

## Troop 72 Klondike

Many years ago, men raced by means of dogs and sledges across the frozen wastes of Alaska in search of GOLD!



- Each dog team (so called because two to five Scouts act as huskies) form a separate expedition, and follows a course outlined on a map given to the team. The map guides the team over the field course to simulate “cities”, with authentic Alaskan and fictitious names.
- Each team driver (patrol leader) is handed a sealed envelope containing his instructions.
- Teams line up at the starting line, are checked for readiness, equipment, etc., and when told are away on the trail.
- They tear open their sealed orders containing course directions, maps etc.
- Each team then starts off for a different city as shown on its map.
  
- A practical problem involving basic Scouting skills will be encountered in each city.
  
- After the final city on its expedition, the team checks in with the judge who marks a number of gold nuggets on a tally sheet.

### PLAN

- Patrols check in at the starting line.
- Patrols are given general instructions and sealed orders, where they proceed as directed by their orders.
- The Mayor of each city awards nuggets to the patrols. He then explains to them the problems which they must resolve and what to do when they finish. As they complete the problem, he awards them the number of nuggets they earned and sends them to the next city.
- This operation is continued until all patrols are have completed tasks in every city.

### COURSE EVENTS

	CITY	EVENT
	Lorimer Park	Start- finish
1	North Pole	Sled Balance
2	White Mountain	Wilderness Shelter Building / Lashing/Knots
3	Trapper Creek	Height / Distance
4	Kodiak	Bear Bag
5	Juneau	Orienteering
6	Moose Pass	Axemanship / Logsaw / Whittling
7	Anchorage	Mystery Campsite
8	Fort Yukon	Signaling
9	Fairbanks	Fire building

# Troop 72 Klondike



## Schedule :

### Saturday

8:30am Scouts meet at Roychester Park  
 8:45am Scouts depart Roychester Park and caravan in cars to Lorimer Park  
 9:00am Scouts arrive at Lorimer Park and unload personal gear into sleds.  
 9:15am Scouts pull sleds of personal gear down to campsite  
 Bag lunches will be kept at Lower park in coolers  
 9:45am Scouts pull empty sleds back to Lower park/ are debriefed on Klondike program  
 10:00am Troop Klondike begins – Stations 1 thru 4 – 30 min each / 5 min travel time  
 12:30pm Lunch – Lower Park (Bag lunch & Troop will provide Hot soup & Hot chocolate)  
 1:15 pm Station 5 – Orientation – lower park – All patrols will do this at the same time.  
 2:00 pm Pull sleds with collected wood to campsite.  
 2:30 pm Afternoon Stations 6-9. 20 min stations (no real travel / will be in camp area)  
 4:00 pm Klondike Ends / Set up tents and patrol areas.  
 4:30 pm Prep / Cook Dinner / Dessert  
 8:00 pm Campfire  
 10:00 pm Quiet hour

### Sunday

7:30am Reveille  
 8:00am Breakfast  
 9:30 am Open Axe throwing ! (at target) – Once patrols are cleaned up - gear  
 11:00am Vespers  
 11:15am Break Down Camp – bring all gear to Parking lot  
 12:00pm Pickup at Parking lot

## Food

Saturday Lunch All are to bring a Bag lunch!  
 (Troop will provide hot soup & hot chocolate)  
 Saturday Dinner Patrol Cooking  
 Sunday Breakfast Patrol Cooking – hot cooked balanced meal.

## Details of Klondike

- ~ 4 patrols with a sled.
- ~ Scouts will start Klondike pulling empty sleds. They will need to collect wood while pulling their sled for the fire station in the afternoon and for the campfire at night. They will be provided a milk crate, saw and bag for collecting the various size materials.
- ~ Extra points for Scout spirit at each station – Patrol Cheer, Joke, Skit

## Troop 72 Klondike



Morning Stations – In lower park and on trail.

- North Pole : Sled Balance (Lower Park near picnic area)  
~ A rigid platform will be assembled using wood skids that is long enough to put a sled on and wide enough to put 6 Scouts on. The platform will be placed over a large diameter log to simulate a seesaw.  
~ Six Patrol members have to get on the platform with their sled and balance the platform so that neither side touches the ground. Points can be given for establishing balance and for how long they keep it balanced.
- White Mt.: Shelter Building /Knots & Lashing (On trail in Lorimer Park-backside of Council Rock)  
~ Using simple materials such as a tarp, rope, and spars, Scouts must build a shelter large enough for 6 patrol members to sleep in.(lie down out of the elements). The Scouts are assessed on time and the quality of the shelter, such as amount of protection, protection from wind, and sturdiness.
- Trapper Creek : Height and Distance Estimation (Lower park near walking bridge)  
~ Patrol estimates the height of Council Rock (large rock face formation in park) and horizontal distance across Pennypack creek. (No climbing is allowed.)
- Kodiak : Bear Bag (On trail, down at creek).  
Place a provided supply of food from the sled into a bag and suspend from tree so bears cannot steal it during the night. For maximum points food must be at least 12 ft above ground, 9 feet away from tree and rope must be tied to the tree trunk. Directions will be provided.

After lunch Station – Lower Park

- Juneau : Orientation / Finding your way. ( Lower Park).  
Using a compass, Scouts will need to navigate 3 points to a location where you will find a recipe to make a dutch oven dessert. Each point will list 1 ingredient you will need. Troop will provide recipe and ingredients.

# Troop 72 Klondike



Afternoon Stations – In camp area.

Moose Pass : Knife, Saw & Axe (Throwing Axe) (Campground)

Team work –

~ Using a 2-man saw, each Scout assist in cutting through a large log.

~ Using a pocket knife – each Scout whittles sticks to fill one can with shavings

~ Using throwing axes – each Scout throws 6 axes at a target.

Anchorage : Mystery Campsite (Campground)

Be able to identify common camping mistakes in the model campsite.

Fort Yukon : Signaling-Semaphore (Campground)

Using semaphore flags, scouts will be presented a series of letters that are jumbled. The Patrol will need to interpret the letters using a chart and then unscramble the letters to form a message.

Fairbanks : Fire Building (Campground)

Patrols will collect wood on the trail in the morning and carry on their sled.

The patrol is timed in laying and lighting a fire and burn through two strings strung over the fire pit. The second string will have a small pot that will be released that they will then use to go to the creek to get water and bring back to put out their fire.

Scouts may use 1 piece of material brought with them. (Such as toilet paper roll with lint stuffed in it, all other materials to burn only what they find in the woods.)