present their patrol name and scorecard. The mayor will then either explain the problem or assign station staff to do so.

The patrol leader may allow another Scout to lead the patrol through the station challenge. Empowering patrol members is a sign of good leadership. For example, if another patrol member is exceptionally skilled in first aid, he can allow this Scout to lead the challenge at the first aid station. The PL should notify the scorer that he’s doing this and enthusiastically support him throughout the challenge. This way, the scorer can still give good marks for leadership and teamwork.

Time begins when the scorer has finished explaining the problem to the patrol leader, or when the scorer designates. Patrols will have a maximum of 30 minutes to solve the problem.

The patrol leader should inform scorers when their patrol is finished with the problem. Scorers will confer briefly, as needed, between them and mark scores and any comments on the score sheets and the patrol scorecard.

## Scorers may offer a brief explanation of the scores but will not take too much time in the interest of keeping the patrol moving along and reducing back-ups in the station.

**It is the patrol leader’s responsibility that the correct scores are marked on their cards.**

**BE SURE TO GET YOUR SCORECARD BACK AFTER EACH STATION! Appendix G**

**FAILURE TO PRESENT SCORECARD AT ANY STATION WILL RESULT IN A 1-POINT DEDUCTION FROM STATION SCORE.**

**The Scout Handbook, Field book, or other such reference material may be used at some stations, but only with permission of mayor.**

**STATION SCORING:**

Patrols will be scored on their skill, their leadership, and their teamwork in completion of the station problems. Most stations will score your patrol based on a mix of how well you solve the station challenge, and how well you work together as a patrol. For example, a patrol who solves the problem correctly using one or two youth, while the rest are uninvolved, may receive a lower score than one who uses as many members as possible and may not necessarily solve the problem as well.

You may also be awarded nuggets per station for Scout spirit. Patrol cheers, cheerfully working together to solve the problem, helping fellow Scouts, etc. will all factor into your nugget score. Patrols should bring a pouch to collect nuggets. Nuggets will be used to break any ties in the scoring at the end of the competition. Time to complete the course will be the second tiebreaker.

**AWARDS:**

After the competition, we will recognize the top scoring sleds in each town, honorable mention in each town, and Scout spirit (most nuggets).

**LUNCH SCORING:**

## Lunch will be provided by Klondike Staff this year.

## HANDICAP SYSTEM:

Each patrol will be assigned a “handicap” based on their average rank, calculated with a numerical weighting system:

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | Points | Rank | Points |
| * Eagle: | 1 | * Second Class: | 5 |
| * Life: | 2 | * Tenderfoot: | 6 |
| * Star: | 3 | * Scout or below: | 7 |
| * First Class: | 4 |  |  |

A patrol’s handicap against overall score is assigned based on the following scale:

|  |  |  |  |
| --- | --- | --- | --- |
| Avg. Rank | Handicap | Avg. Rank | Handicap |
| * >6.5: | +20 points | * 3.6 – 4.5: | + 8 points |
| * 5.6 – 6.5: | +16 points | * 2.6 – 3.5: | + 4 points |
| * 4.6 – 5.5: | +12 points | * <2.5: | no handicap |

Example: a patrol of six scouts with two Life Scouts, two First Class Scouts, one Tenderfoot and one new cross-over would have the following average rank:

(2x2) + (2x4) + (1x6) + (1x7) = 25/6 = 4.2, so the patrol’s handicap is 8 points added to their overall score.

**SCORE CARD:**

You will receive a packet at check-in at the Dining Hall upon your arrival. This will include your starting station, event map, schedule of events, and table for you to fill in your patrol roster. It is your responsibility to fill in the roster before your first station. You should list only those members who are present. You may exclude any “no shows.” Anyone listed on this roster must be on the roster signed by the Scoutmaster and already submitted at check-in. Station staff may choose to verify your roster at their discretion. Failure to have the roster properly filled out may result in a 1-point deduction per station at the discretion of the station mayor! See Appendix D and Appendix E.

**TIPS FOR SUCCESS**

* **Keep track of time.**
* **Work as a team. Make sure that as many patrol members as possible are involved in the solution of the station problems.**
* **Don’t argue. Your patrol leader is in charge; suggestions should be welcomed, but in the end “A Scout Is Obedient.” Also, don’t argue with station staff – you may ask questions, but respect the decisions of the staff.**
* **When in doubt, ask questions.**
* **Keep your sled organized.**
* **Cheer a lot!**
* **Don’t get discouraged if things don’t go as well as planned. Keep your Scout spirit up!**
* **Don’t skimp on lunch! Take the time to eat a good, hot one. The rest of your day will go much better.**
* **Complete the course.**
* **BE PREPARED for anything.**
* **HAVE FUN AND GOOD LUCK!**

**2025 Great Southwest Klondike Derby Schedule of Events for the Weekend**

**(NOTE: *If there is snow on the camp roads, vehicles will not be driven to campsites!!*)**

# Friday:

**5:00 – 9:00 pm** Registration and check-in and campsite set-up. Please be sure that your unit leader comes to the Dining Hall upon arrival with completed rosters and any unpaid registrations. You will receive your Unit Leader/mayor’s packet, plus the patrol scorecards. Patrol Leaders will also need to fill in their rosters for sled inspections. Please take the time to review information during the evening.

**6:00 – 9:00 pm** Dinner andWinter Camping Campsite Inspections by request (contact HQ staff when ready) – Menu TBD

**9:00 pm** Cracker barrel in the Dining Hall - for Scoutmaster, SPL, and adult staff only

**10:00 pm** All vehicles must be back in the parking lot. (*Only applies in the event of no snow on roads; vehicles should not drive on roads if there is snow.*)

# Saturday:

**8:00 – 8:45 am Registration for those patrols not camping Friday night.**

## 8:15 – 8:45 am All mayors must send someone to HQ if they have not gotten their information.

**9:00 am Opening flag ceremony**

**9:15 am Sled Inspections**

**9:30 am Station 1**

**10:15 am Station 2**

**11:00 am Station 3**

**11:45 am Station 4**

**12:30 – 1:30 pm Lunch**

**1:45 pm Station 5**

**2:30 pm Station 6**

**3:15 pm Station 7**

**4:00 pm Station 8**

**5:00 pm Dinner in Campsite**

**6:30 pm Awards and Movie in Dining Hall**

**10:00 pm Lights Out**

**Sunday:**

**8:00 am – 10:00 am** Site inspection and check out for campers.

**Summary of Rules and Regulations**

*(For more details, refer to above “Rules, Instructions, and Information)*

1. Patrols should be single-gender patrols; and if possible, mixed ranks if combined patrols (no “stacking”). No more than eight (8\*) and no less than four (4) Scouts per patrol. Each Patrol must submit a final roster of patrol members at check-in. Rosters must be signed by the Scoutmaster. No substitutions or add-ons after the start of the event.
2. No adults (18+ years old) are allowed to discuss Klondike problems with or coach patrols in any way.
3. All Scouts at this event must be properly clothed for winter (cold/wet) weather. Appendix F
4. **Please back into the parking spot or pull through with a trailer so that in the event of an emergency evacuation, vehicles are headed in a safe forward manner to leave. Please do not pull into a spot where you will have to back out.**
5. **National policy prohibits smoking in front of youth members, the use of alcohol, illegal drugs or related substances at encampments or activities. (Guide to Safe Scouting)** Gorham is a non-smoking facility, leaders are **ONLY** permitted to smoke in their vehicles located in the parking area.
6. Language and conduct of **All Participants and Guests** will at all times be in accordance with the **Scout Oath and Law.**
7. Sleds will be used no matter what the ground cover, whether it is bare, snow, or ice. Should there be inadequate snow, wheels are recommended on the sled (to be determined by your patrol).
8. All equipment needed for the competition must fit on the sled! Personal gear may be carried in a day pack, and daypacks may be added to the sled, space permitting.
9. Radios, cell phones and/or other electronic equipment or devices shall not be used for sharing information between and amongst unit sled crews and adult leadership during the competition. All electronic devices will be turned off while at any of the stations including in the Dining Hall. **Adults:** If you must answer your phone, be courteous and ask to be excused from the station area, and then return when your conversation is over.
10. **ONLY EVENT STAFF, STATION PERSONNEL AND RED CROSS PERSONNEL ARE PERMITTED THE USE OF RADIOS FOR LOGISTICAL SUPPORT, SCOREKEEPING AND EMERGENCY CALLS.**
11. **FIRST AID: ALL INJURIES,** no matter how minor, are to be reported to first aid personnel at the First Aid Station (at the Dining Hall) where they will be properly treated and logged in to the Gorham First Aid Book. **Hot chocolate and coffee will be provided for free at the Dining Hall to anyone that may need it.**

## APPENDIX A

**2025 GREAT SOUTHWEST KLONDIKE DERBY WINTER CAMPING STATION SCORE (20 POINTS MAX.)**



**SLED # TROOP # PATROL NAME:**

Patrols being scored for Winter Camping must have a minimum of 4 Scouts to be judged. They must have at least 75% of their patrol present for maximum possible score. Any patrols with fewer than 75% will be assessed a 5-point deduction. (New Scouts, designated as “NS” on the roster, do not count toward the percentages.) The score from this station will replace the patrol’s lowest **non-zero** station score during the competition. **Patrols must make a good-faith effort at all other stations; this score is *not* to be used to skip a station you might feel unprepared for**.

|  |  |  |
| --- | --- | --- |
| **APPLIES TO:** | **REQUIREMENT:** | **1 POINT EA.** |
| CAMPSITE BY PATROL | DINING FLY OR SHELTER FOR EACH PATROL  PROPERLY SET UP (*Patrols may share shelters, space permitting*) |  |
| AREA LANTERN GOING AND/OR FIRE LIT |  |
| WARM DRINKS AVAILABLE |  |
| SNACKS AVAILABLE |  |
| **ALL** SCOUTS IN PATROL | WINTER PARKA OR COAT THAT IS WARM AND WILL REPEL SNOW OR RAIN |  |
| ***(If any Scouts in patrol are missing an item, no score for that item.)*** | WARM WINTER HAT (NO BASEBALL CAPS) |  |
| FLASHLIGHT OR HEADLIGHT PER SCOUT |  |
| MITTENS OR GLOVES |  |
| WARM WINTER BOOTS |  |
| WATER BOTTLE (*Patrol Leader should explain to*  *patrol how to prevent bottles from freezing*) |  |
| DRY CLOTHES FOR SLEEPING |  |
| EXTRA LAYERS AVAILABLE |  |
| EXTRA SOCKS AVAILABLE |  |
| PROPERLY SET UP (TIGHT, SNOW PACKED UNDER TENT, DEADMAN ANCHORS, NOT IN GULLY) |  |
| ORIENTATION (ENTRANCE SOUTH-FACING OR  OPPOSITE PREVAILING WIND, OR WIND BLOCK ESTABLISHED) |  |
| PLASTIC OUTER GROUND BARRIER |  |
| ALL TENTS IN PATROL | MEANING OF **C.O.L.D.** (**C**LEAN,  **O**VERHEATING, **L**OOSE LAYERS, **D**RY) |  |
|  |  |
|  |  |
| PATROL QUESTION (3 pts) |  |  |

**TOTAL FROM ABOVE: (Deduct 5 points if less than 75% present and check here  )**

## TOTAL SCORE: (Max. 20 points) NUGGETS: (Max. 5)

**APPENDIX B**

**2025 GREAT SOUTHWEST KLONDIKE DERBY**

**SLED INSPECTION SHEET**

**(25 POINTS MAXIMUM) MUST HAVE GEAR IN SLED!**

**SLED # TROOP # PATROL NAME:**

STARTING STATION ON SCORE CARD:

***Sled Inspectors: Keep this sheet and turn in completed to event staff. Be sure to mark the score on the patrol scorecard before giving scorecard to the patrol leader.***

**Scout Dress and Equipment - (Seven (7) points)**

* **One (1) point for each item if ALL Scouts have the item.**
* **One (1) point deduction for any item missing from any Scout or for each Scout wearing cotton. *(For example, if seven Scouts have their pocketknife and one does not, then no points are awarded for that item and the maximum number of points the Patrol can now earn is six points in this category.)***

|  |  |  |
| --- | --- | --- |
| Layered Clothing | Warm Jacket & Warm Hat (no baseball caps) | Winter Boots - Waterproof |
| Gloves or Mittens | Blindfold or Scout Scarf | Pocketknife |
|  | Water Bottle |  |

**Patrol Equipment – 18 points, deduct 1 point for each item missing.**

|  |  |  |
| --- | --- | --- |
| Notebook & Pencil | 2 Trash bags | 2 Compasses |
| 1 Patrol Flag | 1 Axe or hatchet with sheath | 1 Shovel |
| 1 Bow Saw with guard | Fire Material & heat source (no lighters) | 1 Metal Plate for fire |
| 50' of 1/4" (or larger diameter) rope, properly whipped or fused. | 1 8’x10’ or larger tarp | 1 Patrol First Aid kit |
| 8 six-foot or longer staves or poles | 8 ten-foot 1/4" (or larger) lashing ropes, properly whipped or fused (*any type of rope allowed*) | 2 large blankets |
| Stove and pots/pans to cook lunch | Pouch or other container to collect nuggets. | 3 Gallons of water - min |

**25 possible points - Deductions = TOTAL SCORE**

**SCORERS INITIALS**

# APPENDIX C

# One Suggested Klondike Derby Sled

## Approximate Dimensions: HEIGHT = 40 inches, LENGTH = 6 feet, WIDTH = 18 inches. Paint

your sled bright colors -- varnish the bottom of the runners -- then wax before use! You can add a canvas snow curtain to keep equipment dry. Lace the sides with nylon rope to keep equipment from falling off the sled. Use screws instead of nails and pre-drill pilot holes to prevent splitting. Use glue in addition to screws. An old set of downhill skis or plc. pipe works well as runners. Make your sled strong, but light! Mount a pole on your sled to fly your patrol flag! Use hardwoods such as maple, oak or ash to make your sled. Pine is too soft!

## Be Creative!!

**Bill of Materials**

* 2 pcs. 4" x 1/2" x 6'6" - for Runners (use skis!!)
  + 6 pcs. 1" x 1" x 18" - Cross Supports
  + 8 pcs. 1" x 2" x 6" - Upright Supports
  + 4 pcs. 1/2" x 4" x 5' - Floor Cover
  + 2 pcs. 1" x 2" x 12" - Front Upright
  + 2 pcs. 1" x 2" x 26" - 2nd Upright
  + 2 pcs. 1" x 2" x 38" - 3rd Upright
  + 2 pcs. 1" x 2" x 40" - Rear Upright
  + 2 pcs. 1/2" x 2" x 6' - Hand Rail, sand smooth!
  + 1 pc. 1/2" x 2" x 30" - Front Curved Snow/Ankle Guard
  + 1 pc. 2" x 2" x 18" - Tow Bar
  + Rope for Towing Bridle - 1/2" diameter minimum
  + Wood Screws
  + Wood Glue
  + Diagram

    Description automatically generatedPaint & Varnish

**APPENDIX D**

**PATROL SCORE SHEET**

**TROOP #\_\_\_\_\_\_\_\_\_**

**PATROL NAME\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Sled Inspection Score\_\_\_\_\_\_\_\_\_\_**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Station Name** | **Patrol Score** | **Scout Spirit**  **Gold Nuggets** | **Bonus Question**  **10 Points Max.** | **Mayor Initials** |
| **1 -** |  |  |  |  |
| **2 –** |  |  |  |  |
| **3 –** |  |  |  |  |
| **4 –** |  |  |  |  |
| **5 –** |  |  |  |  |
| **6 –** |  |  |  |  |
| **7 –** |  |  |  |  |
| **8 –** |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**APPENDIX E**

**Klondike Patrol Roster**

**Patrol Registration Number: \_\_\_\_\_\_\_\_\_\_**

**To be completed by Registration Staff**

**Please Print Neatly**

**Troop Number\_\_\_\_\_\_\_\_\_\_Town\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Patrol Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**There shall be a minimum of (4) and maximum of (8) members per patrol.**

**Each patrol shall consist of a blend of Ranks from Scout to Eagle.**

**\*\*\* NO SENIOR PATROLS \*\*\***

1. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
2. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
3. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
4. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
5. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
6. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
7. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
8. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
9. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
10. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
11. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**
12. **Scout Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Rank\_\_\_\_\_\_ Age\_\_\_\_\_\_\_**

**Patrol Leaders Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Scoutmasters Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Scoutmasters Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Patrol Average Rank:\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Patrol Handicap:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**APPENDIX F**

# Laws of Layering

## First rule of fabrics

A layering system is key. But effective layering isn't just a matter of piling one item of clothing over another. What you put on where is important, too.

The new fabrics — as well as new and improved old favorites — give you dozens of choices. Take time to experiment: Everyone's body retains heat and produces sweat a little differently. It may take some fine-tuning to come up with the perfect system.

## Under layers

Your base layer is the starting point for moisture and temperature management.

These garments come in several different weights, ranging from lightweight to expedition-weight. Don't overdo it: Even if you plan to hike in subfreezing temperatures, expedition-weight under layers will make you overheat, unless you're headed for places with names like Denali or Everest.

Polypropylene is a common base layer fabric because it wicks sweat away from your body and helps keep you warm. It's inexpensive but has two major drawbacks: It retains body odor in a big way, and it can't be washed in hot water or put in a clothes dryer because it will melt.

*Polartec*, a versatile fabric used in everything from base layers to insulation and weather protection, is a big step up: It doesn't retain as many odors, and it often has a brushed, comfortable inner surface. Many manufacturers also offer proprietary blends. All have good moisture transfer properties and don't retain odors.

For those who love wool, *SmartWool* is both a base layer and a shirt for aerobic activities. Unlike synthetics, *SmartWool* fibers capture perspiration in the vapor state, which minimizes odors. The wool itself is soft New Zealand merino wool that is virtually itch-less. And it can be safely put in clothes dryers (unlike older wool clothing).

Another entry into the base layer field is the concept of a base layer that sandwiches three layers into one: a durable outer layer, a wind blocking mid-layer, and an inner wicking layer.

## Insulating layers

When it comes to insulation, most hikers have at least one synthetic pile or fleece article of clothing.

Fleece pullovers, vests, zip-up jackets, and pants are available in a variety of weights, usually between 100 and 300. The higher the number, the heavier — and warmer — the jacket.

The lightest is 100-weight, useful in pullovers and middle layers as vests, or as an outer layer in warm temperatures. A good all-around choice is 200-weight fleece, because it can be used as

either a heavier pullover or a jacket. A 300-weight fleece jacket is so warm that you would use it more often in camp or during rest breaks than while working up a sweat on the trail.

*Microfleece* jackets have a tighter weave and block wind better, and pile has a rougher texture and tends to be warmer and bulkier.

Some manufacturers have added other features to their fabrics, like stretchy, form-fitting microfiber or water-repellent treatments. For example, a new 300-weight fleece that features a durable, water-repellent finish, making it useful as an outer layer in light rain conditions. Two-way pit zippers allow excess heat to escape.

And don't forget about your legs: While most hikers don't hike in fleece during the day, fleece pants can be cozy on cold evenings. You'll also use fleece for hats, mittens — and even socks for camp wear.

## Insulating fills

Another way to stay warm is with a jacket filled with down or some other insulating fill. Following the layering principle, you don't want one of those heavy-duty jackets that could practically double as a sleeping bag. Instead, have a lightweight jacket that can be part of a layering system.

While down is highly compressible and extremely warm, it does not insulate when wet. Down works better in snow, that can be brushed off. If you're unsure of whether to expect rain or snow, you might opt for synthetic fill instead.

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**APPENDIX G**

**KLONDIKE STATION SCORE SHEET**

**TROOP #\_\_\_\_\_\_\_\_\_\_\_\_\_**

**STATION NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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| --- | --- | --- | --- | --- | --- |
| **Patrol Name** | **Troop**  **#** | **Patrol Score** | **Scout Spirit**  **Gold Nuggets** | **Bonus Question**  **Worth 10 Pts.** | **Mayor Initials** |
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