

# KLONDIKE DERBY EVENTS

## SILVERTON

*Welcome to SILVERTON*

At this town the Mayor and his helpers will check your equipment and take your soup donation before you head out on the trail. You will be checked on the following:

- ❁ Sled inspection for a safe trip.
- ❁ Patrol members dressed appropriately for the weather.
- ❁ Proper equipment and stored correctly on sled.

The Mayor and his helpers at Silverton will assign you to your first town. After you complete that town you may go to any town you want.

### **Hints:**

Sourdough Janice says, *“The smart teams will go to the town with the least amount of waiting time! Gifts for the Mayor is a good idea!!”*

## DARRINGTON

*Welcome to DARRINGTON*

Here your patrol will be required to throw a rope over a limb and tie the following knots:

- Clove hitch
- Timber hitch
- Taut line hitch
- Bowline

*The mayor doesn't have rope!*

## ROBE VALLEY

*Welcome to ROBE VALLEY*

Here you will be required to rescue patrol member who has fallen through the ice; using 6' pieces of rope from your sled, you will also need to apply first aid to his broken leg.

**GOOD LUCK & HAVE FUN**

**NO SNOW BALLS**



## **WALKER VALLEY**

### *FROZEN to DEATH in WALKER VALLEY*

Here you will be required to make an emergency shelter out of materials found on your sled, boil a cup of water and make cocoa for the mayor. Bring your own water, cocoa, cooking gear and shelter gear.

## **LAKE Le BARGE**

### *Welcome to LAKE Le BARGE & Sam McGee's Oven*

Here you will be required to build a fire and cook Sam a flapjack, flip it and offer it up to Sam for tasting. Bring your own firewood, equipment and fixin's for your flapjack.

## **BLANKET TOSS**

Here the patrol will attempt to toss a ball into a target by using a tarp as a blanket.

*The Mayor has supplies.*

## **MONTE CRISTO**

### *Welcome to MONTE CRISTO & the Spider Web*

Here you will be required to pass every patrol member through a hole in the web without awakening the spider

## **TIRED CITY**

### *Welcome to TIRED CITY*

Here you will be required to lash 3 poles together and suspend an object from the tripod.

## **STAMPEDE PASS**

### *Welcome to STAMPEDE PASS*

Here you will be required to "ski" a certain distance.

*The mayor has the equipment you will need.*

## **GRANITE FALLS**

*Welcome to GRANITE FALLS*

Here you will be required to spit your "chaw" for distance and accuracy. The "chaw" will consist of the juice generated by chewing up Black licorice. Other colors are not allowed. It is the juice, not the solid that is counted in the scoring. Since each patrol is to supply its own "chaw" they will be expected to arrive at the target zone primed and ready. There will be NO Range Practice. It takes approximately 1/2 inch of rope licorice for 1 good projectile. Each patrol needs to carry enough "chaw" to compete the event

## **TULALIP**

*Welcome to TULALIP*

Here you will be required to throw a spear at a target 10 feet from the hunter for accuracy. Each Dawg team member will get 4 throw's, 2 for practice, and 2 for scoring.

*The mayor will have the spears.*

## **KIMS GAME**

Here you will be required to identify 25 different items. 1 point for every item identified.

## **WHITE HORSE**

*Welcome to WHITE HORSE*

Here you will be required to move an injured SCOUT by stretcher a distance of 25 feet while blind folded with the injured SCOUT directing you.

*Mayor does not have any equipment for this event*

## **LAST DASH**

Here you will be required to race your sled over a TIMED set course with all your gear. You **MUST COMPLETE** all the other events **BEFORE** doing this race.