SOUTHERN SHORES FIELD SERVICE COUNCIL

presents

Rota-Kiwan Scout Reservation

February 8-10, 2019
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This handbook is designed to be viewed by the Scoutmaster, Senior Patrol Leader, Patrol Leaders, and all adult leaders who will be attending the Klondike Derby.
Information & Background

Episode V

RETURN OF THE DERBY

It is a dark time for the Rebellion. Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy to a new secret base on the remote ice world of Hoth.

From that location, a group of freedom fighters will be led by their fearless Patrol Leader as they attempt to evade the dreaded Imperial Starfleet. It won’t be easy. They will have to use all of their Scouting skills, ingenuity, and teamwork to succeed.

A different challenge awaits them on every new planet as they head across the galaxy in an effort to defeat the Galactic Empire....
Schedule

Please be ready to provide a list of all leader vehicle license plates and cell phone numbers at the gate as well as a second copy at check-in – see Leader Vehicle & Contact Info sheet in this handbook.

Friday:
6:00-9:15pm  Registration and check-in at Headquarters (Scouter’s Lodge)
9:30pm  Cracker Barrel with Scoutmaster, Senior Patrol Leader, and Klondike Derby staff (Cub Scout Dining Hall)
11:00pm  Lights out

Saturday:
8:15-9:30am  Equipment/Gear Inspection (L-12)
8:30-8:45am  Flags and Klondike Derby Opening Announcements (L-12)
8:45-11:45am  Activity Rotations
11:45am-1:15pm  Lunch (in your campsite, along the trail, or at your activity station if your Troop/Crew is running one)
1:15-4:15pm  Activity Rotations
4:00pm  Pod Race (Klondike Sled Race) check-in begins
4:15pm  Pod Race (Klondike Sled Race)
8:00pm  Cracker Barrel and Awards (Cub Scout Dining Hall)
  Debriefing with Scoutmaster and Klondike Derby staff (at conclusion of Cracker Barrel in Cub Scout Dining Hall)
11:00pm  Lights out

Sunday:
8:00-9:00am  Debriefing and breakfast with Senior Patrol Leader and Klondike Derby staff (Cub Scout Dining Hall)
9:15-11:30am  Check out and Departure
Meals

Friday Cracker Barrel
Scoutmasters, Senior Patrol Leaders, and Klondike Derby staff in the Cub Scout Dining Hall.

Saturday Breakfast
Units are responsible for their own breakfast at their campsites.

Lunch
Units are responsible for their own lunch at their campsites, along the trail, or at their activity station if they’re running one.

Dinner
Units are responsible for their own dinner at their campsites.

Saturday Cracker Barrel & Awards
Everyone is welcome to come and share a staff-provided Cracker Barrel in the Cub Scout Dining Hall as we hand out the awards for the day.

Sunday Breakfast
Units are responsible for their own breakfast at their campsites. (Senior Patrol Leaders will be joining Klondike Derby staff in the Cub Scout Dining Hall.)

Camping Policies
Traditionally the purpose of the Klondike Derby has been a test of how well Scouts are prepared for cold weather and possible adverse conditions. Therefore, unless weather reaches dangerous conditions – the DERBY WILL GO ON! (That decision, and any decision about outdoor camping overnight will be determined by the Health and Safety Officer at the site.)

Trailers, Vehicles, and Parking
- Only troop trailers are allowed at your campsite/cabin – all vehicles, including tow vehicle, must be parked in an approved parking area.
  - For any Troop sharing a campsite or cabin, you will know ahead of time how many other trailers will be needed to be stored at each campsite or cabin. This could mean there are no vehicles allowed in certain parking areas so that trailers can be properly parked.
- Only two vehicles will be allowed back to your campsite or cabin at a time for loading/unloading.
  - It is highly recommended to store as much gear into as few vehicles at a time to minimize traffic in camp on Friday night and Sunday morning.
• Please be aware that the Cub Scout side of Rota-Kiwan Scout Reservation is a one-way loop. Those staying on that side of camp should be courteous to other units and unload your gear as quickly as possible to avoid blocking others from their campsites.
• All vehicles must be returned to approved parking areas by 11pm Friday evening.
• To allow proper access in case of an emergency, there is no parking allowed at any location other than an approved parking area (see back of handbook for map of approved parking locations).
• Other than approved camp vehicles, for the safety of the Scouts during the Klondike Derby, only foot traffic is allowed on the Boy Scout side of camp from 8am Saturday through 6pm Saturday.
  o Anyone knowing they will have to leave during that time should plan ahead and park accordingly.

Things Not Allowed In Camp
• No alcoholic beverages may be brought on the camp property.
• There is NO smoking in camp. This includes parking lot and cars in the parking lot!
• Cutting or disfiguring of standing trees or shrubs is prohibited.
• Do not put garbage, trash, or wash water in the latrines.
• No pets are to be brought to camp.

Tent Camping
• Camp only in recognized campsites as assigned.
• Do not ditch around tents or remove or rake ground cover.
• Do not dig any holes.
• Do not bring straw or conifers to camp.
• No flames allowed in tents.
• Do not leave fires unattended.
• Clean latrines, washstands and police site before departure.

Cabin Rentals
For those wanting to stay in cabins, you should contact the Site Lead after you have registered your unit. Only registered units can request cabin space. Due to limited space, cabin rental is not guaranteed and will be based on when a Troop registers and contacts the Site Lead for cabin rentals. (In other words, you cannot register on December 5th and expect a cabin if you don’t request one until January 27th). Contacting the Site Lead and requesting cabin space will “put you in line” for a cabin.

An additional fee of $9 per person will be added for heated cabin rentals and $4 per person will be added for non-heated cabin rentals. Non-heated cabin rentals are the outbuildings of Fort
and Trapper. While there is no heat in those outbuildings, units utilizing the non-heated outbuildings do have access to water at the main heated cabin and its bathrooms and kitchen.

Units renting cabin space will need to bring a check for the rental fee and turn in on Friday night. All units will get their cabin assignments in the week leading up to the Klondike Derby. Units should bring a check made out to Southern Shores Field Service Council for the amount due to cover your cabin rental fees.

To maximize cabin rental space, all units getting cabin space will know ahead of time whether or not they are camping with another unit. Units will also get contact information for the other units so they can coordinate ahead of time, if needed.

Units will only be charged for the amount of beds they’ll be utilizing. If they have people that will be camping in tents for the duration of the weekend, please let the Site Lead know that your cabin fee should not cover those individuals. Those beds will then be available for other units to rent.

- The approved capacity posted in each cabin may not be exceeded for sleeping. Overflow may be housed in tents outside.
- Do not move bunks!
- No auxiliary heaters may be brought into buildings.
- Mattresses are to be left on beds.
- Only one camper per bed.
- Due to the layout of some cabins, adult leaders may be occupying the same sleeping quarters the youth occupy, please plan appropriately. This may also mean the adult leaders give up the “leader room” to the youth so all adults can occupy the same area.
- Clean bathrooms (if your cabin has one), kitchen, sweep and mop before departure.
- Units staying in cabins will be expected to volunteer for duty projects throughout the weekend.

Check-out Procedure

When you check your unit in on Friday evening at Scouter’s Lodge, you will let the campmaster staff know when your desired check-out time will be. These check-out times are on a first come, first served basis.

Once the campmaster has cleared your campsite or cabin for departure, you will receive an Exit Pass. Take this Exit Pass to Scouter’s Lodge to receive your health forms, patches, and unit participation ribbon. You will also turn in your completed Exit Survey (filled out by Scoutmaster and Senior Patrol Leader) which will be in your packet you receive upon arrival on Friday. This Exit Survey helps us figure out what is working well and what we can improve for future events.
**Adult Participation**

In order for the event to be successful, adult participation is requested. Any unit that has three or more adults camping will most likely be asked to run an activity station either for half a day or the full day, depending on the amount of adults registered. Units only bringing two adults will only be asked to run an activity station if absolutely necessary, and in that case, will only run a station for half a day.

Adults can sign their unit up ahead of time to help run activities. Please contact the Site Lead to offer your services if you see an activity your unit would like to run.

All units running an activity will receive instructions on how to run the activity prior to arriving at camp. Please contact Site Lead ahead of time with any questions you may have.

Adults who follow Patrols and disrupt the Patrol Method (coach/help) will cause those Patrols to be docked 10 points per incident. Remember that Scouting is mostly a self-learning opportunity. “Scouting is a safe place to fail.”

**Registration Fees, Dates, Cabin Rental Fees, & Participant Eligibility**

Registration is open November 30, 2018 – February 1, 2019

Registration is online at https://scoutingevent.com/272-Klondike19

**Early Bird Registration**

The Early Bird registration period runs from November 30, 2018 – January 15, 2019. Early Bird registration is $15 per attendee. Register early to qualify for savings!

**Regular Registration**

From January 16, 2019 – February 1, 2019 those who register will be charged the regular registration rate of $20 per attendee.

There are no walk-in registrations accepted at the Klondike Derby. All participants must be pre-registered and paid online by the February 1, 2019 deadline.

**Part-time Participant/Day Visitor Registration**

Any unit that has youth or adults that will only be coming out for a portion of the weekend will still be required to register those participants through the Early Bird/Regular registration period and are subject to the same registration costs.

**Cabin Rental Fees**

An additional fee of $9 per person will be added for heated cabin rentals and $4 per person will be added for non-heated cabin rentals. Payment is to be made Friday night with a check made out to Southern Shores Field Service Council. See Cabin Policies for more information regarding cabin rentals.
Webelo Participation
Due to potential inclement weather and the layout of the Klondike Derby course, this event is not suited for any youth who is not an active member of a Troop or Crew – this includes Cub Scouts and Webelos. While Webelos may be excited to participate, if they have not crossed over into your Troop by the time the Klondike Derby happens, they should not attend. Please let them know they have many opportunities yet in their life to participate in a Klondike Derby and they should camp more with your unit during better weather instead of having this be their first outdoor experience in Scouts BSA.

Pre-Klondike Derby Communication
There will be quite a bit of information that will be given out in the weeks prior to arrival to camp for the Klondike Derby. Many units have an Outdoor Activities Chair, Committee Member, or involved parent register their unit online. The online registration system will only give the Site Lead the contact information for the person that registers the unit, not the adult who will actually be leading the event for your unit. If that’s the case with your unit, please have the adult leader who will be the lead adult for the Klondike Derby contact the Site Lead once you register so they can be communicated with before camp.

This information is needed so the adult leaders who will be camping will find out what campsite or cabin they’ll be in, what activity station they’ll be running (along with instructions, rules, and location of that activity), information on how to attend the pre-Klondike Derby conference call, and any changes that need to be communicated after this Handbook went online.

Conference Call Informational Meeting / Activity Information
All units are expected to have an adult leader attend a conference call prior to the event. The date and phone number will be announced later. With a limited number of simultaneous users we are allowed to have on the conference call, we strongly suggest that members of the same unit get together to join the call instead of calling in from separate locations.

Units that have enough adult leaders to be running an activity station will get the instructions on the event ahead of time. Please make sure this information gets to the adults who will be attending the Klondike Derby so they have a chance to look it over prior to showing up to camp. If there’s an activity your unit would like to run, contact the Site Lead and request it.

Warming Stations
Indoor warming stations throughout the weekend will be located at the Cub Scout Dining Hall (E-18 on map located in the back of this handbook), the shower house near Bowie campsite (K-14), the shower house near C.O.P.E. (L-11), and Scouter’s Lodge (F-16). These facilities will be open 24 hours a day.
In addition to those locations, during the Klondike Derby (the morning and afternoon activities) we will have warming fires located throughout the course. Units working those stations will know ahead of time and should be prepared to have a fire going throughout the day. These locations will be noted on the patrol scorecard with a flame icon.

**Patrol Size**
The Klondike Derby is a traditional Scouts BSA patrol-based event. The patrol will succeed or fail on the strength of its members – adult leaders SHOULD NOT accompany their youth. Patrol members must work together to navigate the course and complete the events. The ideal patrol size is 6-8 Scouts. Patrols with more than 8 Scouts could have to “sit out” members at some activities. The Patrol Leader should track who does not participate at each activity so that particular youth will not sit out another activity. The decision of who sits out must be made before the activity task is given to the patrol. Patrols with only a few members can contact the Site Lead ahead of time if they wish to be paired with another smaller patrol from another unit.

**Trading Post**
The Hayden Trading Post will be open throughout the weekend. Schedule will be released ahead of time as to when it will be open as well as posted during the weekend. It is located next to Scouter’s Lodge on the Cub Scout side of camp. The trading post is stocked with sweatshirts, t-shirts (long and short sleeve), snacks, camping gear, and more.

**Required Items at Check-In**
- Please fill out two copies of the Leader Vehicle & Contact Info Sheet (back of this handbook) before arriving to camp. One copy is to be given to the front gate staff as you arrive at camp on Friday night and the second copy will be turned in at check-in at Scouter’s Lodge. This will allow us to contact anyone we need to once they arrive at camp.
- A copy of the Klondike Derby parking pass, filled out and displayed on the dashboard of all vehicles staying on camp (back of this handbook).

The following items will be required at check-in at Scouter’s Lodge from 6:00-9:15pm:
- Medical health form parts A & B – for each participant (Youth & Adult)
- Second copy of the Leader Vehicle & Contact Info Sheet – already completed

**Site Lead Contact Information**
Brian Wertz
Klondike Derby Chair, Rota-Kiwan Scout Reservation
269-290-4246
brianwertz@hotmail.com
Klondike Derby (Morning & Afternoon Activities)

*Patrons choose which order they complete the activities. They do not have to be done in the order listed here or on the scorecard – the activities are simply listed in alphabetical order.*

**Antidote**
The Empire has created a deadly biological weapon. Fortunately, Rebel intelligence has discovered where they keep the antidote. Your team must negotiate a laser web security system to remove the antidote so our scientists can replicate it and start mass production to render their weapon useless. If you or anyone on your team hits a laser you risk alerting the enemy to your presence.

*All materials provided*

**Blaster Training**
The Rebel Alliance needs to find more marksmen. Head over to the rifle range to test your skills and show your abilities with a blaster rifle (.22 rifle).

*All materials provided*

**Carbonite Escape**
Your patrol, except for the Patrol Leader, has been temporarily blinded by the side effects of being frozen in carbonite. To avoid the enemy who is attacking you, the Patrol Leader must guide his team to safety through a field of land mines.

*All materials provided*

**Catapults**
Using a catapult you have to launch a projectile while trying to hit your target. Scoring is based on whether or not you get the projectile past a line, hitting the target, and actually getting the projectile into the target.

*All materials provided*
Crack the Code
As your patrol goes through the events, make sure to look for pieces to a code at various activity stations. There are eight pieces to the code. As you find them, make sure you write them down in the correct order – each piece of the code will have a small number in the corner to identify which piece of the code you’ve discovered. Your patrol will use a cipher wheel to crack the code. Your Patrol Leader will be given the cipher key at the Scoutmaster/SPL Briefing on Friday evening.

Patrol to provide:
Cipher Wheel (located in the back of this handbook), scorecard, something to write with

Crossing the Rivers of Mustafar
You and your patrol are on one side of a river of molten lava. Using teamwork, you’ll have to get your team and your sled safely across the river without falling into the lava.

All materials provided

Emergency Shelters
A severe blizzard is about to hit and you have to get your patrol under cover. Build a shelter large enough to hold your entire patrol as fast as you can with materials you brought with you or can find. Patrols may not use live trees or brush! Downed trees and limbs may be in short supply, so be prepared!

All shelters must be fully disassembled before leaving the area.

Judging will be based on several factors, including: creativity, ability to hold your whole patrol, and protect them from the elements.

Patrol to provide:
Any materials to help with building a shelter

Equipment/Gear Inspection
To make sure your patrol is ready for your mission, get your sled inspected to make sure you have the proper gear before you head out for the day. See the “Materials Patrols Must Have On Their Klondike Sled” section of this handbook for list of items. This will also include a personal gear inspection too (coat, gloves/mittens, hat, proper footwear, water bottle, etc.).

This station will only be running from 8:15-9:30am (Look for adult leaders with hi-visibility vests)
Ewok Log Smash
Our furry friends, the Ewoks on the planet Endor, have let us know that they were able to smash an AT-ST using only logs and ropes. Using their intel, you will build a structure capable of smashing an item.

*Materials provided:*
logs, poles, item to “smash”

*Patrol to provide:*
Enough rope for multiple lashings, extra poles (if desired)

Just Out of Reach
The Rebels have learned that the Empire is planning to build yet another Death Star. You and your team have broken into where the plans are stored and must steal the plans. The plans are stored on a hard drive in a chamber surrounded by a toxin guaranteed to cause death to those who touch it. Using your pioneering skills, you must retrieve the hard drive without actually entering the chamber.

*Materials provided:*
Hard drive

*Patrol to provide:*
Enough rope for lashings, 5 six foot poles (up to 5 poles can be used, points for each pole used)

Med Station
Several people have been injured while on a different mission. Your patrol has been asked by search and rescue to help provide first aid. They have coordinates of those you are asked to help. Using a compass, your patrol must locate the injured and provide first aid. The four different types of injuries you should be able to properly take care of are...

- Victim has a head wound (bleeding and unconscious)
- Victim has a compound fracture of the lower leg
- Victim has a broken collar bone and sprained ankle
- Victim is in shock and is suffering from hypothermia

*Patrol to provide:*
Compass, 6 triangle bandages, 2 splint boards, 1 blanket, 4 bandages
Sarlacc Pit Crossing
You are on one side of the Sarlacc Pit and help is on the other side. Your patrol must get an injured “person” safely from one side of the pit to members of the medical staff on the other side of the pit.

Materials provided:
Stretcher/body board, “person”, pre-installed guidewire, carabiners

Patrol to provide:
(6) 6 foot ropes, 50 foot rope

Signal Fire
It is night and you can’t electronically summon the rest of your unit so you must build a signal fire to show your location. Dry wood is at a premium, but you’ve located a one foot section of dry wood to build your signal fire.

Your patrol will be given a one foot section of 2x4 to assemble their fire. All required tinder and fuel must be created from this section of wood. No other types of fire starter/tinder/fuel can be used.

The string must burn to ensure the fire is high enough to be seen (18 inches high).

(Scouts that participate in creating the tinder must have previously earned their Totin’ Chip. Scouts that participate in the lighting of the fire must have previously earned their Firem’n Chit. Scoutmasters and Senior Patrol Leaders should determine, prior to the Klondike Derby, which Scouts need to earn these so they are able to fully participate.)

Materials provided:
1 foot section of 2x4, axe yard, fire plate, string, posts

Patrol to provide:
Axe/hatchet, matches, pocket knife

Thermal Reactor Transport
Your patrol stumbled upon a thermal reactor of an Empire outpost. To eliminate their power source, you will remove it. You must erect a tripod with rope, hook the reactor container, suspend it from the center of the tripod, and transport it safely. Patrol must not directly touch the rod or container at any time.

Klondike Wars: Return of the Derby at Rota-Kiwan Scout Reservation
Materials provided:
Reactor container, reactor rod, hook

Patrol to provide:
Enough rope for lashings and to suspend reactor container, 3 six foot poles

Tusken Raider Trek
Sand people always ride single file, to hide their numbers.
All materials provided

Womp Rat Bullseye
We know Wedge thinks it’s impossible, even for a computer, to hit a small target. Can you and your patrol hit a small target?
All materials provided

Pod Races (Klondike Sled Race)
The Hutts have decided to bring the popular sport of Pod Racing to the planet Hoth. You and your team will be going through a challenging course as you compete against other teams in the first Hoth Winter Classic.

- One Scout must ride inside of the sled at all times while the other Scouts must push or pull the sled to the finish line.
- You do not have to finish the course with the same Scout in the sled so long as one Scout is in the sled at all times.
- Maximum Scouts on a team, including the rider is, 8.
- Because you are a team, time stops when the last member of the patrol crosses the finish line, not when the sled crosses the finish line.
- All sleds must ride on flat ski type runners – no wheels, except for in the absence of snow.
- All sleds should be judged for safety, sturdiness, and quality prior to being allowed to race by the leadership of each Troop. This will help to avoid a sled being deemed unsafe by Klondike Derby staff at the time of the race.
- All scouts participating in the race must wear appropriate clothing (coat, hat, gloves, etc.) and footwear for the weather during race.
- Scouts must remove all gear used for daytime events from their sled.
Klondike Derby scorecard must be turned in at completion of Pod Races. Any card turned in afterwards will not be accepted since scores are tabulated during dinner.

Awards
There will be awards given out at the Cracker Barrel on Saturday night for 1st, 2nd, and 3rd place for the Klondike Derby as well as 1st, 2nd, and 3rd place for Pod Races.

Materials Patrols Must Have On Their Klondike Sled – Activities
- Axe/hatchet
- Bandages (4)
- Blanket
- Cipher wheel (found in the back of this handbook)
- Compass
- Flag
- Matches
- Pocket knife
- Poles, six feet in length (5)
- Ropes
  - 6 foot (at least six – used for lashings)
  - 20-30 foot (several)
  - 50 foot (1)
- Splint boards (2)
- Triangle bandages (6)
- Writing instrument

Materials Patrols Must Have On Their Klondike Sled – General
- First aid kit
- Scorecard with map of Rota-Kiwan Scout Reservation (handed out at Scoutmaster/Senior Patrol Leader meeting Friday night)
- Water bottle for each Patrol member so they stay hydrated throughout the day
Leader Vehicle & Contact Info Sheet

Two copies of this sheet are to be filled out ahead of time. One copy will be turned in at the front gate as you arrive and the other turned in during check-in at Scouter’s Lodge.

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(Include all leaders, even if they don’t have a vehicle.)

Please use a second sheet if you have more than 10 leaders attending.

- This form will be used to contact on-site adult unit leaders in case of emergency.
- License plate info will let us contact the adult leader who may need to move a vehicle and avoids having us call a tow company if vehicle really needs to be moved.
- Thank you for your assistance in making the Klondike Derby run as smoothly as we can.
2019 Klondike Derby

Vehicle Parking Pass

Name ____________________

Unit Number ____________________

Campsite/Cabin ____________________

Cell Number ____________________

In order to park during the Klondike Derby, you will need to print and fill out the slip to the left.

Cut out (or fold) and place this slip in your windshield on the driver’s side of your vehicle.

By placing this in your vehicle, it will allow us to contact you if there is a problem with where your vehicle is parked.

Failure to display this slip in your vehicle can result in the vehicle being towed at your expense.

Thank you in advance for helping to make the Klondike Derby run as smoothly as possible.

Please check Participant Handbook for a map/listing of approved parking areas.
Map of Rota-Kiwan and Approved Parking Locations

Klondike Wars: Return of the Derby at Rota-Kiwan Scout Reservation

Rota-Kiwan Scout Reservation
6278 Texas Drive
Kalamazoo, MI 49009

= Approved parking area
Cipher Wheel for Crack the Code

Directions:

Cut both pieces of the cipher wheel out so that the smaller wheel fits inside of the larger wheel (it can simply lay on top, you don’t have to connect them physically if you don’t want to).

Your patrol will need to use the cipher wheel to decode the message collected throughout the day as you find pieces at different activity stations.

Only one cipher wheel is needed per patrol.

Due to possible wet conditions, laminating or printing the cipher wheel on card stock is suggested.

Make sure to prepare and bring this wheel with you as no copies will be available on site.