

MIDDLE TENNESSEE COUNCIL

PRESENTS

# KLONDIKE ADVENTURE

AT LATIMER RESERVATION

*One Sled to Rule them All...*

LEADER'S GUIDE

JANUARY 17-19, 2020



Thank you for your interest in this event. This will be the **10th** annual Klondike held at Latimer Reservation. The theme for this year's **Klondike Adventure** will be

# One Sled to Rule them All

Please read the following pages carefully and completely. This is a competitive event and there are rules governing the designs of sleds and the equipment required of each team and team members. All of these rules are established here so our Scouts, Venturers and Sea Scouts may have a safe and fun time.

***Please pay careful attention! There is information in this guide that is specific to the youth leaders of the units and other information for the adult leaders. The Klondike Adventure is expected to be executed by the youth leaders with the adult leaders being the support and safety net for the event.***

## DATE, TIME AND PLACE:

The Klondike Adventure will be held at Latimer Reservation, 334 Plantation Rd, Spencer, Tn. Check-in will begin on Friday, January 17<sup>th</sup> at 5:00 PM

## CONTENTS

Information for Youth Leaders .....	3
Registration and Sled Teams.....	3
The Klondike Adventure .....	4
The Course.....	4
Course Preparation.....	4
Towns, Scoring, and Event Rules.....	5
Sleds .....	5
Sled Gear, Camping and Cooking Gear .....	6
Sunday Service .....	7
Information for Adult Leaders.....	7
Camping.....	7
Meals .....	7
Tentative Schedule.....	8
Important Places, Towns and Activities.....	9
Map of Middle Earth.....	10
Directions to Latimer Reservation .....	11
Appendix A – Sled and Sword Resources .....	12
History of Anduril.....	13
<b>THE KLONDIKE NECKER!!!!</b> .....	13
<b>Important Advisor Section</b> .....	14

# INFORMATION FOR YOUTH LEADERS

During the 4th age, King Eldarion Telcontar of Arnor, son of Aragorn and Arwen and High King of the Reunited Kingdom, regular folk traveled the land of Middle Earth by sled due to the extreme cold climate created by the years of volcanic ash blocking the sunlight from reaching Middle Earth. They camped out in all kinds of seasonal weather and needed adequate outdoor survival skills, which they learned from their ancestors of the 3rd Age. Scouting has incorporated this theme into our Klondike Adventure for 2020. The point of the Klondike Adventure is to allow youth to use their Scout skills and not only survive, but thrive in the outdoors while working as a team to push and pull a sled across Latimer Reservation competing against other teams in search of GOLD RINGS and the ultimate prize of having "One Sled to Rule them All"!!!

When GOLD RING seekers came up the Gap of Rohan, they were inspected by the Rohan Rohirrim before being allowed entry into Rohan. Those that did not have adequate supplies were turned back for their own safety. So, it should be at the Klondike Adventure. Therefore, the first event will be held at the Gap of Rohan. A thorough safety check of the sled and scouts will take place. For example, any team member wearing inadequate footwear or any sled lacking a brake rope must not be allowed to participate in the Klondike Adventure until they correct the unsafe conditions. There are many more requirements of the sled teams and sleds and they will be detailed in the sections for Sleds and Equipment. It is suggested that you read, re-read, dissect this section carefully as you plan your approach.

## REGISTRATION

Registration may be accomplished on-line or in person at the Jett Potter Service Center. All units must be registered no later than January 3, 2020 so we can complete our plans. Units may register as many Sled Teams as they wish.

The fee for each participant and leader is \$45.00. The fee includes awards, all meals except for Saturday night dinner. Each participant will also be able to purchase a special event neckerchief at time of registration. Klondike staff members will have dinner provided. Advisors and Scouters attending Klondike and not on staff will eat with their crew on Saturday night.

Tent city will be available at no cost for Friday night. There are 46 tents with 92 cots that may be reserved on a first come first serve basis. Please indicate when you register whether you would like to stay in tent city or use your own gear. If you register late you may want to check with the Middle Tennessee Council camping department to verify vacancies at tent city. If you need special considerations for accommodations, please contact Middle Tennessee Council camping department.

On Saturday night crews will spend the night on the trail so be prepared and bring your warmest tent and sleeping gear. Adults will need to camp with the crews for adult supervision and youth protection.

## SLED TEAMS

Troops, Crews and Ships may register as many 4-6 person sled teams as they wish. Provisional sled teams are allowed, yet every team member must be 14 years or older and a registered youth participant of a Troop, Crew or Sea Scout unit. Each sled team will be responsible for their own sled and gear. Teams may not share gear on the course. Teams will be running the course concurrently and will not be readily available to one another. One Scout on the team shall be designated as High Lord. At any given time, there will be 4-5 team members pulling the sled and 1 driver called the musher. It is suggested this position be rotated throughout the course. It is important to understand that the musher steers and guides the sled and is the only one calling commands. All teams require a team name, team flag, and team yell. Please be inventive and imaginative, it will count.

# THE KLONDIKE ADVENTURE

The 2-day Klondike Adventure is made up of several towns which are on the trail. All teams must complete the trail and all towns along the way. Visiting each town, the scouts will earn GOLD RINGS for events or activities in each town. The teams will return to the finish line with their sack full of GOLD RINGS.

The sled team with the most GOLD RINGS at the end could be the One Sled to Rule them All. There will be bragging and bravado awards for "best dressed", "best decorated sled", "fastest team", etc. As each crew reaches the town entrances they will be greeted by the town Mayor. A cheerful and spirited reply will be expected. (Note: it has been noted that some sled teams have been known to bribe the mayor of the town. Some town mayors may be bribable, others may have higher integrity. The town Mayor will explain the event or activity to take place within their town and any special rules or requirements of the event. Some events may be timed events, and others may be judged on the degree of completion. All events are judged on team work and will be designed to reduce speed bottlenecks as much as possible for competing teams. Each town's exercise is worth a total of 10 GOLD RINGS. Adults, Crew or Ship leaders, dads, moms, siblings, pets, etc. are not allowed to escort the teams on the trails.

## THE COURSE

The course will be a two day event. The course will not be an Iditarod style course as in previous years. In fact, teams may be running portions of the course in opposite directions from each other, in the same direction, and maybe even different sides of the reservation.

Sled inspection will be at Rohan Gap, the start of the course, and end at Mordor (Chapel) on Day 1. There will be a small portion of the course to complete on Sunday morning beginning at Mordor and ending back at Prancing Pony (Dining Hall). Each sled team will be given a route through the Lati-mer Klondike terrain. Safety checks will be made at Rohan Gap at the beginning and mid-way through the course. Mordor will be the overnight layover for the course, and teams will compete in skits and a cooking competition at this town. Each sled crew is responsible for bringing their own food items, cooking gear, and recipes for the competition. The course will be split into two parts. Half the crews will run Course A while the other run Course B in the morning and in the afternoon they will swap sides. Each side will be a timed course and will count towards the overall score.

## COURSE PREPARATION

The course is primarily (but not exclusively) a test of wilderness and outdoor skills. Noting that this is for older youth in scouting, we realize that there may be variation due to each unit's focus and group identity. It is recommended that each sled team practice the following skills prior to hitting the Klondike Trail:

- Fire building
- Knots / Lashings
- Orienteering
- Shelter building
- First Aid
- Food (gathering, preparation, storage, cleaning, not getting dysentery...)
- Woodworking and carving skills
- Entertainment
- Projectiles (e.g. archery skills, rifle/shotgun/pistol skills, knife throwing, etc.)
- Miscellaneous skills everyone should try at some point in their life (e.g. throwing, catching, juggling, balancing, levitation, illusion, card tricks, memory games, the alphabet song, frying pan skills, etc.)

# TOWNS AND SCORING

Each town will be worth up to ten GOLD RINGS. Each team will have the opportunity to earn extra GOLD RINGS through Scout spirit with their teamwork and enthusiasm. This begins upon arrival at each town and is will be awarded at the mayor's discretion up to 3 extra GOLD RINGS at each town.

## IMPORTANT TOWN LOCATIONS:

1. Prancing Pony - Latimer Dining Hall
2. Helm's Deep - Tent City
3. Gap of Rohan - Flag Pole at Tolbert Center
4. Rohan - Latimer Scout Reservation
5. Mordor - Chapel

# EVENT RULES AND INFORMATION

All event requirements will be explained at the entrance to the towns by the town Mayors. Make sure the gear list is followed exactly. All gear will be useful on the trail and will be verified at the first event. Teamwork is a keyword in the towns as well as the trail. The town Mayors will keep an eye on the trails and how well the teams work together on it.

There will be a team orientation Friday night 9:00pm to and 10:00pm in the Dining Hall. Maps, event descriptions, etc. will be publicized. All team members should be at this meeting. Sleds requiring repair should pull off the trail and not impede the progress of other teams. The sled must cross the finish line with the team. Slower sleds who are about to be passed by a faster team should make room for the faster sled. Do not obstruct the faster sled. No rubbing fenders or trading paint. This ain't MORDOR.

# SLEDS

The Klondike sled is the main tool of the gold-seekers of Rohan. Therefore, it must be strong enough to carry all of the team's gear or possibly an adult and durable enough to handle the hills of and valleys of Middle Earth. There are a variety of websites on the internet with sled plans. Choose whichever one you like. All sled teams must have their sled inspected at Gap of Rohan Saturday morning. The inspectors will use the following specifications:

- Sleds should resemble Fig 1.
- Sleds may be made of wood or PVC.
- Sleds must measure a minimum of 60" to a maximum of 84" in length.
- Sleds must measure a minimum of 18" to a maximum of 24" in width.
- Sleds must measure at least 36" in height.
- Sleds must have a tow rope attached to the front of the sled. Do not use eye bolts or any metal hardware to attach rope.
- Sleds must have a brake rope attached to the rear of the sled. Do not use eye bolts or any metal hardware to attach rope.
- Sled runners should be made of a strong wood such as ash or oak, but not mandatory. These hard woods will last much longer on the trail than soft woods like pine. Sled runners may also be a set of skis.
- Sleds may be assembled using glue and screws or lashings. No metal "L" brackets or metal supports may be used.
- Do not assemble sleds using nails.
- There should be no sharp objects protruding from the sled such as screws or sticks. The only exception is staves.
- All sled and team gear may be lashed to the sleds. Bungee cords are not permitted.
- Sleds may be decorated, painted, or stained. The Crew or Ship number, team name, and team flag must appear on the sled.

- Sleds are not authorized to use any form of wheels, rollers, tracks, levers, motors, or any other feats of engineering that are inherently designed to provide a mechanical advantage and detract from the spirit of the race.
- Resources for Sleds are provided in Appendix A. *Note: the rules above apply, the resources are only for ideas/references to make things go simpler!*
- All sled and personal gear will be inspected at Rohan Gap. Corrections must be made prior to beginning of the Derby. As previously stated all sleds must meet these standards plus, the personal gear listed in the following paragraphs must also be on the sled. This is a scored event and missing sled or personal gear, or a sled that does not meet the outlined specs will lose GOLD RINGS until all deficiencies are corrected.

## SLED GEAR

Each team must have these items on their sled. The team may use anything on the sled to complete any given task. If there is a change to any town's task or material needed for the sled, the Crew Advisor or Ship's Skipper will receive a call from the activities chair advising of the change.

**PLEASE NOTE:** the events are designed for sled teams of 4 or more members. All gear on the sled is expected to support the number of members on your sled team. You are encouraged to have at least 5 Scouts per sled partially because it can be tough to pull a sled with only 4 Scouts and also if you have an injured Scout this will leave you with only 3 to pull the sled. **Teams smaller than 4 are not allowed and anyone younger than 14 is not permitted at this event.**

- Full water bottle for each team member
- Mess kit and cup for each Scout
- Extra pair of socks for each crew member and any additional clothing to stay dry and warm
- Team flag, Troop, Crew or Ship number and team name
- Team Roster (Teams will receive at Check-in; it must be filled out for event)
- Pencil and paper, clipboard with plastic cover (or equivalent)
- Watch, compass, flashlight, pocketknife, blanket, trash bag
- First-aid kit and knowledge to treat Orc attacks
- Bandanna or neckerchief, large enough to use as a blindfold (6)
- Flint and steel, hot spark kit, or other fire making materials
- Fire starters (no enhanced wood products)
- Rope and duct tape for sled repairs
- Personal gear/Daypack
- Reasonably large tarp, rope, stakes, poles or staves for shelter building
- **A sword which has been re-forged from the shards of Narsil. This sword should be made from foam board or wood. It will be required for entry into one of the towns. See appendix for optional instructions.**

## CAMPING & COOKING GEAR FOR SATURDAY NIGHT

Each team must bring their own camping and cooking gear along with their food and recipes for Saturday night. All sled teams will camp somewhere near the chapel on Saturday night and finish the race on Sunday morning. Gear is not needed on the sled.

- Tent or shelter for all crew members and adults
- Sleeping bag rated for expected temperature (recommend 20 degree bag or better)
- Cooking gear for the cooking competition
- Food and recipes for the cooking competition (Enough food to feed your entire crew plus your adults and one small plate for the judges)
- Surprise ingredients will be provided in addition to your planned meals

**High Lords (Youth Crew Leaders):** make every effort to ensure your sled team are properly dressed on the trail. At the Gap of Rohan, all Scouts will be inspected for proper clothing. All scouts must be properly dressed and wearing adequate footwear. The following gear must be on the sled for each team member.

A complete extra set of warm, dry clothes and socks, for each team member including:

- Pants,
- Long sleeve shirt or sweatshirt
- Socks
- Raingear (if predicted weather requires)

Wear clothing in layers. Layers can be removed and carried on the sled. They can be put back on if the sun goes down or it begins to get cooler on the trail. Since our Scouts will be racing around the course it is possible for them to build up a sweat. Therefore, cotton clothes should NOT be worn close to the body.

**WE CANNOT STRESS CLOTHING ENOUGH!!!! THE CONDITIONS AT KLONDIKE ARE VARIABLE AND ALMOST ALWAYS WET, WETTER, OR SOAKED DOWN DEEP TO MY BONES WET! STAYING WARM IS ESSENTIAL TO SAFETY AND TO COMPLETING THE COURSE! WHILE FIRST AID IS A SKILL WE NEED TO COMPETE – WE DON'T WANT TO USE IT IN A REAL-LIFE SCENARIO AT KLONDIKE!**

## SUNDAY SERVICE

There will be a non-denominational service offered by the VOA and held at Mordor or Prancing Pony. All are invited to attend.

## CAMPING

**FRIDAY NIGHT**—For Troops, Crews and Ships not staying in tent city there will be a campsite located close to mess hall and the bathrooms. Ground fires will be allowed in the campsite. All units will receive adequate space for their teams. Scoutmasters, Advisors and Skippers are responsible for two deep leadership as well as co-ed camping. *Troops, Crews and Ships in tent city are asked to make the best use of space. Following YPT, and if everyone is comfortable if Crews will consolidate to make sure that there are two (2) people per tent it will be very helpful!*

**SATURDAY NIGHT**—ALL crews will spend the night on the trail at Mordor (Chapel) on Saturday night Scoutmasters, Advisors and Skippers are responsible for two deep leadership as well as co-ed camping with their crews. All other adults and staff can remain in tent city or your own personal tent.

**SPECIAL NEEDS**—Contact council office to arrange for any special needs

## MEALS

Meals will be served either in the Prancing Pony (Latimer Dining Hall) or on the trail. The following schedule is a guideline and we will try to stay on target. Lunch time on Saturday will be left up to the discretion of the sled teams as they arrive at Mordor. Lunch will be on the trail at the town of Mordor (chapel) for all adults and youth sled teams. Sled crews will compete in a cooking competition on Saturday afternoon and will need to supply their own cooking supplies and gear.

Saturday night cooking competition the food will be judge on the following:

- 1. Presentation**
- 2. Taste**
- 3. Incorporation of surprise ingredients**

# TENTATIVE KLONDIKE ADVENTURE SCHEDULE

Time		Event	Town	Notes
<b>Friday - January 17, 2020</b>				
5:00 PM	9:00 PM	Check-in	Prancing Pony	Dwarves, Elves, Orcs, Ents, Hobbits, Men and Women Explorers/Rohirrim Staff
7:00 PM	9:00 PM	Social	Prancing Pony	VOA
9:00 PM	10:00 PM	Sled Team Meeting/NRA Training	Prancing Pony	All Sled Teams
10:00 PM	10:30 PM	Town Mayors and townspeople	Prancing Pony	Rohirrim - All adult leaders
11:30 PM		Lights Out	Helm's Deep	All Sled Teams
<b>Saturday - January 18, 2020</b>				
7:00 AM	7:15 AM	Flag Raising / Opening Ceremony	Gap of Rohan	VOA and All Sled Teams
7:15 AM	7:45 AM	Breakfast	Prancing Pony	All Crews
7:15 AM	8:00 AM	Last minute Check-in	Prancing Pony	Any unregistered Crews
8:00 AM	9:00 AM	Final Sled Prep and Inspection	Gap of Rohan	Sled Inspection
9:00 AM	12:00 PM	Klondike Adventure On the Trail	Rohan	All Sled Teams
		Lunch - On the Trail	Mordor	Whenever sled teams reach Mordor
1:00 PM	4:00 PM	Klondike Adventure On the Trail	Rohan	Arrive at the First
4:00 PM	5:00 PM	Cook Dinner at Camp Sites	Mordor	All Sled Teams
5:00 PM	6:30 PM	Dinner & Dinner Competition	Mordor	All Sled Teams
6:30 PM	9:00 PM	Fellowship of the Sled	Prancing Pony	All Sled Teams
9:00 PM	10:00 PM	Campfire - Skits	Mordor or Helm's Deep	VOA
10:00 PM	10:00 PM	Lights Out	Mordor	All Sled Teams
<b>Sunday - January 19, 2020</b>				
7:00 AM	7:15 AM	Flag Raising	Mordor	VOA and All Sled Teams
7:15 AM	7:45 AM	Non-Denominational Service	Mordor	VOA and All Sled Teams
8:00 AM	9:15 AM	Breakfast / Awards Ceremony	Prancing Pony	All Sled Teams
9:15 AM	10:30 AM	Clean-Up	All Buildings	All Sled Teams
10:30 AM	11:00 AM	Depart	Home	All Sled Teams
<b>Latimer Klondike Adventure will close at 11:30 AM</b>				

Meal Schedule				
Friday	7:00 PM	Social	Prancing Pony	All Sled Teams
Saturday	7:00 AM	Breakfast	Prancing Pony	All Sled Teams
Saturday	Open	Lunch	Mordor - On the Trail	Food delivered to towns
Saturday	5:00 PM	Dinner	Mordor - On the Trail	Staff in the dining hall
Saturday	8:00 PM	Prancing Pony	Prancing Pony	All Sled Teams
Sunday	8:00 AM	Breakfast/Banquet	Prancing Pony	All Sled Teams

**Rohan – Latimer Scout Reservation**  
**Prancing Pony – Latimer Dining Hall**  
**Helm's Deep – Tent City**  
**Anduin River – Lake Joe Long**  
**Gap of Rohan – Flag Pole at Tolbert Center**  
**Mordor – Chapel**



## LIST OF IMPORTANT PLACES

- Rohan – Latimer Scout Reservation
- Prancing Pony – Latimer Dining Hall
- Helm's Deep – Tent City
- Anduin River – Lake Joe Long
- Gap of Rohan – Flag Pole at Tolbert Center
- Mordor – Chapel

## LIST OF TOWNS AND ACTIVITIES

- AR - Anduin River - Don't you Leave Him Samwise Gamgee Kayak Relay Race
- MO - Mordor - Sauron's Cooking Competition
- PP - Prancing Pony - Skit in a Box
- DH - Dunharrow - Aragorn's Army of the Dead
- ED - Edoras - Eowyn's Tow (tow your advisor through obstacle course)
- 
- A1 - Lonely Mountain - Smaug's Fire Starting
- A2 - Moria - Doors of Durin
- A3 - Fangorn Forest - Treebeard's Tomahawks
- A4 - Mirkwood - Legolas' Archery Contest
- A5 - Erebor - Gimli's Gun Range
  
- B1 - Lorien - Gandalf's You Shall not Pass
- B2 - Hobbiton - Bilbo's Shelter Building /Tarp Design
- B3 - Valinor - Galadriel's Frustration Station
- B4 - Misty Mountains - Gollum's Scout Jeopardy

# MAP OF MIDDLE EARTH

## List of Towns

- AR Anduin River - Don't you Leave Him Samwise Gamgee Kayak Relay Race
- MO Mordor - Sauron's Cooking Competition
- PP Prancing Pony - Skit in a Box
- DH Dunharrow - Aragorn's Army of the Dead
- ED Edoras - Eowyn's Tow (tow your advisor through obstacle course)
- A1 Lonely Mountain - Smaug's Fire Starting
- A2 Moria - Doors of Durin
- A3 Fangorn Forest - Treebeard's Tomahawks
- A4 Mirkwood - Legolas' Archery Contest
- A5 Erebor - Gimli's Gun Range
- B1 Lorien - Gandalf's You Shall not Pass
- B2 Hobbiton - Bilbo's Shelter Building /Tarp Design
- B3 Valinor - Galadriel's Frustration Station
- B4 Misty Mountains - Gollum's Scout Jeopardy
- B5 Rivendell - Elrond's First Aid Challenge

## LEGEND

### FACILITIES

- Camping
- First aid
- Food service
- Information
- Lodging
- Restrooms
- Showers
- Store

### ACTIVITIES

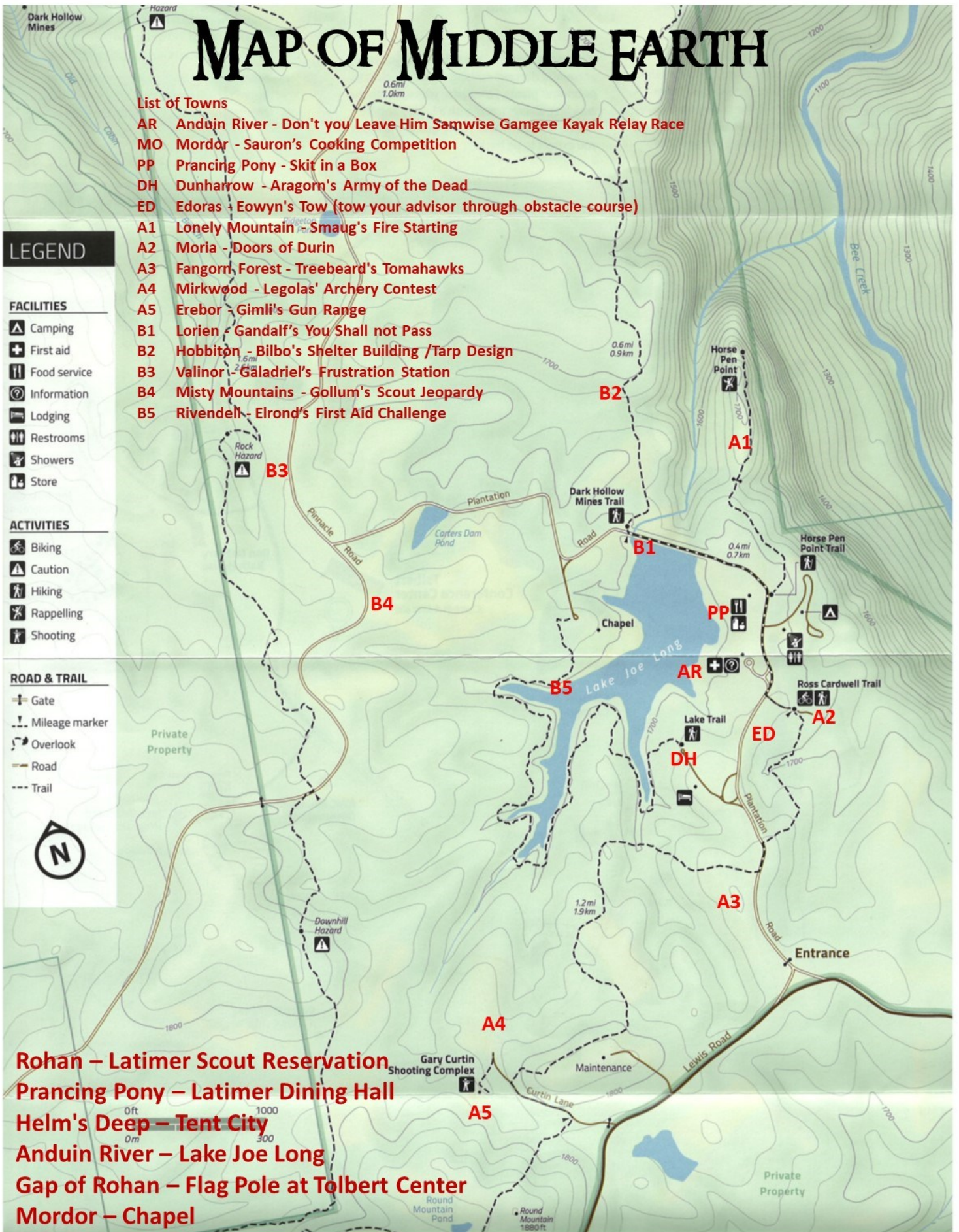
- Biking
- Caution
- Hiking
- Rappelling
- Shooting

### ROAD & TRAIL

- Gate
- Mileage marker
- Overlook
- Road
- Trail



- Rohan – Latimer Scout Reservation
- Prancing Pony – Latimer Dining Hall
- Helm's Deep – Tent City
- Anduin River – Lake Joe Long
- Gap of Rohan – Flag Pole at Tolbert Center
- Mordor – Chapel



# DIRECTIONS TO LATIMER RESERVATION

Latimer Reservation is located at 334 Plantation Road in Spencer, TN (Van Buren County). We are approximately 45 minutes from I-40 at exit 288.

From the north, Take I-24 E to Nashville, follow I-40 E to 288. Turn right onto highway 111. Travel through Sparta and follow signs to Spencer at State Highway 285E (24.5 miles from I-40). Turn left, travel 7.5 miles on highway 285 to the intersection of highway 30. Turn left (E) and travel 3.4 miles to highway 285E. Turn left at the waste disposal site (there is a brown and white Latimer Reservation sign with a left arrow on your right). Travel 6.0 miles on Highway 285E to Midway Church of Christ (white church on your left just after mile marker 13). The left/straight (there is another sign here) onto Lewis Wilson Road for 2.3 miles (pavement ends in .3 miles – turns into gravel). Follow the gravel road bearing left at the intersection to the entrance of Latimer Reservation.

From the south, (Chattanooga), follow Highway 27 N to Highway 111 N to Highway 30 E. Follow Highway 30 E to Highway 285 E (don't be confused with the intersection of Highway 285 W which is the first Highway). Turn left at the waste disposal site (there is a brown and white Latimer High Adventure Reservation sign with a left arrow on your right). Travel 6.0 miles on Highway 285E to Midway Church of Christ (white church on your left just after mile marker 13). The left/straight (there is another sign here) onto Lewis Wilson Road for 2.3 miles (pavement ends in .3 miles – turns into gravel). Follow the gravel road bearing left at the intersection to the entrance of Latimer Reservation.

From the west or east, From Nashville take interstate 40 East or from Knoxville take interstate 40 West to Exit 288, turn south onto Highway 111. Follow Highway 111 towards Spencer for 28.3 miles, turn left onto spur for .1 miles, turn right onto Highway 30, follow Highway 30 East for 7.8 miles, turn left onto Highway 285 East, follow Highway 285 East for 7.1 miles, turn left onto Van Winkle Road (Lonewood Church on your left), follow Van Winkle Road for .8 miles, turn right and continue on Van Winkle Road for 1.0 mile, then you have reached your destination.

Camping equipment should reflect the time of year. Being cold all day is bad. Being cold and wet can make for a miserable time. All Crew Advisors and Ship's Captains should be familiar with their Scout's camping ability. If an inexperienced Scout is participating, please make sure their sleeping bag is suitable for the weather.

# APPENDIX A – SLED AND SWORD RESOURCES

Remember! Safe Surf the Internet! These links have been purused, yet we cannot guarantee that they will not change and that links from the pages are safe. Use adult guidance and good judgement when searching!

## SLED PLANS

<http://media.scouting.org/boyslife/workshop/sledplans.pdf>

[https://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.php](https://scoutdocs.ca/Klondike/Klondike_sled_plans.php)

[https://scoutdocs.ca/Klondike/Klondike\\_sled\\_plans.pdf](https://scoutdocs.ca/Klondike/Klondike_sled_plans.pdf)

<https://scoutdocs.ca/graphics/sled-bindings-front.jpeg>

<https://scoutdocs.ca/graphics/sled-bindings-rear.jpeg>

<http://www.scouters.us/sled.php#anchorTOP>

<http://www.inquiry.net/outdoor/winter/gear/sleds/>

<http://tumbledrose.com/woodworking-plans/scout-klondike-sled-design/>

## ANDURIL SWORD PLANS

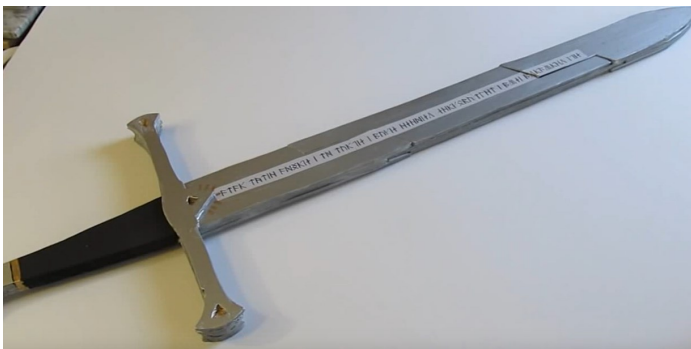
Anduril will be needed to participate in one of the town activities, so be sure to make the sword.

<http://www.stormthecastle.com/how-to-make-a/make-aragorns-sword-anduril.htm>

<https://www.youtube.com/watch?v=6CwJGzc2prg>



SHARDS  
OF NARSIL



ANDURIL  
THE SWORD RE-  
FORGED

## HISTORY OF ANDURIL

Andúril, also called the Flame of the West. After the Council of Elrond, the Elves of Rivendell re-forged Narsil into a new sword, which Aragorn named Andúril. He carried it throughout the journey. In Lothlórien, Galadriel and Celeborn gave Aragorn a sheath for Andúril. It was made by the Galadhrim, and was overlaid with a tracery of flowers and leaves and elven runes spelling out the name of the sword and its lineage. There was an enchantment upon the scabbard so that the blade that was drawn from it would not be stained or broken, even in defeat.

The inscription upon the blade read "Nanye Andúril i ne Narsil i macil Elendilo. Lercuvanten i mali Mordoreo" which translates to "**I am Andúril who was Narsil, the sword of Elendil. Let the thralls of Mordor flee me.**" Telchar forged the original sword, Narsil.

The sword is not seen again until The Return of the King when Aragorn and the Rohirrim were camped at Dunharrow. Arwen pleaded with her father Elrond to reforge the sword, convinced that the enemy could be defeated. Reluctantly, Elrond agreed and had the shards of Narsil reforged into Andúril by the smithies of Rivendell. The sword was then engraved with runes saying "Anar. Nányë Andúril I né Narsil i macil Elendilo. Lercuvantan i móli Mordórëo. Isil." in Quenya, which translates as "Sun. I am Andúril who was once Narsil, sword of Elendil. The slaves of Mordor shall flee from me. Moon".

# KLONDIKE NECKER



## **IMPORTANT ADVISOR SECTION**

All sled teams must be made-up of 4 to 6 registered Scouts, Venturers or Sea Scouts.

Teams smaller than 4 are not allowed.

Assure your sled team has proper gear and clothing for the weather conditions.

Anyone younger than 14 is not permitted at this event.

All sled teams will provide their own food and cooking equipment for the Saturday night cooking competition which will be one of the scored events.

Youth protection guidelines for Troops, Crews, and Ships Venturing and Sea Scouts state the Scout must have graduated the eighth grade and must be a registered Scout, Venturer or Sea Scout prior to this event to participate.

Don't forget to have your crew make a sword from the shards of Narsil.

The Klondike Adventure for the Middle Tennessee Council is planned by the council Venturing Officers Association and is executed by the adult leaders so the youth can participate the event with their Crew. We need adult leaders to actively lead and serve for this event. All adult leaders are encouraged to assist somewhere during the course activities.

**WE CANNOT STRESS CLOTHING ENOUGH!!!! THE CONDITIONS AT KLONDIKE ARE VARIABLE AND ALMOST ALWAYS WET, WETTER, OR SOAKED DOWN DEEP TO MY BONES WET! STAYING WARM IS ESSENTIAL TO SAFETY AND TO COMPLETING THE COURSE! WHILE FIRST AID IS A SKILL WE NEED TO COMPETE – WE DON'T WANT TO USE IT IN A REAL-LIFE SCENARIO AT KLONDIKE!**