

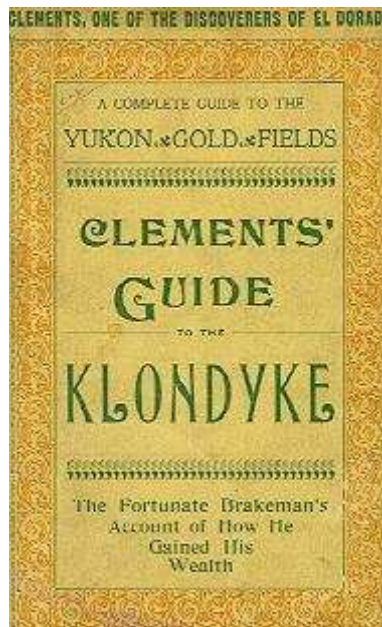
**ATTENTION BOY SCOUTS:**

# **Strike it Rich!**

Discover riches at the Cuyahoga Valley District  
**KLONDIKE DERBY!**

Pan for your experience like the  
Klondike **GOLD** rush of 1898!

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



January 13-15, 2012

Beaumont Scout Reservation

The Adventure begins at 9 am on Jan. 13

Dear Patrol Leader & Scoutmaster:

The Cuyahoga Valley District has planned its Annual Klondike Derby to be held on January 13-15, 2012, at Beaumont Scout Reservation. 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. Units camping at Beaumont for the weekend are required to reserve and pay for their cabins by November 10, 2011.
2. Patrols enter by sending in one copy of their roster sheets with names of your patrol members.
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. **You MUST have a local tour permit and it must be turned into the campmaster upon check-in.** 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 to Jim Popik!!

Jim Popik (dadpopik@aol.com)  
3376 Spring Valley Rd.  
Akron, Ohio 44333

See you and your patrol on the 13th of January, 2012!

Yukon Jim

**KLONDIKE DERBY 3-DAY SCHEDULE  
CUYAHOGA VALLEY DISTRICT – 2011**

Date:	Time:	Location:
<b>FRIDAY, January 13, 2012</b>		
Check-in	5:00 PM	MacIntosh HQ
Mayor's Meeting	9:00 PM	MacIntosh HQ
Adult Leader's Cracker Barrel	9:30 PM	MacIntosh HQ
<b>Saturday, January 14, 2012</b>		
City Set-up	8:30 AM	Camp Broadbent
KLONDIKE BEGINS (Patrols report to first assigned city)	9:30 AM	Camp Broadbent
KLONDIKE ENDS	3:15 PM	Camp Broadbent
SCORE CARDS turned in by:	4:15 PM	Augustus Center
Catholic Religious Services	5:00 PM	Sacred Heart of Rock Creek Catholic Church
Gold Rush Auction, Awards	7:30 PM	Augustus Center
Junior Leader's Cracker Barrel	9:00 PM	Augustus Center
Adult Leader's Cracker Barrel	9:30 PM	Augustus Center
<b>Sunday, January 15, 2012</b>		
Check-out	10:00 AM	



# Klondike Derby

January 14, 2012

## Saturday:

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

### ALL MOVEMENT WILL BE IN NUMERICAL ORDER

9:30	9:45	Equipment check in
9:45	10:15	- Event
10:15	10:25	Move
10:25	10:55	-Event
10:55	11:05	Move
11:05	11:35	-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	- Event
1:40 PM	1:50 PM	Move
1:50 PM	2:20 PM	- Event
2:20 PM	2:30 PM	Move
2:30 PM	3:00 PM	- Event
3:00 PM	3:15 PM	Checkout

4:15 PM -- All scorecards must be turned in to HQ (Augustus Center).

## Derby Regulations:

1. Registration can be made by mailing one copy of your patrol roster along with your check made out to Jim Popik before January 6, 2012.
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 special needs 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. At least one Fire-N-Chit card (must have this to start the fire).
- J. Two tarps at least 6 ft. x 6 ft.
- K. 3 poles, approx. 1" diameter and approx. 6 ft. long (or scout staves).
- L. Rope and/or twine for lashing.
- M. Firewood and tinder for Pioneering and Lunch cooking fires.
- N. Food for lunch, including water.
- O. Utensils for cooking and eating, including place setting for two Judges.
- 0. 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<sup>3/4</sup>-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		

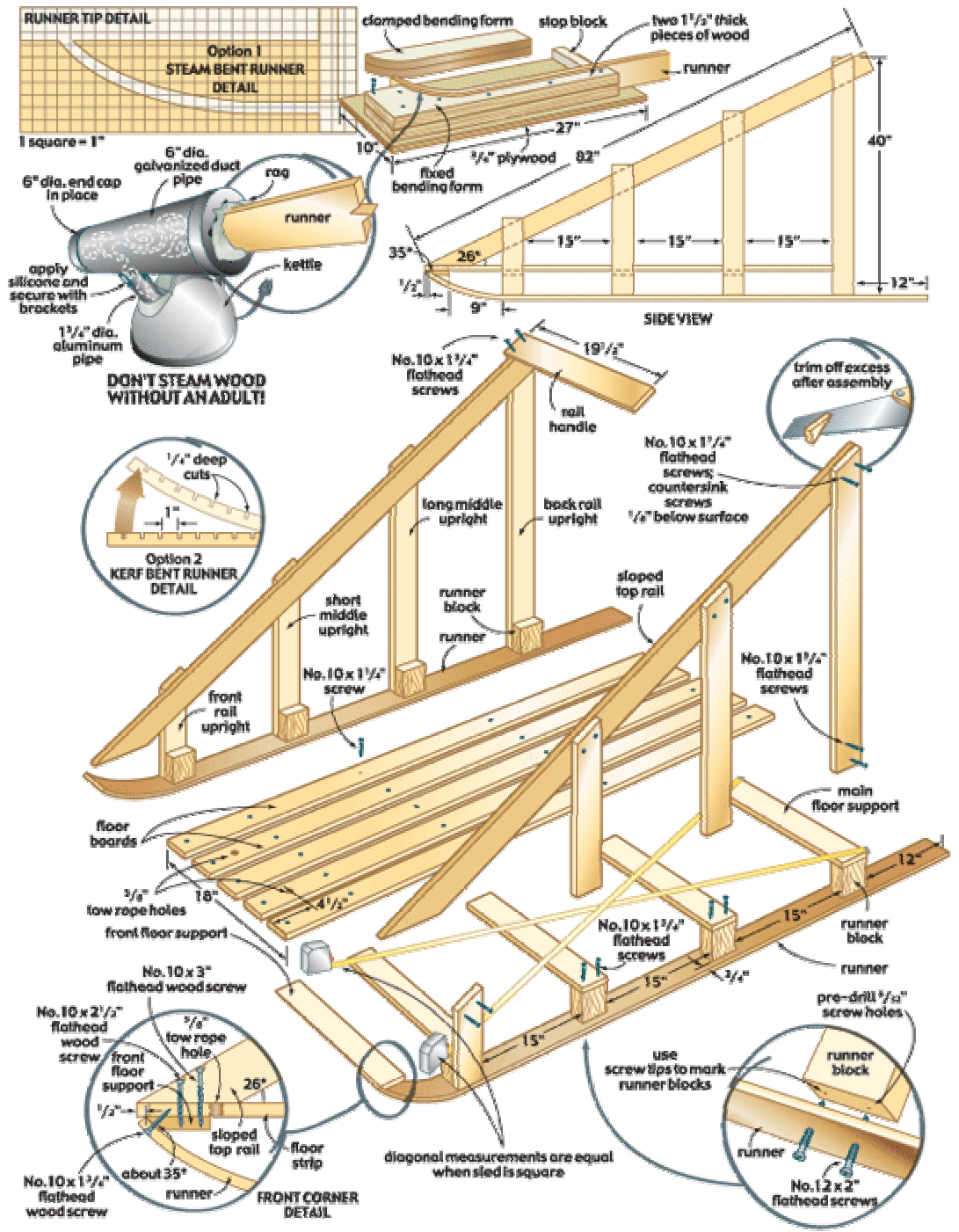
## FOR THE FLOOR

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.



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## 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 **Augustus at 9:00 AM sharp**, ready to go. You may receive any new instructions and we will start the Klondike from Augustus. 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 9:15 AM a horn will sound to indicate the start of the Klondike. It will sound again at the beginning of each succeeding event. Move ONLY at the period of time indicated on the schedule.

By 4:15 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	140 points
.....	Mystery Task	<u>20 points</u>
.....	Total	160 points

**CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City #1**

**NAKNEK pop. 23**

**MYSTERY EVENT**

**EQUIPMENT NEEDED:**

Equipment will be provided by mayor.

**EVENT:**

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

**SCORING:**

Possible points up to	.....18 points
Patrol Department	.....2 points
Total Possible Score	.....20 points

**CUYAHOGA VALEY DISTRICT KLONDIKE DERBY CITY # 2**

**SITKA Pop. 24**

**COMPASS!**

**EQUIPMENT NEEDED:**

Pen or Pencil, 8 1/2" 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

**Part Three:**

Each stake properly identified ..... 10 points

Patrol department ..... 2 points

..... MAXIMUM possible 20 points

**CUYAHOGA VALEY DISTRICT KLONDIKE DERBY CITY # 3**

**BARROW Pop. 93**

**ICE RESCUE**

**EQUIPMENT NEEDED:**

Eight (8) six foot (6) ropes properly whipped or fused.

**EVENT:**

While crossing a pond with your sledge in tow, the ice cracks and becomes unsafe. One patrol member is on the sledge; the rest of your patrol is across on shore. You must rescue the sledge and the stranded scout without getting on the ice. Here is what you must do.

**KNOT TYING AND ROPE TOSSING**

1. Place sledge and stranded patrol member, who must sit on the sledge and cannot move from the seated position behind the furthest line of stakes as instructed by the judge (30 feet). The stranded scout will attach one of the six foot ropes to the sledge by tying a bowline.
2. The rest of the patrol will make a long rope by tying together the remaining six foot ropes, using three different joining knots. Each of the seven patrol members will coil the rope and throw it un-weighted to the stranded scout. If the patrol has less than seven members than the members must rotate until seven tosses are completed. Each patrol member will have only two chances to throw the rope so that the stranded scout can reach it from his sealed position. The stranded scout cannot use anything to help him in reaching the rope.

**ICE RESCUE**

1. After all seven members of the dog team have had their turn tossing the rope, the patrol leader will select one member to coil and toss the rope for the actual rescue. He will continue to toss until the stranded scout can grab the rope. The stranded scout is not permitted to use any tools, poles or hooks to grab on to the thrown rope.
2. The stranded scout will then attach one end of his rope to the thrown rope and the other to the sledge using a bowline knot. The dog team will then pull the sledge across the thin ice to the area designated by the judge.

**SCORING:**

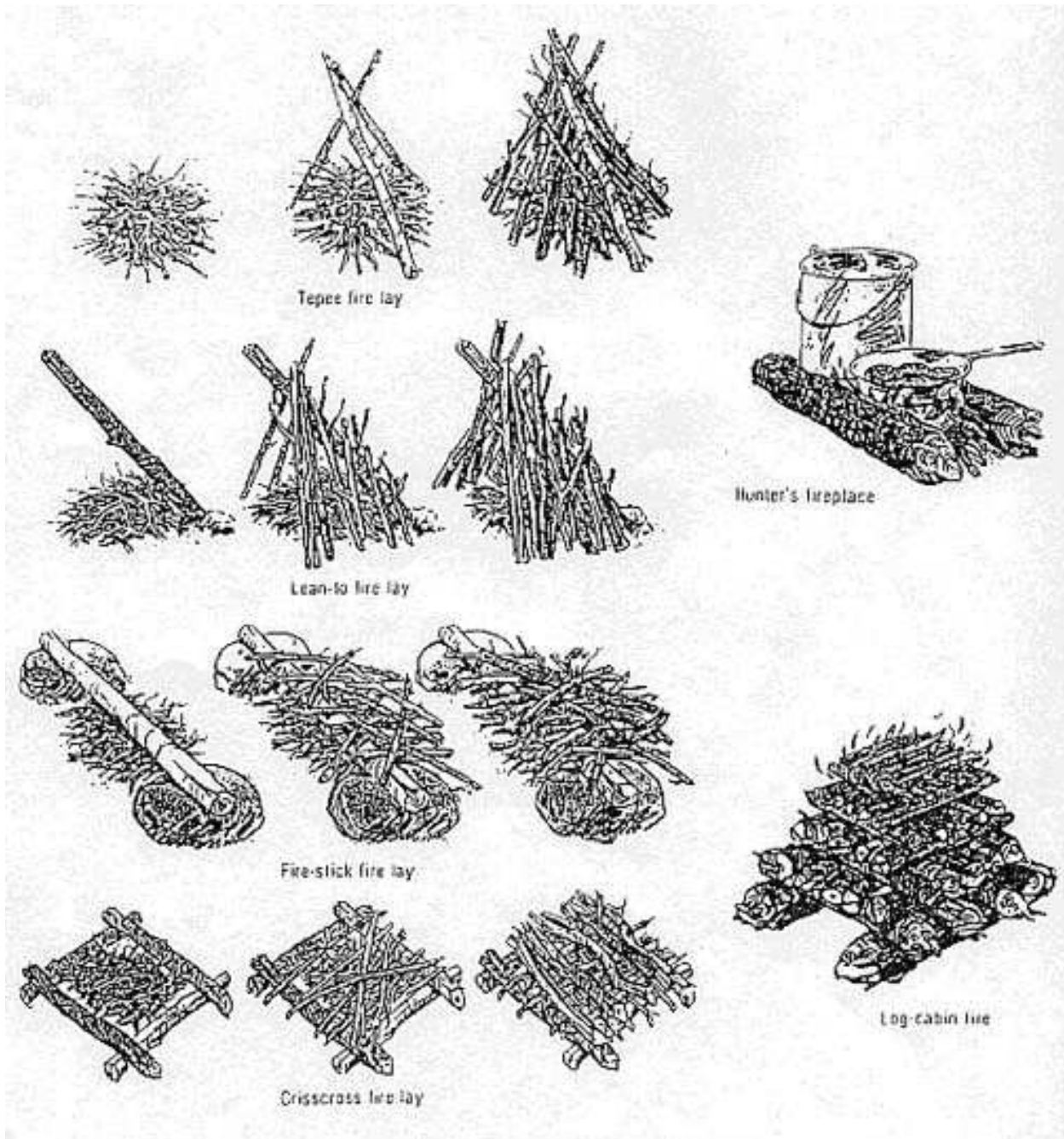
If the Scout on the sledge can reach the rope from his sitting position on the first toss of a Scout you will get one point; second toss you will get one half point, if neither, you will get zero points.

**NOTE:** If the knots become loose and the rope separates, it will be counted as one toss.

1. Maximum points for tying and tossing ..... 7 POINTS
2. Perfect rescue job. One final cast of rope and good knots  
sledge arrived safely ..... 11 POINTS
3. Deduct one point for each additional cast of rope and for each  
improperly tied knot.
4. Good try but could not make it. (includes rope breaking) ..... 0 POINTS
5. Deportment ..... 2 POINTS

MAXIMUM POSSIBLE ..... 20 POINTS

## Firelay Examples



CUYAHOGA VALEY DISTRICT KLONDIKE DERBY City # 4

DEAD HORSE Pop. 18

COOKING

**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: You **MUST FEED** your patrol a hot meal. If **ANY MEMBER** of your patrol (not including the judges) does not receive a hot meal, you will lose **10 points**. 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. If your fire cannot be started after 10 minutes, you will start your fire using any means possible and you will lose five points)
- 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: Wood used must be kiln dried commercially prepared wood or you may use wood obtained from Beaumont. No firewood (other than stated) may be brought to Beaumont.**

**CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City # 5**  
**YAKUTAT Pop. 297**  
**FIRE BUILDING**

**EQUIPMENT SUPPLIED:**

- 1) - Several pieces of wood 1 inch thick. Total area will be approximately 12"x12"
- 2) - Pancake batter
- 3) - Matches

**EQUIPMENT NEEDED:**

- 1) - One Axe (hatchet), at least one Pocket Knife, a Fire-N-Chit card and a TOTIN' CHIP card for each person using an axe or knife and starting the fire. No other tools will be allowed.
- 2) - One small frying pan – large enough to cook a six inch pancake
- 3) - Pancake flipper

**EVENT:**

You will be provided with an axe yard, and several pieces of soft wood. Only those patrol members who show the judge a valid Totin' Chip card will be allowed to prepare wood for the fire. One member must show the judge a Fire-N-Chit card to be able to start the fire. You must build one of the attached fire lays. Two matches (not your own) will be provided by the judge. More will be available, but each one used will result in the loss of one point. Only materials supplied by the judge may be used. No fire starters are permitted.

Once the first match has been struck and the fire started, fires may be rearranged and more wood added. Timing begins when the first match is struck. Once the patrol has determined that the fire is adequate, they will be given the pancake batter to cook their pancake. Once the patrol determines that the pancake is done, they will break the pancake in two to demonstrate that it is fully cooked and show the pancake to the judge. The SPL will then eat the pancake.

Fire remains are to be disposed of as instructed by the judge. The Patrol Leader will **explain** to the judge the correct procedure for dousing the fire, namely:

- 1. Spread remains of fire throughout fire pit.
- 2. Douse with water, snow, or soil.
- 3. Test that no fire remains by placing hand on fire remains.
- 4. Scatter doused remains widely throughout peripheral area.
- 5. e. Return fire pit to natural condition.

**SCORING:**

- 1. Proper fire lay ..... 4 points
- 2. Fire started w/2 matches ..... 4 points  
Deduct 1 point for each additional match over two –max loss 4
- 3. Pancake cooked ..... 3 points
- 4. Pancake eaten ..... 4 points
- 5. Proper cleanup of fire site and explanation..... 3 points
- 6. Deportment ..... 2 points

Total Possible Score .....20 points

**CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City # 6**

**KODIAK pop. 127**

**BLIND CAMPSITE**

**EQUIPMENT NEEDED:**

All equipment will be furnished by the Klondike Staff.

**EVENT:**

Put up a tent while blindfolded - teamwork will be a must.

Your Patrol has been out all day in a snowstorm. You are lost and it is getting late in the evening. Several of your Patrol members are cold and wet. You decide it is safer to stop and wait out the storm. You have a tent to protect you from the weather. The problem is the driving snow is blinding you and it is dark. Your Patrol leader is the only one with goggles and a flashlight. He hurt his arm and cannot do any physical work. The leader must lead you to a safe area to set up the tent. You must clear the area of obstructions. You must set up a tent with a ground cloth. (No rain fly) You must tie the tent down for wind using the stop knot you tie and a taught line around a stake/rock.

You all will be blindfolded for this competition. (Except for Leader) The scoring will be based on how well your patrol leader leads and on how well you cooperate. All patrol members must participate. Scoring will also include how well you clear the area, set up the tent, and tie down. This is not a timed event. You must act safely but complete the task before the signal to move to the next event.

**SCORING:**

1. Lead to Safe Site .....2 points
2. Site cleared of obstructions .....3 points
3. Tent set up with ground cloth .....4 points
4. Tent tied down for wind .....3 points
5. Patrol Leadership .....4 points
6. Patrol Participation .....4 points

Total Possible Score .....20 points

**CUYAHOGA VALLEY DISTRICT KLONDIKE DERBY City # 7**

**POINT HOPE pop. 824**

**ROPE BRIDGE**

**EQUIPMENT NEEDED:**

- Eight (8) six foot ropes.
- Two (2) twelve foot ropes.
- Any other equipment that you wish to bring

**EVENT:**

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
Deportment.....	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.

**2012 CUYAHOGA VALLEY DISTRICT  
KLONDIKE DERBY  
PATROL ROSTER**

**SUBMIT ONE COPY FOR USE UPON CHECK-IN AT THE KLONDIKE DERBY AND ONE COPY FOR THE CAMPMASTER.**

**DO NOT PAY** at the Council Service Center. Pay at Check-In.

TROOP # \_\_\_\_\_ PATROL NAME: \_\_\_\_\_

ROSTER OF PATROL MEMBERS:

PATROL LEADER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

ASST. PTL LEADER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

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**Participants: \$ 9.00 X \_\_\_\_\_ (number participating) = \$ \_\_\_\_\_**

**Patch only: \$ 1.50 X \_\_\_\_\_ (number of patches) = \$ \_\_\_\_\_**

**GRAND TOTAL: \$ \_\_\_\_\_**

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