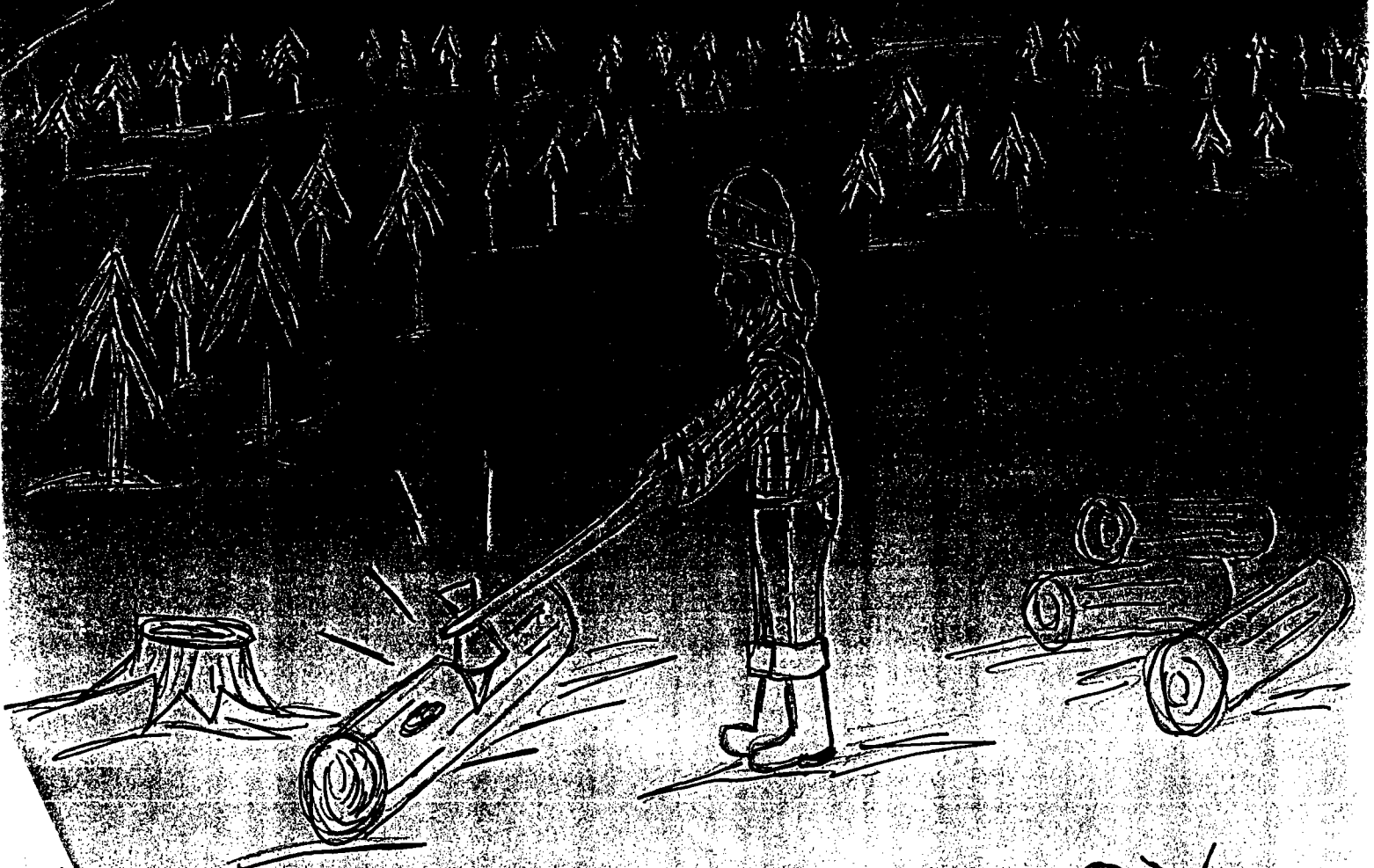


LUBBER
STAKE



KLONDIKE DERBY
JANUARY 10, 2004

Schedule

8:00 – 8:30 Registration

9:00 Flags

9:15 – 12:15 Morning Events

12:15 – 1:00 Lunch

1:15 – 4:15 Afternoon Events

4:25 Flag Closing

RULES AND REGULATIONS

CAMP CODE: The Scout Oath and Law are the Law of the Camp

ROSTER: The unit roster included in this manual must be completed and turned in at District Headquarters Saturday morning. This is required before any troop or patrol can participate in any activity.

PARKING: Park **ONLY** in designated areas, **DO NOT PARK ON ROADS.**

GUNS AND FIREWORKS: ARE NOT PERMITTED.

Violators will be asked to leave camp.

ALCOHOL AND DRUGS: Alcohol and non-prescription drugs are **NOT** allowed. Violators will be asked to leave camp.

TRANSPORTATION: All riders must have a seat belt, **NO** riding in the back of a pick-up truck. All doors must be closed while vehicle is moving.

LEAVE NO TRACE: Leave the area that you use for the day cleaner than what you found it when you arrived.

Points

Each Station

Time on skill	20 points max
Complete all skills	20 points max
Patrol Spirit	20 points max

Extra points per Patrol

Sleeping Bag	10 points
12' piece of Rope	10 points
Boy scout Handbook	50 points
Bow Saw	50 points
Work Gloves	50 points
6- 10' Spars	10 per Spar

Dressing up as a Lumberjack is 10 points for each patrol member.

Morning Events

First Aid

One of your lumberjacks gets frostbite on his right hand. He is also cold and wet so treat him for frostbite and hypothermia.

Then have your patrol set up a tent and place him in a dry sleeping bag. Page 323 In the Handbook

(Tent will be provided)

Shelter Building, Lashing, Fire Building

A big snowstorm is coming and your patrol must get ready for the night. The Patrol is too far away from camp and must build a shelter for the storm. The shelter must have one of these lashings **square lashing, shear lashing, or diagonal lashing**. Use one stability structure in your shelter the trestle, X trestle, or the H trestle. They can be found in your Boy Scout Handbook on page 140. Use Rope, spars, and whatever you can find in the woods. Then build a fire to keep the patrol warm. (No **matches or lighters**)

Ax Yard

Build an ax yard; bring everything that your patrol uses when making an ax yard. Each patrol will show how to buck a log, the contact method, and the V shape. They will also have to show safe carrying, sharpening, ax handling, and safe storage of an ax. The staff will pick the best ax yard.

Knot Tying

Each patrol member will go through a course on knots. The staff will tell your patrol members what knot that they need to tie.

Afternoon Events

Nail Driving

Each patrol will have a nail-driving contest with other patrols.

Log Race

You will have to tie a **Timber Hitch** then hand off to another patrol member going through a course. Your whole patrol must go through the course.

Log Toss

The whole patrol will toss a log to see how far they can toss a log.

Log sawing

See how fast you can saw a log in half. (remember safety first)