

# Green River District 2010 Klondike Derby Leaders Guide

January 16, 2010

## Klondike Derby!

This is Green River District's winter event – similar to Camporee games – but held in the snow.

The name Klondike originated from the Klondike gold rush era, where miners tested their skills against the elements for precious nuggets of gold. Some struck it rich and, some not so rich. Likewise, Patrols and Dens will be awarded gold nuggets by competing against each other in a series of games based on scouting skills. New games have been added this year. At the end of the competition, the nuggets (and times) are added up and we award trophies and ribbons for 1<sup>st</sup> place (combined total score in the skill games) in three categories; Webelos, First Year Scouts and Experienced Scouts along with Patrol ribbons for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place at each skill game.

So, now that you Troop or Den has decided to participate, the following will tell you everything you need to know to get prepared, gear up, and have fun! First of all, each patrol/den needs to have a sled (see plans for sleds on the website), but don't let the idea of a sled and snow scare you off! In fact, it isn't even essential to have snow for this event – some of our best derbies have been held with minimal snow!

On the day of the derby, each patrol leader will check in at the Klondike Derby Headquarters, where they will pick up their score cards and be given instructions to the starting line, Each patrol will be given a compass heading to help them reach their first "game" skill station and off they go. After that they can go to any and all stations they choose. (8 stations in total – 9 Games in all).

A practical application of basic scouting skills will be encountered at each game station. Each patrol's "mining" success will be based on how well they follow instructions, apply their scout skills, work as a patrol in team fashion and show off their scout spirit. Their efforts will be rewarded with "gold nuggets" (see game instructions below). Teams will progress randomly through as many game stations as they have time for, up until the final deadline of 12 o'clock noon.

At noon, all scouts and adults can trek to the Snow Bash area where they can enjoy a steaming hot bowl of "Mystery Soup" (each scout needs to bring two cans of soup one will be used for this pot) or buy healthy snacks at the Derby Diner. Then everyone is invited to have some fun in the snow until scores are tallied and winners of the derby are announced.

## Jan 16<sup>th</sup> 2010:

8 am – Check-in Get Ready to Start.

9 am - Games to be Held:

- 0 North Pole Compass Point (Start)
- 1 Be Prepared
- 2 Knot Tying
- 3 Alaskan Pipeline
- 4 First Aid
- 5 Artic Chef (Egg Fry)
- 6 Mystery Game
- 7 Ice Rescue
- 8 Yukon Mail Run

12 noon – Games End – Lunch – Hot Soup

1 pm - Awards Announcements

1:30 pm – Pick-up Unit awards, Patches, ribbons.

## KLONDIKE COORDINATOR:

Dan Shonka – 425-941-3210, [ravendan@comcast.net](mailto:ravendan@comcast.net)

Please contact me if you want to help staff at the Klondike, Sponsor a Game, or Derby Diner.

Call me if you have any questions.

**Green River District  
2010 Klondike Derby  
Leaders Guide**

January 16, 2010

**Essential Info... That stuff the Leaders and Parents want to know...**

**WHO:** All Boy Scout Patrols, Venturer Crews, and Webelos Dens may participate.

**WHEN:** Saturday, January 16, 2010. The Derby begins promptly at 9 a.m. (patrols can begin checking in at headquarters at 8:00 a.m.). Assemble at the "Klondike Start" Sign across from Headquarters. Check the attached map below.

**CHECK IN:** Upon arrival all troops should check in with their registration form filled out (see form below) at Klondike Headquarters (summer cabins at the Field). Check in time is Friday night up until 9:30 p.m. or Saturday morning beginning at 8:00 a.m.

**COST:** \$5 per scout and scout leader if "pre-registered" prior to December 22<sup>nd</sup> or \$8 per scout and leader after December 22<sup>nd</sup> and on the day of the Derby. Make checks payable to Chief Seattle Council and include account number **#1-6801-722-20** on the check. Additionally, there is a \$3.50 per person day-use fee charged by Ensign Ranch, which will be collected by Ensign Ranch employees as you arrive. No day use charge if you are staying overnight at Ensign Ranch (the day use fee is included in your overnight camping fee).

**WHERE:** Ensign Ranch – located approximately 75 miles east of Seattle just off of I-90. Take exit 78 – Golf Course Road; turn left and go under I-90; turn left again on Frontage road and travel 2-1/2 miles west to the entrance. **The Ranch will collect a \$3.50 per person day use fee when you enter the parking area.**

**\*\*\*\* Please be sure to let all parents and visitors know about the day use fee! \*\*\*\***

**REGISTRATION:** To register, you can send in your registration on-line via the council website, mail a check to John Padgett or you can register at the roundtable in November or December. Remember, to qualify for the \$5 per participant fee, registration must be received by December 22<sup>nd</sup>!

Send completed registration check to:

Chief Seattle Council, BSA

c/o John Padgett

3120 Rainier Av South

Seattle, WA 98114

Phone: 206-902-2360/ Council Phone: (206) 725-5200 / Fax: 206-721-8985

John's email: [jpadgett@seattlebsa.org](mailto:jpadgett@seattlebsa.org)

Klondike Account Number #1-6801-722-20

**ACCOMMODATIONS:** If your troop would like to stay over Friday or Saturday night, bunkhouses, cabins or tent camping is available. Call the Ensign Ranch directly for reservations and fees (509) 656-2344.

**PATROL/DEN SPECIFICATIONS:**

1. Natural patrols of 4 to 8 scouts with a suitable Klondike sled plus all essential gear (See below).
2. All scouts must be properly clothed for winter weather. (**No Cotton!** rain gear, warm coats, water proof boots etc.)
3. Each patrol must submit a roster at Klondike Headquarters upon check in, complete with scoutmaster's signature (*roster forms are on page 5 of this Leaders Guide*).
4. The Scout Outdoor Essentials list (page 224 of the Scout Handbook) is a useful resource!
5. No flammable fluids, explosives, or other dangerous stuff (the scout definition of "fuel" for fires is wood not gas) Check your Scout Safety Guide in case you have any questions.

# Green River District 2010 Klondike Derby Leaders Guide

January 16, 2010

**SLED SPECIFICATIONS AND PATROL EQUIPMENT:** Sleds must be homemade. Refer to the Klondike sled plans for details generally easy to find on the internet. Sleds should be sturdy enough to transport one team member and all of the patrol's gear. Each patrol should bring all the items they will need to compete in each of the events of the Klondike. The Klondike is a harsh environment. Many a miner has failed to hit the mother-load for lack of proper planning and supplies. For example, be sure to bring fire building materials (there won't be any wood available in the gold fields, no flammable fluids, no magnesium firestarters.), first aid supplies, rope, and anything else the patrol may need or want to complete each of the events (refer to game instructions below). Remember, you are going to the Klondike, so BE PREPARED!

**NUGGET POUCH:** Each team will need a sturdy homemade pouch to carry their gold nuggets in. This can be made from leather or canvas with a drawstring.

**KLONDIKE SOUP POT:** Everyone needs to bring two cans of soup to be turned in at check-in. One can goes into the soup pot, which will be available starting at 11:45 a.m. on Saturday. The 2nd can of soup will be donated to a local food bank. Each person should bring a cup or bowl and an eating utensil to enjoy a helping from the soup pot. You may also bring a sack lunch.

**DERBY DINER:** For those with heartier appetites, in addition to the free soup pot, there may be and healthy snacks, hot drinks etc for sale at the Derby Diner. **WE Need a Troop to sponsor this! – contact the Klondike Derby Coordinator to sign up to sponsor the Derby Diner.**

**AWARDS:** The derby will have three award categories. Trophies and ribbons will be awarded to Webelos Scouts, First Year Scouts, and Experienced Scouts who finish first place in overall games/times scores. Patrol/Den Ribbons will be awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in each skill game. Units attending will receive participation ribbons and all scouts attending will receive a cool, 2010 Klondike patch!

**KLONDIKE STAFF VOLUNTEERS NEEDED!!** Like last year, the games and program areas will be staffed with experienced Youth and Adults. Experienced Youth not participating in a patrol are encouraged to help staff events and program areas. Each troop attending should **plan on providing at least one adult volunteer** to assist. Volunteers should meet at the Klondike Headquarters at 8:30 a.m. on Saturday for the staff meeting to get instructions on how they can help.

**KLONDIKE COORDINATOR:** Dan Shonka – 425-941-3210, [ravendan@comcast.net](mailto:ravendan@comcast.net)  
Please contact me if you want to help staff at the Klondike, Sponsor a Game, or Derby Diner.  
Call me if you have any questions.



This is Last year's Patch

Submit a New 3" Patch design for this year to the Klondike Coordinator by Nov 20<sup>th</sup>.

**Green River District**  
**2010 Klondike Derby**  
**Leaders Guide**  
January 16, 2010

## Games Information

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### Starting Point

**Objective:** Patrol/Den will receive compass bearing for first skill game.

**Requirement:** Minimum of 4 scouts per Den or Patrol with a compass.

**Procedure:** After handing in the Patrol/Den roster at the Klondike office (starting at 8:00 am), Patrols/Dens will assemble at the area in front of the Klondike registration office. All Patrols and Dens will move to the starting point at 9:00 AM. The Patrol/Den Leader will receive a ticket with a compass bearing for the the location of their first station. Each Patrol/Den will then move to the NORTH POLE (located out in the center of the games field) and take their compass heading to locate their first skill game. Patrol/Dens will turn in their ticket to the judge at the first game station they arrive at. The judge will award one gold nugget for the tickets with correct compass heading.  
**This is not a timed event.**

**Awarding of gold nuggets:**

- 1 Nugget awarded if you arrive at the first game station using the correct compass heading.
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### #1 Be Prepared Skill (timed event)

**Objective:** Patrol/Den gear and Scout Spirit check - Patrol/Den will be inspected for the proper winter equipment and outdoor essentials as well as cooperation and scout spirit.

**Requirement:** Minimum of 4 scouts per Den or Patrol + essentials gear... and Scout Spirit!

**Procedure:** Patrol/Dens will be asked to produce certain items of essential scout gear, Klondike gear and participate in scout spirit activities.

The judge will award one gold nugget for having correct gear items or showing scout spirit.

**Timed Event:** The scout spirit activity will be timed. Max. Allowed time is 3 min.

**Awarding of gold nuggets:**

- 1 Nugget for Unit Number on the sled
  - 1 Nugget for Patrol Leader Knowing names and ages of all scouts in the Den/Patrol
  - 1 Nugget for all Patrol/Den members properly clothed for this winter outing (**no Cotton**)!
  - 1 Nugget for Patrol Flag
  - 1 Nugget for Patrol Yell
  - 1 Nugget for 10 essentials
  - 1 Nugget for Nugget pouch
  - 1 Nugget for completing the Spirit game
-

**Green River District  
2010 Klondike Derby  
Leaders Guide**

January 16, 2010

**#2 Knot Tying (Timed Event)**

**Preparation:** The judge will provide a sack and cards with knots listed on them.  
The Patrol must Supply their own Ropes

**Requirement:** There are 8 knots that are to be tied: 1- square knot, 2- bowline, 3- clove hitch, 4- two half hitches, 5- taughtline hitch, 6- bowline on a bite, 7- timber hitch, and 8 - Figure 8 Knot. See the Boy Scout Handbook and Emergency Preparedness Merit Badge Handbook.

**Procedure:** The Scouts will be positioned in a circle with the ropes they brought as a patrol. Each scout will reach into the sack pull out a card with a knot assignment which will identify the knot that the scout will tie. The knot that is picked out of the sack is the one the scout will tie. **No trading of knots between scouts.** After everyone has his knot the patrol leader states that they are ready, the event judge will say, "start". Everyone ties their knot and puts the knot on the ground when they are finished tying the knot. Time stops when the patrol leader states they are DONE. If the patrol does not have 8 scouts, a scout may tie more than one knot. The patrol will attempt to tie all 8 knots. Note: Scouts can help each other only by talking to other scouts. (Hands off)

**Timed Event:** This is a timed event.

Time starts when the judge says "START", time stops when the patrol leader tells the judge "DONE"

**Awarding of gold nuggets:**

- 1 gold nugget awarded for each correctly tied knot.
- A total of 8 gold nuggets can be earned in this event.

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**#3 Alaska Pipeline (Timed Event)**

**Preparation:** The judge will provide everything for this event.

**Objective:** To work as a team to transfer a tennis ball through sections of pipe and into a bucket at the end point. The scout with the tennis ball stands 30ft from the bucket. He cannot touch any of the pipes to help the ball along the way. The ball must go through all 7 pipes in the direction of the fuel flow. The pipes must have one bend greater than 30 degrees (approx). The idea is for the tennis ball "oil flow" to go through all 7 pipes and to be delivered to the bucket. If the ball falls out of a pipe it can be picked up only by the "ball scout" and placed back into the inflow end of the pipe it fell out of. It is up to the scouts to decide what bends and corners they will need to make with the pipeline.

**Requirement:** Minimum of 4 scouts per Den or Patrol with pipe (house gutter) handling ability.

**Procedure:** 7 sections of Pipe will be lying on the ground. The scouts designate who will be the "ball scout" and the rest will "man" the pipes as needed to transfer the ball.

**Timed Event:** Time starts when the ball is dropped into the first pipe and stops when the ball drops into the bucket at the end.

**Awarding of gold nuggets:** (Max. number of Nuggets is 8)

- 1 Nugget for each successful transfer of the ball from one pipe to the next. (6 total)
- 1 Nugget for delivering the ball into the bucket (ball must stay in and not bounce out of the bucket.)
- 1 Nugget for having at least one corner in the pipeline of at least a 30 degree angle.

**Green River District**  
**2010 Klondike Derby**  
**Leaders Guide**

January 16, 2010

---

**#4 1<sup>st</sup> Aid Transport (Timed Event)**

**Preparation:** Patrol/Den provides the Bandages, Splints, Poles, Blanket and a brave scout victim.

**Objective:** To work as a team to transport one “injured” scout on a stretcher from the victim area to the Medic Station (~40 yards). The scout is injured from a confrontation with a moose. This scout must be treated for his broken arm and broken leg and moved carefully as possible to the medic check point. Utmost care must be taken to ensure the injured scout does not become... more injured! Any dropping or serious jostling of the victim will result in further injury and the loss of points.

**Requirement:** Minimum of 4 scouts per Den or Patrol with strong legs and keen first Aid Skills and strong careful stretcher hauling.

**Procedure:** Scouts will line up at the medic station at the starting line with injured scout beside the Moose Trail (where he got stomped) With the “start” command from the judge the scouts will Splint the 40 yards to the injured scout and treat his broken appendages and assist him into the stretcher in a comfortable position for transport. Then the patrol carries the victim to the medic station.. After the whole patrol has crossed the finish line the scouts will set the injured scout down for the medic review (scoring). Watch out for moose on the trail!

**Timed Event:** The judge will start the clock when the Patrol leader yells “start” and the clock will stop when the Patrol safely crosses the end line and sets the injured scout down at the medic station. The injured scout must not be dropped. The Injured scout must be kept free from additional harm. Think Teamwork and Victim Safety.

**Awarding of gold nuggets:** (Max. number of Nuggets is 10)

1 Nugget for a satisfactory Arm Splint and sling

1 Nugget for a satisfactory Leg Splint.

1 Nugget for keeping the victim scout warm during transport.

4 Nuggets for the safe and successful transport the injured scout on the stretcher to the medic station.

1 Nugget will be deducted each time the victim is dropped.

2 Nugget for good patrol teamwork

**Green River District**  
**2010 Klondike Derby**  
**Leaders Guide**

January 16, 2010

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**#5 Arctic Chef Egg Fry (Timed Event)**

**Objective:** To work as a team to make a fire, fry an egg, and Patrol Leader eat it. The Cook (not the patrol leader) will have to flip the frying egg over to cook the top side and the Patrol/Den Leader will have to eat the egg after it has been cooked (a spatula is recommended, salt and pepper are optional). The judge will determine when the egg is cooked sufficiently to eat.

**Preparation:** The Patrol/Den must supply the wood (tinder, kindling etc.), fire starter and a clean frying pan along with a mitt or glove, which will be used to hold onto the frying pan. This mitt/glove must be able to withstand the heat of a campfire long enough for the egg to cook in the frying pan. The scouts will not be able to use their snow mitts/gloves for this game. It is also recommended that the patrol apply a little cooking oil in the pan to keep the egg from sticking as the Egg will need to be flipped and cooked on both sides. After the event, the Patrol/Den will also be responsible for putting the fire out and removing all debris after the fire is extinguished (Leave No Trace).

The judge at the game station will supply the egg.

**Procedure:** Scouts will be able to stage their materials & equipment outside of the fire ring before the judge starts the event. No stacking of wood or building the fire until the judge says, "Start". The fire must be made inside the designated fire ring area. **NO FLAMMABLE FLUIDS –NO MAGNESIUM.**  
Only Matches to ignite fire – (wax fire starters allowed).

**Timed Event:** 15 Minute Time Limit. The judge will start the clock when he yells "start" and the clock will stop when the Patrol/Den leader has eaten the fully cooked egg. During the Cooking – the cook (not the patrol leader) will flip the egg over and cook it on both sides. The judge will determine when the egg is cooked sufficiently for the patrol leader to eat the egg.

**Awarding of gold nuggets:** (Max. number of Nuggets is 8)

- 1 Nugget for bringing all necessary materials and equipment.
- 1 Nugget for successfully starting a fire.
- 2 Nugget for successfully cooking an egg.
- 1 Nugget for successfully eating the fully cooked egg.
- 1 Nugget for cleaning up the fire area.
- 2 Nugget for good Patrol Teamwork (all involved and have a job – good leadership)

**Green River District**  
**2010 Klondike Derby**  
**Leaders Guide**

January 16, 2010

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**#6 Mystery Game TBD (Timed Event) \*\*NEW\*\***

**Details provided at the Derby (We Need a Unit to Sponsor this Event!!)**

**Object:** For the Patrol/Den to work together.

**Preparation:** The judge and patrol will provide all equipment for this event

**Procedure:**

Each Patrol will be given instructions at the Game site.

**Timed Event:** This is a timed event. Time starts when the judge says "START", time stops when Patrol Leader says "DONE".

**Awarding of gold nuggets:** Up to 10 gold nuggets can be earned in this event.

- 1 gold nugget for Each patrol success
  - 1 gold nugget for good teamwork, spirit and attitude (at judge's discretion).
- 

**#7 Ice Rescue (Timed Event)**

**Preparation:** Ten lengths of rope 6 feet long each. Sled and scout in the sled on the ice.

**Object:** To pull patrol member and sled off the ice to safety using joined lengths of rope.

The patrol chooses a member to sit on the sled (with all gear on sled) on the ice flow, which is 40 feet away (the member cannot leave the sled for any reason). He can reach out from his position or stand on the sled, but he cannot touch the ground with his body or his clothes. The rest of the patrol lays rope (ten 6' lengths) out in front of them. On the "Rescue" command, Patrol members pick up the lengths of rope and tie them together. One member throws the line to the scout on the sled who must fasten the rope to the sled in some fashion. The patrol/den then pulls the sled and scout to safety. Time ends when the scout and sled are pulled off the "ice" (across the line). Patrols will be penalized one nugget for each patrol member who passes the "ice Rescue" line or the scout on the sled touches the ice. If the rope is thrown 3 times from a 40-foot distance unsuccessfully, the sled will then be relocated to the 25-foot distance (timing continues from the initial start time). Dens may begin at the 25-foot distance. Patrol Spirit should be demonstrated at the end with the patrol yell to celebrate the successful rescue!

**Timed Event** – 10 minute maximum Time limit.

- Time starts when Patrol Leader says they are ready and Judge says "Rescue!"
- Time ends when Sled is Pulled all the way across safety Line.

**Awarding of gold Nuggets:** Maximum of 9 Gold Nuggets (points)

- 1 Nugget for successfully tying the ten sections of rope together  
(Type of knots do not matter; Loss of rope or loss of sufficient rope to do rescue ends event.)
- Up to 5 Nuggets for a successful throw and rescue:
  - o 5 nuggets for 1st throw at 40 ft (25 ft for Webelos Dens)
  - o 4 nuggets for 2nd throw at 40 ft (25 ft for Webelos Dens)
  - o 3 nugget for 3rd throw at 40 ft (25 ft for Webelos Dens)
  - o 2 nugget for 4<sup>th</sup> throw at 25 ft
  - o 1 nugget for 5<sup>th</sup> throw at 25 ft.
- 3 Nuggets teamwork –
  - o Working together,
  - o Patrol spirit (positive attitude),
  - o patrol yell.

**Green River District  
2010 Klondike Derby  
Leaders Guide**

January 16, 2010

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**#8 YUKON MAIL RUN \* Team Race Event \***

**Preparation:** Minimum of 3 Patrol/Den members and a Sled with all gear in sled

**Object:** Patrol/Den will pull their sled through a short course (~100 yds) to deliver or pickup mail.  
**Timed Team Event.-** Timed from Start to All members crossing finish Line.

One Patrol member will steer the sled from the back and remain in contact with the sled, All the rest of the patrol will pull the sled by rope and remain in contact with the pulling rope (no riders and nobody left behind). A sack of mail will be given to the sled driver to deliver to the mail station (or pick-up from the mail station.) At the Start Command the Patrol will pull the sled to the appointed mail station and pick-up the mail (or drop off the mail) at the appointed station and return to the starting point to end time. Patrol Yell at end of run to celebrate success!

**Awarding of gold Nuggets:** Maximum of 7 Gold Nuggets (points)

2 nuggets for successful Mail pick-up or delivery.

5 nuggets for good teamwork and patrol spirit.

(1 nugget loss for each member that loses contact with sled or gets left behind at any time)

- o 1 nugget All Pulling Sled together
- o 1 nugget for Driver steering & running with with sled and team
- o 1 nugget for positive attitude of patrol team
- o 1 nugget for All crossing together as a team
- o 1 nugget for Patrol yell at successful end of run

**Suggested Patrol Equipment (To be carried in sled.)**

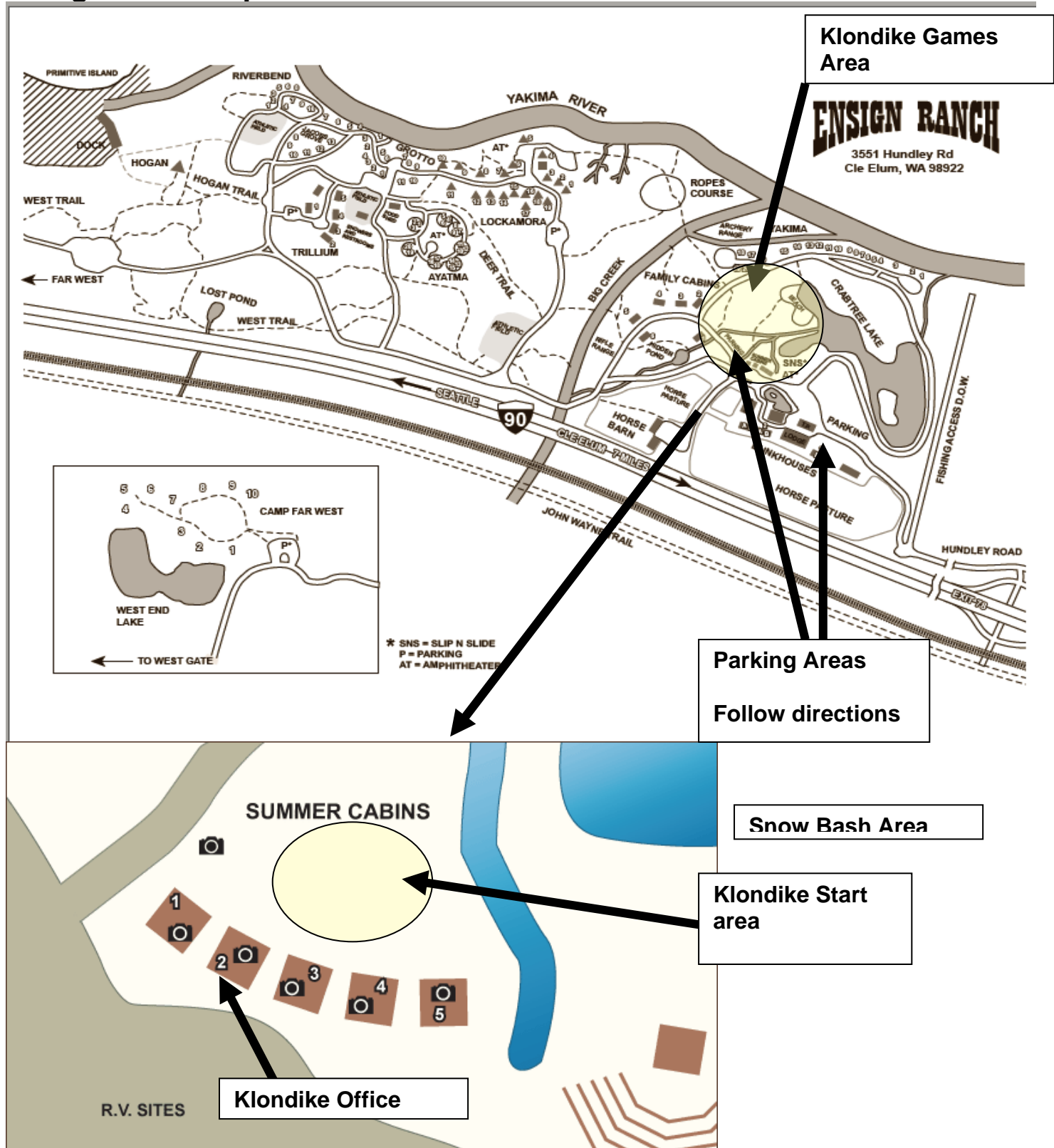
Klondike Sled	Patrol Flag
Nugget Pouch	Ten lengths of rope – each 6 feet long
Frying Pan	Stretcher Poles
2 Blankets	Kindling Wood and Firewood
Fire Starting Materials - NO FLAMIBLE LIQUIDS – NO Magnesium	
Matches in waterproof container.	Cooking Mitt
Triangular Bandage for Sling	Splint materials for Arms and Legs
Metal Can or Bucket to carry Ashes (from cooking event.)	
Patrol Cheer	Scouting Spirit
Each Scout's 10 essentials, food and Clothing needs for the day.	
2 cans of soup per patrol member (turn in at check-in)	
1 <sup>st</sup> Aid Skills	Knot Tying Skills
Teamwork	

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# Green River District 2010 Klondike Derby Leaders Guide

January 16, 2010

## EnsignRanchMap



Green River District  
2010 Klondike Derby  
Leaders Guide  
January 16, 2010

## 2009 Klondike Derby Registration Form

(Register on line at [http://members.doubleknot.com/Green\\_River\\_District](http://members.doubleknot.com/Green_River_District))

Troop, Pack, Crew Number: \_\_\_\_\_

District Name: \_\_\_\_\_

Unit Leaders Name: \_\_\_\_\_

Primary Troop or Pack Adult Leader

At Klondike (Name): \_\_\_\_\_

Phone Number: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

Zip: \_\_\_\_\_

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### Pre – Registration:

(& Fees Submitted to Scout Office or at Roundtable by Dec. 22, 2009)

Number of Scouts: \_\_\_\_\_ X \$5.00 = \$ \_\_\_\_\_

Number of Scout Leaders: \_\_\_\_\_ X \$5.00 = \$ \_\_\_\_\_

Total \$ \_\_\_\_\_

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### \*\* Registration After Dec. 22<sup>th</sup> or at Derby:

Number of Scouts: \_\_\_\_\_ X \$8.00 = \$ \_\_\_\_\_

Number of Scout Leaders: \_\_\_\_\_ X \$8.00 = \$ \_\_\_\_\_

Total \$ \_\_\_\_\_

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Include Account Number #1-6801-722-20 on the check.

Please Identify Unit Number on Check.

Send completed registration check to:

Chief Seattle Council, BSA

c/o **John Padgett**,

3120 Rainier Ave South Seattle, WA 98114,

Phone: **206-902-2360**/ Council Phone: (206) 725-5200 Fax: 206-721-8985

John's email: [jpadgett@seattlebsa.org](mailto:jpadgett@seattlebsa.org)

**Green River District**  
**2010 Klondike Derby**  
**Leaders Guide**  
January 16, 2010

## Patrol / Crew / Den Roster

Unit Leader: \_\_\_\_\_ Unit Number: \_\_\_\_\_ District: \_\_\_\_\_  
(Name)

Circle One: Webelos / First Year Patrol / Experienced Scouts / Venture Crew

Patrol Name: \_\_\_\_\_

Patrol Members:

- 1) Patrol Leader: \_\_\_\_\_ 2) \_\_\_\_\_  
3) \_\_\_\_\_ 4) \_\_\_\_\_  
5) \_\_\_\_\_ 6) \_\_\_\_\_  
7) \_\_\_\_\_ 8) \_\_\_\_\_

Circle One: Webelos / First Year Patrol / Experienced Scouts / Venture Crew

Patrol Name: \_\_\_\_\_

Patrol Members:

- 1) Patrol Leader: \_\_\_\_\_ 2) \_\_\_\_\_  
3) \_\_\_\_\_ 4) \_\_\_\_\_  
5) \_\_\_\_\_ 6) \_\_\_\_\_  
7) \_\_\_\_\_ 8) \_\_\_\_\_

Circle One: Webelos / First Year Patrol / Experienced Scouts / Venture Crew

Patrol Name: \_\_\_\_\_

Patrol Members:

- 1) Patrol Leader: \_\_\_\_\_ 2) \_\_\_\_\_  
3) \_\_\_\_\_ 4) \_\_\_\_\_  
5) \_\_\_\_\_ 6) \_\_\_\_\_  
7) \_\_\_\_\_ 8) \_\_\_\_\_

To be filled out, signed (Unit Leader) and turned into the Klondike Office starting at 8:00 AM day of Derby  
Or up to 9:30 PM day before the Derby.