

## Klondike Station Guide – Heritage Area Scouts

The objective of this guide is to describe the stations and recommend how Scouters run them. The methods are not mandated and can be modified but any changes should be publicized well before Klondike Day. It is however important that there be no compromises with the safety aspects of the station.

Bring the Klondike Theme into the stations wherever possible – “You are climbing Chilcoot Pass with all your gear and ...”

### *Scoring – General*

Each patrol is marked out of a maximum of ten at each station. Three points are allocated to teamwork with the remaining seven points allocated to Scouting knowledge. Remember that the Scouts are doing their best and should be given credit for this when you score their work.

*If a station seems to be taking too long or the method of scoring seems to be incorrect or impractical, then change the scoring method. Try to re-score patrols that have already been through the station.*

Score sheets are provided for each station; they will likely have more patrols listed that are actually taking part. The registrar will advise which patrol names to delete. *Don't forget to bring writing material to mark the score sheets – pencils work better in the cold than pens. Make sure that a score is given for every patrol that passes through the station. If the score is 0, write it in, don't leave it blank. This will aid the data entry at the end of the day.*

### *Timing at Stations*

Station bottlenecks always seem to occur and these bottlenecks change from year to year. The goal must be to move the Scouts through the stations as fast as possible to complete the task. Some stations will take longer than others to run and these have been identified below. Long stations have an impact throughout the day. *Remember: 5 minutes per station x 26 patrols is over 2 hours per station. With very few exceptions, multiple lines are **always** required.* There should be little or no waiting. Multiple lines will need to be set up when initially establishing the stations, e.g. two webs for spider hole at the beginning. In addition, after an allocated time, move the youth on and adjust the scores as necessary. This time *has* to be decided on the day at the station given the rule of thumb above.

The most difficult times are for the late patrols going through the last stations (2-3) before lunch and at the end of the day. The Scouts are hungry and tired. Try to move the patrols through quickly, there will always be stragglers.

### *Preparing for the Stations – General*

Terrain and location of the Klondike vary from year to year. It is essential that the station leader sees the general terrain prior to the Saturday of the Derby. They must avoid long line-ups by setting up the station in the right place and by having enough leaders to run the station. Main material required for each station is identified below. Be prepared to bring the station equipment over some distance. Although the course usually has points where there is easy access, there will always be stations that are only accessible by walking the course in either direction.

Set up as early as possible, the first 3 stations after the equipment check have to be staffed and ready before we can allow anyone out on the course. Similarly, the first 3 – 4 stations after lunch have to be staffed before we can release patrols from lunch.

If possible, be prepared to provide bilingual instructions and assistance at the stations.

## *General Supervision*

Leaders need to monitor all road crossings or travel along roads, the latter especially in the afternoon. Leaders of each troop to check their Scouts at lunch for dry clothing and footwear, sufficient food eaten and enough liquid drunk. The Scouters are responsible for their troop members' actions both on the trail and in the hall.

## *Code of conduct*

The Scout Law applies. Leaders to remind Scouts beforehand that failure to observe the Law, e.g. through hassling other Scouts or swearing, will cost points. Scouters should take note of the offending patrol's name and report this to the score keepers who will adjust the score at the end of the day.

## *Stations in this guide*

<b>Station</b>	<b>Station number on following pages</b>
Sled Preparation and Equipment Check	1
Blindfold Stretcher Carry	2
Citizen Jeopardy	3
Compass Bearing and Map Symbols	4
First Aid and Emergency/Survival	5
First Aid and Survival <i>Quiz</i>	6
Gully Crossing	7
Height and Distance Estimation	8
Ice Rescue	9
Knife and Saw	10
Knots	11
Lashings	12
Lunch Stoves and Site Cleanup	13
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Rope Climb	15
Side Hill Manoeuvre	16
Slalom Race	17
Smooshboard Race	18
Spider Hole	19
Splint and Transport Casualty	20
Tree Identification	21

Note – With the exception of Station 1 which is always the first station, the remaining station order is determined from a combination of the practicalities of the location and which troops are running which stations.

## 1 SLED PREPARATION AND EQUIPMENT CHECK

Always the first station. The sled is inspected for all required equipment and for proper packing; nothing should fall out when the sled is inverted. The Scouts are to pack all their backpacks and equipment on the sled. Lightweight teams where all the youth are carrying the gear are not permitted. One bag on the top of the sled with cups, first aid kit and other small pieces of patrol equipment is useful. (Having cups easily available makes it more likely that Scouts drink at the hot chocolate stations.)

### *Station preparation required:*

No preparation required. Subsequent 3 stations should be manned and ready to go before the Scouts are released onto the course.

### *Scoring*

No special suggestions. Most teams score perfect on this station. If the equipment falls out when the sled is inverted, they have to repack anyway.

### *Safety aspect*

Every Scout and leader must be wearing clothing and footwear appropriate to the conditions. **No running shoes or rubber rain boots!**

### *Other Comments*

One line is normally sufficient to spread patrols out a little for the second and third stations. If this is causing too many delays (e.g. youth are getting cold), set up another line.

## 2 BLINDFOLDED STRETCHER CARRY

Four Scouts (blindfolded) carry a fifth Scout (not blindfolded) on a stretcher around a course following directions given by the Scout on the stretcher. If a patrol has fewer than five Scouts, leaders at the station will serve as the missing stretcher bearer(s).

### *Station preparation required:*

Poles for stretchers (at least 3 sets), old T-shirts (for stretcher base), material for blindfolds. Blankets or tarps as the stretcher base can be tried for the stretcher base but this is much more difficult (and time consuming) for the youth.

Layout the course early – be prepared to run more than one course if backup exceeds more than 2-3 sleds. Course will depend on terrain, could be a figure of eight or a simple loop. Poles may need to be brought to mark the course.

If there is room, it is possible to run more than patrol on a course at the same time (same direction or reverse direction).

## *Scoring*

Suggested - record the time taken on the score sheet and decide on scores after all patrols have been through the station.

## *Safety aspect*

Watch the terrain (stretcher occupant will be dropped) and for dangerous obstacles and to ensure the blindfolded carriers do not run into branches.

## **3 CITIZENSHIP JEOPARDY**

Introduced in 2006; a quiz on current events, citizenship concepts and prominent people in the news. Questions can be loosely based on the Citizenship badge requirements. The following sources can be used to help prepare scouts:

### **A Look at Canada -**

<http://www.cic.gc.ca/EnGLISH/resources/publications/look/index.asp> - This is what people wishing to become Canadian citizens must learn. Although parts of it may be beyond the average Scout.

### **How Canadians Govern Themselves**

<http://www2.parl.gc.ca/Sites/LOP/AboutParliament/Forsey/index-e.asp> - good background information for item 3 of the Pathfinder.

## *Station preparation required:*

Oral questions with 4 or 5 multiple-choice answers to which the patrol responds collectively through a spokesperson. Pose the question, then give the possible answers. Repeat as necessary. One obviously incorrect answer per question will provide perspective and humour. If patrol is asked to identify a person, flag or place from a photo or diagram, the photo or diagram should be large enough that members can see it easily.

## *Scoring*

No special techniques.

## *Safety aspects:*

No special requirements.

## **4 COMPASS BEARING AND MAP SYMBOLS**

All members of the patrol sight on an object and report collectively on its bearing; lay off a bearing and report the object on the bearing. The patrol identifies a dozen standard map symbols.

## *Station preparation required:*

Flag trees and/or local areas and get the youth either to take a bearing or follow several bearings and tell what was at the other end. Bring maps, symbols, enough compasses – you will be working on the snow, ensure your kit is protected. Where the terrain provides a lookout over features that are identifiable on a topographical map, take advantage of it.

## *Scoring*

No special techniques.

## *Safety aspects:*

No special requirements.

## **5 FIRST AID AND EMERGENCY/SURVIVAL KIT INSPECTION**

Each sled should have a patrol first aid kit. Each Scout should have an emergency/first aid kit in his or her knapsack. At the station, the patrol kit and several individuals' kits are examined and Scouts asked to comment on the use of various items.

### *Station preparation required*

Have a list of suggested items. Often a gloves-off station. Lay tarp on snow.

## *Scoring*

Suggest subtract marks if Scouts don't have their kits. Other marking discretionary.

## *Safety aspect*

No special requirements.

## *Other Comments*

Check that all Scouts in patrol have the survival kit. Can inspect or verbally go through a list with a couple of members to see what they have. Use list in Field Book as a guideline.

## **6 FIRST AID AND SURVIVAL QUIZ**

Some basic questions on first aid and survival skills. Quiz will be the last event of the day, indoors.

### *Station preparation required*

Quiz sheets need to be handed out and marked. It is important for the station leaders to intercept the patrols as they arrive in the hall. Ensure that the patrols return the sheets as soon as possible; these marks will be the last entries into the database.

Use multiple choice for ease of answering and marking.

## *Scoring*

As required. To get full marks for teamwork, the quiz should be done by all members of the patrol.

### *Safety aspect*

No special requirements.

## **7 GULLY CROSSING**

Each member of the patrol to cross a "gully" on a thick rope stretched between two trees. If time allows, extra points if the patrol is able to transport its sled across the rope as well.

### *Station preparation required:*

Leaders staffing the station should arrive with their equipment at the check point at least 45 min to 1 hour before the first patrol is expected. Experience has shown that 3 rope crossings should be in place and staffed to minimize backlogs if each and every Scout is going to have a 'good' chance to participate. That means 3 large & long ropes, several small ropes and at least 3 come-a-longs (spares are a good idea). 1 – 2 leaders at each rope plus one to do scoring. Often youth need help to get started and this can be quite taxing after a while.

A reasonable gully with large trees for anchors is required. If possible a variety of difficulty is desirable. We want a challenge but not fear.

### *Scoring*

Scoring is not easy. Everyone who makes an effort should get some points. Cheering, helping and teamwork as well as success crossings should contribute to the score. It must be a bit subjective since the patrols are of different sizes so if possible one leader should do all scoring for uniformity.

### *Safety aspect*

Snow beneath the ropes should be free of sticks, stumps, rocks, etc. A leader should test the installed ropes with his/her full weight before Scouts cross. Height of ropes should be such that the feet of a Scout hanging by both hands and about to fall will be close to the snow. Event with 3 ropes in operation needs 7-8 leaders, with one or two to control traffic. A leader should coach/monitor each Scout traversing on a rope.

### *Other Comments*

The event is quite popular and youth often want to cross more than once while other youth may require several tries. This can be permitted as long as the leaders keep a sharp eye on any backlog and limit any waiting time or backlogs to only a very few minutes.

Lots of encouragement from the leaders is key to participation of those who are timid or not physically agile.

## **8 HEIGHT AND DISTANCE ESTIMATION**

Patrol gives estimates for a height (e.g. tree, rock face, church steeple) and a horizontal distance.

### *Station preparation required*

Suitable objects should be selected. For distance, object can be far (needing triangulation) or fairly close. Be prepared to work in imperial and metric units.

### *Scoring*

To allow comparisons of estimates record the patrol estimate and work out the score later.

### *Safety aspect*

No climbing in the height estimation.

### *Other Comments*

Ensure that there is a single answer from the patrol for the height and distance, and that there is a consensus. Patrols may have to give their answers quietly if other patrols are nearby. If possible, don't let the a newly arrived patrol see how the current patrol is doing the estimate.

## **9 ICE RESCUE**

Some members of the patrol throw a rope to a "victim" who has "fallen through the ice" and retrieves same, talking to "victim" and calling for help. Patrol may be asked to demonstrate other forms of ice rescue.

### *Station preparation required:*

Try to keep other patrols from seeing how the ice rescue is done. The "victim" can be either a person (leader) lying down or an inanimate object. Broken through "ice" can be a tarp on the ground.

Place material on the ground for the Scouts to use or tell them to use the rope they are carrying on the sled. Define and ensure that the Scouts understand a shore line for the pond/river. Can be a rope lying on the ground.

Adjust the distance from the "shore" if the event turns out to be too easy or too difficult.

### *Scoring*

Points if the patrol encourages the victim to "hold on", accuracy of the rope throws, other techniques used e.g. a variety of techniques for throwing the rope.

### *Safety aspects*

No special requirements.

## **10 KNIFE AND SAW**

Each Scout demonstrates safe use in simple tasks, e.g. sharpening and using a knife, using a saw to cut a small-diameter log.

### *Station preparation required:*

Saw horses or improvised means to hold logs Small diameter logs (2" to 3") Bring wood to saw, there will be none on-site to use.

Extra pocket knives to help speed things along.

### *Scoring*

Teamwork is primarily marked on how the patrol presents themselves at the station when they first arrive and their willingness to help one another with the sawing of the log.

Knowledge and achievement is based on their abilities to handle both the knife and saw. If they are reasonably successful with both tools a mark of 5 to 6 is awarded. Only in cases of flawlessness is a 7 awarded. Both marks are agreed upon by the Scouters after the patrol has left the station.

### *Safety aspects*

Continuous supervision during the event.

### *Other Comments*

Many Scouts are very keen to use their own knives – Try to allow time for a Scout to retrieve his pocket knife from his day pack if he wishes.

Many Scouters (4) make light work of the station.

With three to four Scouters allow about 10 minutes maximum. This time can be shortened by splitting the group into two and having one group tested for knives only while the other is tested for saws only. It is best if everyone gets a chance to try both.

## **11 KNOTS**

Some members of the patrol tie knots (Voyageur level) appropriate to natural or synthetic rope.

### *Station preparation required:*

Enough rope that can be used at cold temperature.

### *Scoring*

Station leaders to set the rules prior to arrival of the first patrol at the station wherein either each member of the patrol has demonstrate all knots (unlikely) or each member has to demonstrate one or more of the knots. Take account of different sized patrols.

### *Safety aspects*

Usually has to be done with gloves off – watch for frostbite.

## *Other Comments*

Voyageur knots might include reef knot, bowline, clove hitch, round turn & two half hitches, woven figure eight. Have examples to show the Scouts what the knot looks like. Use different coloured ropes if available.

## **12 LASHINGS**

Patrol demonstrates lashings in the construction of something simple, such as a tripod.

### *Station preparation required:*

Multiple sets of poles and rope required. Binder twine good as it can be cut off rather than undone (rope can take too long to undo). Bring lashing rope/twine and poles, there will be no material onsite.

### *Scoring*

Station leaders to decide whether each member, small groups or the whole patrol has to do a lashing.

### *Safety aspects*

Usually has to be done with gloves off – watch for frostbite.

## *Other Comments*

The cut binder twine must be cleaned up.

## **13 LUNCH STOVES AND SITE CLEANUP**

Patrol demonstrates safe use of hobo/vagabond stove or open fire (depends on local rules) to melt snow and boil water in a standard can (timed event). Site cleanup after lunch: points deducted for garbage left behind.

### *Station preparation required:*

Needed: The Area's set of identically sized tins with wire handles. Fill Area tins with the same amount of snow. Add a drop of dish detergent to each; bubbles from the soap will make it more evident when the melted snow comes to a boil. Ensure that the location of each patrol's stove is adequate. Record the time when patrol arrives and the time to boil the melted snow.

When this event uses hobo stoves, it's one per patrol. Inside a very large, perforated, inverted tin can is a smaller can containing the fuel – paraffin wax with a rolled corrugated cardboard wick, or fondue fuel/methyl hydrate with a roll of toilet paper for the wick. Light with a match. No Sterno (jellied) fuel. Patrols may also use a soft-drink can stove (the can is cut in two parts with alcohol as the fuel) as long as there is a way of suspending the Area tin above it. The Area tin cannot be set on top of the soft-drink can stove.

Hobo stoves are not good for heating multiple lunches; they don't provide enough heat and they can be unstable with a heavy pot on top. The patrol could heat their lunches on a Coleman stove.

## *Scoring*

Timing and cleanliness are the key elements. Log time of arrival, time when the Area tin is issued and time when the water boils. Rate cleanliness of site afterwards.

## *Safety aspects*

Lunch-site supervision - several leaders to be tasked with monitoring Scouts' behaviour during the lunch period - points off for unacceptable behaviour, including playing with fire. These leaders should provide an activity for patrols that finish lunch before leaders are ready to leave for the early afternoon stations.

Buddy burners/hobo stoves can be unstable if the pot being heated is too heavy. Close supervision is needed. Ensure that the location of each patrol's stove is adequate.

## *Time allocated*

45 minutes maximum per patrols arriving late – enforce this. There is clearly no need to rush patrols arriving early because leaders staffing the first few stations after lunch need time to eat their lunch.

## *Other Comments*

There can easily be 2 to 2 ½ hours between the first arrivals and the last to leave. Need more than one Scouter to be called on by the youth. Station leaders will also have to space the patrols in the lunch area and tell the Scouts what is expected and that they are the scorers for the station.

If there is a fire pit at the lunch stop, it's cheerful to have a fire. Depending on the location, firewood will need to be brought in.

## **14 PANNING FOR GOLD**

Patrol uses a tarp cooperatively to toss a "nugget" (yellow tennis ball, volleyball, basketball or other soft item) over a horizontal rope 3 m above the ground. In the spirit of the Klondike gold rush, general questions about the properties, provenance and uses of gold may be asked.

### *Station preparation required:*

Top rope between trees

Sheet or tarp

Basket-, soccer-, Nerf- or tennis balls

## *Scoring*

Time to get nugget over rope, other methods? Knowledge of the properties, provenance and uses of gold.

## *Safety aspects*

"Nugget" must be soft and rounded so that it will not injure a Scout if the patrol's toss is misdirected.

## **15 ROPE CLIMB**

Each member of the patrol climbs a thick rope to a height of about 3 m. Any method that works, including direct ascent or pyramid of Scouts.

### *Station preparation required:*

Sturdy limb, usually two large diameter climbable ropes are sufficient.

## *Scoring*

Partial points for partial ascents. Station leaders to decide if everyone has to get to the top or a proportion of the patrol.

## *Safety aspects*

Snow beneath ropes clear of sticks, stumps, rocks. No use of sleds for initial boost. Sound tree limbs to support the ropes; leaders to test the ropes before Scouts climb.

## **16 SIDE HILL MANOEUVRE**

Patrol timed in moving its sled without damage over a steep uphill and downhill course. Going up requires cooperation to push sled and use rope around tree to hold sled in place between pushes; going down, use of back rope around trees for controlled descent of sled.

### *Station preparation required:*

Depending on location, the station can be just uphill or downhill.

Set multiple paths.

## *Scoring*

Techniques and safety considerations by the Scouts.

## *Safety aspects*

Course must be adjusted to the snow conditions, e.g. shortened or rerouted if icy. Adequate coaching/supervision essential. Ensure that no one is below the sled on an uphill or downhill section. No one to ride the sled during the manoeuvre.

## *Other Comments*

Multiple lines are essential to making this station more efficient.

While patrols are waiting to attempt the manoeuvre, a Scouter could be pointing out some of the more successful strategies that have worked on the hill. This can be a very difficult station and some coaching would be very helpful.

## **17 SLALOM RACE**

Patrol timed in pulling its sled around a course (100 m?) on flat ground.

### *Station preparation required*

15 minutes to assess area and set the course. Take marker poles to indicate turns if there are no natural markers.

### *Scoring*

Usually course is timed. Can collect all the results and score after the event.

## *Safety aspects*

Leaders must walk the course several times to compact the snow, check footing - fill holes, etc. Scouts should be able to release their tow rope easily so that they will not be run over or dragged if they fall, e.g. no rope tied around waist.

## **18 "SMOOSHBOARD" RACE**

Patrol members' right feet are tied/looped to a long 2x4; left feet to another. Patrol is either timed in completing a course, or the distance travelled within a certain time is measured.

### *Station preparation required:*

At least 2 sets of smooshboards to be available (attachment points can break). Foot attachments to the smooshboards should be a simple rope loop. It is not necessary to tightly attach the foot.

Either a straight, circular or figure of eight course. Pick a fairly flat area.

### *Scoring*

Timing over a certain distance or maximum distance covered in a certain time.

## *Safety aspects*

No special needs.

## **19 SPIDER HOLE**

A vertical "spider web" with one or more Scout-sized hole(s) approx 1 m off the ground is constructed with rope between two trees. Patrol passes all its members through the hole without destroying the web. Alternately, each member must pass through a different hole.

### *Station preparation required:*

Area must have trees available to attach webs. Build several webs. Web may be broken, use strong rope.

Decide beforehand if youth have to get through without touching the web or without damaging the web.

Equipment/Material needed:

Minimum 1/4" to 3/8" rope is ideal because it doesn't break if the Scouts get tangled up in the web. Twine is okay but isn't the best.

Special locations required:

Two trees (min. 4"-6" diameter) approximately 2 to 3 metres apart are needed to spin the web. The station needs two webs to work efficiently.

12"-24" of snow is piled up on the side of the web that the Scouts are trying to get to. Typically the first and last Scouts of the patrol to climb through the web can land with a thump.

### *Scoring*

Team work is marked primarily on how the patrol presents itself at the station when it first arrives and members' willingness to help one another through the web.

Knowledge and achievement is based on their abilities to get through the web without touching the rope as much as possible. Leadership in devising a strategy and the success of the patrol to implement that strategy are important. Key moments are when the first and last Scouts attempt to get through the web.

## *Safety aspects*

*Snow beneath webs free of sticks, stumps or rocks.*

*Landing on the ground presents the biggest risk although getting tangled in the web could cause a limb injury. Supervision and knowing when to intervene are important.*

## *Other Comments*

Some patrols will become quite silly if they have difficulty getting through the web. It is necessary to keep them on task to avoid injury. It takes between 10 and 20 minutes to complete the station. Scouts who have attempted the station at previous derbies typically have less difficulty. With two webs the line-up is typically less than two sleds at any one time.

## **20 SPLINT AND TRANSPORT CASUALTY**

Patrol required to care for a casualty with a broken leg; after splinting, place the casualty correctly on sled for transport. Patrol should bring splints (e.g. cardboard) and triangular bandages or other material to tie the splint.

### *Station preparation required:*

Lay out course for the transport to be done – can time the event. - lots of room needed e.g. field.

Verbal preparation per patrol. Lay out any material being supplied. Scouts are supposed to bring triangular bandages and splints. Choose where to have the transport to. Scouts to use their own Klondike sled.

### *Scoring*

No special requirements.

### *Safety aspect*

Ensure that the Scouts aren't strangling the "casualty" they must transport the casualty safely onto and on the sled.

### *Other Comments*

Line ups - medium (maybe a 2 min wait), but the ones waiting can start splinting! Stay away from the trail as to not slow down anyone who is finished.

## **21 TREE IDENTIFICATION**

Patrol identifies half a dozen common trees

### *Station preparation required:*

Area must have appropriate trees! Put numbers on the trees that have to be identified. Could be multi-choice questionnaire.

### *Scoring*

Accuracy in identification. Team effort.

## *Safety aspects*

No special requirements.