

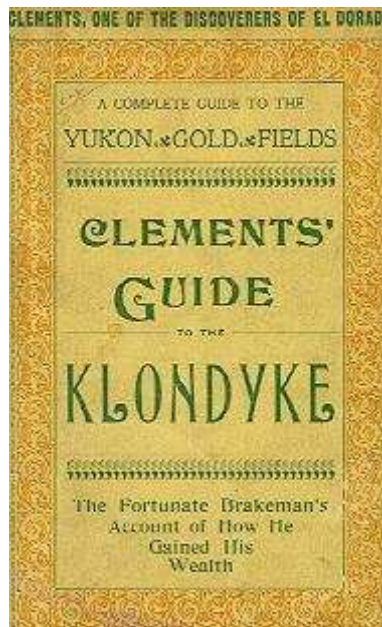
**ATTENTION BOY SCOUTS:**

# **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 repellant, if possible.

Shirt, Jacket, Coat: Wear insulated underwear if available; or shirt plus sweat shirt, sweater (or equivalent), plus a windproof water repellant 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.

## 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 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

**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:**

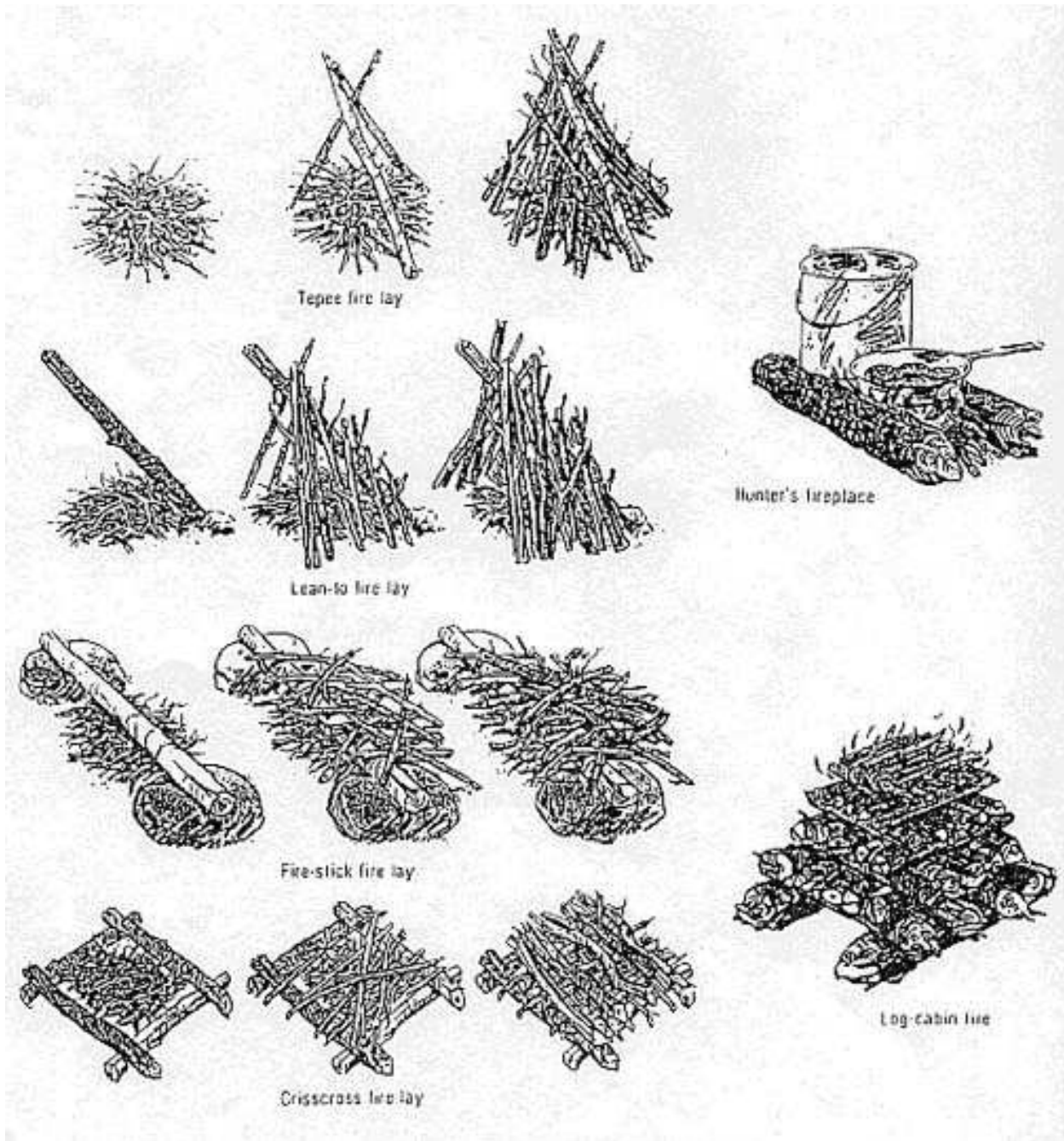
If the Scout on the sledge can reach the rope from his sitting position on the first toss of a Scout you will get one point; second toss you will get one half point, if neither, you will get zero points.

**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<br>sledge arrived safely ..... | 11 POINTS |
| 3. Deduct one point for each additional cast of rope and for each<br>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: \_\_\_\_\_

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

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

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

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

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

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

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

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

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

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

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

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