



BOY SCOUTS OF AMERICA®
BLACK HILLS AREA COUNCIL

February 2nd - 3rd, 2024
Medicine Mountain Scout Ranch
24201 Bobcat Road
Custer, South Dakota 57730

KLONDIKE

Event Information

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This packet contains information on your unit's registration to attend the 2023 Klondike. To secure your spot, each unit must complete an online registration and pay all necessary fees before registration closes. **No registrations will be taken at the event.**

KLONDIKE

All registrations will be accomplished using the Black Hills Area Council's Registration System through the URL:

<https://scoutingevent.com/695-Klondike2023>

Key Dates & Event Pricing:

January 29th, 2024	Registration Closes
Scouts, BSA & WEBELOS	\$25
Adult Leaders (Not Serving As Event Help)	\$15
Event Help (Unit must let Council know for Special Pricing)	

Important Klondike Information

Klondike Derby

What is a Klondike Derby?

A Klondike Derby is a one-day competitive event which uses sledges (sleds) 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 main purpose of the derby is to have a grand outdoor winter adventure full of fun and surprises. It is a way a way for Scouts to test their basic camping and survival skills.

ONLY IN THE CASE OF EXTREME WEATHER WILL THE DERBY BE POSTPONED OR CANCELLED.

What is an Expedition Team?

Each WEBELOS Den / Scouts BSA Troop / Venturing Crew / Sea Scout Ship / 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. Maximum team size is 8 Scouts.

THE COMPETITION PART OF THIS EVENT IS FOR SCOUTS ONLY.

Any Unit that would like to participate but does not have enough youth to complete the minimum allowed on a team to run will be sent to DAWSON CITY (Health Lodge) and will be combined with other Scouts to form team.

Scouts should not bring cell phones or other electronic devices to the Klondike Derby.

What do you need to know about the "Towns"?

Each expedition will visit several "Towns". Each of the towns will have a Mayor and a minimum of 2 judges. The expedition team will have a task to complete and will be scored on proper technique, teamwork & Scout spirit.

- The Mayor's word on all matters is final.
- The Patrol Leader for each team is the only member of the team that may communicate with the Mayor or Judges of the town.
- Adults can not assist the team / sledges and are not allowed in the towns. The Mayor will deduct (25) Nuggets as a penalty if an adult is seen interfering / assisting the sledge team.

EACH SCOUT MUST HAVE A BACKPACK

1. A Bagged Lunch, Water Bottle & Snacks for the day
2. A stocking hat or hat with ear protection. (Baseball cap style hats will be allowed if the temperature is above freezing)
3. Gloves or mittens with hand warmers
4. Proper footwear for conditions. Absolutely no sneakers allowed during the day's activities.
5. Complete change of clothes
6. Rain Gear (must be a jacket or poncho)
7. Totin-Chit, Firem'n Chit*
(Venturing Crews / Sea Scout Ships / Explorer Post Divisions are encouraged to earn their Fire'm Chit)

* WEBELOS Exception for stations where these are required. Those teams will complete an activity that does not require these items.

INSPECTION & CHECK-IN PROCEDURES

Each expedition team will begin with a sledge inspection and check-in at The Outfitters (the Bike Barn) beginning at 6:45AM until 8:30AM

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

IF THE INSPECTION JUDGES FEEL A SCOUT IS NOT DRESSED PROPERLY FOR THE CONDITIONS THE SCOUT WILL NOT BE ALLOWED TO COMPETE. IN THIS CASE IF A TEAM DROPS BELOW THE MINIMUM AMOUNT OF MEMBERS TO MAKE A COMPLETE TEAM THE REMAINING TEAM MEMBERS WILL BE SENT TO DAWSON CITY (The Health Lodge) TO BE COMBINED WITH OTHER SCOUTS TO MAKE A COMPLETE TEAM.

CHECK-IN & REGISTRATION

The Outfitters (the Bike Barn)

- Patrols will start at "the Outfitters" for the sledge check-in, then proceed to Dawson City (Health Lodge) for registration.
- Only the Patrol Leader is allowed to enter and register their patrol.
- Each Patrol Leader / Sledge Leader will be issued a score sheet with their division listed and any last minute instructions, an official map, scavenger hunt paper and bag, If your team makes no effort to do the scavenger hunt, you will be given a zero for those events. By participating in the Scavenger Hunt those points can make a difference in the final scoring.
- After check-in, each patrol will proceed to "the Outfitters" (Road in front of the Bike Barn) for their assigned starting time. After 8am, the Klondike Event Starter will send off 10 teams into the vast tundra in search of Klondike Gold. A current map will be issued at registration. **NO TEAMS WILL START THE RACE BEFORE 8AM.**
- There will be **CLAIM ROBBERS** in the midst of the Klondike Sledges asking participants questions throughout the event. Correct answers receive **GOLD**, incorrect answers will lose **GOLD**.

EVENT SCORING / CHECK-IN

Upon the completion of the last town of the day for your team, the patrol leader and a buddy must report back to DAWSON STATION (the Health Lodge) with their score sheet & nugget pouch. All scores will be tabulated, checked and recorded.

Only the Patrol Leader / Sledge Leader will be allowed in the scoring area with their Scout Master. Once the Patrol Leader submits the score sheet he/she can return to the camping area with his/her buddy.

EQUIPMENT SUGGESTED TO BE CARRIED ON THE SLEDGE FOR EACH TEAM

1. Notebook or clipboard and a method to keep the score sheet dry, clean & neat.
 2. Rain Gear (each member should have this in their personal back pack)
 3. One 6 foot length of 1/4 inch diameter rope for each team member
 4. Walking Stick (Stave) for each team member. Stave needs to be 6 foot long
 5. One complete change of clothes for each team member (each member should have this in their personal back pack)
 6. Two unopened packaged hand warmers for each team member
 7. Patrol Flag
 8. One Scout BSA / WEBELOS / Venturing Handbook per sledge. The one appropriate for your teams level in Scouting.
 9. Frying Pan
 10. First Aid Kit (must contain equipment recommended from the Handbook the team has on the sled)
 11. One 20 x 20 tarp, the tarp can be larger
 12. Two warm blankets
 13. One pre-made rescue line
 14. One 20 foot length of 1/4 diameter rope
 15. Roll of toilet paper
 16. Trash bag for rubbish
 17. Dryer Lint (will use at Fire Dousing)
 18. Fire Gloves
 19. Bike Helmets / Hard Hats one for each member
- Sledge must display your patrol flag. Patrol flag with Troop Number will receive an extra nugget.**

KLONDIKE

EACH UNIT PARTICIPATING WILL PROVIDE A MINIMUM OF TWO ADULT LEADERS TO HELP MAN THE TOWNS IN ORDER TO HAVE A SUCCESSFUL DAY. LUNCH WILL BE PROVIDED FOR THESE ADULTS / LEADERS ONLY.

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 Klondike events.

1. All walking sticks are for walking and to be used as tools when and where needed. They may be stored on sledges until they are needed, or a Scout may use them to assist in walking the course throughout the day. Teams or Scouts caught swinging sticks will lose 25 Nuggets and a warning will be issued. In the event a second warning is issued the team will be dismissed from the event.
2. Each Sledge Team is required to have a minimum of two adults serve on the Klondike staff in some capacity (Mayor, Scorer, Judge). Your unit may supply more than 2.
3. Each Patrol / Team must have between four and eight members to compete. Smaller groups will be combined and larger groups will be split up.
4. Each Scout / Team member must be dressed appropriately for the day's weather conditions
5. Each team / unit must submit a roster for each team signed in by the Patrol Leader / Sledge Leader at the time of Check-In
6. NO TEAM will be allowed to begin before 8am or after 12pm. After Check-In at Dawson City (Health Lodge) sledges will gather at the Outfitters (Bike Barn). The Klondike Governor will announce when to start!
7. Adults are not allowed to physically help, aid verbally, or assist in any way with the team / sledge during the day's events. . . Including Lunch!
8. Any injured / ill Scout or Scouter must present themselves to the Health Lodge where they will be instructed to see the closest medical staff.
9. If a Scout is dismissed because of behavior or lack of proper clothing they will not get a refund.

SPECIAL NOTES, REMINDERS & CHANGES PER THE CAMP RANGER

- Only above ground fires will be allowed. All fires in towns with out 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 completely BEFORE leaving.***
- Dispose of ashes in appropriate containers
- Return all fire barrels to the location where the barrels were taken from.
- Some picnic tables will be available. If you move a table, please return it back to the original location when done.
- All vehicles not attached to a troop trailer must be returned to the parking lot by 9:00PM.
- Troop Trailer and the attached vehicle must be parked in the Camp Site / Area. **DO NOT PARK VEHICLES & TRAILERS ON PATHS OR ALONG THE EDGES OF ROADS IN CAMP.**

KLONDIKE SLEDGE REGULATIONS

Length = not less than 6 feet

Height = not less than 3 feet

Width = not less than 18 inches

Weight = not less than 50 lbs

- Absolutely **NO WHEELS & NO DONKEYS**
- Sledge can only be pushed and dragged around by ski's

On the event registration page there is a Sledge Plan with materials list and diagram if your unit does not currently have a Sledge.

BANKS WITH BONUS CHALLENGES

New this year to Klondike are three banking locations. These locations are not part of your route and are not required. These locations are bonus challenge locations. However the challenge will not be revealed until you arrive are the bank. If you successfully complete the challenge your reward will be a gold nugget payout. If you fail the challenge the only penalty is the time spent on the challenge. The challenge at each bank may only be attempted once.

SCHEDULE OF EVENTS

FRIDAY (Optional Camping Night)

- Arrive at camp. Check-in at the Health Lodge to receive your event packet between 6pm - 9pm.
- Set-up your unit's camping area

SATURDAY

6:30 - 7:30am - Optional OA Pancake Breakfast

8 - 8:30am - Sledge Registration at Dawson City (Ranch House / Health Lodge)

- Unit Rosters collected at event check-in

- Sledge Rosters turn in at Sledge Registration

9:00am - Sledges wait to start at the Outfitters (the Bike Barn)

9am- 12:00pm - Klondike Underway

12:00 - 1:00pm - Scouts: Lunch on their own. SCOUTS ARE TO BRING THEIR OWN BAGGED LUNCH, WATER BOTTLE & SNACKS FOR THE DAY.

Mayors: Stations are to stop at Noon. Then Mayors and their volunteers will then proceed to Townley Training Center for the provided Lunch for them.

*Mayors & staff return to the town at 12:55pm

1:00- 4:00pm - Klondike Underway

4:00pm - Score sheets must all be turned in to Dawson City (Health Lodge) for final scoring.

4:00- 5:30pm - Units prepare items for the Potluck Dinner.

5:30pm - Klondike Awards Announced at Townley Training Center

- Units should bring their Potluck Dinner Items to the Townley Training Center by 5:30pm so that dinner can start as soon as awards presentation concludes.

6- 7:00pm - Potluck Dinner & Clean-up

- Units not participating in the Potluck Dinner may leave camp after awards are presented.

7:00 - 9:00pm - Units return to camp site

SUNDAY

8am- 9am - Breakfast in Camping area & Camp Break down

9:15am- 9:45am - Interfaith Service

10am- 11:00am- Finish Event Clean-up & Depart Camp for home.

OA Pancake Breakfast

This optional Pancake Breakfast costs an additional \$10 per person but saves your unit from having to prepare a warm meal on Saturday morning! Breakfast will begin at 6:30AM!

Potluck Dinner

Units should bring one side and one main dish to feed their members and then one side or one dessert / Dutch Oven item to share with others. Units are encouraged to participate and experiment. Plates and dinnerware will be provided. Scouts should be prepared to have a skit or song ready for campfire which will be at the open shelter by the training center or ring depending on the weather

Attendance

All youth and adults registered with the Boy Scouts of America are permitted to attend this event. **Every unit must have two-deep adult leadership and abide by the policies established in the Guide to Safe Scouting.**

Klondike Derby Fee

The Klondike Derby fee is \$25.00 for youth, \$15.00 for adults and \$5 for event staff. The fee includes 2 nights of camping, Saturday lunch (Mayors & Event Staff Only), program and support materials, registration materials, insurance, and recognition items during the weekend event. The fee is payable in the following manner:

To secure youth and adult spots, each unit must complete an online registration. Fees can be paid by credit card or debit card online. Alternatively, fees may be paid for with check or cash at the Scout Service Center. **No individual registrations will be accepted.** All registrations must be processed through the council online registration system at:

<https://scoutingevent.com/695-Klondike2024>

KLONDIKE DERBY TOWNS & THE CHALLENGES

1. CHEECHAKU

- **Shelter Set-up** - All Divisions

The Challenge: There's a major storm coming that is going to last a day or two. Utilizing only the equipment on your sledge, build a sturdy shelter to keep your entire team safe until the storm passes.

- Shelter must fit your entire team, Sledge and all extra gear.

2. CROOKED CREEK

- **Milk Box Stacking** - All Divisions

The Challenge: Try your hand at staking the village milk crates, the higher you stack = the more gold for your team. Scouts may only use one hand and all Scouts on the team may participate. This event is timed; the team will have 5 minutes to complete the task. If the stack falls the team may try again.

Please note that the tallest stack will be the only one that is scored.

- Scouts may each only use one hand
- No ropes are allowed in the stacking of the crates
- No standing on crates
- All Scouts must have both feet on the ground
- All participants must wear a hard hat or bike helmet during this event.

Ask all questions before starting the event.

Once the timer is started the Mayor will not answer questions.

3. WHITE HORSE

- **Travois Building** - All Divisions

The Challenge: Your patrol / team leader becomes delirious with fever. The remaining team members must transport him/her to the nearest Doctor. The team is required to use their walking sticks, tarps, blankets and 6 foot lengths of rope from the sledge will need to assemble a travois. Then, using the travois, the team must transport the patrol / team leader 50 yards (150 feet) without dropping him/her.

4. ATTU

- **Snow Shoe Relay** - All Divisions

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

- Proper Knots must be used to tie the snow shoes together. Shoes come in pairs.
- Snow Shoes must fit all members of the team
- Team must be able to move while on the Snow Shoes
- All knots must be untied completely on each snow shoe before time is called.
- Minimum of 4 Scouts on the Snow Shoes

5. KENAI LANDING

- **Chasm Crossing** - All Divisions

The Challenge: Your team is proceeding down the trail in the 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 plus 6 poles to use as rollers. Your challenge is to get the entire patrol, along with your sledge and equipment, across the chasm. If a Scout falls or steps off the planks and either of their feet touch the ground, the Scout is considered lost and can no longer continue to help. If your Sledge falls off, the entire team is lost and must start again from the beginning.

6. DEAD HORSE

- **First Aid** - All Divisions

The Challenge: In this town when you check-in with the mayor a scenario will be selected at random. The team will then be required to demonstrate treating a person with an injury.

- Team will need to know one handed bowline, how to use splint and bandages
- Splints and Rags / Cloths will be provided at the station.
- Think about what steps should be taken and what the correct sequence should be followed.

7. KODIAK

- **Fire Dousing** - WEBELOS & SCOUTS BSA Only

The Challenge: At this town the team must build a fire lay no higher than 12 inches. Light the fire without the use of matches. Burn through the upper mark (a string tied across at 24") and cook an egg.

- Flint & Steel are the only option to start the fire
- Time will start from the first attempt to light the fire and will finish when the water is boiling in the cup.

- Patrol leader must tell the judge when the team is ready to start attempting to light the fire. The judge will tell the team to start & will start the timer when the team strikes the flint and steel.

- Once the fire is started no more fuel can be added to the fire.

- The team can fan the fire and shield the fire from the wind.

- Lint will not be provided at the station. Lint should be an item the team has with them on their sledge.

- Once the fire has been burning for 2 minutes the string will be strung at the height of 24" for the string burning challenge.

- Once the egg is cooked there will be bonus points for being edible.

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

*ALL OTHER DIVISIONS will be provided with kindling and tinder.

Bonus Scoring: One nugget will be awarded to each team member showing their fire'm chit to the Mayor upon entry to the town without being asked. 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.

Maximum time for this station is 50 mins.

8. FORT YUKON

- **BB / Rifle Challenge** - All Divisions

A. BB Competition - WEBELOS

B. 22 Rifle Competition - All Other Divisions

The Challenge: Your team has entered a shooting competition for bragging rights in the Yukon Territory. Each competitor will be given 5 shots at targets. Each target score will be added together and divided by the number of shooters from the team to arrive at an average. The team will have 2 1/2 minutes total for all competitors to make all 5 of their shots.

- Time will start once all shooters are in place and ready. The Rifle Range director will instruct when participants can begin to fire at the targets.

- Any Scout not following the directions of the Rifle Range director or acting in an unsafe manner will be dismissed from the range.

9. SOURDOUGH

- **Knot Challenge** - All Divisions

The Challenge: Using the ropes available on your sledge, every team member must demonstrate their knowledge of knots from the Handbook (the one appropriate to their level in Scouting).

- Knot must be identified

- Knot must be told what it is used for

- Knot must be tied correctly by all members

- 3 gold nuggets per knot.

10. CALL OF THE WILD

- **Nature Scavenger Hunt** - All Divisions

The Challenge: Your Patrol / Team Leader will be given a list of items. These items will be nature related and readily available throughout the day. The team will not need extra time to find these items. All of the items will be easily found either in between towns or nearby while waiting to participate in a town. Scavenger hunt starts after check-in and may be handed in anytime at Dawson City after lunch. A maximum of 20 gold nuggets can be earned for this activity.

- NATURE SCAVENGER HUNT LIST WILL BE PROVIDED THE DAY OF KLONDIKE DERBY AT THE SLEDGE CHECK-IN.

Event Payment Policy

All event fees and registration costs MUST be paid in full PRIOR to the event. Payments taken after the event are considered late and late registration pricing will apply. In addition, a 10% service fee (or \$10, whichever is greater) will be applied to the unpaid balance for each month the registration is not paid in full

Health Forms

All participants (youth, adults, & staff) are required to bring Parts A & B of the official BSA health form. Health forms will be checked at check-in. Participants that come without completed health forms will not be allowed to participate.

Youth Protection Training

ALL adults and staff attending this event will be required to have youth protection training. No adults or staff will be permitted to participate if their youth protection training is not up to date. The council will check training statuses when registration closes on Jan 29, 2023.

Registration fees will not be refunded if an adult or staff member is not able to go due to expired youth protection training.

2024 Klondike Derby Committee

The 2024 Klondike Committee will host and provide overall guidance and leadership to the 2024 Klondike Derby. Veteran Scouts and Scouters from around the council make up the 2024 Klondike Derby Committee and bring to the Klondike Derby not only extensive Scouting experience, but also years of experience in staging and administrating events.

Activity Refund Policy

Food and program supplies are purchased in advance based upon projected adult/ youth attendance. Last minute cancellations create an overstock of supplies and food that often times cannot be returned. To ensure all refund requests receive uniform treatment, the following refund policy has been established.

- No-shows at activities, those sent home because of misbehavior, and Scouts leaving an activity for non-emergency reasons forfeit all fees and no refunds will be authorized. This applies to individuals and/ or Units.
- All cancellations must be in writing and received by the Council office at least five (5) calendar days prior to an activity's start date. Please return request addressed to the Attention of the "Refund Committee".
- If requesting a refund for medical reasons, a doctor's note with contact information must be submitted.
- If requesting a refund for an immediate death in the family, either an obituary or funeral program must be submitted.
- The Unit leader or person in charge of the unit activity must handle all refund requests.
- No requests for refunds will be honored after the event.
- Refunds will be distributed to the individual or unit that made payment on the registration. Refunds will be given in the form of a check made payable to the unit.

NOTE: Activity personnel cannot authorize refunds. All refunds require the approval of the Refund Committee which includes the Scout Executive.

KLONDIKE DERBY

SLEDGE CHECK-IN LIST

- Each sledge from your unit must have this form
- Please turn In this form to the Registrar at DAWSON CITY (Ranch House / Health Lodge)

DIVISION - Please Check Only One Box			
WEBELOS		Venturing	
Scouts, BSA		Sea Scouts	
		Explorers	

Patrol / Team Name: _____

Patrol / Team Leader: _____

Total # Scouts On This Sledge: _____

Unit # and City / Town: _____

Leaders Email: _____

	ITEMS	Mayor Initial
1.	Notebook or Clipboard & method to keep score sheet clean, dry and neat	
2.	Rain gear for each team member (must be a jacket or poncho)	
3.	One (6ft) length of 1/4 diameter rope for each team member	
4.	Hard hat or bicycle helmet for each team member	
5.	Cooking Gear	
6.	Walking stick (Stave) for each team member. Each 6' long	
7.	One complete change of clothes for each team member	
8.	2 unopened packages of hand warmers for each team member	
9.	Patrol / Team Flag	
10.	One WEBELOS or SCOUTS BSA or VENTURING HANDBOOK per Sledge (determined by the Division the Sledge is entering)	
11.	Flint & Steel	
12.	First Aid Kit (must contain recommended equipment per the Handbook your Sledge is carrying)	
13.	One 20 x 20 tarp, the tarp can be larger	
14.	Two warm blankets	
15.	One pre-made rescue line	
16.	One (20ft) length of 1/4 diameter rope	
17.	One roll of toilet paper	
18.	Trash bag for rubbish	
19.	Dryer Lint (to use at Fire Dousing)	
20.	Fire Gloves (Scouts BSA, Sea Scout Ship, Venturing, Exploring Divisions only)	
Nuggets Scored: (maximum of 20) (Subtract 1 nugget for every missing item) ** Subtract 10 nuggets for missing First Aid Kit		
TOTAL NUGGETS		

KLONDIKE DERBY SLEDGE REGISTRATION FORM

- Each sledge from your unit must have this form
- Please turn In this form to the Registrar at DAWSON CITY (Ranch House / Health Lodge)

DIVISION - Please Check Only One Box			
WEBELOS	<input type="checkbox"/>	Venturing	<input type="checkbox"/>
Scouts, BSA	<input type="checkbox"/>	Sea Scouts	<input type="checkbox"/>
	<input type="checkbox"/>	Explorers	<input type="checkbox"/>

Patrol / Team Name: _____

Patrol / Team Leader: _____

Total # Scouts On This Sledge: _____

Unit # _____ City / Town: _____

Leaders Email: _____













Scout Name	Age
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
Average Age	

8 Scouts will be allowed on 1 Sledge, More than 8 need to be split onto 2 separate Sledges. - NO EXEPTIONS

- Some stations are designed for 4 -8 participants. If the team decides to only have 4 members participate any scouts over this number may result in the team selecting some team members to step aside for that station.
- Each team member can be set aside a maximum of 2 times. If a team member has been set aside twice then they must be included in all other challenges.
- Mayors place a red check mark next to the name of any team member not participating in a challenge. Any team member with 2 red check marks can not be set aside from any other town challenge.

EACH SLEDGE NEEDS 2 COPIES OF THIS FORM
One Stays with the Sledge, One Gets Turned In During Sledge Check-In

Legend

-  Building
-  Marsh
-  Streams
-  Perennial
-  Intermittent
-  Roads
-  Gravel
-  Dirt
-  Primitive
-  Fire break &
-  Bike path
-  Trail

-  Shower House
-  Pavilion
-  Kybo
-  Climbing Tower
-  Latrine

- 1 Shop / Ranger Office**
- 2 First Aid**
- 3 Townley Training Center**
- 4 Commissary**
- 5 Trading Post / Camp Office**
- 6 STEM Center**
- 7 Nature Lodge**
- 8 Handicraft**
- 9 Chapel**
- 10 Parking Lot**
- 11 Bike Barn**
- 12 Amphitheater**
- 13 APEX Area**
- A - Ranger House**
- B - Garage**
- C - Pole Barn**

