

“Prospecting in the Pony Express”

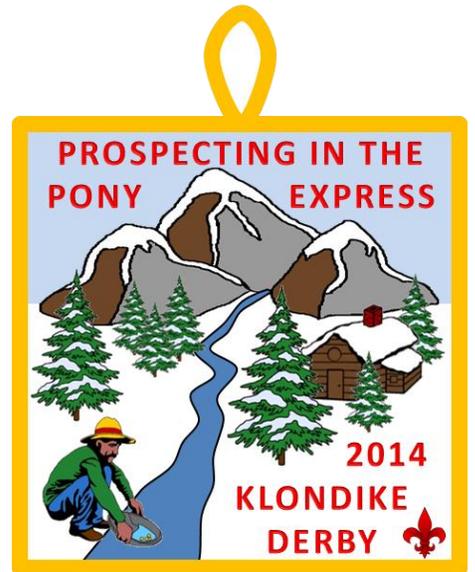
Nevada Area Council - Pony Express District

Klondike Derby 2014

The Nevada Area Council, Pony Express District invites and encourages all Troops within the District to attend the 2014 Klondike Derby!! This year's event is being hosted by Troop 1776 from Fallon, with assistance from the Order of the Arrow Tannu Lodge, and we hope that it proves to be a somewhat different experience than similar events of the past few years. We hope your Troop (and Webelos Dens) will come and join us as we go “Prospecting in the Pony Express” in search of silver nuggets, challenges, and adventure from the days of the original Pony Express.

We hope that you and your Troop/Scouts are ready to have some fun (hopefully in the snow!) testing their Scouting knowledge and skills, as well as their ingenuity and teamwork skills as they complete and compete in more than 18 different challenges/events at our various Pony Express Stations.

The information contained in this event guide should provide you with all of the necessary details for the weekend event. However, should you have any questions or require additional information, please do not hesitate to contact us:



GENERAL INFORMATION

When: 7-9 March, 2014

Where: Centerville Flat Campground (south of Markleeville, CA on Highway 89 and Highway 4)

Fees: \$8.00 per attendee (if registered on or before 2 March)*
\$10.00 per attendee (if registered after 2 March)*

* Fees apply to all attendees, not just Scouts, and cover the Klondike patch, lunch on Saturday, materials for events, port-a-potty rental, etc.

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PRE-REGISTRATION

Troops/Dens are requested to pre-register through the Nevada Area Council on or before 2 March so we can get a better idea of how many attendees to expect. The Pre-registration Form is included at the back of this information packet.

Remember that the Klondike Derby is supposed to be a winter camping experience, so it will take place, come rain, sleet, snow, or shine!

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KLONDIKE PURPOSE, OBJECTIVES, AND THE PATROL METHOD

Just before the turn of the 20th century, gold prospectors traveled the sub-zero wildernesses of Alaska by means of teams of dog sleds. They traveled and camped in all kinds of inhospitable environments and weather. They therefore needed adequate survival skills and relied upon one another and their dog sled teams for survival. Life along the Pony Express Trail and gold and silver prospecting in the Sierra Nevada Mountains of California and Nevada during this period of history was quite similar, especially in the winter, when snow levels could reach 20 or more feet deep and temperatures could plummet to below zero for weeks on end.

Boy Scouting incorporates the theme of the Klondike into a fun and competitive annual event known as the Klondike Derby. The purpose of the overall event is for Scouts to experience winter/cold-weather camping and to test their outdoor scouting and teamwork skills while utilizing the patrol method and while also having fun in a competitive atmosphere. Each Scout patrol should build and/or bring a specially designed, homemade sled to carry their supplies around a field course that will include a series of stops, historically named after actual Pony Express Stations that were located with the Nevada Area Council's Pony Express District. Note that all other event/program locations throughout the area will also be named after actual Pony Express Stations.

The Patrol Method should be employed at all times throughout the event. Each patrol will be required to plan appropriately and to bring the required gear for navigating to Pony Express Stations located along the field course and for participating in the various activities/challenges at each of the Stations. Using this Event Guide, and with a good knowledge of the *Scout Handbook*, *The Scout Field Book*, the *Senior Patrol Leader Handbook* and the *Patrol Leader Handbook*, a patrol should be able to do very well in preparing for and competing as they go “Prospecting in the Pony Express.”

CAMP HEADQUARTERS, FIRST AID, AND LOST AND FOUND

Camp headquarters will be located at Castle Rock Station. This area will also contain the camp First Aid station (Cape Horn Substation) and the Lost and Found box (Dry Well Substation). Castle Rock Station will be manned Friday evening and throughout the day on Saturday. Troops should check in upon arrival so the camp officials will know who is on site. Scouts and leaders should be made aware of this location and should report to Cape Horn Substation for any major injuries or other first aid needs. Items that are found along the trail should be turned in at Dry Well Station and Scouts/Leaders who find that they have lost any items should also check for them there.

Each Patrol should carry a first aid kit on their sled for caring for small wounds and each scout should also have a personal first aid kit of their own. Additionally, we will also try to have a first aid kit available at each Pony Express Station (if you have any extra first aid kits we can use, please let us know)

More serious injuries must be brought to the attention of the Klondike staff. If the situation allows, the individual should be brought to the Cape Horn Substation (the first aid area at Castle Rock camp headquarters) for medical treatment and evaluation. If a medical situation is such that the individual cannot be brought to Castle Rock, a runner with a buddy should be sent to notify the Klondike Staff medical personnel.

Scoutmasters are also asked to please provide the Klondike Staff with a list of names of any boy with a medical condition during camp check-in.

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TROOP/PATROL REGISTRATION

The weekend activities will commence with a cracker barrel meeting at 8:00 p.m. on Friday evening (3/7) at Castle Rock Station (camp headquarters area). All Senior Patrol Leaders should attend this meeting accompanied by their Scoutmaster or another Adult Leader. Troop/Patrol check-in/registration and event scheduling will take place at the meeting. Event instructions and other information will also be disseminated. Troops/Patrols who do not plan to camp over on Friday evening (e.g., Webelos Dens) will need to check-in and register immediately upon arrival Saturday morning.

Upon registering, the Senior Patrol Leader should provide the registrar with a roster of his Troops' patrol(s), to include the name and rank of each member of the patrol(s). NOTE: The Klondike Derby Staff request that patrols be limited to a maximum of 8 Scouts. If your Troop has more than 8 scouts, they should be split into multiple patrols, each having their own sled and other applicable supplies and materials. If necessary, let the Klondike Derby Staff know and we can help combine Scouts from different Troops to form full Patrols of 6-8 Scouts each.

OPENING CEREMONY

All Scouts and Adult Leaders should muster at Sink of the Carson Station (Assembly and Awards area) for the opening ceremony and event kick-off at 0800 Saturday morning. Pony Express Stationmasters, will be located at Sink of the Carson Station to assist with forming up the troops, by patrol, in preparation for the Opening ceremony. Please note that Troops should bring their Troop flags to the opening ceremony. After the opening ceremony, Troops should post their Troop flag in the area that will be provided. When dismissed, the Patrols should head straight to their first assigned Pony Express Station. Therefore, they should plan to bring their sleds and all of the Patrol gear and personal gear they will need for the day with them to the opening ceremony.

THE PONY EXPRESS ROUTE – DESCRIPTION

Upon registering, each Patrol will receive an individual Patrol Packet, which will include an individual schedule for that Patrol to follow throughout the day as they go “Prospecting In the Pony Express.” If possible, complete area maps will also be provided in the packets. Otherwise, verbal information will be provided at the beginning of the day and at each successive Station along the Pony Express Route.

Patrols will be required to travel their Pony Express Route to each of the Pony Express Stations, according to their assigned schedule. As they arrive at each Station, Patrols will be required to show their Scout spirit and demonstrate their knowledge of basic and advanced Scouting skills as they complete a series of three activities/challenges at each Station (i.e., there are 18 total activities/challenges). The overall time allotted for all three activities/challenges at each Pony Express Station, including transit time between Stations, will be one hour.

Upon completing the entire Pony Express Route (e.g., all six Pony Express Stations), the Patrols should return to Fort Churchill (main camp area) and the Patrol leaders should report back to Castle Rock (camp headquarters) to have their nuggets assayed (counted) and recorded.

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THE PONY EXPRESS ROUTE – DETAILS OF THE COMPETITION

Upon completion of each activity/challenge, Patrols will be awarded up to ten silver nuggets, based on their overall scout spirit, their teamwork and cooperation, their Scouting skills and knowledge, and their ability to accomplish the given task. (Please note that the Patrol Leader’s skill and effectiveness will play an important role in the scoring process).

In addition, certain activities/challenges will also be scored and/or timed and the top three Patrols for each of those activities/ challenges will be awarded bonus nuggets at the end of the Klondike Derby (15 for first place, 10 for second place, and 5 for third place). Scores/times for these special activities/challenges will be recorded by the assigned Pony Express Stationmasters (adult leaders).

Pony Express Stationmasters may also award additional bonus nuggets (up to three) for exceptional demonstrations of Scout knowledge, Scout spirit, and/or teamwork. (Hint: you may want to brush up on some Patrol yells or songs.)

Note that completion of the various activities/challenges should be accomplished by the Scouts, Therefore, any assistance or hints provided by any Adult Leaders who accompany the Patrols along the Pony Express Route will result in a reduced number of silver nuggets that can be earned. Exceptions may be made at the Pony Express Stationmaster’s discretion, especially with Webelos Den Patrols.

CLAIM JUMPERS

While traversing along the Pony Express Route, Patrols may encounter groups of “Claim Jumpers.” These claim jumpers are after the Patrols gold nuggets and will ask the Patrols up to three Scouting related questions such as, “What are the 12 points of the Scout Law?,” “Who was the founder of Boy Scouting in America?,” “What year did Scouting in America begin?,” or “What is the Scout motto?” The Patrol will be required to turn over two silver nuggets to the Claim Jumpers for each question they miss. The Patrols sled will then be marked with flagging to show that they have already been “jumped.” Each patrol should expect to be “jumped” twice along the route. (Note: a different color of flagging will be used by each group of Claim Jumpers, so they will not “jump” that Patrol again.)

LUNCH AND HOT BEVERAGE DETAILS

In order to help the day’s schedule progress faster, lunch will be provided and will be served in the Grubbs Well Station area. It will be sponsored and served by the Order of the Arrow Tannu Lodge and will consist of soup and bread. In addition, to help avoid long lines and overall downtime, lunch will be split into two time periods. Each Patrol’s individual schedule, as provided in their Patrol Packet, will designate when they should take their lunch break, either after completing their third or fourth Pony Express Station. While the first group of Patrols is eating lunch the remaining patrols will continue to their fourth Pony Express Station. Then the two groups will switch and the Patrols who have completed their lunch will go to their fourth Pony Express Station, while the other group eats their lunch. The overall time for lunch and completing the fourth Pony Express Station is one-and-a-half hours. All Patrols will then continue along their assigned Pony Express Route to their fifth Station.

In addition to the Grubbs Well Station lunch area, water and hot beverages will also be provided at the Hooten Wells Substation, which will also be operated by Order of the Arrow Tannu Lodge. All Scouts and Leaders are welcome to stop by and get some water or a warm beverage throughout the day.

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KLONDIKE RACE/CHALLENGE

After all of the Patrols have completed their Pony Express Routes, there will be a final Klondike competition for everyone, beginning at Dry Creek Station. However, instead of the typical Klondike sled race, there will be a race/challenge to locate, treat, and transport a “Lost and Injured Hiker.” Patrol leaders will be given the hiking plan of a missing solo hiker (an Adult Leader). Patrols must follow the hiking plan to locate their assigned hiker (each Patrol will have a different plan and a different hiker to locate). The lost hikers will be too severely injured to be moved, so the Patrols must first diagnose and treat the hiker’s medical problems before transporting him/her to safety. Silver nuggets will be awarded based on the Patrol’s navigational skills, knowledge of first aid, use of the buddy system, and overall cooperation/teamwork, as assessed by the injured hikers. Bonus nuggets will be awarded to the first three Patrols to return to Dry Creek Station with all Patrol members and the injured hiker (15 for first place, 10 for second place, and 5 for third place). (Note that Patrols are responsible to plan ahead and bring any supplies/materials that they think they may need with them.)

AWARDS AND CLOSING CEREMONY

Following the Klondike Race/Challenge, there will be a short break while the Prospecting in the Senior Pony Express Stationmasters (adult officials) tabulate the overall score for each of the Patrols and determines the overall winners of Klondike Derby. All Patrols should report back to Sink of the Carson Station (Assembly/Awards area), when directed, for the presentation of awards and for the closing ceremony, which is scheduled to take place at 4:00 pm

MISCELLANEOUS INFORMATION

Troop Commitment Requirements

Since the Klondike Derby is packed with so many things for the Scouts to do, Troops are asked to please provide at least one, if not more, adults who can be committed to help run the various Pony Express Stations and their associated activities/challenges throughout the entire day. Additional Adult Leaders will also be needed to be the “Lost and Injured Hikers” during the final Klondike Race/Challenge event. Troops should provide a list of the Adult Leaders who will be assisting at the time of check-in.

Troop/Patrol/Individual Equipment List

Patrols should plan ahead and Be Prepared for the weather, for the campout, and for meeting the individual activities/challenges that they will meet along the Pony Express Route and at the Pony Express Stations. Possible items could include the following: Klondike sled, Troop flag, Patrol flags, watch, compass, pocketknife, flint and steel, 30-50 ft. length of rope, 8 ft. lengths of rope, short lengths of rope (one for each scout), trash bags, waterproof ground tarp, tarps for sheltering all patrol members, rope for shelter tarp, lanterns, flashlight, canteen or water bottle (one for each scout), Patrol first aid kit, individual first aid kit (one for each scout), mess kit with cup and bowl (one for each Scout), extra pairs of dry sox, blankets, rain gear, snow suit and/or winter coat (required to participate), winter boots (required in order to participate), winter gloves or mittens (required to participate), stocking cap or other head cover (required to participate), extra pants, drinking water, snacks or energy bars, clip board, notepad, pen or pencil, scout handbook (at least one per patrol), toiletry kit, hiking staffs or similar 5-6 ft. poles, pouch or bag (for your silver nuggets to go in). Note that this is not intended to be a complete list of items to bring, so Troops should review and discuss the list and the individual planned activities/challenges prior to the event to see if any other items will be needed.

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Tour Plan and Health and Medical Record Form Requirements

Each Troop and Webelos Den must submit a Tour Plan for this event and should bring a printed copy of the approved Tour Plan with them. Each Troop and Webelos Den should also bring a copy of the Health and Medical Record forms for each attendee, as well as a copy of the Guide to Safe Scouting, as required by BSA.

Cold Weather Clothing

The most important task of each Scout participating in the Klondike Derby is to keep warm and dry. A warm and dry Scout is a prepared Scout and a prepared Scout is a happy Scout! Therefore, each Scout must Be Prepared by knowing what to wear in winter weather. In addition, winter weather can change very fast. A nice day can suddenly turn into a stormy day.

The best protection in winter weather is common sense. Scouts should be instructed to dress in layers. Avoid working up a sweat, and keep themselves comfortable by removing or adding layers of clothing as needed. Avoid cotton clothing. Denim jeans are not the best choice and should not be worn on the Klondike Trail. Wool, silk and polypropylene are the better materials for winter camping. Scouts should wear thermal underwear. A wind breaking, water resistant outside layer is suggested.

Scouts should have multiple pairs of gloves or mittens. Wool mittens with a *Gortex* shell are the best. A simple pair of wool gloves covered by a large rubber glove keeps the glove dry and hence will keep the Scouts hands warm. Scouts should have appropriate winter weather head gear (a wool cap or similar) and preferably a jacket with a hood. Waterproof boots are also essential (sneakers will not be allowed on the Klondike Trail). Scouts should also wear wool socks or socks made of synthetic material that wick away perspiration. Scoutmasters will be responsible for visually inspecting their scouts for proper clothing prior to the beginning of the Klondike Derby and should continue to do spot checks throughout the day. Scouts deemed inadequately dressed for the weather will not be allowed on the Pony Express Route.

Klondike Derby Patches

Klondike Derby Patches will be provided to the Scoutmaster or other Adult Leader upon check-in at Castle Rock Station (camp headquarters area), but only after receipt of payment of the Klondike Derby fees (\$8.00 per person attending if paid on or before 2 March or \$10 per person attending if paying after 2 March). Please be prepared with an accurate count of how many people are with your Troop/Webelos Den so we will know how many people are in camp and how many patches to give you.

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KEY TO CAMP AREAS VERSUS PONY EXPRESS STATION NAMES

Camp Headquarters – Castle Rock Station

First Aid – Cape Horn Substation

Lost and Found Box – Dry Well Substation

Parking Area – Simpson Park Station

Camping Area – Fort Churchill Station

Assembly/Awards/Campfire Area – Sink of the Carson Station

Port-a-Potty Area – Mount Airey Station

Lunch Area – Grubb’s Well Station

Hot Beverage Area - Hooten Well’s Substation

Station A – Cold Springs Station

Station B – Reese River Station

Station C – Middle Gate Station

Station D – Fairview Station

Station E – Camp Station

Station F – Salt Wells Station

Klondike Challenge Area - Dry Creek Station

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THE PONY EXPRESS ROUTE ACTIVITIES/CHALLENGES

The following is a listing and description of the six Pony Express Stations that will make up the overall Pony Express Route and the three activities/challenges that will need to be completed at each of the stations (18 total).

A. COLD SPRINGS STATION

- **Campfire Cooking Challenge:** Your Patrol has been on the trail for many hours, some of the scouts are looking a little cold and hungry. Build a fire to warm them up and then boil some water and cook an egg to fill them up. Nuggets will be awarded for completing the task and for cooperation/teamwork. Your patrol must light your fire without using a match or mechanical lighter in order to earn the maximum number of nuggets. Patrols will also be timed and bonus nuggets will be awarded for the fastest three patrols at the end of the Klondike Derby. (Firewood and eggs will be provided. For maximum nuggets, Patrols should bring anything else they may need with them.)
- **Fishing for Snapper:** Your Patrol must build fishing poles/lines to catch the elusive Tahoe Basin Red Snapper fish for their evening meal. Nuggets will be awarded for cooperation/teamwork and on your Patrol's ability to "catch" at least two "Snappers" in five minutes. Bonus nuggets will also be awarded at the end of the Klondike Derby to the three patrols that catch most "Snappers". (Fish and bait will be provided. For maximum nuggets, Patrols should bring anything else they may need with them.)
- **Shrinking Icebergs:** Your Patrol must stay together on an ever shrinking iceberg. Nuggets will be awarded for cooperation/teamwork while completing the task. (All materials will be provided.)

B. REESE RIVER STATION

- **Multi-Man Snowshoe Race:** Your patrol must complete a simple course on reasonably flat ground while walking on a pair of multi-man snowshoes (Smooshboards). Nuggets will be awarded based on teamwork and cooperation in completing the task. Patrols will also be timed and bonus nuggets will be awarded to the top three Patrols at the end of the Klondike Derby. (All materials will be provided)
- **Walking A-Frame:** Your patrol will need to work together to figure out how to move a large, wooden A-frame from one point to another using only the A-frame and a series of attached ropes, without dragging it, sliding it, or packing it. Nuggets will be awarded based on teamwork and cooperation in completing the task. (All materials will be provided)
- **Panning for Gold:** Your Patrol will need to use a tarp to co-operatively toss a "nugget" over a horizontal rope about 10-12 feet above the ground and catch it again. Nuggets will be awarded based on how many tosses and catches the Patrol can complete in a given amount of time. (All materials will be provided)

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C. MIDDLE GATE STATION

- **Knot How To Tie It:** Your Patrol comes upon a situation that requires a series of common knots to be tied in order to save the day. Each Patrol member will need to tie at least one of the knots and match it with its appropriate usage, but verbal guidance can be provided by other scouts, if necessary. Nuggets will be awarded based on the Patrol's ability to complete the task and on their knowledge of the proper use of the different knots. If needed, a sample of the completed knots will be available to study, but maximum nuggets will not be awarded. Knots may include Square Knot, Two Half Hitches, Taut Line Hitch, Clove Hitch, Sheet Bend, Bowline, Timber Hitch, Figure Eight Knot, and Sheepshank. (All materials will be provided.)
- **Staking a Claim:** Your Patrol has hit the richest silver strike ever, but now you must lash together and erect a three-part flag pole to properly stake your claim before someone else jumps it. Nuggets will be awarded based on teamwork and the Patrol's ability to accomplish the task. Patrols will also be timed and bonus nuggets will be awarded for the fastest three patrols at the end of the Klondike Derby. (For maximum nuggets, Patrols should provide their own poles, rope, and flag.)
- **Force Field in the Blinding Blizzard:** Your Patrol must assemble a force field barrier in blinding snow blizzard conditions. The barrier must be large enough for your entire Patrol and your gear to fit inside of. Square-shaped barriers will provide the most protection from the blizzard. Nuggets will be awarded for overall cooperation/teamwork in completing the task and on the shape of your force field barrier.

D. FAIRVIEW STATION

- **Where and What is That?:** Your patrol has lost the main trail and must determine how to find it again by first having each scout sight on a distant object and reporting collectively on its bearing and then and lay off a given bearing and collectively report on an object located on the bearing. Nuggets will be awarded for the Patrol's overall cooperation/teamwork and knowledge of compass skills. (For maximum nuggets, each Patrol member should be prepared by having his own compass.)
- **How High and How Far is That?:** Your patrol has to cross a river that is too dangerous to wade or swim across. There is a nearby tree that you may be able to cut and fell across the river, but only if it is tall enough to reach across. Without climbing or using any type of measuring tape, each scout must determine the height of the tree and the width of the river and then the patrol must report collectively on the results and whether the tree could be used to cross the river, or not. Nuggets will be awarded for the Patrol's overall cooperation/teamwork and ability to accomplish the tasks. Bonus nuggets will be awarded at the end of the Klondike Derby to the three Patrols who come closest to the actual measurements of the river and the tree. (No special materials are required)
- **Where is the Trail?:** Your patrol has come to the end of the trail. The patrol must align a map to north and then send some members of the Patrol ahead to blaze a trail to a new camp site and make a new map to send back so the rest of the patrol can find the new camp site before nightfall. Nuggets will be awarded based on the Patrol's ability to accomplish the task and on overall cooperation and teamwork. (For maximum nuggets, Patrols should provide their own needed materials).

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E. CAMP STATION

- **Blindfolded Stretcher Carry:** Everyone in your patrol has snow blindness, except one scout who is injured. Your patrol must carry the injured scout on a stretcher around an obstacle course by following directions from the injured scout. Nuggets will be awarded for cooperation/teamwork in completing the course. Patrols will also be timed and bonus nuggets will be awarded for the fastest three patrols at the end of the Klondike Derby. (For maximum nuggets, Patrols should provide any materials required to build their own stretcher.)
- **Winter First Aid:** Your patrol needs to Be Prepared to respond to a number of hypothetical or simulated first aid emergencies, including winter situations. Nuggets will be awarded for first aid knowledge and proper application and also for the Patrol's preparedness. (For maximum nuggets, Patrols should be prepared with their own materials to meet the situations presented.)
- **Emergency Medicine Run:** There has been a deadly outbreak of diphtheria at a nearby mining camp and your Patrol must deliver fragile antibiotic medicine in order to save the lives of those who have been afflicted with the disease and prevent an even more widespread outbreak. The medicine is so fragile that its container can easily crack or break if it is not handled and transported properly. Nuggets will be awarded based on the Patrol's ability to accomplish the task and on overall cooperation and teamwork. (All materials will be provided.)

F. SALT WELLS STATION

- **Toxic Flood:** Your patrol has learned that a chemical plant above the dam has blown up and contaminated water is running over the dam and down the canyon toward your location. Your Patrol has only seven minutes to get your sled, all of its content, and all of your personal belongings off the ground at least as high as your shortest Scout. Nuggets will be awarded based on cooperation/teamwork and overall ingenuity used in accomplishing the task. (For maximum nuggets, Patrols should provide any materials they may need.)
- **Rope Climb:** Each member of your patrol must ring a bell at the top of a thick 10-12 foot high rope with his hand. Any safe method that works can be used, including direct ascent, pyramid of Scouts, etc. Nuggets will be awarded based on the Patrol's overall ability to accomplish the task. (All materials will be provided)
- **Slingshot Turkey Shoot:** It is late in the afternoon and your Patrol is getting hungry. You spy a flock of turkeys and decide to hunting. Each Patrol member needs to do his best to shoot as many turkeys as he can in a given amount of time. Nuggets will be awarded based on the Patrol's enthusiasm and sportsmanship. Bonus nuggets will be awarded at the end of the Klondike Derby to the three Patrols that get the most turkeys. (All materials will be provided.)

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SCHEDULE

Friday

3:00-8:00pm Overall Event Set-up/Troop Check-in, Set-up, & Dinner (check-in upon arrival)
 8:00-8:30pm Senior Patrol Leader and Scoutmaster Meeting at Castle Rock Station area
 8:30-9:00pm Cracker Barrel at Sink of the Carson Station
 9:00-9:45pm Campfire or Stargazing (weather permitting - meet at Sink of the Carson Station)
 10:00pm Lights-out

Saturday

7:00am Reveille
 7:00-8:00am Breakfast (provide your own)
 8:00-4:30pm Klondike Derby Events (see the schedule in the table below)
 4:30-5:30pm Camp Breakdown (all Units are asked to help) and Unit Pack up (for units that aren't staying overnight)
 5:30-7:00pm Free time and dinner (provide your own) for units who are staying overnight
 7:00-9:00pm Capture the Flag contest
 9:00-10:00pm Campfire or Stargazing (weather permitting - meet at Sink of the Carson Station)
 10:00 Lights-out (suggested)

SATURDAY		TROOP/PATROL ACTIVITY LOCATION ASSIGNMENTS					
Schedule	Event	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
8:00-08:20am	Opening	Meet at Sink of the Carson Station					
8:30-9:15am	Stop 1	Station A	Station B	Station C	Station D	Station E	Station F
9:30-10:15am	Stop 2	Station B	Station C	Station D	Station E	Station F	Station A
10:30-11:15pm	Stop 3	Station C	Station D	Station E	Station F	Station A	Station B
11:15-12:00am	Stop 4/Lunch	Grubb's Well Station			Station A	Station B	Station C
12:00-12:45pm	Lunch/Stop 4	Station D	Station E	Station F	Grubb's Well Station		
12:45-1:30pm	Stop 5	Station E	Station F	Station A	Station B	Station C	Station D
1:45-2:30pm	Stop 6	Station F	Station A	Station B	Station C	Station D	Station E
2:45-3:30pm	Race/Challenge	Meet at Dry Creek Station					
3:30-4:00pm	Tally Results	<i>Downtime or Camp Breakdown for Troops</i>					
4:00-4:30pm	Awards/Closing	Meet at Sink of the Carson Station					
Camp Headquarters – Castle Rock Station		Lunch Area – Grubb's Well Station			Hot Beverage Area - Hooten Well's Sub-Station		
First Aid – Cape Horn Sub-Station		Station A – Cold Springs Station			Station B – Reese River Station		
Lost and Found Box – Dry Well Sub-Station		Station C – Middle Gate Station			Station D – Fairview Station		
Parking Area – Simpson Park Station		Station E – Camp Station			Station F – Salt Wells Station		
Camping Area – Fort Churchill Station		Klondike Challenge Area - Dry Creek Station					
Assembly/Awards Area – Sink of the Carson Station							
Port -a-Potty Area – Mount Airey Station							

Sunday

There may be a short worship service at 9:00am. Assistance with remaining camp breakdown would be greatly appreciated. Otherwise, Troops are on their own.

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MAP AND DRIVING DIRECTIONS

To get to the Centerville Flat Campground area, drive to Minden, Nevada and then follow these instructions (Note that tire chains may be required):

As you enter Minden on US-395 from the north

Make a slight right onto NV-88 South (0.4 miles)

Continue straight at the traffic circle to stay on NV-88 South/Hwy-88 South

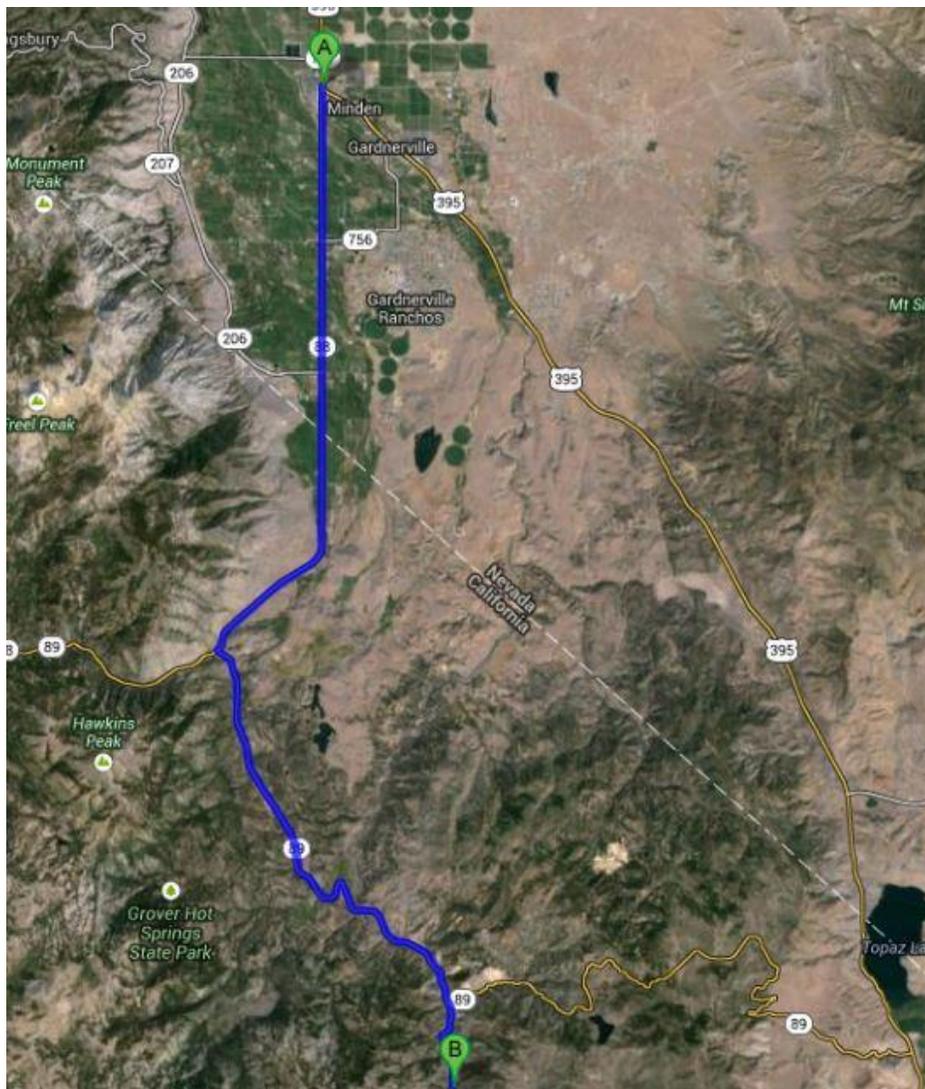
Continue to follow Hwy 88 South into California (13.6 miles)

Turn left onto CA-89 South at Woodfords (6.3 miles)

Continue to follow CA-89 South through Markleeville/Alpine (4.9 miles)

Make a slight right onto CA-4 (2.5 miles)

Arrive at Centerville Flat Campground



“Prospecting in the Pony Express”

Nevada Area Council - Pony Express District

Klondike Derby 2014

Klondike Pre-Registration Form

Troop Number: _____ Troop Location: _____

Scout Master or Responsible Leader: _____

Second Adult Representative: _____

Number of Scouts Attending: _____

Number of Adults Attending: _____

Total Number of Attendees: _____

Amount Due: _____

(\$8 Per Person Before 2 March, \$10 Per Person After 2 March)

Patrol Information (If Possible, Patrols Should Have Between 6-8 Scouts)

Patrol Name: _____ Number Of Scouts: _____

Patrol Name: _____ Number Of Scouts: _____

Patrol Name: _____ Number Of Scouts: _____

Staying Overnight (Please Circle Yes or No for Each Day)

Friday, March 7th: Yes / No

Saturday, March 8th: Yes / No

Tour Plan Submitted Along With Registration Form: Yes / No

RETURN FORMS TO THE SCOUT OFFICE ON OR BEFORE MARCH 2, 2014:

**ATTENTION:
PONY EXPRESS DISTRICT-KLONDIKE
500 Double Eagle Court
Reno NV 89521**

PLEASE KEEP A COPY FOR YOUR RECORDS.