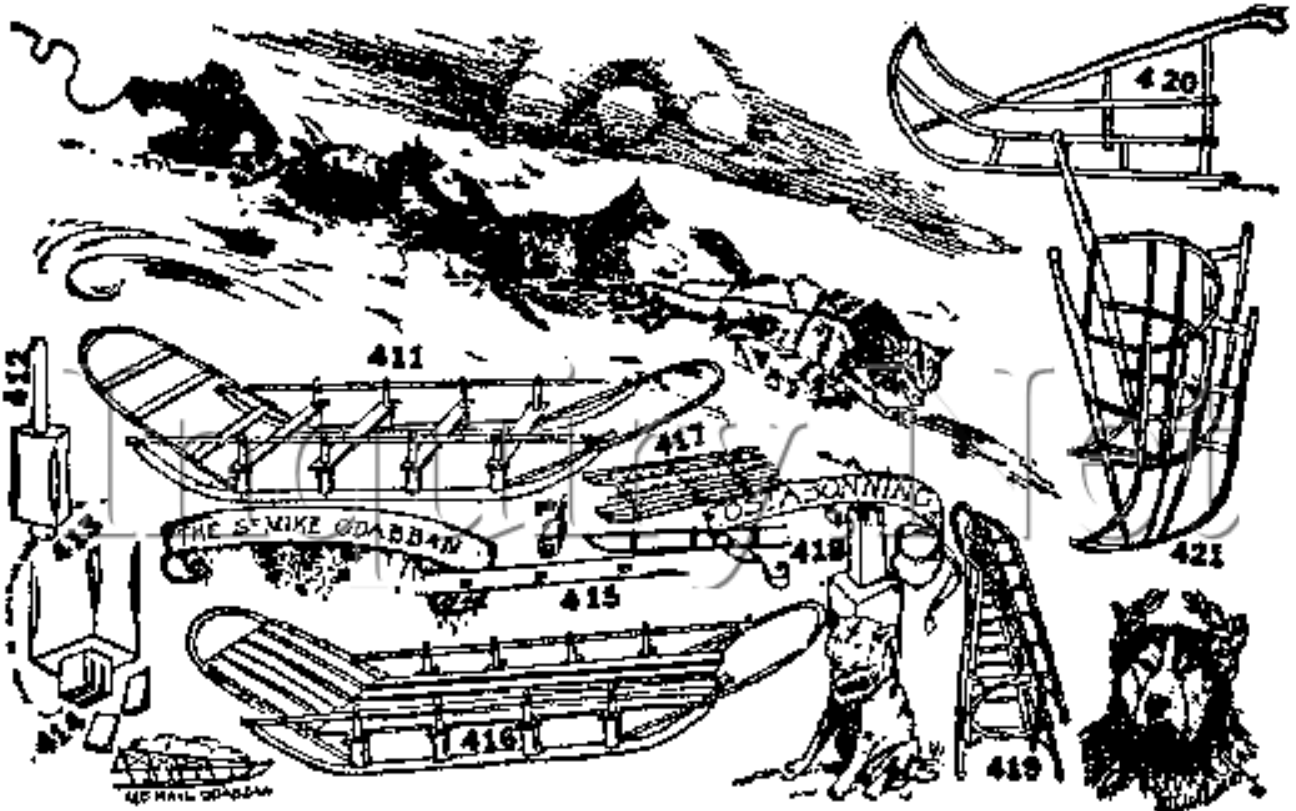


# Wekiwa District Fall Camporee 2007 Leaders guide October 5<sup>th</sup> - 7<sup>th</sup>



*The Wekiwa District Fall Camporee is a program for Boy Scout Troops, Venturing Crews and Varsity Teams built around age-appropriate program activities for scouts. It also includes outstanding opportunities for Webelos Scouts.*

## History of the Klondike Gold Rush

In 1896 a rugged prospector working in an area near the Arctic Circle called “the Klondike” found gold in the bottom of his miner’s pan. He rushed to the nearest settlement to stake his claim and called the place where he found the gold “Gold Bottom.” Soon other prospectors made “strikes” in different locations, and a rush of people from all over the world headed for Canada’s Yukon Territory, where the Klondike is located. This became the greatest gold rush in history.

Many of the gold rushers arrived by ship in the Alaskan port of Skagway, which was the quickest way for most people to join the rush. From here they had a difficult and hazardous journey of at least 500 miles overland to the goldfields. The first step was to cross the mountains that surrounded Skagway. This meant climbing either the White Pass or the much more famous Chilkoot Pass. Both which were perilous and difficult, especially in winter. There was not only the fierce cold that plunged to 50 degrees below zero, but also avalanches of snow and ice that buried many parties of trekkers.

After a thirty-mile struggle, the gold rushers arrived at the Yukon river that eventually would lead them to the Klondike. But there were no boats- they had to build their own. There were plenty of trees, so many boats were built, and the gold rushers headed down river to Whitehorse the capital city of the Yukon Territory. They went north through Lake Labarge, mentioned in Robert Service’s “Cremation of Sam Magee, “ and then further down the Yukon River to Dawson City, The Klondike’s Capital. “Down” in this case means north, as the trail came ever closer to the Arctic Circle. From here the gold rushers spread out to various gold fields such as Cariboo and Grand Forks.

Shortages of food soon caused the Canadian authorities to regulate people coming into the Klondike. The Northwest Mounted Police inspected each prospector before he entered Canadian territory to make sure he had all the supplies he would need for about a year, up to 2,500 pounds. This included: 100-200 pounds of bacon, 400 pounds of flour, 75-100 pounds of dried fruit, 50 pounds of cornmeal, 20-40 pounds of rice, 10-25 pounds of coffee, 5-10 pounds of tea, 25-100 pounds of sugar, 100 pounds of beans, 1 case of condensed milk, 10-25 pounds of salt, 1 pound of pepper, 25-50 pounds of rolled oats, 25-100 pounds of potatoes, 25 cans of butter, plus additional dried meats, and vegetables.

For equipment, they brought a stove, miner’s pans, buckets, picks, handles, saws, chisels, hatchet, drawknife, shovels, frying pan, matches, medicines, eating utensils and a compass. Clothing needs included a heavy mackinaw coat, 3 suits of heavy underwear, 2 pairs of heavy mackinaw trousers, 12 pairs of heavy wool socks, 6 pairs of heavy wool mittens, 2 heavy over shirts, 2 pairs of rubber boots, 2 pairs of heavy shoes, 6 heavy blankets, 2 rubber blankets, 4 towels, 2 pairs of overalls, a suit of oil clothing, and an assortment of summer clothing.

All of this had to be carried over one of the passes. Horses and mules were in short supply, so most gold rushers carried the goods over the pass on their backs. This required many trips up and down the pass. A person could have traveled as much as 2,500 miles just to get his required supplies into Canada. This situation lasted until 1899, when a railroad was completed from Skagway, Alaska to Whitehorse, Yukon Territory.

Eventually, some 30,000-40,000 gold-seekers reached the Klondike, but by 1899 the rush was over. All the good claims were staked and the people began to leave. But the richness of the goldfields was great. By 1904 at least \$100 million in gold had been removed from the ground.

## Boy Scout Camporee plans and details

### Check in

Check in desk will be open beginning at 4:00PM on Friday, October 5<sup>th</sup>.

An adult unit representative shall check in with the district upon arrival. At this time:

- ◆ Unit attendance form will be verified for correctness
- ◆ Fees for additional youth and adult participants will be collected
- ◆ Campsite will be assigned
- ◆ Updated schedules and information will be distributed

**Units should plan to arrive between 4:00pm and 8:00pm**

### Check Out

An adult unit representative shall contact the District Camporee Staff at least thirty minutes prior to the unit's check out for a walkthrough of the unit's assigned campsite. Campsite shall be left clean and with minimal residual impact. All trash, debris and other items shall be picked up and hauled away by the unit. (Pack it in, Pack it out)

### Code of Conduct

Each participant is expected to behave in a scout like manner in accordance with BSA principles at all times. Inappropriate behavior is not acceptable at any time and may be cause for removal from the Camporee. Units will be responsible for removing non-compliant participants.

### Communications

**Before the Camporee-** Communications will be made via the WEB and can be addressed to Anthony Diggs [tdiggs@cfbsa.org](mailto:tdiggs@cfbsa.org) (or Robert Powers [mellowbird@embarqmail.com](mailto:mellowbird@embarqmail.com))

**During the Camporee-** Communications will be as per the Camporee schedule at the SPL meetings.

**Emergency - Communications will be as per the Camporee Emergency Preparedness Plan**

### Dates of Camporee

Friday, October 5<sup>th</sup> (starting at 4 PM) through Sunday October 7<sup>th</sup>, 2007 (at 11 AM). Please see attached schedule for details. A final schedule of events will be provided at check-in.

### Food/meals

Participants are responsible for bringing/providing their own food and drinks. **The famous Tipisa Lodge OA Grill will be operating during periods of the Camporee with food and beverage available at a modest cost.**

### Grease pits and

### Waste water disposal

In accordance with Leave-No-Trace principles. Grease pits are not allowed. All waste waters shall be strained of waste and the gray water deposited away from camping areas.

### Guide to Safe Scouting

All activities will be in accordance with the Guide to Safe Scouting. A copy may be downloaded from <http://www.scouting.org/pubs/gss/>

### Health and medical records

All units shall have in their possession at the Camporee, Health and Medical records (Class 1,2,or 3) in accordance with BSA Policy. Records will be a subject of campsite inspections. (Posted on Cook Table)

- Host troops** Webelos Dens will be given the opportunity to visit the Camporee during Saturday during daylight hours. Troops and Webelos Dens are encouraged to make visit arrangements prior to the Camporee.
- Inclement Weather** Prior to the Camporee, the unit leader identified in the registration form will be notified of any changes due to inclement weather conditions. Dangerous weather related communications will be made during the Camporee per the Camporee Emergency Preparedness Plan.
- Storing Food** Make sure that all food items are properly stored in a trailer or vehicle during your stay at Rybolt Field.
- Parking** There will be a designated parking area near the top of the hill near the front gate to Rybolt Field and there will be only room in the campsites for the trailers of the units. Motor homes and campers for those with medical concerns may be accommodated at this same location.
- Patches** Each participant registered by September 15<sup>th</sup>, 2007 will receive a Camporee patch. Participants registered after that date will receive patches as available.
- Registration** Camporee Registrations will be accepted at the Council Service Center. Cost is \$10.00 per participant. **Troops are requested to make advance reservation of a \$50 deposit by September 12** which is applied to your troop's total registration fee.
- The Central Florida Council Service Center is located at  
1951 South Orange Blossom Trail Suite 102  
Apopka, FL 32703 (407-889-4403 or fax 407-889-4406)
- Inspections** Camporee staff will inspect all campsites during the morning of Saturday, October 6<sup>th</sup>. All campsites shall comply with good scouting principles, Leave No Trace principles and be in sanitary conditions. The following items should be readily available for inspection:
- ◆ American and unit flags properly displayed
  - ◆ tents and tarps properly pitched: guidelines sufficiently marked
  - ◆ First Aid Kit
  - ◆ Health and Medical records
  - ◆ Youth Protection adult training certificate(s)
  - ◆ **Unit Emergency Preparedness Plan**
  - ◆ Fire extinguisher in the cooking area
- BONUS points will be awarded to units having one or more registered adult in attendance who has earned the BSA Emergency Preparedness Pin**
- Insurance** Units and individuals are responsible for providing their own accident and sickness insurance.
- Latrines** The male latrine is located in the building on the right side of the road along with the porta-potties. The female latrine will be on the left side of the main flagpole.

**Leave-no-trace** All activities will be in accordance with Leave No Trace principles. All areas will be left better than how we find them and free of refuse. Additional information on Leave No Trace can be found at:  
<http://www.scouting.org/boyscouts/resources/21-05/index.html>

**Location** Rybolt Field  
Camp La-No-Che  
Paisley, Florida

### The Fine Print

1. Each troop may enter as many teams as it wishes. A team must consist of between 4 and 8 scouts from a single troop. Each patrol will start with 25 nuggets.
2. There will be three groups of scouts judged. Advanced: over the age of 15. Intermediate: 13-15. And novice: under 13.
3. No adults (anyone 18 or older) are allowed to assist any team in any way. Adults not assisting with the events are not allowed to travel with a team on the trail or to enter any town.
4. Material for the skills tests will be based on the new Boy Scout Handbook.
5. Use of sledges is mandatory. We are looking for sledges that are 6 feet long and 24 inches wide. They must be made of wood and assembled with screws and not nails.
6. Wheels are to be no narrower than 1 inch and no taller than one foot and they must be enclosed. We do not want anyone getting caught in the spokes. You are allowed to have a metal axle and brackets.
7. Unless otherwise indicated at a town, a maximum of 20 minutes will be allowed for a team to complete a town's skill event. Hold times will be provided for lunch or if a town is not able to start a team in a timely manner.
8. All sledges and equipment must cross the finish line, even if the sledge or equipment becomes broken along the way.
9. No equipment, trash, or food may be left along the trail.
10. Teams may not use two-way radios.
11. Penalties may be assessed for failure to adhere to the rules, including attempting to give/take advantage to/from other teams. Disqualification may occur for actions such as damaging trail markers, live trees, camp property or another team's equipment or failure to follow directives of the town mayor or any official.

| Friday          | Event  | Location                      |
|-----------------|--|-------------------------------|
| 4-8 PM          | Check in   | District HQ                   |
| 8-9 PM          | Opening campfire   | Campfire Circle               |
| 9 PM            | District Cracker barrel/ SPL Meeting                     | District HQ                   |
| <b>Saturday</b> |  |                               |
| 7:30– 7:45AM    | <b>Morning Colors and Updates (203)<br/>Prayer (414)</b> | Central Flagpole(field dress) |
| 7:45-8:45 AM    | <b>Sledge Inspections</b>                                | District HQ                   |
| 9 AM-12 PM      | <b>Scout Activities</b>                                  | (Dress appropriately)         |
| 1               | Skagway  |                               |
| 2               | White Pass   | 211's campsite                |
| 3               | Chilkoot Pass  | 7's campsite                  |
| 4               | Whitehorse   |                               |
| 5               | Dawson City  |                               |
| 6               | Caribou  |                               |
| 7               | Grand Forks  |                               |
| 8               | Yukon River  |                               |
| 9               | Fairbanks  |                               |
| 10              | Shageluk   | 203's campsite                |
| 11              | White Mountain   |                               |
| 12              | Nome   |                               |
| 9 AM-12 PM      | <b>Campsite Inspections</b>                              |                               |
| 8-9 AM          | <b>Webelos arrive and check in</b>                       | District HQ                   |
| 12-1230 PM      | <b>Lunch</b>   |                               |
| 12:30-3:30PM    | <b>Scout Activities Continued</b>                        |                               |
| 4 - 5 PM        | <b>Sledge Competition</b>                                | Around center island          |
| 5-7 PM          | <b>Dinner</b>  |                               |
| 6-7 PM          | <b>Cook-off SM Entries SPL Desserts</b>                  |                               |
| 5 - 7 PM        | <b>Troop Time</b>  | Campsites                     |
| 7 PM            | <b>Retire the Colors (211)<br/>Prayer (880)</b>          | Central Flagpole(field dress) |
| 8-9 PM          | <b>Campfire w/skits /Webelos Depart</b>                  | Campfire circle               |
| 9-10 PM         | <b>OA Callout</b>  | Campfire circle               |
| 11pm            | <b>Lights out</b>  |                               |
| <b>Sunday</b>   |  |                               |
| 8:00-8:15 AM    | <b>Colors (880) Prayer (7)</b>                           | Central Flagpole              |
| 8:15-8:55 AM    | <b>Awards and Closing Ceremonies</b>                     | Central Flagpole              |
| 9 - 11 AM       | <b>Unit Check out</b>                                    | District HQ                   |
|                 |  |                               |

Sep. 10, 07

## Proposed Towns

The competition will be set up for patrols consisting of no less than 4 but no more than 8 members. There will be Advanced (senior), Intermediate (regular), and Novice (new scout) level judging. Once your patrol is registered, that is the level that you will be judged on. No changing experience level based on the event. The Webelos will be given a participation ribbon and will be checked off at each town. Their times will be compared to other Webelos and not Boy Scouts.

Each patrol will present a rough sketch of a campsite project (something that will be useful in the camp but it must be lashed together) and a list of the ropes and spars needed to build a pioneering project. Build it in you campsite (at the time of camping not ahead of time).

Points (gold nuggets) for each town will be explained below. The Mayor of each town will have the opportunity to award extra points for scout spirit and teamwork. Each event will also be timed in the event of a tie-breaker. In the events where there is a ten minute time limit points will be awarded as follows:

10 min – 1 pt            9 min – 2 pts            8 min – 3 pts    7 min – 4 pts and so on down the line.

Skagway: Sledge Inspection Station

**Town 1 SKAGWAY** -Obtaining a guide

You need a Sherpa, a guide not the trader, to lead you up the mountain. He does not believe you know enough about the Yukon to go it alone. Convince him. All the answers are in your scout book. You have one minute to answer each question.

**Equipment:** Your brain – don't forget to bring it

**Points-** One point will be awarded for every correct answer given. No penalties will be levied for incorrect answers.

**Town 2 WHITE PASS** -Warding off the Yeti

Night has fallen and you can hear the Yeti roaring in the distance. Since Yeti's are a nocturnal creature, you must build a fire big enough to ward him off for the night. **Equipment:** Matches, dry wood and that is it. This is a fire building event after all. **NO ACCELERANTS WILL BE ALLOWED!**

**Points-** 10 points will be awarded for burning the string. 5 points will be awarded for simply starting the fire. You will have ten minutes to complete the task. A bonus will be given for those who accomplish a no match fire.

**Town 3 CHILKOOT PASS** - Retrieve the Sledge

Your sledge and all of your equipment have drifted away on an ice flow to include one of your members. You need to use the five pieces of rope that you brought with you to throw to him and rescue him and the sledge. The correct knots will be looked at here. **Equipment:** five ten-foot pieces of rope.

**Points-** you will be awarded points for each correctly tied knot (five total). This is a timed event and points will be awarded as discussed above.

**Town 4 WHITEHORSE - Yeti Attack**

One member of your patrol was mauled by a Yeti. He has multiple puncture wounds, a compound fracture in his right arm and left leg, and is now going into shock. Another member while trying to save him had his coat torn off and hypothermia is now setting in. Treat them both before they become the 186<sup>th</sup> and 187<sup>th</sup> to not make it back from the frozen tundra. **Equipment:** Patrol first aid kit with splints, blankets, stretcher making materials, and bandanas. You must transport the injured victim to the next town for help. (Your choice)

**Points-** 5 pts for each proper splint applied and 5 pts for each proper treatment of shock and hypothermia. There will be a ten minute time limit. A red card will be issued by the Mayor of the town and when this card is presented to the next town an additional 5 pts will be awarded if the injured patient arrives safely.

**Town 5 DAWSON CITY - Braving the blizzard**

A fierce blizzard has blow in! You are unable to reach Camp 2 at 21,350' before nightfall. You must build a shelter to protect your **entire** party from the elements. **Equipment:** Spars, rope and a tarp. Optional equipment may be brought and used. Proper knots and lashings are a must.

**Points-** Free standing and large enough for the entire patrol (minus gear) 15 points if done within the ten minute time limit. Time will be added on for each incorrect lash. It will be given in increments of fifteen seconds for each incorrect lash.

**Town 6 CARIBOU - Blind Knot Tie**

You are experiencing a white out but need to pitch a tent. Your patrol will need to tie a total of eight knots while blindfolded to erect a simulated tent. **Equipment:** eight six foot pieces of rope and knot knowledge. Two half hitches, taut line, bowline, clove hitch, timber hitch are possible knots that you will tie.

**Points-** 2 pts will be awarded for each correct knot.

**Town 7 GRAND FORKS - Multi-person Skiing**

You will need to ski your patrol along a narrow pass. Four members of your patrol will need to use one set of skis to go forward, backward, sideways, and turn around in order to get through the pass where there is something of value that you need for your trip. **Equipment:** Teamwork and plenty of it.

**Points-** You will be awarded points according to the ten minute time limit as discussed above.

**Town 8 YUKON RIVER - 6 foot wall**

You have come to a point in the trail where it has caved in. You need to get you and your team across a 6 foot wall. You will be allowed to use anything in the sledge to make the transition over the wall easier. (Like maybe the spars you used for the stretcher. Hint, Hint) **Equipment:** 50 foot piece of rope and knowledge of pulleys and block and tackle.

**Points-** Points will be awarded for every correct knot to include the bowline butterfly and any other knots used. There will be points awarded for getting everything over the wall safely and a diminished amount of points for partially having everything over in the time limit.

**Town 9 FAIRBANKS - Lash the Travois**

One of your team has become incapacitated with life threatening injuries. You need to build a Travois to transport him to the nearest medical facility. You need to triage his injuries and then transport on a travois that you have constructed. **Equipment:** Two long spars and two short spars, rope for lashing it together, material to make a stretcher to attach to the travois, and medical supplies to treat the injured member.

**Points-** This will be a timed event with a 10 second penalty for every incorrect lash.

**Town 10 SHAGELUK - Compass game**

You have wandered off the beaten path and need to find your way back to finish the race. You and your team need to find your way to three points successfully. **Equipment:** Compass and pad and pencil/pen.

**Points-** There will be points awarded for the average of the two team's time and correct answers. You will need to navigate to three coordinates and end up at the correct place on the line. There will be ten points deducted for every point away from the correct point.

**Town 11 WHITE MOUNTIAN - Fishing for Snapper**

Your crew comes across a river that is full of red snapper. You decide that fresh fish would be a great change from all of the dehydrated food that you have been consuming along the trail. Catch as many fish as you can for you and your crew in the time allotted. **Equipment:** fishing poles and bait will be provided for a cost. Poles will cost 6 gold nuggets and each piece of bait will cost one gold nugget.

**Points-** For every fish caught you will be awarded 3 points. You will need to buy a fresh piece of bait for each new fish attempted to catch. There will be a limit of eight fish caught per patrol.

**Town 12 NOME - Blindfolded obstacle course**

One of your crew has become very sick. You must construct a stretcher and navigate through a narrow pass. The only problem is that the injured member is the only one that is not suffering from snow blindness. **Equipment:** blindfolds for all the members except the sick one, a stretcher. Five members will be required and you will get two trials for the best time.

**Points-** You will be awarded points based on the (average) five minute time limit. For each minute less than five you will receive 3 bonus points.

The will be a non-contest town set up where the boys will be given an opportunity to remember as many of the fifteen items that are under a blanket. This will be used in case of a tie. The patrol with the most items identified will win the tie-breaker.

## **Proposed Webelos Program**

The intent of the program is to provide the opportunity for the Wekiwa District Webelos Scouts to participate in a scouting event with or without a sponsoring Boy Scout Troop. The Webelos will be allowed to participate in the Saturday scouting activities. All Webelos that have crossed over Friday night will compete as a patrol. Troops should start talking to one another if they do not have enough Webelos to make a sled.

### **Requirements:**

1. The Webelos scouts must be accompanied by their parent/guardian or it must be a Cub Scout Pack/Den sponsored activity with proper leadership as per the Boy Scouts of America policies governing such activities.
2. Each scout plus parent/guardian/leader must pay the fee as stated in the Camporee Leaders Guide.
3. All scouts must be out of the Camporee area by the time stated in the Camporee Leaders Guide; no overnight camping by Webelos scouts will be permitted.

### **Proposed Program (Saturday)**

1. Scouts and their parents/guardian/leaders shall enter the main entrance and register at the district Headquarters.
2. The scouts will participate in the scouting activities along with the Boy Scouts and meet with the Boy Scout Troops.
3. Webelos scouts will compete in the same events, with an altered time limit and skill level adjustments. (no Sledge Required)
4. All Webelos Scouts attending will receive a patch for the Camporee.
5. Webelos are encouraged to stay for the campfire and perform a skit.

## **Proposed Awards**

Intent- The award program shall serve in numerous ways. to encourage scout participation in the activities provided (a Learning experience), To encourage and enhance district participation in their roll of providing scouting activities (the betterment of the Camporee for all), to encourage and enhance district participation in their roll of constructing a gateway (team planning and carrying out of a plan), and to strengthen proper camping techniques including Leave No Trace (strengthen scouting skills for both the scouts and the entire unit).

## **Camporee Awards**

Camporee award will be presented at the closing ceremony on Sunday Morning at the District Headquarters for the following:

- ◆ Scout Participation award, 1st, 2nd, 3rd
- ◆ Gateway, 1st, 2nd, 3rd
- ◆ Unit Campsite Award
- ◆ Overall Camporee award, 1st, 2nd, 3rd

## **Competition Awards**

Awards will be given in three categories for the competitions: Advanced, Intermediate, and Novice.

### **Scout Participation Award**

Each unit will be given a scorecard. These scorecards will be presented to a district representative at each of the Towns and receive a signature. At the end of the activity period the SPL will make sure that the Camporee Committee receives their unit's card. A determination will be made as to whether the unit has visited every town and awards will be given to those units with 100%.

### **Gateway Award**

A judging staff will rate each of the unit's gateways: quality of the gateway's construction, originality of the gateway, creativity of the gateway, and demonstration of pioneering skills. The judges will compile their scores and turn in to the district awards team. A first, second, and third place award will be presented.

### **Unit Campsite Award**

A judge will rate the campsites for leave no trace compliance, orderliness of the campsite, cleanliness of the campsite, cooking area readiness, a patrol and unit organizational systems and delegation of duties. The winning campsite will be given to the awards team for recognition during the Sunday Awards presentation.

### **Overall Camporee Award**

The best total district scores for Scout Participation Award, District Activities award and Gateway Award. A first, second, and third place award will be presented.

**UNIT Campsite Award - judging will be done by the district representatives**

Camp staff will inspect all campsites and will judge and rate the campsites. The winning campsite will be recognized during the Sunday Awards presentation.

| Unit Scoring Criteria                                | Points | Earned |
|--|--------|--------|
| ✓ Duty roster and event calendar posted              | 10     | _____  |
| ✓ Campsite area and trail clear of litter and trash  | 10     | _____  |
| ✓ First Aid Kit and Emergency Preparedness Plan      | 10     | _____  |
| ✓ American and unit flags properly displayed         | 10     | _____  |
| ✓ Campsite is free of hazards                        | 10     | _____  |
| ✓ Health and medical records                         | 10     | _____  |
| ✓ Youth Protection adult training certificate(2)     | 10     | _____  |
| ✓ Tents properly set up and orderly                  | 10     | _____  |
| ✓ Cooking and eating areas orderly and clean         | 10     | _____  |
| ✓ Campfire areas orderly w/fire protection available | 10     | _____  |
| ✓ All vehicles out of campsite (excluding trailers)  | 10     | _____  |
| <hr/>  |        |        |
| Total Points   | 110    | _____  |

Bonus points - A registered adult in attendance who has Youth Protection training will be awarded bonus points (2pts per) \_\_\_\_\_

Bonus Points- Points will be given to each troop that sponsors a Webelos den at the event. The Den/Patrol should have at least 4 participants. (5pts per) \_\_\_\_\_

A bonus will be given to each patrol that has a patrol flag (2pts per) \_\_\_\_\_

Total Points with Bonuses

\_\_\_\_\_

**KLONDIKE DERBY 2007  
WEKIWA DISTRICT  
TROOP ROSTER  
TROOP # \_\_\_\_\_**

**Bring this completed to the Camporee**

|                     |                    |
|---------------------|--------------------|
| SM                  | ASM                |
| Youth Protection #  | Youth Protection # |
| ASM                 | ASM                |
| Youth Protection #  | Youth Protection # |
| ASM                 | ASM                |
| Youth Protection #  | Youth Protection # |
| SPL _____           | JASM _____         |
| ASPL _____          |                    |
| <b>Patrol Name:</b> | <b>Level</b>       |
| <b>PL:</b>          | <b>PL:</b>         |
| <b>APL:</b>         | <b>APL:</b>        |
| <b>3</b>            | <b>3</b>           |
| <b>4</b>            | <b>4</b>           |
| <b>5</b>            | <b>5</b>           |
| <b>6</b>            | <b>6</b>           |
| <b>7</b>            | <b>7</b>           |
| <b>8</b>            | <b>8</b>           |
| <b>Patrol Name:</b> | <b>Level</b>       |
| <b>PL:</b>          | <b>PL:</b>         |
| <b>APL:</b>         | <b>APL:</b>        |
| <b>3</b>            | <b>3</b>           |
| <b>4</b>            | <b>4</b>           |
| <b>5</b>            | <b>5</b>           |
| <b>6</b>            | <b>6</b>           |
| <b>7</b>            | <b>7</b>           |
| <b>8</b>            | <b>8</b>           |
| <b>Webelos</b>      | <b>Webelos</b>     |
| <b>Webelos</b>      | <b>Webelos</b>     |

**LEVEL:**     **A= advanced scouts, this is any group with ranks of star and above (15 and up)**  
**I= intermediate scouts, this is any group comprised of two or more first class and second class scouts (13-15)**  
**N= novice scouts, this group is comprised of any group of mostly tenderfoot and scout rank scouts. The exception to this group is the patrol leader. (under 13)**

**Once your group is registered, that will be the group that will attend all events. A score card will be provided and checked at each town.**

## Klondike Sledge and Supplies

Sledges should be constructed in a fashion, which is similar to the past Klondike competitions. Judged sleds have to be of new construction, built by the participating patrol. Plans are available on the district website. There will be a few examples in the leaders guide. Judging of sledges will be based on construction, materials, safety, originality, and knowledge of the construction by the patrol.

- Small patrol flag displayed on sledge
- Boy scout emblem on sledge
- Troop or crew # on sledge
- First aid kit
- Compass
- Bandana or cloth piece (24x24) for each member
- 6, 10 foot pieces of rope
- trash bag
- Blanket or small tarp
- 8x10 tarp or larger
- Work gloves
- 1 gallon of water
- Fire building materials to build a fire (no man made substances)
- Notebook and pencil
- Patrol roster
- Snacks or drinks needed for the patrol during the day.
- Full water bottle for each member
- 50 foot of  $\frac{3}{4}$  inch rope (not nylon)
- Padded splints for arm or leg or both
- Watch
- Two six-foot-long staves
- Two four-foot-long staves
- Scout handbook
- Matches or flint and steel
- 4 to 6 tent stakes
- 6 foot piece of rope per member of the patrol (8 total)
- Gold nugget bag (scout appropriate)
- 2 8 foot staves for stretcher
- lunch for all members of the patrol