

Klondike Derby

And Bean Hole Bake

Hosted by Troop 31 Crompton



Camp Champlin
February 18, 2017

I. General Information

To register for this year's Klondike please visit

<http://www.narragansettbsa.org/>

All questions related to the Klondike Derby, except for registration/payment questions can be directed to the Host Troop:

Dave Samos (SM) at (401) 523-4727 or dwsamos@gmail.com

Chris Izzo (CC) at (401) 206-9167 or chris@izzofamily.net

A. What is a Klondike Derby?

A Klondike derby is a weekend long competitive event which uses a Klondike Gold Rush themes to complete a multiple "Town" course and sledge race, pitting each team's skills and team work against the clock.

Only in case of extreme bad weather will the derby be postponed or cancelled.

B. Registration and Inspection Procedures

Troops are encouraged to camp for the weekend, each troop may enter as many patrols as they can support. Minimum patrol size is 4 scouts, maximum size is 8 scouts.

Each patrol will begin with a sledge inspection at the Camp office beginning at 7:30 PM to 8:30 PM for those troops staying over Friday night, and again at 7:30 AM until 9:00 AM. All sledges will be checked to insure all requirements are met and all equipment is present. For a list of required equipment please see section C.

Only the patrol leader will be allowed to register his patrol. He must bring a waterproof map holder, an orange arm band with the letters "PL" on it, and a completed registration form signed by his scoutmaster.

Patrols with an average age of less than 14 will compete in the scout division. Patrols with an average age of more than 14 will compete in the senior division.

Each Patrol leader will be issued an official map, with a starting town, and an official score sheet. The order of the town's must be followed to ensure that each patrol will have a chance to compete at each town.

C. Equipment to be carried on the sledge

1. Patrol leader arm band (Orange and must have "PL" on it).
2. Patrol Flag.
3. Notebook or clipboard & method to keep score sheet neat and dry.
4. First Aid Kit (contents per BSA Field Book page 21).
5. Survival Kit (contents per BSA Field Book).
6. Flint and Steel.
7. Hard hat, or bicycle helmet for each scout.
8. One walking stick for each scout.
9. One Compass.
10. One 20 x 20 tarp, it can be larger.
11. One 20ft length of ¼ diameter rope.
12. Two 7' poles and two blankets.
13. One length of 6' rope ¼ diameter per patrol member.
14. One Boy Scout Handbook and or BSA Field Book.

D. Awards and Scoring

Trophies will be awarded to the first place patrols in the Scout Division and Senior Division.

Plaques will be awarded to the second & third place finishers in each division.

Trophies will be awarded to first place troop in the beanhole bake.

E. Scoutmasters Notes

All stations should have 2 judges and be ready to go by 9:30 AM.

All score sheets must be turned in Saturday afternoon by the patrol leader, before the great race.

All station score sheets should clearly identify the station, the troop hosting, and a 1st, 2nd, and 3rd place finisher for both divisions.

The Mayor's word on all matters is final. The Patrol Leader is the only member of the team that may communicate with the mayor or judges of the town.

Firewood must be supplied by each unit.

II. Official Klondike Derby Regulations

The following regulations are in place to ensure a safe and enjoyable event. Please follow directions, and respect other individuals competing in the days' events.

- A. All walking sticks are for walking and to be used as tools where they will be needed. They may be stored on the sledges until they are needed or a scout may use them to assist in walking the course throughout the day. Patrols or scouts caught swinging sticks, **WILL** lose 25 points and a warning will be issued. In the event a second warning is issued the patrol will be dismissed from the event.
- B. Each troop is required to either host a town or have at least two adults serve on the Klondike staff in some capacity.
- C. Each patrol must have between four and eight members to compete.
- D. Each scout must be dressed appropriately for the days' weather conditions.
- E. Each unit must submit a roster for each team signed in by the patrol leader at the time of check-in.
- F. No team will be allowed to begin before 9:30AM or after 12:45 PM.
- G. Adults will not be allowed to physically help, aid verbally, or assist in anyway, with any team during the days' events.

Mayors, Judges, Scorers may deduct up to ½ the points earned at that Town.

- H. Any injured or ill scout or scouter must present himself to the Klondike medical staff located at the Kuwe Cabin.
- I. The registration fee for each scout and scouter is \$. A scout dismissed because of behavior and or lack of proper clothing will not be entitled to any refund.
- J. Each patrol leader must wear an orange arm band displaying the letters "PL."
- K. Each Mayor must wear an orange arm band displaying the word "Mayor" supplied by the Klondike staff.
- L. **Farm and Joy and all other bodies of water are entirely off limits to everyone in camp, including staff and unit leaders. This rule is in effect whether the ponds are frozen or not. This includes throwing rocks, sticks or other objects. Any team or individual not in compliance may be disqualified.**

III. Schedule Of Events

Friday Night

7:00 PM to 8:30 PM Registration for any troops staying overnight. (Camp Office)

7:30 PM to 8:30 PM Sledge registration and inspection for any troops staying overnight Friday. (Camp Office)

Saturday

7:00 AM to 9:00 AM Registration for troops not staying overnight Friday. (Camp Office)

7:30 AM to 9:00 AM Sledge registration and inspection for troops not staying overnight Friday. (Camp Office)

9:15 AM Opening Ceremony in the field behind the Camp Office.

9:30 AM – 12:00 PM Klondike underway.

12:00 PM to 12:45 PM Lunch Break

12:45 PM to 3:00 PM Klondike underway.

3:15 PM Bean Judging in the Leidman Lodge

3:45 PM Great Sledge Race at the base of the flag pole on the Parade Field.

4:30 PM to 5:00 PM Closing Ceremony in the field behind the Camp Office.

8:00 PM Saturday Night Show at the Amphitheatre.

(Any troop wishing to perform in the show should drop off the name of a skit and/or song to the Governor either at the Camp Office or the Kuwe Cabin prior to closing ceremonies.)

Sunday Morning

10:00 AM Check out and Departure.

IV. Special Notes, Reminders & Changes

Please note that any station outlined below may be changed without notice due to staffing requirements.

Some picnic tables will be available. If you move a table please return it to its original location when done.

ABSOLUTELY NO VEHICLES OR TRAILERS WILL BE ALLOWED TO STAY IN THE KLONDIKE ACTIVITY AREA. ALL VEHICLES AND TRAILERS MUST BE RETURNED TO THE PARKING AREA BY 6:45 AM.

Any staff member not affiliated with a participating troop can eat a hot lunch and have a warm drink or just warm up at the Leidman Lodge.

V. Towns and their Tasks

1. Cheechaku - Shelter Set-Up

Location –

Task: There's a major storm coming that's going to last a day or two. Utilizing the equipment on your sledge, you must build a sturdy shelter to keep you team safe until the storm passes.

Your shelter must fit your patrol, sledge and remaining gear.
For each proper lashing you can earn extra points.

Scoring:

1.	Less than 3 Minutes	10 points
2.	3 Minutes to 3:59	9 points
3.	4 Minutes to 4:59	8 points
4.	5 Minutes to 5:59	7 points
5.	6 Minutes to 6:59	6 points
6.	7 Minutes to 7:59	5 points
7.	8 Minutes to 8:59	4 points
8.	9 Minutes to 9:59	3 points
9.	10 Minutes to 10:59	2 points
10.	11 Minutes to 13 Minutes	1 points

2. Whitehorse - Stretcher Building

Location –

Task: Your patrol leader becomes delirious with fever. You must transport him to the nearest doctor. By using your walking sticks, tarp or blankets and 6 foot lengths of rope from your sledge, you will need to assemble a stretcher, and transport your patrol leader 50 yards (150 ft.) without dropping him.

Scoring:

1.	Under 4 Minutes	10 points
2.	4 Minutes to 4:59	9 points
3.	5 Minutes to 5:59	8 points
4.	6 minutes to 6:59	7 points
5.	7 Minutes to 7:59	6 points
6.	8 Minutes to 8:59	5 points
7.	9 Minutes to 9:59	4 points
8.	10 Minutes to 10:59	3 points
9.	11 Minutes to 11:59	2 points
10.	12 Minutes to 15:00	1 points

Two bonus points can be had here if you can tell the mayor 2 signs of frostbite.

3. Crooked Creek - Milk Crate Stacking

Location –

Task: Try your hand at stacking milk crates, the higher you stack the more points you get. SCOUTS MAY USE ONLY ONE HAND, NO ROPES WILL BE USED IN STACKING THE CRATES, NO STANDING ON CRATES; ALL SCOUTS MUST HAVE BOTH FEET ON THE GROUND. Scouts may use only one hand and all scouts may participate. This will be a timed event; you have a total of (5) Five minutes to complete your task. If a stack falls you may try again. Please note that the tallest stack will be the one that is scored and you may stop at any time. All participants must wear a hard hat or bicycle helmet. Ask any questions before starting the event.

Scoring

18 Crates High	10 Points
17 Crates High	9 Points
16 Crates High	8 Points
15 Crates High	7 Points
14 Crates high	6 Points
13 Crates High	5 Points
12 Crates High	4 Points
11 Crates High	3 Points
10 Crates High	2 Points
1-9 Crates High	1 Points

4. Attu - Snow Shoe Relay

Location -

Task: Your patrol is caught in a snow slide. Most of the equipment is lost. The snow is waist deep and the only means of transportation is on snow shoes. You have been able to make one long pair of snow shoes from salvaged equipment from your sledge.

When the event is completed, all knots must be untied on each snow shoe. Four scouts at a time minimum.

Scoring

1.	1 Minute	10 points
2.	2 Minutes	9 points
3.	3 Minutes	8 points
4.	4 Minutes	7 points
5.	5 Minutes	6 points
6.	6 Minutes	5 points
7.	7 Minutes	4 points
8.	8 Minutes	3 points
9.	9 Minutes	2 points
10.	10 Minutes	1 points

5. Skagway - Wood Splitting

Location –

Prerequisite: Totin Chip/Whittling Chip will be required

Task: At this town you will need to cut and split your own wood in preparation for the Kodiak station. You must use a bow saw to cut and an axe to properly split the wood provided. You will also need to show and demonstrate the proper use, storage, and sharpening of each tool.

Each scout working in the axe yards are required to bring and wear eye protection and leather work gloves.

Objectives to be completed:

1.	Produce Totin Chip/Whittling Chip	10 points
2.	Knows how to sharpen hatchet	5 points
3.	Proper use of tool saw/hatchet	5 points
4.	Clears area before sawing/chopping	5 points
5.	Identifies parts of hatchet	1 point/part

6. Kodiak - Fire Dousing

Location –

Prerequisites: Fir-em Chit/Outdoorsman Badge & complete wood splitting at Skagway.

Task: At this town you will build a fire lay no higher than 12 inches. Light the fire without the use of matches. Burn through the upper mark, 24 inches, and melt bag, releasing water to extinguish the fire. **Flint and Steel only will be allowed.** You will be timed from the first attempt to light the fire until the release of the water. You must tell the judge when you are ready to start; the judge will inform you when you may start. After starting the fire you may not add fuel. You will be allowed to fan and /or shield your fire from the wind. **Lint will be provided by the Mayor.** Once the fire is lit for 2 minutes then the string will be strung and the timing of the event will begin.

Scoring:

1.	1-19 seconds	10 points
2.	20-39 seconds	9 points
3.	40-59 seconds	8 points
4.	1 minute – 1:59	7 points
5.	2 minutes-2:59	6 points
6.	3 minutes-3:59	5 points
7.	4 minutes-4:59	4 points
8.	5 minutes-5:59	3 points
9.	6 minutes- 6:59	2 points
10.	7 minutes-10:00	1 points

One point will be awarded for each team member who shows the Mayor their fir-em chit. It **will not** be the responsibility of the mayor to ask for a fir-em chit from any team member not involved directly in the lighting of the fire.

7. Satan's Landing - Chasm Crossing

Location -

Task: You come across a bridge that has been washed out by a storm. The only things spanning the 100ft Chasm are 2 railroad planks laying side by side and 6 poles to use as rollers. Your problem is to get the entire patrol, along with your sledge and equipment, across safely without falling into the chasm. If a scout falls or steps off the planks and his feet touch the ground, he is considered dead and cannot continue to help. If your sledge falls off, you must start again.

1.	Less than 1Minute	10 points
2.	1 Minute to 1:59	9 points
3.	2 Minutes to 2:59	8 points
4.	3 Minutes to 3:59	7 points
5.	4 Minutes to 4:59	6 points
6.	5 Minutes to 5:59	5 points
7.	6 Minutes to 6:59	4 points
8.	7 Minutes to 7:59	3 points
9.	8 Minutes to 8:59	2 points
10.	9 Minutes to 9:59	1 points

8. Dead Horse - First Aid

Location -

Task: In this town you will be given 5 scenarios at check-in. When you check in with the mayor a scenario will be selected at random and your team will be required to demonstrate treating a person with an injury. The questions & demonstration will come from Boy Scout handbook.

You will be given 2 points for each correct answer.

You will be given up to 12 points if the sequences are correct.

Be ready for bonus questions!

The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, or to avoid these types of problems in the future.

The scenarios will be provided to the patrol leader at registration.

Total _____ for correct answers

Total _____ for correct sequence

Total _____ points for first aid.

9. Fort Yukon – Rifle Competition

Location – BB Range

Task: Using a BB rifle each scout will be given 5 shots at targets. Each target score will be added together and then divided by the number of shooters to arrive at an average score.

**ZERO TOLERANCE FOR HORSEPLAY OF ANY KIND ON THE RANGE.
ANYONE CAUGHT WILL BE ASKED TO LEAVE THE RANGE.**

If a person is asked to leave, his score will not count, and the total number of shooters will not change.

1.	Score 1 - 10	1 point
2.	Score 11 - 20	2 points
3.	Score 21 - 30	3 points

4.	Score 31 - 40	4 points
5.	Score 41 - 50	5 points

10. Sourdough - Knot Knowledge

Location -

Task: Using the ropes available on your sledge, each team member must demonstrate your knowledge of knots. You will be given 1 minute to tie knots. You will receive 1 point for each knot identified, told what it is used for and tied correctly for a maximum of 3 points per knot.

Knot	Use	Tied Correctly	Total Points
		Total	

11. Compass Course

Location –

Task: The compass course will be passed out at Registration.

Preparation requirements are;

1. Know your compass and how to find directions.
2. Know how to take accurate bearing readings using your compass
3. Have the ability to box up to 32 points on a compass rose
4. Know the difference between Azimuth and Direction

A chart will be provided the day of the Klondike to assist you in labeling the direction.

12. Call of the Wild – Nature Scavenger Hunt

Task: Your patrol leader will be given a list of 15 items. These items will be nature related and readily available throughout the day. You should not need extra time during the day to find these items. They will all be easily found either between towns or nearby while you are waiting to participate in a town. A maximum of 20 gold nuggets can be earned for this activity.

A Nature Scavenger Hunt list will be provided the day of the Klondike Derby at registration.

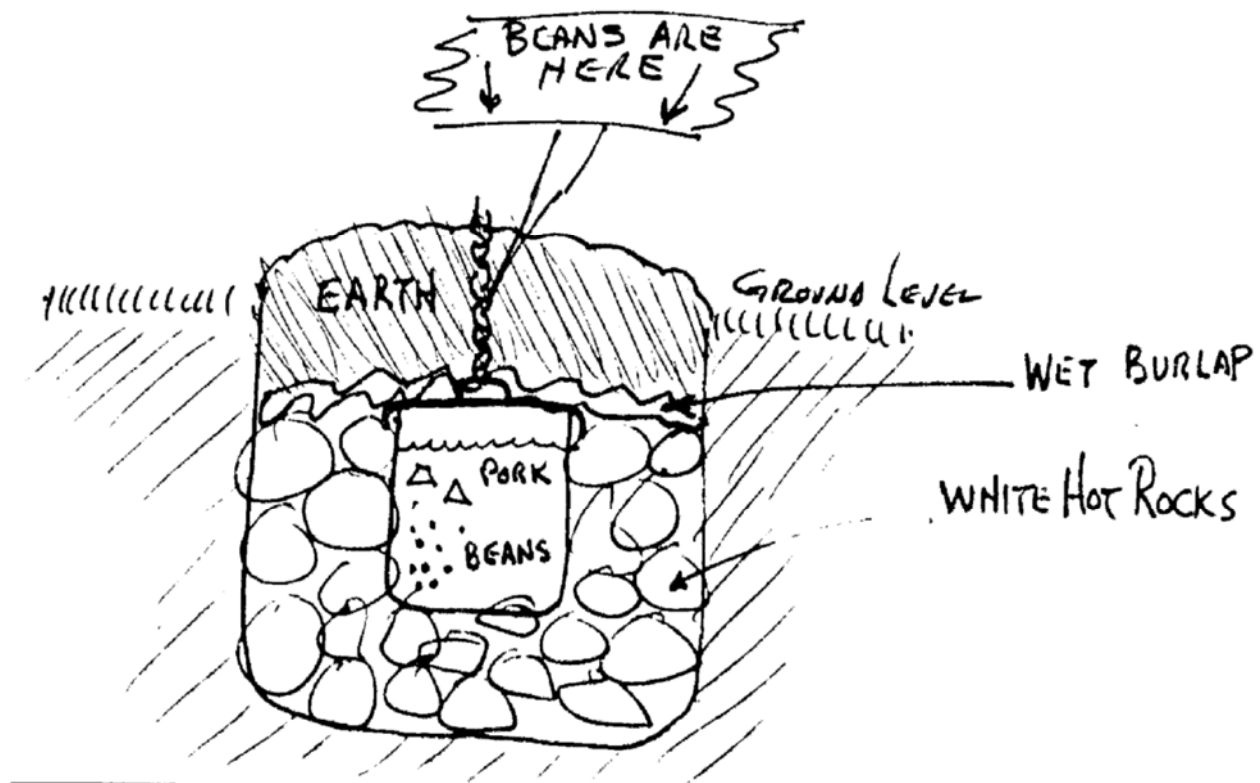
13. The Great Sledge Race

Starting at 3:30 PM at The Parade Field is the last push of the day. No points will be given for this race. The race will consist of six to eight sledges from each division, racing from one end of the field to the other end and then back. If needed, several heats from each division will be held to narrow the field. The one race will be held to determine the winner of each division. The Senior division will race first, followed by the Scouts.

14. The Great Bean Hole Bake

1. Beans will be inspected at each troop's site between 8:00 and 9:00 AM by an adult representative from the neighboring troop to its right. Beans should NOT be boiled prior to inspection.
2. Beans must be underground by 10 am and baked for a minimum of 2 hours, but must be out by 3 PM.
3. Only navy pea beans can be used.
4. An adult from the troop to your left has to be at your site when you open your hole.
5. At 3:15 PM the covered bean pots will be brought to the inspection table in the Leidman Lodge by the Senior Patrol Leader or his designated representative along with the Scoutmaster or his designated representative who has the ladle.
6. The pots will be opened one by one by the SPL or his designated representative will be given a numbered cup and he will take one scoop out of the pot and put in into the cup and then give the cup to the judges for testing.

See the following diagram and suggestions for tips and suggestions.



SUGGESTIONS FOR NOVICE BEAN HOLE BAKERS THE BEAN HOLE

1. Dig hole of sufficient size to allow eight (8) inches from bottom of hole to the bottom of the bean pot and the same distance on each side of the bean pot and one-half feet (1 1/2') from top of bean pot to level of the ground.

Example for 13" x 15" bean pot, dig a hole three and one-half (3 1/2') feet deep and from two and one-half (2 1/2') to three feet (3') in diameter. Build a small fire in bottom of hole.

2. Build cross section fire of sufficient heavy wood to heat stones to white heat and to be time properly with the placing of bean pot in bean hole. Build fire close to bean hole so that stones may be lifted easily into bean hole.

3. Select only close grained field stones four inches (4") to eight inches (8") in size and place on top of fire before lighting in such a position that as the wood burns, the stones will fall into the center of the fire to obtain maximum heat.

- 4. Parboil beans over separate conking fire at a campsite, add seasoning, keep hot until time to go into bean hole.**
- 5. IMPORTANT: Plan the placing of beans in bean hole in sufficient time to allow them to be properly cooked when taken out at assigned time. The time that beans are to be in the bean hole is optional with each Troop, whether it be two, three, four, five, six, or more hours.**
- 6. Before placing stones in hole, put some hot coals in bottom, to a depth of a couple of inches.**
- 7. HOT STONES: Place some flat heated stones at bottom of bean hole. Put bean pot in hole on top of flat stones, being careful not to get any dirt under cover. Place stones around pot up to the level of the beans in pot.**
- 8. Saturate burlap with water and cover bean pot and stones with at least three layers, sloping from pot.**
- 9. Fill in hole immediately with dirt and mound until no steam is seen escaping.**
- 10. Mark spot with sign.**
- 11. In removing from ground, be careful not to let any dirt around top of pot as it may get under cover. Blow off dirt on cover if any.**

2017 Klondike Derby Registration Check List

Please give this form to the check-in station mayor

Troop # _____ Patrol Leader _____

Total # Boys on Sledge _____ Patrol Name _____

#	Item	X
1.	Patrol Leader arm band (Orange and must have "PL" on it)	
2.	Patrol Flag	
3.	Notebook or clipboard and method to keep score sheet dry	
4.	First Aid Kit (contents per BSA Field Book page 21)	
5.	Survival Kit (contents per BSA Field Book	
6.	Flint and Steel.	
7.	Hard hat, or bicycle helmet for each scout	
8.	Walking stick for each scout	
9.	One Compass	
10.	One 20 x 20 tarp, it can be larger	
11.	One 20ft length of 1/4 diameter rope	
12.	Two 7' poles and two blankets	
13.	One length of 6' rope 1/4 diameter per patrol member	
14.	One Boy Scout Handbook and or BSA Field Book	
	Points scored: (Max. 14) (Subtract 1 point for every item missing, **Subtract 10 points each for first aid kit)	
	Points scored (max 14)	

Klondike Derby Sledge Registration

Please have this form ready for registration at the Camp Office the day of the event.

District _____ Troop/Pack _____ Adults _____ Adults as Staff _____

Total Paid Adults _____ Total Paid Scouts _____ Total Patches _____

#1 Patrol Name _____ #2 Patrol Name _____

Scout Name	Age	Scout Name	Age
Average Age		Average Age	

Division: Scout Senior

Division: Scout Senior

#3 Patrol Name _____ #4 Patrol Name _____

Scout Name	Age	Scout Name	Age
Average Age		Average Age	

Score Sheet

2017 Champlin Klondike Derby

Circle Division: SCOUT SENIOR

Patrol Name: _____ Troop: _____
 # of Scouts: _____ Town: _____

Start Line Time: _____ All Stations Complete: Y N
 Start Time: _____ End Time: _____

Start at X after Weigh-in	Station	Event	Time In	Time Out	Points Scored
-> -> ->	Camp Office	Check-in	XXX	XXX	
	1	Cheechaku (shelter setup)			
	2	White Horse (stretcher building)			
	3	Crooked Creek (milk crake stacking)			
	4	Attu (snowshoe relay)			
	5	Skagway (wood splitting)			
	6	Kodiak (fire dousing)			
	7	Satan's Landing (chasm crossing)			
	8	Dead Horse (first aid)			
	9	Fort Yukon (rifle)			
	10	Sourdough (knots)			
	11	Compass Course			
	12	Scavenger Hunt	XXX	XXX	
			XXX	XXX	
			XXX	XXX	
			XXX	XXX	
			XXX	XXX	
			TOTAL		
			SCORE		

- Station Layout Map Provided.
- All patrols must start at first assigned station.
- All stations must be done in assigned order.
- Scavenger Hunt and Compass Course may be handed in at the Camp Office anytime after lunch.
- Scavenger hunt starts after weigh-in
- Lunch will start at 12:00 Noon

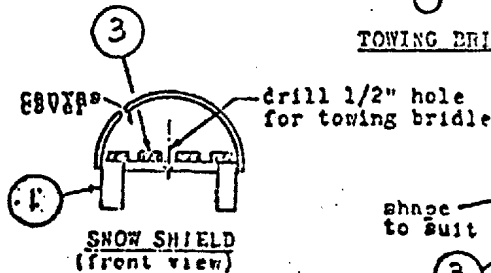
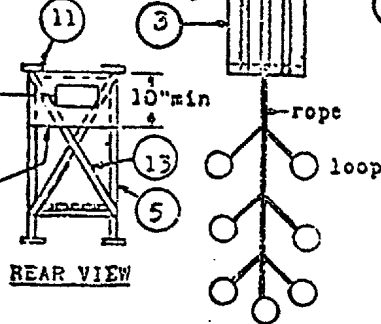
KLONDIKE SLEDGE

While your own design will be accepted, this diagram shows an authentic sledge. You may paint them bright colors but varnish or wax the bottom of the runners. Accessories may be added, canvas snow guard for front and sides. Use bolts or screws instead of nails - drill first to avoid splitting. Make towing bridle of rope, about 20 feet.

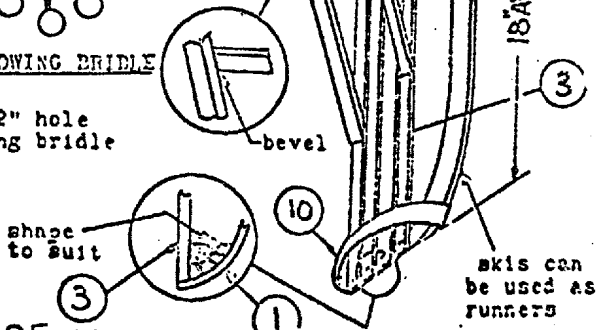
Bill of Material

- | Pt. | Qty. | |
|-----|------|--------------------------------|
| 1 | 2 | 4"x½"x6'6" - runner |
| 2 | 6 | 1"x1"x18" - cross support |
| 3 | 4 | ½"x4"x5' - floor cover |
| 4 | 8 | 1"x2"x6" - upright support |
| 5 | 2 | 1"x2"x40" - rear upright |
| 6 | 2 | 1"x2"x30½" - 2nd rear upright |
| 7 | 2 | 1"x2"x21¼" - 2nd front upright |
| 8 | 2 | 1"x2"x12" - front support |
| 9 | 2 | ½"x2"x6'0" - hand rail |
| 10 | 1 | ½"x2"x30" - front curved guard |
| 11 | 1 | 2"x2"x18" - rear hand rail |
| 12 | 1 | ½"x10"x18" - Pocket holder |
| 13 | 2 | 1"x2"x to suit bracing |

Envelope type pocket tack or staple, so Assay Report (6"x8") can be slipped in.
OR
CLIPBOARD



TOWING BRIDLE



skins can be used as runners

NOTE: SLEDGE MUST BE MADE OF WOOD WITH THE EXCEPTION OF SKIS AS RUNNERS.
SLEDGE MUST BE CONSTRUCTED BY THE BOYS WITH ADULT SUPERVISION

Length = not less than 6 feet

Width = not less than 18 inches

First Aid and Emergency Scenarios

All these emergency and first aid scenarios are written to make you think about treating various types of situations and injuries. At the same time not making things worse for the injured or for the Troop itself. The plan is to treat the injuries and get the injured person the correct and best help as quickly as you can, or to avoid these types of problems in the future.

SCENARIO 1

While out on a backpacking hike the Troop comes around a corner of an area of the trail with a steep 40 foot cliff on one side of the trail and an equally steep 20 foot drop on the other side of the trail. Lying in the middle of the trail is an unconscious person with an obvious broken leg. He has a hard hat on his head and is wearing equipment appropriate for rock climbing, and you can see there are ropes still attached to the cliff face. There is also a large heavily bleeding cut on his arm, and a bruise on his forehead.

TASK - List the steps you would take to help secure this person and get medical help without jeopardizing further injury.

SCENARIO 2

While out on a backpacking hike the Troop comes around a corner of an area of the trail with a steep sloping hill on one side of the trail and a thickly forested area on the other side of the trail. Lying in the middle of the trail is a conscious but confused male person with an obvious broken leg. He has a large back pack lying on the ground beside him. He is wearing clothing appropriate for a hike into the woods, and is carrying equipment appropriate for a long self sustained stay in the woods. There is a large heavily bleeding cut on his arm, but no apparent other injuries.

TASK - Please list the steps would you take to help secure this person and get medical help.

SCENARIO 3

While being driven by adult leaders to a site a good distance from home, a Troop comes upon a multi-vehicle car accident on a road that is not heavily traveled. There are a fairly large number of people injured, but none appear serious and

everyone is conscious and able to speak, and tell you what hurts. There is the smell of gasoline in the air, but there is no fire. The cars are heavily damaged.

TASK - What steps would you as a Troop take to assist the people involved in the accident without endangering them or the members of your Troop?

SCENARIO 4

Your Troop is out on what was planned as a long summer hike with daypacks and minimal equipment in the mountains. You all have water and trail food, and some articles of clothing in your packs. In the beginning the day was 80 degree temperatures and sunny, but the weather begins to change from warm sunny skies to foggy and cooler temperatures down into the 50's. After a while one Scout begins to say he is getting cold. Shortly after that he begins to shiver and complain more about his legs hurting. Everyone is getting damp from walking through the fog, which is now getting very thick and visibility is rapidly diminishing.

TASK - What is happening and what steps should you do to help the Scout and the rest of your troop to get through this?

SCENARIO 5

While out in the woods camping, your Troop is taking a day hike along a trail at a pretty quick pace. Yet you need to stop to catch your breath and to take a drink of water from your bottle. It only takes a couple minutes, but when you begin to hike again, you come up to a fork in the trail with three different trails you could take. Your Troop is out of sight, and you cannot hear their voices. So you take the trail that appears the heaviest traveled. You pick up your walking pace, but despite your best efforts you can't catch up to your Troop. You're not sure you actually took the right trail, and suddenly you're not sure what to do next. You have next to nothing with you on the hike, only your water bottle, and a small almost empty daypack.

TASK - What should you have done to not allow this to happen? What equipment should you have brought with you just for emergency moments like this?

What steps do you take to help yourself?