

# The Metro / Metro South Sectional KLONDIKE DERBY

**SATURDAY, JANUARY 17<sup>th</sup>**

**REAL LIFE DAY CAMP AND FARM**

**48700 Geddes Road, in Canton MI 48188 (between Beck and Denton)**

**Registration: 9:00 – 9:45 am**

**Competition Begins at 10 am Sharp!**

**OPEN TO ALL** Discovery, Adventure and Expedition Rangers

*The event will take place whether there is snow or not.*

Cost \$10 per Boy - Lunch included

Additional lunches available for purchase for leaders and parents \$5

Medals will be awarded to all boys in the Top Three Patrols in each age group

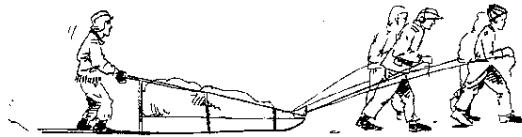
**Skill Testing Categories:**

Compass  
First Aid  
Tool Craft  
Rope Craft

Fire Craft  
Ranger Knowledge  
Bible Knowledge

**Questions ?**

Call Marty Lawhorn 419-250-1529 or Frank Fenbert 734-777-5181

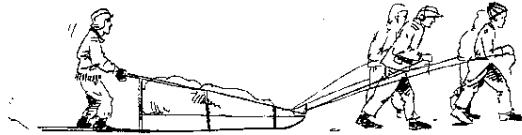


## **Metro / Metro South Sectional 2026 Klondike Derby Rules**

1. All boys must be in the third grade or higher.
2. Commanders must have a medical release form on their person for each boy they bring to the event.
3. Commanders are responsible for their boys and their whereabouts at all times. (The section does not carry insurance.)
4. Each patrol must pull or carry a Klondike sled loaded with all required materials around the entire Klondike Derby course.
5. Each patrol guide will be responsible for his patrol's scorecard. A scorecard will be issued to each patrol at registration.
6. Points will be given for each question answered correctly at each testing station.
7. The questions at each station are worth a total of 100 points.
8. The patrol in each age division with the highest total score will win first place. The next two highest total scores determine second and third places. In case of a tie, the faster time recorded to burn through the string at the fire building event will be the tie breaker. Medals will be awarded to the top three places in each age division.
9. Each patrol member is expected to participate at each station. At stations where there are multiple questions or activities, each boy may only answer or perform one. The boys are allowed to coach other boys to assist them.

***10. Adults are not allowed to influence any participants in the Klondike Derby after the start.***

11. Ten minutes will be allowed to get to the first station and answer all questions. Thereafter, a horn, buzzer, siren or bell will sound every Ten minutes for movement to subsequent stations and the answering of questions there. When the horn blows, sleds are to advance to the next station. Questions not answered by that time must be forfeited. (This applies to all stations except fire building.)
12. Any violation of the rules will mean DISQUALIFICATION of the patrol.

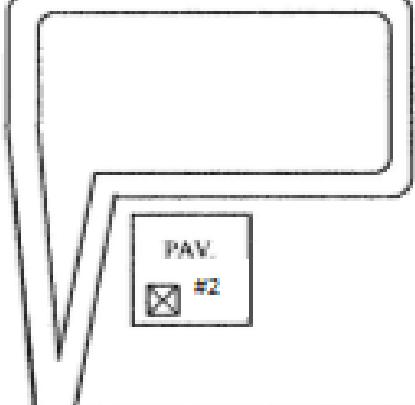


## Klondike Derby



Pawler Creek

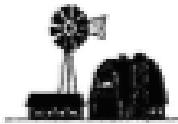
#3



PAV.

#2

#1



Red Barn

#3

Horse  
barn

Starting  
Line

Play Ground



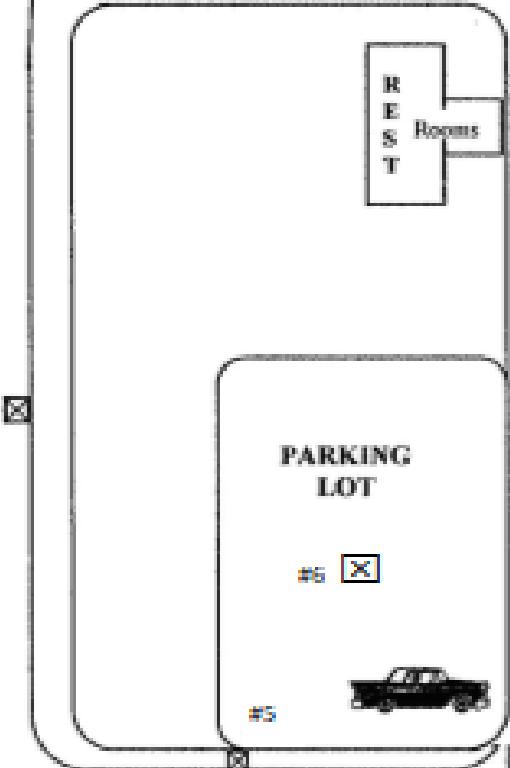
- #1 - First Aid
- #2 - Ranger Knowledge
- #3 - Tool Craft
- #4 - Bible Knowledge
- #5 - Rope Craft
- #6 - Patrol Corners
- #7 - Compass
- #8 - Fire Craft



CORRAL

Real Life Nursery School

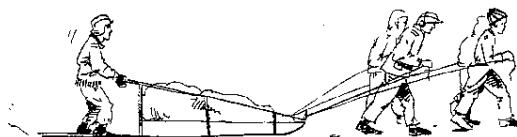
#4



PARKING  
LOT

#6





## Metro / Metro South Sectional 2026 Klondike Derby

### Klondike Study Guide: Compass Each question is worth 20 points each

A compass course will be set up to allow each Ranger to demonstrate their ability to navigate with an orienteering compass. To succeed each Ranger must be able to find a direction with a compass when given a bearing. No pacing of distances is necessary

All members of each patrol will participate in the compass course. For four man patrols, each successful compass route will result in 25 points. For five man patrols, each successful compass route will result in 20 points.

#### Playing the Game

- Each Ranger will receive one Game Paper at a time
- This paper tells the Ranger their starting positions as well as the bearings which direct them from cone to cone around the course
- Each Ranger copies down the letter on each cone along with their route on the back of the Game Paper
- The four letter code word thus produced is checked against the respective code word on the Answer Sheet
- No two Game Papers describe the same route

#### EXAMPLE

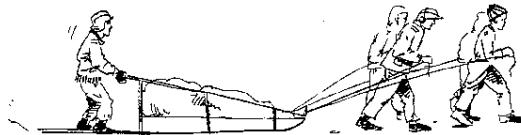
A Ranger receives the following Game Paper

66	E	
26	136	342

66 This is Game Paper #66. No other Game Paper will have the same information

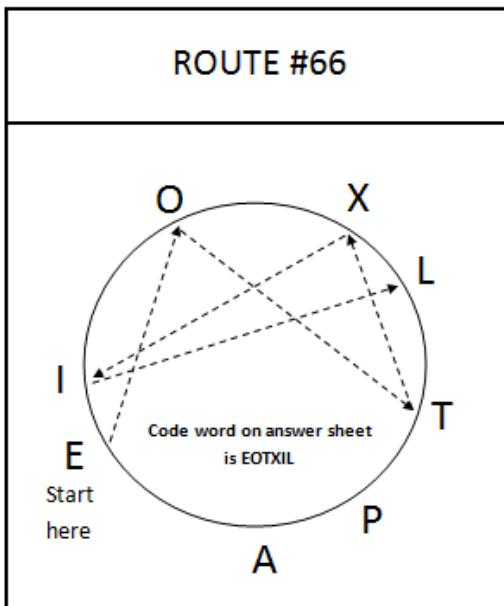
E This Ranger must start at the cone labeled "E"

26 At cone "E", the Ranger follows a bearing of 26° which will lead to the next cone on the route, "O"



136 At the next cone ("O"), the player sets a bearing of  $136^\circ$  and continues this pattern until arriving at the 4<sup>th</sup> cone indicated by the bearing  $342^\circ$ , the last bearing on this Game Paper

The code word produced (EOTX) is checked on the answer sheet for Game Paper #66



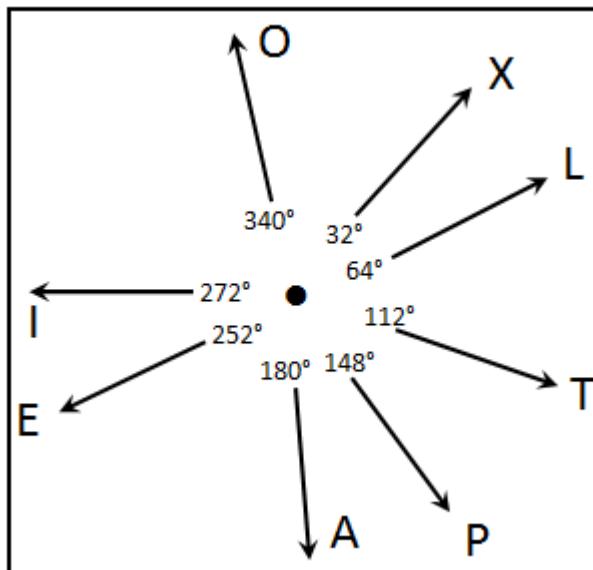
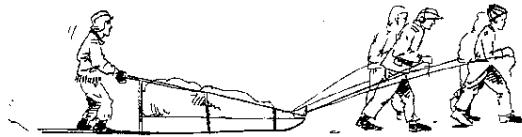
### Setting Up Your Own Course

Use the directions below to set up a practice course. Note: You will need a tape measure (or a 30' – 50' piece of string) and an unlabeled ground stake.

- Place the stake in the ground in the center of the area which will be used for laying out the course. (After the course is set up, the stake is no longer needed.)
- Attach the tape measure or string (no more than 50 feet long) to the center stake.
- Working from the center stake each time, set the compass bearings as indicated below.

$$X = 32^\circ \quad L = 64^\circ \quad T = 112^\circ \quad P = 148^\circ \quad A = 180^\circ \quad E = 252^\circ \quad I = 272^\circ \quad O = 340^\circ$$

- Place the lettered cone, according to its bearing, as illustrated, with the letter facing toward the center
- Each cone must be the same distance (radius) from the center as every other cone
- The radius of the course may be changed to suit the available space.

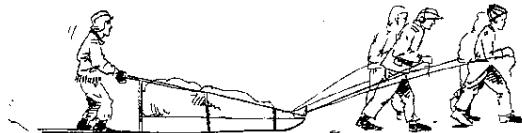


## TEST GAME PAPER SHEETS

#85 X 196 316 78	#86 L 248 52 180	#87 T 236 74 300
#88 P 0 162 282	#89 A 350 96 232	#90 E 52 276 170

## ANSWER SHEET

#85 X A I L T 196 316 78	#86 L E X P 248 52 180	#87 T A P I 236 74 300
#88 P X T I 0 162 282	#89 A O X E 350 96 232	#90 E X O A 52 276 170



## 2026 Klondike Derby

### Klondike Study Guide: Fire craft

The boys will have to build a fire, which cannot be taller than the top bar on the fire building jig (24"). This fire will then have to burn a string, which will be suspended over the fire building area at a height of 36". Boys ARE allowed to bring natural materials from home with them to build this fire. Please don't complain that another outpost brought better materials than you did. Make a program feature on fire building and teach your boys what the best materials are for a hot, fast fire. Then help your boys gather these materials and bring them to the Klondike Derby. We are trying to teach the boys about good materials for starting fires. We will allow dryer lint to be considered a natural material (but it is not the best material for starting quick fires)

For this event, a log cabin style fire works best for rapidly igniting and burning the string above it. The boys can add materials to the fire after it is lit providing that they do not exceed the 24" tall requirement.

**ALL FIRE STARTING MATERIALS MUST BE OF A NATURAL TYPE (no alcohol, wax, vegetable oils, mineral oils, petroleum based products, etc.) WOOD AND STRAW FROM THE REAL LIFE FARM CANNOT BE USED. PATROLS MUST BRING THEIR OWN MATERIALS TO THE KLONDIKE DERBY.**

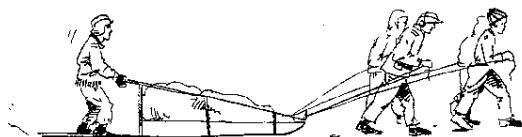
At the fire-building event, boys will receive matches only from the commander scoring their patrol.

#### **The scoring will be as follows:**

**25 points** for any patrol that successfully builds and starts a fire that does not burn through the string within the ten minutes allotted. The ten minutes starts when the signal to change stations is sounded, before the boys arrive at the fire building site.

**100 points** will be awarded if the patrol builds, lights and successfully burns the string within the ten minutes allotted.

**5 points** will be **deducted** from the awarded score for every match used after the first one.



## 2026 Klondike Derby Klondike Study Guide: Tool Craft

Each question is worth 25 points each.

### 1. Question: How do you carry and pass a pocketknife?

**Answer:** Always carry a pocketknife closed and a sheathed knife in its sheath. **To pass a pocketknife** keep it closed and pass from your right hand to the receiver's left hand. Make eye contact with the receiver and wait for the receiver to say "Thank you." You then say, "you're welcome" before releasing the pocketknife.

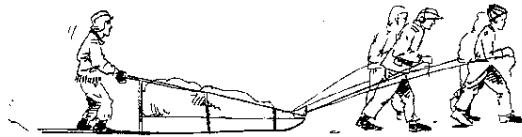
### 2. Question: Demonstrate how to open and close the pocketknife properly.

**Answer:** Hold the pocketknife in one hand with the thumb and forefingers. Then in the other hand, using the thumbnail mark on the blade, open the knife using the thumb and forefingers of your other hand. When closing the knife, use the same method in reverse.

### Activity – Hawk and Knife Throwing

Each Ranger in the patrol will have the opportunity to throw either Tomahawks or Knives at a wooden target. The Ranger can choose their desired weapon. Each Ranger will have two attempts to stick either the Hawks or Knives. No practice throws will be given. 5 points will be awarded for each stuck throw. If there are less than 5 boys in the patrol, the patrol may choose an individual to throw in the place of the missing Rangers. No Ranger may throw more than twice (4 attempts).

Safety will also be evaluated during the throwing competition. 5 point deductions for each violation of the Tool Craft Safety laws will be assessed. The judgment of the commander at the Hawk and Knife throwing event will be final.



## 2026 Klondike Derby Klondike Study Guide: Rope Craft

Each question is worth 25 points each.

**1a. Question: (This question will only be asked to Discovery Rangers and will not be asked of Adventure or Expedition Rangers!) Demonstrate how to tie a Figure Eight knot.**

**Answer:** (rope craft merit, lesson 2)

**1b. Question: Name a use for the Figure Eight knot**

**Answer:** Use as a stopper knot, to weight down rope in the water, to decorate the ends of the rope

**2a. Question: Demonstrate how to tie the Clove Hitch knot.**

**Answer:** (rope craft merit, lesson 3)

**2b. Question: Name a use for the Clove Hitch knot**

**Answer:** To secure a tent pole, and as a starter knot for all lashing

**3a. Question: Demonstrate how to tie the taut line hitch.**

**Answer:** (rope craft merit, lesson 4)

**3b. Question: Name a use for the Taut Line Hitch knot**

**Answer:** To secure tent guy lines, to secure loads on pick-ups and trailers

**4a. Question: Demonstrate how to tie the square knot.**

**Answer:** (rope craft merit, lesson 2)

**4b. Question: Name a use for the Square knot**

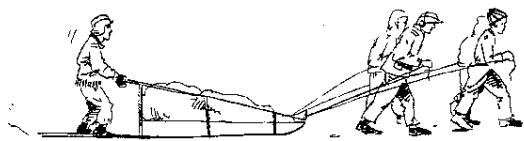
**Answer:** Used for tying reefing sails, for tying packages, for tying tourniquets, tying shoelaces, to complete lashings

**5a. Question: (This question will only be asked of Adventure and Expedition Rangers and will not be asked of Discovery Rangers!) Demonstrate how to tie a square lashing.**

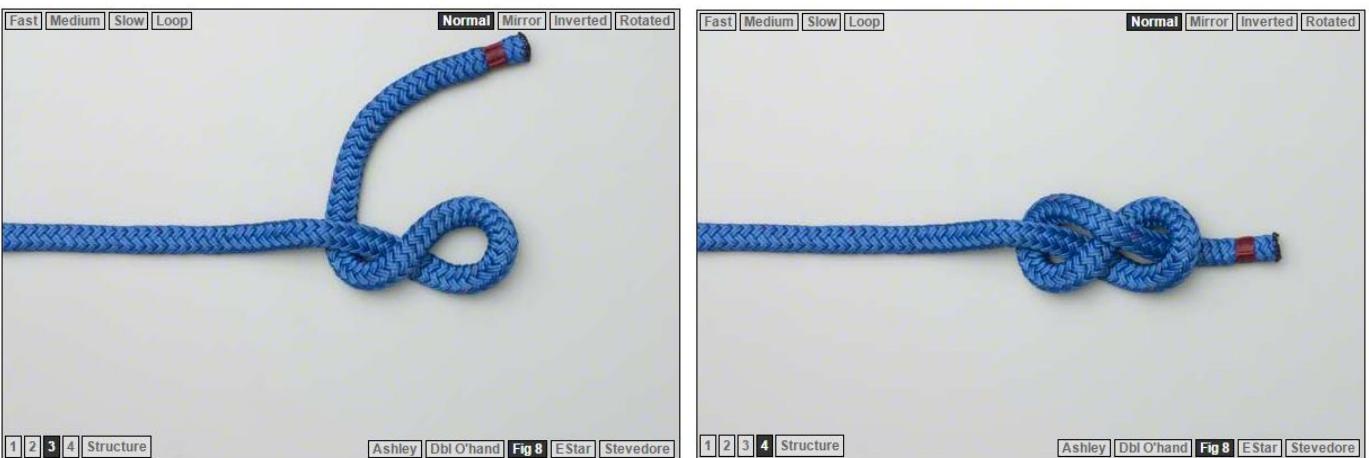
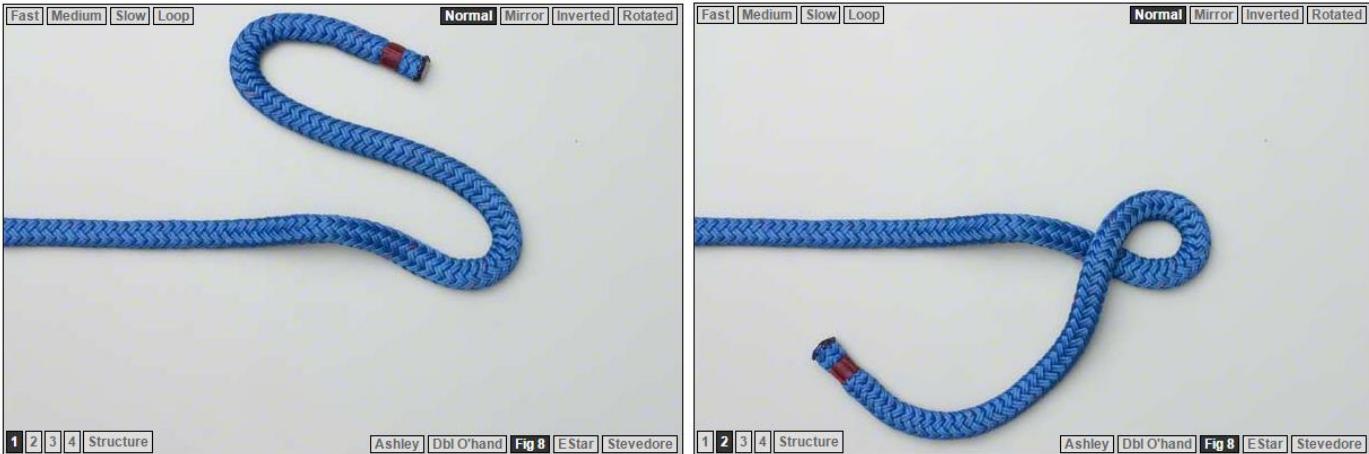
**Answer:** (lashing merit, lesson 1)

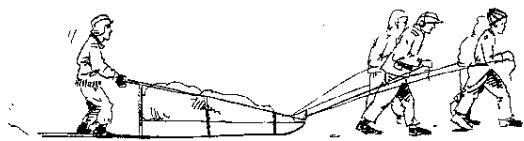
**5b. Question: Name a use for the Square Lashing**

**Answer:** Use to join two sticks or poles at right angles.

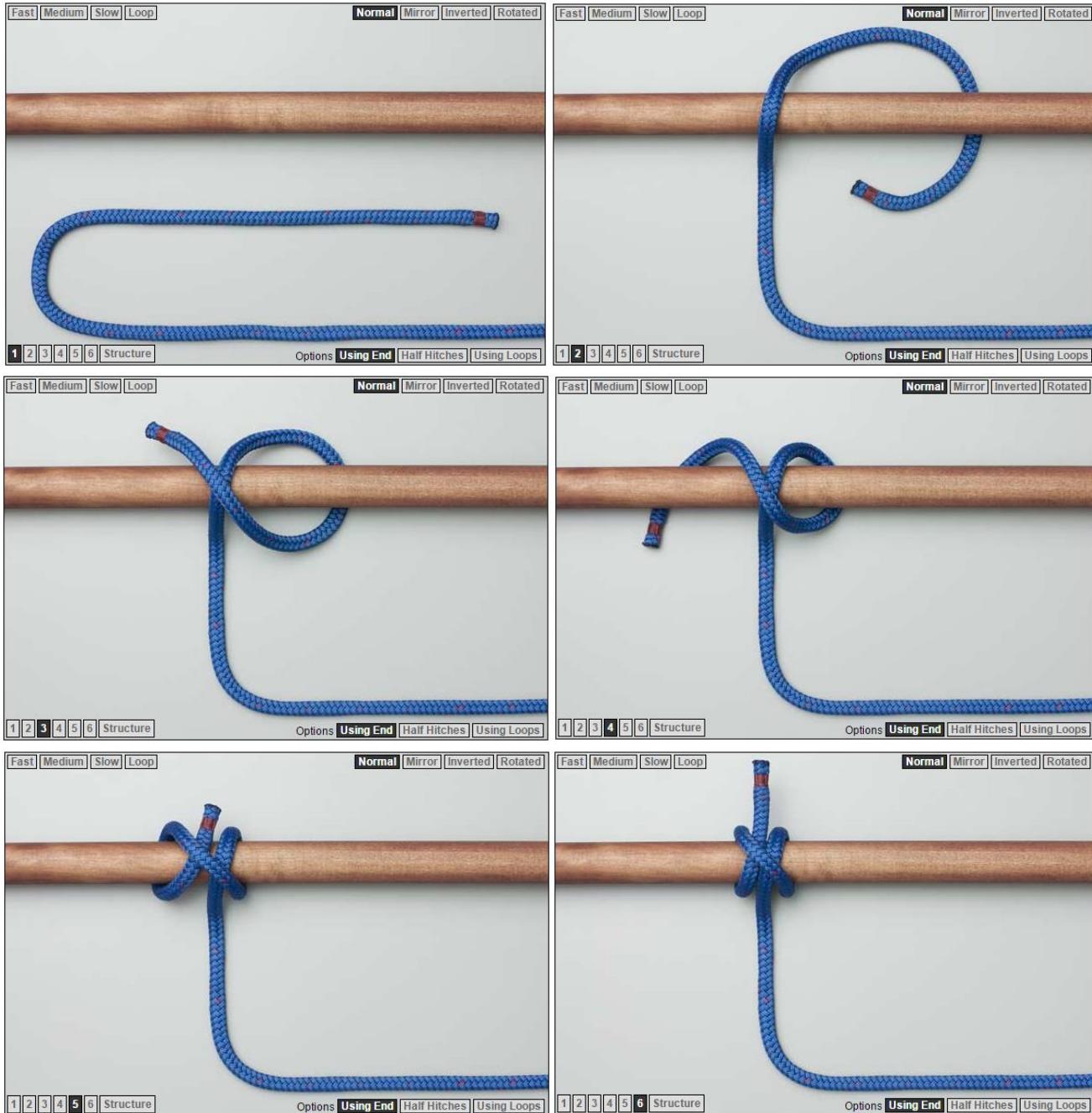


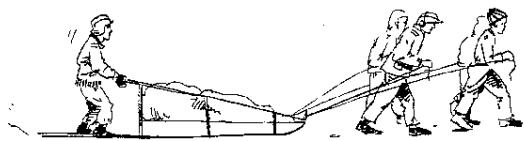
## Figure Eight knot





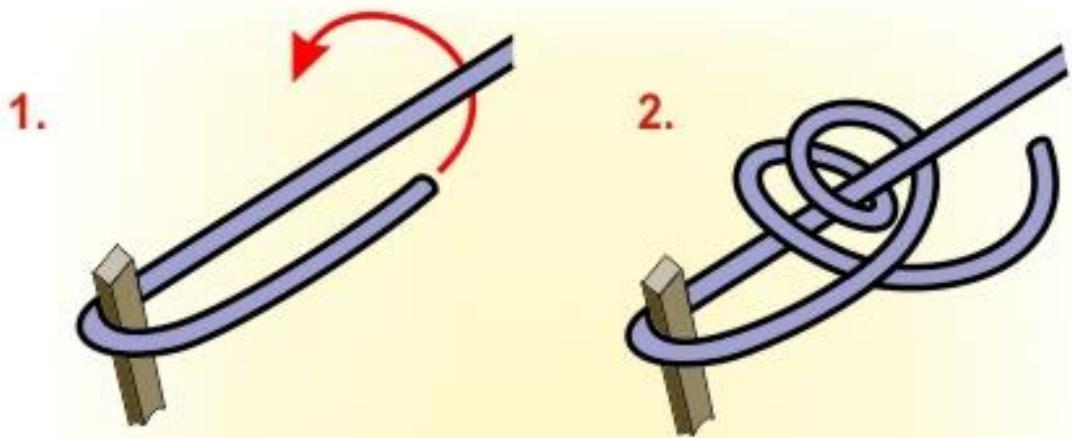
## Clove Hitch knot



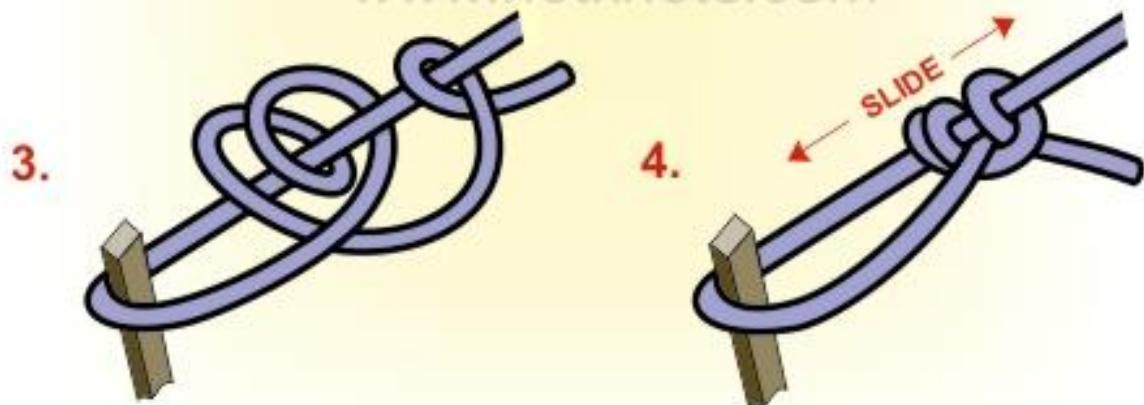


## Taut Line Hitch

# TAUTLINE HITCH

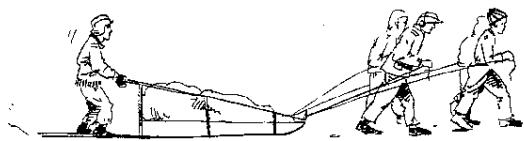


[www.netknots.com](http://www.netknots.com)

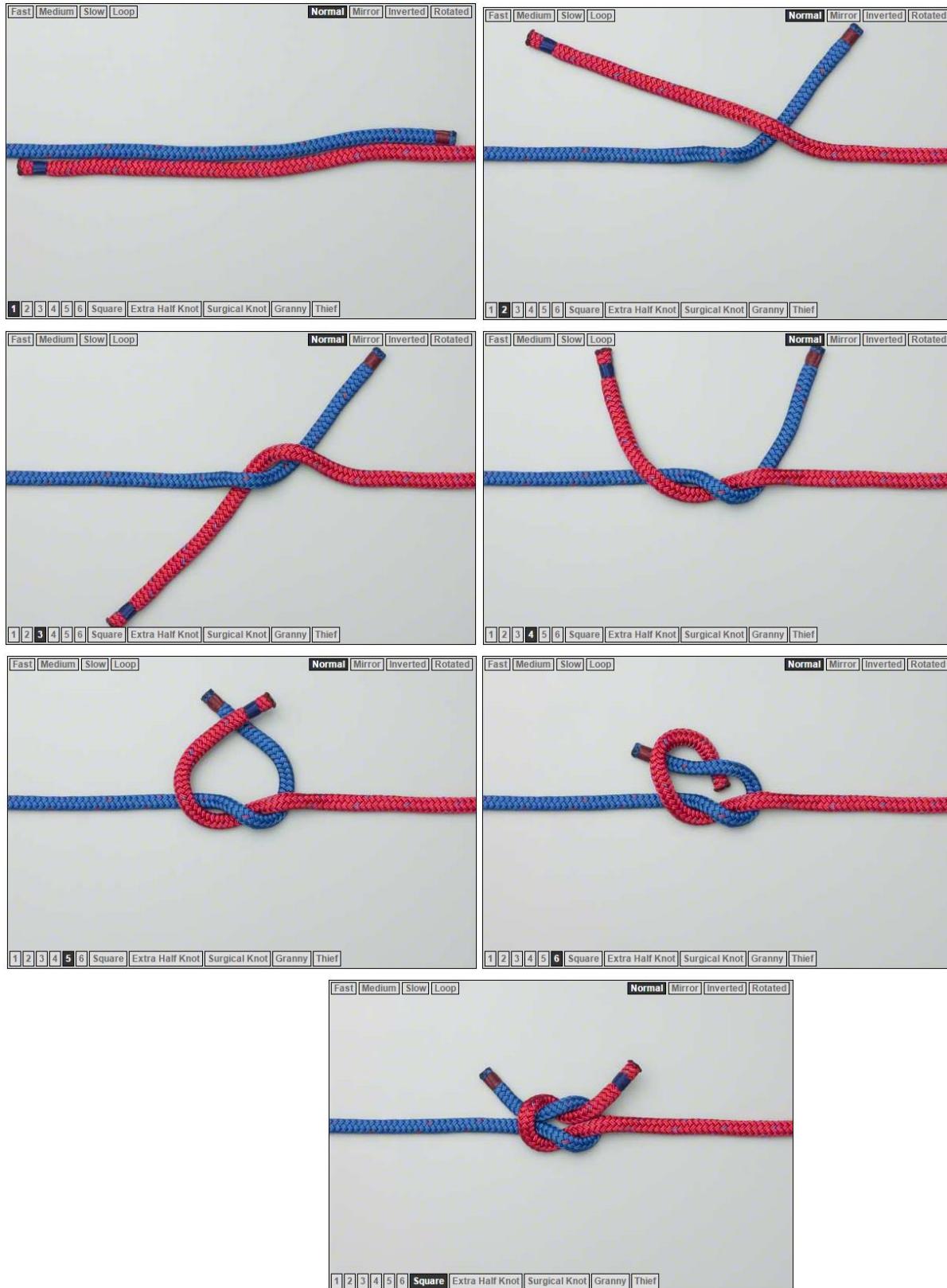


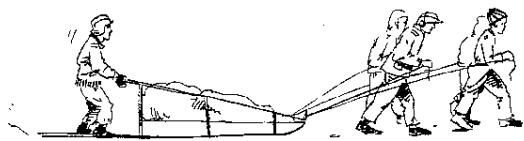
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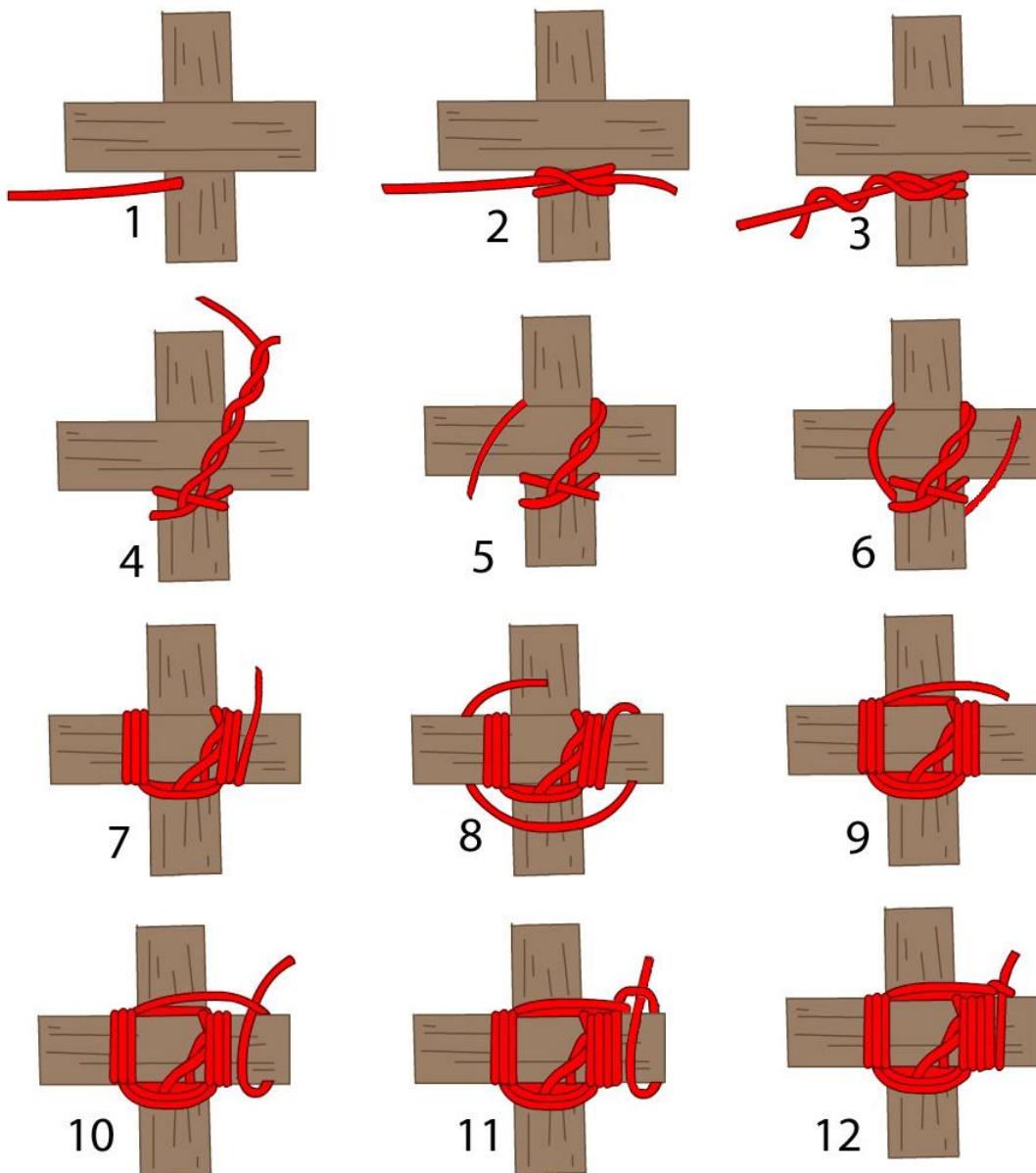


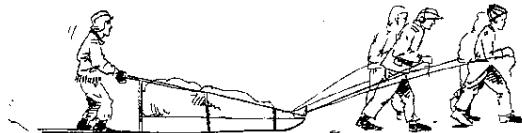
## Square Knot





## Square Lashing





## 2026 Klondike Derby

### Klondike Study Guide: Patrol Method

This year the Patrol Method Elements will be scored and will carry up to **100 points**. The four elements of the Patrol Method are:

1. Flag. Each patrol must have a patrol flag. The scoring will be as follows:

- 1 – 10 points for a patrol flag attached to a standard
- 11 – 20 points if the patrol flag is thematic, has a good use of materials and is colorful
- 21 – 25 points if the patrol flag is three dimensional and the flag is securely laced to the standard

2. Song. Each patrol must have a patrol song. The scoring will be as follows:

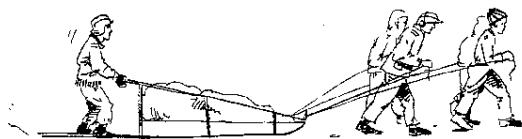
- 1 – 10 points for a patrol song that is thematic, with original words and read from notes
- 11 – 20 points for a patrol song that has action and is sung in unison
- 21 – 25 points for a patrol song that is memorized and is sung in unison loudly and with enthusiasm

3. Yell. Each patrol must have a patrol yell. The scoring will be as follows.

- 1 – 10 points for a patrol yell that is thematic, with original words, and is read from notes
- 11 – 20 points for a patrol yell that is memorized, has action and is done in unison
- 21 – 25 points for a patrol yell that is loud and enthusiastic

4. Uniformity / Patrol Spirit. This will be the most subjective scoring.

We will be looking for patrols that are uniform and look alike. This could be same shirts, same color bandanas, hats, face paint etc. We understand that the boys will be dressed for cold wintery conditions. Creativity will be awarded. Each patrol will receive 0 – 25 points for their uniformity and patrol spirit.



## 2026 Klondike Derby

### Klondike Study Guide: Ranger Knowledge

Each question is worth 20 points each.

#### 1.) Recite the Royal Ranger motto.

Ready, ready for anything, ready to work, play, serve, worship, live, and obey God's word.

#### 2.) Recite the Royal Ranger pledge.

With God's help, I will do my best to serve God, my church, and my fellowman; to live by the Ranger code; and make the golden rule my daily rule.

#### 3.) Recite the red points and the gold point of the Royal Ranger emblem and their meanings.

**Four gold points:** Four phases of a boy's development.

Physical, spiritual, mental, social.

**Four red points:** Four cardinal doctrines of the church: Salvation, Baptism in the Holy Spirit, Healing, and Rapture.

#### 4.) Recite the 8 blue points.

*Alert*

*Clean*

*Honest*

*Courageous*

*Loyal*

*Courteous*

*Obedient*

*Spiritual*

#### 5.) Recite the meanings of the 8 blue points.

**Alert**—He is mentally, physically, and spiritually alert

**Clean**—He is clean in body, mind, and speech

**Honest**—He does not lie, cheat or steal

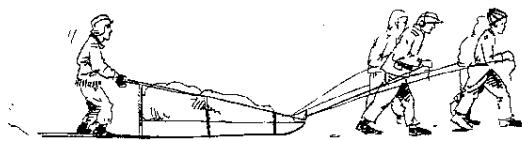
**Courageous**—He is brave in spite of danger, criticism, or threats

**Loyal**—He is faithful to his church, family, outpost, and friends

**Courteous**—He is polite, kind, and thoughtful

**Obedient**—He obeys his parents, leaders, and those in authority

**Spiritual**—He prays, reads the Bible, and witnesses



## 2026 Klondike Derby Klondike Study Guide: First Aid

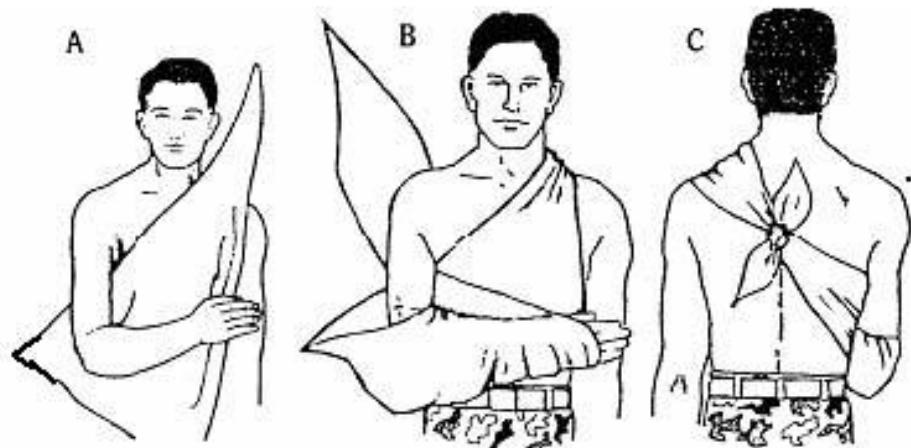
Each event is worth 25 points each.

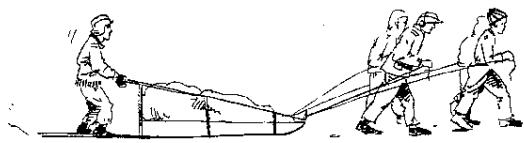
Event #1: Assemble an emergency transport cot using a blanket and two poles

Event #2: Transport a member of your patrol from one location to another

Event #3: Properly demonstrate the application of a splint to a patrol members arm as if it were determined to be broken

Event #4: Immobilize the patrol members "broken" arm with the use of a large triangular bandage.





## 2026 Klondike Derby

### Klondike Study Guide: Bible Knowledge

Each question is worth 20 points each.

**Question #1:** Recite John 3:16

**Question #2:** Recite Romans 3:23

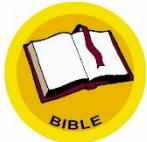
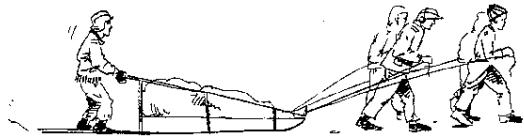
**Question #3:** Recite Romans 6:23

**Question #4:** Recite John 1:12

**Question #5:** Recite 1 John 1:9

**Question #6:** Recite Revelations 3:20

**All of the above recitations must be word for word from the King James, New King James or the New International Version**



## BIBLE VERSES FROM THE NIV

### **John 3:16**

16 For God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life.

### **Romans 3:23**

23 for all have sinned and fall short of the glory of God,

### **Romans 6:23**

23 For the wages of sin is death, but the gift of God is eternal life in Christ Jesus our Lord.

### **John 1:12**

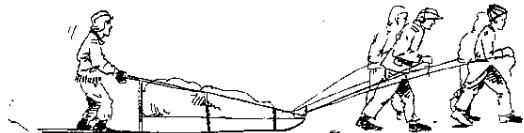
12 Yet to all who received him, to those who believed in his name, he gave the right to become children of God—

### **1 John 1:9**

9 If we confess our sins, he is faithful and just and will forgive us our sins and purify us from all unrighteousness.

### **Revelation 3:20**

20 Here I am! I stand at the door and knock. If anyone hears my voice and opens the door, I will come in and eat with him, and he with me.



## BIBLE VERSES FROM THE KJV

### **John 3:16**

16 For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life.

### **Romans 3:23**

23 For all have sinned, and come short of the glory of God;

### **Romans 6:23**

23 For the wages of sin is death; but the gift of God is eternal life through Jesus Christ our Lord.

### **John 1:12**

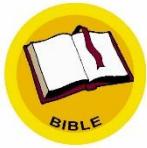
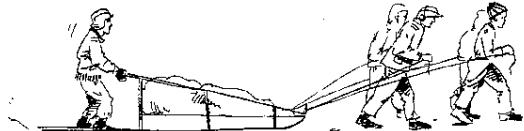
12 But as many as received him, to them gave he power to become the sons of God, even to them that believe on his name:

### **1 John 1:9**

9 If we confess our sins, he is faithful and just to forgive us our sins, and to cleanse us from all unrighteousness.

### **Revelation 3:20**

20 Behold, I stand at the door, and knock: if any man hear my voice, and open the door, I will come in to him, and will sup with him, and he with me.



## BIBLE VERSES FROM THE NKJV

### **John 3:16**

<sup>16</sup> For God so loved the world that He gave His only begotten Son, that whoever believes in Him should not perish but have everlasting life.

### **Romans 3:23**

<sup>23</sup> for all have sinned and fall short of the glory of God,

### **Romans 6:23**

<sup>23</sup> For the wages of sin *is* death, but the gift of God *is* eternal life in Christ Jesus our Lord.

### **John 1:12**

<sup>12</sup> But as many as received Him, to them He gave the right to become children of God, to those who believe in His name:

### **1 John 1:9**

<sup>9</sup> If we confess our sins, He is faithful and just to forgive us *our* sins and to cleanse us from all unrighteousness.

### **Revelation 3:20**

<sup>20</sup> Behold, I stand at the door and knock. If anyone hears My voice and opens the door, I will come in to him and dine with him, and he with Me.