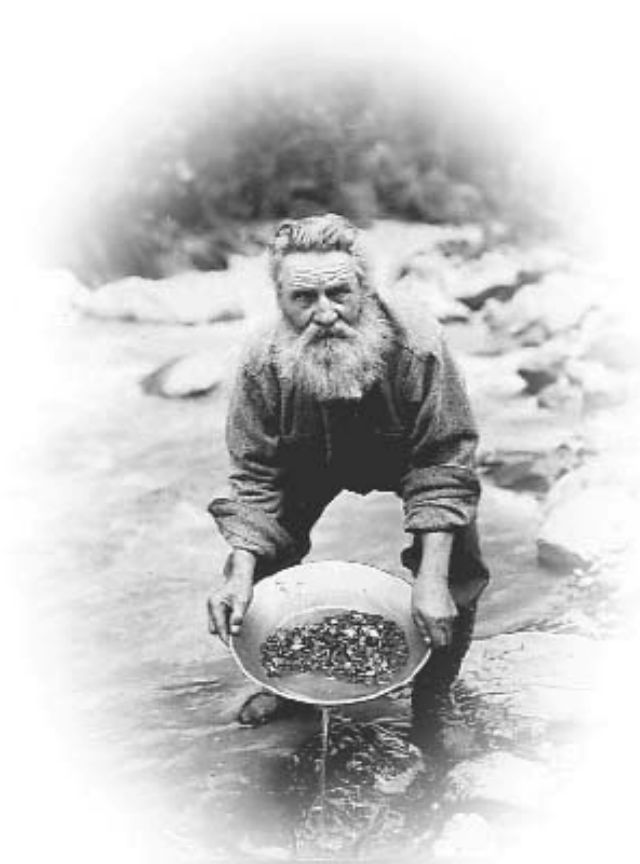


ATTENTION BOY SCOUTS:

There's GOLD in Them Thar Hills!!

The 2006 Cuyahoga Valley District
KLONDIKE DERBY!

Show off your scouting skills by
Competing in scout-craft events!



Saturday, January 28, 2006
Macedonia's Longwood Park

Dear Patrol Leader & Scoutmaster:

The Cuyahoga Valley District has planned its Annual Klondike Derby to be held on Saturday, January 28, 2006, at Macedonia, Ohio's Longwood Park. The following pages will give you the basic information you and your patrol members will need to help get you started. Your Scoutmaster will keep you up-to-date on further developments.

Just what is a Klondike Derby? Well, it's like this. The Klondike Derby is a fun-filled winter activity patterned after the Gold Rush Days in the Yukon. Patrols build sledges like the early prospectors used as they hunted for gold. The members of your patrol will serve as the team of huskies to pull your patrol's sledge around our course. Your patrol will visit a number of stations, each having a simulated Alaskan town name. At each "town" your patrol will be confronted with a problem requiring a Scout skill to solve. Depending on how well your patrol works out the problem, you will receive a number of points.

HERE'S HOW IT WORKS:

1. Patrols enter by sending in one copy of the enclosed roster sheets with names of your patrol members.
2. Pre-registration fee is \$5.00 per Patrol member (includes SPL and ASPL). Pre-registration is before January 20, 2006. After the 20th, the fee will be \$5.50 per Patrol member (including the SPL and ASPL)
3. Build a sledge using the enclosed drawing as a guide.
4. Brush up on your Scout skills.

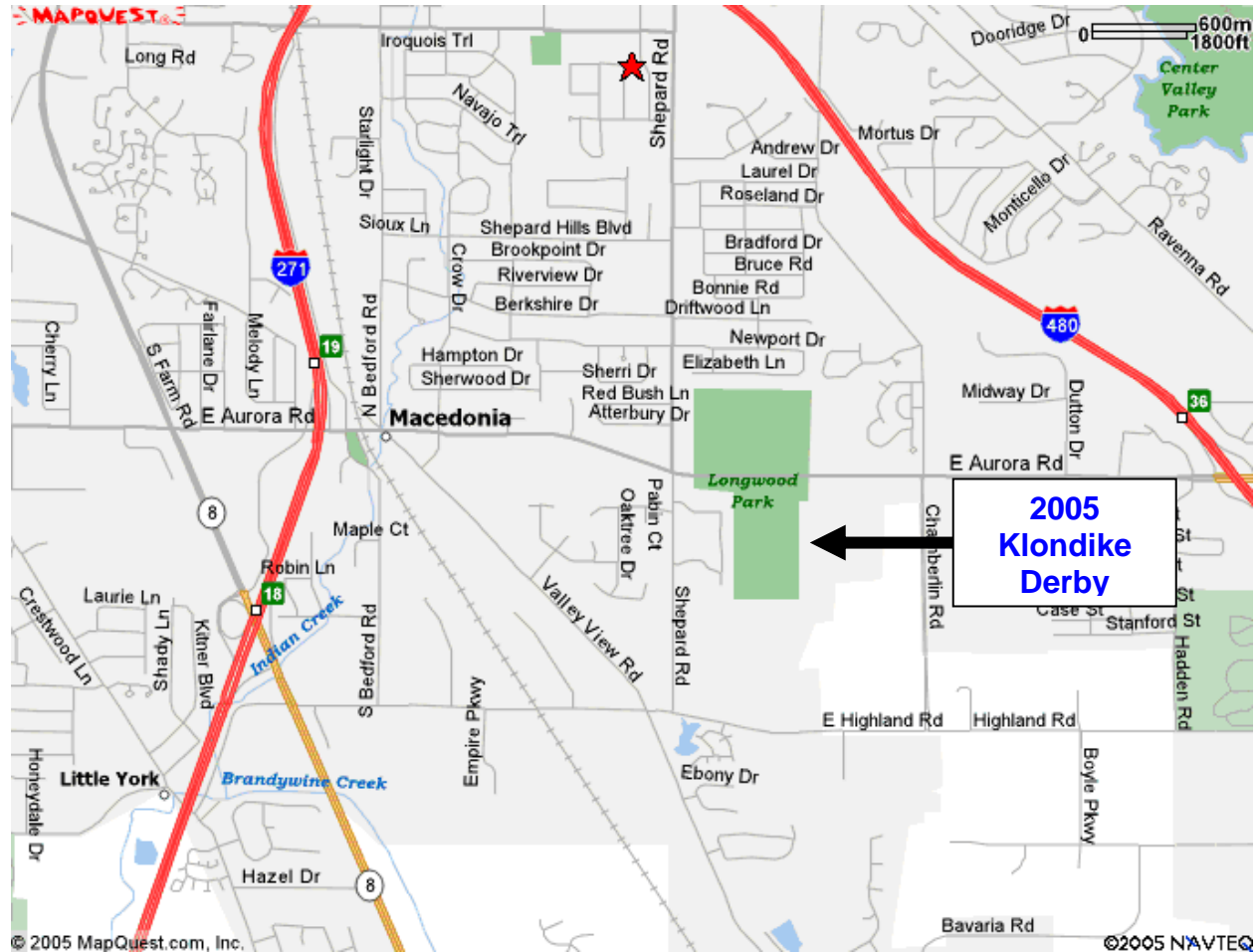
When your patrol has entered, they should arrive one hour prior to starting time. You will register your patrol and have your sledge and equipment checked for readiness. Patrols will all start at the same time. After the Sledge Race, Patrols will be given sealed orders to send them off in the right direction with their instructions for the day. When you have completed your course, your patrol will return to headquarters, and have your trail scores tallied. Scoring will be based on the number of points earned on the trail.

Don't forget---if your patrol is to take part, fill out the enclosed roster and mail it right away!! The **deadline** for pre-registration is **January 20, 2005**.

See you and your patrol on the 28th of January, 2006!

Yukon Rick

Longwood Park is located midway between Macedonia and Twinsburg, Ohio, off of Route 82 (Aurora Road). You will enter the park at the traffic light from Route 82. You want to turn South into the park.



Klondike Derby

January 28, 2006

Saturday:

8:00 a.m. Registration (if not pre-registered) at Headquarters – Longwood Pavilion.

ALL MOVEMENT WILL BE IN NUMERICAL ORDER

9:30	9:45	Equipment check in
9:45	10:15	First Event
10:15	10:25	Move
10:25	10:55	Second Event
10:55	11:05	Move
11:05	11:35	Third Event
11:35	11:45	Move
11:45	1:00 PM	Lunch
1:00 PM	1:10 PM	Move
1:10 PM	1:40 PM	Fifth Event
1:40 PM	1:50 PM	Move
1:50 PM	2:20 PM	Sixth Event
2:20 PM	2:30 PM	Move
2:30 PM	3:00 PM	Seventh Event
3:00 PM	3:15 PM	Checkout
3:30 PM	4:00 PM	Great Sledge Race

NOTE: 3:30 PM -- All scorecards must be turned in to HQ.

Great Sledge Race – Optional by Patrol:

1. Patrols will line up at starting line. When signal is given they will proceed around the course. Times will be recorded and tallied. The top 5 finishers will receive complimentary prizes.

Derby Regulations:

1. Pre-Registration can be made by mailing one copy of your patrol roster before January 20, 2006 to:

Greater Cleveland Council
Boy Scouts of America
2241 Woodland Ave.
Cleveland, Ohio 44115
attn Ryan Shoemaker.

2. Patrols should be natural patrols (as much as possible) and consist of 5 to 8 Scouts.
3. Scouts must be properly clothed for cold, stormy weather; they will be inspected. If, in the opinion of the judges, a Scout is not properly clothed with proper footwear (boots or overshoes required), he will not be permitted to participate.

- a. WATERPROOF footwear that reaches above the ankles and is "tight" at the top so snow cannot get inside footwear.
 - b. Head gear should be able to cover the ears.
 - c. WEATHERPROOF outer garments for extreme cold and/or wet weather.
 - d. GLOVES are a necessity.
4. Each patrol must present a roster of patrol members (actual participants) signed by the Scoutmaster at check in.
 5. NO ADULT is to be with a patrol on the trail or to coach, help or otherwise assist any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Mayor for disabled Scouts only). All leaders and spectators will remain in the areas designated for them by the mayor of that city.

GROUND RULES

The ground rules for conduct and behavior at the Klondike Derby are the SCOUT OATH and the SCOUT LAW!!

SUGGESTED WEARING APPAREL

Foot Gear: Skimobile (NOT SKI) boots or well fitted hiking boots which are waterproofed, or comfortable walking boots or shoes plus rubber overshoes or arctic type boots.

Socks should be wool or wool-blend, acrylic or polypropylene. No Cotton. Don't cram in "extra" socks when it results in a tight fit. You crush out air and restrict blood circulation (heat) to the feet. IF YOUR FEET GET COLD AND WET YOU WILL BE MISERABLE!!!

Trousers: Wear insulated long underwear if available or two pairs of trousers. These should be heavy weight with the outer pair water repellent, if possible.

Shirt, Jacket, Coat: Wear insulated underwear if available; or shirt plus sweat shirt, sweater (or equivalent), plus a windproof water repellent outer jacket parka or coat.

REMEMBER: IF YOU DRESS TOO WARM YOU CAN ALWAYS COOL OFF BY REMOVING ONE OR MORE OUTER LAYERS OF A MULTI-LAYERED OUTFIT. IF YOU DRESS TOO LIGHT AND GET COLD YOU WILL SUFFER.

Head Gear: A hat or cap with earflaps plus a wool scarf or a hood on the outer jacket.

Hands: At times the scouts will be building fires, therefore, gloves or mittens should be fire-resistant. Wool gloves or mittens with leather palms are best. Plastic or nylon can be good but extra care must be taken for safety around fires.

POCKET EQUIPMENT:

- Knife (if you have one).
- Toilet paper in a plastic bag.
- Matches in a waterproof container.
- One, or more, handkerchiefs.
- Sunglasses (recommended to protect against sun-glare on snow).
- Compass.

YOUR PACK:

- Flash Light (Keep batteries warm and have spares plus spare bulb).
- Extra gloves, socks, handkerchiefs, foot gear.
- Waterproof raincoat or poncho.
- Complete set of extra clothes (underwear, pants, shirt, a sweater, hat, etc). Towel, washcloth, toothbrush & paste, soap.
- Personal First Aid Kit, including lip ice and hand lotion in plastic container

PROHIBITED

Sheath knives, machetes, or similar tools ARE NOT to be carried around Camp or ON THE TRAIL.

NOTE TO LEADERS - National Scouting requirements dictate that a minimum of two adult leaders must accompany any Scouting excursion. This is for your protection as well as the Scouting organization. Your District Activities Committee assumes that you will comply with these regulations.

EQUIPMENT EACH PATROL WILL NEED (Minimum -- add more if you wish)

- A. At least one compass for every two boys in your Patrol.
- B. 8 - six foot lengths of 1/4" rope.
- C. 2 - twelve foot lengths of rope (sisal preferred) not over 1" thick.
- D. 1 - 25 foot length of rope (sisal preferred) not over 1/2" thick.
- E. First Aid kit.
- F. Hand axe, properly sheathed.
- G. At least one Pocket knife.
- H. At least one TOTIN CHIP card (must have this to use knife and axe).
- I. One tarp at least 6 ft. x 6 ft.
- J. 3 poles, approx. 1" diameter and approx. 6 ft. long (or scout staves).
- K. Rope and/or twine for lashing.
- L. Firewood and tinder for Pioneering and Lunch cooking fires.
- M. Food for lunch, including water.
- N. Utensils for cooking and eating, including place setting for two Judges.
- O. Toilet paper in a plastic bag.
- P. Trash bags.
- Q. Note book and at least one pencil, in a plastic bag.
- R. Roster of Patrol members.
- S. Patrol scoreboard (given out at registration).
- T. Patrol flag on sledge or other transport equipment. Patrol name must be on flag **and** sledge (or other transport equipment).
- U. Troop number on sledge (or other transport equipment).**

NO leader or spectator will be allowed to help any Scout or Patrol while that Scout or Patrol is involved with Derby competition. (This rule may be waived by the Judge, for disabled Scouts only).

Axes, hatchets, and saws must be properly sheathed and remain on the sledge or in a backpack except when they must be used in an event.

SLEDGE SPECIFICATIONS

1. Commercially manufactured sleds or toboggans may be used but the patrol will lose 4 points.
2. The plans which follow is a guide only. You are not required to follow their exact dimensions.
3. Sledges must be at least six (6) feet long and eighteen (18) inches wide.
4. Sledges must display troop number, patrol name, and patrol flag or totem.
5. Sledges must be built by scouts. (Adult supervision is allowed)
6. Each sledge must have a towing bridle.
7. If a sledge breaks down during the Derby, the patrol may continue by backpacking all equipment, but will lose points at the last City check-out.
8. Sledges WILL BE USED regardless of the weather.

Klondike Sled Project

By Steven Maxwell · Illustrations by Len Churchill

Cross-country sled races deliver adventure, endurance and a wilderness challenge. And these plans are your ticket to that world. This sled is specially designed for Klondike Derby races in which boys—not dogs—provide the pulling power. Even though this sled is fast and strong, you don't have to be a master carpenter to build it. Cost of materials is about \$100.

How to Use These Directions

The instructions are divided into four parts: Building the Runners, Installing the Floor, Adding the Rails, and Finishing Up. Read everything at least once before you begin so you know how it all fits together. Then focus on each section as you work. Also, be sure to read "Prepared for Safety," which follows. What's the point in building a Klondike sled if you get hurt in the process?

Building the Runners

The runners take more punishment than any other part of the sled. That's why they need to be made of tough wood. Ash is the material of choice here—the same wood used for snowshoes and old-time cross-country skis. It's tough and flexible, and the open grain holds wax well—important details that'll help win races.

If you can't find ash lumber where you live, oak, maple or hickory are good, too. Just don't use pine, cedar or any wood soft enough to be dented easily by your thumbnail. These are fine for other parts of the sled, but softwood won't last long as runners or runner blocks.

When professionals build dogsleds they cook the ends of the runners for about an hour in special steam cabinets, and then clamp the softened wood to form curves when it cools. Sound complicated? It's really not. Since you need to curve only the ends of your runners, you can easily make your own steam cabinet using short lengths of galvanized duct pipe and an electric kitchen kettle. The plans show how. Make sure an adult is on hand to help you.

There's another option for runners. The plans show how to slice partway through the ends of the runners to make the wood flexible without steaming. This is called kerf bending, and it works O.K., though it does weaken the runners. They don't look as cool, either. Use this method only if nothing else is possible.

The fastest, easiest way to get your sled on the snow is to use a pair of old downhill skis as runners. Even though they're usually made of fiberglass, skis can still be drilled and fastened to the rest of the sled. They're tough, too.

With the runners ready, it's time to drill them for the No. 12 x 2-inch screws that fasten

them to the runner blocks. The plans show where each block goes and how the screws are positioned. Because they're hardwood, you'll need to create pilot holes using a 5/32-inch-diameter drill bit, to ease the entry of the screw. The plans show how to use screws as they extend through the runners to mark the runner blocks for accurate drilling. Also see "Drilling and Gluing" for more help.

Installing the Floor

At this stage, you have two separate runners with four blocks attached to the top of each one. Now it's time to join these into a single unit using the four main floor supports. Cut these to length, then drill screw holes and fasten them to the runner blocks using glue and just one No. 10 x 1^{3/4}-inch screw per joint. Even though the front floor support is the same size as the other floor supports, leave it off for now. The plans show how the edge of the front floor support needs to be angled a bit, but that's a job for later.

Pretty easy so far, right? Don't get too confident because there's trouble lurking ahead, something that could make your sled crooked if you don't avoid it. Luckily, there's a slick trick to do just that.

With the two runners joined by the four floor supports, measure the length of diagonal distances taken from the outer corner of one floor support to the diagonally opposite corner of the other. The plans show how. If your growing sled is square, then these measurements will be equal. Trouble is they're probably not going to be, though that's no reason to panic. Remember how you put only one screw in each joint? That lets you push and pull the runners until diagonals are equal, plus or minus 1/8 inch. Once they are, the base of your sled is square. You can count on it! Now add the second screw to each joint to lock everything in place. Then fasten the floorboards with glue and screws.

The plans include a close-up view of how the front floor support, floorboards and runners come together. Take a close look at this now. You'll need to use a hand plane to angle the leading edge of the front floor support so the floor support and runners are in full contact where they meet. This is the hardest part of the project, but even this isn't a big deal. The plans show the angle to be about 35 degrees, but it will vary depending on the curvature on the ends of your runners. When all looks good, clamp the front floor support in place and drive screws through the runners into it. More screws will be added later through the sloped top rail to secure the floorboards.

ADDING THE RAILS

The sled's rail assembly is made of 8 uprights, 2 angled tops, and a handrail. Like everything else on the sled, these parts fit together in strong, simple ways with screws and glue. Cut the four kinds of rail uprights you'll need now—two of each type—then fasten them to the runner blocks, straight up and down, with glue and two screws per joint. The rail uprights are listed longer than necessary so you can trim along the sloped top rails with a handsaw to remove a triangular block of waste after installation. Follow the plans for the location of these parts and fasten them now. You may be tempted to trim all the rail uprights now, but don't do it. Trim only the back rail uprights so you can

install the rail handle, also using screws and glue. Leave the other rail uprights until the glue dries.

FINISHING UP

Your sled's looking pretty good by now, right? But there are still a few things to take care of. The plans show the two $\frac{5}{8}$ -inch-diameter holes you'll need to drill through the floor boards, behind the front floor support, for the tow rope. You should also sand the sharp corners off the rail handle and sloped top rails, so no one gets slivers. Painting or varnishing your sled is optional. It'll look better if you do, but it is a lot of work, and it won't make the sled last any longer. Whatever you do, don't coat the underside of the runners. See "Wax Works" below for a speed-demon trail-tip.

PREPARED FOR SAFETY

Woodworking is fun—it may even become your career one day—but there's one thing you must remember. Always be careful. You must wear safety glasses when using any wood-working machinery, even if an adult is helping you. And don't forget ear protection. Earmuffs or foam earplugs work fine. And if you're ever uncertain about how to use any tool, ask for help.

WAX WORKS!

You can build the best sled in the world, but it'll never win races unless you've treated the runners right. It's a make-or-break detail, and wax is the key. The best kind is cross-country ski wax—the hardest type you can find, rated for 30 degrees below zero temperatures. Rub the wax onto bare-wood runners (not varnished) when the sled's indoors, smoothing the surface with a piece of cork to get rid of the lumps. Your runners won't feel slippery after this, but that's O.K. Once they get outside, on the cold snow, they'll slide along the trail like a lightning bolt. And the guys pulling will certainly appreciate that. Just remember to let your sled cool down before setting it in the snow. Warm runners can melt snow, forming water droplets that freeze, making the runners rough and slow.

DRILLING AND GLUING

Glue and screws hold this project together, and both are easy to use if you understand a few key points. First of all, don't use ordinary white, yellow or brown carpenter's glue on this project. They're great for indoor projects but are guaranteed to turn to mush when they get wet outside. Even some brands rated as water-resistant on the label won't last long if the snow turns to slush. What you need is something called type II wood glue. It's weatherproof and available under brand names like Titebond II and Weathertite. Polyurethane glue works well outdoors, but it's more expensive. Drilling screw holes is always more accurate if you hammer a nail lightly into the wood before you bore each hole. This makes a little crater so the drill bit won't wander off the mark as the bit starts spinning. After drilling holes in the runners you'll need to flare out the bottom end with something called a countersink bit chucked into your drill. This creates a cone-shaped pocket for the screw head, so it doesn't extend below the underside of the runner and drag on the snow. Holes drilled in soft wood parts don't need to be countersunk because the screws draw themselves level with the surrounding wood.

Materials List

FOR THE RUNNER ASSEMBLIES

RUNNERS	hardwood 1/2"-thick x 31/2"-wide x 89"-long	2
RUNNER	hardwood 1 1/2" x 31/2" x 31/2"	8
BLOCKS		

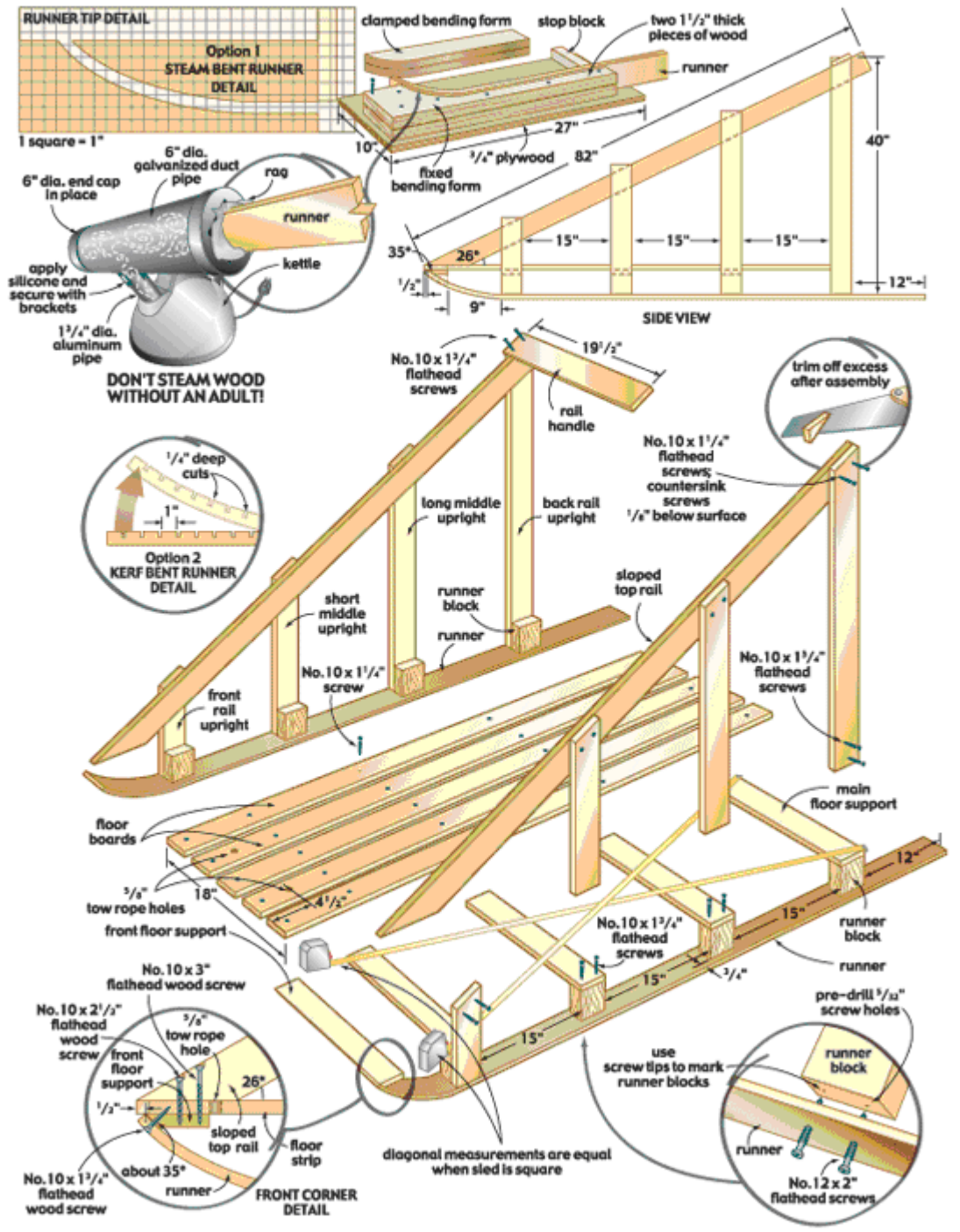
FOR THE FLOOR

FLOOR		
BOARDS	softwood 3/4" x 3 1/4" x 73"	5
MAIN FLOOR	softwood 3/4" x 31/2" x 18"	4
SUPPORTS		
FRONT FLOOR	softwood 3/4" x 31/2" x 191/2"*	1
SUPPORT		

FOR THE RAIL ASSEMBLY

SLOPED TOP		
RAILS	softwood 3/4" x 31/2" x 82"	2
RAIL HANDLE	softwood 3/4" x 31/2" x 191/2"	1
FRONT RAIL	softwood 3/4" x 31/2" x 14"	2
UPRIGHT		
SHORT	softwood 3/4" x 31/2" x 22"	2
MIDDLE		
UPRIGHT		
LONG MIDDLE	softwood 3/4" x 31/2" x 31"	2
UPRIGHT		
BACK RAIL	softwood 3/4" x 31/2" x 40"	2
UPRIGHT		

*Trim front edge to fit curve of your runners, about 35 degrees.



PROCEDURE FOR DERBY COMPETITION

At registration each patrol will be given a numbered scorecard that they will use at each City and upon which their score will be recorded at each City (as well as on the Judge's master list). This scorecard will, be marked at which City you are to begin the Derby. Each patrol will rotate to the next City in numerical order ONLY during the time indicated for MOVE. See the map for City locations. A major exception will be at FIRE BUILDING/COOKING (City #4). ALL PATROLS will visit that City at 11:45 AM for lunch. At 1:00 PM all patrols will resume their numerical order, skipping City #4.

Please be at your first City at 9:30 AM sharp, ready to go. Check-in inspections will be at your first City; checkout inspections will be at your last City.

If you lose your scorecard, you will lose all points. In the event of a conflict between the score recorded on the patrol's scorecard and on the Judge's master list, the Judge's list will be considered accurate.

SCOUTMASTERS: Since this is an all day event, PLEASE be very attentive to the clothing your boys will be wearing. 5 3/4 hours on the trail may be very demanding, **especially** in **footwear**, gloves, and hats.

At 9:30 AM a horn will sound to indicate the start of the first event. It will sound again at the beginning of each succeeding event. Move ONLY at the period of time indicated on the schedule.

By 3:30 PM all patrol scorecards MUST be turned in to Klondike Headquarters.

Equipment check in will be at each patrol's first City from 9:30 AM to 9:45 AM. A horn will sound to indicate the start of the first Event. Each Event will last thirty minutes and ONLY thirty minutes. Ten minutes will be allowed for moving between each City before the next Event begins.

MAXIMUM SCORE	- Check In and Check Out	20 points
.....	Events	<u>140 points</u>
.....	Total	160 points

CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY CITY # 1
NAKNEK Pop. 24

FIRST AID RESCUE

Equipment Needed:

Bring such ropes, and other materials (such as cravats, bandages, splints, etc.) as you may need to carry out this problem.

Problem:

Your patrol starts out from Valdez, across the Chugach Mountains, to the Tanana River to pan for gold. On the way you encounter a glacier which you must traverse. One of your patrol members stumbles, and falls down a cliff. He was able to check his fall and comes to rest on his back on a ledge about ten feet below the glacier surface. One of your members is lowered over the edge of the cliff, determines that bright red blood is spurting from a gash on the injured Scout's right wrist and his left knee is distorted to the side. He administers the necessary first aid, ties a rope (Life Basket Hitch) on the injured Scout and the patrol lifts both Scouts to the surface of the glacier at the same time.

1. Tie the knot to be used to lower the Scout over the edge of the cliff. At the request of the Judge, demonstrate that the knot will permit the Scout to be lowered and raised.
2. Demonstrate the first aid to be given to the injured Scout. While performing the first aid, keep the judge advised of what you are doing and why.
3. Tie the Life Basket Hitch (see next page), which would be used to lift the injured Scout. At the request of the Judge, demonstrate that the knot will permit the Scout to be raised.

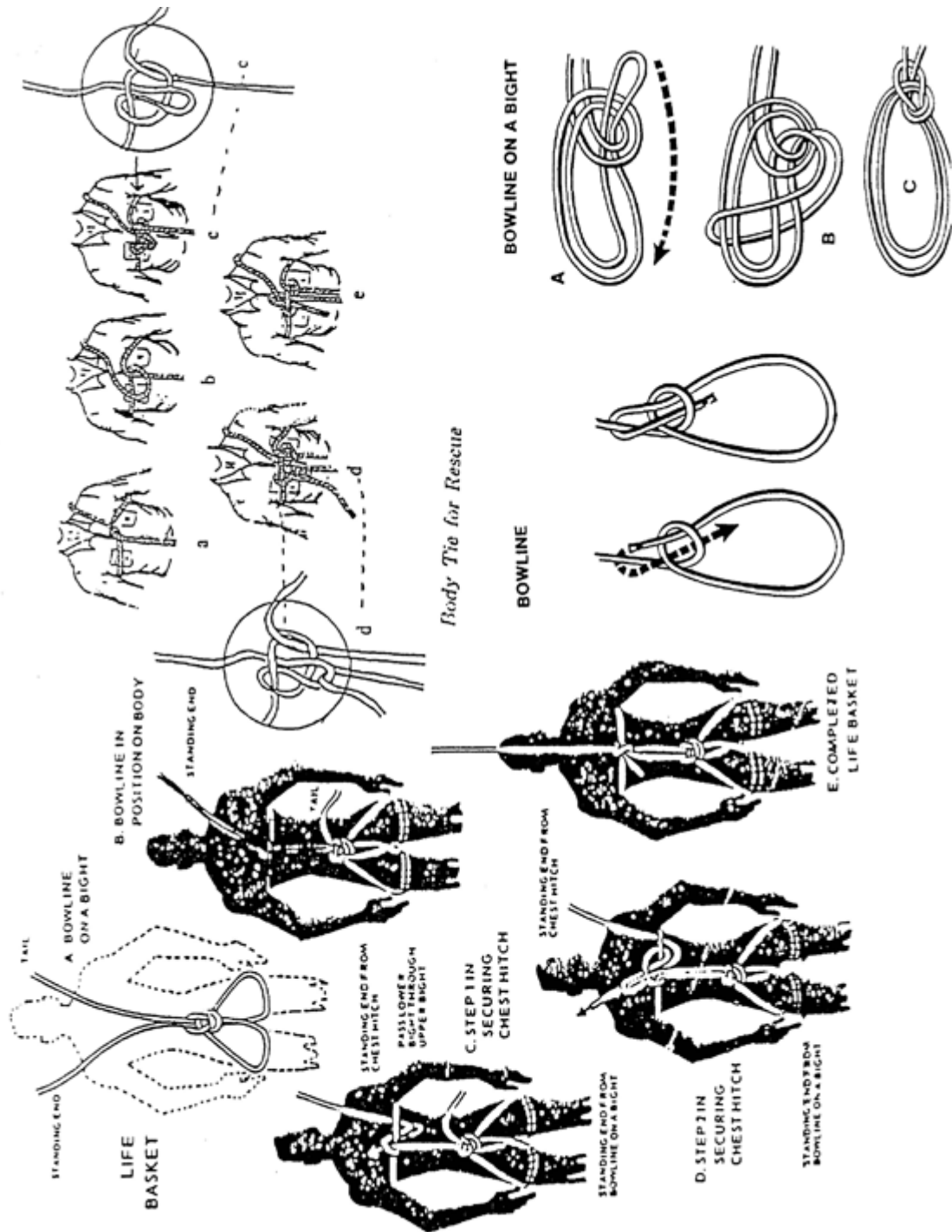
The ropes in items 1 and 3 above must be long enough to permit the Scout to be lowered to the ledge and the Scouts to be lifted from the ledge to the glacier surface. If needed, ropes may be tied together, using appropriate joining knots.

Scoring:

- | | |
|--|-----------|
| 1. Bowline, or Bowline on a Bight, properly tied | 3 points |
| 2. Treat victim | 11 points |
| 3. Life Basket Hitch properly tied | 4 points |
| 4. Deportment | 2 points |
| 5. If improper knots used to tie ropes together, deduct (maximum) | 2 points |
| MAXIMUM possible | 20 points |

NOTE; Knowledge of these knots is important for rescue work - lowering, and/or raising - and is used regularly in several work occupations.

Life Basket Hitch



CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City #2

YAKUTAT pop. 127

MYSTERY EVENT

EQUIPMENT NEEDED:

All equipment will be furnished by the Klondike Staff. You will only need your powers of concentration and a good memory.

EVENT:

It's a mystery.....but teamwork will be a must.

SCORING:

100% Correct answers	16 points
90%-99% Correct answers	14 points
80%-89% Correct answers	12 points
70%-79% Correct answers	10 points
60%-69% Correct answers	8 points
0%-59% Correct answers	6 points

Silent Participation	2 points
Patrol Department	2 points

Total Possible Score 20 points

CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City # 3

BARROW Pop. 297

ROPE BRIDGE

Equipment needed:

Eight (8) six foot ropes.

Two (2) twelve foot ropes.

Any other equipment that you wish to bring

Problem:

Your patrol has arrived at the Yukon River in flood stage. The current is fast moving and ice cold and has destroyed the bridge. You have found a land projection that has narrowed the river to approximately 25 feet for a short distance. You must attempt to get all of your patrol over the river, including your sledge and equipment. You are fortunate to find one rope already stretched across the river.

You must send one half of your group across the river; one of which will carry a pull rope for the equipment transport, the other end being secured to the sledge. This rope will be made up of the six-foot ropes in hand. After the sledge is across, the remaining patrol members will cross the river.

1. Eight Scouts must successfully cross the river. If your patrol has less than 8, you will rotate until the required number have finished.
2. If a Scout falls off, it will not count as a crossing (see Scoring).
3. You may transport your sledge in any manner you choose, using any equipment you have. Either on the sledge or separately, you must also transport your other equipment. (Hint: pulleys and carabineers may be used)
4. TIME will start at the moment that any patrol member touches the main crossing rope. TIME will stop when the crossing is completed.

SCORING:

Completed under 5 minutes	18 points
under 6 minutes	16 points
under 7 minutes	14 points
under 8 minutes	12 points
under 9 minutes	10 points
under 10 minutes	8 points
under 11 minutes	5 points
over 11 minutes but less than 15 min	2 points
Department.....	2 points
.....	
..... MAXIMUM possible	20 points

NOTE: If a Scout completely falls off the rope, he will be presumed drowned and cannot rejoin a crossing rotation. For each instance, the patrol will lose one point.

CUYAHOGA VALEY DISTRICT KLONDIKE DERBY City # 4

DEAD HORSE Pop. 18

COOKING FIREBUILDING

EQUIPMENT NEEDED:

Matches, water, cooking utensils, mess kits and/or other eating equipment. Raw meat, fish, or poultry. Two raw fresh vegetables. Hot drink fixings. Material for fire building.

EVENT:

You are to build one of the cooking fires from the Scout Handbook or Fieldbook using only two matches. **NO** artificial fire starters may be used. (No wax, tallow, oil, grease, fat, butane, propane, steel wool, or chemically treated tinder or any other quick start method). The judge will have a supply of barn matches for emergency use. Any use of BSA prohibited materials such as lighter fluid, gasoline, naphtha, Kerosene, etc. will reduce your points to zero. This is a **NO TRACE** event and the fire **MAY NOT** touch the ground. You must provide your own barrier to build your fire upon.

When your fire is ready, you are to prepare a lunch consisting of a hot drink and at least one raw meat, fish or poultry and two fresh vegetables. In preparation for a trail meal, you may plan ahead in partially preparing the required meal. You may clean, cut up and package your meat, fish or poultry, and vegetables and partially cook them ahead of time, but they must not be fully cooked or prepared. Canned, freeze-dried, dehydrated, or commercially frozen ingredients may NOT be used. Prepare enough food for a good meal for your entire patrol PLUS TWO JUDGES. This food is to be your lunch (not only a demonstration).

After you have finished eating, extinguish your fire, put the remaining ashes, unburned wood, etc. and garbage in your trash bag, and rough clean your utensils, plates, etc. using water or snow. You may finish cleaning your materials later at your campsite. Make sure your cooking area is absolutely clean before you depart. (The Judges will be very strict on this). No debris or garbage may be buried.

NOTE: Time will be strictly limited to vacating the area at 1:00 PM

SCORING:

Properly built Scout fire	2 points
Lit with one or two matches	2 points
(Lose 1/2 point for each additional match, lose ten points if you use any kind of prohibited fire starter)	
One meat and two fresh vegetables	3 points
Hot beverage	2 points
Meal fully cooked and hot when served	3 points
Put out fire properly and remove debris	3 points
Disposal at garbage and trash	2 points
Rough cleanup of utensils	1 point
Department	2 points

MAXIMUM possible 20 points

NOTE: No wood may be used from the Park. You MUST bring your own wood.

CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City #5

KODIAK pop. 824

(FLAPJACK RACE)

EQUIPMENT NEEDED:

All equipment will be provided by the Klondike Staff

EVENT:

The camp cook has decided that he needs a new helper. His last assistant couldn't flip the flapjacks correctly or fast enough. In order to qualify as Cookie's assistant, each patrol member will in turn take one of the frying pans provided along with a flapjack (a ½" thick pine board cut into a six inch circle). When the judge is ready, the first patrol member will race down a fifty foot course with the flapjack in the frying pan until they reach a 5 foot high rope strung across the end of the course. The patrol member is required to flip the flapjack over the rope and catch it in the frying pan. If the patrol member misses the rope or drops the flapjack, they will continue to flip the flapjack until they have successfully flipped it over the rope and caught it. The patrol member then turns around and races back to the next patrol member and gives them the frying pan with the flapjack. That patrol member repeats the course. This will continue until all patrol members have completed the course. If a patrol has less than 8 members, some members will need to repeat the course until 8 courses have been completed.

This is a timed event. Patrols will only receive their times at the completion of the event. At the end of the Klondike, the Klondike staff will tally all of the times and award points based on following:

SCORING:

Participation and department	2 Points
Shortest time (1 st place)	18 Points
2 nd & 3 rd Place	16 Points
4 th & 5 th Place	14 Points
6 th & 7 th Place	12 Points
8 th & 9 th Place	10 Points
10 th & Higher Place	8 Points

TOTAL POSSIBLE: 20 Points

**CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City #6
POINT HOPE pop. 23**

FIND THE GOLD!

EQUIPMENT NEEDED:

Pen or Pencil, 8 ½" x 11" piece of paper, note cards, Compass

EVENT:

Part One:

Using the sheet of paper, accurately draw one compass, showing 16 direction points. Each point must be marked with degrees and names. All patrol members are expected to contribute to the effort.

Part Two:

There are eight problems to solve. Each patrol member will be given a compass course. If there are less than eight members in the patrol, some members will be required to complete more than one problem. Each problem consists of a compass course. In order to complete the problem, the patrol member is required to plot the return (reciprocal) course showing the compass bearings to return.

Part Three:

This part uses a 50 foot diameter circle with eight lettered stakes around the circumference. Each patrol receives an instruction card. This card tells the scouts their starting positions as well as 5 bearings which direct them from stake to stake around the course. Each patrol copies down the letter on each stake along their route. The six letter code word thus produced is checked against the respective code word on the answer sheet. No two instruction cards describe the same route.

Example: A patrol receives the following instruction card:

#66 E 26, 136, 342, 242, 78

#66 This is instruction card number 66. E The patrol must start at stake labeled "E". At stake E, the patrol follows a bearing of 26 degrees which will lead to the next marker on the route. At the next marker, the patrol sets a bearing of 136 degrees and continues until arriving at the marker indicated by the bearing 78, the last bearing on the instruction card. The code word produced (EOTXIL) is checked on the answer sheet.

SCORING:

Part One:

Completed compass	2 points
Compass points with degrees and names	2 points

Part Two:

Compass course return courses	4 points
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Part Three:

Each stake properly identified.....	10 points
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Patrol department	2 points
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..... MAXIMUM possible	20 points
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CUYAHOGA VALEY DISTRICT KLONDIKE DERBY CITY # 7

SITKA Pop. 93

ATOMIC PIONEERING

EQUIPMENT NEEDED:

Eight (8) six foot ropes

EVENT:

A container of nitroglycerine used to blast the gold mines needs to be transported and your Patrol has elected to do your good turn and help. Nitroglycerine is very explosive, so your patrol must be very careful not to spill any while transporting it. Here is what you must do:

1. Eight (8) Scouts must tie either a taut-line hitch or two half-hitches to attach each rope to eight (8) holes on the transport device. If your patrol has less than eight (8) members, you will rotate until the required number has been tied. At least one (1) of each of the required knots must be tied.
2. The Patrol must lift the filled transport device off the ground and maneuver it over 3 obstacles, each increasing in height, then carefully lower the transport device onto the finish area without spilling any liquid along the way.
3. Each patrol member must stay at least six (6) feet away from the transport device while it is off the ground.
4. All patrol members must use their rope to help maneuver the transport device with one exception. The patrol has the option of electing one member to act as the leader and not hold a rope.
5. Any rope not being used should be untied before the transport device is moved.

SCORING:

Half (½) a point for each of the eight (8) knots	4 points
Two (2) points for each of the three (3) obstacles cleared	6 points
Perfect transport - no liquid spilled	8 points
Deduct one point for each 8 th of the liquid that was spilled.	
Attendance and deportment	<u>2 points</u>

Total possible point 20 points

JUNO Pop. 117
SLEDGE RACE

EQUIPMENT:

Your Sledge and your patrol

EVENT:

Great Sledge Race

This event is for fun only and no patrol is required to participate. It will be a timed event with handicaps awarded at the whim of the judges.....

Sledge Race starts at 3:45 PM.

Patrols will line up at the starting line. When signal is given they will proceed around the course and after crossing the finish line they will be given their times.

CUYAHOGA VALLEY DISTRICT

**KLONDIKE DERBY
PATROL ROSTER**

SUBMIT ONE COPY BY January 20, 2005 TO:

Greater Cleveland Council
Boy Scouts of America
2241 Woodland Ave.
Cleveland, Ohio 44115
Attn: Ryan Shoemaker.

PLEASE KEEP ONE COPY FOR USE UPON CHECK-IN AT THE KLONDIKE DERBY.

TROOP # _____ PATROL NAME: _____

ROSTER OF PATROL MEMBERS:

PATROL LEADER: _____ Age: _____ Rank: _____

ASST. PTL LEADER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

Participants: \$ 5.00 X _____ (number participating) = \$ _____

Patch only: \$ 2.00 X _____ (number of patches) = \$ _____

GRAND TOTAL: \$ _____